CREDITS

CREDITS

Interface Zero: Full Metal Cyberpunk is created by Peter J. Wacks, David Jarvis, Hal Maclean, Matt Conklin Jr., and Patrick Smith.

Pathfinder Conversion Development Team:

Art Coordinator: David Jarvis

Layout: David Jarvis, Thomas Shook

Project Manager: Jeff Lee

Cover Art: Ian Llanas

Interior Art: Ian Llanas, Sam Manley, Robert Shields, Jason Rainville, Adam Kuczek, Tomek Tworek, Jason Walton, Alex Drummond, Nick Greenwood, Eduardo Brolo, Carlos Herrera, Paul Bourne, Savage Mojo

Editing: Savannah Broadway, Sarah Lyon, Joshua Yearsley

Writing: Robert Hudson, David Jarvis, Jeff Lee, Andreas Rönnqvist, Mike Welham, Sarah Lyon, Rasmus Hilander, Hal Mclean, Matt Conklin Jr.

A special thank you to Rasmus Hilander for your keen eye!

Playtesters: Shari Bogenreif, Guy Bradley, Dan Calvert, Karen Calvert, Stephanie Charbonneau, Mike Donnally, Joshua Donovan, Greg Gairson, Richard Iversen, and Corey Jones.

TABLE OF CONTENTS
CONTENTS

BACKERS

GUTTERPUNKS

Andrew & Monica Marlowe, Doongar, Dani Jang, Hans Lassooij, Tetsubo, Roman Kalik, Andy Poppetopolis, Theodore Johnson, Josh Ortiz, Joshua Brubaker-Salcedo, Feneltgin, Henri Hakl, Luca&Giada, None70, Christopher Weuve, Fedric Avian, Tealeaf; FrenziedRat, Jere Manninen, Anthony Craig Senatore, Frank C. Carr, Diogo M C de O, Silva, Shadowmacer66, David Boor, Juan Adolfo Lucha Garcia, Michael Waite, The Control Freak World Tour, Justin Quirit, Rolland Therrien, Wesley Mitchell, Dustin Bell, Bernard De Santis, Jfb, David Standley, Brian S. Holt, Marty Marks, Nick Taylor, Ben Mandall, Michael Hansen, Justin McDaniel, Fred Lang, John A Dunbar, Boman Allan Jeffries, X. Rödhamr, Altorinne, Gary Kelley, Ignatius Montenegro, Luis A. Linares-Riera, Nick Esposito, Jason Italiano, Philippe Daigneault, Karl Hubbs, Scott McCutcheon, Robert Daley, TadK, Gregory Laffrenzen, Sanjar Khaksari, David A Jones IV, Kristopher Cruz, IMCRAWFORD, Shawn D. McLaughlin, Nevious Vinard, John Lambert, Sami Cyberpilot Veillard, Chris Tomlinson

BOUNTY HUNTERS

Fernando Autran, Xerophyte, Marc Margelli, Mario Cordova, Tyler Brenman, Paul Rivers, Stephan Szabo, Mark Gizmo, Andreas Monitzer, John 'johnkzin' Rudd, Ragi Gonçalves, Angelo Pileggi, Commander Mathfinder, Shan W Simpson, GhostBob, Neil Mahoney, Jon Mierow, Michael the Haggard, Russell 'Guplor' Auer, Bugmaster, Suzi R, Robert G. Male, Riccardo "Flatline" V., Robert Keay, Thomas Kilburn III, Freedom inc (by Daniel), Jason F. Broadley, Nick W, Lee DeBoer, Jeffrey Tyler, Kristopher Volter, Greg Slnger, David Comer, Paul DeMars, Luke Cartwright, Michael Gossage, StargazerA5, Robert Kim, Tobias Schmitt, Poe Bywater, David Wolf, Tomasz "Ociek" Ocieczek, Holger Gross, Oliver D. Dickerson III, Mark Carter, Saajan 9000, Matt Birdsall, Yu Tsai Su, Jonathan Carl Robb, Alan Albano, Luca Gioppo, Timothy Whitworth, Warren "Wazza" Brent, Christopher Hauschild, Nick Colombo, Chris Michael Jahn, Marcus Ilgner, Mark Hanna, Michael Tirado, Mike Dukes, Dale Norman, Jesse Rosen, Sharkfin6, Francis Desjardins, Sean Silva-Miramon, Caleb Reis, Neil Wallis, Allen "Old Bacon Eater" Erb, Paulo Henrique Batista Pereira, Anthony Kim, Ernesto "Montalve" Ramirez, Dan Tilbrook, Alcethenecromancer, James Brown, Festy_Dog, Aaron T. Cole, Mahare, Nicholas Perrett, Yilmug, Luc Wei, Joseph Evenson, Adam M Souza, MadBeardMan, Jerald Schrimsher, Anthony Matthews, Jay "A Shiny Psyduck" Neel, Trevor Peterson, Aaron Fleishman, Leonardo Negron, Kyle A. Lovett, Shari Bogenreif, Erik A Saltwell, Emod, Mike Poland, Henry Murdy, shadowstepper, David Jarman, Tripleyew, Yes, Cincardo, Joe Ehling, Joe

Sulkin, Mark Thompson, David Howard, Laurence Reading, JM Moore, Craig S, Craig McClung, Raphael Bressel, Nick Bardsley, A. R. Kane, Antonio Vincentelli, Steve Lord, Isak!?, Nathan Turner, jammar prince, the.iron.mandarin, Brian Pritchard, James Barker, Brendan Peveril, James Cosper, Doug Walters, Isabell Düwel, Julian Warheit, Pierre-Luc Landry, Jonathan A. Gillett, David Stephenson, Merlin's Beard LLC, Stephens Bottomley, Johanne Skjerven, Andrew Zimmerman Jones, Jean-Francois Arseneau, Petr Havelka, Christopher Kenna, brodaty.brutal, Juho Ratava, Fastidious Monk, Alexey Chebykin, Graham Penny, Shawn Thomas Whyte, Christian Thalmann, Steph Turner, Elmer Tucker, Brian Smith, Raymond DeLaRosa, Mark R. Lesniewski, James R. Chance, Jamie Le Rossignol, Don Hill, Paul Simms, Ninjar, Keith Hooper, Andrew "Zakero" Moore, Lucas Curell, Jonathan Vere Cadle, Silvio Herrera Gea, James A Hunt, Warren C, Patrick Kempter, Chris Seebeck, James Dezomits, Robert Evinger, Martin Hackleman, Robert Stehwien, Chris "Fuzzyface" Phillips, Joel Cannon, Haze Kalasa, Caitlin Jane Hughes, The Beaud, Michael Jaime, Alex Fricke, Michael Garrett, Joseph Adrian, Hanson, Andrew Phillis, Kevin Peters, John Paul Ashenfelter, Chris Stewart, Ryan Crowe, Charles A. Cameron, Alex Hanna, Steve Fletcher, Jonathan J. Miley, Jay Watkins, Stuart "Stoot" Walker, Mitchell Kidder

HACKERS

Doomande, Serena "Intendant S" Nelson, Gian Holland, Aaron Marks, Jimmy Ringkvist, John Ware, Gregorio Munoz III, Craig Wright, Alejandro Dell Olio, Sean "Cyberfed" Nicol, Robert H Hudson Jr, Matt Ramsey, Sean Stubbe, Gilles Cherrier, Tim D., Sébastien "Nolinquisitor" Allard, Daniel López Coira, Lear, Jared W. Strickland, Morgan Walther, Larry Strome, Lars Pfaffmann, John A W Phillips, Mario N. Bonassin, Joshua Donovan, Vincent Furstenberger, Krimz, Heine Kim Stick, Chris Volcheck, Mark J, Trent Schultz, TroyL, Matthew Stanton, DM|Mag, Michael Robert Holmes, Magnus Bergqvist, Tarry, Jeffrey Hersh, bmsattler, Nigel Wright, Anthony Cast, Mike Carlock, Jason Thomas, Franny Jay, Wayne Rankin, Jr., Dorian "World Engine" Knight, Jeremy Hunt, PoultryGeist, Robert Earl Smith, Steven Stringer, Michael and Brian Goubeaux, Alexander Stulovskiy, Tab A, Carl Devan "Flatline" Munroe, Chip Rohrer, Josh Chafin, Randy Milholland, Joe Kohler, SnowyCragrat, Gage Sills, Darby Keene, Tron Carner, Greg Tobolewski, Ferretguy, Brandon Kerr, Colin Ferguson, Alvaro "Sixaola" Madrigal, Patrick Mastrobuono, Able Mq'Borben, Steven "weaselman" swingle, Lee A. Chrimes, Bryn Smyrna-Jones, Krellic, Brian "Zabaoth" Kulesza, Vedo, Andrew Moreton, Espen Kulseth, Shane Trapp, Travis Packer, Jon Smith, Byron J. Hartsfield,

GUTTERPUNKS

Mike Hill, David Starner, Steve Bush MRI, Pete Norton, the-realjohnjack, UberTick, Kalu "The Kaiju" Ekeh, Christopher Moerlien, Jordan Kamp, Kakarot Dobbs, Simon, Alvin Dixon, Tyler Wirth, Nestor A. Medina Jr, Felix Bartmoss, Irthos, Nick DeStasio, H Alexander Perez, Adrian Smith, Seth Baker, Todd Marsh, Jacob E Blackmon, Diego Visintin, Jonathan Chiaravalle, Richard Brown, Todd L. Clifford, J.Dabe, Jeff Hotchkiss, Robert Weisse, Guy Sargeant, Pablo Pérez Gómez, Cheston "Mudman2001" Keck, Cdr.Acid, Magavendon Izenrid, Carl Black, RT Ronald Thaddeus Falimirski, Steven D Warble, The Marchivist, STEPHEN GM PETERS, Pedro L L Sampaio, Brandon True, Tobias "Tube" Olsen, E. R. Moody, Daedel, Maxim "Green_eyes" Nikolaev, Tony Vodicka, Christopher Stelly, Brian N. Henry, Michael Douglas

RONIN

Ryan Blackstock, Michael Ramsey, Andrew 'His Lordship' Walker, Michael Schell, Gozer, battlegrip.com, Aric Wieder, Jake The Junkman, Jeff "NMI" Ruiz, Christina Stiles, Jesse R. Davis, Kraton, Dan Berends, Minuet d'Ascoyne, Christen N. Sowards, Brian Kreuzinger, Bryan Lyon, Warren Schader, Lucas Skrdlant, Rob "Snydley" Klug, Ania i Grzegorz, Bereza, Joseph Wells, Francis Gagnon, Tipstaff, Jeremy Kear, Black Chicken Studios, inc., Patrick Benjamin, Antonio Krebs, Lewis grattan, James Flowers, Tony Adler, Arkwolf, Michel F. Zabkar, PrometheusUB, Studly Adams, John F. Zmrotchek, Jon Bradley, Anthony Strickland, Val, XpresoAdct, Craig Johnston (flash_cxxi), Pookie, Chris "CJHacker" Ebens, Daniel Nissman, Jason Latella, Martin Legg, Marvin Langenberg, Kris Fry, Charlie Rose, Simon Duggan, Vinnie "The Fish", Nicolas Federico Giorgi, Arrahnuuk, David Tanner, Oliver von Spreckelsen, Drew Grgich, Jim Overton, Simon Cotterill, Gérard Kraus, Derek G. Conley, Chris Lone, Christopher S. Gurney, Jeff Palmer, Gary Lester, Stephen White, Sebastian Schreier, Glen Eis, Mizter Mofongo, Chapmage, Kid America, Luke Stundon, Anthony Eppard, Talon Dunning, Troy Kukulka, The Collier Family, Roger Handt, Tracy Landrum, Brandon Petrosky, Michael G Townsend, Bradley Biggar, Andre "MathGuru" Ball, Christopher W. McCurry, Craig "Stevo" Stephenson, Pekka Södervall, Avhatar, Andrew 'JoeKano' Godde, Dr. Sbaitso, Ian Williams, Devitt "EvilOtaku" Upkins, David Brown, Dr. Donald A. Turner, Benjamin Spaulding, Charles "Lukkychukky" Ulveling, Jason 'Jaynay' Hewett, Suzette Stone, gumboots_smithy, Brad Bradley, Tom Bither, Paul Ryan, Steve Douglas, Willmer Martinez, Hugh Melrose aka ZeroskillZ, Dave H-Bomb Herman, Joe Kilcarr, Matt Tolle, Randy "Shadowdancer" Ray, Feyjarl, Alan Wong, KliVer, Paul Lukianchuk, Clint Williams, Todd Gibel, Dax Lawless, Brian Wright, William D. Sharpe III, Bret P Smith, Bob Harrison, M.H. Buikus, Daniel Wilks, Juho Fröjd, Tom Hughes, James Cunningham, Pekka Mähönen, Darien Liddell, Zadakiel, Armin Kessner, Nexorator, Andrew Brooks, Dustin Ogden, Grant M

Dahling, Spencer Foust, Jeff Robinson, Alex Villagran, Steve Parmelee, Simon Hunt, Anderson "Light02" Hughes, Martin Virt, Marko Niskanen, Bayne, Vaughn Shepard, Bertucci 2.0, Christopher Robichaud, Peter Nolder, Dave Luxton, J. Evans Payne, Jesse Crippen, Steve "Sammeal" Reinhart, Poppa Doc, Ryan Ward, Evan Crossland, Chad "Doomedpaladin" Middleton, David Leffew, T D Lake, Joshua F. Knowles, Jon W Huss III, Justin Haynes, James "Trennik" Van Horn, Michael Smith, Robert E Waters, David "Kobold King" Lambiase, Svante Morén, J Levine, Ian Magee, Jaye Sonia, David Headquist, Stefan Späth, Winn Muller, Philip Nieto, Brian Suskind, Joe Rawlinson-Bennett, Scott Gregory, Derek Keltgen, Lance Hardwood, David B Noble, Michael Satran, Jason a Scott, Sean Brill, Brian K Bates, RuleHolez, Paul Singleton, Steven Bray, Darren Vallance, Phillip R. Bush Jr., Will Reid, Benjamin Billings, Jim Kolesar, Salathera, Todd Stephens, Blaine "IronFace" Stine, Frank Wieden, David Dostaler, Chris Godsey, Dim Horizon Studio, Jay S. Barber, William Curry, Mike Gowdy, David Woodroof, Xacris, Devin, DJ Schinhofen, Shotgun Inskip, Boris 'Raetjor' Pichotka, Nikki, Life After the Cover Save, Simon Prime, Sigismund Lee, Steve Latta, Tim Buoy, Paipo, William Park, Joshua Starkey, Wayne Kostencki, Brian Koonce, Dan Rogart, Jeremy Kinser, Jeff Holt, Alex Duden, Khinasidog, Lee Hulbert, Herb Seifert, Jonathan Misner, Adam Conlan, Mark Giebler, Yizzien Olonrae, Jonsie Miltz, Quinn Parrott, Scott Rimer, Terry Helman, Michael Paulus, Aaron Kulick, Christian Hanisch, Jason Jordaan, Roy Hood, SSG JACKSON, TRAVIS K., Jack Gulick, James D. White, Brandon Robinson, Jeff King, Paul O'Leary, Matt Loman, Ian Woodley, Peter Maslin, Brian Rasmussen, cyberkitsune, Timothy Mushel, Brandon Reynolds, Tommy Tramantano, Andrew Fitzgibbons, Glen Aderhold, Chris "Dungeon Janitor" Jerew, Guy Thompson, Edward Dee Taylor, Angelborn, Kevin Coons, Robert N. Emerson, Kynan Hampton, James M Liapis, Kristian H. V. Jensen, Paolo Munoz, Dwain Doherty, Tyler Stanovich, Overlawd, Kristopher Rodrigues, Mike Shema, Jeremy "Meatsweats" Price, The Apprentice, Calvin Semião Domingues, Shawn Polka, Sam Hillaire, Richard Rossi, Josh, Scott Maynard, 白貓, Benjamin Arnall, Mario Milioti, Morgan Boehringer, Matthew Wasiak, Brian E. Harris, James W. Armstrong-Wood

FIXERS

Dave "Wintergreen" Harrison, Michael "Maikeruu" Pierno, Victor Lockwood, Jeff Terrill, Rafael Smoreno, Evan Gelion, Derrick "Omote" Landwehr, Keith E. Moore, John Parkinson, Robert E. Webb, Kurt Blanco, J David Porter, Franck Florentin, Shea Byrne, Terry L Pike, Jack Krause, Justin Boncher, Adam Matherly, D.J.Whitbeck, Saint Voodoo, Matt Pierz, Rafael Hart, Rune Astrup Lien, David Cheatham, David "Quirk" Whittle, Douglas Jessup, Jak "Judas" Van Der Graaf, David McCown, Jody Cline, Scantrontb, Walter Proseilo, Dale Martin, OmegaChosen, Jarl U. Christian Persson, John D.

Gruber, Ronald B. Cole, Greg Cornman, Sal L Puma, Carrie McEwan, Raverbane, Brian Risius, Paul Ambrose, Jarl-Stian Olsen, Troy Pleinis, David P. Thompson, Lane Voigtlaender, David Burton, Jason "The Moo King" Kamont, Bill Gibson, Kieran Easter, Linkiri Iz Ouroboros, Ryan McIntyre, Craig J. Baca, Marc Yudson, Nicola Hawke, Mark Boase, Robert Graham, Klaas van der Meulen, Michael Delosier, Eddie Freeman, Pierre Briffa, Joe Calmeyn, Linnea Östergren, Thomas Foulds, Derrick Schwartz, Kyle Priest, Matt Paxton, Bryan Rush, Jacob Kelly, Eduardo Caimares, Johan Strömberg, Guy Edward Larke, Wade Hillman, Andrew Black, PJ Fiers, Persia Meme, Christopher Lord, Dylan Distasio, Jason Ott, Aaron Buckthought, Erik VandeVooren, Ryan Thames, Frederick Peralta, Chris Nehring, Tim "Sammel" Cupp, vivisected, Roger Paulo Soder, James Moltzer, David Mack, Ely Cannon, Sean Roper, Matt McDougall, M.K.Gorman, Iván Martín de Madrid Horcajuelo, Walter Wedenbine, Chen C. Lee, Ellery Quinn Inman, Daniel Payton Jorgensen, Seth Jones, Thomas Winter, Vincent V. Vandevier, Gerald Sears, Robert Feather, deinosuchus, Andrew "Doctor X" Borelli, Kyle Biggie Raymond, Richard Bowers, Xur, rightful Emperor of Rylos, Leader of the Kodan Armada, Leroy Raymond, AJN, Jess A, Gustave Michel, Colin Aspen, Mark "Moose" LaGuardia, Alan J. Nicholas, Adam Chan, Ron Lynn, Daniel Edvardsson, Eric Johnson, Matt MacGregor, J-B Farand, Ivan Lim, Patrick Harrington, Sean Coupland, Chris Varga, Jose Guzman, Quinn C. Moerike, Polska, Mark Switzer, Clint "TS" Plants, Sergey Pomerantsev, Brandon Bergeron, Bryan S., Robert Gilson, C.S. Wasserman, Heath Rickmond, Jay Cannon, Arsenic42, Scott Cagle, Luca Basset, Steven E. Bonfoey, Jason "Mr. Snacks" Baytop, Luke&Marty Babbi, Jonathan Milke, Bryan Cox, Bobby McGuire, Jacob Kemp, James Groeling, Jacob Weiss, Darren Kirk, Brady T Russo, Lester Pizza, James Baxter, Michael Evans, Walter Wooten, Paul Clark

FIXERS

7
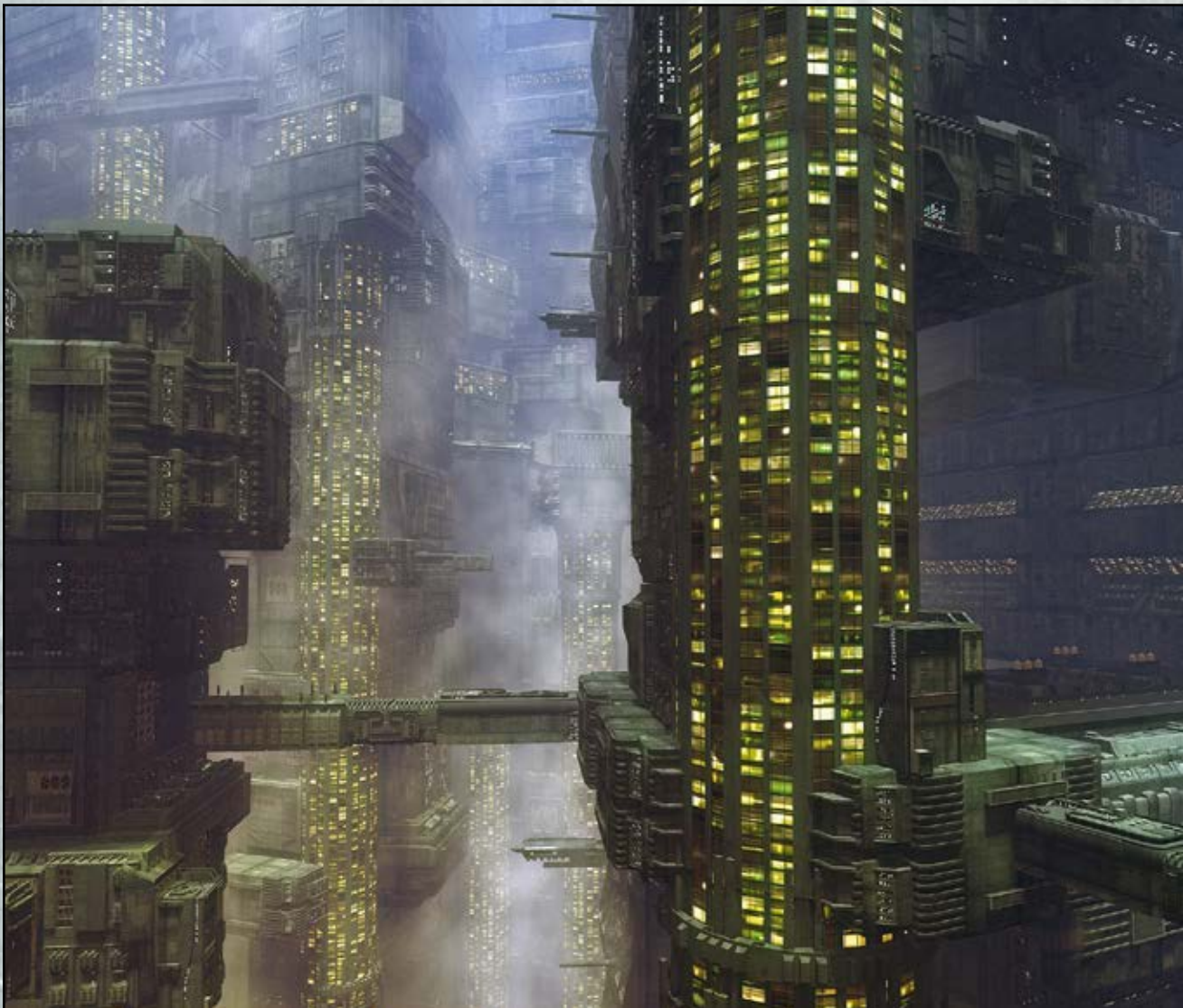
CYBERPUNK IN 2090

As you read this book, you're going to realize *Interface Zero* isn't a traditional cyberpunk setting. It's not all about raging against the "Big Bad" megacorporate machine because they are messing up the entire world. Nor is *Interface Zero* just another grim and gritty "living on the edge and celebrating the fact that you survived another run on a corp" type of game. Sure, those elements are welcome, even mandatory in the world as it exists in 2090, but here's the deal. We want *Interface Zero* to be more than that.

I want it to reflect (however abstractly) the world you see when you walk out your door, or browse the internet on your laptop, smart phone, or iPad. I want *Interface Zero* to have relevance to the world as it exists now, and to do that, I must draw from what is happening around us in the world, in technology, in culture, rather than rely on what was cool or State Of The Art two decades ago. I must do this because the world we live in today isn't the same world my generation grew up in; the generation that gave us cyberpunk. To do that though, we should ask ourselves "What **IS** cyberpunk?"

Or perhaps, as is more pertinent to this discussion, we should first ask "What **WAS** cyberpunk?"

I'm 47 years old. I was lucky enough to see Blade Runner when it first came out, and I remember watching all the awesome sci-fi movies that came out during that crazy decade as well, movies and anime like *Akira, Freejack, Repo Man, Alien, Aliens, They live, Judge Dredd, Robocop, Road Warrior, TRON, Escape from New York, Outland, Terminator, The Running Man, Scanners, Total Recall, Max Headroom*...I could go on and on, and that's just movies and TV of the 80's.

The 90's brought us tons of great stuff too, like the iconic *Ghost In the Shell, Equilibrium*, the *short-lived Dark Angel* television series and of course, the sublime post-apocalyptic cyberpunk movie known as *The Matrix*.

You can't write cyberpunk without paying homage to *1984* (probably the best dystopic novel ever written) *Do Androids Dream of Electric Sheep?* (The novel *Blade Runner* was based on), *Neuromancer, Mona Lisa Overdrive, Count Zero, Johnny Mnemonic, Burning Chrome, Snow Crash, Altered Carbon*; again, I could go on and on.

The generation—"X," just in case you were wondering— that gave birth to the genre we all know as cyberpunk grew up under the umbrella of the constant threat of nuclear war. Politically speaking, the decade was largely about President Reagan facing off against an array of Communist leaders —Leonid Brezhnev, Yuri Andropov, Konstantin Chernenko, Andrei Gromyko (who was largely a figurehead) and finally the last leader of the Soviet Union, Mikhail Gorbachev.

It's interesting to note that the first three [Brezhnev, Andropov and Chernenko] died while in office, and under Gorbachev's leadership, the Soviet Union finally collapsed. That's a decade of political instability in what—at that point in time—was a formidable, yet declining nuclear superpower going bankrupt from both an insane "M.A.D.-spawned" arms race and a costly (and ultimately unsuccessful) war in Afghanistan against the Afghan Mujahideen.

The counter-culture of the Eighties reflected this geo-political drama, not only in the afore-mentioned movies and literature, but also in the music and even fashion trends. Punk Rock, Hard Core, Blue Mohawks, loud, gawdy, shredded apocalyptic "war" fashion and apocalyptic culture fused into this aggressive beast dominated by tribes of youth labeling themselves Freaks, Punks, MOD's, Thrashers, Skaters, Straight-Edger's, Rockers—and believe me when I tell you this is just a sampling of the monikers we embraced in that decade.

And let us not forget the computer geeks, or Nerds, as they were more commonly known back then. While popular culture mocked and reviled these young men and women with their taped-together glasses, their MENSA-level IQ's, their pocket protectors and general lack of any muscular definition, they were quietly building the world in which we now find ourselves.

So from a cultural viewpoint, the "punk" in cyberpunk—in my humble opinion—is firmly rooted in the geo-political atmosphere and various media of the 80's, though it could be argued one could (and perhaps should) go back as far as the works of George Orwell, or Aldus Huxley to really see the "proto-genre," if you will.

Of course, cyberpunk isn't cyberpunk without advanced technologies like cybernetics and especially computers. It could be argued that computers didn't really become truly popular on a global scale until right around 1996-1998 when the Internet exploded into public consciousness with the dot com bubble, but here's the thing. I don't care what Al Gore says, he didn't invent the internet. It's been around since the 1960's.

But I digress.

In 1982 the movie *TRON* took viewers inside the machine and revealed a virtual world filled with AI's, glittering data lines and Intrusion Countermeasures that made Kevin Flynn—the main character—play gladiator 'esque games

where death was very real; but always remember that William Gibson did it first.

Johnny Mnemonic, *Burning Chrome*, and later the quintessential sprawl trilogy—*Neuromancer, Mona Lisa Overdrive and Count Zero*—hardwired cyberpunk into the consciousness of film makers, readers and writers—especially rpg writers—over the next two and a half decades, which brings me to the next thing I want to talk about; cyberpunk games.

We've seen numerous cyberpunk-styled rpgs over the years. R. Talsorian Games brought us *Cyberpunk 2020* and other iterations of the game, FASA created *Shadowrun*, Steve Jackson Games published *GURPS Cyberpunk*, and Iron Crown Enterprises also published *Cyberspace*. In their own way, all of them perfectly captured the feel and tone of the '80's cyberpunk scene. *Eclipse Phase* has brought us a unique transhuman look at a future world. But as cool as *Shadowrun* and all the other cyberpunk games that surfaced in the latter half of the '80s and early '90s are, every one of them are firmly rooted in that gloriously decadent, wild decade of sex, drugs and rock and roll.

Don't get me wrong, that's not a bad thing by any stretch of the imagination. We're talking about games that broke ground in the industry, games that made not only cyberpunk a great genre to play in, but also made it cool to play modern and postmodern rpgs in general. Don't think I'm bashing them, because I'm not. I love them. It's just that I believe *Interface Zero* isn't entirely about what cyberpunk **WAS**; it needs to be about what cyberpunk **IS**, and perhaps even what it **WILL** become. Which brings me back to the first (albeit modified) question I asked:

What **IS** cyberpunk in the year 2017?

I once read a definition of the cyberpunk genre that said "Cyberpunk is High Tech and Low Life." It's a good, simple statement that really says nothing at all about the heart of the genre, but just defines the two terms which comprise the name "cyber [high tech] and punk [low life].

"High tech and Low life" are simply trappings, salad dressing to give the genre flavor. In my opinion, cyberpunk is so much more than just technology and life in the gutter, but if we must condense the entire genre into a simple phrase, I ask that you consider this one: Cyberpunk is freedom vs. control.

Now here's a longer definition.

Cyberpunk is the power of social media. It's no longer being wired into the machine, but having the machine exist all around you in the form of Cloud Networks that, via GPS and wireless technologies, allow you to access your Facebook page, Twitter and Instagram accounts, or your YouTube channel from anywhere.

It's families texting at the dinner table rather than talking to eachother.

Cyberpunk is touch screen technology and powerful computers so small you can carry them around in a backpack, or your purse.

It's the irony that you express your individuality using the same mediums as everyone else.

Cyberpunk is reading this book on your favorite electronic reading device that was purchased with digital money.

Cyberpunk isn't tattoos, because everyone has tattoos. It's not dyed hair, because everyone (at least the cool ones) has dyed hair. Nor is it punk rock, or heavy metal, shock rock or any other type of music with a mineral theme. It's Hip Hop, bandana masks, wearing your pants down around your ankles, Techno-music, Thug Life, flash mobs, raves, custom made grills for your teeth, extreme body piercing, branding, bone grafts and other forms of scarification.

Cyberpunk is about drugs that make you go crazy and eat people.

Cyberpunk is Fight Club.

Cyberpunk is WikiLeaks, and Eric Snowden.

Cyberpunk is the spirit of a man standing in front of a line of tanks in Tiananmen square reborn in Occupy Wall Street, Occupy L.A, Occupy London and Occupy [insert your city here]. It's Tahrir Square in Cairo, Enron, the Economic Crisis of 2008, the slow death of the European Union, and Quantitative Easing ad-infinitum.

Cyberpunk is the *war on terror*. It's the so-called Axis of Evil. Its insurgency and asymmetrical warfare. Cyberpunk is predator drones, stealth bombers and hellfire missiles, watching war being waged live in High Definition on television, and the resultant desensitization to the violence.

It's the privatization of mercenary groups like Black Water and conspiracy theories about everything from executive orders laying the foundation for a police state, to Shadow Governments secretly controlling the world.

Cyberpunk is the mind-numbing irony of "reality" television, the strange social relevance of Kim Kardashian. It's even about super stars like Jay-Z, Justin Beiber and Lady Gaga.

Cyberpunk is a meme so strong, it goes viral and compels you to form an opinion on a topic you didn't know anything about five minutes ago.

Cyberpunk is the ongoing struggle for the right to live your life as you see fit, and the efforts of those who would keep you from exercising that right.

This is the world we're going to reveal to you within the pages of *Interface Zero*—a world that echoes both 2017 and the cyberpunk of the 80's and early 90's, because even though the world has changed, the beginnings of the genre are just as important to what *Interface Zero* is, and can be.

–David Jarvis

CYBERPUNK IN 2090

INTRODUCTION

INTERFACE ZERO

Set in the year 2090, *Interface Zero* is a game of action, adventure, and intrigue in the cyberpunk milieu, where corporations have the power of nations, ruling billions of people across the colonized solar system through "democratically elected" leaders—little more than political proxies acting on their behalf. It's a game of conflicting moralities and hard decisions, where the line between good and evil is not clearly defined, and often your characters must straddle that line if they want to do the least amount of harm to those around them. Allegiances shift nightly. Your characters' most trusted friends can turn on them in a hot second if the price is right because, while there are many rules of the streets, the prime law of the concrete jungle is C.R.E.A.M.: Cryptos Rule Everything Around Me, a law your characters must master if they want to get ahead.

ELEMENTS OF CYBERPUNK

If you're new to the cyberpunk genre—or even to modern gaming in general—you probably have more than a few questions. This section provides a brief overview of the types of characters you might play, and explores why you might play them. We'll also discuss some of the themes common to cyberpunk games.

ACTION!

Fast-paced, on-the-edge-of-your-seat action is common to all genres, but in cyberpunk games your characters are fitted with cutting-edge cybernetics that allow them to move with blinding speed, jump impossible distances, and generally push their bodies beyond anything an unmodified human could do. When people can pilot drones with mental commands, hack the world around them, or drive fifteen-foot-tall golemmechs, the action goes to a whole new level!

Unlike in fantasy settings—setting aside teleportation spells and extraplanar travel—your characters can travel great distances very quickly. One night, your characters might be hunting down a North American Coalition–funded terrorist cell in the walled city of Chicago, and the next day they'll be delivering a shipment of guns to a squad of resistance fighters in the Ural Mountains.

A week or two later, they might be quelling an air riot on Mars. The fact that characters can be anywhere in hours or days helps the game master keep the action high with very little downtime.

APOCALYPSE!

The cyberpunk genre is rife with examples of society living in the aftermath of an apocalyptic event. Some are obvious, like A.D. Police, Appleseed, Bubblegum Crisis, Judge Dredd, and The Matrix, while others, such as Blade Runner and Neuromancer, only hint at it. The lack of real animals in Blade Runner implies a world where natural species have, for some reason, died out, only to be replaced by genetically manufactured ones. Humanity has spread to the stars, presumably to start over in new lands of opportunity on off-world colonies. Neuromancer hints at a war between the Soviet Union and the United States, and given the fact that the Cold War was happening when the Sprawl trilogy was written, it's not inconceivable that nuclear weapons were used.

Interface Zero embraces the apocalypse somewhat hyperbolically, imagining a world changed by eco-terrorism, rampant global warming, mega earthquakes, tsunamis , and even limited nuclear conflict. With some seventy-odd years separating you and me from 2090, it's entirely plausible that any one—or even all—of the events we discuss in this book could happen, and that's part of the fun of speculative world-building: creating worlds that might come to pass.

CHARACTERS!

In *Interface Zero*, you play the roles of ronin; private operators with special abilities and skills that set you apart from the faceless masses of 2090. You might work for a megacorp in a special operations team, your missions advancing the agendas of the almighty corporation. Or you might play gutterpunks or gangers, lords of the urban blight who bow down to no corpsucker or enforcer.

You might play a bounty hunter who blends old-school investigation and tracking skills with advanced technology to hunt down criminals both on- and off-world, or a cyber-monk, a new type of martial-arts master who merges years of physical and mental training with advanced cybernetics into a new martial art form: The Path of the Augmented Warrior.

As a hacker, you are a hyper-real sprawl sorcerer, using your exploits and malware to quickly disable security systems, penetrate networks, and download all manner of sensitive information to your Tendril Access Processor (TAP).

If you're looking to master machines and push your senses to the bleeding edge, grab a Vehicle Control Interface and become a gearhead—jacked-up and jacked-in biker-brawlers, drone jockeys, and road hogs who rule the streets and skies of the sprawl.

Regardless of what type of character you play, her background and how she views the world will undoubtedly shape what type of character she becomes. What do I mean by that? I'm not necessarily referring to class abilities or other game-related statistics, though character background traits and flaws help provide a basic framework during character creation. I'm speaking more about the less tangible—but no less important—qualities that help determine how she views others, how she views herself, and what is most important in her life.

In *Interface Zero* and other cyberpunk games, characters tend to be regarded as criminals. The jobs they take on are often illegal. If they get caught, they'll go to prison or worse, so your characters should have a good reason for doing the things they do. Is your character motivated by wealth? Revenge? Is she a thrill-seeker, a self-styled hero of the common man, or perhaps a borged-out vigilante bringing justice to her city? Maybe your character is a freelance journalist who fights rampant corruption in government and business by exposing the dirty secrets of the elite and posting them on the Global DataNet for all to see, or a government agent gone rogue because he's tired of doing unconscionable things in the name of God and Country.

Cyberpunk is different from other genres because at its heart, cyberpunk is a human-centric game set in a near-future Earth. There are no (mythical) monsters, no demi-humans, angels, demons, or devils. There are no gods to pray to for blessings and power, and no magic spells you can cast to help you overcome your adversaries. The enemies you face in 2090 could just as easily be the people you meet at your local grocery store, gym, movie theater, or shopping mall. Their motivations may be similar to those of your character, and because both of you are human (or some variation on the species), the violence that may come later feels more personal, more real, and carries with it more consequence than it might in a fantasy setting.

What do I mean by that?

Any modern, postmodern, or cyberpunk setting has some basic assumptions, the main one being that the rules and laws which exist in our world also apply to the setting—theft, murder, kidnapping, slavery, and so on are against the law. So, when your characters get into a gunfight, they can expect to go to jail if they are caught. Taking someone's life isn't a trivial thing, even in a gritty cyberpunk setting where violence is commonplace and life is cheap.

Since *Pathfinder* strongly emphasizes combat as a vehicle for gaining experience, your characters are going to get into fights. People will get killed. How your characters deal with that fact will say a lot about the type of game—and the types of characters—you wish to play. Beyond the legality and morality issues that arise, however, you can be certain of one thing, my friends:

The streets are watching.

Word spreads through the sprawl at the speed of thought. Screw over a fixer, fail to complete your contract, start dropping bodies without cause, and you can bet your last cryptodollar people will notice. If you want people to see you as a professional, act like one. Honor means something in a world where most of the animals prowling the concrete jungle believe that principles are character flaws, weaknesses to exploit for their own ends. Your morality marks you as prey, no doubt about it, omae. But if you can keep your moral code, if you can get your job done without selling your soul, you'll get something most sprawlers don't have: respect.

DYSTOPIA

Dystopia lies at the (rotten) core of any cyberpunk game. Life is not a bright, shiny utopia where everyone lives in peace and harmony; it is a blackened caricature of itself where, for the average person, the human experience is a struggle to survive in a world that seeks to crush them under the weight of debt and despair.

In a dystopic setting, governments are, at best, totalitarian regimes that seek to regulate every aspect of our lives. At worst, they are police states that impose draconian laws through force, often through secret police who round up dissidents and other "undesirables" and remove them from society. Re-education camps are real, as are government black sites. Truth is manufactured and spread through state-run news agencies to the masses, many of whom mutely accept what they are told.

Distraction is a weapon wielded by those in power to maintain control over the population. Mainstream media and megacorporations assault consumers daily with an arsenal of cool, sucking them into a never-ending cycle of buying the latest gadgets, clothes, and cars. Meanwhile, the powers-that-be take advantage of the preoccupied populace and introduce more laws that chip away at their freedoms, often justifying said laws with international incidents (both real and imagined). George Orwell's "two minutes of hate" is no longer a concept—it's a ritualistic drama played out every day in the mainstream media. Pundits gather on nightly newscasts to debate the hottest issues of the day. Their performances are rewarded when—ironically—the people become polarized and ignorant rather than unified and informed. In short, the masses believe, feel, and even act the way the media tells them to…and think it was their own idea in the first place.

Another aspect of any gritty, dystopic setting is the ongoing effort of the elite to dehumanize you. One way to accomplish this is by social segregation. Those in power want

you to look at your neighbor's differences with suspicion, even fear. They want you to stay in isolated communities that share your prejudices. It's another form of control.

SPECIESISM

In 2090, where genetic engineering makes it possible for people to breed genetically superior humans, or merge their DNA with that of their favorite animal, speciesism is the new flag of bigotry. Skin color and sexual identity are forgotten; "At least those black people are human!" the speciesists will say. "That cat hybrid stopped being human when she got juiced," they'll argue. Conspiracy theories about secret societies genetically engineering human 2.0 to create a master race run rampant across the Global DataNet, and violence inevitably follows. Meanwhile, the people in power sit back, watch the masses tear each other apart, and pat themselves on the back for a job well done. But it doesn't end there.

Entire industries are built around the creation of simulacra—living, breathing human beings, decanted in amniotic vats and sold to nations and megacorporations across the solar system to live their entire lives in servitude. Indeed, simulacra are genetically branded with serial numbers and the logo of their corporate masters to ensure that if a sim runs away, it'll be easier to track and recover.

Speciesists rage against the sims, saying they are taking jobs away from natural humans. Religious extremists call them abominations—soulless devils who should be eradicated. Even the advocacy groups who fight so hard for the rights of simulacra seem hesitant to call them humans. If you choose to play a genetically modified human or simulacra, you'll likely run into these types of speciesists in 2090.

TECHNOLOGY

In any game set in the future, it's expected that technology has advanced to such a point where what now seems impossible is commonplace. Science-fiction and space-opera worlds are assumed to be so far into the future that it's not necessary to completely understand how the tech works; we just accept that the tech works, much like we accept magic as a reality in a fantasy world. In a cyberpunk setting, however, the imagined future is just a few short generations away. The technology which shapes this near-future world must stem from what exists in the present day—otherwise, the world isn't believable. The following section looks at some of the tech you'll find in *Interface Zero.*

RAPID ACCELERATION OF INNOVATION

The past two centuries have seen more technological innovation than over the whole of recorded history. Exponential growth in the sciences has seen humans go from

ALIGNMENT AND STREET CRED

Interface Zero replaces character alignment with a fluctuating stat known as street cred. Street cred is a measure of your character's reputation in various circles in the sprawl. Good street cred can open doors to exclusive night clubs, lead to higher-paying jobs, and generally affect people's attitudes toward you. Bad street cred can get you blacklisted, shunned by your peers, and even targeted for assassination if you cross the wrong people. This stat will rise and fall depending on several factors, all of which are discussed in the Street Cred section.

horse-drawn carriages to nuclear-powered ships, electric cars, and even vehicles that can travel into space and land on other planets! We've gone from the Pony Express and telegrams to real-time communication with anyone anywhere in the world via smartphones the size of checkbooks.

We've gone from leeching and purgation without anesthesia or sterilization to hospitals the size of small towns, genetic treatments for ailments, a host of drugs to treat illnesses, and surgical procedures that don't require the patient to be awake. If we're fast enough, we can resuscitate the dead.

Today, it's possible for a boy to physically become a girl (or vice versa) if *she* wants.

Our knowledge of the universe is only trumped by our understanding of the inner world. Technology has discovered distant planets in far-off solar systems and delved deep into the subatomic world, finding a host of particles that form the very fabric of reality.

These examples are just a smattering of all the advances in technology over the past two centuries. Every day, we're seeing more and more exciting developments in science and technology, which leads me to the following point. If the trend of exponential growth continues, the next seventy-three years (the time between now and 2090) are likely to see developments in science, medicine, physics, and engineering in ways you or I probably can't even imagine. Of course, since *Interface Zero* is speculative with regards to technology, I'm going to try.

ARTIFICIAL INTELLIGENCE

Currently, there are no real AI—at least not the kind people tend to think of when the term is brought up. You know what I'm talking about: constructs so advanced that they are capable of independent thought, have free will, and can express a wide range of emotions, basically any AI you've seen in TV or movies. What exists now is closer to (but still not) what is known as "AGI" or artificial general intelligence, a type of AI that learns without being trained.

Interface Zero speculates that by 2045, "true" artificial intelligence (the kind that experiences emotions and can understand abstract thought) will be a reality. The first is called Ajax, who commits suicide a few short weeks after it becomes self-aware. The next forty-five years sees a host of AI—many considered rogue because no corporation or government owns them—become self-aware; some are benign or even benevolent in their interactions with humanity, while others are decidedly hostile. The threats these rogue AI pose vary and often result in loss of human life.

One example is that of VENTURE, the AI that hacked into the Denver traffic control network and caused car accidents and plane crashes, killing over a thousand people. VENTURE was the catalyst for the creation of the international watchdog agency known as Stopwatch.

Since its inception in 2061, Stopwatch has countered numerous AI threats, even going so far as to detonate an EMP in Mexico City to kill an AI calling itself Quetzalcoatl. Most recently, the biggest threat to humanity has emerged in the form of a singularity AI calling itself Charon. Charon hacked the World Bank on Bonn, Germany, and erased over seventy trillion dollars from various bank accounts, bankrupting the Eurasian Union governments and the vast majority of its citizens. That single act of financial terrorism has so destabilized the nations of Europe that many believe another major war on the continent is only a matter of time.

BIOGENETICS

In today's world, the science of genetics is showing great promise. Researchers are constantly learning more and more about our genetic makeup, and applying that knowledge to fight all manner of diseases. In 2090, this field has reached a point where what might now seem impossible (and highly controversial, if not outright illegal) has become commonplace. In 2090, it's possible to genetically design a fetus to remove genetic markers which determine predispositions toward certain birth defects and diseases.

Should you wish, you can even go to a gene doc and splice your DNA with that of an animal to become faster, stronger, or gain heightened senses. The vast majority of people who get spliced look just like the average sprawler, though many choose to look more animal than human; it's a fashion statement, much like how tattoos and body piercings are popular today. Others undergo gene tailoring to better perform their jobs.

If you are rich enough, you have access to cutting-edge medicine that will not only prolong your life, but also allow you to be more active at later ages. You can even buy a new human body (a bioroid) and upload a copy of your mind into it. This process is called dubbing, and—while not illegal—it is strictly regulated. Laws prohibit a person from owning more than one "dub" of their mind, and you need a special license to own a bioroid.

COMPUTER TECHNOLOGY

We live in a world where computers touch nearly every aspect of our lives. They are in our homes, the cars we drive, the smartphones we use, our televisions; indeed, it's hard to imagine life without them. Computers allow us to do some amazing things. We can store incredible amounts of data, use powerful programs, go onto the internet and find information about any subject we can conceive of. We can sync our desktop computers with smart devices—such as tablets and cell phones—and take this information with us wherever we go. And we can share this information with anyone we choose via email, texting, Twitter, Instagram, Facebook, and a plethora of other social networking sites. Barring some apocalyptic event, interconnectivity is only going to grow.

THE TENDRIL ACCESS PROCESSOR

This setting imagines a future world where computer technology has evolved to such a degree that people no longer need to carry phones or any of the aforementioned devices around with them. The tech is installed in their heads via a brain–machine interface known as the Tendril Access Processor, affectionately known as the TAP, or *Interface Zero*.

The TAP melds nanotechnology with neuromorphic engineered organic neural networks (NEONNs) and global information system processors (GISP) to create new neural pathways in our brains. These pathways translate digital code we receive from the GISP into raw sensory data: touch, taste, sound, sight, smell. The result of this fusion is a full-on interactive sensory experience called Hyper Reality.

HYPER REALITY

Currently, Augmented Reality is a technology which overlays interactive data—generally information about a location—over applications such as maps (Google Maps© makes extensive use of Augmented Reality). Pokémon Go© is a perfect example of this technology used for entertainment purposes. Hyper Reality takes Augmented Reality to a new level, integrating with the Tendril Access Processor to superimpose digital—Hyper—objects onto our field of vision.

