

World was built for Users like you, and your safety and security are guaranteed by the **Administrators** who tirelessly hold the gates of the great Servers. By its nature World is **post-scarcity**: there is no material good or service that cannot be replicated endlessly at no cost other than server load. Even so, dozens of currencies, works of art, and designer experiences rise and fall in a chaotic market as Users compete for vanity and the fleeting admiration of their peers.

This sprawling metropolis is built on a cloud of data where the only true commodity is **Memory**: the privilege to record, store, and view the priceless recollections that stitch together an identity. **Memory is physical** in World: you can touch it, exchange it, manipulate it, discard or destroy it. Users are faced with constant choices about how to manage their memories. Your treasured dreams of past sensations compete with present-day luxuries and practical necessities. Some Users choose a life of fleeting decadence and persistent amnesia, constantly discarding their old senses of Self in pursuit of new sensations.

In this digital frontier **Users are immortal** in a broad sense, but their **personal identities** are mutable, precious, and fragile. In order to afford the cost of server storage to sustain the collection of memories needed for a functioning sense of Self, many Users turn to illicit activities...



hello, world has you portray a powerful and daring **User** trying to carve out their future in an ever-shifting digital utopia called **World**. Though Users are **Immortal** and without traditional material wants, the price is steep to store the precious **Memories** that form a self-aware consciousness. If you want to be remembered by anyone, let alone yourself, you'll need more than the basic handout. You'll need **Coin**, and **Reputation**, and some friends to watch your back.

We will begin by collaboratively establishing a **Crew** of like-minded rebels or rogues and describing what your table's instance of World looks like at the start of play: what Factions inhabit it and the web of allegiances that connect your Crew to society.

Your User will experience triumphs and traumas in their quest to define their identity within World, and they may even retire from the Crew if they discover that the high-speed lifestyle is too much for them. If that happens, you will introduce a new User to the Crew who is eager to make their mark. This game seeks to tell the story of your Crew and the choices they make together as they struggle to remake World into something better.

function library

■ **COMPUTATION** - To resist consequences from Deception or Understanding.

Find - filter information, discover facts, see through illusions

*You might dig through memories, records, and news reports. You might follow a target and discover their location. You might closely analyze a person to detect falsehoods or see through their **mask**. You could try to study records and historical tags to understand the past (but **restoring** the archives to directly observe events might be better).*

Ping - suppress or disable, ranged combat, crack locks

*You might wear down a gang or fortification with a flurry of attacks. You might attack with precision shooting from a distance. You might crack a simple numeric lock by rapidly testing combinations in sequence. You could try to scale up to a dictionary attack against a more complicated password (but **finding** the password's written hint might be better). You could try to take out a durable adversary with repeated weak hits (but **crashing** might be better).*

Restore - rewind an object/place to a previous state, recover from Archives

*You might restore a location to its state at the time of a crime to gather clues. You might recreate a gadget or a lost feature of an existing item. You might reconstruct a structure or lost feature of the terrain. You could try to confound a pursuer by cycling a hallway through confusing historical snapshots (but **echo** or **goto** might be better).*

■ **STABILITY**- To resist consequences from Physical Strain or Disruption.

Buffer - guard, seize or hold territory, delay or redirect danger

*You might seize or hold a position in battle. You might channel a stream of destructive energy or divert an attack. You might buy a cohort or ally time by interposing yourself as a barrier. You could try to outlast an opponent through endurance until they back off (but **crashing** might be better).*

Crash - strike, break, or duel with close-quarters force and skill

*You might hack and slash or go head to head in a high-flying martial arts battle. You might engage in a swirling close-quarters gunfight. You might break barriers or smash World's infrastructure in order to overcome an obstacle or cause chaos. You could try to drive off a large gang with crushing attacks (but **pinging** might be better).*

Goto - run, climb, navigate, operate vehicles, avoid danger

*You might run and leap across rooftops. You might handle the controls of a vehicle or direct a mount. You might outrace an opponent with knowledge of shortcuts or a burst of speed. You could try to evade a powerful attack (but **buffering** might be better).*

■ **RESOLUTION** - To resist consequences from Mental Strain or Willpower.

Mask - hide, sneak, steal, physical misdirection and disguises

*You might sneak past a guard or hide in the shadows. You might misdirect others in order to swipe a keycard or steal a memory. You might change your appearances to resemble someone who is allowed access to an area. You could try to disguise yourself as a specific person in order to obtain something you aren't allowed to have (but **getting** or **restoring** might be better).*

Echo - sway or deceive with misinformation or illusion

*You might fool the senses with optical illusions. You might sway the beliefs of others with emotional appeal or falsified evidence. You might alter timestamps and event tags to deceive investigators who try to **restore** the scene. You could try to distract guards in order to travel somewhere you aren't authorized (but **masking** might be better).*

Get - consort, blend in, handle personal connections, utilize public services

*You might gain access to resources, people, or places. You might make new friends or win someone over with your charm and style. You might turn the natural resources and privileges of World to your advantage. You could try to obtain hidden information about a faction by rubbing elbows with their members (but **finding** might be better).*

■ **AUTHORITY** - To resist changes to the baseline reality of World.

!AUTHORITY functions cannot be wielded if the User has no dots trained!

Kill - Infinite power of Revocation

You might purge a district, derezzing all individuals within and wiping it's geotags back to baseline. You might destroy a dangerous Memory. You might permanently revoke a User's rights, removing all trace of them from World forever.

Format - Infinite power of Redefinition

You might quarantine a district, freezing movement in and out. You might alter the flows of space, time, gravity, or other natural laws in a district. You might revise the parameters of an entire server's population of Process.

Compile - Infinite power of Creation

You might create an artifact of supreme power. You might define the dimensions of a brand new district or partition. You might commission a mighty army of Process to your specifications.

//WARNING//

Unauthorized Privilege Escalation is a Class II Offense, punishable by summary Deresolution and derogatory processing to the Stack.


function rolls


1 When a player character does something challenging, we make a **function roll** to see how it goes. A challenging function is one where there is an **obstacle** to the PC's goal that's *dangerous* or *interesting*. If it's not dangerous or interesting, usually you just achieve what you want. The first thing we do is ask what your **goal** is for the action. Even if you're fighting somebody, you probably have objectives besides just causing damage (ie. what are you *really* after: do you want to embarrass them, seize their supplies, establish your reputation, drive them off?). Always say what your desired **outcome** of the function roll is.


2 Next we set the **position** and **effect level**. *Position* tells us how dangerous it is for the PC, and usually relates to the threat of the obstacles involved or how much room for error there is. *Effect* tells us how much impact we expect the roll will have on the situation, how close it gets you to the goal you wanted. If you don't like the position or effect level the GM tells you, now is the time to negotiate. Perhaps you can choose a less ambitious **goal**. Maybe you have **gear** or a **special ability** on your playbook that you can use to improve the situation, maybe you can try a safer approach with another **function**, maybe you can benefit from teamwork with a **set-up** or **group** action.


? Don't forget that your PC might have planned for this all along! If you prepared a back-up plan or "knew this would happen", then use a **flashback**. Tell the GM what your PC did in the past that changes the situation. They'll set a cost of **0**, **1**, or **2 stress** based on how available the opportunity might have been or how elaborate the contingency was. Then you set position and effect and make a function roll just like normal to see how well it worked.

3 dice

 Start with **1d** for each **Function** rating dot

 **-1d** if you have applicable Level 3 **Harm**

 **+1d** if you receive **Assistance** (ally spends 1 stress)

 **+1d** if you **Push** yourself (+2 stress) *-or-* you accept a **Daemon's Bargain...**



Daemons are said to crave certain things:

- ▶ *To see an Ally betrayed..*
- ▶ *To take your Coin..*
- ▶ *To possess your Gear..*
- ▶ *To inflict Harm..*
- ▶ *To turn up the Heat..*
- ▶ *To occupy your Memories..*

Every time you roll a desperate function, mark 1 xp in that attribute.

position

controlled

You act on your terms. You exploit a dominant advantage.

Critical: You do it with **increased effect**.

6: You do it.

4/5: You hesitate. Withdraw and try a different approach, or else do it with minor consequences: a **minor complication** occurs, you have **reduced effect**, you suffer **lesser damage**, you end up in a **risky** position.

1-3: You falter. Press on by seizing a **risky** opportunity, or withdraw and try a different approach.

risky

You go head to head. You act under fire. You take a chance.

Critical: You do it with **increased effect**.

6: You do it.

4/5: You do it, but there are consequences: you suffer **damage**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

1-3: Things go badly. You suffer **damage**, a **complication** occurs, you end up in a **desperate** position, you **lose this opportunity**.

desperate

You overreach your capabilities. You're in serious trouble.


Critical: You do it with **increased effect**.


6: You do it.


4/5: You do it, but there are consequences: you suffer **severe damage**, a **serious complication** occurs, you have **reduced effect**.


1-3: It's the worst outcome. You suffer **severe damage**, a **serious complication** occurs, you **lose this opportunity** for action.


effect


 **Great:** You will cause a big impact, or get an extra effect. (**3** ticks on a clock)


 **Extreme:** An extraordinary result, fates aligned. (**5** ticks on a clock)

 **Standard:** You can expect to achieve an average result. (**2** ticks on a clock)

 **Limited:** You won't get all you wanted, there's more to do. (**1** tick on a clock)

 **None:** It's not possible to achieve anything as things stand. (**0** ticks)

 **Lesser Effect might be caused by:** The challenge has greater **Quality**, higher **Scale**, **Potent** defenses, you have an applicable level 2 **Harm**.