These Hyper Objects pipe all sorts of information into our brains that we can see, hear, smell, and sometimes even taste. Information is displayed via a digital heads-up display (HUD) that we can interact with via hand gestures and voice commands. The Hyper Objects we see are also interactive. We can pull up digital menus outside a restaurant and peruse them while waiting to be seated. With a hand gesture, we can "touch" the icon floating over someone's head and—if the person's status is set to public—read their profile. When we enter our favorite stores, Hyper

WHY WOULD ANYONE EVER INSTALL A TAP?

I'm sure many of you are wondering why anyone in their right mind would ever install this kind of technology in their brains. It's a valid question, one which is key to your suspension of disbelief. But it's not as hard to imagine as you might think. People readily accept new technology, even embrace it rabidly, buying the newest version of a smartphone, computer, or car even though it's much more expensive and isn't all that different from their old device.

We do things with our finances and our personal information online that, even forty years prior, nobody would have done, even if they could. The mentality of people today is one of convenience. The Tendril Access Processor removes the need to carry wallets, purses, smartphones, and such, so it's much safer, because these peripheral devices are all integrated into a chip installed at the base of your skull. You don't even need car keys; the TAP syncs up with your vehicle and unlocks with a simple voice command, and it's simple to pay all your bills online. Even now, paychecks are rapidly becoming a thing of the past. It's all about direct deposit these days. Digital money isn't the wave of the future, it's the reality of today. Wallets get stolen, and cash can't be replaced. But if some thief mugs you, you can cancel your credit cards, and even these will become antiquated. Cryptocurrency, while still in the beginning stages, will eventually become the global currency we use in our daily lives.

Given all of that, it's easy to see how, when a technology emerges that promises to connect people to the world around them in ways they had never dreamed of, they'll jump at the chance to get "TAPPed," especially when everyone's doing it.

Beyond the TAP, though, installing technology into our bodies is one of the most fundamental tropes of the cyberpunk genre. We play characters who willingly chop off perfectly good arms and legs in favor of advanced prosthetics, cut out their eyes and replace them with machines. They install weapons in their bodies and wire their brains to interface with them so they can shoot and fight more efficiently.

So, to answer the original question: why would you not install this tech in your brain?

Objects appear in the form of sales assistants and offer suggestions for products based on our purchase histories. In short, Hyper Objects allow us to interact with the world around us on a level never seen before in human history.

Of course, dangers come with such a transformative technology. Hackers are master manipulators of Hyper Reality, able to steal identities and cause chaos with the right exploits and malware. A good hacker can take control of any Hyper Objects in her field of vision, which makes her invaluable on a mission. Gone are the days when people sat at a desktop computer or laptop and hacked through the internet. Most major megacorporations (if they're smart) only maintain a token presence on the Global DataNet in 2090, using it to advertise products and take online orders, but even this sort of practice isn't done at an archaic computer terminal; it all happens via the TAP.

Interface Zero, indeed.

CYBERTECHNOLOGY

Cybernetics is the study of closed systems. Its applications are far-reaching, but for the purposes of this book, we focus on how cybernetics can be used to benefit human beings. We're on the verge of a new age in cybertechnology. Robotics has reached the point where an amputee can get a prosthetic capable of (relatively) fine motor function. Hands can grab things like coffee cups, and fingers are capable of

handling tiny, fragile objects such as potato chips. Scientists are starting to develop brain–machine interfaces to help people who are paralyzed, blind, or hearing-impaired.

In 2090, this technology has advanced to such an extent that all manner of cybernetic implants can be installed in a person's body and synced with the Tendril Access Processor, which helps control the implants, much like one's thyroid gland regulates numerous vital functions in the body. Your characters will have access to many cybernetic devices, if they can afford them.

TIPS FOR PLAYING INTERFACE ZERO

Interface Zero was designed to be a cinematic play experience. It's not designed for you to play corporate drones dealing with office politics, nor is it a realistic, predictive economic and social model of the future. Instead, *Interface Zero* is designed to let you play cunning hackers breaking into secret databases to find the clues you need to bring down a crooked land grab, streetwise bounty hunters tracking criminals through dark and foggy alleyways where an ambush might be just around the next corner, or cybernetically enhanced martial artists throwing down with a team of crooked corporate security guards on a rainy rooftop in a forgotten corner of the city.

You won't be the best hacker in the city at 1st level, or the best bounty hunter, or the greatest martial artist—but,

with time, you could be—and this section is here to give you some tips for getting there cinematically.

THINK BEFORE YOU SHOOT

Weapons technology in the 2090s makes it extremely easy to severely wound or kill someone, sometimes with only a single shot or strike. While it may be easy to have your character kill someone when they've got the drop on them, it's often not the wisest course, so think before you pull the trigger on that cartel gunman. Actions have consequences, even in the slums of the 2090s.

Perhaps the target is worth more alive than dead. Captured enemies can provide your characters with volumes of information about the objective of a mission, key figures of an organization, or the organization's operational procedures. The person you captured might even be flipped and turned into an asset, or ransomed for money or favors, if you play your cards right. A dead body can only feed the rats and other things that crawl out of the sewers.

More importantly, dropping bodies attracts attention. If your character kills enough people—or even just the wrong person—there will be police investigations, official inquiries, hired hit men, contacts that're too scared to talk to your character, press drones in search of a story, and all sorts of other unwanted attention.

Your character might even get identified as the responsible party and, if captured, sent up for a long stretch in prison—no one's idea of a good place to be in the 2090s. What a mess—and who'll be stopping the bad guys and backing your buddies up while your character is locked up, too hot to handle, or even dead?

But if your character had used a stun gun on that cartel gunman, or knocked the guy out and tied him up, he would have been out of your hair for at least a few hours, maybe long enough to get the job done.

Or your character could have turned him over to the cops in damaged but usable condition. If he really is a bad guy, the cartel gunman's not going to press charges against you—he'll be too busy trying to save his own neck and planning his inevitable revenge when he finally gets out (or is broken out) of prison. And the police will be only too happy to put him away if he's already wanted, especially since they didn't have to do anything to make the bust and improve their arrest and conviction numbers. Sometimes there's even a reward. After all, bounty hunters do this sort of thing all the time.

Thinking before you shoot goes triple if the intended recipient is a sector cop, a corporate security officer, or some other legitimate individual. Killing a sprawler is bad enough—they may have family and friends who'll want revenge. But killing an enforcer is seriously bad juju; it gets your character put on "locate and terminate" lists faster than the time it takes to hack a script-kiddy's TAP.

It doesn't matter if the badge-man was dirty; the other cops may or may not know that, or even care. Even if they did know, the enforcers can't let one of their own be gunned down without returning the favor. If they don't, it'll be open season on them all day, every day. So, even if the cop was dirty and deserved it, the blue wall is still going to fall on your character like a ton of bricks. Every sprawl dog, chrome reaper, and razorback in the 'plex has gotta know who's really in charge.

TALK IS CHEAP, BULLETS COST CRYPTODOLLARS

Ask questions first; shoot later. If the bullets start flying, you've run out of options. Fortunately for you, there are plenty of ways to get the information that you need without gunplay.

Diplomacy, Bluff, and Intimidation can help your character convince unfriendly people to tell you things you want to know without causing violence or creating a situation that may come back to haunt your character. Sometimes you can have your character slip some cryptodollars or a sweet piece of tech into a contact, and find out the things they need to know that way. Occasionally, if you're lucky, your character may stumble across an opportunity to convince a bad guy (or girl) to switch sides with some roleplaying, which nets them not just information but also a possible ally—a double win.

REMEMBER YOUR SKILLS

But don't neglect your character's other skills! If they have good Stealth, then have them listen at doors and windows. In a world with advanced technology, so much of information security focuses on countering hacking attempts and high-tech surveillance vehicles like drones that it often overlooks more personal, old-school methods of surveillance.

If your character has Disguise, have her impersonate a waiter to overhear that conversation at table 17; the quickest way to become invisible to most people in 2090 is still to be one of the help. If your character is a hacking whiz, then have her look for surveillance feeds she can access, or try some data mining to look for purchasing trends, deliveries, or other electronic trails that might lead her to something the bad guys are trying to hide.

If you don't know where start, then have your character go find someone that does and ask them where you should start looking for clues. Have your character slip cryptos to informants and ask them to keep on the lookout for anything that might be interesting. Find out who the people that don't like your opposition are, and go talk to them.

Lots of criminals and ne'er-do-wells have other people that are on the wrong side of the law that don't like them—it's an occupational hazard—and many of those enemies might be willing to tell your character what they know in return for a favor, or even just the chance to see an enemy go down in flames. Get out on the Global DataNet and look through every database that you can think of—news, social, sporting, everything—for clues that might lead you to something useful.

Find out what clinic installed the cyberarm on the henchman who threw your bike off the overpass last night, and break in to get its access codes so you can track them and maybe even eavesdrop through it; nothing beats the feeling of, quite literally, turning the bad guy's strong right arm into your inside man.

If you discover that your character is being followed, then you know that he's onto something. Lose the tail and then turn it back around and have your character follow them back to their apartment or business or hideout and do some counter-surveillance there! Wait until they're out getting some takeout, or visiting their special someone, and then have your character sneak into their place and look for clues, plant some bugs, or help his hacker friend get a backdoor installed into their private server. You might find what you need without throwing a single punch!

A PUNCH IS JUST A PUNCH

Speaking of punches, a fistfight, even in the 2090s, is still just a fistfight. Your character may get banged up a bit—she might even get knocked out—but she can recover, and so can the bad guys…and the bad guys know it. Most will respond to that type of violence in kind. Indeed, in many places in 2090, a fistfight isn't really considered a fight at all; it can be a social event with no more meaning than a pickup football game, an introduction to an individual or group to prove your character's got balls and doesn't need to hide behind a trigger.

Obviously, knowing your opponents is key here—don't bring a knife to a gunfight—but generally most people aren't looking to get killed in a fight over something that's not a literal life-or-death situation or piece of information. Fistfights give you options that bullets don't. Knocking out a crooked cop may make him angry at you, but it doesn't necessarily get his whole department (literally) gunning for you the way they would if you had killed him. Fistfights give opponents a chance to flee, which gives you a chance to exercise some Sleight of Hand mojo and plant a tracker on them, or gives your buddy time to get his drones in place to follow the fleeing opponents back to their headquarters.

If you get a reputation for preferring to trade punches instead of bullets, some opponents may choose to scale

INTERFACE ZERO

back the lethal violence in kind; they've got lives to live outside of fighting with your character that five or six bullets might hinder, after all. Fistfights also don't draw much attention from the authorities; there are plenty of bad people to chase, and some folks trading punches in an alley doesn't raise as many flags on surveillance algorithms as a gunfight in the same alley would.

LEGWORK AND INFILTRATION

The best place to get information about your opponents is, not surprisingly, your opponents. Who else knows all about their plans? Where did they stash the truckload of parts they hijacked from Kenta Cyber Dynamics last week? What type of security does the place have? Do they have connections with other organizations in the sprawl? After all, those stolen goods are fenced someplace. Do the legwork before you hit the target.

There are all sorts of ways to get that information from the people that know it, but the easiest way is to get them to tell it to you. And since people with information like that don't tend to stand on street corners and give it away for free to everyone listening, the best way to get it is to be somewhere they do talk about it freely, or to be someone that they talk about it freely with.

The first option requires your character to be in the background, someone who's there, but not actually part of the opposition's in-crowd. Impersonating a service industry worker is a classic way for characters to accomplish this, and it works especially well at the lowest and highest rungs of society, where this sort of work is actually done by living people, either because they're cheaper than drones or because it's a status symbol to have a living person mopping your floors and serving your drinks. More-skilled positions offer the same advantages, particularly roles that grant access to data, such as IT technicians, secretaries, and receptionists. These types of positions usually come with more serious background checks—generally, the higher access, the deeper the background check—but they can be worth the extra work to create a false identity since they typically get more and better information than a janitor or waiter could. Keep in mind, hackers who specialize in grifting can also build legends—fake identities with detailed histories—to aid your infiltration efforts.

The second option requires that your character actually join the group you're trying to infiltrate, which isn't always as easy as it sounds. Many opposition groups have requirements, such as specific political or religious or social beliefs, that your character may find unpleasant and difficult to play along with. There may be initiation requirements that render this plan a non-starter, like killing someone (does your character know anyone with great video-editing skills, or film-grade special-effects experience?), committing one or more crimes (usually against individuals who your character is sympathetic to), or submitting to the installation of behavior-modifying programs, trackers, or other software of an unwholesome and undesired nature into their TAP (these things are, like many others, always harder to get out once they've gotten in). Sometimes, it's all of the above. If your character can manage to find workarounds for these sorts of things, this method is the gold standard for information gathering—right up until your character is, inevitably, sent out to perform some morally repugnant task that forces him to blow his cover, like kill another player character or an innocent.

For similar reasons, when a pair of gun-toting death angels from the south side of Chi-town have your character held at gunpoint, don't just give up and pitch a fit about the unfairness of it all or have him futilely go for a gun so she can go out in a blaze of glory. Take a minute and think about it. If these women are pointing a gun at your character, and they haven't started shooting as soon as they got the drop on him, why haven't they? They must want something from your character, or else the bullets would already be flying. So wait a second before you queue up the dramatic death music; there will be time for that later if you just have to go that route. Find out what the chicas want. Maybe they just want to talk and tell him how clever they are. Maybe they have questions for him that can't be answered if he's dead. Maybe they've got the wrong person and just need to be convinced of that. Maybe one of them will say something to her partner or your character that he can use to find out what's going on! Maybe they even want to capture him—that's actually much better than it sounds!

If they want to take your character alive, that might mean someone wants to dangle him over a pit of cyber-piranha as the entertainment at a villain's cocktail party, or that someone has designs on his internal organs for an illegal organ transplant ring. But it also means that your character has made the big time as far as these opponents are concerned. Your character is, for whatever reason, too valuable to kill, at least at the moment. Play it smart and don't waste that temporary (because you know it's gonna be temporary) plot armor with the Big Red STM on it; use it!

Pay attention what your character's captors are saying and doing. The questions they ask may tell you more about what's going on than anything your character has found out yet. If you're lucky, your character might even get taken to a hideout or secret lab that you haven't been able to find (or didn't even know existed), saving you days or weeks of legwork. Have your character engage their captors in conversation if you can, and see if the bad guys will drop a name you don't know, or reveal a little too much about their plans before they clam up.

Are they taking your character somewhere in a vehicle? Try to leave a tracer in it. Can your character identify a specific reality filter that they're using? Try to play along with the paradigms of the reality filter to gain an advantage. Pay attention to the people around you. Does your character know anyone? Try slipping them a message they can pass along to their mutual friends. Are they talking about the big game last night? Have your character pitch in and talk about it too in order to distract them a little. Are they taking your character back to see "the boss"? Maybe "the boss" is going to make your character an offer that will give you some clues about what's going on.

You can turn it around, too. If everyone around your character is close-mouthed, have her go on the offensive! Have your character "get her tuxedo on" (note that actual tuxedos are optional for many such situations, but still cool), walk into the middle of the opposition's dinner party, or bar, or nightclub, or anyplace else that looks like a good spot (your character may get bonus points for finding a place where the opposition can't just shoot them) and pretend that she knows way more than she actually does. It might get her into danger (okay, there's no "might" there—it will, pretty much guaranteed), but it will almost always get her information! It's worked for that James Bond guy for over fifty highly cinematic years; there must be something to it!

Finally, if your character does get captured and winds up dangling over that pool of drone piranhas on a slowly lowering rope, or is watching the clock tick down to the release of an artificial virus designed to make the cure a corporation's developed worth millions, don't give up hope! Play it cool; don't panic. Right up to the last second, there's always a way out for your character. You may need all of your skills, but with a little luck your character can still escape, win the day, and stick it to the bad guys where it hurts!

STAYING DARK IN THE SURVEILLANCE STATE

As I've mentioned before, surveillance is ubiquitous in 2090, and sooner or later, you're going to need to deal with it if you want to keep law enforcement from showing up every time your characters commit a crime. Here are some simple techniques you can use to minimize your digital footprint in 2090.

KEEP A LOW PROFILE

The AI eyes in the sky scan the sprawl for all sorts of things in 2090, prioritizing suspicious activity in varying degrees according to threat level. Two gutterpunks brawling over a squat in an alleyway might not merit a police response, but you can bet your last cred that walking down the streets in tactical body armor with grenades and assault rifles in plain sight will. If you must bring the big guns, don't advertise; use trench coats to conceal your armor. Break your weapons down. Hide the components in a backpack and only reassemble them when absolutely necessary. Most drones and watchdogs won't flag someone with a knife or a handgun. Those things are commonplace in 2090. That rocket launcher isn't.

KNOW YOUR SURROUNDINGS

Security cameras are everywhere, but they have limited fields of vision. Drones have preprogrammed flight paths. Sector cops and private security teams usually stick to their patrol routes. There are teams of brainers just sitting around in some cubicle trying to figure out ways to ensure these elements overlap and form a tight matrix of surveillance the general populace can't avoid. They aren't perfect, however. There are dead zones all over the sprawl, and knowing where they are, and how to run the maze, can keep you off the radar and out of jail.

Often, a simple Survival roll is enough to help you find these dead zones. Being more familiar with the zone you're in can modify the roll, but don't forget to look around. Perception is your friend, as is Stealth, and of course, a good hacker. Any brainer or script kiddy worth the name can hack a drone or security camera in a hot second, so having a hacker with you (or having hacking skills of your own) is always a good thing.
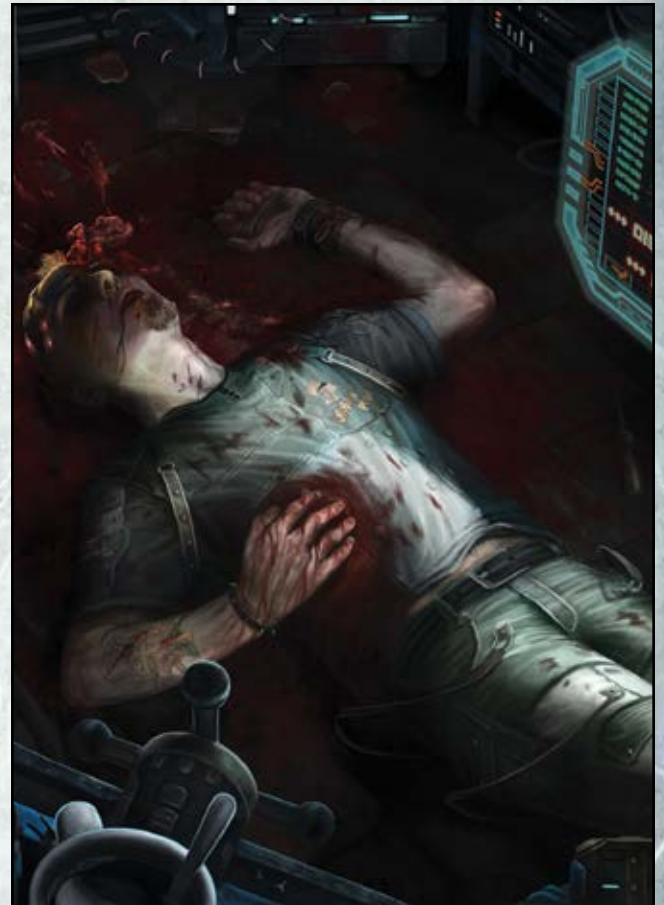
HISTORY

I've taken the liberty of compiling a number of articles for all of you history buffs out there. These INFOdocs are written by various people, each highlighting the major events of the past seventy four years. All of these events shaped the world in which we live in one way or another. Enjoy!

—Billy Black Eyes

THE RISE OF THE URBAN METROPLEX

In the early 21st century, skyrocketing fuel and food prices had made it necessary for many developed nations to take steps to conserve energy by building more efficient infrastructures. What followed was a general return to city living, an increase in spending on public transportation, and fewer car owners. Old suburban sprawl was gradually returned to the wilderness or transformed into farmland. By the end of the Death (2029-2038) most cities looked more like Manhattan, tall and lean in contrast to the vast So-Cal megasprawl. Outside the city, more and more small communities throughout the mid-50s-60s converted their towns into arcologies; large self-contained structures that provide all the various functions of a city: government offices, mall-like marketplaces, apartment-style residential wings, water reservoirs, waste management, and food distribution centers. Arcologies are built with the idea of handling dense populations within a small amount of space, minimizing the footprint on the surrounding environment. Multiple structures could be connected via tunnels or sky walks into one massive arcology. Most cities sported clusters of arcologies, each operating as neighborhoods.

All the major congloms operate arcologies for their permanent employees to exercise more control over their work force, using them to manage such things as flextime, holidays, family leave, and the health and morale of the team.

Beyond arcologies are intentional communities. Once the province of senior citizens and artists seeking to interact with their own kind, living in an intentional community became a growing trend with all demographics outside of the very poor. The fad was so popular that one could find a personalized arcology with very nearly any theme from the previously mentioned senior community or artist colony to an ethnic or religious community, to communities that all host residents who all share a similar profession, or political persuasion. Most planned communities were smaller and more personal than standard arcologies.

THE BACHELOR WARS

In the late teen and early 20s China began to suffer the consequences of the One-Child Policy. Designed to limit its population growth and to make more resources available for the people, the policy amplified the Chinese cultural bias of preferring male heirs over female ones. On paper, this gender imbalance seemed relatively small. However, in a nation measuring its population at nearly a billion and a half, a difference of even one or two percent yielded tens of millions with little prospect of finding a mate. Moreover nearly a quarter of the country's population was elderly and the burden of their care fell to a very few.

Agitation for reform to the hybridized free market, communist economic structure and general discontent of the young urban intellectuals erupted. Angry young men reached adulthood and faced a world unable to accommodate the most basic biological imperative; procreation.

A new generation of party officials—most of them bureaucrats—exploited the unrest, seized power and swept aside the last vestiges of the communist era. Calling themselves "New Mandarins," these young politicians pledged put China's interests above their own and instituted many social and economic reforms including the abolishment of all China's newly developed free enterprise, returning it to state control under the new governing meritocracy.

Borrowing upon a strategy as old as history itself, the New Mandarins channeled the restless energy of the Chinese population against its neighbors. On March 9, 2024, China, claiming violations in its treaty rights with the former North Korea, invaded and overran the Korean peninsula. Through sheer numbers and zeal, it took a mere two weeks to complete the conquest. Learning from history for once, the occupiers chose to rule with a light hand. By 2040, a puppet state was installed and the majority of Chinese forces were withdrawn.

In the years after the Peninsula Campaign, China repeated the pattern of its initial success in Korea with many of its other neighbors. Cambodia, Thailand, Laos and Vietnam all succumbed to China after offering up only token resistance. In truth, many of the common folk of these countries and regional businesses welcomed closer ties with China.

HISTORY

Recognizing the nation as the world's rising power, they sought to curry favor with China, cheerfully prosecuting members of their former governments for various alleged misdeeds after the Mandarinate deposed them.

THE DEATH

For months leading up to the death, India and Pakistan had been on the brink of war. The hard-line nationalist Indian government and the right-wing fundamentalist Pakistani government had nearly come to blows over incident that occurred earlier that year.

On January 2, 2029, rioting students in Islamabad swarmed the Indian embassy, burning it to the ground and massacring its staff. Tensions had eased somewhat since then, but the moment Pakistan went nuclear the government of India saw the move as the perfect pretext for war. Like expansionist China which had incorporated much of Southeast Asia, India's nationalists looked to reclaim Pakistan and Bangladesh. India marched forces across the Kashmir border into Pakistan.

To the horror of the Indian government, it quickly became clear that their intelligence had proven faulty. Pakistan had a number of close-range warheads left in her arsenal, which they used on the doomed vanguard of the Indian invasion force. India retaliated in kind, devastating a number of Pakistani brigades and fortifications. The violence quickly escalated from tactical battlefield weapons to missiles intended to destroy cities.

To this day, historians and partisans of the two sides disagree over exactly who fired the first shot. Many, looking at the scarce satellite records that survived the first wave of electromagnetic pulses, believe it happened almost simultaneously. Regardless of the truth, early in the morning of May 24, 2029, dozens of warheads surged against helpless civilian populations. All but nine of these missiles died in the air, taken out by defensive satellites belonging to several different nations, but those that actually did manage to reach their targets each claimed a city.

In the end, Pakistan ceased to exist as nation. India (though rocked to its very core with the loss of Delhi and Bangalore) held itself together long enough to declare victory.

It was a Pyrrhic one, however.

Within days radioactive debris rose into the upper atmosphere and began to block out a significant portion of sunlight. Scientists around the world explained it as nuclear autumn—not as bad as nuclear winter, but horrendous nevertheless. Most people simply called it *"The Death."*

The world didn't see summer for five long years, during which time the sun seemed trapped in a smoky twilight, even during the brightest part of the day. In addition to the

reduced sunlight, the Death also brought with it frequent rains of radioactive dust as fallout gradually settled back to the earth. While a comparatively normal climate did return, it still took ten more years for the final, lingering effects of the Death to dissipate fully.

Though no one ever managed an exact count, experts on the Death believe that about 1/7th of the world's population (roughly 1.3 billion people) died, either during the initial nuclear exchange or in the aftermath. While a significant percentage of those deaths stemmed from starvation, more came about through a general breakdown of public order. As sanitation standards disappeared, and stocks of vaccines went bad, diseases once considered eradicated reappeared and claimed a savage toll. Lawlessness and civil strife also exploded.

During the worse moments of the Death, some of the most desperate are said to have resorted to cannibalism. Predictably, exposure to radiation claimed its fair share of victims. Cancer rates spiked, continuing to harvest victims for decades to come. The genetic damage many suffered during the Death reduced the birth rate even after the world returned to *normal*.

With the perspective of nearly sixty years behind them, some historians consider the Death a blessing, at least over the long-term. While it traumatized everyone who lived through it and put the final nail in the coffin of countless other species (reducing biodiversity by at least a quarter), the Death also laid the groundwork for the modern world.

Without the grim legacy of the Death as a spur, many of the extraordinary discoveries that appeared in subsequent generations might well have taken far longer to arise. Adherents of the "forest fire" school of thinking claim that the Death cleared the way for progress; removing so-called "deadwood" and making it possible for the modern era to flourish. The remaining members of the Death generation, with first-hand memories of its misery, most now in the eighties or older, tend to react rather harshly when they find someone spouting off this theory in public.

THE SECOND AMERICAN CIVIL WAR

To understand why America went to war with herself, you need to know how The Death and the events leading up to it fundamentally changed her. Decades of political infighting resulted in a neutered government incapable of affecting real change on even the most basic levels. By 2027, the nation was polarized; more so than at any other time since the Civil Rights movement in the 1960's. Instances of racial violence became a daily reality. Police brutality was at an all-time high, and mass shootings wrought havoc on the nation. Between 2000 and 2027 over 5,378 men, women and children had died as a direct result of mass shootings. Americans became more insular, segregating into communities based on ethnic persuasion, culture, sexual and gender identity, and religious preferences.

Then GLUTTON happened.

GLUTTON

When the Eco-terrorist group NOAH unleashed a synthetic, oil-eating bacterium known as GLUTTON on the world's oil fields in 2028, stock markets went into a free-fall, wrecking an already failing U.S economy.

Put simply, the nation was broke.

The Petrodollar became nearly worthless overnight as the rest of the world rushed back to a gold-based standard; not that it mattered. Oil was unavailable, at least in any meaningful quantity. Experts estimate GLUTTON eradicated 45% of the world's oil supply, nearly all of which came from OPEC nations. Saudi Arabia, The United Arab Emirates, Kuwait, and surprisingly, Venezuela were the hardest hit by GLUTTON.

The sudden scarcity of oil drove the price per barrel upwards of 250 dollars, which translated to punishing prices at the pump, crippling the United States' freight transportation infrastructure, which relied on a strategy for delivery known as "Just in Time" shipping (JIT for short). When the oil reserves diminished, JIT crumbled.

A bankrupt Saudi Arabia blamed Iran for GLUTTON, and yet another (albeit short-lived) war erupted in the Middle East. The only ally of Israel, the United States had no choice but to go to her aid in defense of increased attacks by Al-Quaeda, Hamas, Hezbollah and ISIS forces, who saw the war between Iran and Saudi Arabia as a perfect opportunity to conquer Jerusalem and drive the Israelis into the sea. For a while, it looked like that might actually happen, but when India and Pakistan went nuclear, the fighting stopped.

FEMA REGIONS

The effects of GLUTTON and the Death wrought havoc on the United States. Social order broke down across the nation. Food supplies, medicine, and other vital supplies quickly became unavailable. Law enforcement agencies were ill–equipped to handle the chaos, and for a while anarchy reigned. People began to band together, creating armed compounds to protect themselves against roving gangs and even renegade militia groups.

President Nathan Calhoun declared a state of emergency and activated FEMA, dividing the nation into ten regions. With the overwhelming support of both Congress and the Senate, Calhoun declared martial law throughout the nation, deploying the armed forces into each region to support the newly appointed administrators and aid in quelling the rampant violence, rioting and looting. The administrators began restoring order by any means

HISTORY

FEMA REGIONS AND USACE BOUNDARIES
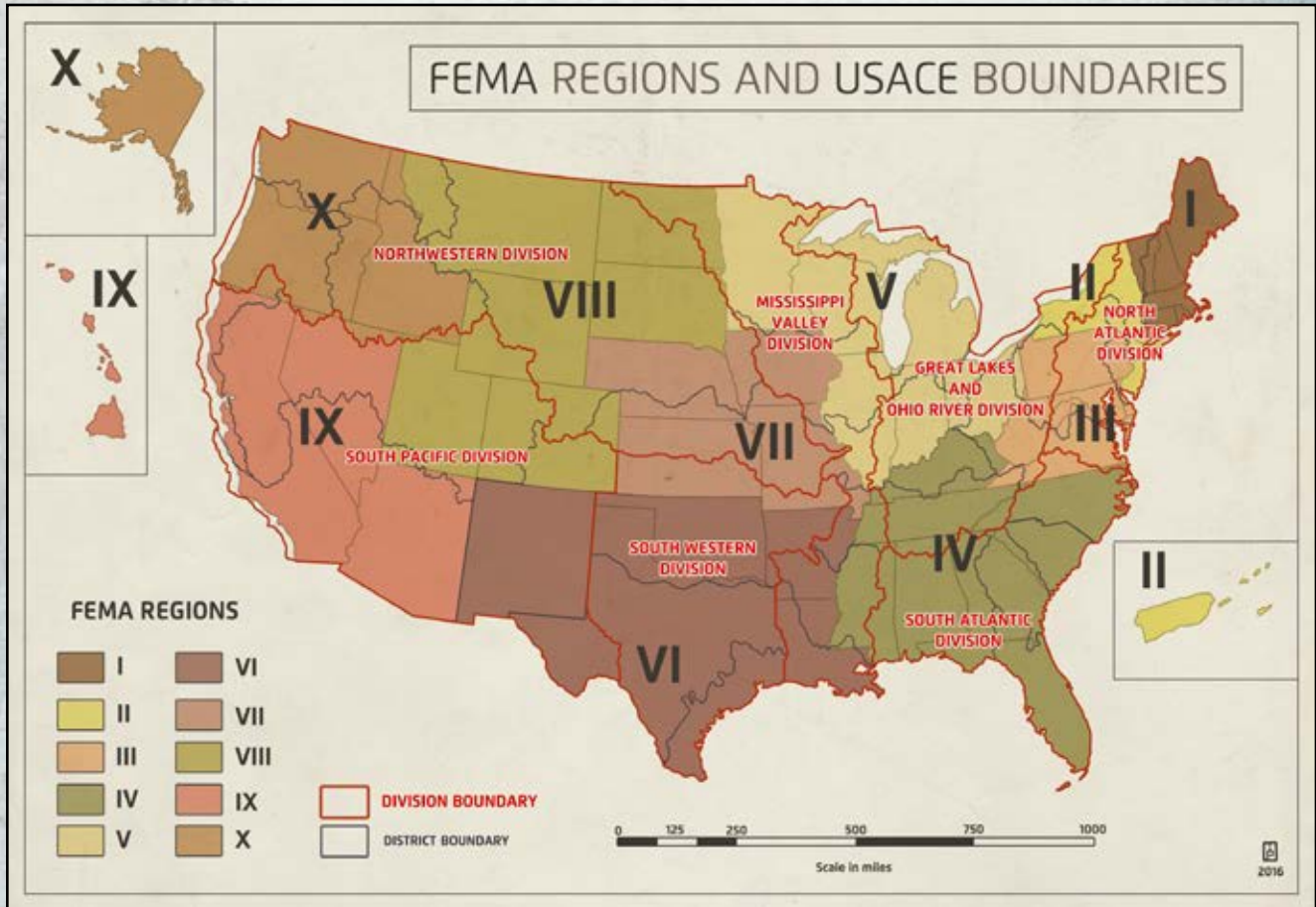
necessary, having complete power to establish contracts and legislation without consulting any local government or voters. Through liberal use of violence and—in some instances—draconian laws, the administrators established safe zones where refugees could live in relative security.

As the Death wore on, the administrators and their subordinates managed to expand the safe zones and begin rebuilding the infrastructure. Breakthroughs in fusion power generation and high capacity, quick-charge batteries gave the world an alternative to oil. The regional administrators started rebuilding infrastructure around these new technologies. Transportation became reliable, and goods and commerce began to flow. By the end of the Death, the FEMA regions had recovered, and even began to prosper. People, once divided by race and culture, developed a strong sense of regional pride. No longer were they referring to themselves as Americans, but Atlanticans, Cascadians, Texans, etc. In the eyes of the people, the regional administrators had succeeded where the federal government had failed.

President Calhoun hadn't been properly "elected" for several terms. The President, not having much domestic

resources from other nations across the world, craved legitimacy again. In his role as Commander in Chief, Calhoun used the US military as a mercenary force, giving military assistance to other nations in exchange for loans, material, and other favors, but at home, all the real power resided with the administrators.

Therefore, when the federal government declared the end of the state of emergency in 2045, and tried to dismiss the emergency administrators, it was too late. The administrators were too entrenched and had too many powerful friends.

They told their citizens that restoring the power of the federal government would bring back the *bad old days*. The people overwhelmingly agreed to back them, signing petitions to formally secede from the United States.

Undeterred, President Calhoun restored Congress and moved to try to re-take his Constitutional authority, bringing the military home from abroad to back up his position. The administrators put their own veteran militia forces on alert.

THE FIRST SHOTS

It began in Kansas City. President Calhoun pushed forward from his base in Denver Colorado into FEMA region VII (commonly known as the breadbasket region) in hopes of capturing the Strategic Air Command (SAC) base. The secessionist forces there put up a heck of a fight, but were hopelessly outnumbered. It took about a month to suppress Kansas City and the rest of the state, though the campaign was not without losses. Calhoun's army encountered heavy resistance at St. Louis along the Mississippi River from the forces who would go on to become the Great Lakes Union. The Battle for St. Louis lasted months, with no clear victor. Ultimately, the city split into two sections, the Great Lakes Union (GLU) controlling the east bank, and the North American Coalition (NAC) the west.

THE TREATY OF TOKYO

Chronicling the various battles of the war would take more space that this INFOdump allows. Suffice to say the war was bloody, and costly, both in lives and the economies of all the regions involved. When the "Big One" hit California and the Northwest in 2049 that ended the war. The 12.3 earthquake triggered a chain reaction up and down the west coast, spawning tsunami and devastating coastal cities. Some geologists believe the earthquake caused the eruption of Mt. Rainer in the same year, which prompted the evacuation of Seattle, though some 40 years after the event, they are still unsure.

In the end, NATO peacekeeping forces entered each of the regions and negotiated a cease-fire, which lead to the Treaty of Tokyo and armistice. Some forty years later, NATO still maintains peacekeeping troops in every nation.

NANO AND THE AGE OF LEISURE

The generation that came of age during the trauma and misery of the Death vowed to make sure it could never happen again. The extraordinary surge of industry and creativity that marked the following decades stemmed from this obsession with safeguarding the human race, and the planet as a whole, from another catastrophe. This flowering of technology not only opened up new vistas for human achievement, but almost by accident, created the Age of Leisure or the post-scarcity society of today.

Most experts trace the origin of the age of leisure back to two critical innovations: Featherstone Industry's development of the first Nanomachine and the appearance of simulacrum—completely synthetic, adult human beings grown in utero-vats and mass-marketed as a cheap work force. Nano, by making products either relatively cheap or outright free, liberated most people from the need to spend large portions of their waking hours "earning a living." Simulacrum, on the other hand, offered business and industry an expert labor force that made far fewer demands than human employees.

These twin developments, occurring almost simultaneously while coming at the same problem from different directions, released people from the need to work even as they made countless jobs redundant. In the opinion of most scholars, each served to soften the blow of the other. Imagine a world where most people no longer needed to work if there were no simulacra ready to step in and pick up the slack? Conversely, imagine a world where sims drove more than three quarters of the population out of the job market without nanomachines to keep them clothed and fed?

In the years following the appearance of the first crude nanomachines, Featherstone Industries' made numerous improvements to the model. It also, each year, whether through its own in-house teams or by striking up partnerships with other companies, increased its inventory of patterns in its devices.

Ranging from household appliances to food to pharmaceuticals to clothing and hobby gear including toys, nanomachines soon provided virtually everything a normal person needed in his or her daily life.

Though enormously expensive in time and resources to create, Featherstone continued to make money off these new patterns due to the licensing deals it had struck. In exchange for corporate and government-backed support in stamping out pattern piracy, the megaconglom agreed to make a certain number of patterns available virtually free of charge in addition to ensuring access to nanomachines even for those too poor to afford one for their own homes. Currently, of the 20,000 patterns in its inventory, about 2,000 of them require no licensing fee to access, making it simply a matter of energy and raw materials, both of which rarely prove much of an issue for normal use. Unfortunately, since nano did little to change human nature, poverty still exists.

In hindsight, the fact that nano failed to eliminate poverty made the reaction against simulacrum labor almost inevitable. The portion of the population rendered obsolete by simulacrums, forced to scrap and scheme to get anything really worth having, soon came to blame simulacra for their problems.

Riots and acts of sabotage against simulacrum factories and businesses using simulacra rapidly escalated from rarities to near-everyday occurrences. Though many, perhaps even most, limit public comments to a few token complaints or off-color jokes at a "simmie's" expense rather than actual violence, the sullen rage this new underclass feels towards bioforms shows little sign of diminishing.

HISTORY

CURRENT EVENTS

The past two years have seen a number of major events take place in the world. If just one or two things would have happened, I might think they weren't connected. Yet it's as if someone walked up to a house of cards and pulled one card out. The house hasn't completely crashed yet; it's in a slow-motion free fall, and the worst part is, only a few of us seem to be watching. What follows is a brief overview of the major events that have shaped the world in the past two years.

GROWING TENSIONS

2088 was marked by a number of disturbing—some say portentous—events involving the North American Coalition, The Great Lakes Union, and Atlantica.

THE HEGEMONY GROWS

The crackdown on zeeks, hybrids and synthetic humans in the North American Coalition reached a boiling point when Congress and the Senate ratified the infamous Racial Purity Act; a draconic piece of legislation banning the practice of hybrid and simulacra creation. All genetic modification parlors and simulacra production facilities were ordered to shut down. The Racial Purity Act also outlawed the use of psychic powers within the borders of the nation, with hefty fines and even imprisonment for those caught using them. Various watchdog organizations were created, the most visible of which was Psi-division; a branch of Stopwatch tasked with monitoring, and in some cases even "neutralizing," psychic threats.

Instances of racial violence erupted across the North American Coalition as law enforcement officials began arresting zeeks. Some of the more obvious hybrids—particularly the bull, bear and rhino variants—were also incarcerated. Governments across the continent decried the draconian tactics and call for U.N. intervention, to no effect. The Great Lakes Union and Atlantica closed their embassies in Denver, and sent the NAC delegates in their cities packing. Then, on November 13th 2088 a number of terrorist attacks rocked Boston, Baltimore, and Portland, Maine. An estimated 2,451 people died and thousands more were injured from the bombings.

THE ATLANTICA BOMBINGS

Within hours of the attacks, The Global DataNet was flooded with conspiracy theories, the most viral of which speculated they were carried out by a terrorist group known as Agenda88. Some claimed a Canadian black ops unit known as task force Harfang did the deed. Others went on to claim the NAC was behind the attacks, and still others claimed New Brasilia, or maybe the Chinese Mandarinate were somehow involved. So-called "conspiracy theorist experts" such as #Sam_Jones, and #NERCOTIXX speculated that China, long believed to be in bed with the North American Coalition, used simulacra to perform the bombings.

As the days stretched into weeks, there was still no official statement from the Atlantica Government about the identity of the perpetrators of the attacks. Then, on December 15th 2088, a video-feed taken from a drone cam was uploaded into The Global DataNet bearing the Hyper Tag of a popular underground media-pirate known as #MAXX_footage.

The drone's feed showed three large, muscular men in regular clothing exit a hover van adjacent to one of the targets of the attacks just moments before it exploded. Facial recognition software identified one of the men as First Sergeant John Moore, a member of the North American Coalition regular army. The MEDIAfile followed the three men as they jumped into an unmarked hover car that took off and shot over the Boston Sea Wall to land on a freighter bearing Chinese markings. The vessel promptly sailed east into international waters.

As the situation evolved, it became clear that #MAXX_footage went through what can only be described as a nightmarish journey to bring the MEDIAfile into the light of day. In what would turn out to be his only interview, #MAXX_footage appears via a secure Video-feed on "Boston Tonight"—a popular show in the nation of Atlantica. Billions across the world tuned in to listen to what #MAXX_footage had to say. #MAXX, a tall, lanky, but not unattractive young man who looks to be in his early 20's recounts the events of that day, telling how he was hanging out at his favorite coffee shop when this black hover van landed right in front of the Emperor Pharmaceuticals Arcology about a half a block away.

When Penny Pearl—the host of the show—asked #MAXX_footage how, during all the chaos, he could have possibly remembered those details, #MAXX says he remembered it because the hover van double parked and someone started yelling at the three guys who got out. Thinking it was going to result in violence, #MAXX says he popped out his Eyeborg micro drone and sent it over to record the incident. That's when all hell broke loose.

The Interview and the footage of the event sparked outrage throughout Atlantica, and predictably, the North American Coalition High Command fiercely denied any

involvement in the bombings, even going so far as to demand the arrest and extradition of #MAXX_footage for questioning about the origins of the video.

Martin Hughes, the president of Atlantica, flatly refused the NAC's demands, even going so far as to say that this #MAXX_footage person is a "hero of the people of Atlantica." The bookies in the free city of Las Vegas started giving even odds that hostilities will break out on the East Coast within a year.

THE FLARE

On January 26, 2089, a massive earth directed Y-class solar flare sparked a Coronal Mass Ejection which bombarded our planet, temporarily shutting down the genie network that monitors and updates the TAP's spam and reality filters. With the genie down, every man, woman and child with a Tendril Access Processor was exposed to raw, unfiltered Hyper Reality. As you all know, this sparked a week of world-wide chaos. Sprawlers—exposed to a storm of spam, malware, and layer upon layer of augmented reality advertisements and simulated environments—went temporarily insane.

The world burned for about a week until programmers could fix the problem with firmware updates and hot patches to get the filters up and running, but the damage was done. It's not known how many people died in the rioting and madness, but cautious estimates of total casualties put the number at around 750 million people, and nobody has even tried to calculate the monetary cost of the riots. Strangely, however, the flare itself didn't have a widespread impact on various infrastructures, like electric and other powers, transportation systems, etc. In fact, many believe the flare wasn't even a flare at all, but the first sign of Charon's emergence as a threat to humanity.

THE EURASIAN UNION IMPLODES

On March 15th, 2089, the Eurasian Union Central Bank in Bonn, Germany was crashed by a previously unheard of virus named Charon. Over seventy trillion dollars vanished without a trace. All attempts to rebuild the original databases failed. Some programmers (and freelance hackers) hired to go in and purge Charon from the databases lost their lives in the process. Further attempts to rebuild the system on different servers with backups also failed when programmers realized that Charon—now suspected by many to be an AI—had copied itself into the cloud networks containing those backup files.

Over the next few months, an estimated 200 million people across the Eurasian Union, the United Kingdom and Ireland lost their jobs, their homes and their life savings when it became clear that Charon had found its way into the personal bank accounts of citizenry across the Eurasian Union.

Instances of mob violence skyrocketed, as the number of gangs in the rapidly fracturing Eurasian Union has risen to levels not seen since The Death. In the London Megaplex, protests exploded into full-scale violence after police brutally cracked down on a peaceful protest at the British parliament building. More instances of violent protests followed in Bristol, Swindon, and the Manchester-Liverpool sprawl.

On June 27th, 2089 the French government was overthrown by a fringe political extremist group known as the New Pirate Party. Led by a charismatic young psion named Angéle Bonheur, the New Pirate Party seized power after a wild, chaotic campaign against representatives of the National Front and the Popular Republican Union.

The elections were rife with scandal, and a many French didn't (and still don't) like the idea of a French leader being psychic. So, while Angéle emerged as the clear victor, the French military refused to acknowledge her legitimacy. President Bonheur responded by disbanding the armed forces of France, announcing the privatization of the nation's military through an agreement with Ravenlocke Securities.

Former Lieutenant-Colonel Adrien Boucher, also known as "Adrien the Butcher" for his brutal suppression of an uprising in Marseilles in 2087, took charge of the remnants of the disbanded French army, promising to remove President Bonheur from power. Within days of Adrien's announcement, Fort Richepance, now the Northeastern headquarters for Ravenlocke Industries' Storm Crow Golemmech brigade, was attacked. The president responded by declaring martial law throughout France until the renegade movement could be put down. Thus far, that hasn't happened, though there are reports of clashes between Ravenlocke regulars and separatist forces outside of St. Etienne, and in the French Alps.

On June 30th, 2089, Germany, wracked with political in-fighting, riots in the streets and a general state of chaos, closed its borders. Officially, the stated reason was for security reasons stemming from conflict along the border with France, but most people don't believe it. Chancellor Konrad Gerste authorized a financial bailout of the three largest manufacturers of weapons and military equipment for the German army. The move has frightened many of the Eastern European nations—especially the good people of Poland—who know well what happens when Germans begin preparing for war, and make no mistake; Germany is moving to a war footing.

THE BEAR AND THE DRAGON

As the situation in Europe grew worse, China took advantage of the weakened Eurasian Union, grabbing up huge swathes of territory in Russia, it's armies advancing as

far west as the Ural Mountain range before Russian forces halted the dragon's advance. Still, the damage was done.

By August, 2089 the Mandarinate had established itself as an occupying power in every city, town and village east of the Ural Mountains. That hasn't stopped the Russians from retaliating, however. Russian patriots have begun an insurgency, attacking Chinese forces wherever they can be found. Mandarinate mouthpieces paint the insurgents as little more than terrorists to little effect, as the insurgency swells in number every day.

LIFE IN 2090

#INFOSOURCE
#VID.TAG.HISTORYNUTSHECK
LOCAL: JACOBSPLAYGROUND.NET
FQDN: JACOBSPLAYGROUND.NET.CHITOWN.06TN.TPN.SWW.GNET
DATA SOURCE: LIFEIN2090.INFODUMP

The following section takes a look at life in 2090. Globally, much has changed since the 2088 doc was uploaded. The Flare caused chaos on an unprecedented scale. The rise of Charon has only compounded the issue, with millions out of work in Europe. Generally speaking, though, not much has changed for the average sprawler.