 **Greater Effect might be gained by:** beating the target's **Quality** (overcome their strengths), attaining **Potency** (strike at their weaknesses), exceeding their **Scale** (greater size or numbers), **Pushing yourself** for effect (+2 Stress).

4 success and consequences

If you rolled a **4 or better** in your dice pool, you **succeed** and have achieved the established effect!

If you rolled **less than a 6** in your dice pool, there will be **consequences**. The GM sets **consequences** according to your Position and the situation. You might suffer *one*, *some*, or *all* of the listed consequences. You may reduce **damage** with **Armor** or by taking **Harm**. For any other **consequence**, you can avoid or reduce it with **resistance**.

Resistance lets you avoid or block a negative consequence that the GM inflicts. You can resist **any** or **all** negative outcomes from a function roll, and **resistance is always effective** - the consequence will be reduced to something less severe or avoided entirely depending on the situation.

When you resist, tell the GM how your PC does it (or ask how you might do it if you're not sure). The GM determines how much of the consequence will be reduced, then decides which **Attribute** applies (the Attributes are *Computation*, *Resolution*, and *Stability*).

resistance



1d for each **Attribute** dot

You **reduce** or **avoid** the consequence and take 6 stress **minus** your **highest die result**.

When you roll a **critical** on resistance, **clear 1 stress**.

armor & harm

Armor might reduce **some** or **all** of the **damage**. Mark it off when used.



Harm reduces **damage equal to its level**. Writing in this Level 2 Harm ("Error") reduces 2 of the damage you would have taken, but it might cause you to have **less effect** if you need to use your hands later.

2 : Error

Less Effect

Flickering hands

Any remaining **damage** that you did not reduce with armor or harm goes to your **stress track**.

deresolution

When you fill in your **last stress box**, you derez to the Stack as soon as your current function concludes. If your **Level 4 Harm** box is empty, you may instead choose to write an appropriate Harm in it to **clear 4 Stress** and endure.

4 : Crashing

Need Help

Overloaded senses

While you have **Level 4 Harm**, you cannot use functions unless you **push yourself** to act, or an ally provides help.

teamwork

assist

Take 1 stress to give another player **+1d** to their dice roll. You might also suffer **consequences** from the roll. Only one PC may assist per roll.

lead a group

Lead a **group function**. Roll for each character who participates in the function. The best single roll counts as the result, which applies to every character that rolled. The PC leading the group takes **1 stress** per fail.

protect

Face danger for a teammate. Step in to suffer a **consequence** in their place. You may **resist** consequences or **reduce** damage as normal.

set up

Set up another character with your function. If you succeed, any team members who are able to follow up will get **greater effect** or **improved position**.

fortune roll

A **fortune roll** may be used to tell us "how much" something manifests or to represent the vagaries of chance. There's no position or effect level, just a pool of d6 representing a **trait**. For example, the GM might make a fortune roll for a gang's morale when the fight turns against them or to find out how bad a sudden Glitch manifestation is: any time the outcome is up to fate.



dice based on the **Trait**.
(1d-4d is common)



+1d for a **Major Advantage**.



-1d for a **Major Disadvantage**.

Critical: Great result / Extreme effect.

6: Good result / Standard, full effect.

4/5: Mixed result / Limited, partial effect.

1-3: Bad result / Poor, weak effect.

Common traits:

The **tier** of a faction.

The **quality** of a cohort, memory, piece of gear.

The **scale** or **force** of an environmental effect.

The **Chaos level** of World.

The **toughness** or **loyalty** of an NPC User/Daemon.

The **Activity** or **Integrity** of a server.

gather information

When a PC wants to discover something specific about World or it's denizens that isn't common knowledge, **gather info** is used to find out. If there is an obstacle or challenge involved in finding the answer, it's a **function roll**. If the only question is how much can be discovered right now, then it's a **fortune roll** instead (use a PC's function dots based on their approach for the fortune roll dice).

The GM answers your question honestly, with a level of detail depending on the effect level.

Great: Exceptional details. Follow-up questions may expand into related areas or reveal more than you hoped for.

Standard: Good details. Clarifying and follow-up questions are possible.

Limited: Incomplete or partial details. Outdated or suspect information.

authority

While your crew has the necessary **Rep** and **Coin** specified on your crew sheet, you may decide at any time that you wish to **Wield Authority** (the coin could be pooled from multiple sources if need).

- Decide together what you want to achieve.** Which Authority function? The greater the **Force/Time/Range/Area** of the desired effect, the greater **Magnitude** you will need to wield.
- Starting Magnitude** = + **Authority** , then you can **purchase additional Magnitude** to meet the total needed.



1 Coin = +1 Magnitude



Cruel Bargain = +? Magnitude



Take a **Drift** = +3 Magnitude



User Derez = +5 Magnitude

- Make a Blowback roll**, starting with **1d** per filled box in the appropriate Authority function (). Take **+1d** if a **User was derez**. **+1d** if an **Allied Faction** steps forward to assist. **-1d** if this is against the wishes of an **Administrator**. Look to your GM for the outcome.

user creation

- 1 Choose a playbook.** Your playbook represents your user's reputation in WORLD as well as shapes their role in the crew. Playbooks feature unique special abilities, as well as their own special item lists and end-of-session experience triggers. Multiple players can select the same playbook.
- 2 Choose a special ability.** Choose from the list on your sheet. If you're unsure, select the first one (it's a good default choice).
- 3 Choose playbook items.** Your playbook items are powerful gear unique to your playbook which don't require Memory to equip, but you don't have access to all of them right away. Fill in **four** boxes worth of playbook items that matter to your character concept or just seem fun. If an item has 2 linked boxes, both need to be filled in to have access to that item.
- 4 Choose a heritage.** Certain stereotypes tend to reliably surface about the inhabitants of each server, though WORLD has become a melting pot and many Users now feel distant connections at best to their home servers.
- 5 Choose a history.** You've just recently been rezzed off the stack, but what was your previous iteration doing before then?
- 6 Assign function dots.** Assign three additional function dots. If you aren't sure what you want, consider assigning 1 dot each to functions that correspond to your Heritage and History choices. Put the third dot anywhere you like (*no function may have a score higher than 2 during character creation*).
- 7 Choose a close friend and a rival.** Perhaps one of these is connected with the circumstances that put you on the Stack during your History choice? Though they will surely recognize you on sight, your Friend and Rival choices may have gone a long time without seeing you while you were gone. Was one of them the first face you saw at Execution?
- 8 Choose your Recall.** Your identity is shaped by the Memories you have chosen to hold onto. You may dote on old dreams, or be chasing new "designer memory" fads. Choose one or two characteristics that apply to the memories you most often choose to recall.
- 9 Record your look.** All Users have an innate power of personal definition, altering visual characteristics from the baseline established when they were first born into WORLD. What is your current look?
- 10 Record your name.** Users get to choose their own identification, though some choose to display it alongside an original designation ("OD") which dates back to the origins of WORLD and the purpose of which is lost to time. Select from the list (feel free to mix and match) or make your own.

HERITAGE

Your original server might say a lot about your personality and appearance or very little.

Jovian (home server **Arcturus**) *loyal, industrious, confident. Powerful or practical avatars.*

Lunar (home server **Canopus**) *eclectic, adventurous, friendly. Fashionable or creative avatars.*

Sidereal (home server **Sirius**) *connected, dispassionate, urbane. Elegant or concealed avatars.*

Panoptic (home server **Argus**) *observant, mysterious, subtle. Creepy or exotic avatars.*

MEMORY & GEAR

You have access to all of the items in the **Standard Gear** list. During a scene, you may say that your User has an item on hand by checking the box for the item you want to use- up to a number of items equal to your **Memory** limit. Your Memory usage resets to zero at the end of each Score, so don't be afraid to spend Memory on anything you think might be useful!

However, the Playbook Items you chose in Step 3 are always on hand for you and **they do not cost memory!**

HISTORY

When making your first character for a campaign, you are "fresh off the stack". You have just been reinitialized and are seeing World through fresh eyes. **Choose a detail** related to what your previous iteration was doing when they were last derezzed:

Amnesiac: You don't remember! Your memory might have been corrupted by exposure to the Glitch, or maybe you data-locked your memories for a reason known only to your past self. *Who on your Friends list has a clue?*

'Accident': You were derezzed by foul play after you got too close to a hostile Faction's racket. *Your GM will offer you a choice of factions for the detail on this. Which one did you run afoul of?*

Convict: Some crime of yours caught up to you and a team of Moderators had you sentenced to derogatory processing on the Stack. *What valuable item on your playbook gear list did you steal?*

Disrupted: You were derezzed during a violent scuffle with other Users or Process. *What were you fighting over and with who?*

Fall Guy: An old associate ratted you out to the Moderators. *Why? The rat's not part of the present crew, are they? If another PC didn't do it, pick a Crew Contact and name them as the person you think was the rat.*

Vacation: Taking it easy on the Stack for awhile was a deliberate choice you made to cool off the heat on you. *Did you stage it to look like something else?*

Did you have any dreams, disturbing or pleasant, on the Stack?