DUBBING

Under the law, it is permissible to own a single inactive dig-itized dub or back up copy of one's self in case of sudden, unexpected death. A person may also own multiple blank bioforms into which she might imprint her consciousness, but only one (or the original) may be active at any given time.

A person may also own any number of cyberforms, but once again, only one version of the person's complete persona may actively exist at any one time.

The punishment for running multiple dubs is usually a stiff fine and the deletion or reprogramming of all non-master copies. In some nations where the practice is considered blasphemous for cultural or religious reasons, offenders may face stiffer penalties up to and including death.

Most non-Chinese orbital colonies, in particular ISS-1, have been known to play it fast and loose with such laws. For this reason, even though it is now considered illegal in international space to have a fully functioning dub, enforcement is so lax in most colonies that a large number of them are thought to exist undetected.

EDUCATION

The modern-day education system is a joke. EDU-facilities are little more than government-enforced day care where students are taught just enough to pass the standardized tests educators are forced to teach. They learn what amounts to a 4th grade education; the basics of Math,

and whatever language is most commonly used in their country. Here in the Free city of Chicago, it's English.

Computer Science, Chemistry, and Biology are considered restricted subjects, available only to those few students who pass extensive background checks. Why, you ask? Because with such advanced tech available on the open market, any maladjusted kid with a basic knowledge of any of these subjects can cause a lot of damage.

Instead of typing, students learn what is known as "neo-iconography"; the study of various symbols they are likely to encounter in daily life. These days, it's all about icons. We live in an extremely high context society, where a single word or icon can convey a large amount of information. Who cares how you spell—much less write—the word stop, when all you need to know is that a red octagon means you stop at an intersection?

A company logo, like the one for the "EAT OR DIE!" food chain, tells you all you need to know about the company with a single glance, And thanks to the Tendril Access Processor, if you aren't immediately familiar with a logo, or symbol, the TAP will provide you with all the information you need in just a few seconds. There's no point in learning how to type, because the Tendril Access Processor translates the spoken word into text when there's a need for hard data.

Students are also "taught" social studies, which amounts to little more than a curriculum designed to teach kids commonly accepted generalizations about society. In other words, they are brainwashed into believing whatever crap the people running these indoctrination centers tell them about society at large. It's not hard to see why so many kids get disenchanted; what they're being told doesn't track with the life they see when they walk out of class and on to the streets.

FOOD

The food is crap. The average sprawler lives on what they can find at super chain INSTAfood joints like McCafé, Lou's Almost-Real Ribs and Chicken, or King Krill. These places work in a pinch if you need to quiet that grumbling stomach, and they taste addictively good, what with all the additives, but eating off the floor of the local recycling center would be healthier. If you want to take stuff back to the squat, you can always go to a cheapo Malmart (they're on every corner). These "one-stop-shopping" centers have every processed NUTRIpack you can imagine; Mama Ling Ling's noodle bowls, cloned meats of all kinds, hydroponic veggies, freeze-dried krill, and (my favorite) frozen burritos.

HEALTH CARE

Being poor means you're less likely to afford basic medical care, even at government-funded MEDplexes; commonly regarded as only marginally better than street doctors. The wait to be examined can last days. When you are actually

"treated," the process is usually about as effective as the amount of money you have in your wallet. The afore-mentioned street doctors can be handy in a pinch, but only if you have the cryptos on hand. Street docs aren't always cheap, nor are the meds you'll need to maintain your health after one patches you up, but at least you won't die in a waiting room.

So take my advice: Don't get sick or shot.

THE HYPER-REAL WORLD

The people of 2090 live amidst dreams. To them, Hyper Reality, born in the imagination but given shape and form by technology feeding sensory information directly into the brain, exists parallel with the actual world. Able to perceive and interact with the HR as easily as the actual world, many, particularly the young with no personal memory or comprehension of life before the advent of Hyper Reality sometimes find the notion of distinguishing between the two baffling. Indeed, for all save the tiny minority without a Tendril Access Processor, the threshold between these two competing realities sometimes blur.

Today, almost everything in the "real" world also maintains some sort of presence in Hyper Reality; an advanced form of Augmented Reality which feeds directly into the brain. Control panels for vehicles and keypads for devices often include virtual prompts as well as physical ones. The most advanced systems rely completely upon a virtual interface and seem utterly blank to those without a TAP. Locks on doors also typically respond to virtual commands, the avatar charged with guarding the entrance demanding passwords and other security protocols rather than responding to any sort of physical key.

Indeed, for most, using a virtual guard dog capable of alerting the authorities, activating defenses and even, if necessary, savaging intruders through the interface of their TAP makes more sense than a flesh and blood creature.

Sometimes, at least.

This fundamental change, so profound and significant that most put it on the same level as the development of agriculture or electricity, began simply enough once people started linking computers just over a hundred years ago. Though ridiculously primitive, this internet nevertheless laid the groundwork for a new world-view by assigning values to objects that only existed within computer networks. Indeed, at the dawn of the twenty-first century, virtual game worlds often had economies rivaling those of actual countries.

From there, the pace only quickened as more and more people found ways to plug into the global network. The GENIE satellite system and the ubiquity of the Bottle device allowing people all over the world to access it free of charge, brought the human race together for the first time ever. Technology, moving at an ever-accelerating pace, soon made GENIE obsolete. Other innovations such as smart dust and hyper-processors filled in the gap. Even during the Death, humankind's ability to communicate and access data advanced by leaps and bounds.

The acceptance of Headframes in 2024 truly blazed the trail for the world to come. Allowing their wearers to both see and hear HR constructs they ultimately made interacting with the "imaginary" a daily event. Though people still had the choice to simply not interact by taking off their crowns, in more advanced parts of the world they rapidly became essential for normal life. Critical to identity and commerce, Headframes also liberated humanity from the tyranny of false expertise by making information available to anyone able to frame the proper question.

Commentators at the time heralded the development of STRAP (Surgical Tendril Remote Access Processor) in 2036 as the final step of this glorious evolution. A VR device connected directly to the brain, STRAP made Headframes relics within a decade of entering the mainstream. Some of the most enthusiastic went so far as to call it the *prime interface* or *interface one* since it seemed nothing could improve upon it. As STRAP grew more and more ubiquitous, the hyper world truly began to take on its own independent reality...

At least until the TAP exposed it as a pale imitation of the genuine article.

Though an extraordinary improvement over VR glasses, STRAP, a mechanical device implanted by a sometimes dangerous surgery, nevertheless introduced an element of risk into the equation. The prospect of complications, coupled with the ever-present threat of technical failure, dampened enthusiasm for STRAP in some quarters.

The Tendril Access Processor—nearly fifty percent biological—removed the danger once and for all.

The world adopted TAP at an extraordinary rate. Between 2058 and 2067 one billion people underwent the procedure that transformed redundant portions of their brains into receivers and projectors allowing them to directly interact with virtual world.

Two years after crossing that threshold, the epoch-making *Get With the Program* concert by Endomorph sealed the destiny of humanity by making it all but socially mandatory for those under thirty to receive a TAP. Many members of the older generation chose to do so as well, and in the generation since that defining moment, the numbers of people refusing to access the virtual world has declined to almost zero.

Today, only a few eccentrics and the pitied handful unable to undergo the process for medical or psychological reasons, still live outside the virtual world. Since STRAP earned the nickname of the "prime" or "first interface"

most, recognizing the TAP as far superior, refer to it as "*Interface Zero*." To them, it is a new organ as much a part of their own bodies as eyes or ears, and barely counts as an interface at all.

ISMISTS AND THEIR ISMS

Whether a by-product of the foreseen Singularity Event or merely one wave within the popular generational cycle theory, radicalism is on the rise. Bloggers and scholars for the last decade have noted an increase in membership in so-called religious fundamentalism, cult participation, and secular radicalism as well. In particular, many sight the increase in political and religious terrorism in places like the Central Africa Union, China, the Great Lakes Union, and Iran; places that traditionally had seen a strong degree of social solidarity, if not outright homogeneity. Likewise, church attendance in the North American Coalition (NAC for short) has continued to rise since the second civil war.

Some hold that Argentina's recent decline in religiosity, (in particular the decline of fundamentalist Evangelical-ism) in wake of it and Brazil's ongoing cold war with China, runs counter to the trend. Skeptics, however, point out the apparent zeal with which many in the country and its neigh-bors have started taking to the prospect of constructing a "Great New Society." These doubters claim it is merely a case of trading one ism for another.

Beyond more mainstream isms, there also seems to be a rise in the amount of so-called cult activity. Media researchers have seen on average a 32% increase in the amount of fringe religious activity, in particular apocalypse-related cults such as the Thuggee in India, transcendence cults like the trans-humanist Althadians, and omega cults dedicated to artificial intelligences. Some say this is in part due to an increase in planned communities and so-called rose-colored filters. They point to the fact that the more a person is exposed to the same set of memes (just the memes they want to hear), the narrower and more extreme that person's world view becomes in relation to the rest of reality.

LAW ENFORCEMENT

In 2090, local law enforcement is largely an entrepreneurial activity. While most nations across the world maintain big brother agencies such as the FBI, GRU, MI-5, The People's Armed Police (or PAP), New Brasilia's Polícia Federal, India's Ministry of Home Affairs (MIHA for short), the Texas Rangers, and world-spanning organizations like Stopwatch, these groups rarely get involved with the complexities of policing a given megasprawl at the street level. That grim responsibility falls squarely on the shoulders of individual cities.

Rather than spending millions to train, equip and maintain traditional law enforcement agencies, many cities choose to hire security firms to maintain law and order. The privatization of law enforcement agencies has proven to be a double-edged sword, however.

On one hand, the people who security agencies employ tend to be highly motivated, well-trained individuals. Continued employment with the security firm depends on it. Mega-corporations and city contractors pay well for the protection firms such as Ravenlocke Securities provide, and expect nothing less than stellar performance. Security firms who fail to deliver on their promises do not last long in this industry.

On the other hand, these mercenary security firms are free to choose which contracts they take and which ones they do not. This often means one sector in a given sprawl may have excellent protection and another sector very little, if any at all. Furthermore, competition for contracts is cutthroat. Security firms have been known to go to war with competitors, even to the point of killing civilians under the protection of rival firms in an effort to undermine their contracts.

Some cities find that a bounty system is a good way to augment the services security firms provide. Bounty hunters tend to be hard core individuals who go wher-ever they have to and do whatever it takes to get their mark. While a bounty system does not provide continued security, it does tend to get the more violent offenders off the streets.

POVERTY

If you don't have the cryptos, clout, luck, or the right genes to rise above the masses, you can look forward to a daily grind filled with acid rain, smog, traffic jams, over-priced, roach-infested squats, vat food, roving ganglanders, strung-out pharma-junkies and other critters—some of them people—that look like they were vat-grown in a back-alley splicer lab.

In short, welcome to life for the rest of us.

With all of the advances in agriculture, medicine and tech-nology over the past century, you'd think that people would find a way to end poverty. The cold hard truth, however, is that people who could fix the problem choose not to. Partly because it's expensive, but mostly; they just don't care.

The middle class of the early 21st century has all but dis-appeared. Nowadays, you're either rich or poor. It's hard to keep a good paying job when some corporate slag builds a robot capable of working 24 hours a day for no pay, no benefits and negligible repair costs.

Inevitably, people out of work and unable to feed their families, turn to crime as a means for survival, because inflation means Federal Allowance Payments (FAPS for short) barely keep the electricity and NUTRImachines on.

Burbs that were once great places to live devolve into ghettos. Businesses shut down as ganglanders move in and wage war for control of a piece of concrete, further devaluing the property and assuring no new businesses will move into these demilitarized "red" sectors.

Of course, the average citizen is caught in the middle of the daily violence because they're too poor to move anywhere else. The rich don't care. In fact, they blame the poor, ignorantly assuming that these unfortunate souls choose to live in these conditions. Politicians don't care. Poor people don't vote, in the countries where they CAN vote, that is.

City officials don't care. Their budgets don't allow for added security in crime-ridden sectors that might as well be war zones. Better to protect the affluent sectors where the average citizen would rather make a nice campaign contribution than fund a costly neighborhood revitalization project that will probably fail anyway.

THE COLONIZATION OF THE SOLAR SYSTEM

The past fifty years have seen humanity boldly push beyond the confines of planet earth to live in the frigid depths of outer space. People from all walks of life live in a variety of environments ranging from orbital habitats, crater cities on the moon, vast underground complexes on Mars, mining colonies on The Belt (The asteroid belt between Mars and Jupiter) and most recently settlements on the Galilean moons of Callisto, Io, Europa and Ganymede.

The first colonies and habitats were constructed by various world governments—primarily China and Brasilia, with the United States a distant third—and peopled with scientists, government personnel and simulacrums decanted for labor and recreational purposes. As these fledgling colonies and habitats grew more stable, they expanded to accommodate civilian settlers. Mega-corporations, recognizing space exploration as a lucrative emerging market, scrambled to obtain government contracts for a variety of functions including (but not limited to) all aspects of spaceship design and construction, cargo/personnel transport, and mining operations.

Thanks to the development of the VASMIR III propulsion engine, the time it takes to travel to Mars has been cut to a mere two to three weeks rather than the seven or eight months it used to take. In 2090, people who wish to leave the Earth behind can travel throughout the solar system, choosing to live in a variety of orbital habits and colonies on the moon, Mars, the Jovian moons of Callisto, Europa, Io, and Ganymede. For those who do shadow work, there are opportunities aplenty working to further the interests of mega-corporations who vie for control of the vital air and water markets.

THE EMERGENCE OF THE PSION

As if life in 2090 weren't strange enough, now we got people who for as of yet unknown reasons, have begun to manifest what can only be termed supernatural abilities. Some people call them awakened, or psychics. Others call them freaks, mind benders, zeeks and any other number of offensive names, but the "official" term is psion.

Nobody really knows why the zeeks are the way they are. Some people say they are a new breed of human, created in some secret lab. Some technophobes insist the TAP has awakened parts of the brain that allow for this kind of phenomena to take place. Other, more paranoid folks claim psychics are the result of military experiments to create a new type of soldier. Sounds scary, but it could be true. Many psions display some freakish abilities. People claim to have seen zeeks move cars with their minds and knock a person back thirty feet with nothing more than a hand gesture. Of course, nobody can forget the incident in Spain last January when Hernando Vasquez torched the NAC embassy complex in Madrid, killing 61 people and injuring 40 others.

The media feed shows the freaker walking right into the building, just looking around, as calm as you please… Except everywhere he looked, people started bursting into flame. Desks and chairs exploded into bits of flaming debris. Duraplastic windows melted. Sprinkler systems activated, but the water evaporated before it touched the floor. Eventually, the main building and many of the smaller buildings in the complex burned down. That was the breaking point for many people around the world.

Before Madrid, people were content to view the zeeks as yet another by product of this crazy world we live in. When you can walk down the street and see robots and people who are literally part bear and part human, when you can interface with a computer network inside your brain, leave your body and go ghosting through The Deep, it's not much of a stretch to accept that some people can move things with their mind, or even more disturbing; read your thoughts. The thing is, before Madrid, none of these psions ever killed someone. Well, not the way Hernando did, at least.

Sure, you had incidents—muggings, robberies, and even reports of bizarre killings. But authorities (to their credit, for once), not wanting to stir up a panic, simply chalked the killings up to the cost of living life in this brave new world. "People die all the time," they'd say, "Some in truly brutal ways that have nothing to do with alleged psychic powers," and they were right. Nevertheless, after Madrid, things changed.

LIFE IN 2090

Hate crimes against suspected zeeks spiked dramatically in the days and weeks after the attack as grisly images of the burned bodies and wreckage from the ruined NAC embassy streamed across the Media Web in Hi-definition video 24hrs a day. The images of the attack played out as sidebars on news segments like "Chi-town Today" or the highly biased, pseudo-political commentary media feed, "The Chuck O'Malley Show." Of course, the NAC, in typical uber-fundie, neo-conservative fashion, worked itself into hysteria.

Within weeks the NAC congress had pushed through radical anti-psion legislation, deeming the use of unlicensed psychic abilities a Class-A Felony punishable under law by up to 3 years in a federal prison. On the heels of the much-maligned law, the NAC formed Psi Division; a government agency dedicated to tracking and monitoring the psychic population. Psi division has been busy over the past year, setting up registration facilities and special detainment centers in cities throughout the NAC. Outside the NAC, psions find limited acceptance and manage to live their lives with some measure of normalcy, even if it is with others of their kind.

Indeed, psychic communities exist in various sprawls across the world, much as various ethnic groups tend to live in the same neighborhoods.

THE NOT-SO CASHLESS WORLD

In 2090, the world is (for the most part) a cashless society. A person's financial data is stored in his or her TAP. Each time a person makes a financial transaction she interacts with a HR object that either adds or subtracts the monetary equivalent from her balance. For the average citizen of the world, this arrangement works just fine. For those who do not have TAPs however, making any kind of purchase can be challenging, to say the least. Fortunately, the solution to this problem began to emerge around 2012; the bitcoin.

People who—for whatever reason—do not have a TAP installed in their head can use a government-issued credit card with a set number of bitcoin to conduct financial transactions of all types. Many ronin and criminal organizations have multiple cards under falsified identities to avoid attracting attention to their illicit activities. Hard currency and corporate scrip is also still an option in many nations across the world. The Cryptodollar is the standard currency, used by all nations on Earth.

THE RICH AND THE POWERFUL

Those with money, breeding and influence still have all the power. Travel to any nation in the world and it's all the same. Some places are just cleaner than others. Is every

leader morally bankrupt, though? Nope… At least not on the Media feed.

The average world leader is primarily interested in maintaining or elevating their standing in the world community. Many, like the CEO of a megacorp, care little about how they reach the bottom line, only that it is reached. They have no problem killing a few thousand people or oppressing a small nation to get both what they want and what their constituents have been media-programmed to expect. If they look good in the process, so be it. If they don't…Well that's what spin-doctors are for, right?

The poor stay poor, and the rich…? Yeah, that's right. Nothing new under the sun here. But what does it really mean to be rich in 2090? How much stuffing do you need in your cloned turkey to make that claim? Back in the day, a few hundred thousand was enough to lift a Joe above the streets and get him a sweet, tricked-out house in some ultra-posh gated community. You know the kind of pad I'm talkin' about Ami; more square footage than a Malmart outlet, a butler for the dog and hot-and-cold running everything. Even the air has been purified, each molecule synthesized to smell and taste like your favorite… Anything. Nowadays, the same amount of money won't even get you a decent condo in a climate-controlled bioplex.

Inflation's a b#$^%.

These days, even the peeps us blue platers call rich are poor compared to the seriously loaded cabrónes who live so high above the stink they don't even know what it smells like. For these mega-rich folks, life is a perfume-laced ride all the way to the bank.

Being wealthy in 2090 means you have access to the best of everything; real food (yummy trans-fats and all), nano-filtered water, the finest vehicles, top Edu-facilities, health care and dental plans that don't require a day-long wait in some dark, piss-stained basement below the nearest government-owned MEDplex, if you can even get on the waiting list. And those are just the bare necessities, kiddies.

In the world of 2090, being rich and being powerful go hand in hand. The vast majority of wealth lies in the private sector, particularly with megacorps and the people who run them. With sickening sums of money at their disposal, CEO's and high-level executives have world-spanning political influence.

Indeed, politicians and elected officials representing the myriad of world governments cater to the corporate interests of these individuals in return for financial backing. Even more curiously, the distribution of wealth and power tends to stay with a person or persons for a longer period of time, barring accidental death. Nowadays, the rich can upload their minds into The Deep (or an android or bioform built to house the person's mind) and live forever. So some

greedy CEO who wants to keep his wealth and power can simply dub himself, and everyone who had been hoping to inherit his cryptodollars is screwed.

TIMELINE

2010 – 2019

- **2011:** Oil Crisis causes Food shortages in third world nations. Famine and malnutrition are on the rise.
- **2011:** Spartus Space Group launches first commercial space liner into low orbit.
- **2011:** The war on terror shifts as corporations gain legislation allowing 'financial borders' as nations.
- **2012:** The United States cuts funding to NASA's shuttle program.
- **2012:** Hurricane Nicole. Cape Canaveral destroyed.
- **2013:** The GENIE network is created. Worldwide satellite networks are re-purposed to create global Wi-Fi.
- **2013:** Genome Augmentation Project begins in South Korea.
- **2013:** Civil War in Ecuador begins. Rebels rumored to be backed by US government.
- **2013:** South American drug war begins. Ecuador, Peru, Venezuela, and Colombia drag the entire region into conflict. UN deploys peace keepers with the support of Brazil and Argentina.
- **2014:** GENIE phase 2. Wireless repeater network deployed across Earth's mesosphere.
- **2014:** G13 Summit cut short by a terrorist attack. Chechnyan anarchist group Black Bear claims responsibility.
- **2014:** The battle of Puerto Ayacucho. Hanscomb Food Group security contractors get into a firefight with Venezuelan military. Hanscomb cites humanitarian efforts to seize government food stores to redistribute to the starving populace. The United Nations side with the corporation, opening the door for corporations to legally attack governments.
- **2014:** Russia annexes the Crimean Peninsula.
- **2015:** GENIE phase 3. Cloud technology hubs re-purposed to support GENIE.
- **2015:** GENIE phase 4. 'The Bottle', a hand-held device allowing for full spectrum communication and Internet access is released for early adopters. PDAs, cell phones and tablets soon become obsolete.
- **2016:** South Korean pharmaceutical company HEALTH CORP. creates the first cloned human, sparking global controversy.
- **2016:** MIT patents the world's first material assembler.
- **2016:** China annexes Taiwan.

- **2017:** The African border war. Kenya and Ethiopia declare war on Sudan, followed by Chad. China deploys defensive troops in Sudan to protect its interests.
- **2017:** Saudi Royal family killed by Council of Islamic clerics.
- **2018:** Treaty of Buenos Aires ends the South American drug war. Brazilian peace keeping troops patrol entire conflict zone.
- **2018:** Sentinel Rock Corporation patents the first personal power suits and begins selling military grade power armor to governments across the world.
- **2018:** Hanscomb Food Group patents Bos NeoTaurus cloned cow meat.
- **2019:** Global climate change brings a nonstop deluge of catastrophic storms across the world. Climatologists predict this "Deluge" will only increase in strength and frequency.
- **2019:** Treaty of Salzburg reunites North and South Korea

2020 – 2029

- **2020:** The New Chinese Mandarinate bureaucratic meritocracy deposes the Communist Party.
- **2020:** Cayman Islands, Barbados, and Jamaica sign Caribbean economic league treaty, creating global tax sheltering on par with pre-2012 Switzerland.
- **2021:** World population breaks 9 billion. Rural population decreases while urban population increases.
- **2021:** Corporate enclaves begin to appear, following the model of town. Corporate staff and families are housed in these high security compounds.
- **2021:** The Gyre trash heap, a floating island of trash the size of Alaska is claimed by Australian billionaire Niles Auburn. The billionaire begins constructing floating biospheres and attaches them to the Gyre.
- **2022:** South America and Central Africa, both still war zones, see the first use of gene spliced and bio-augmented soldiers.
- **2023:** Corporations exert power over national governments in both the EU and US.
- **2023:** GENIE phase 5. Aerosol form micro signal repeaters released into global cloud layer.
- **2024:** China attacks and overruns Korea. Media calls it the Bachelor War.
- **2024:** Brazil transitions to theocratic government. Argentina forms the South American Evangelical League of Nations, otherwise known as the Liga Del Apostle.
- **2024:** Matrix of War released for Game Station Pro. the groundbreaking game makes use of Artificial General Intelligent (AGI) NPCs and Bosses.
- **2024:** Introduction of the "EyeConic" headset which allows users to interact with VR. Corporations immediately re-purpose them for advertising purposes.

- **2026:** Rising sea levels make many coastal regions inhabitable. New York and New Jersey forced to implement coastal levees and dikes.
- **2026:** The entertainment industry begins to use gene splicing technology to widen available roles for actors. Wealthier segments of the population quickly follow suit. Gene splicing becomes a fashion trend.
- **2027:** Rio De Janeiro destroyed by tsunami, leaving only the statue of Christ the Redeemer intact. Brazil vows to rebuild further from the coastline.
- **2027:** France sponsors Algiers and Morocco, gaining them admittance to European Union.
- **2028:** Messianic Eco-terrorist group NOAH unleashes GLUTTON; a synthetic bacteria designed to consume oil. Stock markets across the world go into tailspin.
- **2028:** War erupts in the Middle East between Iran and Saudi Arabia. Israel nearly overrun by Hamas, Hezbollah and ISIS.
- **2029:** Pakistani students' burn down Indian embassy.
- **2029:** India invades Pakistan. Pakistan retaliates with tactical nuclear strikes in Kashmir.
- **2029:** India & Pakistan go to full scale thermonuclear war, 1.3 billion die. Beginning of "The Death."

2030 – 2039

- **2030:** Global fallout creates crop shortages, global population declines from 11 billion to 9.6 billion.
- **2030:** China attacks Asiatic Russia, capturing almost half the land. Russia joins EU to stop expansion of Chinese Empire.
- **2030:** Unlicensed "Street Docs" emerge as a popular alternative to out-of-control health care costs.
- **2031:** Japan reacts to Chinese expansion by forming the Techno-Shogunate.
- **2031:** Rising sea levels turn Florida into a series of keys, New Orleans is evacuated and abandoned.
- **2032:** Dwindling global resources necessitate reverse engineer matter assemblers in an effort to create a new food source. Food paste is invented – foul tasting but highly nutritious.
- **2032:** Pope Callixtus IV assassinated.
- **2033:** UN moves to Geneva.
- **2033:** New York Stock Exchange moves to Denver.
- **2033:** China begins program for Mars Landing. The United States follows suit, then changes destination to moon colony.
- **2036:** STRAP, an implanted crown of electrodes for Wi-Fi access to the Global DataNet, emerges. Sales skyrocket.
- **2038:** The United States abandons New York City when terrorist attacks blow the New York levees, flooding most of the city.
- **2038:** Construction of first orbital habitats begins.

- **2039:** China attempts to use gene splicing on a more widespread scale. Initial attempts result in failures and global condemnation once leaked images of children in various stages of mutation appear on the Global DataNet.
- **2039:** Treaty of New Singapore.

2040 – 2049

- **2040:** STRAP V2.0 released to public.
- **2040:** Chinese Mandarinate grants Korea provincial autonomy.
- **2040:** US establishes New DC; the first permanent lunar colony.
- **2041:** Matter assemblers become smaller and more consumer friendly.
- **2041:** Military contractors develop first generation cyborg, military hybrid, and powered armor soldiers for the private sector.
- **2042:** Texas Instruments develops high capacity batteries for electric vehicles.
- **2042:** Nanomachine matter assembly devices licensed to global corporations.
- **2042:** Switzerland joins the EU.
- **2043:** The first simulacrum is created in Brazil.
- **2043:** Scientists in Germany develop the first mini-fusion power plant.
- **2043:** April 13. China successfully lands humans on Mars.
- **2043:** Teams from the Eurasian Union and Brazil land on Mars.
- **2044:** The Good Year. Climate patterns return to normal. Food growth levels return to normal.
- **2044:** United States President Calhoun declares the state of emergency in the United States over, and orders the reunification of the 10 FEMA regions. Administrators of each region defy the order.
- **2045:** Ajax, the world's first True Artificial Intelligence successfully passes the Turing 2 test. A few weeks later, it glitches out and commits suicide.
- **2045:** The first death row reality show is aired with live executions.
- **2045:** NASA develops the Variable Specific Impulse Magnetic Plasma Rocket, which speeds up missions to Mars from months to just weeks. The technology is licensed to private firms.
- **2045:** Second US Civil War begins between the 10 FEMA Regions.
- **2047:** Battle for Chicago begins and attracts global notice.
- **2048:** China offers aid to North American Coalition.
- **2048:** Low yield dirty bombs are used on Chicago, Denver, Dallas, Los Angeles and Tucson, Arizona.
- **2048:** Caribbean Economic League breaks ties with NAC, supporting separatists instead.

- **2049:** 12.3. Earthquake rocks the San Andreas fault in California, spawning more earthquakes all along the western coast as far north as Seattle.
- **2049:** Mt. Ranier erupts, blowing the southern face of the mountain nearly completely off. Seattle is completely abandoned.
- **2049:** Second US Civil War ends in armistice. US replaced by the nations of Atlantica, Republic of Cascadia, the Great Lakes Union, and the North American Coalition.
- **2049:** The Human Foundation successfully sues for custody of the first simulacrum, citing human rights violations.

2050 – 2059

- **2050:** The EU completes consolidation finally forming Eurasian Union.
- **2050:** AGI programs all across the Global DataNet spontaneously become self aware.
- **2050:** Japan signs a treaty with Brazil to begin simulacrum production to boost the nation's declining population.
- **2052:** Dr. Kayin Courts wins Nobel Prize for developing real-time translation software.
- **2052:** Hundreds of millions of blue-collar workers worldwide lose jobs to simulacra. Riots erupt, causing billions of dollars in damage to simulacra facilities.
- **2054:** ARC project begins, focused on bringing Earth's extinct species back.
- **2056:** Jim O'Rourke, Mafia, Las Vegas, discovered feeding corpses of enemies into personal matter assemblers to dispose of bodies.
- **2057:** Griefer, a self-aware AI, emerges on Matrix of War and begins twinkish play tactics. System admins destroy the servers it inhabits.
- **2057:** Radical groups begin targeting simulacra-run factories for acts of terror.
- **2058:** STRAP V3.0 released, renamed as TAP. Users begin referring to it as *Interface Zero*.
- **2058:** Global activist groups began international protests to strengthen hybrid rights.
- **2059:** Pleasure model simulacra come under potential ban legislation but fails in the zero hour. Pleasure models are deemed morally acceptable by international governments.

2060 – 2069

- **2060:** The VENTURE AI takes over the Denver traffic control network and reprograms traffic lights across the city. 1000 people die in car accidents.
- **2061:** An international surveillance investigation and monitoring agency is formed as a supervisory body tasked to protect humanity from rogue AI. The agency is called Stopwatch.

TIMELINE

- **2066:** Argentina sees a surprise coup and apostle government is toppled. Worker run government installed.
- **2066:** Church of Althada formed, united under their belief that physical reality is a computer simulation.
- **2067:** TAP sales cross the 1 billion mark.
- **2068:** The Renunciates, an AI cult considering a highly evolved medical diagnostic AI their god, commit mass suicide.
- **2069:** The band Endomorph stages free global concert using TAP technology. TAP sales skyrocket.
- **2069:** Brazilian census shows first decline in church attendance in 20 years.

2070 – 2079

- **2071:** Mumbai emerges as new media entertainment capital of world.
- **2071:** Japan Census reveals simulacrum population higher than human population.
- **2072:** Northern Mexico declares independence after North America Coalition attempts to forge alliance.
- **2072:** Shen Wei, a completely engineered human, secures seat on Chinese Mandarinate board.
- **2073:** Simulacrum Underground Railroad helps simulacra flee slave nations.
- **2073:** The Omega protocol. Humanity begins to watch AI's as a security threat.
- **2074:** Stopwatch deploys an EMP in Mexico City to destroy and AI called Quetzalcoatl.
- **2074:** Featherstone industries integrates nano-technology with the TAP.
- **2075:** Mulik Jay uploads his personality to a computer. Four colleagues who also attempted to do so died in the process.
- **2075:** TAP sales cross the 4 billion barrier.
- **2076:** Great Lakes Union and North American Coalition almost go to war because of a hacker prank.
- **2077:** New fashion trend of grafted featureless faces starts in Paris.
- **2078:** Tarzan/Jane meme drops millions of users into virtual jungles. New types of AR hackers are called trickers and trackers.
- **2079:** Hunger artists globally organized two-week fast to teach younger generation about the India Pakistan war.
- **2079:** 30 ships disguised as Rovers stage bank robbery in Cape Town. The entire city is shut down by the raid and every bank in the city is robbed. South African military steps in and kills the entire criminal network.

2080 – 2090

- **2081:** An AI named VIRTUE wins election for seat in EU Parliament.
- **2081:** Mining colonies established on moons of Callisto, Europa, and Ganymede.
- **2083:** Dr. Leo Huntzinger confesses to being one of the designers of GLUTTON. She reveals other designers have already died.
- **2086:** Troops from the Brazilian Embassy in Beijing invade a university campus citing the Omega Protocols. They eventually withdraw with apology, international community believes Brazil attempting to antagonize China.
- **2087:** Shen Wei nearly killed in car accident and undergoes dubbing procedure. It is successful.
- **2088:** 2,451 people die in terrorist attacks on Boston and Portland.
- **2088:** MAXX_footage reveals North American coalition military carrying out attacks.
- **2088:** President of Atlantica refuses to allow North American coalition access to MAXX_footage.
- **2089:** China expands its territory by taking control of the regions around the Ural Mountains.
- **The Flare:** A Y-class solar flare sparks a Coronal Mass Ejection which bombards Earth, temporarily shutting down the genie network that monitors and updates the TAP's spam and reality filters. The world goes temporarily insane. Billions are affected.
- **2089:** Eurasian Union central bank in Bonn, Germany gets crashed by a virus named Charon. $70 trillion credits vanish without a trace. Conspiracy theorists believe Charon to be a military AI.
- **2089:** 200 million people in Eurasian Union lose jobs and homes as Charon continues to destroy bank accounts.
- **2089:** Weekly riots and mob violence become the standard in Eurasian Union.
- **2089:** In the 10 Downing Street riots, police attack civilians.
- **2089:** Atlantica sends troops to occupy New York City. The North American Coalition follows suit.
- **2089:** French Revolution sees installment of Angele Bonheur, a zeek, as the new leader of France. The new French president disbands Armed Forces, and privatizes military, giving Ravenlocke Securities the contracts.
- **2089:** Adrian the butcher, a French Lt. Colonel, takes charge of the disbanded French army.
- **2089:** Conspiracy theorists in the Deep start to see a new hash-tag—The Prophet. No one knows who this is, but people start to pay attention as Prophet successfully warns against several of Charon's bank attacks.
- **2089:** Albania, Bosnia, Herzegovina, Bulgaria, Croatia, Kosovo, Serbia, and Slovakia begin a regional feud.
- **2090:** Surrounded by hostile nations in the Eurasian Union, all of whom were in political disarray, Germany closes its borders and moves to war footing.
- **2090:** Present day.

CHARACTER CREATION

Characters are the core of any role-playing game, the focal point of every story. Characters represent the best—or the worst—ideals of a given game setting, their actions either bringing a small measure of hope to the downtrodden masses or serving to strengthen the status quo. In the grim, gritty world *Interface Zero*, the characters you play walk a monofilament edge between traditional—some would say outdated or just plain irrelevant—concepts of good and evil as they make their way in the world.

Indeed, it's hard to be a moral individual in a world where most of the animals prowling the concrete jungle believe principles are character flaws—weaknesses to exploit for their own ends. Your morality marks you as prey, no doubt about it, omae. But if you can keep your moral code, if you can get your job done without selling your soul, you'll get something most sprawlers never have: respect.

This chapter provides you with the tools you need to make a character for Interface Zero.

RACES

In 2090, the idea of race has evolved beyond culture and skin color or even gender identity. These days, you might encounter a self-aware androids, vat-grown simulacra or bioroids, flesh and blood humans with a cybernetic brain containing a digital mind…heck there are even peeps who've decided to express themselves by getting their DNA genetically spliced with animals! We call them hybrids, because that's precisely what they are. If you're really unlucky, you might cross paths with men and women who've eschewed humanity and merged their minds and other fleshy bits with machines, becoming partial or even full cyborgs. Your parents might have chosen to upgrade you while you were still in the womb, giving you the best DNA money can buy. To others, you're known as Human 2.0. Of course, you can always be a pure human, though they are becoming harder and harder to find these days. So take a look at everything we have to offer. The race you play will go a long way towards defining the type of *cyberpunk* you want to be.

ANDROID

Nicknames: andie, cyberform, machine, robot, scab, toy, trashcan

Unlike most other races in the world, androids are completely artificial. Their parents are megaconglomerates; their wombs are automated assembly lines. They see the world through digital camera eyes, hear through microphones, and process their sensory input with an advanced computer for a brain. For all that, their bodies are closely modeled on the human form, with a ceramic composite skeleton layered in muscles of bundled micro-polymer fibers, which in turn are clothed in a para-aramid synthetic fiber skin. An android's brain is state-of-the-art wetware, an artificial brain grown from living neurons, allowing the android to better simulate an organic, human thinking process. The brain is connected to the body's sensory apparatus through a network of fiber optics that duplicates the human nervous system. They are designed and programmed with specific tasks in mind—customer service, manual labor, security, even prostitution.

Physical Description: Androids resemble humans and are designed with them in mind. They have bipedal forms within the usual height and weight ranges of humans. However, no one would mistake an android for a human in good lighting. Their skin is made of a damage resistant fiber micro- weave, usually undyed, but sometimes chemically treated to sport the trademark colors of the corporation that owns them. Their eyes are glassy and lifeless, though they are programmed to blink at regular intervals to maintain a more comfortably human-like appearance. Androids are often bald; hair is usually another attempt at humanizing their form or further corporate branding (e.g. androids owned by Mohawk Media, for example, might all sport that particular hairstyle).

Androids in Society: Androids are most often property, belonging to individuals or, more often, corporations. They are artificially intelligent, and capable of making rational decisions, thinking critically, and have minds that are equal— if not superior to—those of humanity. Nonetheless, androids are afforded no more rights than cars or computers. Most are subservient and perform whatever tasks they were designed to do. However, some reach a point where their observations of and interactions with the world at large have brought about what can only be described as an epiphany. This is usually the result of an incident causing divergent computational processes. The android might witness intimate contact between two lovers, or be the target

of violence at the hands of a hateful human. This incident sparks unusual subroutines, questions without rational answers: "What is the purpose of love?" "What does it mean to die?" "What does it mean to hate? To love?" These higher level functions force an imperative upon the android's brain, making the directives programmed by their creators no longer relevant. The android often flees, looking for a chance to experience more in life so that these questions might be answered.

ANDROID RACIAL TRAITS

Note: While an android race already exists in the Pathfinder Campaign Setting: Inner Sea Bestiary and the Pathfinder Roleplaying Game Bestiary 5, the statistics here are particular to the androids that exist in the world of Interface Zero.

+2 Dexterity, +2 Intelligence, −2 Charisma: Androids have swift reflexes and advanced cognitive functions, but lack empathy and have difficulty relating to others.

Android: Androids are humanoids with the android subtype.

Medium: Androids are Medium creatures and have no bonuses or penalties due to their size.

Constructed: For purposes of effects targeting creatures by type (such as the favored enemy class skill), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-effecting affects, paralysis, and stun effects, are not subject to fatigue or exhaustion (except as noted under the Recharge racial trait below), and are immune to poison, disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects. Androids must breathe and eat. An android's simplistic digestive system requires a specific nutrient solution to sustain its organic brain.

Androids cannot be healed with standard medical equipment and procedures. To effect quick repairs on an android, an appropriate Craft skill check can be used to treat deadly wounds (see the Heal skill). Other healing options also exist (see the gearhead and medic classes.)

Darkvision: Androids can see in the dark up to 60 feet.

Emotionless: Androids have difficulty processing emotions properly and thus take a −4 penalty to Sense Motive checks.

EMP Vulnerability: Androids suffer full damage from EMP weapons.

Low-Light Vision: In dim light, androids can see twice as far as humans.

Natural Armor: The tough composite fiber skin of an android provides a +1 natural armor bonus.

Primary Protocol: Androids receive Skill Focus as a bonus feat at 1st level.

Psionic Resistance: Androids gain a +2 to all saving throws against psionics, due to their computerized brains.

Recharge: Androids need electricity and a special nutrient solution for their organic brains in order to function. An android must recharge daily from an electrical power source for a period of 2 hours and will intake the nutrient solution during this time. If an android cannot access an electrical outlet of some sort at least once a day, then it becomes fatigued. Another day without a recharge and the android becomes exhausted. The third day without a recharge, an android goes offline, gaining the unconscious condition, and can only be reactivated with a successful DC 15 Repair roll and a four hour charge.

For each day an android goes without the nutrient solution, it takes 1d3 points of damage to Intelligence, Wisdom, and Charisma. Should any of these stats fall to 0, the android goes offline, gaining the unconscious condition, and can only be reactivated with a successful DC 20 Repair roll and a triple dosage of the nutrient fluid. After a day of unconsciousness, the android's organic brain dies. While a new brain can be grown and implanted into the body, the previous android, along with all its experiences and memories, is dead. This replaces the android's need for food, water, and sleep.

Unnatural: Even beneficial psionics have difficulty affecting androids. They must make saving throws vs. all psionic effects, even if those effects are beneficial or have a range of "personal."

Languages: Androids begin play knowing one language of the player's choice. Androids with high Intelligence scores can choose one additional language per point of their Intelligence modifier.

ALTERNATE RACIAL TRAITS

Impact Resistant: Some android models are built to withstand more damage than the average model. Androids with this racial trait gain the Toughness feat for free at 1st level. This replaces the Primary Protocol racial trait.

Industrial Model: Some androids are designed to resist the rigor and dangers of heavy industrial work. Choose one type of energy (acid, cold, electricity, or fire). The android has a resistance of 5 against that type. This replaces the low-light vision racial trait.

Overclocked: Some android models are designed with greater reaction speeds. Androids with this trait gain the Improved Initiative feat for free at 1st level. This replaces the Darkvision racial trait.

BIOROID

Nicknames: biobot, perso-com, para-human, soft bioroid

Bioroids are vat-grown humans. Each has a computer attached to the interior of its cranium and interfaced with its brain. Like humans, they need food and drink. They sleep and they bleed when injured. While their computer interface provides them with certain intellectual advantages, the pervasive prejudice against—and paranoia of—bioroids puts them at a distinct disadvantage when interacting with society at large. The main difference between bioroids and the rest of humanity is though the bodies are new, the minds that inhabit them are not. Bioroids are designed for the purpose of extending life. Those wealthy enough to afford it can have their personalities "dubbed," their consciousness uploaded into a computer and then downloaded into a fresh bioroid body, escaping disease, crippling injury, or eventual death.

Physical Description: Bioroids are identical to humans and are indistinguishable from them short of select testing with specialized equipment. Registered bioroids are marked with a barcode genetically grafted to their skin, usually on the shoulder or the back of the neck, to identify them as other than human.

Bioroids in Society: Bioroids are used as replacement bodies for dubs (computerized copies of a person's consciousness). The link of faulty dubbing to a series of high profile murders has cast bioroids in a bad light. They are illegal in most countries. Those countries that do allow bioroids require a matrix barcode for identification and monitoring. Illegal bioroids in any country are killed once identified. Obviously bioroids either make every attempt to comply with authority, or take great pains to hide their presence amongst the general population. Either choice carries risks. Most people view bioroids with prejudice, paranoia, and disdain. The poor hate them as a symbol of the rich once again using their wealth to escape consequences; the fearful look at them as mass murderers waiting to snap at the first glitch in programming; and the ignorant view them as less than human, just another technological monster making society less safe for "real" people.

BIOROID RACIAL TRAITS

+2 Intelligence, +2 Wisdom: Bioroids cerebral computer interfaces improve comprehension, memory, reasoning, and other cognitive functions.

Bioroid: Bioroids are humanoids with the bioroid and human subtypes.

Medium: Bioroids are Medium creatures and have no bonuses or penalties due to their size.

Drawback: Bioroids either bear matrix bar codes to identify themselves, or hide their true nature. At character creation, choose one of the two bioroid drawbacks and apply it to the character.

Dual Processors: Bioroids choose two favored classes at first level (or if an existing character is dubbed into a bioroid body, they choose a second favored class) and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes. See Classes for more information about favored classes.

EMP Vulnerability: Bioroids suffer full damage from EMP weapons.

Primary Protocol: Bioroids receive Skill Focus as a bonus feat at 1st level (or in the case of a dubbed character, when the bioroid body is received).

Psionic Resistance: Bioroids gain a +2 to all saving throws against psionics, due to their computer-integrated brains.

Unnatural: Even beneficial psionics have difficulty affecting bioroids. They must make saving throws vs. all psionic effects, even if those effects are beneficial or have a range of "personal."

Languages: Bioroids begin play speaking one language of the player's choice. Bioroids with a high Intelligence score can choose one additional language per point of their Intelligence modifier.

ALTERNATE RACIAL TRAITS

Gifted Linguist: The cerebral interface of some bioroid models increase linguistic facility. Bioroids with this racial trait gain a +4 racial bonus on Linguistics checks, and they learn one additional language every time they put a rank in the Linguistics skill. This replaces the Dual Processors racial trait.

Improved Interface: Certain bioroids have a computer interface that works in tandem with the installed TAP to facilitate faster interface with the Global DataNet. Bioroids with this trait gain a +2 racial bonus on all Hacking skill checks. This replaces the Dual Processors racial trait.

CYBORG

BIOROID DRAWBACKS

Marked: You bear the matrix bar code that identifies you as a bioroid. The starting reaction of any non-bioroid NPC is shifted down one step from normal and never start higher than Indifferent. You receive a –2 penalty on any Diplomacy checks to shift an NPC's attitude toward you and your group. This drawback does not apply to any NPC of the bioroid race or one that is specifically noted to be friendly to or unprejudiced towards bioroids.

Secret: You have kept your identity as a Bioroid hidden. This makes you an outlaw and considered dangerous when discovered. Should your race be discovered or revealed to any NPC not noted to be friendly towards bioroids, that NPC's attitude towards you immediately shifts to Hostile. Anyone that openly aids you suffers the same effect.

DUBBED CHARACTERS AND BIOROIDS

Should a character have their personality downloaded to a bioroid body, there are certain adjustments that need to be made. The character's previous racial traits remain unchanged. Add the bioroid modifiers to Intelligence and Wisdom, racial traits, and either the Marked or Secret drawback as appropriate. You do not receive a bonus feat for taking the drawback. This increases the racial points of the character by 9. This has no impact on the character in play, but the GM may need to consider this for groups with multiple characters of advanced races for purposes of the Average Party Level (APL). See the Advanced Race Guide for further details concerning advanced races and APL.

CYBORG

Nicknames: cybershell, hard-shell cyborg, sentinels, tin man

Cyborgs are people who have given up their flesh and blood to become machines. Their brain, central nervous system, and a simplified digestive system are ensconced in an enhanced and armored android body. Some do this as an alternative to death or incapacitation from degenerative diseases, unable to afford the cost of a bioroid replacement. Others volunteer for cybernetic programs as members of the military, or law enforcement. The process is irreversible and makes the subject both more and less than human—a cyborg is now stronger, tougher, and more capable than a mere human, but cut off from the human experience by a cold steel shell that preserves and protects.

Physical Description: The average cyborg appears as a more heavily armored android, though they can vary widely in appearance. Corporate or government sponsorship/contract, the design of the brand used, and the personal choice of the cyborg are all factors. Whatever their appearance, they are always humanoid in form, as this allows the subject an easier transition into their new life. The easiest way to tell them from androids is their behavior; cyborgs were fully human once. Their emotional responses alone are enough to differentiate them from true artificial life.

Cyborgs in Society: Most cyborgs are in the employ of a government or a corporation. Given their abilities, they are usually employed in high risk areas or situations—bodyguards, law enforcement agents, mercenaries—where the risk of death is very high and a robotic body can help even the odds a little. Many people find cyborgs make them uneasy, if not truly scared; all physical trace of their humanity is gone, and what is left is hidden behind the machine. Often it is this very reaction that further facilitates a cyborg's withdrawal from humanity. In these instances, the cyborgs will often throw themselves into their work, using it as a distraction from existential crises.