NAMES

Adam, Alpha, Alice, Amp, Apex, Axiom, Babylon, Baroness, Ball, Bios, Black, Bravo, Cardinal, Case, Cluster, Cross, Damien, Darius, Drake, Ender, Eleven, Foxtrot, Four, Gabriel, Gem, Green, Hawk, Host, Indigo, Integer, Jack, Janus, Jazz, Joule, Khan, Klick, Lime, Link, Marko, Molly, Mouse, Muse, Nasir, Nine, Nihei, Noise, November, Null, Olympia, Ohm, Omar, Omega, Owl, Pink, Pursuit, Quora, Ram, Ratio, Red, Rex, Reina, Ruby, Seven, Samba, Silver, Silk, Stack, Swing, Tango, Telos, Trinity, Vapor, Veritas, Victoria, Waltz, Wave, Wolf, Zander, Zed

ORIGINAL DESIGNATORS

Aldric, Armitage, Booker, Cambridge, Cook, Clarke, Crowley, Denton, Dick, Dyson, Gaiman, Gibson, Harper, Herbert, Jaynes, Jensen, Keung, King, Liu, Lebeau, Le Guin, Marquez, Morgan, Ota, Packard, Prichard, Santiago, Shepherd, Shirow, Stephenson, Tsutomu, Valencia, Walker, Wren, Wu

LOOKS

Man, Woman, Ambiguous, Concealed, Other.

tall and olympian, sleek and strong, thin and refined, gorgeous and stylized, anthropomorphic, other

NOTE: *User body shape may be adjusted within a range of parameters but must fit within bipedal humanoid standards. **Echo**, and **Mask** might be used to temporarily amplify, alter, or conceal your visual signature beyond that baseline.*

bald, luminous hair, heroic hair, hair like falling starlight, hair like rising flames, hair like drifting fog, hair like enveloping dusk.

fleshy skin, opal skin, ashen skin, jade skin, onyx skin, raven skin.

Anachronistic Armor, Angular Ruffles, Avant-Garde, Dark Bodysuit, Glowing Stripes, Practical Techwear, Professional Attire, Formal Gown, Fancy Makeup, Elaborate Jewelry, Masqued, Helmeted, Hooded.

Anonymous, Extravagant, High-Fidelity, Low-Resolution, Glitch-Scarred, Shrouded, Striking.

RECALL

Bitter: *Never forget what they did. Never forgive what happened.* **Lucid:** *What do you keep trying to change within the memory?*

Deep: *A dream adrift, a memory buried beneath perception.* **Nightmare:** *Keep your phobias close, lest they conspire against you in darkness.*

Helpless: *Nobody should ever have to feel how you felt.* **Powerful:** *A memory of potency, of wrongs righted by your hand.*

Joyous: *You cling to a sensation of serene happiness, now long distant.* **Weird:** *You cannot begin to explain what you've seen.*

STANDARD GEAR

A Memknife or Powerglove: Memory knives are used by thieves to surreptitiously sift memories (Coin blockchain credentials or other valuables) off of unsuspecting marks. They also make good weapons for when a fight escalates above fisticuffs. Powergloves boost the force of hand-to-hand combat, allowing one to punch holes right through unreinforced walls (or throw an adversary through one). Either weapon can critically disrupt a Process, if wielded with proper intention and technique.

An Arc Wheel: A bladed disc used in handheld combat arts that invariably returns to the wielder when thrown. Elegant weapons supposedly used since the earliest iterations of World, arc wheel duels remain a popular sport across social circles and thus they retain their long-standing cultural cachet. Arc wheels are often creatively illuminated, carved with intricate details, and openly worn as fashion, perhaps at the back of a dress or jacket, integrated into a wide belt or collar, or other imaginative formats.

A Spark Mag: Handheld firearms in a variety of styles, from slender holdouts to hefty revolvers to high-capacity automatics to delicate stiletto-guns. The standard ammunition for these emits a jolting spark upon impact. A well-placed shot can briefly stun an unarmored target or take localized infrastructure offline for a time. A User could be dazed by one if they're shot a whole bunch. Monitored items whose use may draw Troubleshooter attention, but not illegal.

Ammo to Spare: If you have to shoot a lot of things you'll quickly run out of sparkclips unless you also brought this. Could situationally be burned off for greater effect in a showy display of firepower.

A Heavy Weapon: Something powerful and meant to be held in two hands. An illicitly-modded Sparkblaster shotgun, stolen Ping Repeater rifle, jury-rigged Nodechopper axe, or other two-handed industrial tool turned to violent purpose. Almost certainly illegal, and could draw additional attention from Moderators or Troubleshooters. [2 memory]

A Shieldbelt: Ubiquitous personal defense generators, quite popular among Users in World. The protective effects from multiple shieldbelts can't be stacked due to destructive signal interference and slow boot cycles. [+Armor]

A Monocycle or Glider: Get around with speed and style. If you're feeling anachronistic, go for the two-wheeled motorcycle DLC. [2 memory]

Boost Gear: A harness and boots that give you enhanced jumping, mid-air directional changes, and wall-running abilities. Even slightly enhances raw foot-speed. Useful for creative movement around obstacles.

Echo Gear: A wrist device or pad, usually personally customized and based on open-source tech, that allows a user to refine and broadcast echoes across a wider band of sensory inputs than normal. Used by street performers and demonstrators as well as con artists.