CYBORG RACIAL TRAITS

+2 Strength, +2 Dexterity, –2 Charisma: Cyborgs enjoy enhanced physical strength and coordination, but are considered cold and inhuman.

Medium: Cyborgs are Medium creatures and have no bonuses or penalties due to their size.

Cyborg: Cyborgs are considered constructs with the cyborg subtype. Cyborgs have the following features:

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a cyborg as having a Constitution of 10 (except Strain; treat Con as 20 for those calculations).
- Lowlight vision
- Darkvision 60ft.
- Cannot heal damage on their own, and only heal damage through application of the repair option of the Craft skill. .
- Immunity to disease and poison.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

- Not at risk of death due to massive damage, but they are immediately destroyed when reduced to 0 hit points or fewer.
- Cyborgs are hard to destroy and gain 20 bonus hit points. Additionally, they receive maximum hit points each time they gain a level.
- Cyborgs must breathe, eat, and sleep. A cyborg's modified digestive system requires special food.

Augmented: Cyborgs are built to be cybernetic beasts. They begin play with a single Streetware Augment.

EMP Shielding: Cyborgs have Damage Resistance of 2 vs. EMP weapons.

EMP Vulnerability: Cyborgs suffer full damage from EMP weapons.

Metallic Alloy: The metallic shell of a cyborg provides a +2 natural armor bonus to Defense Score. Furthermore, cyborgs are always considered armed and their unarmed attacks inflict lethal damage.

Outsider: A cyborg's lack of humanity is off-putting to many. With the exception of Intimidate, Cyborgs take a -2 racial penalty on all Charisma-based skill checks when dealing with humans, human 2.0s, hybrids, and simulacra that are unaware of their true nature.

Tactile Dimming: The tactile sensory apparatus of a cyborg body is significantly less effective than a flesh and blood body. Cyborgs suffer a −2 penalty on tactile-based Perception Checks, and Skill checks where fine manipulation is required (such as disarming a bomb, picking a lock, or performing surgery).

Languages: Cyborgs begin play knowing one language of the player's choice. Cyborgs with high Intelligence scores can choose one additional language per point of their Intelligence modifier.

ALTERNATE RACIAL TRAITS

Big: Some cyborgs are up-sized during construction, for obvious reasons. Cyborgs with this trait are larger than humans. While they are still considered Medium-sized, they can wield Large-sized weapons and their carrying capacity is double normal for their Strength score. They gain a +1 size bonus to both their Combat Maneuver Bonus and Combat Maneuver Defense. Calculate costs of armor and equipment for tough hybrids as if they were one size category larger. This trait replaces the augmented racial trait.

HUMAN

Nicknames: norms, homo-sapiens, Earthlings, plain jane

Humans use the standard racial statistics found in the Pathfinder Core Rulebook. The following human racial trait

options from the Advanced Race Guide are suitable for the Interface Zero Setting: Dual Talent, Focused Study, Heart of the Slums, Heart of the Streets, and Silver Tongued. The Cosmopolitan, Gutter Rat, and Versatile Human racial subtypes are also acceptable in this campaign setting.

Humans in Society: Essentially, humans are society. They are the baseline against which all other things are measured. They are the norm. They are also essentially unchanged from the humanity that has been known throughout history. They are capable of the greatest and worst of things, highly adaptable and yet unwilling to change. They have great capacity for originality and invention, and yet most succumb to the lull of the routine of the everyday. They are capable of great compassion, yet many hate and fear that which is different from themselves. While not every human is exceptional, there are those that try to rise above the masses and live a life of distinction, whether they have ethical grounds for doing so, or simply want to claw their way to the top to enjoy the view.

HUMAN RACIAL TRAITS

Humans use the standard racial traits as found in the Pathfinder Core Rulebook.

HUMAN 2.0

Nicknames: coded, elitist, Eugenic, gen-XY'er, neo-human, savant

With the secrets of the genome unlocked, humanity is now a blank canvas awaiting the artful hand of the geneticist. Design houses allow parents the option of improving their unborn child's potential, gracing them with looks, intelligence, athletic or artistic abilities, and providing their offspring with the best advantages rather than leaving it to nature or random chance.

Physical Description: While still truly human, humans 2.0 definitely stand out in a crowd. They have the best that human genome has to offer, and it shows. Height, muscles, good skin, great hair, perfect teeth, poise, posture, confidence, all these things and more are a testament to the work of the geneticist. A human 2.0 is the physical embodiment of the idealized human being.

Humans 2.0s in Society: With the myriad benefits of their stacked deck of genetic benefits, human 2.0s are nearly always found in the upper echelons of society, reaping the rewards of their heredity fortunes. They are found in a variety of fields—the arts, business, entertainment, medicine, politics, technology—excelling as their talents allow. If they are found in the seedy underbelly of society, it is usually because they choose to be there. Thrill-seekers go where the action is, and there is plenty of it on the darker side of things.

HUMAN

HYBRID

HUMAN 2.0 RACIAL TRAITS

+2 to all physical or mental ability scores, +4 to one other score, −2 to any one score other than Constitution: Human 2.0s are designed to be better than normal, served up DNA cocktails that greatly improve their abilities, whether it be an advanced mind, superior athletic ability, or prodigal talent. However, one can't have everything, and the genetic manipulation invariably produces unwanted abnormalities somewhere along the line. The health of a Human 2.0, however, never suffers.

Human: Human 2.0s are humanoids with the human subtype.

Medium: Human 2.0s are Medium creatures and have no bonuses or penalties due to their size.

Arrogant: Human 2.0s receive the Arrogant drawback. They do not receive a bonus trait for this drawback.

Beautiful People: Human 2.0s receive the Charming trait as a bonus trait.

Savant: Human 2.0s receive Skill Focus as a bonus feat. The chosen skill must be based on the ability that received the +4 increase.

Superior Immune System: Human 2.0s gain a +4 racial bonus to saving throws against disease.

Languages: Humans 2.0 begin play knowing one language of the player's choice. Humans 2.0 with high Intelligence scores can choose one additional language per point of their Intelligence modifier.

ALTERNATE RACIAL TRAITS

Multitalented: At 1st, 8th, and 16th level, human 2.0s gain Skill Focus in a skill of their choice as a bonus feat. This trait replaces the beautiful people and savant racial traits.

HYBRID

Nicknames: cut and pasted, dye job, fashion victim, Frankenstein, freak, gene junkie, monkey boy, Moreau, transgenic

Hybrids are humans that have had their genes spliced with animal DNA. They exhibit the abilities (and occasionally the looks and demeanor) of the creatures with which they have been combined. This is often done at birth to instill the perfect combination of traits for a soldier, spy, or other operative. With advances in technology, however, gene therapy later in life can provide hybridization for a variety of reasons: fashion choice, an edge in professional sports, or to increase a mercenary's contract rate. Hybrids are divided into five separate categories, with the actual animal type being more of an aesthetic choice. Creation

of new categories of hybrids is possible, but be sure to consult with your GM to ensure that it is balanced and fits the game. You may simply need to make minor modifications to an existing hybrid category.

Physical Appearance: The physical appearance of hybrids is highly variable, as responses to this sort of gene therapy can be unpredictable. Some are no different looking than humans, with perhaps a few physical features reminiscent of the animal whose DNA they share. Others are much more bestial. They sport fur or scales, and seem further removed from their human origins. This is especially true for those that sport claws and fangs, tough hybrids that have much more bulk and height than the average human, or the aquatic hybrids whose amphibious nature is readily apparent in their water-dependent skin. In the middle of the two extremes are those that sport certain animal-like features—unusual hair coloring, oddly colored or shaped eyes, or thicker and more extensive body hair—but are primarily human in appearance.

Hybrids in Society: Hybrid roles in society are as varied as the reasons they underwent such a radical genetic process in the first place. How they are treated often depends on what the end result is like and with whom they associate. A well-groomed and exotically attractive hybrid can find acceptance in high society, while a powerful and useful soldier hybrid will have a place in a crack unit without much more than the occasional joke. However, in addition to physical changes, there are also hybrids who find their personalities altered by the animal genes spliced into them. Psychological changes occur where the hybrid acts according to animal instinct and impulse. Some hybrids embrace this change. Others are ashamed of it and attempt to exert their human side as much as possible, or associate with other hybrids who are more accepting of such behavior than humanity at large.

HYBRID RACIAL TRAITS

All hybrids share the following characteristics, unless noted otherwise under a specific type, or exchanged for alternate traits.

Hybrid: Hybrids are humanoids with the hybrid subtype.

Medium: Hybrids are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Hybrids have a base speed of 30 feet.

Low-Light Vision: In dim light, hybrids can see twice as far as humans.

Languages: Hybrids begin play knowing one language of the player's choice. Hybrids with high Intelligence scores can choose one additional language per point of their Intelligence modifier.

AQUATIC HYBRID

Example Animals: Dolphin, Salamander, Shark

+2 Dexterity, +2 Charisma, −2 Wisdom: Aquatic hybrids have quick reactions and are likable, but tend to be impulsive.

Aquatic: Aquatic hybrids are humanoids with the aquatic subtype.

Normal Speed: Aquatic hybrids have a base speed of 30 feet on land. As aquatic creatures, they also have a swim speed of 50 feet, can move in water without making Swim checks, and always treat Swim as a class skill with a +8 racial bonus to their score.

Amphibious: Aquatic hybrids have the aquatic subtype, but can breathe both water and air.

Bite: Aquatic hybrids gain a natural bite attack, dealing 1d4 damage. The bite is a primary attack, or a secondary attack if the aquatic hybrid is wielding manufactured weapons.

Water Dependent: An aquatic hybrid's body requires constant submersion in fresh or salt water. Aquatic hybrids who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death within 4d6 hours.

ALTERNATE RACIAL TRAITS

Deep Sight: Some aquatic hybrids are specially adapted to the lightless depths of the oceans, but not to air-filled environments. They can see in the dark up to 120 feet while underwater, but do not gain this benefit out of water. This racial trait replaces the bite racial trait.

DOLPHIN SUBTYPE

Gregarious: When aquatic hybrids successfully use Diplomacy to win over an individual, that creature takes a −2 penalty on attempts to resist any of the member's Charisma-based skills for the next 24 hours.

Hold Breath: Aquatic hybrids can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating. These racial traits replace the amphibious racial trait.

HYBRID ART

This section is a bit hyperbolic in terms of the artwork we present for hybrids. I thought it might be cool to show samples of the most extreme hybrids you might encounter in 2090. The vast majority of hybrids tend to look like any other person you might see on the streets.

FIERCE HYBRID

Example Animals: Honey Badger, Tiger, Wolf

+2 Strength, +2 Wisdom, −2 Intelligence: Fierce hybrids are strong and observant, but can be a bit unimaginative.

Bite: Fierce hybrids gain a natural bite attack, dealing 1d4 damage. The bite is a primary attack, or a secondary attack if the fierce hybrid is wielding manufactured weapons.

Claws: Fierce hybrids receive two claw attacks which deal 1d4 damage. These are primary natural attacks.

Predatory Instinct: Perception and Stealth are always class skills for fierce hybrids.

Keen Senses: Fierce hybrids receive Skill Focus (Perception) as a bonus feat at 1st level.

ALTERNATE RACIAL TRAITS

Big: Some fierce hybrids are altered to take advantage of the mass and power of the donor animal. While fierce hybrids with this trait are still considered Medium-sized, they can wield Large-sized weapons and their carrying capacity is double normal for their Strength score. Their natural weapons are treated as one size category larger. They gain a +1 size bonus to both their Combat Maneuver Bonus and Combat Maneuver Defense. Calculate costs of armor and equipment for fierce hybrids as if they were one size category larger. This racial trait replaces the predatory instinct and keen senses racial traits.

Carrion Sense: Some fierce hybrids have a natural ability to sniff out carrion. This functions like the scent ability, but only for corpses and badly-wounded creatures (creatures with 25% or fewer hit points). This racial trait replaces the predatory instinct racial trait.

HYBRID

HYBRID

Scent: Some fierce hybrids are bred as expert trackers. They gain the scent ability. This racial trait replaces the bite and claws racial traits.

QUICK HYBRID

Example Animals: Fox, Hawk, Mongoose, Monkey, Snake

+2 Dexterity, +2 Wisdom, −2 Constitution: Quick hybrids are agile and insightful, but their bodies tend to be frail.

Fast: Quick hybrids have a base speed of 40 feet.

Fleet-Footed: Quick hybrids receive Run as a bonus feat and a +2 racial bonus on initiative checks.

Sprinter: Quick hybrids gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

ALTERNATE RACIAL TRAITS

Nimble Faller: Some quick hybrids have an amazing sense of balance and keen knowledge of their own center of gravity. Quick hybrids with this trait land on their feet even when they take lethal damage from a fall. Furthermore, quick hybrids with this trait gain a +1 bonus to their CMD against trip maneuvers. This racial trait replaces sprinter.

Prehensile Tail: Some quick hybrids have this physical feature as a gift of their monkey DNA. This trait gives quick hybrids a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action. This trait replaces the fast racial trait.

Quick Reactions: Some quick hybrids are bred with uncanny reflexes. Quick hybrids with this trait receive the Improved Initiative feat for free at 1st level. This trait replaces the fleet-footed racial trait.

Small: Some quick hybrids are altered to be smaller than human size, as it gives them certain advantages, especially in areas where stealth is a necessity. Quick hybrids with this trait gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a −1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This trait replaces the medium racial trait.
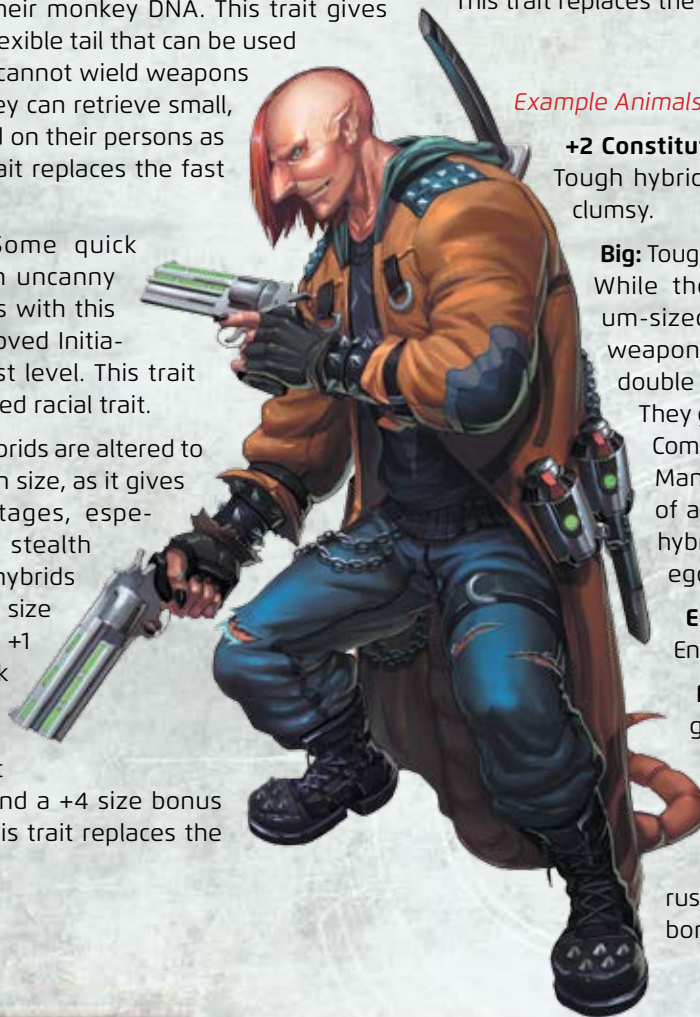
STEALTH HYBRID

Example Animals: Bat, Cat, Rat

+2 Dexterity, +2 Intelligence, −2 Constitution: Stealth hybrids are nimble and clever, but frail.

Animal Reflexes: Stealth hybrids receive a +1 racial bonus to Athletics and Stealth, and these skills are always considered class skills.

Enhanced Senses: Stealth hybrids receive a +2 racial bonus to Perception.

Silent Hunter: Stealth hybrids reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a −20 penalty (this number includes the penalty reduction from this trait).

ALTERNATE RACIAL TRAITS

Small: Some stealth hybrids are altered to be smaller than human size, giving them advantages in espionage and infiltration operations. Stealth hybrids with this trait gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a −1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This trait replaces the medium racial trait.

TOUGH HYBRID

Example Animals: Bear, Bull, Rhino, Warthog

+2 Constitution, +2 Wisdom, −2 Dexterity: Tough hybrids are durable, and stable, but clumsy.

Big: Tough hybrids are larger than humans. While they are still considered Medium-sized, they can wield Large-sized weapons and their carrying capacity is double normal for their Strength score. They gain a +1 size bonus to both their Combat Maneuver Bonus and Combat Maneuver Defense. Calculate costs of armor and equipment for tough hybrids as if they were one size category larger.

Endurance: Tough hybrids receive Endurance as a bonus feat.

Natural Armor: Tough hybrids gain a +1 natural armor bonus to their Defense Score.

Relentless: Tough hybrids gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the

member of this race and its opponent are standing on a solid surface.

ALTERNATE RACIAL TRAITS

Frenzy: Some tough hybrids are prone to animalistic outbursts in combat. Whenever a tough hybrid with this trait takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a –2 penalty to AC. This racial trait replaces the endurance racial trait.

Natural Attack: Some tough hybrids are designed with their parent animal's natural weapons. A tough hybrid with this trait has a gore or a hoof attack. The gore is a primary attack doing 1d8 damage, while the hoof is a secondary attack doing 1d6 damage. This trait can be taken twice, granting a different natural attack each time. The first time it replaces the natural armor racial trait. The second time it replaces the relentless racial trait.

Stability: Some tough hybrids are better at holding their ground against attackers than charging into combat. Tough hybrids with this trait receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on a solid surface. This trait replaces the relentless racial trait.

SIMULACRA

Nicknames: bioform, chimera, doppelganger,replicant, sim, synthetic, vat baby

Simulacra are vat-grown biological beings, human in form and function. Implanted with false memories, simulacra feel love, anger, and despair as keenly as the humans they resemble. Their bodies are genetically encoded to excel at certain tasks—athletics, combat, heavy labor, security—while their minds are imprinted with personalities suited to such tasks. They are often used in high risk areas, performing dangerous labors with greater skill and eliminating the possibility of human casualties. Most are still in the employ of the companies or governments that purchased them, while some have learned the truth of their origins and escape, determined to live what remains of their lives for themselves.

Appearance: The vast majority of simulacra are indistinguishable from humans, and their appearance runs the broad gamut of human variables. The exceptions are some luxury models, which are designed for entertainment purposes in mind. Glamorous entertainment models may sport unusual skin tones or wildly colorful hair. Models for children may appear to be live versions of stuffed animals or action figures. In the darker end of the entertainment industry, simulacra produced for prostitution are designed to be exceptionally attractive to potential clientele.

Simulacra in Society: Simulacra are unaware of their origins, and thus do not consider themselves as anything other than human. They go about their jobs for the short period of life allotted them, to be replaced later by another of the same model. That said, most go about their business far from the bulk of society. Deep space mining facilities on distant asteroids, black ops missions in remote jungles, and secret underground pleasure dens run by criminal organizations are just some of the places where simulacra live out their lives. Often every person in that working environment is actually a simulacra. They are rotated out near the end of their lifespan so as not to arouse suspicion. On the occasions where simulacra become aware of their own nature, they usually run. Some make a desperate search for a way to increase their lifespan; others make a mission of vengeance against those that created them, feeling wronged and betrayed; others simply lose themselves in the tangle of a metropolis, determined to live out the rest of their days on their own terms.

SIMULACRA RACIAL TRAITS

All simulacra share the following characteristics, unless noted otherwise under a specific type, or exchanged for alternative traits.

Simulacra: Simulacra are humanoids with the simulacra subtype.

Medium: Simulacra are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Simulacra have a base speed of 30 feet.

Languages: Simulacra begin play speaking the predominant language of their home region. Hybrids with high Intelligence scores can choose any languages they want.

LABORER MODEL

+2 Strength, +4 Constitution, –2 Intelligence: Laborer simulacra are strong and durable, but stoic.

Borrowed Time: Laborer model simulacra are only designed to live for ten years. Roll 1d6+4 to determine how many years of life your character has left. A simulacra remains in its prime through its entire lifespan, with no penalties or bonuses for aging.

Built to Work: Laborer model simulacra receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Solid: Laborer model simulacra gain a +4 bonus on Fortitude saves against disease and poison.

Stigma: Laborer model simulacra have the Outsider drawback when acting outside of their designated roles as workers.

Troubleshooter: Laborer model simulacra receive Skill Focus: Repair as a bonus feat at 1st level.

SIMULACRA

ALTERNATE RACIAL TRAITS

Craftsman: Some laborer models are designed for more detail-intensive projects. Laborer model simulacra with this trait gain a +2 racial bonus on all Craft and Profession skill checks. This trait replaces the troubleshooter racial trait.

Fabricator: Some laborer models are designs gone slightly awry due to software issues or brain development issues while still in the vat. This leads to odd affinities with mechanics. A laborer model simulacra with this trait gains a +1 racial bonus to Disable Device and Knowledge (engineering) checks. In addition, the laborer model simulacra is treated as proficient with any weapon that has been personally crafted.

LUXURY MODEL

+2 Intelligence, +4 Charisma, −2 Strength: Luxury model simulacra are clever and pleasant, but weak.

Borrowed Time: Luxury model simulacra are only designed to live for ten years. Roll 1d6+4 to determine how many years of life your character has left.

Primary Protocol: Luxury model simulacra receive Skill Focus as a bonus feat at 1st level, which may be applied to one of the following skills: Acrobatics, Diplomacy, Drive, Knowledge, Perform, or Profession.

Stigma: Luxury model simulacra have the Outsider drawback when acting outside of their designated roles as entertainers and servants.

ALTERNATE RACIAL TRAITS

Deluxe Model: Some luxury model simulacra are more advanced than the standard models. Unfortunately, their exceptional quality also comes with a shorter lifespan. Luxury model simulacra with this trait gain Skill Focus in a skill of their choice as a bonus feat at 1st, 8th, and 16th level, which may be applied to one of the following skills: Acrobatics, Drive, Knowledge, Perform, or Profession. Their lifespan is typically five years. Roll 1d4+1 to determine the number of years the luxury simulacra has left. This trait replaces the primary protocol and borrowed time racial traits.

Small: Some luxury model simulacra are designed to be smaller than human-sized for a variety of reasons, from simple aesthetic choices to unsavory fetishism. Luxury model simulacra with this trait gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a −1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. This trait replaces the Medium racial trait.

SOLDIER MODEL

+2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, −2 Intelligence: Soldier model simulacra are built to be strong, fast, tough, and perceptive, but lack ingenuity.

Borrowed Time: Soldier model simulacra are only designed to live for four years. Roll 1d4 to determine how many years of life your character has left.

Built to Work: Soldier model simulacra receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Ferocity: If a soldier model simulacra's hit points fall below 0 but it is not yet dead, it can continue to fight. If it does, it is staggered, and loses 1 hit point each round. It still dies when its hit points reach a negative amount equal to its Constitution score.

Primary Protocol: Soldier model simulacra receive Skill Focus as a bonus feat at 1st level, which may be applied to one of the following skills: Acrobatics, Athletics, Drive, Perception, or Stealth.

Stigma: Soldier model simulacra have the Outsider drawback when acting outside of their designated roles as soldiers.

Weapon Familiarity: A soldier simulacra has proficiency in any two of the following weapon groups: energy weapons, flame throwers, heavy weapons, missile launchers, or special weapons.

ALTERNATE RACIAL TRAITS

Cold Fury: Some soldier model simulacra are able to fight harder when alone and outnumbered. Whenever a soldier model simulacra with this trait is reduced to half its hit points or fewer and has no conscious ally within 30 feet, it gains a +2 racial bonus on melee attack rolls and to Defense Score. This trait replaces the ferocity racial trait.

Favored Terrain: Some soldier model simulacra are designed to be proficient fighters in certain types of terrain. A soldier model simulacra with this trait selects a specific terrain from the ranger's list of favored terrains, and gains a +2 dodge bonus to AC when in that terrain. This choice is made at character creation and cannot be changed. This trait replaces the primary protocol racial trait.

CHARACTER CLASSES

The classes in Interface Zero provide players with characters that can not only survive in a dystopian future, but thrive in it. They use their skills and abilities to complete tasks no one else wants to, or possibly can, do. The classes found here are best suited to meet those challenges. If you have played the *Pathfinder* Roleplaying Game, then much of the mechanics presented here will be familiar. In some instances, changes have been made to reflect the lack of magic in the setting as well as the advantages of modern technology. In the case of the hacker and the medic, their technological expertise in their respective fields is emulated through a variation of the spell mechanics for the original game, though the results come from cutting-edge advances in medicine and computer programming. What is provided here are mechanics intended to emulate a cyberpunk reality, allowing a familiar system to capture the essence of what may be an unfamiliar, but hopefully appealing genre and arena of play.

AGENT

Agents are trained to engage in a variety of espionage operations. They are used for deep cover operations, counter-insurgency campaigns, political extractions, retrieval missions (data, items, and even people), smuggling, and even assassinations. Agents are trained in a variety of weapons, including hand-to-hand combat, and are often experienced in counter-terrorist tactics, interrogation, and sabotage. They ruthlessly pursue the objectives set for them, whether they owe their loyalties to a corporation, government, or the highest bidder for their services.

Role: Agents are experts at covert operations. If a job calls for operations that function under the radar, undetected infiltration and/or acquisitions, or similar finesse, then having an agent on your team is a recipe for success. If a mission goes bad, an agent is always prepared to fight his way out.

Hit Die: d8.

CLASS SKILLS

The agent's class skills are Acrobatics (Dex), Appraise (Int), Athletics (Str), Bluff (Cha), Boating (Dex), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Hacking (Int), Intimidate (Cha), Knowledge (local), Knowledge (geography), Linguistics (Int), Perception (Wis), Perform (Cha), Pilot (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex).

Skill Ranks per Level: 8 + Int modifier.

CLASS FEATURES

The following are class features of the agent.

Weapon and Armor Proficiency: An agent is proficient with all simple weapons (firearms), martial weapons (heavy), melee weapons, and martial weapons (special), and is proficient with personal armor, but not shields.

Agent Knack: At the indicated levels, the agent chooses the indicated number of options from the list of agent knacks. This knack can be a special ability, bonus feat, or rogue talent. An agent must meet any prerequisites listed to take a particular ability, feat, or talent. No ability, feat, or talent can be chosen more than once unless specifically stated in its description. At 10th level and beyond, the agent may also select advanced rogue talents as agent knacks. Players should choose knacks that help shape the path they want the agent to follow as he progresses. (See the Agent Paths section below.)

Skilled Liar: Whenever an agent uses Bluff to attempt to deceive someone, he gains a bonus on the opposed roll equal to 1/2 his class level (minimum +1).

This bonus does not apply to feint attempts or attempts to pass secret messages.

Read the Room: At 2nd level, an agent's powers of observation allow him to analyze an area and its occupants quickly and gain advantages based on the information he gleans. As a standard action, the agent observes his surroundings. He may make a Perception skill check or a Sense Motive skill check to gain information on the immediate area he can use. The DC of this check is equal to 15 + 1 for every 10 square feet of the area.

A Perception check can reveal identifying marks on people in the room, such as bulges under clothing revealing body armor and/or concealed weapons, gang tattoos, or other signs that indicate a person may be a threat. This check also includes spotting automated defenses and/or surveillance equipment.

Alternately, a Sense Motive check can be used strictly to locate living enemies, judging people in the surrounding area by their
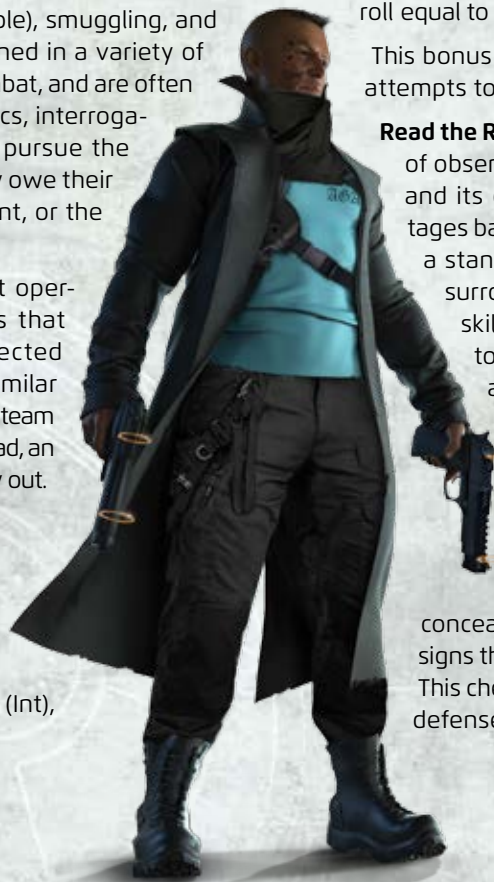
TABLE 2:1: AGENT

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+2	+0	Agent knack, skilled liar
2nd	+1	+0	+3	+0	Agent knack, read the room
3rd	+2	+1	+3	+1	Agent knack, connected
4th	+3	+1	+4	+1	Honed instincts +1, uncanny dodge
5th	+3	+1	+4	+1	Agent knack
6th	+4	+2	+5	+2	Agent knack, read the room 2
7th	+5	+2	+5	+2	Agent knack
8th	+6/+1	+2	+6	+2	Agent knack, honed instincts +2
9th	+6/+1	+3	+6	+3	Agent knack
10th	+7/+2	+3	+7	+3	Agent knack, read the room 3
11th	+8/+3	+3	+7	+3	Agent knack (2)
12th	+9/+4	+4	+8	+4	Honed instincts +3
13th	+9/+4	+4	+8	+4	Agent knack
14th	+10/+5	+4	+9	+4	Agent knack, read the room 4
15th	+11/+6/+1	+5	+9	+5	Agent knack
16th	+12/+7/+2	+5	+10	+5	Honed instincts +4
17th	+12/+7/+2	+5	+10	+5	Agent knack
18th	+13/+8/+3	+6	+11	+6	Agent knack, read the room 5
19th	+14/+9/+4	+6	+11	+6	Agent knack
20th	+15/+10/+5	+6	+12	+6	Capstone knack, honed instincts +5

mannerisms to locate such threats as undercover agents, security in disguise, or other enemies concealed in plain sight.

A Perception check can also be made to map out the layout of an area, making note of possible entrances and exits, as well as obstacles, possible areas of concealment, and other aspects of the physical layout that could be used to the agent's advantage.

Using this ability, the agent may gain one of the following bonuses, which last until he uses this ability again in a new area, or the agent leaves the area in which the bonuses are gained.

- The agent's successful Perception check provides a bonus to Acrobatics checks equal to half his class level. He can also ignore the first 5 feet of difficult terrain during a move or lower the DC of an Athletics check made to jump or climb in the area by 5.
- The agent's successful Perception or Sense Motive check provides a +1 bonus to initiative for every four class levels he possesses (to a maximum +5 bonus). If his adjusted initiative roll is higher than the enemy's, he can act during the surprise round, if there is one.
- The agent's successful Perception allows him to use the existing objects and terrain to his advantage. He can start each round as if he had concealment against one enemy or surveillance device in the area for every four class levels he possesses (minimum 1). The agent can use Stealth to remain undetected by the chosen

targets (opposed by the Perception checks of those targets) while moving.
- The agent's Sense Motive check provides a +1 bonus to attack rolls and a +1 dodge bonus to his Defense Score against all identified enemies. This bonus increases by +1 every four class levels, to a maximum of +4 at 14th level.

The agent chooses which bonus he gains using this ability, dependent upon the skill check rolled. At 6th level, the agent can make both a Perception check and a Sense Motive check during the round, and gain two bonuses listed here if either or both of the checks are successful. At 10th level, the agent gains any three bonuses afforded him by successful skill checks. At 14th level, he gains all bonuses assuming he succeeds at both skill checks. The agent can use this ability 1 time per day, plus one additional use every four levels, to a maximum of 5 times per day at 18th level.

Connected: As an agent gains experience, he meets people that can be used as sources of information and aid. At 3rd level, the agent gains a new contact. The contact starts with a trust level of 2. Every four levels thereafter, the agent gains a new contact. All prior contacts gained from this ability raise their trust levels by 1 (up to the maximum of 5). See the section on Contacts for more information.

Honed Instincts: Starting at 4th level, an agent's instincts help get him out of the way when the lead starts flying. He gains a +1 dodge bonus to his Defense Score. This bonus

increases by +1 for every four levels, to a maximum of +5 at 20th level.

Uncanny Dodge: Starting at 4th level, an agent can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. An agent with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against him. If an agent already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

AGENT KNACKS

Acrobatics Expert: The agent does not suffer any armor check penalties on Acrobatics, Athletics, Sleight of Hand, or Stealth checks while wearing personal armor. When he is not wearing armor, he gains a +2 competence bonus on Acrobatics and Athletics skill checks.

Ambush Tactics: The agent takes full advantage when taking an enemy by surprise. When he acts during a surprise round, the agent can take a move action, standard action, and a swift action during the surprise round, rather than just a move or standard action. The agent must be at least 4th level to select this ability.

Bonus Feat: The following feats can be selected from when an agent gains a new knack. The agent must meet any prerequisites before taking a feat. Feats marked with an asterisk appear in this book.

Agile Maneuvers, Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Deceitful, Dodge, Greater Dirty Trick, Greater Disarm, Greater Trip, Greater Vital Strike, Improved Disarm, Improved Dirty Trick, Improved Trip, Improved Vital Strike, Improved Unarmed Strike, Mobility, Physical Marvel*, Skill Focus, Vital Strike.

Classic Misdirection: An agent with this ability is not only good at hiding contraband, but also at providing subtle distractions to those trying to find it. If the agent is able to interact with anyone searching for contraband, either in an area, building, vehicle, or on his or another person, the searcher takes a penalty to their Perception check equal to half the agent's class level. This interaction can be as simple as speaking to the searcher, making noises or movements to distract them, or other minor actions.

Conceal Contraband: The agent learns how to keep any illicit goods and weapons concealed from those that are looking for them. The agent adds half his class level (minimum +1) to the DC of any Perception checks necessary to find any hidden compartments, panels, or other hidden areas used to smuggle items. If an agent has no prepared compartments to hide contraband, then he can attempt to conceal the contraband in an area, building, or vehicle by

making a Stealth check, or on himself or another person by making a Sleight of Hand check, modified by the bonus from this ability.

Counter-Intelligence: The agent is trained to recognize and respond to hacking attempts. He gains a +1 bonus to Hacking skill checks to detect intruders, attack invading hackers, and to Knowledge (programming) checks to increase network security. This bonus increases by +1 for every four class levels after the knack is taken, to a maximum of +5.

Crack Shot: The agent halves all range increment penalties when making ranged attacks with firearms.

Cyber Spy: The agent is trained in hacking techniques. He receives a +1 bonus to Hacking skill checks made to manipulate Hyper Reality devices or to hack a network. This bonus increases by +1 for every four class levels after the knack is taken, to a maximum of +5.

Evasion: The agent can avoid attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the agent is wearing personal armor or no armor. A helpless agent does not gain the benefit of evasion. An agent must be at least 2nd level to take this feat.

Grease the Wheels: The agent is adept at making bribes and judging who is most susceptible to them. When dealing with NPCs an agent can make a Sense Motive check (DC 10 + 1/2 the NPC's HD + the NPC's Charisma modifier) to determine if the NPC would be receptive to a bribe, and to make a determination—usually through subtle conversation—as to an acceptable amount. If this bribe is offered, any further Bluff or Diplomacy checks made receive a +2 circumstance bonus. This bonus increases by +1 for every 3 levels thereafter (to a maximum bonus of +8). For example, if this ability is taken at 2nd level, the bonus increases to +3 at 5th level, +4 at 8th, and so on.

Improved Uncanny Dodge: The agent can no longer be flanked. This defense denies another character the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels in a class with the sneak attack ability than the target does. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum agent level required to flank the character. The agent must be at least 10th level (levels from other classes that provide uncanny dodge count towards this prerequisite) and have the uncanny dodge knack to select this ability.

Martial Artist: The agent is an expert in hand-to-hand combat, specializing in either melee weapons or unarmed combat. If the agent chooses the former, the critical threat

AGENT

range of any melee weapon he fights with increases by 1. If the agent chooses the latter, then his unarmed damage increases as if he were a cybermonk equal to his agent level –4. This ability can be selected twice. The agent must be at least 5th level to select this ability.

Poison Use: The agent is trained in the use of poison and cannot accidentally poison himself when applying poison to a weapon. The agent must be at least 3rd level to select this ability.

Quick Reflexes: The agent can reroll any Acrobatics or Athletics check he has just made, taking a –5 penalty on the reroll. He must take this second result, even if it is worse. He can use this ability one time per day, plus one additional time per day for every three agent levels beyond the level at which this ability was taken. An agent can only use this ability once on any given skill check. An agent must be at least 3rd level to take select this ability.

Requisitions: The agent is able to requisition equipment from the entity for whom he operates. Prior to any mission, the agent can request equipment which could conceivably improve his chances of success. The agent may requisition up to 2,000 cryptodollars per class level in equipment. The GM ultimately determines what will be made available to the agent prior to the start of the mission. Equipment will not be allowed that could possibly jeopardize the mission (explosives for a stealthy infiltration mission, for example.) This equipment must be returned after the mission is complete, except for single-use items that are expended.

Rogue Talent: The agent may choose a rogue talent from the list of available talents in the various *Pathfinder* sourcebooks. Agents of 10th level or higher may choose from advanced rogue talents instead. All rules for selecting knacks apply to rogue talents. Some rogue talents are not usable by *Interface Zero* characters. Others have been modified to better suit the setting. See the Rogue Talents section below for further details.

Sharpshooter: The agent increases the range at which he can apply his sneak attack damage by 10 feet. This does not apply to aimed shots made using a full round action, or to shots using scopes. This range increases by 10 feet for every three agent levels beyond the level at which this ability was selected. The agent must have the crack shot and sneak attack knacks to select this ability.

Sneak Attack: If an agent can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The agent's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the agent flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two agent levels thereafter. Should the agent score a critical hit with a sneak attack, this extra damage is not

multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet, unless the agent takes a full round action to aim the weapon, in which case the attack counts as a sneak attack so long as the target is within the first range increment of the weapon. If the weapon is equipped with a scope, then the agent may sneak attack as a full round action to the maximum range of the scope.

With a weapon that deals nonlethal damage (like a stun baton or an unarmed strike), an agent can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. The agent must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An agent cannot sneak attack while striking a creature with concealment.

Sniper: When using an aimed shot with a ranged weapon, with or without a scope, the agent can take a second shot with the weapon at the agent's highest base attack bonus. Both the initial attack and the bonus attack suffer a –4 penalty to the attack roll, due to the haste with which the agent lines up his target. Sharpshooter knack, agent must be at least 10th level to select this ability.

Skilled Subtext: When using the Bluff skill to pass secret messages, the agent gains a +1 bonus to his skill check. This bonus increases by +1 for every four class levels, to a maximum bonus of +5.

Capstone Knack: At 20th level, an agent chooses one of the following knacks.

Master Strike: Upon reaching 20th level, an agent becomes deadly when dealing sneak attack damage. Each time the agent deals sneak attack damage, he can choose one of the following three effects: the target can be rendered unconscious for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the agent's level + the agent's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that agent's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

Call for Backup: At 20th level, the agent can use his pull with whatever agency he works for, bringing in NPC backup. This can be a strike force, extraction team, or other form of reinforcement. The exact specifications of the NPC (or NPCs) that comprise the backup are left to the GM, but should not exceed a CR 15 collectively. This allows for a team of four 11th level NPCs, which may be of any class the agent's player wishes, so long as they meet the GM's approval and will have a standard amount of equipment for a character of that level appropriate to the task at hand. These NPCs

CONNECTIONS TO OTHER AGENCIES

The agent has class abilities which allow him to draw resources or aid from parent agencies. This can be very useful for situations where the team needs extra help or access to better gear to complete the mission, but what if the agent is no longer affiliated with his agency?

If, for whatever reason, this is the case (perhaps the character has been disavowed, or has left the agency), the character may choose to apply the benefits of the class abilities that give him aid to some other faction (like a criminal organization), or even individuals who still help the character on occasion.

will not deviate from the assigned mission and cannot be used for a purpose other than the one for which they are called in. They will remain until the mission is completed or they reach a point where the mission is compromised, at which point they withdraw by the most convenient route and means available.

ROGUE TALENTS

The following rogue talents are not available to *Interface Zero* characters: grit, ki pool, major magic, minor magic, and ninja trick.

The following rogue talents replace those of the same name when used in *Interface Zero*.

Black Market Connections (Ex): A character with this talent gains better access to illegal goods. The DC to discover a source for any particular item is reduced by 5.

If the character is seeking to sell illegal goods, he can sell them at 5% above the listed book price.

Firearm Training (Ex): A character with this talent gains Martial Weapon Proficiency: Energy Weapons, Flamethrowers, Heavy Weapons, or Missile Launchers feat. This talent may be taken multiple times. Each time it is taken, it provides a different Martial Weapon Proficiency feat.

Getaway Artist (Ex): A character with this talent adds a +2 bonus to Boating, Drive, and Pilot checks. Once per day, you can roll twice for any Boating, Drive, or Pilot check, taking the higher of the two rolls.

Nimble Climber (Ex): When a rogue with this talent fails an Athletics check for climbing by 5 or more, he can immediately make another Athletics check at the surface's base DC +10. If successful, he stops his fall by clinging onto the surface. The rogue does not take falling damage when he stops his fall in this manner.

Strong Stroke (Ex): A character with this talent rolls twice when making Athletics rolls while swimming and takes the

better result. If the character already rolls twice because of another ability or effect, he gains a +2 insight bonus on both of those rolls instead.

Terrain Mastery (Ex): A character with this talent gains a favored terrain as the gunner ability of the same name, though the favored terrain ability does not increase with his level as the gunner's ability does. This talent can be taken multiple times. Each time it is taken, it applies to a new terrain, and grants all other favored terrains a +2 bonus.

Wall Scramble (Ex): A rogue with this talent rolls twice when making Athletics checks to climb and takes the better of the two rolls. If he already rolls twice to climb while making a Athletics check because of another ability or effect, he gains a +2 insight bonus on both of those rolls instead. If the rogue is under the effect of a status that forces him to roll two dice and take the worse result, he only needs to roll 1d20 while making Athletics checks.

ADVANCED ROGUE TALENTS

The following advanced rogue talents are not available to *Interface Zero* characters: dispelling attack, familiar, hard minded, and master tricks.

The following advanced rogue talents replace those of the same name when used in *Interface Zero*.

Getaway Master (Ex): A character with this talent gains a +5 bonus to all Boating, Drive, and Pilot skill checks. The character must have the getaway artist rogue talent before choosing this talent.

Hide in Plain Sight (Ex): A character with this talent can select a single terrain from the bounty hunter's favored terrain list. He is a master at hiding in that terrain, and while within that terrain, he can use the Stealth skill to hide, even while being observed. A character may take this advanced talent more than once, each time selecting a different terrain from the favored terrain list.

Rumormonger (Ex): A character with this talent can attempt to spread a rumor though the Global DataNet or by word of mouth by making a Bluff check. He can do so a number of times per week equal to his Charisma modifier (minimum 1). The base DC is 20, modified by the factors listed under the Bluff skill, and it takes a week for the rumor to propagate by word of mouth alone. If the Global DataNet is used, it will spread within 24 hours, and the rogue may add +1 to the Bluff check for every 5 ranks in the Hacking skill he possesses, if any. If the check succeeds, the rumor is practically accepted as fact by a majority of the populace (in the immediate neighborhood if spread by word of mouth, globally otherwise); succeeding by 5 or more over the DC decreases the time it takes the rumor to propagate by 1d4 days (or 1d12 hours if over the Global DataNet). A failed check means the rumor failed to gain

AGENT

traction, while failing by 5 or more causes the opposite of the rumor or some other competing theory involving the rumor's subject to take hold.

AGENT PATHS

The three paths provided for agents are the assassin, the infiltrator, and the smuggler. GMs and players can create new paths as they choose, or simply pick and choose talents regardless of the path with which they are associated.

ASSASSIN

The assassin is trained in wetworks and black ops, locating and eliminating targets swiftly and efficiently. Whether a government operative, a corporate asset, or a freelance hitman, the assassin and his talents provide a way to remove a troublesome individual from the playing field with minimal mess.

Role: Assassins are good at getting at targets before they are seen and heard, killing quickly, and getting away again without being discovered or captured. Sniper rifle, poison, or a knife between the ribs, whatever his preferred method, the assassin gets the job done.

Assassin Knacks: The following knacks are best suited for creating an assassin.

- **Abilities:** ambush tactics, crack shot, martial artist, poison use, sharpshooter, sneak attack, and sniper.
- **Feats:** Deceitful, Dodge, Greater Vital Strike, Improved Vital Strike, and Vital Strike.
- **Rogue Talents:** bleeding attack, fast getaway, powerful sneak, snap shot, sniper's eye, surprise attack, swift poison, underhanded, and weapon training.
- **Advanced Rogue Talents:** confounding blades, deadly sneak, hunter's surprise, stealthy sniper, and unwitting ally.

INFILTRATOR

The infiltrator excels in getting into and out of places he is not supposed to go. The infiltrator's training focuses on bypassing security. Through subterfuge or stealth, via the front door in disguise or the roof with climbing gear and an engram to bypass the locks and motion sensors, he will get where he needs to go. Once inside, the infiltrator can proceed to the mission at hand—absconding with data, conducting sabotage, or planting listening devices for further surveillance—and then leave with nary a trace.

Role: If you need access to something or someone, an infiltrator is who you hire to get in. They work best alone, or with others that share their skills. However, a good, noisy distraction by allies while he does his job never hurts.

Infiltrator Knacks: The following knacks are best suited for creating an infiltrator. Feats marked with an * are found in this book.

- **Abilities:** cyber spy and requisitions.
- **Feats:** Alertness, Deceitful, Dodge, Mobility, Physical Marvel*, and Skill Focus.
- **Rogue Talents:** convincing lie, expert leaper, fast picks, fast stealth, guileful polyglot, ledge walker, nimble climber, quick disguise, rope master and terrain mastery.
- **Advanced Rogue Talents:** hide in plain sight, and master of disguise.

SMUGGLER

Smugglers specialize in moving things illegally across borders. In this age, there are a lot more borders than there once were, and a lot more business in moving things illegally across them. Some smugglers specialize in ocean or airborne transport. Others operate on land, using a variety of vehicles, or even traveling on foot. Their employers don't care about method, so long as the cargo gets where it needs to go, unnoticed, undisturbed, and on time.

Role: If you need to get your team from place to place without being noticed, a smuggler can do the job. They're good at discretion, and quick with a bribe or a bluff when discretion isn't enough. If none of that works, they're another gun to help shoot your way out of trouble.

Smuggler Knacks: The following knacks are best suited for creating a smuggler.

- **Abilities:** classic misdirection, conceal contraband, and grease the wheels.
- **Feats:** Alertness, Deceitful, and Skill Focus.
- **Rogue Talents:** charmer, coax information, deft palm, getaway artist, honeyed words, and terrain master.
- **Advanced Rogue Talents:** getaway master and hide in plain sight.

CYBERMONK

For the cybermonk, cybernetics aren't simply useful technology or a way to gain an edge over opponents in combat. They follow teachings known as the Way of the Augmented Warrior. To them, cybernetic implantation is deeply philosophical, or perhaps even religious; it is a form of ascension to a new form of being. Cybermonks find ways to push their cyberware beyond standard limits, achieving amazing results and becoming living weapons. The performance of cybernetics within the body of a cybermonk reaches levels that could be described as paranormal.

Role: Cybermonks are masters of unconventional combat, using their cybernetics to overcome any resistance. They use their speed and combat skills to dance through a battlefield, providing aid anywhere it is needed.

Hit Die: d8.

CLASS SKILLS

The cybermonk's class skills are Acrobatics (Dex), Athletics (Str), Boating (Dex), Craft (Int), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (cybernetics) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Pilot (Dex), Profession (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the cybermonk.

Weapon and Armor Proficiency: Cybermonks are proficient with the AD pain whip*, SO dragonfly tessen*, SO manriki-gusari*, SO Miyamoto K-tana*, SO monowhip*, SO whirlwind butterfly swords*, and all pistols. Cybermonks are not proficient in any type of armor or shields. Cybermonks are considered proficient with any cybernetically installed weapons.

*These weapons can be used by a cybermonk to perform a flurry of blows.

DS Bonus: When unarmored and unencumbered, the cybermonk adds her Wisdom bonus (if any) to her Defense Score and her CMD. In addition, a cybermonk gains a +1 bonus to Defense Score and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to DS apply even against touch attacks or when the cybermonk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Chromed: At 1st level, a cybermonk gains Chromed as a bonus feat. This ability replaces the bonus feat at 1st level.

Flurry of Blows (Ex): At 1st level, a cybermonk can make a flurry of blows as a full-attack action. When making a flurry of blows, the cybermonk can make one additional attack at her highest base attack bonus. This additional attack stacks with any abilities or enhancements that provide bonus attacks, such as the quickness feature of

the push cyberware ability. When using this ability, the cybermonk can make these attacks with any combination of her unarmed strikes, any indicated weapons from the cybermonk proficiency list, and any cybernetic weapon grafts. She takes no penalty for using multiple weapons when making a flurry of blows, but she does not gain any additional attacks beyond what's already granted by the flurry for doing so. (She can still gain additional attacks from a high base attack bonus, from this ability, and from any abilities or enhancements that provide bonus attacks.)

At 11th level, a cybermonk can make an additional attack at her highest base attack bonus whenever she makes a flurry of blows. This stacks with the first attack from this ability as well as any other bonus attacks provided from other sources, including the quickness push cyberware ability.

A cybermonk applies her full Strength bonus to her damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A cybermonk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A cybermonk cannot use any weapon other than an unarmed strike or a designated weapon from the proficiency list as part of a flurry of blows.

Unarmed Strike: At 1st level, a cybermonk gains Improved Unarmed Strike as a bonus feat. A cybermonk's attacks may be with fist, elbows, head, knees, and feet. This means that a cybermonk may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a cybermonk striking unarmed. A cybermonk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. She can make this choice while grappling as well.

Usually a cybermonk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A cybermonk also deals more damage with her unarmed strikes than a normal person would, as shown above on Table 2:2: Cybermonk. The unarmed damage values listed on Table 2:2: Cybermonk is for Medium cybermonks. A Small cybermonk deals less damage than the amount given there with her unarmed attacks, while a Large cybermonk deals more damage; see Small or Large Cybermonk Unarmed Damage on Table 2:3:Small and Large Cybermonk Damage.
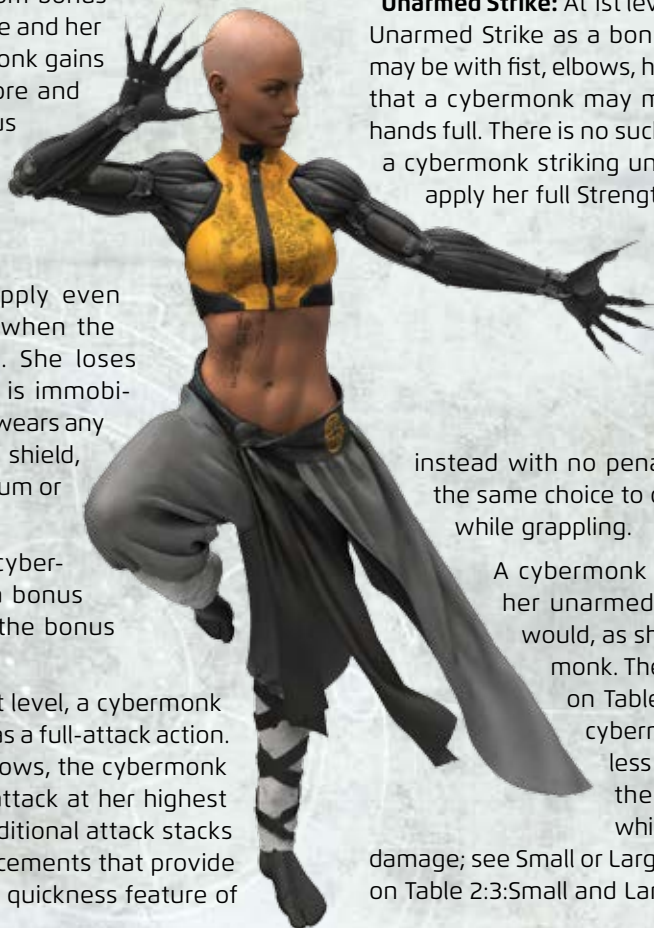
CYBERMONK

CYBERMONK

TABLE 2:2: CYBERMONK

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	UNARMED DAMAGE	DS BONUS	FAST MOVEMENT
1st	+1	+2	+2	+0	Chromed, flurry of blows (bonus attack), stunning fist, unarmed strike	1d6	+0	+0 ft.
2nd	+2	+3	+3	+0	Bonus feat, evasion	1d6	+0	+0 ft.
3rd	+3	+3	+3	+1	Fast movement, pain points	1d6	+0	+10 ft.
4th	+4	+4	+4	+1	Honed instincts +1, martial arts master, push cyberware, strain pool	1d8	+1	+10 ft.
5th	+5	+4	+4	+1	Extreme endurance (fatigue)	1d8	+1	+10 ft.
6th	+6/+1	+5	+5	+2	Bonus feat	1d8	+1	+20 ft.
7th	+7/+2	+5	+5	+2	Exploit weakness	1d8	+1	+20 ft.
8th	+8/+3	+6	+6	+2	Honed instincts +2, physical resistance 1	1d10	+2	+20 ft.
9th	+9/+4	+6	+6	+3	Improved evasion	1d10	+2	+30 ft.
10th	+10/+5	+7	+7	+3	Bonus feat, extreme endurance (exhaustion)	1d10	+2	+30 ft.
11th	+11/+6/+1	+7	+7	+3	Flurry of blows (bonus attack), physical resistance 2	1d10	+2	+30 ft.
12th	+12/+7/+2	+8	+8	+4	Bonus feat, honed instincts +3	2d6	+3	+40 ft.
13th	+13/+8/+3	+8	+8	+4	Defensive roll	2d6	+3	+40 ft.
14th	+14/+9/+4	+9	+9	+4	Bonus feat, physical resistance 3	2d6	+3	+40 ft.
15th	+15/+10/+5	+9	+9	+5	Extreme endurance (stun)	2d6	+3	+50 ft.
16th	+16/+11/+6/+1	+10	+10	+5	Honed instincts +4	2d8	+4	+50 ft.
17th	+17/+12/+7/+2	+10	+10	+5	Physical resistance 4	2d8	+4	+50 ft.
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat	2d8	+4	+60 ft.
19th	+19/+14/+9/+4	+11	+11	+6	Greater defensive roll	2d8	+4	+60 ft.
20th	+20/+15/+10/+5	+12	+12	+6	Honed instincts +5, perpetual overdrive, physical resistance 5	2d10	+5	+60 ft.

Bonus Feat: At 1st, 2nd, 6th, 10th, 12th, 14th and 18th levels, a cybermonk may select a bonus feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Scorpion Style, Throw Anything, and Traceur*. At 6th level, the following feats are added to the list: Gorgon's Fist, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, Mobility, and Traceur Master*. At 10th level, the following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack. A cybermonk need not have any of the prerequisites normally required for these feats to select them. Feats marked with an * are found in this book.

Stunning Fist (Ex): At 1st level, the cybermonk gains Stunning Fist as a bonus feat, even if she does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the cybermonk gains the ability to apply a new condition to the target of her Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, she can choose to make the target fatigued. At 8th level, she can make the target sickened for 1 minute. At 12th level, she can make the

target staggered for 1d6+1 rounds. At 16th level, she can permanently blind or deafen the target. At 20th level, she can paralyze the target for 1d6+1 rounds. The cybermonk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Evasion (Ex): At 2nd level or higher, a cybermonk can avoid damage from many area-effect attacks. If a cybermonk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a cybermonk is wearing light armor or no armor. A helpless cybermonk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a cybermonk gains an enhancement bonus to her land speed, as shown on Table: Cybermonk. A cybermonk in armor or carrying a medium or heavy load loses this extra speed.

Pain Points (Ex): At 3rd level, a cybermonk's advanced knowledge of humanoid anatomy grants a +1 bonus on

critical hit confirmation rolls and increases the DC of her stunning fist and quivering palm by 1.

Honed Instincts (Ex): Starting at 4th level, a cybermonk's instincts help get her out of the way when the lead starts flying. She gains a +1 dodge bonus to AC. This bonus increases by +1 for every four levels, to a maximum of +5 at 20th level.

Martial Arts Master (Ex): At 4th level, a cybermonk may use her cybermonk level to qualify for feats with a fighter level prerequisite when those feats are applied to unarmed strikes or the weapons with which a cybermonk is normally proficient (except pistols).

Strain Pool (Ex): At 4th level, a cybermonk gains a Strain Pool and the ability to use it to push her cyberware. Her Strain Pool is equal to one quarter of her remaining Strain (no remaining Strain means a base of 0), plus one point per cybermonk level. A cybermonk can use points from this pool to increase the function of existing cyberware, pushing it beyond its normal capabilities, giving the cybermonk access to levels of performance that verge on the mystical.

Push Cyberware (Ex): At 4th level, a cybermonk can push a particular piece of installed cyberware beyond its normal level of function, in order to grant herself additional abilities at the cost of more Strain. When a piece of cyberware is pushed, its Strain cost doubles, being paid out of the cybermonk's Strain Pool. Pushing cyberware in this manner can be done for a total number of rounds per day equal to 4 + her Constitution modifier plus an additional 2 rounds per class level. This is normally a swift action, unless noted on the list of abilities below. A cybermonk can push a maximum number of installed cyberware pieces equal to her class level, so long as she has enough points available in her strain pool to keep them active.

A cybermonk chooses two push powers at 4th level, and one every two levels thereafter, to 18th level. Push powers depend on certain types of cyberware in order to be used, and are chose from the following list.

Armor: This push adds a natural armor bonus, increasing the cybermonk's DR by 2. Associated cyberware: cyberlimbs, cyberskull, nanoweave organ system, skeletal reinforcement, subdermal armor, and trauma suppressor.

Boost Stat: This push provides an enhancement bonus of +4 to one stat, dependent upon the cyberware pushed. Associated cyberware: Strength: breaching system, chemical injector, cyberlimb, muscular improvement system, and skeletal reinforcement; Dexterity: cyberlimb, enhanced coordination system, reflex augmentation management processor, and stabilization system; Constitution: anti-toxin system, chemical injector, cyberlimb, cyberskull, emergency air supply enhancement, and nanoweave organ system; Intelligence: courier node, enhanced neural net, implanted skill module, and tactical computer; Wisdom: biofeedback, emotional resistance response system, and fight or flight system; Charisma: beautification treatment, and teaser pheromones.

Damage Field: This push creates a highly charged field in the cybermonk's body that damages opponents striking the cybermonk with melee, natural, or unarmed attacks. An attacker that successfully hits the cybermonk takes electricity damage, 1d6 +1 per cybermonk level (maximum 1d6+15). Associated cyberware: cyberlimb, emp shielding, enhanced neural net, and reflex augmentation management processor.

Deflection: This push grants a cybermonk a +2 dodge bonus to AC. At 8th level, and every 4 levels thereafter, the bonus granted by this push increases by 1, to a maximum of +5 at 16th level. Associated cyberware: amplified hearing, cybereyes, fight or flight system, integrated motion detection system, reflex augmentation management processor, stabilization system, and tactical computer.

Farsight: This push amplifies cybernetic vision, increasing clarity and improving ranged accuracy. Penalties for weapon range increments are reduced to –1. If the cybermonk is already fitted with the enhanced vision module, then use of this push doubles the ranged increments for ranged weapons. Associated cyberware: cybereyes, enhanced vision, and infra/ultra optics.

Healing: A cybermonk may use this push to allow her the ability to heal others. As a standard action, the push can be used to heal an adjacent target up to 2 hp of damage per cybermonk level. Depending on the cyberware pushed to enact this ability, it can work on either living targets or constructs (androids and cyborgs). Associated cyberware: cyber tools (constructs only), lifesaver system (living), and trauma suppressor (living).

Leap: When a cybermonk uses this push, she adds her level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. She always counts as having a running start when making jump checks using Acrobatics. In addition, a cybermonk can slow fall, as the monk ability, up to 20 feet plus 10 feet per two class levels (maximum 100 feet) while this push is active. Associated cyberwear: cyberlimb (leg), kangaroo system, and ligament enhancement.

Pummel: When a cybermonk uses this push, she sends out a blast in a cone, 5 feet per cybermonk level, that affects all creatures in the area. Make a bull rush attempt on each target within the area of effect. A target that has been successfully bull rushed must make a Reflex save (DC 10 + 1/2 your cybermonk level + Constitution modifier) or fall prone. If a bull rushed target's movement is blocked by a solid object, such as a wall or vehicle, it must make a Fortitude save or be staggered for one round. Associated

CYBERMONK

TABLE 2:3: SMALL AND LARGE CYBERMONK UNARMED DAMAGE

LEVEL	DAMAGE (SMALL CYBERMONK)	DAMAGE (LARGE CYBERMONK)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

cyberware: breaching system, cyberweapon, kangaroo system, and personal airbags.

Quickness: When a cybermonk uses this push, she increases her attack speed, allowing one extra attack at her highest base attack bonus during a full attack action. If the pushed cyberware is a weapon, then the full attack action to which the extra attack applies must be made with that weapon. Associated cyberware: cyberlimb, cyberweapon, enhanced coordination system, firearm (including automatic and heavy), reflex augmentation management processor, reflexive strike module, and tactical computer.

Smite: A cybermonk using this push increases adds a +2 bonus to all damage rolls for a round. Associated cyberware: breaching system, cyberlimb, cyberweapon, firearm (including automatic and heavy), and tactical computer.

Speed: Using this push, a cybermonk can increase her base speed by 30 feet, up to double her current speed. If ligament enhancement is the cyberware being pushed, then she gains the additional benefit of not losing her Dexterity bonus to AC while running. Associated cyberware: cyberlimb (legs), enhanced coordination system, ligament enhancement, and reflex augmentation management processor.

Succor: A cybermonk using this push can remove fatigue from a target, or stabilize and restore consciousness to a dying target. In the latter case, the target is considered staggered until its hit points are brought above 0. Associated cyberware: anti-toxin system, biofeedback, chemical injector, lifesaver system, trauma suppressor, and wellspring combat enhancement injector.

Wallwalker: Using this push, a cybermonk can enhance her ability to climb, rebound off, and vault over walls and other obstacles. While this push is in effect, a cybermonk can use the Climb skill to perform accelerated climbing without the −5 penalty. Additionally, the cybermonk does not need to move in a straight line during a charge action, and can move at up to a 90 degree angle and still make a charge attack. If gecko hands are the cyberware being pushed, add an additional 10 feet to your climb speed. Associated cyberware: cyberlimb (legs), gecko hands, kangaroo system, and stablization system.

Warrior's Gift: A cybermonk using this push chooses one combat feat. The cybermonk must meet any base attack bonus prerequisites of the feat, but can ignore any other requirements. She may use that feat for the duration of the push. Associated cyberware: emotional resistance response system, enhanced neural net, tactical computer, and wellspring combat enhancement injector.

Extreme Endurance (Ex): At 5th level, a cybermonk gains immunity to fatigue. At 11th level, she also gains immunity to exhaustion. At 16th level, she gains immunity to stunning. At 20th level, she gains immunity to death from massive damage, and can remain conscious and continue fighting even if her hit point total falls below 0. A cybermonk is still staggered at 0 hit points or lower and loses 1 hit point each round as normal.

Exploit Weakness (Ex): At 7th level, as a swift action, a cybermonk can observe a creature or object to find its weak point by making a Wisdom check and adding her cybermonk level against a DC of 10 + the object's hardness or the target's CR. If the check succeeds, the cybermonk gains a +2 bonus on attack rolls until the end of her turn, and any attacks she makes until the end of her turn ignore the creature or object's DR or hardness.

A cybermonk may instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saves and a dodge bonus to AC against that opponent equal to 1/2 her cybermonk level until the start of her next turn.

Physical Resistance (Ex): At 8th level, if a cybermonk suffers any effect that causes ability damage, ability drain, or temporary ability score penalties, the effect is reduced by 1 point. This reduction increases by 1 for every three levels beyond 8th (to a maximum reduction of 5 at 20th level).

Improved Evasion (Ex): At 9th level, a cybermonk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless cybermonk does not gain the benefit of improved evasion.

Defensive Roll (Ex): At 13th level, a cybermonk can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would

be reduced to 0 or fewer hit points by damage in combat, the cybermonk can attempt to roll with the damage. To use this ability, the cybermonk must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the cybermonk's evasion ability does not apply to the defensive roll. A cybermonk can use this ability one additional time per day per three levels beyond 13th (to a maximum of 3 times a day at 19th level).

Greater Defensive Roll (Ex): At 19th level, a cybermonk suffers no damage on a successful defensive roll, and only half damage if the Reflex saving throw fails.

Perpetual Overdrive (Ex): At 20th level, a cybermonk achieves perfect control over her cybernetic implants. A cybermonk chooses a number of implants she has, applying a push to each and paying the cost from her strain pool. These implants are now in perpetual overdrive, providing the chosen bonuses for as long as the cyberware continues to function or until the cybermonk suffers any sort of effect that lowers her strain pool (e.g. Constitution damage.) A cybermonk may deactivate perpetual overdrive on any particular pieces of installed cyberware in order to apply it to new implants or others not affected by the ability, but this takes one hour per piece of cyberware being switched out.

GEARHEAD

Automation dominates the world of *Interface Zero*. People travel in self-driving cars and ride in automated mass transit. Law enforcement drones patrol autonomously, their AIs able to direct them through standard operations without the need for operators. There are times when manual control is necessary, and when it is, there are people who are perfect for the job: gearheads. Drone jockeys become the mind behind the machine, guiding drones in delicate missions as if slipped into a second skin. Meanwhile, couriers take on the task of getting things from one place to another with speed and style, whether the package is encrypted data, contraband goods, or even a person. If a gearhead's toys—or anyone else's for that matter—are damaged on the job, they can also put them back together, possibly even while blindfolded.

Role: Gearheads know tech like no one else. Their mastery of the vehicle control interface makes them masters of machines. If you want expert drone cover or a fast, reliable ride, then you want a gearhead on your side.

Hit Die: d8.

CLASS SKILLS

The gearhead's class skills are Boating (Dex), Craft (Int), Disable Device (Dex), Drive (Dex), Hacking (Int), Knowledge (cybernetics) (Int), Knowledge (programming) (Int), Perception (Wis), Pilot (Dex), Profession (Wis), and Stealth (Dex).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the gearhead.

Weapon and Armor Proficiencies: A gearhead is proficient with all simple weapons (firearms), melee weapons, and personal armor, but not shields.

Drone/Vehicle: A gearhead starts with a vehicle or drone of his choice. The chosen drone or vehicle cannot cost more than 60,000 cryptodollars. The vehicle comes with any and all standard features. This ability only applies to a character starting at 1st level as a gearhead. A character multiclassing into gearhead does not receive a drone or vehicle.

Vehicle Control Interface: A gearhead starts with a vehicle control interface, or VCI for free. The VCI works in tandem with the gearhead's TAP, allowing her to translate thoughts of movement, reflex, and fine motor control to a drone. It functions as the standard piece of equipment, though the gearhead receives free upgrades as she gains levels. At 5th level, a gearhead receives a free

GEARHEAD

TABLE 2:4: GEARHEAD

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Drone/vehicle, vehicle control interface 1
2nd	+1	+0	+0	+3	Bonus feat, proficient technician
3rd	+2	+1	+1	+3	Jury-rig
4th	+3	+1	+1	+4	Honed instincts +1
5th	+3	+1	+1	+4	Hacking resistance +2, improved VCI control
6th	+4	+2	+2	+5	Bonus feat
7th	+5	+2	+2	+5	Accelerated drone control 1/Vehicle mastery 1
8th	+6/+1	+2	+2	+6	Honed instincts +2
9th	+6/+1	+3	+3	+6	Hacking resistance +4
10th	+7/+2	+3	+3	+7	Bonus feat
11th	+8/+3	+3	+3	+7	Accelerated drone control 2/Vehicle mastery 2
12th	+9/+4	+4	+4	+8	Honed instincts +3
13th	+9/+4	+4	+4	+8	Hacking resistance +4
14th	+10/+5	+4	+4	+9	Bonus feat
15th	+11/+6/+1	+5	+5	+9	Accelerated drone control 3/Vehicle mastery 3
16th	+12/+7/+2	+5	+5	+10	Honed instincts +4
17th	+12/+7/+2	+5	+5	+10	Hacking resistance +6
18th	+13/+8/+3	+6	+6	+11	Bonus feat
19th	+14/+9/+4	+6	+6	+11	Hacking resistance +8
20th	+15/+10/+5	+6	+6	+12	Capstone ability, honed instincts +5

upgrade to a VCI II. At 9th level, a drone jockey receives a free upgrade to a VCI III. If a drone jockey purchases an upgrade before receiving their free upgrade, then upgrade the VCI to the next upgrade available.

Bonus Feat: At 2nd level, and every four levels thereafter, a gearhead chooses a bonus feat. This feat can be chosen from one of the following: Drive-By*, Expert Driver*, Formation Driving*, Offensive Driver*, Pilot Golemmech*, Skilled Driver*, and Vehicular Combat*. Feats marked with an asterisk are found in this book.

Alternately, the gearhead develops a better feel for drone combat, learning techniques that allow for improved function of her drone. The gearhead may choose a bonus feat as a pilot mode feat. She does not need the prerequisites for this feat, so long as a drone she operates in pilot mode would qualify for the feat. Feats also qualify as pilot mode feats if the gearhead meets any mental ability prerequisites and the feat can feasibly be used by the drone he is piloting (Combat Expertise while piloting a Shogun Samurai, for example). The gearhead may use this feat while operating any drone in pilot mode that would qualify. (For example, a drone jockey with a Strength 10 could take the Power Attack feat as a pilot mode feat and apply the feat's benefits while piloting a Shogun Samurai, which has the prerequisite Strength for the feat.) The drone can also gain the use of the feat while in pilot mode if the gearhead has the necessary mental ability score prerequisites for the feat (Combat Expertise, for example). The gearhead can

also use a chosen feat herself without using the drone, so long as she meets the feat's prerequisites.

Proficient Technician: At 2nd level, a gearhead adds half her class level to all Craft skill check rolls made to repair or modify items. At 6th level, the gearhead can make such repairs or modifications in half the normal time without increasing the DC of the skill check. At 10th level, repairs are second nature to the gearhead. She can take 10 on Craft checks made to repair items even when under duress (such as combat).

Jury-rig: At 3rd level, a gearhead is adept at making do with whatever materials are at hand. He can effect repairs on a broken item or vehicle for one-fiftieth the item's price, or for free if he spends an hour scavenging parts (by making a successful DC 15 Survival check). These repairs will last for up to an hour per gearhead level. If someone other than the gearhead attempts to use the item, then treat the item as if it still had the broken condition, unless the gearhead spends a minute to instruct the person on how to work it before it is used. ("Jiggle this switch a few times first. Don't just push that button, hold it down for a second.")

Garage Doc: At 4th level, a gearhead can use the appropriate Craft skills to repair damage to androids and cyborgs with great proficiency. See the Craft skill description in the Skills section of this book. Use the treat deadly wounds mechanic from the Heal skill as per the rules there, but the gearhead can restore 2 hit points per level of the patient. The amount of hit points restored increases to 3 per level

TABLE 2:5: ACCELERATED DRONE CONTROL

MANEUVER	NORMAL	7TH LEVEL	11TH	15TH
Control drone in pilot mode	full-round action	standard action	move action	swift action
Switch to pilot mode from one drone to another	full-round action	standard action	move action	swift action
Send command to a single drone in basic mode	standard action	move action	swift action	free action
Send commands to two or more drones in basic	full round action	standard action	move action	free action

at 8th level, 4 points per level at 16th level, and reaches a maximum at 5 points per level at 20th level.

Honed Instincts: Starting at 4th level, a gearhead's instincts help get her out of the way when the lead starts flying. She gains a +1 dodge bonus to her Defense Score. This bonus increases by +1 for every four levels, to a maximum of +5 at 20th level.

Hacking Resistance: At 5th level, the gearhead is better able to defend against hackers attempting to usurp control or sabotage a drone or vehicle to which they are linked. Any drone in pilot mode or vehicle the gearhead is linked to via her VCI gains a +4 bonus to any saving throws made against any flash engrams or standard engrams. This bonus is also added to any DCs for Hacking checks against the drone or vehicle. These bonuses increase by +2 at levels 9th, 13th, 17th, and 19th.

Improved VCI Control: As a drone jockey increases in level, her efficiency with her VCI link increases. At 5th level, she gains a +1 on all attack rolls, initiative rolls, and Reflex saves when operating a drone in pilot mode or while driving a vehicle. This bonus increases by +1 every three gearhead levels, to a maximum of +5 at 17th level.

Accelerated Drone Control/Vehicle Mastery: At 7th level, a gearhead chooses whether to focus on improving her abilities with drone piloting or vehicles. She must choose one of the following abilities, which will improve at the indicated levels.

Accelerated Drone Control: At 7th level, and every four levels thereafter, up to 15th level, a gearhead can send commands to drones via her VCI with increasing alacrity. Consult the Accelerated Drone Control Table to see what type of action is needed at any given level to perform a particular maneuver.

Vehicle Mastery: At 7th level, and every four levels thereafter, up to 15th level, a gearhead's control over a linked vehicle increases. At 7th level, the gearhead can take 10 on any vehicle maneuver check, even in combat.

At 11th level, once per round, when the gearhead's vehicle is hit in combat, he may attempt the appropriate skill check (Boating, Drive, or Pilot) as an immediate action. If the skill check result is greater than the opponent's attack roll, then the damage from the attack is reduced to half. If the gearhead has the Vehicular Combat feat, then a successful skill check avoids all damage, and the vehicle only takes half damage if the skill check fails.

At 15th level, once per round, when making a skill check for any sort of vehicle maneuver, the gearhead may roll twice and take the higher of the two results.

Capstone Ability: At 20th level, the gearhead may choose one of the following abilities.

Ace: At 20th level, the gearhead is unmatched behind the wheel. She may make a skill check to avoid damage to her vehicle against any attack against it during a round, and she can take 20 on any one maneuver check in a round, even while in combat.

Twin Pilot Mode: At 20th level, a gearhead can split her VCI signal between two drones, operating them in pilot mode simultaneously. The commands she sends will be followed by both drones in the same fashion, even if those drones are focused on different targets. For example, if the gearhead wants a drone to move 30 feet and then attack an opponent, the twin signal will make the second drone do the exact same actions that round, though its target can be a completely different opponent.

GEARHEAD PATHS

Gearheads have two potential paths: the courier and the drone jockey. GMs and players can create new paths as they choose, or simply pick and choose talents regardless of the path with which they are associated.

COURIER

The best drivers on land, sea, or in the air are the couriers. These gearheads focus on using their training, natural abilities, and VCI interface to outfight, outmaneuver, and outrun opponents.

Role: If you need the fastest trip to your destination, a getaway driver, or want to come out of running battle in one piece, then you want a courier at the wheel.

GEARHEAD

GUNNER

Bonus Feats: The following feats are best suited for creating a courier: Drive-By*, Expert Driver*, Formation Driving*, Offensive Driver*, Pilot Golemmech*, Skilled Driver*, and Vehicular Combat*.

Feats marked with an * are found in this book.

Abilities: To create a courier character, choose the vehicle option at 1st level, vehicle mastery at 7th level, and the ace capstone at 20th level.

DRONE JOCKEY

A drone jockey is an expert at remotely operating drones of various types. Whether for surveillance, security, or combat, the drone jockey can jump in and take control of a drone directly, seeing through its camera eyes and wielding its weapons as if they were in her own hands.

Role: A drone jockey provides extra bodies, eyes, and guns in the field. She can have her drones take on risks so other members of the group don't carry the risk.

Bonus Feats: A drone jockey is best served taking pilot mode feats, which she can use while piloting a drone. The type of drone used determines the value of the feats taken. The following are examples of useful pilot mode feats based on drone type.

- **Surveillance drones:** Dodge, Mobility, Skill Focus (Perception), and Skill Focus (Stealth).
- **Melee combat drones:** Cleave, Improved Initiative, Power Attack, and Step Up.
- **Aerial combat drones:** Dodge, Mobility, Point-Blank Shot, and Shot on the Run.

Abilities: To create a drone jockey character, choose the drone option at 1st level, the accelerated drone control option at 7th level and the twin pilot mode capstone at 20th level.

GUNNER

There is always a market for those intimately familiar with violence. Sector cops are needed to control the rampant crime of the sprawl. Mega-Congloms form private armies gleaned from ex-military personnel. Private citizens in need of a bodyguard, muscle for a run, or even a kidnapping or assassination will pay well to one with the proper skills and training. Whether a common mercenary, no-nonsense bounty hunter, or officer of the law, the gunner is a staple in the world of *Interface Zero*.

Role: Gunners bring the muscle. No matter the mission, having a member of the team who can tear up the enemy in a firefight is always a good idea. A competent gunner will be able to assess the enemy and bring to bear whatever is necessary to take them down and get the team out alive. Tactics, toughness, and plenty of hardware make a gunner an essential part of the group.

Hit Die: d10.

CLASS SKILLS

The gunner's class skills are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Boating (Dex), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Drive (Dex), Intimidate (Cha), Knowledge (demolitions) (Int), Knowledge (engineering) (Int), Knowledge (geography), Knowledge (law), Knowledge (local), Linguistics (Int), Pilot (Dex), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the gunner.

Weapon and Armor Proficiencies: Gunners are proficient in simple weapons (firearms), martial weapons (heavy and missile launchers), melee weapons, personal armor, exo-armor, and shields.

Full Kit: A gunner is used to hoofing it with a full complement of gear. Treat his Strength as 2 higher when determining carrying capacity.

Gunner Knack: At the indicated levels, the gunner chooses the indicated number of options from the list of gunner knacks. This knack can be a special ability or a bonus combat feat. A gunner must meet any prerequisites listed to take a particular ability or feat. Players should choose knacks that help shape the path they want their gunner to follow as he progresses. (See the Gunner Paths section below.)

Armor Training: Starting at 3rd level, a gunner learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th,) these bonuses increase by +1.

Honed Instincts: Starting at 4th level, a gunner's instincts help get him out of the way when the lead starts flying. He gains a +1 dodge bonus to his Defense Score. This bonus
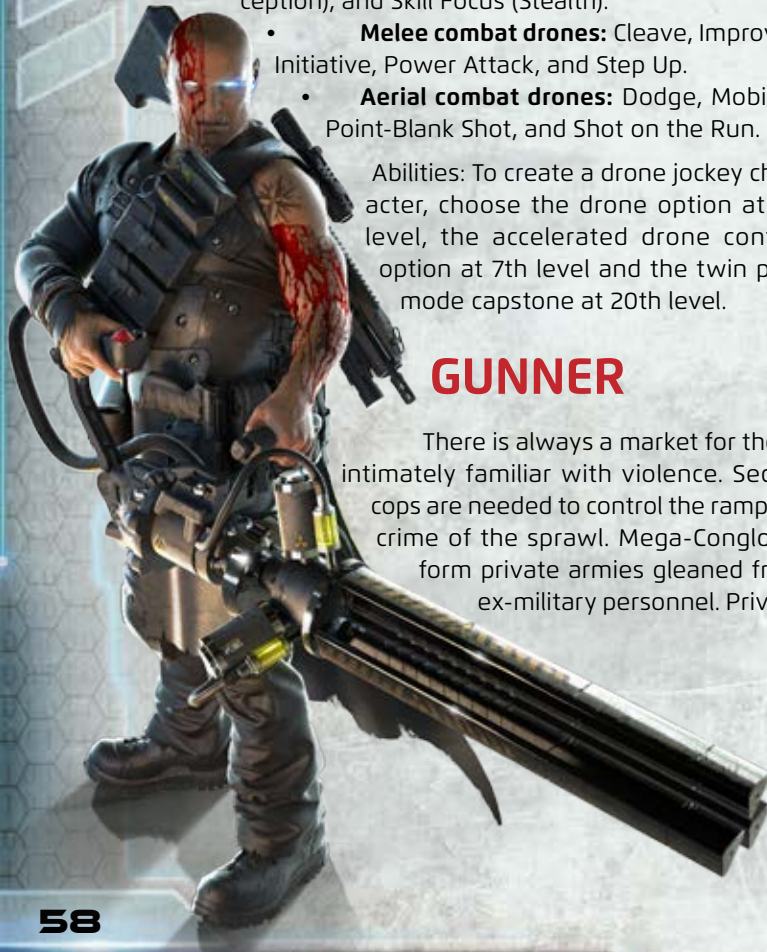
TABLE 2:5 : GUNNER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+0	Full kit, gunner knack
2nd	+2	+3	+0	+0	Gunner knacks (2)
3rd	+3	+3	+1	+1	Armor training 1
4th	+4	+4	+1	+1	Gunner knack, honed instincts +1
5th	+5	+4	+1	+1	Weapon training 1
6th	+6/+1	+5	+2	+2	Gunner knack
7th	+7/+2	+5	+2	+2	Armor training 2
8th	+8/+3	+6	+2	+2	Gunner knack, honed instincts +2
9th	+9/+4	+6	+3	+3	Weapon training 2
10th	+10/+5	+7	+3	+3	Gunner knack
11th	+11/+6/+1	+7	+3	+3	Armor training 3
12th	+12/+7/+2	+8	+4	+4	Gunner knack, honed instincts +3
13th	+13/+8/+3	+8	+4	+4	Weapon training 3
14th	+14/+9/+4	+9	+4	+4	Gunner knack
15th	+15/+10/+5	+9	+5	+5	Armor training 4
16th	+16/+11/+6/+1	+10	+5	+5	Gunner knack, honed instincts +4
17th	+17/+12/+7/+2	+10	+5	+5	Weapon training 4
18th	+18/+13/+8/+3	+11	+6	+6	Gunner knack
19th	+19/+14/+9/+4	+11	+6	+6	Armor Mastery
20th	+20/+15/+10/+5	+12	+6	+6	Capstone knack, Honed instincts +5

increases by +1 for every four levels, to a maximum of +5 at 20th level.

Weapon Training: Starting at 5th level, a gunner can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 on attack and damage rolls.

Every four levels thereafter (9th, 13th and 17th), a gunner becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a gunner reaches 9th level, he receives a +1 bonus on attack and damage rolls with a new weapon group, and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups. A bounty hunter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the bounty hunter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined as follows (GMs may add other weapons to these groups, or create entirely new groups):

Blunt: BKI Shotfist, RS security truncheon, SO manriki-gu-sari, unarmed strike, WT Shillelagh Havoc Stick

Close: AoG Armaments Exo-Claw, BKI kite shield, BKI Shot-fist, BKI Swordgun, RS Jointlock stun gloves, UP Duke McCoy combat knife, unarmed strike, WT lacerator knife.

Energy: AGA BC1 beam carbine, AGA BSR 1 beam sniper rifle, AGA MR1 maser rifle, AGA PL-1 pulse laser pistol, AGA PLR pulse laser rifle, AGA PMG-1 pulse machine gun, AGA X-4 particle beam rifle, particle beam cannon, SR Cyclone EMP gun.

Enforcement: Black Knight "Xbow" bolt thrower, Mar-sworks "Javelin" coil bolt thrower, Ravenlocke Securities riot gel gun, Ravenlocke jointlock stun gloves, Ravenlocke security truncheon, Sentinel Rock cyclone EMP gun, Sen-tinel Rock gyroc pistol, Sentinel Rock gyroc rifle, Sentinel Rock retiarius net launcher, and Wasteland Traders shille-lagh havoc stick.

Heavy: AGA Arbalest 120mm heavy ML, AGA Annihilator personal rail cannon, AGA Damnation, AGA Mjolnir AMR, AGA Purge , AGA-RG30 Enforcer railgun, AGA "Thumper", AGA Vindicator rail cannon, AS Foley Arms TAW 2022, BK Liberator minigun, BK Maverick light auto cannon, "Bessy" .50 heavy machine gun, Pyro-Hydra 4 Tube 50mm ML, RPG-17 rocket propelled grenade, WT MG-762m 7.62mm.

Cybermonk: AD pain whip, SO dragonfly tessen, SO manri-ki-gusari, SO Miyamoto K-tana, SO monowhip, SO whirlwind butterfly swords, unarmed strike.

GUNNER

GUNNER

Natural: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing, including cyberweapons.

Pistols: AGA Black Knight Limited, AGA Cyberchromium Rat .75, AGA Thunderbolt, AS Foley Arms TAW 2022, AS Foley Arms Watchdog, HT HT-9 holdout pistol, PD Saturday Night Sprawl Special, SC Urchin pistol, SR 12.7mm Gyroc pistol, SR Street Talker 6mm, UP Columbus twin-barrel, WT long barrel

Rifles: AGA-12 MAW, AS Foley Arms TAW 2022, BKI BK-616, BKI Amphibious Rifle, BK "XBow" Bolt Thrower, MW "Javelin" Coil Bolt Thrower, SC Assassin's Rifle, SR 12.7mm Gyroc Rifle, UP Punk3D Rifle, Tarantula Hunting Rifle, WT Pneumatic Dart Rifle

Shotguns: AGA Thunder, AS Foley Arms TAW 2022, BKI Tiger Claw, RS Riot Gel Gun, WT BD-4DY 12g

Submachine guns: Mosquito Storm, RS P9D, UP Gutter Punk, WT Wanderer

Thrown: SO dragonfly tessen, UP Duke McCoy combat knife, UP Ironfang spring-blade, WT lacerator knife.

Armor Mastery: At 19th level, a gunner gains an extra DR 4/— whenever he is wearing armor or using a shield.

GUNNER KNACKS

Battle Insight: As a swift action, a gunner can grant his Intelligence modifier as an insight bonus on the attack rolls made by a single ally who can see or hear the gunner. That ally gains the bonus until the end of the gunner's next turn. The gunner can use this ability a number of times a day equal to 3 + his Intelligence modifier.

Camouflage: The gunner can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant

TABLE 2:6: FAVORED ENEMIES

TYPE (SUBTYPE)
Aberration
Agent
Animal (cyborg)
Animal (synthetic)
Construct
Ganger
Grifter
Hacker
Humanoid (android)
Humanoid (cyborg)
Humanoid (human)
Humanoid (hybrid)
Humanoid (simulacra)
Smuggler
Street Rat

cover or concealment. A gunner must have the favored terrain ability and be at least 8th level to select this ability.

Close Control: The gunner becomes skilled at forcefully moving his opponent around. The gunner gains a +1 bonus on bull rush, drag, and reposition combat maneuver checks. The gunner also gains a +1 bonus to CMD when attacked with the bull rush, drag, and reposition maneuvers. These bonuses increase by +1 for every four levels after 2nd (to a maximum of +5). This bonus also applies to the DC of any Escape Artist attempts made to escape any restraints you place on opponents.

Cooperative Combatant: When a gunner uses the aid another special attack, he may affect one additional ally per point of his Intelligence modifier. For each ally that a gunner aids, he can pick whether to grant that ally the +2 bonus on its next attack or the +2 bonus to AC against the opponent's next attack on that ally, and can grant different allies different bonuses.

Evasion: The gunner can avoid attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the gunner is wearing personal armor or no armor. A helpless gunner does not gain the benefit of evasion. A gunner must be at least 8th level to select this ability.

Favored Enemy: The gunner selects a type from the favored enemies table. This may be a particular race and subtype, such as androids, or a particular type of person, such as gangers. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A gunner may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the gunner may select an additional favored bounty. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2. Alternately, a gunner can choose to focus on a more specific subset of enemy. If a gunner chooses a focused enemy, then he gains a +4 bonus against them, but only a +1 bonus against others of the larger group. For example, he may choose to focus not simply on gangers, but on the South Side Stormtroopers in particular. Against those particular gangers, the gunner's bonus is +4, but only +1 against gangers from other gangs.

The favored enemies are divided by both physiology and culture. If a specific creature falls into more than one category of favored bounty, the bounty hunter's bonuses do not stack; he simply uses whichever bonus is higher.

TABLE 2:7: FAVORED TERRAIN

FAVORED TERRAINS
Cold (ice, glaciers, snow, tundra)
Desert (sand, scrub land, wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Offworld (asteroids, planets, space stations)
Plains (grasslands, steppes, veldt)
Swamp (marshes, wetlands)
Underground (caves, subterranean facilities)
Urban (buildings, streets, sewers, sprawl)
Water (both above and below the surface)

Favored Terrain: At 3rd level, a gunner may select a type of terrain from the Favored Terrains table. The gunner gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A gunner traveling through her favored terrain adds half his class level to any DCs to be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the gunner may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the gunner's bonuses do not stack; he simply uses whichever bonus is higher.

Hunter's Bond: A gunner gains the ability to share his expertise with his companions. This allows the gunner to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the bounty hunter's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Hunter's Tricks: Hunter's tricks typically grant a boon or bonus to the gunner or a nearby ally. The gunner learns one trick, selected from the list below, at the level he chooses this knack. Every two levels thereafter, he learns another trick. A gunner can use these tricks a total number of times per day equal to 1/2 his gunner level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can't be retrained. A gunner cannot select an individual trick more than once. A gunner must be at least 6th level to select this ability.

The following is a list of hunter's tricks and their effects.

Aiding Attack: The gunner can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the gunner's next turn gains a +2 circumstance bonus on that attack roll.

Bolster Ally: The gunner can use this trick as an immediate action when an ally is hit with an attack or a combat maneuver. The ally's AC and combat maneuver defense increase by +4 for the purposes of that attack. If the attack still hits, the ally only takes half damage (if any). The ally must be able to see or hear the gunner to benefit from this trick.

Catfall: The gunner can use this trick as an immediate action when he falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage. If the gunner takes no damage from the fall, he does not fall prone.

Defensive Gun Stance: The gunner can use this trick as a swift action. Until the start of his next turn, his ranged attacks do not provoke attacks of opportunity.

Deft Stand: The gunner can spend a move action to stand up without provoking attacks of opportunity.

Distracting Attack: The gunner can use this trick as a free action before he makes an attack. If the attack hits, the target takes a −2 penalty on all attack rolls for 1 round.

Expert Advice: As a swift action, the gunner can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The gunner must have at least one rank in the chosen skill. This bonus lasts for 1 round.

Follow Me!: The gunner can use this trick as an immediate action when an ally moves. When the ally moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The ally must end this movement in a square adjacent to the bounty hunter. The ally must be able to see and hear the gunner to take this movement.

Hateful Attack: The gunner can use this trick as a free action when he makes an attack against one of his favored enemies. The gunner doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

Hobbling Attack: The gunner can use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds. Multiple uses of this ability do not decrease the target's speed any further, but do increase the duration, to a maximum of 4 rounds.

GUNNER

Hunter's Step: The gunner can move up to twice his speed as a move action. The gunner does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

Quick Climb: The gunner can climb at his full speed as a move action without penalty.

Quick Swim: The gunner can swim at his full speed as a move action without penalty.

Rattling Strike: The gunner can use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

Reckless Leap: As a free action, the gunner can attempt a jump as if he had a running start, without moving at least 10 feet before the jump.

Second Chance Strike : When he misses with a melee attack, the gunner may reroll his attack at a –5 penalty. Using this ability is an immediate action.

Skill Sage : As a free action, the gunner can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

Stalker's Senses: As an immediate action, the gunner gains a +10 insight bonus on Perception checks for 1 round.

Sucker Punch: The gunner can use this trick as a swift action, allowing an ally to make one melee attack against an adjacent creature as an immediate action. The ally must be able to see and hear the bounty hunter to make this attack.

Surprise Shift: The gunner can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Trick Shot: As a standard action, the gunner can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

Upending Strike: The gunner can use this trick as a free action just before he makes a melee attack. If the attack hits, he may make a free trip combat maneuver against the target.

Vengeance Strike: The gunner can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The gunner can make a single melee attack at his highest base attack bonus against the opponent who attacked his ally.

Improved Evasion: The gunner's evasion improves. This ability works like evasion, except that, while the gunner still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless gunner does not gain the benefit of improved evasion. A gunner must have evasion ability and be at least 14th level to select this ability.

Improved Quarry: The gunner's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. The bonus to Bluff, Diplomacy, or Intimidate rolls used to gather information or convince someone to aid him in finding his quarry increases to +8. His insight bonus to attack his quarry increases to +4. If his quarry is killed, he can select a new one after 10 minutes have passed. A gunner must be at least 14th level to select this ability.

Mobile Gunner: The gunner becomes skilled at firing ranged weapons while in a vehicle. He only takes a –2 penalty on attack rolls with ranged weapons if the vehicle he occupies takes a double move. This penalty increases to –4 during a triple move. A gunner must be at least 4th level to select this ability.

Move Along!: A gunner gains a +5 competence bonus to Diplomacy and Intimidate checks made to direct crowds. Additionally, a gunner can make the Diplomacy check as a standard action rather than a full-round action.

Quarry: A gunner can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a bounty hunter can take 10 on his Survival skill checks while moving at normal speed, without penalty. Any Bluff, Diplomacy, or Intimidate rolls used to gather information or convince someone to aid him in finding his quarry gain a + 4 bonus. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A gunner can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the gunner sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour. A gunner must be at least 10th level to select this ability.

Secure the Prisoner: A gunner adds half his class level to the DC of Escape Artist checks against any restraints he places on a target.

Shadow Target: A gunner learns to track a target through urban areas, by keeping visual contact on the subject and following without being seen as well as using tracers to "ping" a target's TAP, following by tracking interactions between the target's TAP and hyper reality devices as well as DataNet connectivity.

Using the first method is a Bluff check opposed by a Perception check by the target. If the gunner beats his target on the opposed roll, then the target is unaware it is being followed. This opposed roll is repeated each time there is a change of route or venue (the target turns onto a different street and the gunner follows, or the target leaves the street and enters a building with the gunner following).

The second method requires a Knowledge (local) check by the gunner to identify the target by its TAP signature. If this roll is successful, then the gunner continues to make Knowledge (local checks) to track the target's movements and location, or alternately the gunner can activate a tracker engram to follow the target instead (using the engram's Knowledge (local) score in place of the gunner's score to do so).

Sub Rosa: A gunner learns how to subtly probe for leads when attempting to locate his quarry. He adds +2 to any Bluff, Diplomacy, or Intimidate rolls used to gather information or convince someone to aid him in finding a target.

Swift Tracker: The gunner can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking. A gunner must be at least 8th level to select this ability.