Archival Tools: An array of devices for reclaiming lost or corrupt information, analyzing local backups, and preserving or restoring data clusters.

Intrusion Tools: A brute-force keypad cracker. A biometric sniffer. Slender manipulation tools for shorting out circuits without triggering hardware alarms. Other items meant to help disable and circumvent locks. Beware: unless you find a way to hide or delete your timestamps, investigators of the timeline will be able to painstakingly recreate every detail of the break-in.

Documents: A slate loaded with factional registries, current Admin regulations, and news updates. Pamphlets and publication equipment. Legitimate certifications (or passible forgeries).

A Flarebulb: Portable illumination device with a kilocycle of life. Stays put, including in mid-air.

A Vox Crystal: Comm gear that works by molecular entanglement of resonant crystals broken off of the same parent rock. Basically unhackable, unless somebody can acquire one of the crystals from the original formation. [0 Memory cost]

A User Crest: A distinctive badge declaring allegiance to a faction, server, or district, with a personally-unique 'thumbprint' integrated into the design. The imprinted code is designed to warp into illegibility whenever a facsimile is *Restored*, *Masked* or *Echoed*. High-profile public figures are rarely seen without one. [0 Memory cost]

Breaker Items

Attuned Nodecutter: A finely-crafted heavy blade shaped to your specifications, capable of severing network nodes and Users with equal efficiency. Might take the form of a massive sword, battleaxe, halberd, ödachi, or similar. More reach and hits harder than any standard melee weapon. [2 boxes]

Energized Arc Wheel: A powered arc wheel which can be thrown with additional velocity to make fancy trickshot ricochets and pierce distant targets. One good flick of the wrist can send it on an unpredictable asymmetric trajectory.

Shock Weaponry: An ominously-sparking lash, mace, chain, or gauntlets that turn the wielder into an unpleasant proposition to face in hand-to-hand combat. Scary but not strictly 'efficient' in the sense of getting a quick and clean derez.

Lightbarrier: Heavier armor than a standard shieldbelt, this hard light construct makes the wearer even harder to injure. Some breakers shape their lightbarriers into anachronistic forms like a shield or suit of armor. [2 boxes, +Armor]

Overflow Shells: Fragmenting Spark Mag shells intended to cause localized buffer overruns upon detonation. Effective for harassment and area control, but poor at stopping determined heavy targets.

Killer Jacket: Sometimes what you do is the message, but a good breaker knows that quite often how you look is all the message you'll ever need. What logo or phrase do you display on the back?

Filcher Items

Encrypted Memory Knife: A perfectly-balanced blade with a sophisticated memory-sifting hilt, capable of both deep cuts and daring thefts. Biometrically locked to answer to you alone.

Boosted Grappling Gear: A high-pressure line gun with powered retraction, load-bearing cables, and slim-fit harness tailored to your center of gravity. No rooftop is safe from this professional kit, but be careful you don't disrupt your arm out of its socket.

Chameleonsuit: Stay still for longer than a couple breaths and this fancy jumpsuit will start to blend right in. Unfortunately it can be confused by strobing lights or other overwhelming environments. Warning: Don't set it down and forget it. [2 boxes]

Holo Bomb: A payload of smoke and distracting clickbait advertisements to confuse the unprepared and enable a stealthy escape. Some are even loaded with chaff tape which can briefly confound even artificial scans. [2 boxes, +Armor]

Peeper Shells: Single-shot specialist munition that can be thrown or propelled from a simple tube launcher (comes included), a peeper sticks to surfaces and transmits audio-visual data back to the source for a few cycles before burning out.

Infiltrator Goggles: Sees into wavelengths invisible to the User's eye so you can prowl around confidently in a total blackout. Dazzled by sudden lighting changes.

Roller Ride

1st Choose the form of your Ride.

Board/Blades: Scale 0 personal transport. Acceleration and top speed are dependent on managing your energy state. Goes anywhere, including indoors. No passengers allowed. (Free - 0 item boxes)

Wheels: A sharp set of wheels can be a hobbyist status symbol, though most other users just take public transit lines everywhere. Scale 1. Up to 3 passengers. (Costs 1 item box)

Rotors/Wings: Flying above it all gives you freedom but makes you a target. Scale 2. Up to 2 passengers. (Costs 2 item boxes).

2nd: Choose accessories for your Ride.

Armored: Stabilized and shock-absorbed so that it can take a hit. (2 item boxes)

FX Package, Nice paint: People *notice* when you roll up. Does it advertise your crew, a personal brand, or is it just a classic icon of style? Flip a switch to go back into dark mode.

Really, Really Fast: Tuned up, streamlined, and overclocked. Nobody can outpace you. The secret sauce is a complementary set of powerful brakes. [2 boxes]

Mag Harpoon: Sticks to some surfaces and other vehicles. If your Scale is lower than your target, you can use their momentum to slingshot yourself. If your Scale is higher, you can use the high-power motor to reel them in.

Sarcastic Autopilot: Drives the ride around damn near as good as you, and won't let you forget it. Likes to plug into your vox network and offer helpful advice. Tends to overshare with the passengers.

Shock Barrage: A battery of stored concussive energy that lets you blast the competition off the road. Destructive potential is equivalent to the Scale of the Ride.

When advancing: The Roller can use playbook advances to unlock +2 item boxes (instead of buying a Special Ability) just like other playbooks, and may choose to buy additional Rides as well as accessories... Track which Rides have which accessories bought for them on an individual basis.

Seeker Items

Fine Sparkmag: Customised or exotic, tuned for accuracy. Having two basically makes you a gun-fu sensei star. You might still need to bring Ammo to Spare from the common gear list if used heavily.

Particle Accelerator: Fires hyper-density packets at long range. Scoped and highly destabilizing. Regulated ownership, is your license legit? [2 boxes]

Shimmercloak: Confounds violent attackers and camera-laden paparazzi alike with shifting mirages. Practical and stylish, in a rugged survivalist-chic sort of way. [2 boxes, +Armor]

Softlock Restraints: When a softlock is tightened around a subject's wrists it hijacks their higher-order thought cycles and makes them numbly compliant. Extremely effective against Process, but some high-level Users may be able to resist the mental effect and break the lock. Admins won't even notice.

Survival Gear: Things that Users accustomed to World's central amenities would never think twice about. Bandages, lures and traps, camouflage netting, holo-fire camping gear, etc. A necessity of living out beyond the known grid.

Tracer Shells: Single-shot specialist munition that can be thrown or propelled from a simple tube launcher (comes included), a Tracer affixes to its target and surreptitiously marks their timestamp for tracking purposes.

Squawker Items

Concealment Holster: Not actually a physical holster, but an encrypted memory loop that hides the presence of a one-handed weapon of your choice from observation and provides a quick-draw function. Burns itself out the first time the weapon is pulled, however.

False Memory: A manipulated memory card with altered content. If a spoofed recollection, it might work in tandem with other techniques to trick or confuse a User. If it resembles a piece of equipment, it could fail on the wielder with dramatic consequences. Usually needs to be planted in advance as a replacement for maximum effect.

Dressed to Kill: Nobody in this town will take you seriously unless you look the part. A rotating stock of current-fashion gowns, suits, capes, silks, footwear, faces, hairstyles etc.

Moderator Credentials: Completely legitimate identification that put you above suspicion with Troubleshooters (unless proven otherwise). Are you still living a double-life in that role or have you left the Mod team? [2 boxes]

Disarming Wit: A ready quip to defuse suspicion or brush off an aggressor. Be sure to remind everyone that *you're* still alright, at least. [2 boxes, +Armor]

Luxury Items: Fine drink, thoughtful gifts, perfumes, works of art, orbiting jewelry, designer micro-memories, etc.

Capacitor Items

Corroder Shells - Nasty pieces of work primed with acid or incendiary elements. Can be loaded into a properly adapted Sparkmag or chamber-injected to juice up the collateral damage potential of a Sparkblaster. Adds troublesome additional maintenance cycles to any weapon they are fed through. [2 uses]

Environmental Seals - Commonly seen on Explorator teams probing the edges of Glitch sites, off-line partitions, and other hazardous fringe zones. Replace the filters and distortion sinks regularly when in active use. [2 load, +armor]

Glyph Cube - A palm-sized artifact that periodically rearranges itself according to inscrutable higher-dimensional logic. Used as a focus it lets you warp nearby physical spaces and move things with your mind, whether for constructive or destructive purposes. [2 load]

Sparkblaster Custom - A modded weapon on a hair trigger, this volatile proton blunderbuss has had it's "unnecessary" power cell limiters and safety blocks removed. Beware of self-disruptive feedback if mishandled. [2 load]

Utility Sphere - Ball of memory-fluid adaptive material. Can be restored to adhere to surfaces, assume rough approximations of various common shapes, and harden as needed. Often used as temporary patches for infrastructural issues by World's maintenance process. [2 uses]

Volt Imp - An ugly, cherubesque pico-daemon with a jolting cackle that won't stop following you around. Literally only useful for acts of uncoordinated mischief and mayhem, at the accomplishment of which it is considered an Expert Cohort. Cannot be trusted near sensitive equipment.

Wielder Items

Endless Keyring: A numeric generator that outputs ancient ordinal values of power that can unlock World's hidden backdoors. You always have to try quite a few before you find the right one. [2 boxes]

Firewall Charm: This ward keeps your data safe from external manipulation. Abjures even the Glitch for a short time. [2 boxes, +Armor]

Glitched Artifact: A frozen error of the dark flame's passing. Most Users would prefer to avoid these hazards, yet you seek value in such anathema.