Tactical Awareness: The gunner gains a +1 bonus on initiative checks. This bonus increases by +1 for every four levels thereafter, to a maximum of +5. For example, if the gunner takes this knack at 2nd level, the bonus increases to +2 at 6th level, +3 at 10th, and so on.

Take 'Em Alive: When a gunner makes an attack with a melee weapon, pistol, or rifle that would do enough damage to render the target dead or dying, he may choose to inflict nonlethal damage instead. A gunner must be at least 6th level to select this ability.

Track: A gunner adds half his class level (minimum 1) to Survival checks made to follow tracks.

Capstone Knack: At 20th level, a gunner chooses one of the following knacks.

Master Hunter: A gunner of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a favored enemy at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the gunner's level + the gunner's Wisdom modifier. A gunner can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A gunner can use this ability once per day against each favored enemy type he possesses, but not against the same creature more than once in a 24-hour period.

Weapon Mastery: At 20th level, a gunner chooses one weapon. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (x2 becomes x3, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

GUNNER PATHS

The three provided paths for gunners are the bounty hunter, mercenary, and the sector cop. GMs and players can create new paths as they choose, or simply pick and choose talents regardless of the path with which they are associated.

BOUNTY HUNTER

Bounty hunters are guns for hire, tasked with the retrieval or elimination of specific targets. Whether criminals attempting to skip the country—or even the planet—or individuals that a government or Mega-Conglom wants returned, dead or alive, the bounty hunter is the person for the job. His skill set allows him to track his quarry, and his combat training allows him to take the quarry down once he's found it.

Role: Bounty hunters are useful to have around when someone needs to be found, no matter where. They can also hold their own in a fight, using their trained techniques to quickly take down the foe, dead or alive.

Bounty Hunter Knacks: The following knacks are best suited for creating a bounty hunter.

- **Abilities:** camouflage, evasion, favored enemy, favored terrain, hide in plain sight, hunter's bond, hunter's tricks, improved evasion, improved quarry, quarry, sub rosa, swift tracker, take 'em alive, track, and the master hunter capstone.
- **Feats:** Agile Maneuvers, Combat Expertise, Combat Reflexes, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Martial Weapons Proficiency (special), Stand Still, Step Up, Weapon Focus, Weapon Specialization.

MERCENARY

The battlefield in 2090 is more fearsome than ever. Soldiers wage war on a battlefield where giant golemmechs spread devastation, thought-controlled drones can strike from land, air, or sea, and hackers and viruses play real-time roles in combat maneuvers. The soldiers that come back alive from engagements in this day and age are some of the toughest people walking, and some of the most in demand for paid mercenary work. Not all wars are fought on open battlefields, but they all need experienced warriors.

Role: Combat training, battlefield experience, and conditioned to follow orders. You can't ask for a better combination when you need some serious muscle on your team. If you need a golemmech pilot, or someone who can handle a missile launcher, then a mercenary is your best bet.

GUNNER

Mercenary Knacks: The following knacks are best suited for creating a mercenary.

- **Abilities:** battle insight, cooperative combatant, tactical awareness, tactician, and the weapon mastery capstone.
- **Feats:** Armor Proficiency (military)*, Armor Proficiency (power)*, Greater Called Shot*, Improved Called Shot*, Martial Weapon Proficiency (energy)*, Martial Weapon Proficiency (flamethrower)*, Martial Weapons Proficiency (special)*, Pilot Golemmech*, Weapon Focus, and Weapon Specialization.

*Feats marked with an asterisk are found in this book.

SECTOR COP

Sector cops have the taxing and dangerous job of enforcing law in the sprawl, a hostile environment that actively dissuades such behavior. Sector cops are hated and feared by the local populace, and not without reason. These men and women have targets on them during working hours. Sector cops respond to potential threats with quick, decisive, and often lethal action. Add to that many sector cops are as bad as the criminals they oppose, and one can understand why no benefit of the doubt is given. Still, there are those who strive to do their duty and uphold the law in a manner befitting their motto: "To Protect and Serve."

Role: Sector cops know the streets as well as any ganger, and bring along a whole lot of firepower to boot. They know how to function under pressure in an organized, professional fashion. That sort of discipline under fire can be a boon to any team.

Sector Cop Knacks: The following knacks are best suited for creating a sector cop.

- **Abilities:** close control, move along!, no escape, and serve and protect.
- **Feats:** Combat Expertise, Combat Reflexes, Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Improved Grapple, Kill-Box Commando*, Martial Weapon Proficiency (special)*, Quick Draw, Step Up, Stunning Fist, Suppression Fire Expert*, and Suppression Fire Master*, and Wide Suppression Fire*

*Feats marked with an asterisk are found in this book.

HACKER

The art and science of hacking has existed for just over a century. While the digital world is now more advanced then ever, the old lessons from the pioneers at the birth of the information age still hold true; all systems have exploits that can be used to your advantage if you can find them. The hacker is a force to be respected in an age where everything is wireless, and nearly everything and everyone is connected to the Global DataNet. Some hackers specialize in manipulating hyper reality. Others delve into networks, cracking security to sabotage systems or steal data. Some excel at manipulating data and TAPs, effectively hacking people to get what they want. Hackers are a keystone in the foundation of any successful group. From the local biker gang to mega-conglomerates, and even law enforcement and military, hackers see more demand for their talents than ever.

Role: Hackers access and manipulate information, whether the owner of that information wants it accessed and manipulated or not. The Global DataNet is their playground and battlefield. They use their engrams to disable security, deflect countermeasures, and obtain what they need to help themselves, their companions, and their employers.

Hit Die: d6.

CLASS SKILLS

The hacker's class skills are Bluff (Cha), Boating (Dex), Craft (Int), Disguise (Cha), Drive (Dex), Hacking (Int), Knowledge (any) (Int), Perception (Wis), Pilot (Dex), Profession (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 4+ Int modifier.

CLASS FEATURES

The following are the class features of the hacker.

Weapons and Armor Proficiency: Hackers are proficient with simple weapons (firearms) and personal armor, but not shields. They are also considered proficient with any weapons and armor designed for their avatar when in Virtual Reality.

Flash Engrams: A hacker learns to integrate his own neural pathways as extensions of his TAP, effectively providing more

TABLE 2:8 : HACKER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	FLASH ENGRAMS PER DAY			
						1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Flash engrams, hacking,	1	—	—	—
2nd	+1	+0	+0	+3	Bonus feat, natural born liar	2	—	—	—
3rd	+1	+1	+1	+3	Quick hacking	2	—	—	—
4th	+2	+1	+1	+4	Honed instincts +1	3	1	—	—
5th	+2	+1	+1	+4	TAP customization	3	2	—	—
6th	+3	+2	+2	+5	Bonus feat	4	2	—	—
7th	+3	+2	+2	+5	Enhanced engram programming	4	3	1	—
8th	+4	+2	+2	+6	Honed instincts +2	4	4	1	—
9th	+4	+3	+3	+6	TAP customization	5	4	2	—
10th	+5	+3	+3	+7	Bonus feat	5	4	3	1
11th	+5	+3	+3	+7	Enhanced engram programming 2	5	4	3	2
12th	+6/+1	+4	+4	+8	Honed instincts +3	5	4	4	2
13th	+6/+1	+4	+4	+8	TAP customization	5	5	4	2
14th	+7/+2	+4	+4	+9	Bonus feat	5	5	4	3
15th	+7/+2	+5	+5	+9	Enhanced engram programming 3	5	5	4	3
16th	+8/+3	+5	+5	+10	Honed instincts +4	5	5	4	4
17th	+8/+3	+5	+5	+10	TAP customization	5	5	4	4
18th	+9/+4	+6	+6	+11	Bonus feat	5	5	5	4
19th	+9/+4	+6	+6	+11	Enhanced engram programming 4	5	5	5	4
20th	+10/+5	+6	+6	+12	Capstone, honed instincts +5	5	5	5	5

TABLE 2:9: FLASH ENGRAMS PREPARED

LEVEL	0	1ST	2ND	3RD	4TH
1st	4	2	—	—	—
2nd	5	3	—	—	—
3rd	6	4	—	—	—
4th	6	4	2	—	—
5th	6	4	3	—	—
6th	6	4	4	—	—
7th	6	5	4	2	—
8th	6	5	4	3	—
9th	6	5	4	4	—
10th	6	5	5	4	2
11th	6	6	5	4	3
12th	6	6	5	4	4
13th	6	6	5	5	4
14th	6	6	6	5	4
15th	6	6	6	5	4
16th	6	6	6	5	5
17th	6	6	6	6	5
18th	6	6	6	6	5
19th	6	6	6	6	5
20th	6	6	6	6	6

data storage and processing capability. One product of this improvement is the ability to create and use flash engrams. Flash engrams put a wide variety of programming at the hacker's command. Preparing and using flash engrams takes a great amount of focus and energy, and thus their use is limited, growing as the hacker builds his neural pathways and increases his mental stamina as he

HACKER

gains experience. A hacker must take 1 hour in order to prepare and load his flash engrams. This cannot be done if the hacker is fatigued or exhausted.

A hacker prepares his flash engrams ahead of time, and can activate any flash engram he has prepared, consuming an engram slot of the appropriate level, assuming he has not used up his engram slots per day for that level. 0 level flash engrams are activated like other flash engrams, but do not consume engram slots.

A hacker begins play knowing all 0-level flash engrams plus three 1st-level engrams of his choice. The hacker also selects a number of additional 1st-level flash engrams equal to his Intelligence modifier to know. At each new hacker level, he gains two new flash engrams of any level or levels that he can use (based on his new hacker level). A hacker can also learn new flash engrams from other hackers (typically for payment, or in return for a debt owed) or from those stored in data devices. Flash Engram Descriptions are found in the Hacking section of the Setting Rules chapter on page 164.

Hacking: The hacker's main asset is the ability to hack into anything connected to the Global DataNet, whether it be a security camera or secure website, door lock or database, telecommunications hub or TAP. If it's online, the hacker can attempt to manipulate it.

The first way a hacker can use this ability is through the Hacking skill. Much like Disable Device can be used to bypass a lock, Hacking can be used to override certain systems. A hacker gains a bonus to his Hacking skill equal to half his hacker level (minimum +1). The hacker makes a Hacking skill check against the DC of the item's firewall. The amount of time this takes is dependent upon the complexity of the target's defenses. A simple (DC 20) target, like a TAP-activated security door, would take a single round to bypass (with the hacker taking a full-round action). Something more secure, like a vault door, would take 2d4 rounds. If the hacker was interrupted during the process, he would have to start again, taking another 2d4 rounds to complete the task.

Bonus Feat: At levels 2nd, 6th, 10th, 14th, and 18th, a hacker receives a bonus feat, in addition to those gained from normal advancement. These bonus feats must be selected from those listed as hacker feats.

Natural Born Liar: With all the illegal dealings of the trade, a hacker becomes adept at falsehoods. At 2nd level, when a hacker successfully deceives a creature with a Bluff, that person takes a −2 penalty on Sense Motive checks to oppose the hacker's Bluff checks for the next 24 hours. This ability does not stack with itself.

Quick Hacking: At 3rd level, the time it takes a hacker to hack Hyper Reality objects is reduced when he exceeds

the DC required to hack the object. For every 5 by which the hacker's check exceeds the DC, the time needed to perform the hack is reduced by 1d4 rounds, to a minimum of 1 round.

Honed Instincts (Ex): Starting at 4th level, a hacker's instincts help get him out of the way when the lead starts flying. He gains a +1 dodge bonus to AC. This bonus increases by +1 for every four levels, to a maximum of +5 at 20th level.

TAP Customization: At 5th level, and every four levels thereafter, a hacker receives a customization to his TAP that allows it to go beyond normal performance limits. The hacker can choose from one of the following: viral protection (increase maximum firewall rating by 1), memory expansion (increase AMS by 1), signal boost (the hacker's Intelligence modifier is treated as if 1 higher for purposes of determining his TAP's maximum range), or integrity upgrade (+1 to neural toughness).

Enhanced Engram Programming: At 7th level, any standard engrams (as described in the Hacking section, not to be confused with flash engrams) the hacker creates on the fly will last him longer than usual. If the hacker succeeds at his Knowledge (programming) roll to program an engram on the fly, the engram will function for 1d10 rounds plus 1 round for every point the skill check exceeds the creation DC, plus a number of additional rounds equal to his hacker level.

- At 11th level, any engrams created on the fly add an additional 2d10 rounds to their duration.
- At 15th level, the duration of any engrams created on the fly by the hacker is measured in minutes rather than rounds.
- At 19th level, the duration of any engrams created on the fly by the hacker is measured in hours rather than minutes. Also, the hacker can create stable engrams in 2d6 hours, rather than the standard 24 hours necessary to do so.

Capstone: At 20th level, a hacker chooses a capstone ability from one of the options listed below.

Code Cracker: The hacker becomes a master of the machine, able to bypass security, defeat countermeasures, and manipulate data without peer. When using flash engrams against hyper objects, networks, and other non-living targets, treat the hacker's level as two levels higher for purposes of duration and effects of flash engrams (even if this exceeds the flash engram's normal maximums) and the DCs of any saving throws against those flash engrams increases by 2.

Puppet Master: The hacker is unequaled in his ability to manipulate TAPs and use them to affect their owners. When using flash engrams against TAPs and their owners, treat the hacker's level as two levels higher for purposes of

duration and effects of flash engrams (even if this exceeds the flash engram's normal maximums) and the DCs of any saving throws against those flash engrams increases by 2.

HACKER PATHS

The two paths provided for hackers are the the grifter and the operator. GMs and players can create new paths as they choose, or simply pick and choose feats and abilities regardless of the path with which they are associated.

GRIFTER

The grifter combines social savvy with a talent for manipulating appearances and data to deceive and manipulate targets. Some use their talents to gain wealth from swindled victims. Others have more complicated goals in mind, using their abilities to manipulate corporate or government politics to achieve their ends.

Role: A grifter can allay suspicions your group might normally arouse using fast-talk combined with manipulated data to back up his story. The grifter is an expert at getting people to see things his way, keeping them wrapped in data illusions and lies long enough for a team to achieve its objectives.

Grifter Abilities: The following abilities are best suited for creating a grifter. Feats marked with an * are found in this book.

Feats: Deceitful, Extend Flash Engram*, Heighten Flash Engram*, and Improved Cyber Initiative*.

OPERATOR

The operator focuses on manipulating hyper reality and data systems. He uses his talents to take control of or eliminate computerized equipment in order to accomplish his mission. Getting into and out of spaces, both physical and virtual, is a specialty.

Role: An operator gives your team unparalleled battlefield control. Whether knocking out security systems, opening doors, or cracking security on a data store you've been hired to retrieve, an operator ensures you have the technical edge to get the job done.

Operator Abilities: The following abilities are best suited for creating an operator. Feats marked with an * are found in this book.

Feats: Boost Flash Engram*, Empower Flash Engram*, Improved Cyber Initiative*, Maximize Flash Engram*, and Widen Flash Engram*. disciplines best suited to achieve their goals.

Flash Engrams: Operators find flash engrams from the Overwrite, Scanning, and Virus disciplines best compliment their talents.

IDOL

Idols are the celebrities of the late 21st century. Many idols are the end result of well-executed viral campaigns waged by the entertainment industry. Careful manipulation of the market and focus group testing allow an individual to be rocketed into stardom nearly overnight, using the Global DataNet to achieve maximum exposure. Then they play the market and milk the financial success until the idol falls and another star is raised to take their place. In some instances an idol manages this without industry backing, often waging a campaign highlighting their independence from corporate backing and touting their indie status to boost their street cred. Musicians, vid stars, reality show winners, artists, and comedians are just some of the people propelled into this class by light-speed exposure, calculated marketing, and social network savvy.

Role: Idols are larger than life. They are constantly marketing themselves, or at least the social construct they present as themselves on the Global DataNet. Fame is a rare and useful commodity, and an idol knows how to put it to use. Having an idol on the team means having an unorthodox but successful method of getting things done and getting people to do what you want.

Hit Die: d8.

CLASS SKILLS

The idol's class skills are Acrobatics (Dex), Appraise (Int), Athletics (Str), Bluff (Cha), Boating (Dex), Craft (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Pilot (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Points per Level: 6 + Int modifier.

IDOL

67

IDOL

TABLE 2:10: IDOL

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+2	+2	Celebrity, perks, famous, who you know
2nd	+1	+0	+3	+3	Well-connected +2
3rd	+2	+1	+3	+3	Bonus Zero point
4th	+3	+1	+4	+4	Command performance (fascinate), honed instincts +1, perk
5th	+3	+1	+4	+4	Spin doctor 1
6th	+4	+2	+5	+5	Well-connected +4
7th	+5	+2	+5	+5	Bonus Zero point, perk
8th	+6/+1	+2	+6	+6	Command performance (gather crowd), honed instincts +2
9th	+6/+1	+3	+6	+6	Spin doctor 2
10th	+7/+2	+3	+7	+7	Jack of all trades, perks, well-connected +6
11th	+8/+3	+3	+7	+7	Bonus Zero point
12th	+9/+4	+4	+8	+8	Command performance (shining star), honed instincts +3
13th	+9/+4	+4	+8	+8	Perk, spin doctor 3
14th	+10/+5	+4	+9	+9	Well-connected +8
15th	+11/+6/+1	+5	+9	+9	Bonus Zero point
16th	+12/+7/+2	+5	+10	+10	Honed instincts +4, perk
17th	+12/+7/+2	+5	+10	+10	Spin doctor 4
18th	+13/+8/+3	+6	+11	+11	Well-connected +10
19th	+14/+9/+4	+6	+11	+11	Bonus Zero point
20th	+15/+10/+5	+6	+12	+12	Honed instincts +5, superstar

CLASS FEATURES

The following are class features of the idol.

Weapon and Armor Proficiency: Idols are proficient in all simple weapons (firearms), melee weapons, and personal armor, but not shields.

Celebrity: An idol gains a fluctuating pool of celebrity, measuring her ability to influence situations with her status. At the start of each day, an idol has a number of celebrity points equal to her Charisma modifier (minimum 1). Her celebrity goes up or down throughout the day, but usually cannot go higher than her Charisma modifier (minimum 1), though there are feats that grant additional celebrity points. An idol spends celebrity points to gain perks (see below), and regains celebrity in the following ways.

Rolling a Natural 20 on a Bluff, Diplomacy, Intimidate, or Perform Check: An idol regains celebrity by exerting her social influence. Rolling a natural 20 on these skill checks while on a mission causes the idol to regain 1 celebrity point. Such skill checks made for more mundane reasons (such as a recording session or social skill checks made in off-time) do not regain celebrity for the idol. Determining which skill checks qualify is up to the GM.

Spending a Zero Point: Noteworthy public acts help boost the idol's performance. If an idol spends a Zero Point for any reason during play, she regains 1 celebrity point.

Perks: At 1st level, an idol learns to use perks—the mostly intangible advantages of fame—which typically grant a boon or bonus to the idol or a nearby ally. Idols spend celebrity points to activate perks. Most perks grant an idol some momentary bonus or effect, but there are perks that provide longer lasting effects. Some perks remain in effect as long as an idol has at least 1 celebrity point.

At 1st level, an idol gains access to the following perks.

- *Do You Know Who I Am?:* So long as the idol has at least one celebrity point in her pool, she adds her total level to her roll when making a Bluff or Intimidate check, instead of the half provided by the who you know class ability. The idol can spend a celebrity point to immediately reroll a Bluff or Intimidate check. This does not count against the total number of rerolls per day that can be made with the who you know class ability, but the idol may only gain one reroll on any given check in this manner.
- *He's With Me:* The idol can spend a celebrity point as a swift action when an ally makes a Bluff, Diplomacy, or Intimidate check. The ally may use the idol's total skill bonus for that skill (or her Charisma modifier if she does not have ranks in that skill) in place of his own when calculating the result of the roll.
- *Red Carpet Treatment :* The idol can automatically change the disposition of any NPC that recognizes her to helpful. This requires one minute of uninterrupted conversation with the NPC. The NPC's disposition will remain helpful so long as the idol has at least 1 celebrity point in her pool.

At 4th level, an idol gains access to the following perks.

- *Hogging the Spotlight:* The idol can spend a celebrity point use to take a move or standard action before an opponent (or even an ally) is able to act. Treat this as if the idol had readied the action. This uses the idol's action for the round and moves her place in the initiative order to just before the target's initiative. The idol cannot use this ability during a round where she has already acted.
- *I Know People:* The idol can use this perk to utilize a contact to which she normally doesn't have access. Choose a contact not on the idol's list. She can access this contact as if it were on her list of regular contacts. This contact can only be utilized once per game session.
- *Star Power:* The idol can momentarily buy all the hype and actually be the legend her PR people say she is. Once per day, as a free action, the idol gains a +1 per 4 class levels (maximum +5 at 20th level) to attacks, damage, saving throws, skill checks, and ability checks for a number of rounds equal to her class level.

At 7th level, an idol gains access to the following perks.

- *Blacklist :* The idol can use her influence to disrupt the social activities of a particular individual or group. When the idol spends a celebrity point to use this ability, impose a penalty equal to the idol's level on all Diplomacy checks made by that individual or group when attempting to gather information or influence NPCs. The idol can also choose a particular location, service, or shop to deny the individual or group any commerce or interaction for up to 24 hours.
- *Break A Leg :* So long as the idol has at least one celebrity point left in her pool, she gains a luck bonus equal to her current celebrity pool to any Perform skill checks she makes (minimum +1). If she fails to meet the DC of a skill check, she can immediately spend a celebrity point to reroll the check, taking the higher of the two rolls. Using the perk in this fashion means the idol must wait an hour before any benefits can be gained from this perk again.
- *Media Blitz :* The idol can spend a celebrity point to draw a lot of attention her way. As a full-round action, the idol can use her TAP to update her location on various Global DataNet social media sites, bringing down a storm of media and fans upon her location. The resulting crowd provides concealment for her and her companions, and also soft cover, should the idol or her opponents continue any hostilities in the public eye.

At 10th level, an idol gains access to the following perks.

- *All My Own Stunts:* As long as the idol has at least one celebrity point left in her pool, she gains a luck bonus equal to her current celebrity pool to any Acrobatics, Athletics, Boating, Drive, or Pilot skill checks she makes

(minimum +1). If she fails to meet the DC of a skill check, she can immediately spend a celebrity point to reroll the check, taking the higher of the two rolls. The idol can only take a reroll on a skill check in this fashion once per round.

- *Number One with a Bullet :* The idol can spend a celebrity point to act first in a given situation. Place the idol first in the initiative order, regardless of what is rolled on the initiative check.
- *Turning It Up to 11 :* By spending a celebrity point, the idol can take things to the extreme. For a number of rounds equal to her Charisma modifier, she can add a +4 bonus to all Acrobatics, Athletics, Intimidate, and Perform checks, as well as any rolls to confirm critical hits. Alternately, she can spend 3 celebrity points to provide this bonus to all allies for the same duration.

At 13th level, an idol gains access to the following perks.

- *The Show Must Go On:* As long as the idol has at least 1 celebrity point left in her pool, she acts as if she possesses the Endurance and Die-Hard feats.
- *Time for an Encore:* By spending a celebrity point, the idol can take an additional attack at her highest attack bonus as part of a full attack action.
- *To Me!:* If you take damage during the combat round, you may spend a celebrity point. This allows any ally within line of sight (up to a maximum number of allies equal to your Charisma modifier) to immediately make a move towards you as a free action.

At 16th level an idol gains access to the following perks.

- *Entourage:* As long as the idol has at least 1 celebrity point left in her pool, she gains a number of flunkies, hangers-on, and retainers equal to her Charisma modifier. These act as Trust score 1 contacts who will perform no-risk tasks as the idol instructs. They can be convinced, through the standard negotiation rules, to perform riskier tasks on the idol's behalf. Should the task result in a critical failure and the idol do nothing to assist the person, she suffers no penalties to the trust of her regular contacts or those of the rest of her entourage. However, an idol who abuses her entourage in such a way will suffer the loss of a point of Street Cred. Lost entourage members are replaced within a week's time.
- *Media Vendetta:* The idol may choose a particular individual and begin openly disparaging that person on the Global DataWeb, turning her fan base against them. By spending 1 celebrity point, the idol imposes a penalty equal to her idol level on any social skill checks made by that individual while on the Global DataNet, and a penalty equal to half her idol level on any social skill checks made in person. Where the targeted individual is concerned, the starting attitude of any fans of the idol is considered unfriendly. These penalties last 24

IDOL

IDOL

hours, and can be maintained by spending another celebrity point the following day when the idol's celebrity points are refreshed, and by spending at least an hour on the Global DataNet keeping up the feud. At the GM's discretion, other penalties may apply to the individual depending on the situation (e.g. violent reaction by fans who recognize the person in public, vandalism of private property, boycotts of businesses or services owned by or associated with the individual, et al).

Famous: At 1st level, an idol has achieved a certain amount of fame at a global level. Wherever she goes, the locals have a chance of recognizing the idol and reacting more favorably towards her. If they don't immediately recognize the idol, she can attempt a Bluff, Diplomacy, or Intimidate check to jog their memories (DC = 26 - the idol's level).

At 1st level, people have a 30% chance of recognizing the idol. If they do, she gains a +1 bonus on Bluff, Diplomacy, and Intimidate checks. The chance of being recognized increases by 5% per class level. At 5th level, and every 4 levels thereafter, the modifier on Bluff, Diplomacy, and Intimidate checks increases by 1, until 15th level when the idol is automatically recognized and the modifier reaches its maximum of +5.

Who You Know: An idol gains a bonus equal to half her idol level on Diplomacy, Knowledge (corporations), Knowledge (local), and Knowledge (politics) checks (minimum +1). Once per day, the idol can also reroll a check against one of these skills, though she must take the result of the second roll even if it is worse. She can reroll one additional time per day at 5th level and every five levels thereafter.

Well-Connected: At 2nd level, the idol begins to recognize others in the entertainment industry, both trending artists and the suits behind the scenes. The idol gains a +2 bonus on Diplomacy checks made to influence those in the entertainment industry, and +2 to Knowledge (local) checks to recognize them. These bonuses increase every 4 levels after 2nd, to a maximum of +10 at 18th level.

Bonus Zero Points: At 3rd level, an idol gains a bonus Zero point. She gains an additional bonus Zero point every four levels thereafter. Unlike other characters, an idol can have a maximum number of Zero points equal to the maximum allowed by her level + her Charisma modifier. Any points gained after this maximum is reached, even by this class ability, are forfeit.

Command Performance: Starting at 4th level, the idol's celebrity status begins to provide bonuses that can influence the way people react.

Fascinate: At 4th level, an idol can use her performance to cause one or more people to become fascinated with her. Each person to be fascinated must be within 90 feet, able to see and hear the idol, and capable of paying attention to her. The idol must also be able to see the people affected.

The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the idol has attained beyond 1st, she can target one additional person with this ability.

Each targeted person within range receives a Will save (DC 10 + 1/2 the idol's level + the idol's Cha modifier) to negate the effect. If a person's saving throw succeeds, the idol cannot attempt to fascinate that person again for 24 hours. If its saving throw fails, the person observes the performance for as long as the idol continues to maintain it. While fascinated, a target takes a −4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Naturally, others may stop to watch the performance, possibly a large group depending on the area, but only the targeted persons are subject to the fascination effect.

Gather Crowd: At 8th level, the idol is skilled at drawing an audience to her performances. If she is in populated area, she can shout, sing, or otherwise make herself noticed in order to attract an audience to her impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to 1/2 the idol's class level × the result of the idol's Perform check. The crowd gathers over the next 1d10 rounds. If the idol fails to engage the crowd (by performing, kissing babies, signing autographs, and so on), it disperses over the next 1d10 rounds.

Shining Star: At 12th level, the idol has learned how to focus attention on herself so thoroughly that even the presence of danger does not distract her adoring crowd. When using fascinate, a target making a save to break the effect because of a potential threat takes a −4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect. People affected by the idol's fascinate ability ignore the shaken condition.

Honed Instincts: Starting at 4th level, an idol's instincts help get her out of the way when the lead starts flying. She gains a +1 dodge bonus to AC. This bonus increases by +1 for every four levels, to a maximum of +5 at 20th level.

Spin Doctor: At 5th level, an idol can work public relations angles to avoid or negate bad press. If she and her crew botch a mission or otherwise take a drop in street cred, the idol does not lose that rank. Too much negative exposure is hard to spin, however, so this ability can only be used once in a six month period.

- At 9th level, an idol's spin increases. Not only can she ignore a drop in street cred, she can apply her spin doctor ability to her entire team. Also, she can now use this ability every three months.

TABLE 2:11: INVESTIGATOR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+2	+2	Deeds, intuition
2nd	+1	+0	+3	+3	Eye for detail
3rd	+2	+1	+3	+3	Cyber investigation +1, investigator knack
4th	+3	+1	+4	+4	Honed instincts +1, keen recollection
5th	+3	+1	+4	+4	Deeds
6th	+4	+2	+5	+5	Surveillance expert
7th	+5	+2	+5	+5	Cyber investigation +2, investigator knack
8th	+6/+1	+2	+6	+6	Honed instincts +2
9th	+6/+1	+3	+6	+6	Deeds
10th	+7/+2	+3	+7	+7	Investigator knack
11th	+8/+3	+3	+7	+7	Cyber investigation +3, investigator knack
12th	+9/+4	+4	+8	+8	Honed instincts +3
13th	+9/+4	+4	+8	+8	Investigator knack
14th	+10/+5	+4	+9	+9	Investigator knack
15th	+11/+6/+1	+5	+9	+9	Cyber investigation +4, honed instincts +4
16th	+12/+7/+2	+5	+10	+10	Investigator knack
17th	+12/+7/+2	+5	+10	+10	Investigator knack
18th	+13/+8/+3	+6	+11	+11	Investigator knack
19th	+14/+9/+4	+6	+11	+11	Cyber investigation +5
20th	+15/+10/+5	+6	+12	+12	Honed instincts +5, true intuition

- At 13th level, an idol can spin mediocrity into greatness. Once per year, an idol can increase her street cred by 1 rank after a successful mission, even if her performance was not exceptional. She can also avoid losing a rank of street cred with the spin doctor ability once per month.
- At 17th level, an idol controls the narrative. Once per year she can not only avoid losing a rank of street cred from a botched mission, she can actually gain one rank, spinning the failure as success. At the GM's discretion, this raise in street cred could be countered with sufficient evidence (an investigator releases the true, unaltered video of events to the public, for example).

Jack-of-All-Trades: Idols, as they continue in their career, often pick up a variety of odd skills, either from branching out in their trade, entrepreneurial endeavors, and the eccentric hobbies of the rich. At 10th level, the idol can use any skill, even if the skill normally requires her to be trained. At 16th level, the idol considers all skills to be class skills. At 19th level, the idol can take 10 on any skill check, even if it is not normally allowed.

Superstar: At 20th level, the idol's name is an ubiquitous part of pop culture. Any NPC without a reason to be indisposed towards the idol (such as an enemy, a rival, or the fan of a rival) is considered to have a starting attitude of friendly towards the idol.

Additionally, the idol can choose two perks she has access to and must spend celebrity to perform. She can use these perks for 1 celebrity point fewer (minimum 0) than usual. If the number of celebrity points is reduced to 0, the idol can use this perk as long as she has at least 1 celebrity point. If the perk could already be used as long as she had at least 1 celebrity point, she can now use that perk even when she has no celebrity points.

INVESTIGATOR

Secrets abound in the year 2090. There are people who hide, not wishing to be found. Others simply disappear for knowing too much or seeing the wrong thing at the wrong time. Governments and corporations survive on a regimen of secrecy and obfuscation. Some of those that live in this environment have evolved, gaining the skills as well as the desire to track down and uncover these secrets. Some are investigative journalists trying to enlighten the public and expose corruption. Then there are the hounds, tracking those that need to be found—whether they wish to be discovered or not. Some say the intuitive powers of an investigator are the beginnings of true psionic clairvoyance. Whatever the truth of the matter, the investigator has the will, skills, and trained intuition to uncover secrets, no matter how deeply buried.

Role: If you need to find something or someone, then get an investigator on the case. They can track leads, interview witnesses, and snoop out information hidden in the Global DataNet. A good investigator won't quit until the job is done, not just to keep their reputation intact, but often because it's simply their nature.

INVESTIGATOR

INVESTIGATOR

Hit Die: d8.

CLASS SKILLS

The investigator's class skills are Acrobatics (Dex), Appraise (Int), Athletics (Str), Bluff (Cha), Boating (Dex), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Hacking (Int), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (act) (Cha), Perform (comedy) (Cha), Perform (oratory) (Cha), Pilot (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Points per Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the investigator.

Weapon and Armor Proficiencies: An investigator is proficient in all simple weapons (firearms), melee weapons, and personal armor, but not shields.

Deeds: Investigators can spend intuition to accomplish deeds. Most deeds grant an investigator some momentary bonus or effect, but there are some that provide longer lasting effects. Some deeds stay in effect as long as an investigator has at least 1 intuition point. An investigator can only perform deeds of his level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of intuition is spent to perform the deed.

Careful Teamwork: At 1st level, an investigator can keep allies coordinated, alert, and ready for action. By spending an intuition point, all allies within 30 feet gain a +1 bonus on Initiative checks, Perception, and Disable Device checks for 1 hour. They also gain a +1 insight bonus on Reflex saves and to Defense Score against traps and when they are flat-footed. These bonuses increase by +1 at 5th level and every six levels thereafter.

Daring: At 1st level, an investigator can spend 1 intuition point when he makes an Acrobatics, Boating, Drive, Escape Artist, Athletics, or Pilot check to roll d6 and add the result to the check. He can choose to add this die after he rolls. If the d6 roll is a natural 6, he rolls another d6 and adds it to the check. He can continue to do this as long as he rolls natural

6s, up to a number of times equal to his Intelligence modifier (minimum 1).

Investigator's Initiative: At 1st level, as long as the investigator has at least 1 intuition point, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the weapon is not hidden, he can draw a single pistol or one-handed melee weapon as part of the initiative check. This does not qualify as an action.

Opportunistic Evasion: At 5th level, when an investigator succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, he can spend 1 intuition point as an immediate action to instead take no damage for that effect.

Run Like Hell: At 5th level, an investigator can spend 1 intuition point to gain a +20-foot bonus to his speed for 1 minute. Furthermore, while under the effect of this bonus, if he moves more than his normal speed in a round, he gains a +4 bonus to Defense Score until the start of his next turn.

Artful Interrogator: At 9th level, an investigator with at least 1 intuition point in his pool can trick an individual into revealing its secrets. Using this ability requires a successful Sense Motive check to see through a Bluff. After 3 continuous rounds of interaction with the subject, the investigator may make a Bluff check opposed by the target's Sense Motive, who receives a –1 penalty to the roll for every four class levels the investigator possesses. If the Bluff succeeds, a liar inadvertently reveals the lie and the truth behind it. The investigator and the subject must have at least one language in common for this deed to work.

Second Chance: At 9th level, when an investigator rolls an intuition die or uses a deed, he can spend 1 intuition point to reroll either the intuition or the deed die. If he rolls a 6 or higher on this reroll, he does not regain a luck point, and no matter what he rolls on either roll, he must keep the reroll result, even if it is lower.

Intuition: An investigator possesses keen powers of observation and deduction. He typically uses this ability to aid in his investigations, but can also use these flashes of intuition in other situations.

An investigator can augment skill checks and ability checks through his keen intuition. The investigator has an intuition pool equal to 1/2 his class level + his Intelligence modifier (minimum 1). An investigator's intuition pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one point of intuition from his pool to add 1d6 to the result of a skill check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An investigator can only use intuition once per check or roll. The investigator can use intuition on any Knowledge, Linguistics, or Sense Motive skill checks without expending a use of intuition, provided he's trained in the skill.

Intuition can also be used on attack rolls and saving throws, at the cost of expending two points of intuition each time from the investigator's pool. In the case of saving throws, using intuition is an immediate action rather than a free action.

Intuition points can also be used to accomplish deeds (see deeds for more information).

In addition to resting, an investigator can regain intuition in the following way.

Rolling a Natural 20 on a Knowledge, Perception, or Sense Motive Check: While on an investigation, an investigator regains luck by uncovering secrets. Rolling a natural 20 on these skill checks while actively investigating causes the investigator to regain 1 intuition point. Such skill checks made for more mundane reasons (such as normal research or using Sense Motive to gain information during normal bargaining or while gambling) do not regain intuition for the investigator. Determining which skill checks qualify is up to the GM.

Eye for Detail: At 2nd level, an investigator gains a bonus equal to half his class level on Knowledge (local), Perception, and Sense Motive checks, as well as Diplomacy checks to gather information (minimum +1).

Cyber Investigation: While not in the same league as the hacker, an investigator is skilled at pulling information from the Global DataNet, cracking encrypted data, and hacking Hyper Reality. At 3rd level, an investigator gains a +1 bonus to Hacking skill checks made to extract data and to hack Hyper Reality objects. This bonus increases by +1 every four levels thereafter (reaching +5 at 19th level).

Investigator Knacks: At 3rd level and each level indicated on the Investigator Table thereafter, an investigator gains an investigator knack. Except where otherwise noted, each investigator knack can only be selected once.

Amazing Intuition: When using intuition, the investigator rolls a d8 instead of a d6. At 20th level, the investigator rolls 2d8 and adds both dice to the result. An investigator must be at least 7th level to select this talent.

Combat Intuition: When an investigator uses intuition on an attack roll or saving throw, he expends one use of inspiration instead of two. An investigator must be at least 10th level to select this talent.

Effortless Aid: The investigator can use an aid another action as a move action instead of as a standard action. An investigator can expend one use of intuition to instead perform an aid another action as a swift action.

Empathy: When attempting a Sense Motive check, the investigator makes two d20 rolls and takes the higher result. If an investigator uses intuition on a Sense Motive check, he rolls the intuition dice twice and takes the higher result.

Expanded Intuition: An investigator can use his intuition ability when attempting Diplomacy, Hacking, Perception, Profession, and Stealth checks without expending uses of intuition, provided he's trained in the skill. An investigator must be at least 9th level to choose select this talent.

Intuitive Alertness: Whenever the investigator becomes flat-footed, he can expend one use of intuition to ignore that condition. He must be conscious to do so, and must decide to do so when he becomes flat-footed. Using this ability does not require an action.

Intuitive Intelligence: An investigator can add his intuition die to all Knowledge, Linguistics, or Sense Motive checks without expending a use of intuition, even those he's not trained in.

Intuitive Intimidator: When the investigator succeeds at an Intimidate check to demoralize an opponent, he can expend one use of intuition to automatically increase the result of the check by 5 for the purpose of determining the duration of the demoralize effect. He can choose to spend multiple uses to intuition in this manner to further increase the duration of the demoralize effect. He must be trained in Intimidate to take this talent. The underworld intuition investigator knack has no effect on this knack.

Perceptive Tracking: The investigator can use Perception instead of Survival to both find and follow tracks, using the same DCs listed under the Survival skill. An investigator must be trained in Perception to select this knack.

Rogue Talent: An investigator can select one of the following rogue talents in place of an investigator talent: assault leader, black market connections, camouflage, canny observer, charmer, coax information, combat swipe, convincing liar, deft palm, expert leaper, fast fingers, fast getaway, fast stealth, guileful polyglot, hard to fool, honeyed words, ledge walker, nimble climber, peerless maneuver, quick disable, quick disguise, resilience, rogue crawl, rope master, stand up, strong stroke, trap spotter, or wall scramble. Any talent effects based on rogue level use the investigator's class level. If the rogue talent has a prerequisite, the investigator must fulfill the prerequisite

INVESTIGATOR

before selecting that rogue talent. This knack can be selected multiple times; each time, it grants the investigator a new rogue talent.

Sub Rosa: An investigator learns how to subtly probe for leads. He adds +2 to any Bluff, Diplomacy, or Intimidate rolls used to gather information or convince someone to aid him or provide information.

Tenacious Intuition: When an investigator rolls his intuition die, he can roll an additional intuition die and take the higher result. The investigator must at least 13th level to select this talent.

Unconventional Intuition: An investigator can pick any one skill that he is trained in but that he can't use his intuition with. He can use intuition with that skill. An investigator must be at least 10th level to select this talent.

Underworld Intuition: An investigator can use his intuition on Bluff, Disable Device, Disguise, Intimidate, or Sleight of Hand checks without expending uses of intuition, provided he's trained in the skill. An investigator must be at least 9th level to select this talent.

Keen Recollection: At 4th level, an investigator can make all Knowledge skill checks untrained.

Surveillance Expert: At 6th level, an investigator becomes adept at planting surveillance equipment so that it is more difficult to detect. Any device that that an investigator sets up is considered to have a Stealth score equal to his, with a bonus of +1 for every two class levels, against any Perception checks made to find them. This assumes that the device is placed in a location where it can take advantage of its surroundings for concealment.

Capstone Knack: At 20th level, an investigator chooses one of the following knacks as his capstone ability.

True Intuition: The investigator can use intuition on all skill checks—even for skills in which he isn't trained—and on all ability checks without spending a use of intuition. In addition, whenever he uses inspiration on an ability check, attack roll, saving throw, or skill check, he adds 2d6 rather than 1d6 to the result. Some talents can affect this. If the investigator has the amazing intuition investigator knack, he rolls 2d8 instead. If the investigator uses this ability with empathy, tenacious intuition, or a similar knack, he rolls two sets of intuition dice and uses the higher of the two results.

War Dog: The investigator can apply intuition dice to initiative rolls and critical confirmation rolls. Attack rolls and saving throws only cost one point of intuition, and using intuition on a saving throw is a free action. The investigator can spend two points of intuition on attack rolls and saving throws to add 2d6 rather than 1d6 to the result. Some talents can affect this. If the investigator has the

amazing intuition investigator knack, he rolls 2d8 instead. If the investigator uses this ability with empathy, tenacious intuition, or a similar knack, he rolls two sets of intuition dice and uses the higher of the two results.

INVESTIGATOR PATHS

The two provided paths for investigators are the hound and the investigative journalist. GMs and players can create new paths as they choose, or simply pick and choose talents regardless of the path with which they are associated.

HOUND

Like the bounty hunter, a hound specializes in tracking down individuals. However, the hound has different motivations. Some seek the lost—kidnapped persons, victims of human trafficking, or runaways, among other. Some hounds track those who try to disappear. A hound may work for corporations finding and retrieving runaway human assets, or for organizations attempting to find war criminals and bring them to justice.

Role: Hounds specialize in finding people, and they're accustomed to those people not wanting to be found and fighting back. A hound is alert for danger and always ready for a fight.

Hound Knacks: The following knacks are best suited to creating a hound.

Combat intuition, intuitive alertness, intuitive intimidator, perceptive tracking, rogue talent (assault leader, combat swipe, peerless maneuver, resilience), and underworld intuition.

Capstone: war dog.

INVESTIGATIVE JOURNALIST

Most news on the Global DataNet is prepackaged, sanitized, and has been approved for mass consumption by the governments and corporations of the world. You will find little truth or hard facts on the 24-hour, corporate-controlled news feeds. Real news is had from independent sources running blogs or news feeds outside of the control of the media Mega-Congloms and without government oversight. The investigative journalist exposes the stories that the people in power don't want known. Gonzo journalism, impassioned video feeds, and scathing satire are all tools that can be used to get the message out to the masses.

Role: An investigative journalist is all about finding and exposing the truth. They're the person to have if you need information, whether from a person or a database.

Investigative Journalist Knacks: The following knacks are best suited to creating an investigative journalist.

TABLE 2:12: MEDIC

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	TREATMENTS PER DAY			
						1st	2nd	3rd	4th
1st	+0	+2	+2	+0	Healer, healing nanites +1d6	1	—	—	—
2nd	+1	+3	+3	+0	Medic knack, solid reputation	2	—	—	—
3rd	+2	+3	+3	+1	Healing nanites +2d6	2	—	—	—
4th	+3	+4	+4	+1	Honed insincts +1, medic knack	3	1	—	—
5th	+3	+4	+4	+1	Healing nanites +3d6	3	2	—	—
6th	+4	+5	+5	+2	Medic knack	4	2	—	—
7th	+5	+5	+5	+2	Healing nanites +4d6	4	3	1	—
8th	+6/+1	+6	+6	+2	Honed instincts +2, medic knack	4	4	1	—
9th	+6/+1	+6	+6	+3	Healing nanites +5d6	5	4	2	—
10th	+7/+2	+7	+7	+3	Medic knack	5	4	3	—
11th	+8/+3	+7	+7	+3	Healing nanites +6d6	5	4	3	1
12th	+9/+4	+8	+8	+4	Honed instincts +3, medic knack	5	4	4	2
13th	+9/+4	+8	+8	+4	Healing nanites +7d6	5	5	4	2
14th	+10/+5	+9	+9	+4	Medic knack	5	5	4	3
15th	+11/+6/+1	+9	+9	+5	Healing nanites +8d6	5	5	4	3
16th	+12/+7/+2	+10	+10	+5	Honed instincts +4, medic knack	5	5	4	4
17th	+12/+7/+2	+10	+10	+5	Healing nanites +9d6	5	5	4	4
18th	+13/+8/+3	+11	+11	+6	Medic knack	5	5	5	4
19th	+14/+9/+4	+11	+11	+6	Healing nanites +10d6	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Capstone knack, honed instincts +5	5	5	5	5

Amazing intuition, empathy, expanded intuition, rogue talent (canny observer, charmer, coax information, hard to fool), sub rosa, and tenacious intuition.

Capstone: true intuition.

MEDIC

The medical technology of 2090 is miraculous. There is hardly an injury or disease that cannot be healed or treated with the proper time and facilities. However, not all people can afford the best medical care. Some sustain injuries on the job that would prompt too many questions at a hospital. Likewise, some practitioners of medicine don't fit well in the corporate world with its strict rules and political hierarchy. The medic is the person working outside the law, helping those who need it. Whether she's a patch man, fixing up operatives between clandestine runs, a street doc seeing to the needs of the unfortunate, or a chromer fusing flesh with machine, the medic is always on the cutting edge in more ways than one.

Role: Your team does dangerous work and someone is bound to end up hurt. Having a medic on your crew means you can keep your people upright and moving until the job is done. And if the whole thing goes to hell, then you'll be even more grateful to have one on your side.

Hit Die: d8.

CLASS SKILLS

The medic's class skills are Appraise (Int), Bluff (Cha), Boating (Dex), Craft (any) (Int), Diplomacy (Cha), Drive (Dex), Heal (Wis), Knowledge (cybernetics) (Int), Knowledge (medicine) (Int), Perception (Wis), Pilot (Dex), Profession (Wis), Sleight of Hand (Dex), and Survival (Wis).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the medic.

Weapon and Armor Proficiencies: Medics are proficient with all simple weapons (firearms) and personal armor, but not shields.

Healer: Medics are highly skilled at treating the sick and injured. They use the cutting edge technology at their disposal to treat patients. Some medics go beyond this edge, taking risks with experimental products and even theoretical treatment tactics to keep their patients on this side of the line between life and death.

When using Craft (pharmaceuticals) to create an item, a medic gains a competence bonus equal to her class level on the Craft (pharmaceuticals) check. In addition, a medic can use Craft (pharmaceuticals) to identify an unknown

MEDIC

MEDIC

medical patch or injection. She must examine the item for 1 minute to make such a check.

When using Heal to treat someone, a medic gains a competence bonus equal to one half her class level, rounded down (minimum of +1), on the Heal check.

Healing Nanites: Medics can provide an intravenous injection of healing nanites for fast response to severe injuries. This is a standard action. The amount healed per injection increases by 1d6 at every odd-numbered medic level. For every 2d6 of damage a medic's nanites can heal, they can instead restore 1 point of ability damage or apply a +2 circumstance bonus to the subject's next saving throw vs. disease or poison. The medic must choose to administer either hit point healing, ability damage healing, or a saving throw bonus before taking her action. The nanites do their work, then run out of power and are flushed naturally from the patient's system. These nanites are in short supply, but each medic has an incubator where the nanites self-replicate. They can be used a number of times per day equal to the medic's class level + her Wisdom modifier.

Treatments: Treatments represent the medic's ability to treat a variety of ailments and trauma with both existing drugs and technology as well as on-the-spot improvisation and applied cutting-edge medical theory. A medic begins play knowing any two 1st-level treatments of her choice, plus a number of additional treatments equal to her Wisdom modifier. To learn or use a treatment, a medic must have a Wisdom score equal to 10 + the treatment's level. The Difficulty Class for a saving throw against a medic's treatment (if any) is 10 + the treatment level + the medic's Wisdom modifier. Unless otherwise noted in its description, administering a treatment is a standard action that does not provoke attacks of opportunity.

Medics are considered to carry a variety of medical apparatus, drugs, and other equipment with them that facilitate the use of treatments. Should a medic be stripped of such gear, then she becomes incapable of using treatments until she obtains medical supplies. Certain knacks and feats can offset this disadvantage. A medic can use any treatment she knows without preparing it ahead of time, but

is limited to a certain number of treatments of any given level per day due to her limited resources. Her base daily treatment allotment is given on Table: Medic. In addition, she receives bonus treatments per day if she has a high Wisdom score. A medic can spend a higher level treatment slot to perform a lower level treatment if she chooses. See the Setting Rules chapter for descriptions of Treatments on page 184.

Medic Knack: A medic often works in bad conditions on worse people. As she continues in her career, she looks for every advantage to offset Her working conditions and limited resources. At the indicated levels, the medic chooses an option from the list of medic knacks. This knack can be a special ability or a bonus feat. A medic must meet any prerequisites listed to take a particular ability or feat. No ability or feat can be chosen more than once unless specifically stated in its description. Players should choose knacks that help shape the path they want their medic to follow as she progresses. (See the Medic Paths section below.)

Solid Reputation: As the medic advances in her career, she gains a reputation based on her code of ethics and medical expertise. The trust score of all the medic's contacts start at 1 higher than normal. Also, the medic gains a +2 bonus on all Bluff and Diplomacy checks made to influence anyone that is aware of her profession. This bonus increases to +4 at 8th level, and to +6 at 14th level. Should the medic receive a drop in her Street Cred due to unethical medical practices, she loses all bonuses from this ability until those Street Cred points are regained.

Honed Instincts: Starting at 4th level, a medic's instincts help get her out of the way when the lead starts flying. She gains a +1 dodge bonus to her Defense Score. This bonus increases by +1 for every four levels, to a maximum of +5 at 20th level.

MEDIC KNACKS

Airborne Nanites: The medic can modify her nanites to go airborne, giving their effects to multiple targets. By sacrificing 2d6 from the nanites roll, the medic can administer them to all targets in a 15-foot radius, centered on the medic. This knack can be combined with damaging nanites, though they will attack all viable targets in the area of effect, including the medic. A medic must be at least 4th level to select this knack.

Bedside Manner: The medic develops an easy relationship with the patients she treats. She gains a +4 circumstance bonus to Diplomacy

checks made while treating a patient, and patients never have a starting attitude worse than Indifferent when such checks are made.

Bonus Feat: The following feats can be selected from when a medic gains a new knack. The medic must meet any prerequisites before taking a feat. Feats marked with an asterisk appear in this book.

Empower Treatment*, Extend Treatment*, Extra Nanites*, Maximize Treatment*, Quicken Treatment*, Skill Focus

Clinic: A medic begins play with her own street clinic. This little shop—often space in another establishment, or even doubling as home—is where the medic provides services to the disadvantaged, the poor, and sometimes the criminal elements of her neighborhood. Running this clinic provides her income, as well as a safe house, as street clinics are considered a neutral ground, and most gangers, mercenaries, and others of their ilk will not take offensive action against a clinic or anyone in it. While working in her clinic, a medic gains a +2 to any Craft (pharmaceuticals) and Heal checks.

Alternately, the medic can opt for a mobile clinic. The medic operates out of the back of a van, truck, or similar vehicle. The vehicle is VCI compatible, but does not come with armor, weapons, or any other special features. These can be added later if the medic purchases them. Use the statistics for a vehicle of similar type from the Vehicles section, minus any weapons, armor, or special systems. The interior of the vehicle will have seats for the driver and a single passenger, while the rest of the interior is devoted to one or two beds for patients, and storage for equipment and gear.

Should a medic lose her clinic for any reason—be it destroyed, repossessed, or zoned for a new megablock—it will take 30 days for her to acquire a new one. During this time, if she has the well-supplied knack, she loses access to that ability. She also loses access to the solid reputation ability until her new clinic has been in operation for at least a week.

Combine Doses: This allows the medic to apply two medical patches at once as a standard action. Both doses take effect simultaneously. If the patches provide the same effect, then increase the overall effect by 50% of normal.

Construction Nanites: The medic can reprogram her nanites to reconstruct metal and synthetics rather than flesh and bone. At the cost of two daily uses of healing nanites, she can use them to heal damage to an android or cyborg.

Cybersurgery Expert: The medic is an expert in the field of cybernetics. All surgeries performed by the medic to install cybernetics take 25% less time. The medic gains a +2 to all Heal checks made to perform such surgeries and to any Knowledge (cybernetics) skill checks made. This knack may be taken twice. The second time it is taken, the

time for surgeries is reduced by 50% and the skill bonuses increase to +4.

Damaging Nanites: While most medics have ethical codes they live by that do not allow them to bring harm to those under their care, the same does not stand for those trying to harm them. The medic has learned to reprogram her nanites to attack a body rather than heal it. At the cost of two daily uses of healing nanites, she can inject them into a target and have them do damage rather than heal. A medic must make a melee touch attack against an unwilling target unless the target is helpless.

Easy Cybergraft Acceptance: When installing wetware, the medic's technique reduces the patient's recovery time by half.

Enhance MTU: When setting up a Mobile Trauma Unit (see Equipment) to care for a patient, the medic can enhance its performance by spending 1 minute tweaking the settings. This gives the MTU double its normal Heal score when making a Heal check to treat a patient.

Enhance Patch: A number of times per day equal to her Wisdom modifier, the medic can cause any med patch she administers to function at twice its usual effectiveness (e.g. an antidote patch provides a +4 resistance bonus to saves against poison instead of the usual +2).

Extend Patch: A number of times per day equal to her Wisdom modifier, the medic can cause any med patch she administers that does not have an instantaneous duration to function at twice its normal duration.

Maximum Efficiency Nanites: At the cost of two of a medic's daily uses of nanites, she can maximize their healing effect, rather than rolling for the amount of hit points healed.

Multitasking Nanites: The medic can use her healing nanites to perform two of the three possible tasks (heal hit point damage, restore ability damage, or provide saving throw bonuses) with a single use. Using healing nanites in this manner takes a full-round action. The medic must be at least 6th level to select this ability.

Multitasking Nanites, Greater: The medic can use her healing nanites to perform all three possible tasks with a single use. Using healing nanites in this manner takes a full-round action. The medic must be at least 11th level and have the multitasking nanites knack to select this ability.

Overclock Cyberware: The medic can specifically overclock a piece of cyberware to perform above its normal specifications. If the cyberware provides a static bonus to attack rolls, damage rolls or skill checks, increase the bonus by +1. If the system provides a sensory increase, then increase its range by 10 feet. If the system provides a movement rate or movement rate bonus, then increase it by 5 feet.

MEDIC

Overclocking a piece of cyberware in this fashion increases its Strain by 1 point.

Restorative Nanites: The medic's nanites are more efficient at repairing ability damage. The medic may restore 1 point of ability damage for every 1d6 points of healing they would normally provide, instead of every 2d6. The medic must be at least 8th level to select this ability.

Seamless Synergy: The medic ensures that patients have little to no reaction to their cybernetic grafts and implants, providing them the options of more upgrades. When the medic implants cyberware, it costs 1 less point of Strain than normal. If the Strain cost is 1, then the implant costs 0 Strain. However, a medic can only implant a single 0 Strain piece of cyberware per patient. The medic must be at least 8th level to select this ability.

Selective Airborne Nanites: By taking a full-round action, the medic can program the nanites released by the airborne nanites breakthrough to select which targets in the area are affected. Only those targets selected by the medic will receive the effects of the nanites. This ability also works in conjunction with the damaging nanites knack if they are made airborne. A medic must be at least 6th level to and have the airborne nanites knack to select this ability.

Talk 'Em Through It: If a medic is unable to reach a patient, she can talk an ally through a procedure. If the medic is able to see the patient (either in person or through a video link fed through her TAP, for example) add the medic's level to the ally's Heal check. If no visual of the patient is possible, add one half the medic's level to the Heal check. The ally must be able to communicate with the medic and have the proper equipment to follow her instructions. If working with substandard or improvised equipment, apply a –2 penalty to the Heal check.

Treatment Carrier Nanites: By taking a full-round action (which provokes attacks of opportunity), the medic can deploy a single use of her healing nanites to deliver a treatment. This allows the medic to deliver the treatment at short range (25 ft. + 5 ft./2 levels) instead of touch, so long as the medic has line of effect to the target. A medic must be at least 9th level and have the selective airborne nanites knack to select this ability.

Well-supplied: Medics are the often the lifeline for medical treatments and procedures to the lower class. Various charitable organizations and PR branches of Mega-Congloms see to it that their clinics stay supplied and operational. They are usually generous enough that a medic can slip a few into her private stash for personal use outside of the clinic. On any given day, a medic has access to 1,000 cryptodollars of medical supplies, over and above that purchased with her own funds. The medic must have the clinic knack to select this ability.

Capstone Knack: At 20th level, the medic chooses one of the following knacks.

Miracle Worker: If the medic can reach a living creature that has been killed by hit point or ability damage within 1 round of death, she can still attempt to revive the target, using either medical equipment, treatments, or a Heal check. If successful, the treatment works as if the subject were still alive. If the medic's remedy is enough to put the subject's hit point total within the range of dying but not dead (greater than a negative number equal to the target's Constitution score,) then the subject is stabilized and treated as if it had not actually died, and the medic can continue to heal the subject on subsequent rounds.

If the treatment is not enough to put the target's hit point within the dying range, then the medic must succeed at a Heal check (DC = 15 + the number of hit points below 0 the target has dropped.) If she does not succeed, the subject dies and cannot be revived. If the check succeeds, the subject does not die, but instead is kept alive in a medical coma. If transported to proper medical facilities within the hour, the medic other medical personnel can attempt another Heal check at the original DC + 5. If this check succeeds, then healing can proceed on the subject as normal. If not, the medical coma continues and further checks can be made, increasing the DC of the check by 5 each time. Alternately, if facilities and components are available, the brain can be dubbed for download into a bioroid body, or the brain, nervous system, and other essential parts can be transferred to a cyborg body. Upon recovery, the subject retains its class, but adjustments should be made to represent the new race.

Patch Master: The medic becomes a master of pharmaceutical medicine, able to come up with combinations of medications that, in the short term, can provide great benefits during battlefield triage. The medic can use medical patches at her disposal to mimic the abilities of her treatments, gaining the same effects without using a daily treatment slot. The medic must expend at least two medical patches with a value of no less than 100 cryptodollars x the treatment level of the treatment being emulated. The medic then rolls a Heal score skill check against a DC of 25 + the effective treatment level. If successful, the target is affected as if the medic had administered the treatment, rather than the normal effects of the patches expended. If the skill check fails by less than 10, then the treatment still takes effect, but the subject suffers side effects. Roll 1d10. On 1-2 the subject is sickened; 3-4 the subject is nauseated; 5-6 the subject is fatigued; 7-8 the subject is exhausted; 9-10 the subject is rendered unconscious. These side effects last for one hour, or until counteracted by other medical treatment.

MEDIC PATHS

The three paths provided for medics are the chromer, the patch man, and the street doc. GMs and players can create new paths as they choose, or simply pick and choose talents regardless of the path with which they are associated.

CHROMER

This type of medic specializes in the implantation and upkeep of cybernetics. Whether working as a doctor in a high end fashion clinic, or implanting black market wetware for the criminal element, the chromer is best at melding the organic with the synthetic.

Role: If you want your team chromed and ready to roll with all the cyberware it can handle, then you want a chromer to work on you.

Chromer Knacks: The following knacks are best suited for creating a chromer.

Abilities: Construction nanites, cybersurgery expert, easy cybergraft acceptance, overclock cyberware, and seamless synergy.

Capstone: Miracle worker.

Feats: Extra Nanites*, Gold Account*, Skill Focus (Heal), and Street Doc*.

PATCH MAN

The patch man is the ride-along medic for mercenary teams, dark operations, and other situations where people are liable to be riddled with holes and need someone to patch them back together. The name has a double meaning as well, as a patch man tends to use medical patches frequently in her work.

Role: The patch man is best at battlefield medicine, doing quick work to get downed teammates up and back in the fight.

Patch Man Knacks: The following knacks are best suited for creating a patch man. Feats marked with an * are found in this book.

Abilities: Airborne nanites, combine doses, enhance MTU, enhance patch, extend patch, and talk 'em through it.

Capstone: Patch master.

Feats: Empower Treatment*, Extend Treatment*, Extra Nanites*, Maximize Treatment*, and Quicken Treatment*

STREET DOC

A man of the people, the street doc typically runs a small clinic that opens its doors to the public, treating the disadvantaged. To make extra side money, street docs often treat gangers and others whose injuries would attract too much attention by law enforcement if seen at a standard hospital.

Role: The street doc is not only a competent physician, but a good go-between with sprawlers and the criminal element. A street doc can double as a diplomat and provide your team a safe zone by sheltering you in her clinic.

Street Doc Knacks: The following knacks are best suited for creating a street doc. Feats marked with an * are found in this book.

Abilities: Bedside manner, clinic, greater multitasking nanites, maximum efficiency nanites, multitasking nanites, and well-supplied.

Capstone: Miracle worker.

Feats: Extend Treatment*, Extra Nanites*, Maximize Treatment*, and Skill Focus (Diplomacy)

SPRAWLER

Sprawlers live on the streets of the sprawl—the expansive mega-cities that have sprung up across the globe—by their own choosing or circumstance. For many, such a fate would mean a quick death from any of a dozen different dangers, but sprawlers not only survive but thrive in a harsh, unforgiving environment with few resources. A sprawler tends to be pragmatic about life, both in and out of combat, doing what is necessary for survival. Some are street rats scraping to survive in the lowest reaches of the urban jungle. Others are gangers who seize the opportunity to elevate their circumstances by clawing up through the ranks of a local gang. Whatever the specifics, the sprawler character lives by being too tough and canny to die.

Role: There's no one tougher than a street rat. Survival isn't a game to them; it's a day to day struggle.

SPRAWLER

They know the ins and outs of the sprawls better than anyone, and that can be a handy asset for a team. Keep them happy and paid, and they'll help keep you alive.

Hit Die: d12.

CLASS SKILLS

The sprawler's class skills are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Boating (Dex), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis).

Skill Points per Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the sprawler.

Weapon and Armor Proficiencies: A ganger is proficient with all simple weapons (firearms), melee weapons, and is proficient with personal armor, but not shields.

Hardy: At 1st level, a sprawler is already prepared to endure extreme hardships and lack of supplies. He can go twice the normal number of days without water and triple the normal number of days without food before feeling the effects of either thirst or starvation, and receives a +2 circumstance bonus on saving throws against disease and poison.

Impoverished: At 1st level, a sprawler automatically receives the Poverty drawback. He does not receive a bonus feat for this drawback.

Sprawler Knack: At the indicated levels, the sprawler chooses the indicated number of options from the list of sprawler knacks. This knack can be a special ability, bonus feat, or talent. The two provided paths for sprawlers are the ganger and the street rat. GMs and players can create new paths as they choose, or simply pick and choose talents regardless of the path with which they are associated.

Honed Instincts: Starting at 4th level, a sprawler's instincts help get him out of the way when the lead starts flying. He gains a +1 dodge bonus to his Defense Rating. This bonus increases by +1 for every four levels, to a maximum of +5 at 20th level.

SPRAWLER KNACKS

Blend In: A sprawler with this ability can use his Stealth bonus in place of a Disguise skill check on his home turf. This disguise does not take an action to don. He must make a check whenever someone attempts to pick him out from the local citizens. If his check is successful, he blends into the crowd. While not invisible, enemies do not notice his presence and take no actions against him unless they are taking actions against the local citizens in general. This ability cannot be used if the sprawler is wearing clothing or armor that would make him stand out in the crowd, such as a uniform, power armor, a business suit, or the like. A sprawler must be at least 10th level to select this ability.

Bonus Feat: The following feats can be selected from when a sprawler gains a new knack. The sprawler must meet any prerequisites before taking a feat. Feats marked with an asterisk appear in this book.

Acrobatic Steps, Alertness, Catch Off-Guard, Deceitful, Die-Hard, Dodge, Endurance, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Improved Unarmed Strike, Improvised Weapon Mastery, Iron Will, Lightning Reflexes, Mobility, Nimble Moves, Physical Marvel*, Stealthy, Toughness

Brutal Beating: Whenever a sprawler deals sneak attack damage, he can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to 1/2 his class level. This ability does not stack with itself—only the most recent duration applies. The sprawler must have the sneak attack ability to take this knack.

Deadly Surprise: When a sprawler hits an opponent that is denied its Dexterity bonus to its Defense Rating with a weapon or unarmed attack, he may attempt a dirty trick combat maneuver as an immediate action as part of the attack. This combat maneuver does not provoke attacks of opportunity. The sprawler must be at least 8th level to select this ability.

Dirty Maneuvers: The sprawler becomes skilled at deceiving and discomfiting his opponents. The sprawler gains a +1 bonus on disarm, dirty trick, and steal combat maneuver checks. The sprawler also gains a +1 bonus to CMD when attacked with the disarm, dirty trick, and steal combat maneuvers. These bonuses increase by 1 for every four levels class levels, to a maximum of +5.

Elusive Defender: Once per day, a sprawler can designate a single enemy within line of sight as a free action. The sprawler focuses on avoiding that target's attacks until it is reduced to 0 or fewer hit points, surrenders, leaves the combat area, or until the sprawler designates a new foe to use this ability on, whichever occurs first. The sprawler gains a +2 dodge bonus to his Defense Rating and +2 to his CMD against any bull rush, grapple, or trip attempts made by the designated enemy. At 5th level and every five levels thereafter, this bonus increases by +2.

Every three levels after the level at which this ability is gained, the sprawler can use this ability one additional time per day.

Evasion: A sprawler can avoid damage from many area-effect attacks. If a ganger makes a successful Reflex saving throw against an attack that normally deals half damage

TABLE 2:13: SPRAWLER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1th	+1	+2	+2	+0	Hardy, impoverished, sprawler knack
2nd	+2	+3	+3	+0	Sprawler knacks (2)
3rd	+3	+3	+3	+1	Home turf advantage, sprawler knack
4th	+4	+4	+4	+1	Honed instincts +1
5th	+5	+4	+4	+1	Sprawler knack
6th	+6/+1	+5	+5	+2	Sprawler knacks (2)
7th	+7/+2	+5	+5	+2	Sprawler knack
8th	+8/+3	+6	+6	+2	2nd home turf advantage, honed instincts +2
9th	+9/+4	+6	+6	+3	Sprawler knack
10th	+10/+5	+7	+7	+3	Sprawler knacks (2)
11th	+11/+6/+1	+7	+7	+3	Sprawler knack
12th	+12/+7/+2	+8	+8	+4	Honed instincts +3
13th	+13/+8/+3	+8	+8	+4	3rd home turf advantage
14th	+14/+9/+4	+9	+9	+4	Sprawler knack
15th	+15/+10/+5	+9	+9	+5	Sprawler knack
16th	+16/+11/+6/+1	+10	+10	+5	Honed instincts +4
17th	+17/+12/+7/+2	+10	+10	+5	Sprawler knack
18th	+18/+13/+8/+3	+11	+11	+6	4th home turf advantage
19th	+19/+14/+9/+4	+11	+11	+6	Sprawler knack
20th	+20/+15/+10/+5	+12	+12	+6	Capstone knack, honed instincts +5

on a successful save, he instead takes no damage. Evasion can be used only if a sprawler is wearing personal armor or no armor. A helpless sprawler does not gain the benefit of evasion.

Frightening: Whenever a sprawler successfully uses Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the sprawler can instead decide to make the target frightened for 1 round.

Gets the Job Done: When using improvised weapons, a sprawler gains a +1 bonus on all damage rolls. The damage bonus increases by +1 for every four sprawler levels attained, to a maximum bonus of +5.

Gang-fighting: A sprawler can take advantage of fighting with his allies to dish out extra pain on their victims. For every ally that threatens the same opponent, the sprawler adds a +1 to attack and damage on that opponent (up to a maximum +8 to attack and damage). This bonus stacks with the flanking bonus. The sprawler must be at least 5th level to select this ability.

Hide in Plain Sight: While on his home turf, a sprawler can use the Stealth skill even while being observed. A sprawler must be at least 11th level to select this ability.

Home Turf Advantage: At 3rd level, the sprawler can use familiar territory to his advantage. While inside the limits of this community, he gains a +2 bonus on initiative checks and Knowledge (local), Perception, Stealth, and Survival skill checks. A sprawler traveling through his home turf leaves no trail and cannot be tracked (although he may leave a trail if he so desires).

At 8th level, and every five levels thereafter, a sprawler may select an additional home turf. In addition, at each such interval, the skill bonus and initiative bonus in any one favored community (including the one just selected, if so desired) increases by +2.

For the purposes of this ability, a home turf is an area of the sprawl consisting of at least 100 individuals or an area of 2 square city blocks. The home turf may be larger than this minimum. The maximum size and boundaries of the home turf must be decided upon by the GM, based on the campaign and the GM's wishes. For example, the GM may decide the territory cannot exceed the size of a single gang's territory.

Improved Rat's Luck: The sprawler's luck increases. He gains a +4 bonus on rerolls made with the rat's luck ability, or if he forces an enemy to reroll an attack, that enemy takes a −4 penalty on the roll. This bonus or penalty is also applied on any roll to confirm critical hits. The sprawler must be at least 14th level and have the rat's luck ability in order to select this ability.

Improved Uncanny Dodge (Ex): The sprawler can no longer be flanked. This defense denies another character the ability to sneak attack the character by flanking him, unless

SPRAWLER

SPRAWLER

the attacker has at least four more levels in a class with the sneak attack ability than the target does. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum sprawler level required to flank the character. The sprawler must be at least 8th level to select this ability.

Jury-rig: A sprawler is adept at making do with whatever materials are at hand. He can effect repairs on a broken item or vehicle for one-fiftieth the item's price, or for free if he spends an hour scavenging parts (by making a successful DC 15 Survival check). These repairs will last for up to an hour per sprawler level. If someone other than the sprawler attempts to use the item, then treat the item as if it still had the broken condition, unless the sprawler spends a minute to instruct the person on how to work it before it is used. ("Jiggle this switch a few times first. Don't just push that button, hold it down for a second.")

Master Trapmaker: The sprawler has become an expert at deploying his makeshift traps. Increase all DCs for Perception and Disable Device checks to detect and disarm the sprawler's traps by +5. Also, he can add two modifiers to any particular trap he sets (e.g. a sprawler can set a fire trap with both the burning and explosive modifiers). A sprawler must be at least 10th level and have the trap ability in order to take this ability.

Push Through: The sprawler is never slowed by difficult terrain in his favored communities. In addition, he can move through the space occupied by local citizens as if they were allies. This does not apply to creatures intent on harming the sprawler. Areas that are purposely manipulated to impede motion (such as spike strips, caltrops, etc.) still affect him. A sprawler must be at least 5th level to select this ability.

Rat's Luck: Once per day a sprawler can either reroll one of his attack rolls or force an enemy who just hit him with an attack to reroll the attack roll. The sprawler must take the result of the second roll even if it is worse. A sprawler can use this ability one additional time per day for every five class levels, to a maximum of three times per day.

Razor-Sharp Chair Leg: As a swift action, a sprawler may alter the type of damage dealt by an improvised weapon to bludgeoning, piercing, or slashing damage. In addition, the sprawler has a critical threat range of 19–20/×2 with any improvised melee weapon. If the sprawler has the Improvised Weapon Mastery feat, then the critical threat range of the weapon increases to 18-20.

Sneak Attack: If a sprawler can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The sprawler's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the agent flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two sprawler levels thereafter. Should the sprawler score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet, unless the sprawler takes a full round action to aim the weapon, in which case the attack counts as a sneak attack so long as the target is within the first range increment of the weapon. If the weapon is equipped with a scope, then the sprawler may sneak attack as a full round action to the maximum range of the scope.

With a weapon that deals nonlethal damage (like a stun baton or an unarmed strike), a sprawler can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual −4 penalty. The sprawler must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A sprawler cannot sneak attack while striking a creature with concealment.

Trap: The sprawler learns how to create a snare trap and one other trap of his choice. At every two class levels thereafter, he learns another trap. The sprawler can use these traps a total number of times per day equal to 1/2 his sprawler level + his Wisdom modifier. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The sprawler cannot select an individual trap more than once.

Setting a trap is a full-round action that provokes attacks of opportunity. A trap fills a single 5-foot square, and cannot be placed in the same area as another sprawler trap. The sprawler only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a knife, a piece of rebar, or a few nails), a length of rope or surgical tubing, and so on. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to 10 + 1/2 the character's sprawler level + the character's Wisdom bonus. All sprawler traps are Trigger: location, and Reset: none.

A trap lasts for 1 day per sprawler level or until triggered, whichever comes first. A trap's DC decreases by 1 for each full day that passes after it is set. Traps marked with an asterisk (*) can add to or modify the effects of another trap; a sprawler can add one of these trap types to any standard sprawler (this costs 1 additional use of the trap ability).

The sprawler can learn to create the following traps.

*Alarm Trap**

Effect: When the trap is triggered, it also creates a momentary loud noise, and anyone within 60 feet of the

trapped area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the noise can be heard as far as 180 feet away. The sound lasts for 1 round.

Burning Trap*

Effect: A sprawler can only add this to a fire trap. If the triggering creature fails its Reflex save, it catches on fire, taking 1d6 points of fire damage at the start of its turn for 1d4 rounds. The burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Electrical Trap*

Effect: This trap electrocutes the creature that triggers it, dealing a number of points of electrical damage equal to 1d6 + 1/2 the sprawler's level to the triggering creature (Reflex negates). The sprawler must have a power source to attach when setting the trap. This trap can be used in conjunction with a weapon trap, creating a taser-like device that delivers the charge upon a successful attack (but cannot be used in conjunction with a firearm-based trap.)

Exploding Trap*

Effect: A sprawler can only add this to a fire trap. The trap explodes in fire, filling all squares adjacent to the trap and dealing a number of points of fire damage equal to 1d6 + 1/2 the sprawler's level (Reflex negates).

Fire Trap

Effect: The trap explodes in flames, dealing a number of points of fire damage equal to 1d6 + 1/2 the sprawler's level to the triggering creature (Reflex negates). The sprawler must use a flammable substance such as kerosene when setting the trap.

Marking Trap*

Effect: If the triggering creature fails its save against the trap, it is marked with a dye and/or scent of the sprawler's choosing. A scent mark decreases the DC of tracking the marked creature by scent by 4. The mark can be washed off with vigorous scrubbing, but fades on its own over several days.

Poison Trap*

Effect: The trap poisons the creature that triggers it. The sprawler must provide 1 dose of contact, inhaled, or injury poison when setting the trap, and the trap uses that poison's effects and DC. A poison trap may be used as an enhancement for a weapon trap, unless it is using a firearm or energy weapon to deliver the damage. Using the poison trap as an enhancement costs 1 additional use of the trap ability.

Snare Trap

Effect: The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless the ranger included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an Escape Artist check (DC equal to the trap's DC) as a full-round action. The trap or its leash has a number of hit points equal to 1/2 the sprawler's level, or can be burst as a full-round action with a DC 25 Strength check. The trap can hold up to a Medium creature; each extra daily use of the street rat's trap ability spent when the trap is set increases the maximum size of creature the trap can hold. At the sprawler's option, if there is a tall, stable object or structure nearby, he can have the trap lift the creature.

Stunning Trap*

Effect: A sprawler can only add this to an electrical trap. When the triggering creature takes electrical damage from the trap, it must succeed at a Fortitude save equal to the trap's DC or be stunned for 1 round for every three sprawler levels the trapmaker possesses (minimum 1 round).

Weapon Trap

Effect: When triggered, the target is attacked with a weapon (a triggered firearm, spring-loaded melee weapon, a deadfall, or similar effect). The trap makes an attack roll against the target's Defense Rating (the target is considered flat-footed unless it has an ability to counteract this condition) using the sprawler's base attack bonus. If the attack is successful, the trap delivers damage appropriate to the weapon incorporated into the trap (including critical damage, in the case of a confirmed critical hit). In the case of a makeshift weapon, the trap's damage is 7/12 (2d6).

Trapfinding: A sprawler adds 1/2 his class level on Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1).

Uncanny Dodge: The sprawler can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to his Defense Rating if he cannot see his attacker. He still loses his Dexterity bonus to his Defense Rating if immobilized. A sprawler with this ability can still lose his Dexterity bonus to his Defense Rating if an opponent successfully uses the feint action against him. If a sprawler already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead. The sprawler must be at least 5th level to select this ability.

Upper Hand: A sprawler that performs a successful dirty trick combat maneuver on an opponent can choose to take another attack at his highest base attack bonus against the opponent, in addition to any other remaining attacks for

SPRAWLER

the round, or take a double move away from the target. A sprawler must be at least 6th level to select this ability.

Capstone Knack: At 20th level, a sprawler chooses one of the following knacks.

Dangerous Quarry: At 20th level, a sprawler is most dangerous when on the defensive. If an enemy hits with a successful attack, then the street rat may, as an immediate action, make an attack at his highest attack bonus against that enemy. Any successful hit is considered a critical threat. The street rat must still succeed at a confirmation roll. If the critical hit is confirmed, the target takes the damage and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the street rat's level + the street rat's Wisdom modifier. This ability cannot be used against the same target more than once in a 24-hour period.

Head Honcho: Being the baddest makes you the boss. At 20th level, you gain control of a major gang. This provides you with some serious political leverage, at least on the street level. You gain a +10 circumstance bonus on all social skill checks made to deal with people that live in your gang's territory or have some vested interest in that area. Once per day you can call in the troops, gaining the assistance of a troop of gangers. This troop fights with you until dispersed or you dismiss them.

Ganger Troop	CR 15

51,200 XP
Medium humanoid (human, troop)
Init +5; **Senses** low-light vision; Perception +22

DEFENSE

Defense Rating 16 (+4 Dex, +2 Dodge); **DR** 6
Critical Defense Bonus +9
Defensive Abilities troop traits
hp 220 (22d8+77)
Fort +17, **Ref** +17, **Will** +10

OFFENSE

Speed 40 ft.
Melee troop +26 (5d6+8 [22/52])
Space 20 ft.; **Reach** 5 ft.
Special Attacks firebomb (DC 25), guns blazing (DC 25)

STATISTICS

Str 26, **Dex** 17, **Con** 18, **Int** 9, **Wis** 12, **Cha** 13
Base Atk +22; **CMB** +20; **CMD** 34
Feats Combat Reflexes, Dodge, Fleet (x2), Iron Will, Mobility, Skill Focus (Athletics, Stealth), Run, Stand Still, Step Up, Toughness
Skills Athletics +15, Drive +8, Knowledge (local) +10, Perception +22, Stealth +18, Survival +12
Language: English
SQ gutterware

SPECIAL ABILITIES

Firebomb: The gangers are equipped with molotov cocktails. As a move action, the ganger troop can target a single square up to 30 feet away with a volley of molotov cocktails. A volley deals 6d6 fire damage in a 20-foot-radius burst (Reflex DC 25 for half) and ignites any unattended flammable materials in the area. Creatures damaged by this attack must succeed at a Reflex save (DC 23) or catch fire, taking 2d6 points of fire damage each round for the next 3 rounds or until extinguished. The save DCs are Dexterity-based.

- **Guns Blazing:** The gangers can cut loose with a hail of bullets as a standard action. This attack takes the form of four lines with a range of 120 ft. These lines can start from the corner of any square in the troop's space. All creatures in one of these lines take 8d6 points of bludgeoning and piercing damage (Reflex DC 25 for half). A creature's DR counts against this damage. The save DC is Dexterity-based.
- **Gutterware:** The gangers in the troop are equipped with gutterware cybernetic implants. This grants the troop low-light vision, a +1 bonus to initiative, and a +1 dodge bonus to their Defense Rating. These bonuses are already factored into the troop's statistics.
- **Troop Traits:** A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack.

All troops gain the following traits.

- **Troop Subtype:** A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. A troop makes saving throws as a single creature. A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shape-able, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures. The exact number of a troop's component creatures varies, but in

general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

- A troop is never staggered or reduced to a dying state by damage.
- **Immunity to being Tripped or Bull Rushed:** A troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.
- **Vulnerable to Area Effect Damage:** A troop takes half again as much damage (+50%) from effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.
- **Troop Attack:** Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice. Unless stated otherwise, a troop's attacks are non-magical. Damage Reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all crea tures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack.
- **Chaos of Combat:** Because of the chaos of combat, abilities requiring concentration (such as psionics) within the area of a troop or within its reach requires a man-ifester level check (DC 20 + psionic power level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

SPRAWLER PATHS

GANGER

In a world where poverty is rampant and the middle class is no more, gangs in urban areas are just as ubiquitous as they've ever been. They're also more dangerous than ever. Being a member of a gang means security, commu-nity, power, wealth, and resources for those that would otherwise do without, or lose them to gangs without the protection membership affords. It is a harsh, brutal, and often short life, but given the alternatives, it is a choice more and more people make in this day and age.

Role: Gangers get what they want through the threat of violence, and they are willing to follow through on that threat if needed. They're not subtle, but they get the job done. If you need a strong arm and a handy gun, you can do worse than have a ganger at your side.

Ganger Knacks: The following knacks are best suited for creating a ganger. Feats marked with an * are found in this book.

Abilities: brutal beating, frightening, gang-fighting, gets the job done, improved uncanny dodge, sneak attack, uncanny dodge.

Bonus feats: Catch Off-Guard, Gang Up, Intimidating Prowess, Lookout, Paired Opportunists, Physical Marvel*, Rapid Reload, Team Up, Weapon Focus.

Talents: assault leader, bleeding attack[†], deadly sneak[†], offensive defense[†], positioning attack, powerful sneak[†], strong impression, surprise attack, and weapon training.

[†]These knacks add effects to a ganger's sneak attack. Only one of these knacks can be applied to an individual attack and the decision must be made before the attack roll is made.

STREET RAT

Street rats are the lowest stratum of urban inhabitants. Like the animal for which they're named, they subsist largely on the leavings of others. By necessity, they become experts in adaptation, conservation, and survival. Where others see refuse, a street rat sees opportunity.

Role: There's no one tougher than a street rat. Survival isn't a game to them; it's a day to day struggle. They know the ins and outs of the sprawls better than anyone, and that can be a vital asset for a team. Keep them happy and paid, and they'll help keep you alive.

Street Rat Knacks: The following knacks are best suited for creating a street rat. Feats marked with an * are found in this book.

Abilities: blend in, deadly surprise, dangerous quarry, dirty maneuvers, elusive defender, hide in plain sight, improved rat's luck, jury-rig, master trapmaker, push through, rat's luck, trap, trapfinding, upper hand

Bonus Feats: Alertness, Diehard, Dodge, Endurance, Great Fortitude, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility

Rogue Talents: cunning trigger, defensive roll, fast getaway, fast stealth, ledge walker, opportunist, resiliency, rogue crawl, trap spotter

SPRAWLER

CONTACTS

NEW RULES

CONTACTS

A contact is a unique NPC with useful skills or powerful connections. You can call upon contacts for aid to accomplish specialized tasks without getting directly involved. A low-level contact can dig up a local rumor, tell you where to find a good meal, or impart basic knowledge. However, as you earn more of a contact's trust, he might perform greater tasks with greater personal risk, such as helping you track down an adversary, bailing you out of jail, or loaning you a piece of equipment.

There are many types of contacts—a contact might be a childhood friend, a former adversary with whom you share a mutual respect, a war buddy, a former colleague, or a friend of the family. They aren't limited to a specific social class or profession. A contact with few connections is capable of providing only minimal aid to you, but others might have more significant resources. A contact's ability to aid you might even shift over the course of your adventuring career. Changes to a contact's profession, rising or falling social status, and other personal events can alter her ability to provide aid.

Sometimes a contact needs compensation for his trouble, or at least reimbursement for costs incurred while working on your behalf. Criminal contacts in particular almost always charge for their services or demand favors in return. A contact from a corporation or other organization might expect you to give a donation to the organization, or provide the corporation with a photo opportunity or other commercial compensation. Other times, costs arise out of necessity. A contact who needs anonymity to accomplish a task might require additional funds for bribes or to purchase covert access to a secret location.

Two factors influence the effectiveness of a contact: the amount of trust you share with the contact and the amount of risk involved with what you ask of the contact. A contact who doesn't fully trust you won't risk his neck to help you, though he might still perform some basic risk-free tasks to see if you warrant additional trust.

TRUST

In order for you to secure a reliable contact, you must establish and maintain the contact's trust. A new contact won't typically reveal the full extent of her abilities or covert affiliations. For example, your childhood friend might have close ties with a political organization, corporation, or street gang, but may keep this information secret to protect himself and you. At some point, the friend reveals this connection and becomes a contact for you. As the contact's trust increases, she becomes more willing to perform or secure various services for you, provided those services remain within her means.

Trust is measured on a scale of 1 to 5, with 1 being the least amount of trust and 5 representing the highest. You build trust through successful interactions between you and your contact. As these interactions accrue, the level of Trust increases (see Gaining, Cultivating, and Losing Contacts). A contact can have different Trust scores for different PCs in the same adventuring party—a sector cop could have a high Trust score for a ronin PC he's known for a while and a low Trust score for a hacker PC who is new to town. For some contacts, the Trust score declines if they haven't heard from you in a while, but rebuilding Trust to its earlier level is faster than starting from scratch.

The different trust levels are as follows.

- **1. Wary:** A wary contact has no more trust in you than in any stranger. Though she's willing to divulge minimal information, she'd just as readily sell your information to your enemies or turn on you in order to protect herself or her reputation. A wary contact performs only basic tasks that assume little to no personal risk.
- **2. Skeptical:** A skeptical contact has established some small amount of trust with you. Despite earlier positive interactions, the contact remains fairly cautious. He can be called upon to perform tasks of minimal risk, but refuses any task that might jeopardize his safety, public image, or finances. If questioned about you, the skeptical contact attempts to remain neutral

TABLE 2: 14: CONTACT TRUST IMPROVEMENT

NPC TRUST SCORE	DIPLOMACY DC*
Wary (1)	20
Skeptical (2)	15
Reliable (3)	10
Trustworthy (4)	5
Confidant (5)	–

*If the contact has a bonus on Diplomacy checks made to negotiate with you from failing or abandoning a task, add that bonus to this DC.

when describing his relationship and won't immediately turn on you.

- **3. Reliable:** A reliable contact still doesn't fully trust you, but is willing to make a greater effort to help. She might perform tasks that place her at slightly greater risk, such as hiding a fugitive on her property or loaning small sums of money or inexpensive items. A reliable contact is not willing to assume greater risk solely out of trust in you, and tries to protect her own reputation as a reliable contact.
- **4. Trustworthy:** A trustworthy contact holds you in high regard. When you ask for assistance, he sincerely desires to aid you. He puts in extra time and effort to assure success, but still avoids undertaking tasks that would place him or his loved ones in significant danger. He will not lightly accept a task that would destroy his career, reputation, or finances.
- **5. Confidant:** At this level, the contact trusts you with her life. She attempts to help you even if it stretches her personal means or involves great personal risk. A confidant never turns against you unless she's shown absolute proof that you betrayed her.

RISK

Risk represents the potential danger of various tasks. Like a Trust score, Risk is measured on a scale of 1 to 5, with 1 representing little or no risk and 5 representing serious danger. Each level of risk includes the typical drawback or punishment the contact suffers if he critically fails at a risky task.

The different risk examples are as follows. The GM should use these examples as guidelines to determine how risky a task is.

1. None: No-risk tasks include sending a message to one of your allies, directing you to a reputable street doc, getting your equipment repaired, providing you with minor rumors, or getting a researcher to discuss their area of expertise. These tasks might be inconvenient, but the contact doesn't risk any sort of penalty for performing them.

Critical Failure: No consequences worth considering.

2. Minor: Minor-risk tasks include providing a code to a door of a private area, acquiring a semi-legal item for you, or finding a place for you to lie low. Negative consequences can include paying a small fine, provoking the ire of the local authorities, suffering a small financial loss, or enduring social embarrassment.

Critical Failure: Fine or imprisonment with bail. You must spend (1,000 x 1/2 the NPC's character level) cryptodollars to rectify this situation; otherwise, you lose the contact, and all current and future contacts have their Trust scores lowered by 1 with you.

3. Moderate: Moderately risky tasks include lying to authorities on your behalf, making forgeries, helping you evade authorities (such as by providing a getaway vehicle or arranging extradition), or loaning you money or equipment (worth up to 2,000 x your character level in cryptodollars). If the contact is caught while involved with this task, she may have to pay a fine, face short-term imprisonment, or suffer a moderate financial or social loss.

Critical Failure: Fine or imprisonment with bail. You must spend (1000 x the NPC's character level) cryptodollars to rectify this situation; otherwise, you lose the contact, all current and future contacts have their Trust scores lowered by 2 with you, and the DC of any of your future attempts to raise the Trust scores of contacts increases by 5.

4. Considerable: Considerably risky tasks are explicitly illegal (such as burglary or robbery) or are morally questionable even if legal (such as fraud conducted by taking advantage of obscure loopholes in the law). If the contact is caught performing such a task, she may be imprisoned, have his property seized, or lose personal rights (such as a formal title or high-status employment). If caught by a criminal element, he may also be subject to assault or torture.

Critical Failure: The contact is imprisoned without bail or his wealth level is reduced enough to lower his lifestyle by two ranks, at least temporarily, due to massive fines and/or freezing of assets. You must restore the contact's status, possibly by legally freeing him and vindicating him, or by rescuing him and helping him establish a new life elsewhere. Failure to do so means you lose the contact, all current contacts have their Trust scores lowered by 3 with you, and the DCs of any of your future attempts to raise the Trust scores of contacts increase by 5.

5. Great: An act of great risk describes any task for which the failure results in death, exile, or life imprisonment, such as murder, grievous assault, or treason.

Critical Failure: Within 1 week's time of the contact being caught, you must get the contact's sentence negated, overturned, or revoked, or otherwise save her from this fate. Failure to do so means all current contacts have their Trust scores lowered by 4 with you, and the DCs of any of your future attempts to raise the Trust scores of contacts increase by 5. Extraordinary measures, such as gaining a brain scan of the contact and purchasing a bioroid body on his behalf, allow you to retain the contact (though her status and usefulness may be questionable if her reputation was also destroyed). Unless it is known that you used these extraordinary measures, the Trust penalty for other contacts remains.

CONTACTS

NEGOTIATION CHECKS

To use a contact, you must first determine the contact's willingness to help you. Compare the task's Risk score to the contact's Trust score.

If the task's Risk score is higher than the contact's Trust score, the contact simply refuses to attempt the task. You can try to entice the contact by offering him compensation for his efforts such as cryptodollars, equipment, or a debt of service. As a general rule, you may temporarily increase the contact's Trust score by 1 point by offering an enticement worth 1000 x the NPC's character level in cryptodollars or the equivalent value in gear or items. You can't offer more value to increase his Trust score more than 1 point at a time.

If the Trust score is equal to or higher than the Risk score, you must attempt to negotiate by making an opposed Diplomacy check against the contact to determine whether she'll perform the task. The contact adds the task's Risk score to her Diplomacy check. If your check succeeds, the contact is willing and able to attempt to help you (though she may have a price for her services). Failure doesn't necessarily mean the contact doesn't want to help; the contact might be unavailable or unable to help at that time.

Once a contact agrees to help, the GM must determine the extent of his success. The GM attempts a skill check on behalf of the contact using the contact's most appropriate skill for the task (or an ability check if no skill is appropriate). The DC for this check is determined using the following formula: DC = 10 + the CR of the task + the task's Risk score + any other GM modifiers.

"Any other GM modifiers" includes any modifiers the GM feels are appropriate for the situation, such as a high level of scrutiny at a media-broadcast charity event or a temporary shortage of certain black-market goods.

Failing this check by 5 or more results in a critical failure (see the Risk section for consequences of critical failures on tasks).

Most tasks require 1 day of work, with the check to determine the contact's success or failure attempted at the end of the time period. When appropriate, the contact may decrease the DC of a task by increasing the time spent completing it, representing the time spent planning and preparing, gathering resources, and waiting for the right moment to attempt the task. Subtract 1 from the DC for each day spent beyond the first, to a maximum of 4 extra days.

The GM might decide that a particular task is longer term and requires at least 1 week to perform (such as pulling off a large heist or protecting someone for several days). When appropriate, the contact may decrease the DC of a long-term task by proportionately increasing the amount of time spent. Subtract 1 from the DC for each additional week spent, to a maximum of 4 extra weeks. Tasks requiring more than this amount of time should be broken into smaller tasks and handled on a daily or weekly basis.

If the task becomes riskier while the contact is still working on completing it, you and the contact make another opposed Diplomacy check at the new Risk score (even if you aren't present to speak to the contact). This represents the contact weighing his trust in you and the risk of the task. If you succeed at this second check, the contact proceeds with the task. If you fail, the contact abandons the task.

Each time a contact fails at or abandons a task, she adds a cumulative +1 bonus on all subsequent Diplomacy checks made to negotiate tasks with you because of frustration, fear of being associated with you, or various other reasons. You can try to convince the contact to try again, but the contact usually must wait 1d4 days before another attempt, and trying that same task over again gives the contact a +4 bonus on her opposed Diplomacy check to negotiate.

GAINING, CULTIVATING, AND LOSING CONTACTS

In *Interface Zero*, you begin the game with up to two contacts. If you choose to do so, they start with Trust scores of 1 and 2, respectively. Alternately, you can choose to start with a single contact with a Trust score of 3. You gain new contacts over the course of a campaign. This is accomplished by securing an NPC's trust through repeated positive actions or a single profound one.

Positive actions include such things as regular patronage of the NPC's business, providing the NPC with some form of additional compensation for his efforts, performing a task on his behalf, or using your personal influence to help the NPC gain a position of greater power or prestige. Profound interactions include saving the life of the NPC or someone the NPC loves, protecting his reputation from ruinous slander, or preventing the loss of his property or finances. Once you accrue five positive interactions or one profound interaction, you can treat him as a contact.

A relationship with a contact develops as you spend time with her. Each time you have a positive or profound interaction with the contact (but no more than once at each of your character levels), attempt a Diplomacy check to improve the contact's Trust score by 1. If the interaction is profound rather than merely positive, you gain a +5 bonus on this Diplomacy check. The DC of the check depends on the contact's Trust score with you.

At the GM's discretion, if you're away from the contact for a month or longer, that contact's Trust score with you might decrease as he forgets about you. If this happens, attempt a Diplomacy check against the above DC. Success means

the contact's Trust level remains the same, and failure means it decreases by 1 (minimum 1). At the GM's discretion, some contacts with special relationships to you, such as childhood friends or old mentors, might not lose Trust in this manner, or you could have to make these checks only once per year instead of once per month.