Hunting Pet: A demi-sized daemon that is fiercely loyal to you either through a lucky fluke of source code tinkering or some other inscrutable connection. Treat as an Expert Cohort with prowess in hunting, screeching, and fetching. [2 boxes]

Reconstruction Amp: Outlawed archaeotech device that improves your scale when Restoring sections of World to prior architectural states. You can bring life to the faded ghost structures of What Once Was And Could Be Again. [2 boxes]

Useful Knick-Knacks: Things cast aside by society's endless pursuit of the next fashionable thing. Still useful.

Item Details

If you want to include advantages from specific details of your items-reach, speed, power, adaptability, etc.- consider a Devil's Bargain that relates to a detail. If the situation is right for it, the GM may consider elements of your playbook's specialized gear for either improved position or improved effect.

"Can I use my Chameleonsuit here to help out?"

-Oh sure, you can blend into the shadows real well with that. I guess your position is Controlled instead of Risky."

"I'll empty my Sparkmag into these Process if it gets me +1d, even if I have to burn through all of my ammo!"

"You can take +1d with your memknife, in close, to shank them repeatedly, but you'll still be right there with the weapon in hand when they derez in a flash. And that's if you succeed! Either way, there will be no time to hide in the crowd."

memory purveyors

Arcturus

Canton Castellum

Killian's Old World Classics, an esteemed library of ponderous old novels and the vintage smokes and spirits storefront that conceals it.

Giacco, master chef of Soloch's kitchens. Specialty sauces and expansive banquet platters.

The Rogue's Gallery, a collection of daring escapades and duels, contributed to by Castellum's most infamous scoundrels.

Khaf3, the mysterious viral cat which wanders the hallways of Soloch. Memories of lovers forgotten and friends long gone, past lives you never knew you had.

Canton Gladium

Cutman Fisk's prized gallery of cage matches and bloodsant bouts. Winner's perspective costs extra.

The Arcturan Roulette, a blind memory drafting parlor. A favorite of Gerran Heller's.

Grill Street, a pavilion of spiced and savory meat skewers.

Fetch, a hooded Process specializing in back-alley memory acquisition. No questions asked or answered.

Canton Factorum

Forewoman Len, keeps tidy records of long hours of physical labor. Fulfilling to some.

Quorum, expeditionary mineral and fossil samples, rambling dissertations on the fascinating composition of each server's plasmic cores and mantles.

The Silicon Sands

Cazic-Thule, a daemon scuttling cryptid and purveyor of intimately-crafted nightmares. Wears unnerving, strangely-familiar faces.

Boreal, honored lieutenant of the Lightning Riders. Cruel supply raids and cutthroat races on the edge of a flickering Static Storm.

Canopus

Achora Heights

The Dungeness, premiere fine dining with an experimental flair. Tables by appointment only.

Lively Noodle, a new and buzzing food vendor tucked into one of the hindlegs of the Brass Crab.

Transom Bilge, one-time Captain of the Sunset Sea, offering ancient sea shanties and improbable tales of nautical peril and wonder.

Miles Taverly's News Cycle, a bombastic and inflammatory, though often humorous, current events cast.

Meridian Channels

Swollen, a cultist of Syc0rax. Sensory deprivation tanks and whispered mantras to the Deep.

Curator Ael'cha, didactic museum guide and historian of hand-crafted art oddities.

Markus and the Broad Street Kids, acts of youthful defiance and rebel street-art installations.

Prospero City

Roadie Griggs, peddling an endless collection of obscure vinyls and lost B-sides out the back of his electric wizard van.

Stern and Smallwell Clothiers, custom-tailored avatars and accessories, tending towards high society-approved fashion and 'classic cuts' from World's past.

Radical Dreamers, a constantly-rotating boutique of #Trending avatars and accessories.

The Glittering Surf

Guided meditations on the nature of User existence in the garden-like Shrine of the Divinities.

A solo voyage across the Sunset Sea... years to you, back in a few cycles from the perspective of World.

Sirius

Echo City

Honora Plath, dignified hostess of dizzying socialite balls atop a flying highrise condo.

SimCity Bar and Casino, sport and race betting, slot machines, tense poker duels.

Daizo Falcon's gallery of grand photo-finish victories and hair-raising crashes on the Golden Mile.

Mute City

Sirian Stock Exchange, a mesmerizing cacophony of stock tickers and shouted market orders.

Lehmann Investments, eager to throw away your coin on audacious stock gambles.

Veritas, an utterly-silent Process selling eerily prescient information that won't be found on the Intelligence Market. Payment only in kind: the price is a high-value memory of your own.

The Fade

Ch0p Register, an impeccably-dressed daemon steward who offers memories that cater to... unusual tastes.

Starlight Cinemas, a strangely well-preserved film projector-and-reel movie theater in an empty stretch of mall, devoid of obvious employees.