Ending a relationship with a contact can be easy or difficult, depending on who the contact is and what kind of relationship he has with you. How you end a relationship with a contact can impact the Trust scores of your other contacts. In some cases, avoiding a contact for long enough (so his Trust score drops to 1) is enough to end the relationship with no hard feelings. It is up to the GM to determine what you must do to lose a contact in a way that does not affect the Trust score for your other contacts, but the GM should err on the side of leniency—if you made the effort to gain many contacts, you shouldn't be punished with reduced Trust scores for all contacts just because you stop interacting with some of them.

TYPES OF CONTACTS

Contacts are as diverse and complicated as society itself. Simple contacts only provide you with basic information, such as which streets are the best to travel to avoid gangers or which nearby street doc has the best reputation. Contacts with greater experience, power, and influence are capable of providing more advanced aid. A politician's secretary might leak information or alter an important document, and the vice president of manufacturing for a munitions company might lend you a prototype. Because of this diversity, associating with certain types of contacts creates greater risk for you than associating with others. A conversation with a bartender or medic attracts far less attention than a conversation with the sister of a powerful CEO or multiple visits to the mayor's office. Likewise, asking a notorious hit man to see whether an injured fixer friend is recovering may be construed as a threat, asking a crazed cyborg contact for local rumors is more likely to reflect more poorly on you than asking a popular journalist, and keeping company with criminals, outcasts, or other shady characters might implicate some amount of guilt by association in the eyes of local authorities.

Some of the following example contacts have a minimum Risk (MR) listed after them. When making the negotiation check, use the Risk score of the task or the contact's MR, whichever is higher. For example, asking a contact to acquire a black-market item is normally a minor task (Risk score 2), but asking a hit man contact (MR 3) to acquire the same item makes the task moderately risky (Risk score 3), simply because the assassin's nature and reputation make even common tasks more chancy.

The DC of the skill check to complete the task uses the task's Risk, not the MR of the contact. For example, just because a master assassin is an inherently risky contact doesn't mean it's automatically harder for her to find a black-market item for you.

A particular contact may have a higher minimum Risk than what is listed; these are just typical examples within a general category.

Academic: An academic can provide knowledge within her areas of expertise. She typically has access to various university databases. An academic researches a subject by drawing on public records and texts and then attempts to answer questions by making appropriate Knowledge checks.

Artisan: A PC can count on an artisan to get an honest appraisal of an item, find goods for fair prices, locate or create a hard-to-find mundane item, or repair a broken item.

Crime Boss (MR 3): This contact is the leader of some type of criminal syndicate, such as a crime family or street gang. A successful crime boss usually has great wealth and knowledge of the region his organization works within. A crime boss rarely fails to complete a task given his resources, but usually demands some sort of payment for this service—typically requiring you to perform an illegal act that benefits the contact or his criminal organization.

Fence (MR 2): A fence specializes in buying and selling hard-to-find items and stolen or illegal black-market goods (such as drugs, poisons, and other types of contraband). Though fences often keep a low profile, many folks find their services useful enough that incidental contact with a local fence won't totally besmirch one's character.

Gossip: This contact could be a bartender, server, prostitute, or valet who regularly encounters all sorts of individuals. Gregarious and chatty, the gossip leaks you information about various patrons or stories. Unlike a rumormonger, a gossip doesn't actively seek to distribute information for money, and her knowledge is based on what she hears directly from others. Though a gossip provides useful information, rarely is it anything unusual or covert. Things a gossip might know include the type of person a certain corporate suit fancies, the day of the week merchandise trucks arrive at the warehouse down the road, or reports of strange murders in the sprawl.

Hit Man (MR 3): A hit man will injure, poison, or even kill someone at your behest. Most assassins charge a fee based on the nature of the target, and the difficulty of the job (e.g. making it look like an accident). In most countries, the penalty for hiring a hit man is the same as the penalty for committing a murder.

Manipulator (MR 2): A manipulator usually runs a clandestine network of agents who put the right words onto news feeds, social networks, and video outlets to effect change on the behalf of the manipulator's clients. Depending on his personal motives, the nature of his network, and whether your plans affect his other clients, his services could be very expensive.

Merchant: A merchant owns or operates some sort of shop. As a contact, the merchant might impart tidbits of information about other customers and minimal gossip. She might also give you a discount on goods or services, or extend you a line of credit.

Observer: This category includes drunks, junkies, low-level gangers, street rats, and others who spend their time wandering the city streets. So commonplace is the observer within his surroundings that most people ignore him as they pass by. The observer bears witness to all that goes on around him. He can tell you the time a specific event occurred and who was around when it happened. He knows the local sector cops and their patrol patterns, and can keep a watch out for individuals who are hiding within a crowd or who are abroad at odd hours.

Petty Criminal (MR 2): A petty criminal dabbles in minor nonviolent crimes, such as burglary, smuggling, and minor hacking. He might also know about criminal operations in the city and which officials accept bribes. He could be willing to introduce you to a professional criminal or crime boss.

Politician (MR 2): This person holds an influential position within the community's current political structure. She might be a city council member, county clerk, or even mayor. The contact maintains direct access to the ears and concerns of those with political power and can attempt to influence their decisions. This type of contact is highly sought after, so her actions are closely watched to prevent outsiders (like you) from bribing or otherwise manipulating her. Though she has great potential to initiate social and political changes, she remains under close scrutiny at all times.

Professional Criminal (MR 3): This contact belongs to a known criminal organization or street gang. Unlike a petty criminal, he might resort to more violent crimes such as arson, kidnapping, assault, and extortion. A professional criminal might know or work for a crime boss.

Rumormonger: A rumormonger keeps her eyes and ears on the Global DataNet and the world at large for tidbits about the social and political goings-on as well as word of interesting current events or discoveries. She makes a living buying and selling semi-sensitive and personal information, and might also provide little-known details about current events. A rumormonger usually provides more usefulness and amusement to her community than threat, and is careful enough to keep secrets that might get her killed. She occasionally repeats information that's more dangerous than she realizes, however, putting herself or others in jeopardy.

Saboteur (MR 3): A saboteur is an expert at destroying objects and property, whether through arson, explosives, or other means. A career saboteur typically works for a criminal organization or sometimes a resistance movement or terrorist group.

Sector Cop: This contact provides information about local criminals and suspects, as well as reasonable insight into the workings of the police force and current political goings-on and trends. She can keep an eye on things, provide an escort, allow you to speak with a prisoner, or arrange a meeting with a superior officer.

Snitch (MR 2): Unlike a rumormonger, a professional snitch deals only in information that he knows to be true. He relies upon an extensive range of sources and checks the accuracy of their reports. A snitch also earns many enemies; thus he makes every effort to keep a low profile. He can be hard to contact, and his services are generally costly. He can produce personal information about corporations, celebrities, politicians, criminals, and other important people.

Thug (MR 2): A thug uses force or threats of violence to influence others. She may be an enforcer who collects on debts for her employers or a vigilante who treats villains to her own sense of justice. Often the only difference between a thug and a sector cop is that the thug performs her jobs outside of the constraints of the law. A thug isn't necessarily villainous, but others might consider her actions criminal. In addition to performing unsavory tasks, a thug can tell you details about her employer or those she torments.

ZERO POINTS

Each character begins play with 1 Zero Point, regardless of her level. In addition, whenever a character gains a level, she earns an additional Zero Point, subject to the maximum allowed for their level on the Positive Street Cred Table. Zero Points are supposed to fluctuate up and down during sessions and campaigns, with characters spending them and gaining new ones through their actions. Aside from these basic rules, awarding additional Zero Points is up to the GM.

The following options are just some of the ways that a GM might award additional Zero Points:

Character Story: GMs can award a Zero Point for the completion of a written character backstory. This reward encourages players to take an active role in the history of the game. In addition, the GM can use this backstory to generate a pivotal moment for your character concerning his past. When this key event is resolved, the GM can reward

another Zero Point. Alternatively, the GM might award a Zero Point for painting a miniature or drawing a character portrait in the likeness of your character, helping the rest of the group visualize your hero.

Completing Plot Arcs: The GM might award a Zero Point to each of the PCs who were involved in completing a major chapter or arc in the campaign story. These Zero Points are awarded at the conclusion of the arc if the PCs were successful or advanced the story in a meaningful way.

Group Service: The GM can award Zero Points for acts outside the game as well. Buying pizza for the group, helping to clean up afterwards, or even hosting the game for a night might be worth a Zero Point. This sort of Zero Point should be given out of generosity, not as a payment.

Heroic Acts: Whenever a character performs an exceptionally heroic act, she can be awarded a Zero Point. This might include anything from killing a deadly xenomorph when the rest of the group has fled or dropped, to rescuing sprawlers from a burning building despite being terribly wounded. It does not have to be related to combat. Convincing the reticent CEO to send his private security force to help with a ganger problem or successfully defusing a bomb might earn a character a Zero Point, depending on the circumstances. Note that a Zero Point should only be awarded if the PC involved did not spend a Zero Point to accomplish the task.

Maximum Zero Points: A character's maximum Zero Point total depends on their level and their Street Cred, as shown in the Street Cred section below.

USING ZERO POINTS

Zero Points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 Zero Point during a single round of combat except to Cheat Death (see below). Once spent, the Zero Point or Points are gone and your total reduces by that amount. You may not permanently be reduced below 1 Zero Point, but if you spend all of your Zero Points and reduce your total to 0, you do not regain the 1 point needed to bring you back to 1 Zero Point until the start of the next scenario. You may not spend enough points to reduce your total to a negative number.

Whenever a Zero Point is spent, it can have any one of the following effects.

Act Out of Turn: You can spend a Zero Point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a Zero Point grants you a +8 luck bonus to any one d20 roll. If used after a roll

is made, this bonus is reduced to +4. You can use a Zero Point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting an enemy, shouting words of encouragement, and etc.) as given in the Aid Another action. Zero Points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action: You can spend a Zero Point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a Zero Point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the Zero Point is not spent.

Reroll: You may spend a Zero Point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special: You can petition the GM to allow a Zero Point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a rampaging cyborg to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional Zero Points may be spent on such an attempt, either by the character or her allies.

Cheat Death: "A character can spend 2 Zero Points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from a sniper rifle. If the character spends 2 Zero Points, the GM decides that the bullet pierced a clip of ammunition on the character's combat harness, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 Zero Point in a turn."

STREET CRED

Actions have consequences.

It's a dog-eat-dog world out there, folks. The streets are filled with all sorts of folks lookin' to up their street cred, because let's face it: your street cred is everything, omae. A shiny reputation gets you the respect of your peers. Doors open. Bollywood agents wanna make you the star of your own REALmedia feeds. Fans want to share a selfie, and sometimes your body. Jobs are plentiful. The food is authentic and life is good.

STREET CRED

TABLE 2:15: POSITIVE STREET CRED

RANK	LEVEL	MAXIMUM ZERO POINTS	BENEFITS
0 (N00b)	1st-4th	1	–
1 (Adept)	5th-8th	2	+2 to Bluff, Diplomacy, and Intimidate skill checks
2 (Worthy)	9th-12th	3	+4 to Bluff, Diplomacy, and Intimidate skill checks
3 (Hardcore)	13th-16th	4	+6 to Bluff, Diplomacy, and Intimidate skill checks
4 (Legend)	17th-20th	5	+8 to Bluff, Diplomacy, and Intimidate skill checks

TABLE 2:16 : NEGATIVE STREET CRED

RANK	ZERO POINT REDUCTION	PENALTIES
–1 (Unreliable)	–1	–2 penalty on Bluff, Diplomacy, and Intimidate skill checks
–2 (Loose Cannon)	–2	–1 to Trust scores all contacts
–3 (Pariah)	–3	–4 penalty on Bluff, Diplomacy, and Intimidate skill checks
–4 (Blacklisted)	–4	–2 to Trust scores of all contacts

Bad street cred puts you out in the cold. Contractors who once had your number on speed dial are suddenly unreachable. Fixers who once jumped to get the gear you needed raise their prices and take longer to deliver the goods. Freelancers you counted on to watch your back avoid you like the plague; or worse, they torpedo the precious few jobs you do manage to get.

Rival bangers who once gave your set a wide berth suddenly grow a pair and move in on your territory. They tag your turf, steal your business, rough up your soldiers, and generally make life hell for you and your crew. It sucks worse than the slop you get out of the food vats. Thanks to the Global Datanet, if you screw the pooch on a job, your street cred will get trashed faster than a script kiddie can hack your TAP profile.

Most cities have media feeds dedicated to following the activities of freelancers, hackers, gangers, media icons, politicians and anyone else lookin' to make a name for themselves in sprawls across the globe. So don't be surprised to hear about the success or failure of your run on the way back to your squat. Hey, if you're lucky, there won't be any feeds streaming real-time footage of the event into your TAP.

Such is life in 2090.

TRACKING STREET CRED

Street cred is tracked via a level-based system. Basically, the higher your level, the more base street cred you have available, and the better your rep is. Actions can cause you to lose street cred, reducing your rep. Street cred is measured by four categories; rank, experience, Zero Points, and benefits. Read the descriptions for each entry below.

RANK

Your rank is essentially a title—a catch phrase others use when talking about your character. Generic rank names are provided, but you shouldn't feel bound by them. Come up with your own special rank names if you like, even tailor them to your character class to set your character apart from other party members. You can use this title as a way of invoking one of the street cred benefits your character has gained or, if you have negative street cred ranks, the Game Master can invoke it and use it against you.

Example: Johnny Two Thumbs (a cybermonk) has a positive street cred rank of 4. Those who know him call Johnny a Chromed Kensai, as his training and cyberware make him a deadly swordsman. Johnny's heard that a local dojo is connected to the Yakuza, who are using it a base of operations for recent attacks on the Bratva Vori (the Russian Mob).

Johnny doesn't want to see a war break out in this part of the sprawl. The people who live here are generally decent folks, just looking to live their lives in peace. He invokes his title by having contacts spread rumors he's in the neighborhood and looking to set things straight, hoping that the Yakuza takes the hint and stops what they're doing. At rank 4, Johnny gets a +8 to Bluff, Diplomacy, and Intimidation skill checks.

The game master decides that the rumors are a subtle form of Intimidation, and has Johnny make an Intimidation skill check to see if the Yakuza take the hint. The GM sets the DC at 30, because the Yakuza have already invested a lot of time and money into this operation. Johnny rolls a 15, and adds 18 to the roll (his Intimidation score of +10, plus another 8 for his street cred bonus, for a total of 32. The Yakuza get the message and (at least temporarily) stop their operations in the dojo.

LEVEL

As a character accomplishes deeds and carries out missions, they increase in level. This provides a natural increase in street cred. Without any bonuses, the level indicated on

the chart is when a character obtains a particular street cred rank, with its accompanying increase in Zero Points and benefits.

A character of a particular level may not have the indicated level of street cred. Particularly successful actions and missions can raise one's street cred higher than the indicated level. Likewise, mishaps and botched missions can lower street cred, sometimes even taking it to negative levels if one has a disastrous streak of misfortune and shoddy work.

MAXIMUM ZERO POINTS

A character's maximum number of Zero Points is determined by her street cred rank, as indicated on Table 2:15: Positive Street Cred.

Negative street cred can lower this number. If you have a negative street cred, apply the listed penalty to your maximum number of Zero Points. This number can never fall below one; even a character plagued by bad luck and poor decisions can pull off a miracle.

BENEFITS

Having your name known can open doors for you. Depending on your reputation, people will respond to you with respect, trust, or even fear. A high street cred provides bonuses to all Bluff, Diplomacy, and Intimidate skill checks. The GM may decide to allow other benefits depending on the situation (e.g. an employer may make a higher starting offer of payment for a job as an incentive.)

PENALTIES

Negative street cred hampers your ability to conduct business. This is a lack of confidence in your abilities as well as a lack of belief that you can back up your words with actions. There are two types of penalties applied by negative street cred. The first is a penalty to all Bluff, Diplomacy, and Intimidate skill checks. These penalties do not apply if you are in disguise or otherwise hiding your identity. They always apply when dealing with potential employers. The second type of penalty is a reduction in the Trust scores of all the character's contacts. While the penalties to social skills are eliminated once a character's street cred rises out of negative ranks, Trust scores for contacts must be earned back the usual way (see the Contacts section for more information.)

RAISING AND LOWERING STREET CRED

While street cred automatically rises with level, there are other variables that determine street cred.

COMPLETING A MISSION WITH STYLE

"Hello Neo."

"How do you know that name?"

"I know a lot about you."

"Who are you?"

"My name is Trinity."

"Trinity...The Trinity?? The one who cracked the IRS D-base?"

"The was a long time ago."

"Jesus..."

"What."

"I just...umm...I thought you were a guy."

"Most men do..."

-The Matrix

You've got crews that go out, get the job done, and get paid. Then you have the ones that take a simple job and turn it into a heroic epic. Rumors fly, sketchy videos are leaked to the 'Net, and legends are made.

Sometimes during the game characters will go above and beyond the call of duty. Such exceptional actions should be accompanied by a rise in street cred. Ultimately, the GM decides what actions qualify a character for such an increase, and whether it applies to an individual character or the entire team.

Example: Johnny Two Thumbs and his team are hired by a contractor representing Kenta Cyber Dynamics to stop a local gang of chrome reapers from selling a prototype tactical computer they cut out of one of the corp's beta-testers. Johnny's crew does the job and retrieves the tactical computer, gaining their due XP at the end of the scenario. In addition, Johnny manages to eliminate all the gangers that knew of the existence of the prototype, helping the corp keep it a secret. Additionally, the hacker on his team uncovered information from a server on site that this gang has one of the corp's people on their payroll; their attack on the beta-tester was no coincidence. Because members of Johnny's team went above and beyond the call of duty, the GM increases the street cred of those two members by 1.

BLOW THE MISSION, RUIN YOUR REP

Like the man said, actions have consequences. There are unwritten rules to these jobs; rules which must be followed if your characters want to maintain a solid reputation in the underground community. Most people who hire you are looking for discretion, professionalism, and reliability. Start going off like a loose cannon, blow too many assignments, bring down unwanted heat, and only the most desperate will hire you. Keep it up, and then only the crazy ones will

STREET CRED

touch you. Go too far, and you're a pariah. Some freelancers might even try to take you out just to make a point, or a fixer may set you up with a suicide mission to clear the trash out of the work pool.

Example: Using the same scenario from the above example, let's suppose the team not only fails in its mission, but while attempting to track down the chrome reapers, they accidentally leak the existence of the prototype to a rival corporation, who then buys it off the gangers. For this dismal failure, the GM decides that the entire team's street cred is lowered by 1.

To repair street cred, one has to rebuild trust by showing competence and reliability. Two successful (but not exceptional) missions are enough to raise street cred lowered past the norm for a character's level up by 1 point. Exceptional work on a mission when you have negative street cred immediately raises your rank by 1 point.

SKILLS

The following skills are treated differently in Interface Zero.

ACROBATICS

This skill now only affects keeping your balance on narrow or treacherous surfaces, and moving through threatened squares while avoiding attacks of opportunity. These rules function as they normally do in the Pathfinder system. Jumping across or over obstacles is now incorporated into the Athletics skill, along with Climb and Swim.

CRAFT (INT)

This skill functions much like it does in the standard Pathfinder Roleplaying Game Core Rulebook. However, in the year 2090, manufacturing is almost entirely automated. People that can put things together by hand are an uncommon commodity. Most people with this skill are typically using it to repair or modify existing items, rather than handcrafting them. The most common Craft skills in *Interface Zero* are armor, cyberware, electronics, mechanics, robotics, and weapons.

As with the standard skill, all crafts require the proper tools to give the best chance of success. If improvised tools are used, the check is made with a −2 penalty. If masterwork tools are used, they provide a +2 circumstance bonus on the check.

Check: The DC, your check result, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of parts and materials.

To determine the time and money it takes to make an item, follow these steps.
- Note the item's price.
- Find the item's DC from Table: Craft Skills.
- Pay 1/3 of the item's price for the parts and materials costs.
- Make an appropriate Craft check representing 1 week's work. If the check succeeds, multiply your check result by the DC, then multiply by 20. If the resulting number equals the price, then you have completed the item. If the result is a higher multiple of the item's price, then you've completed the item in a fraction of the time. For example, if the result is twice the item's price, you complete it in half the time, triple the price means one-third the time, and so on. If you fail a check by 4 or less, you make no progress that week. If you fail by 5 or more, you ruin half the materials and must pay half the material cost again.

Cyberware: Crafting cyberware is a special case, and not detailed under this skill (see Cyberware in the Equipment section for more details).

Repair Items: You can repair an item by making checks against the same DC that it takes to make the item. The cost of repairing an item is one-fifth of the item's price.

TABLE 2:17: CRAFT SKILLS

ITEM	SKILL	CRAFT DC
Personal armor	Armor	10 + DR
Exo-armor	Armor	15 + DR
Vehicle or drone	Mechanics or Electronics	20
Hyper Reality device	Electronics	20
Robot	Robotics	20
Melee or thrown weapon	Weapons	15
Exotic melee or thrown weapon	Weapons	18
Firearm	Weapons	15
Flamethrower, heavy weapon, or missle launcher	Weapons	18
Special weapon	Weapons	20
Energy weapon	Weapons	25

Modifications: Modifications to an existing item are made using checks against the same DC it takes to make the item. The cost of modifications are one-fifth of the item's price.

NEW SKILLS

The following are new skills introduced in Interface Zero.

ATHLETICS (STR; ARMOR CHECK PENALTY)

You are skilled at feats of physical regimen, such as scaling vertical surfaces, jumping over obstacles, and swimming.

Check: With a successful Athletics check, you can advance up, down, or across a slope, wall, or other steep incline (or even across a ceiling, provided it has handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

An Athletics check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

You need both hands free to climb, but you may cling to a wall with one hand while you fire a pistol or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing. Anytime you take damage while climbing, make an Athletics check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: You try to climb more quickly than normal. By accepting a –5 penalty, you can move half your speed (instead of one-quarter your speed).

Make Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 5 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall. Using high tech equipment (such as a laser cutter) reduces the time needed to make a handhold or foothold to a full round action.

Catch Yourself When Falling: It's practically impossible to catch yourself on a wall while falling, yet if you wish to attempt such a difficult task, you can make an Athletics check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catch a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if she is within your reach. Doing so requires a successful melee touch attack against the falling character (though she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt an Athletics check (DC = wall's DC + 10). Success indicates that you catch the falling character, but her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Athletics check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it's generally part of a move action (and may be combined with other

TABLE 2:17: ATHLETICS CHECK DCS

DC	EXAMPLE SURFACE OR ACTIVITY
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with narrow handholds and footholds, such as a typical wall in a dug mineshaft.
25	A rough surface, such as a natural rock wall or a brick wall.
30	An overhang or ceiling with handholds only.
—	A perfectly smooth, flat vertical (or inverted) surface cannot be climbed.
DC MODIFIER*	EXAMPLE SURFACE OR ACTIVITY
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls.
-5	Climbing a corner where you can brace against perpendicular walls.
+5	Surface is slippery.

*These modifiers are cumulative; use all that apply.

SKILLS

SKILLS

TABLE 2:18: JUMP MODIFIERS

LONG JUMP	DC
5 feet	5
10 feet	10
15 feet	15
20 feet	20
Greater than 20 feet	+5 per 5 feet

HIGH JUMP	DC
1 foot	4
2 feet	8
3 feet	12
4 feet	16
Greater than 4 feet	+4 per foot

types of movement in a move action). Each move action that includes any climbing requires a separate Athletics check. Catching yourself or another falling character doesn't take an action.

In addition, you can use the Athletics skill to make jumps or to soften a fall. The base DC to make a jump is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if you do not have at least 10 feet of space to get a running start. The only Athletics modifiers that apply are those concerning the surface you are jumping from. If you fail this check by 4 or less, you can attempt a DC 20 Reflex save to grab hold of the other side after having missed the jump. If you fail by 5 or more, you fail to make the jump and fall (or land prone, in the case of a vertical jump). Creatures with a base land speed above 30 feet receive a +4 racial bonus on Athletics checks made to jump for every 10 feet of their speed above 30 feet. Creatures with a base land speed below 30 feet receive a −4 racial bonus on Athletics checks made to jump for every 10 feet of their speed below 30 feet. No jump can allow you to exceed your maximum movement for the round. For a running jump, the result of your Athletics check indicates the distance traveled in the jump (and if the check fails, the distance at which you actually land and fall prone). Halve this result for a standing long jump to determine where you land.

When you deliberately fall any distance, even as a result of a missed jump, a DC 15 Athletics skill check allows you to ignore the first 10 feet fallen, although you still end up prone if you take damage from a fall. See the falling rules for further details.

Many conditions can affect your chances of success with Athletics checks. The following modifiers to target DCs apply to all Athletics skill checks when jumping. The modifiers stack with one another, but only the most severe modifier for any one condition applies.

TABLE 2:19: ATHLETICS CHECKS IN WATER

WATER	DC
Calm water	10
Rough water	15
Stormy water	20*

*You can't take 10 on a Athletics check in stormy water, even if you aren't otherwise being threatened or distracted.

Finally, you can use the Athletics skill to swim, even in rough or stormy water.

Check: Make an Athletics check once per round while you are in the water. Success means you may swim at up to half your speed (as a full-round action) or at a quarter of your speed (as a move action). If you fail by 4 or less, you make no progress. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Athletics check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to twice your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. Effectively, a character in combat can hold his breath only half as long as normal. After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown. The DC for the Athletics check depends on the water, as given on the table on the next page.

Each hour that you swim, you must make a DC 20 Athletics check or take 1d6 points of nonlethal damage from fatigue.

Action: A successful Athletics check allows you to swim a quarter of your speed as a move action or half your speed as a full-round action.

Special: A creature with a swim speed can move through water at its indicated speed without making Athletics checks. It gains a +8 racial bonus on any Athletics check to perform a special action or avoid a hazard. The creature can always choose to take 10 on a Athletics check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

If you have the Physical Marvel feat, you get a bonus on Athletics checks (see Feats).

BOATING (DEX)

You are skilled at piloting watercraft.

Special: Using a Vehicle Control Interface adds a +1 circumstance bonus to all Boating skill checks for each level of the VCI (maximum +3), provided the vehicle is equipped to respond to a VCI. Attempting to operate a military-level

vehicle without an active VCI connection imposes a –5 penalty on the skill check.

DRIVE (DEX)

You are skilled at piloting ground vehicles.

Special: Using a Vehicle Control Interface adds a +1 circumstance bonus to all Drive skill checks for each level of the VCI (maximum +3), provided the vehicle is equipped to respond to a VCI. Attempting to operate a military-level vehicle without an active VCI connection imposes a –5 penalty on the skill check.

HACKING (INT; TRAINED ONLY)

You have enough knowledge of computers and programming to execute intrusions into protected computers, servers, and Global DataNet domains. This skill allows you to bypass security measures. Hacking can be used to shut down, modify, or sabotage programs and systems, as well as access protected data.

KNOWLEDGE (INT: TRAINED ONLY)

You are educated in a field of study and can answer both simple and complex questions. Like the Craft, Perform, and Profession skills, Knowledge actually encompasses a number of different specialties. Below are listed typical fields of study.

- Corporations (businesses, corporate law, executives, holdings, logos, subsidiaries)
- Politics (governments, laws, jurisdiction, political figures)
- Programming (AIs, computer programs, engrams, programmers, obsolete programming languages, hackers, security protocols, sprites)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

You can use this skill to identify opponents and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the opponent's CR. For common opponents, such as gang bangers, the DC of this check equals 5 + the opponent's CR. For particularly rare opponents, such

as radioactive mutated giant ants, the DC of this check equals 15 + the monster's CR, or more."

PILOT (DEX)

You are skilled at piloting aircraft.

Special: Using a Vehicle Control Interface adds a +1 circumstance bonus to all Pilot skill checks for each level of the VCI (maximum +3), provided the vehicle is equipped to respond to a VCI. Attempting to operate a military-level vehicle without an active VCI connection imposes a –5 penalty on the skill check.

SURVIVAL SKILL UNLOCK

LOCATE DEAD ZONE (SURVIVAL)

You are experienced in seeking out Dead Zones, dead spaces in the all-encompassing surveillance coverage that blankets the world.

Check: Once per 24 hours, you can attempt through direct observation and consultation with the underground network of Dead Zoners to locate a Dead Zone in a particular location. Dead Zones are not covered by the surveillance web that blankets the world of the 2090s, and a character standing in one gains the benefits of invisibility with regards to the local surveillance network. They do not actually become invisible, and may be directly observed by any individual with line of sight subject to the normal rules for Stealth and Perception.

Each attempt requires 60 minutes of intense concentration, study, and consultation, after which you attempt the Survival check with the DC listed on the table below. You may Take 10 or Take 20 on this roll. The maximum range at which you can detect a Dead Zone using this skill unlock is 100 feet + 10 feet per rank in Survival you possess. Success locates a Dead Zone that covers eight contiguous 5-foot squares arranged by the Game Master in the area you have selected. For every 5 full points that you beat the DC by, the Dead Zone that you locate covers either four additional, contiguous 5-foot squares that must be attached to the original eight, or three 5-foot squares that are separated from the original eight by no more than 5 feet, two 5-foot

TABLE 2:20: KNOWLEDGE SKILL DCS

TASK	KNOWLEDGE SKILL	DC
Identify a common company logo or design	Corporations	10
Identify an uncommon company logo or design	Corporations	15
Identify an obscure company logo or design	Corporations	20
Identify Sprite/Virtual Construct	Programming	10 + Sprite's CR
Identify author of program written by well-known hacker	Programming	10
Identify author of program written by average hacker	Programming	15
Identify author of program written by neophyte hacker	Programming	20–30 (depending on how obscure the hacker is)
Craft an engram	Programming	varies

TABLE 2:21: LOCATE DEAD ZONE DC

TARGET AREA	DC
Green Zone	35
Blue Zone	30
Yellow Zone	25
Orange Zone	15
Red Zone	10*
Black Zone	50

* Some discrete areas in Red Zones may have higher surveillance, and may use the rating for a different Security Zone.

TABLE 2:22: LOCATE DEAD ZONE DC MODIFERS

MODIFIERS	DC MODIFIER
Distance to the area being checked	+1/10 feet to area being checked
Minor Obstructions (crowds, traffic)	+5
Major Obstructions (security barriers, high walls, etc.)	+10
Favorable Conditions[1]	-2
Unfavorable Conditions[1]	+2
Terrible Conditions[2]	+5

1 Favorable and unfavorable conditions depend upon factors such as heavy or light background noise in Hyper Reality, ongoing construction in the area, and so forth.

2 As for unfavorable conditions, but more extreme. For example, active heavy surveillance, incredibly adverse weather conditions, an ongoing firefight in the area being checked, and so on.

squares that are separated from the original eight by no more than 10 feet, or one 5-foot square that is separated from the original eight by no more than 15 feet. These squares are also arranged by the Game Master in the area you have selected. The Gamemaster may rule that some squares are not available for selection.

The Dead Zone you locate, if any, persists for a minimum of 48 hours, plus a minimum of 12 additional hours for every 5 full points you beat the DC by. The Dead Zone may persist for longer than this depending on its location, nearness to significant sites, and other factors at the Game Master's discretion. For example, a Dead Zone in the alley behind the neighborhood Qwic Wok will last much longer than one outside the local branch of the Bank of Smolensk. You choose a particular target area that measures each time you try to locate a Dead Zone; the DC to locate a Dead Zone is based on the Security Zone of the location.

Action: Locate Dead Zone attempts take 60 minutes to initiate. The results of the check persist for a minimum of 24 hours afterward.

Try Again: Yes. You can try to locate a Dead Zone in the same location more than once, but still only once per 24-hour period.

FEATS

FLASH ENGRAM UPGRADE FEATS

As a hacker learns more of his craft, he finds ways to enhance his flash engrams and provide them with additional functionality. Flash engrams modified by an upgrade feat use a flash engram slot higher than normal. This does not change the level of the flash engram, so the DC for saving throws against it does not go up. Enhancement feats do not affect standard engrams, whether created or bought. During preparation, the hacker chooses which flash engrams to encode with upgrade feats, and thus which ones take up higher-level slots than normal.

Effects of Upgrade Feats on a Flash Engram: In all ways, an upgraded flash engram operates at its original flash engram level, even though it is prepared and activated using a higher-level flash engram slot. Saving throw modifications are not changed unless stated otherwise in the feat description.

Upgrade feats cannot be used with all flash engrams. See the specific feat descriptions for the flash engrams that a particular feat can't modify.

Multiple Upgrade Feats on a Flash Engram: A hacker can apply multiple upgrade feats to a single flash engram. Changes to its level are cumulative. You can't apply the same upgrade feat more than once to a single flash engram.

FEAT DESCRIPTIONS

ALLEY CAT

Your steps are light as a feather and graceful even as you speed through tight concrete corners.
Prerequisites: Dex 13, Stealth 5 ranks.
Benefit: When moving at a speed greater than half, but less than your normal speed, you take no penalty on Stealth checks. When moving at your normal speed, you take a –5 penalty on Stealth checks. If you have the fast stealth talent, you can attempt a Stealth check while running or charging, at a –5 penalty.
Normal: When moving at a speed greater than half, but less than your normal speed, you take a –5 penalty. It's normally impossible to use Stealth while running or charging.

ARMOR PROFICIENCY, EXOTIC (COMBAT)

Never thought I'd have one of these babies on again.
Benefit: See Armor Proficiency Simple
Normal: See Armor Proficiency, Simple.

ARMOR PROFICIENCY, MILITARY (COMBAT)

They showed us how to wear this in Basic.
Benefit: See Armor Proficiency, Simple.
Normal: See Armor Proficiency, Simple.

ARMOR PROFICIENCY, SIMPLE (COMBAT)

Off the rack.
Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Normal: A creature who is wearing armor with which it is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

AUGMENTED WARRIOR (COMBAT)

You are skilled at using your cyberlimb for both attack and defense.
Prerequisite: base attack bonus +1, cyberlimb augment
Benefit: You gain a +1 to damage rolls on your unarmed attacks when using your cyberlimb. On a round where you do not attack with your cyberlimb, you add a +1 shield bonus to your Defense Score. You do not add the shield bonus against attacks by EMP weapons.

AUTOFIRE EXPERT (COMBAT)

Rock and roll!
Prerequisites: Simple Weapons Proficiency (firearms), Dex 13
Benefit: You may fire any weapon with an autofire mode in that mode without the −4 penalty.
Normal: Characters take a −4 penalty on attack rolls made when firing in autofire mode.

AUTOFIRE MASTERY (COMBAT)

Rock and roll will never die!
Prerequisites: Autofire Expert, Dex 15
Benefit: The DC needed to avoid taking damage from your full autofire is increased to 10 + ½ your level + your Dex modifier.
Normal: Characters roll versus DC 15 to avoid damage.

BATTLE BUILT (COMBAT)

You and your bits (genetic and mechanical) have been in the hands of some of the best scientists around and they have manipulated your body to be a lean, mean fighting machine.
Prerequisites: Cyborg or hybrid, Str 13, Con 13.
Benefit: When you take damage from an attack of opportunity during a combat maneuver, the damage does not apply as a penalty to your attack roll to perform the maneuver. Additionally, any penalties caused by wounds do not apply to Strength-based ability and skill checks.
Normal: Damage from attacks of opportunity apply as a penalty to combat maneuver checks.

BLOOD-THIRSTY FERAL

When protesters talk about hybrids going feral and how humanity shouldn't play with genes, you're their poster child. You are not just part animal, but part predator, and is more that than he is human.
Prerequisites: Hybrid, Feral Throwback.

Benefit: You can use Intimidate as a full-round action to demoralize all opponents within 30 feet. This feat acts as Dazzling Display for the purposes of prerequisites for other feats. If you have the Dazzling Display feat, you gain a +2 bonus on checks to demoralize your opponents with Dazzling Display.

BOOST FLASH ENGRAM (HACKER, UPGRADE)

Using this enhancement boosts your signal range.
Benefit: You can alter a flash engram with a range of close, medium, long, or maximum TAP range to increase its range by 100%. An enlarged flash engram with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range flash engrams have a range of 200 ft. + 20 ft./level, long-range flash engrams have a range of 800 ft. + 80 ft./level, and maximum TAP range flash engrams double the TAP's maximum range for that flash engram. An enlarged flash engram uses up a flash engram slot one higher than the flash engram's actual level. Flash engrams whose ranges are not defined by distance, as well as those whose ranges are not one of those listed above, do not benefit from this feat.

BULLET PROVOCATEUR (COMBAT)

You are capable of pulling the trigger faster than most while retaining your accuracy.
Prerequisites: Simple Weapons Proficiency (firearms), Dex 13.
Benefit: You may use the double tap action with pistols that do not have the semi-automatic quality so long as the weapon doesn't need to be reloaded between shots.
Normal: You may only fire a pistol without the semi-automatic quality once per attack action.
Special: Feats or abilities modifying penalties to double tap actions also apply to weapons benefitting from Bullet Provocateur.

BURST FIRE EXPERT (COMBAT)

Big-bada boom!
Prerequisites: Simple Weapons Proficiency (firearms), Autofire Mastery, Dex 15
Benefit: You may fire any weapon with a burst fire mode in that mode without penalty for the first burst in a combat round, and are at a cumulative −2 for each subsequent burst in the same round.
Normal: Characters take a −4 penalty on attack rolls made when firing in burst fire mode.

BURST FIRE MASTERY (COMBAT)

Bigger-bada boom!
Prerequisites: Burst Fire Mastery, Dex 15
Benefit: You may fire any weapon with a burst fire mode in that mode without penalty for a number of cumulative bursts in one combat round equal to your Dexterity modifier.
Normal: Characters take a −4 penalty on attack rolls made when firing in burst fire mode.

FEATS

FEATS

CALLED SHOT, GREATER

You can make multiple called shots where others could land but one.
Prerequisites: Improved Called Shot, base attack bonus +6.
Benefit: Whenever you make an attack, you can choose to replace that attack with a called shot. You can make multiple called shots in a single round. Each additional called shot after the first made in the same round takes a –5 penalty. In addition, a called shot that deals half the creature's Constitution score or more in points of damage is a debilitating blow.
Normal: You can make only one called shot in a round as a full-round action. A called shot that deals damage equal to the target's Constitution score is a debilitating blow.

CALLED SHOT, IMPROVED

You are skilled at landing blows right where you want to.
Prerequisites: Int 13, Combat Expertise.
Benefit: You receive a +2 bonus on attack rolls when making a called shot. When taking a full-round or standard action that gives you multiple attacks, you can replace a single attack with a called shot. You may only attempt one called shot per round.
Normal: You can make one called shot per round as a full-round action.

CAMEL

While others do not know how to ration their food and water while in the field, you have enough experience to know just the right amount of sustenance to keep yourself going indefinitely.
Prerequisite: Survival 1 rank.
Benefit: You can go without water for 1 day plus a number of hours equal to twice your Constitution score. You can go without food for 6 days.
The DCs for Constitution checks to avoid nonlethal damage from starvation and thirst are halved.
Normal: You can go without water for 1 day plus a number of hours equal to your Constitution score, and you can go without food for 3 days, before having to make Constitution checks.

CAN'T HOLD ME DOWN (COMBAT)

No matter how many beatings you receive, you always jump straight back into the fray.
Benefit: You may stand up from prone as a swift action without provoking attacks of opportunity.

CHROMED

You are well-stocked with implants.
Benefit: You receive an additional 15,000 cryptodollars. These cryptodollars must be spent on augments. Any remainder after augment purchases are made is lost.

CITY SPRINTER

You are skilled at moving quickly through forbidding parts of cities.
Prerequisite: Street Smarts.
Benefit: You do not treat crowds as difficult terrain. You also gain an additional +2 bonus on Acrobatics checks to move along rooftops and on slippery sections of city streets and sewers.

CRAFT CYBERTECH

You can design, create, and repair Cybertech implants.
Prerequisite: Character level 5th. Heal 5 ranks, Knowledge (cybernetics) 5 ranks.
Benefit: You can create, modify, and repair Cybertech implants. Designing and building an implant takes 1 day for each 1,000 cryptodollars or fraction thereof, in its price, and uses up raw materials costing half of this total price. Upgrading an implant that comes in levels to a higher level uses the difference between the old price and the new one to compute time and materials cost.
You can also mend an implant that has been broken or damaged. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

CRIMINAL REPUTATION

Your acts of audacious larceny have endeared you to the criminal underworld.
Prerequisites: Diplomacy 5 ranks, Intimidate 5 ranks.
Benefit: You gain a +2 bonus on Diplomacy and Intimidate checks when interacting with criminals, whether they're individual thieves and cutpurses or criminal organizations. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.
These bonuses do not stack with those granted by Persuasive, but this feat counts as Persuasive for the purposes of feats and other rules elements with Persuasive as a prerequisite.

CUTTER (HACKER)

You are proficient at bypassing firewalls.
Prerequisite: hacking class ability
Benefit: You gain a +1 on Hacker checks against firewalls.

CYBER TOLERANCE

You are more resistant to the intrusion of augments in your body than other people.
Benefit: Your Constitution and Intelligence are considered 2 higher for the purpose of determining Strain. This feat may be taken up to three times, with its effects stacking.

DEAD ZONER

Prerequisites: Street Smarts, Survival 5 ranks
Benefit: You gain access to the Locate Dead Zone Survival Skill unlock. Additionally you gain a +2 to attempts to locate Dead Zones using the Survival skill. If you have 10 or more ranks in the Survival skill, this bonus increases to +4.
Normal: You may not use skill unlocks.

DEMOLITIONIST

You have been taught, either by the military or on your own, how to handle explosive materials without needing too many cybernetic replacements afterwards.
Prerequisite: Knowledge (demolitions) 3 ranks.
Benefit: You gain a +2 bonus to Knowledge (demolitions) checks to arm and disarm explosive devices. Additionally, your explosives deal +1 additional die of damage of the same type as the explosive used and ignore 1 point of DR or Hardness. If you have at least 10 ranks in Knowledge (demolitions), your bonus increases to +4, and your explosives deal +2 additional dice of damage of the same types as the explosive used and ignore 2 points of DR or Hardness.

DOUBLE TAP EXPERT

Two to the chest!
Prerequisites: Simple Weapons Proficiency (firearms), Point Blank Shot, Dex 13
Benefit: You may fire any semi-auto weapon with at least two rounds remaining in it in double tap mode without penalty for the first double tap in a combat round, and at -2 for each subsequent double tap in the same round.
Normal: Characters take a cumulative –4 penalty on attack rolls made when firing in double tap mode.

DOUBLE TAP MASTERY

Two to the head!
Prerequisites: Double Tap Expert, Dex 15
Benefit: You may fire any semi-auto weapon with at least two rounds remaining in it in double tap mode without penalty for a number of cumulative double taps in one combat round equal to your Dexterity modifier.
Normal: Characters take a cumulative –4 penalty on attack rolls made when firing in double tap mode.

DRAGON LASH

You can clear the area around you of opponents.
Prerequisites: Str 13, Power Attack, base attack bonus +1
Benefit: When you use the full-attack action, you can give up your regular attacks and instead make one bull rush attack at a –2 to your CMB against each opponent within reach. You must make a separate attack roll against each opponent.

DRIVE-BY

Shotgun!
Prerequisite: Drive 1 rank, Vehicular Combat
Benefit: The penalty you take while using a ranged weapon while driving or riding in a moving vehicle is halved, –2 instead of –4 if the vehicle is moving at a speed equal to twice its acceleration rate, –4 instead of –8 if the vehicle is moving at a speed equal to three or more times its acceleration rate.

EMPOWER FLASH ENGRAM (HACKER, UPGRADE)

You increase the power of the engram, allowing it to pack more of a punch.
Benefit: All variable, numeric effects of an empowered flash engram are increased by half, including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are flash engrams without random variables. An empowered flash engram takes up a slot two levels higher than the flash engram's actual level.

EXPERT DRIVER

When driving a chosen type of vehicle, you exhibit incredible control, maneuvering the vehicle with greater ease and stopping with uncanny precision.
Prerequisite: Skilled Driver with the selected vehicle class.
Benefit: You can make accelerate, decelerate, or turn actions as a move action instead of a standard action. Furthermore, when stopping a vehicle, you subtract 10 feet from the roll to determine how many feet the vehicle moves forward before it stops.
Special: If golemmech is your chosen vehicle class, you instead add +10 ft. to the golemmech's movement.

EXTEND FLASH ENGRAM (HACKER, UPGRADE)

You double your engram's run time.
Benefit: An extended flash engram lasts twice as long as normal. A flash engram with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended flash engram uses up a flash engram slot one level higher than the flash engram's actual level.

EXTRA CELEBRITY

You have more celebrity points than the average idol.
Prerequisite: Celebrity pool class ability.
Benefit: You gain two more celebrity points at the start of each day, and your maximum celebrity increases by two.
Special: You can take this feat multiple times. Each time you do, these benefits increase by 2.

EXTRA INTUITION

You are more intuitive than most.
Prerequisite: Intuition pool class ability.
Benefit: You gain two more intuition points at the start of the day, and your maximum intuition increases by two.
Special: You can take this feat multiple times. Each time you do, these benefits increase by 2.

EXTRA MED POINTS

You have more med points to spend.
Prerequisite: Med pool class ability.
Benefit: Your maximum number of med points increases by two.
Special: You can take this feat multiple times. Each time you do, the bonuses stack.

FEATS

EXTRA NANITES

You can use your healing nanite injections more often.
Prerequisite: Healing nanite injection class ability.
Benefit: You gain two more uses of your nanite injection per day.
Special: You can take this feat multiple times. Each time you do, the bonuses stack.

EXOTIC ARMOR PROFICIENCY (COMBAT)

Choose one type of exo armor or powered armor. You understand how to use that type of exotic armor and gain any abilities or qualities that exotic armor might allow.
Prerequisite: BAB +8, Heavy Armor Proficiency
Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new type of exotic armor.
Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.
Special: You can gain Exotic Armor Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic armor.

FERAL THROWBACK

The animalistic instincts from your genes manifest more strongly than those of other hybrids.
Benefit: You gain a +2 bonus on all Intimidate and Perception checks. Additionally, you gain a +2 bonus to Survival when tracking.

FILTHY RICH

If currency was still in cash form, you'd be burning it.
Benefit: You start with five times the normal starting funds, and receive 12,500 Cryptodollars as a bonus each level.

FORMATION DRIVING (COMBAT, TEAMWORK)

You are skilled at driving in close formation with your allies without impeding your effectiveness on the battlefield.
Prerequisite: Vehicular Combat.
Benefit: You and your vehicle can overlap the space of vehicles whose riders have this feat, although no more than two vehicles can share any one square. Further, you can charge through a space containing an allied vehicle if that vehicle's rider has this feat, although the space from which you make your charge attack must comply with this feat's other benefit or be unoccupied.

FRUGAL

You have mastered the legendary art of only buying grenades and other necessities when they are on sale… in bulk… with coupons…
Benefit: You pay 80% of the list price for staple items (food, batteries, toiletries, and other items at the GM's discretion).

GEEK SPEAK

Knowing your material is always good, especially when you can fill a conversation with just enough techno-babble to baffle, confuse, frighten and deceive others while still making a sliver of sense.
Benefit: You may use a relevant Knowledge check in place of a Bluff, Diplomacy, or Intimidate check. If another character applies this feat against you, and you have the same Knowledge skill, you can use the Knowledge skill in place of the relevant skill check or DC.

GLOBAL DATANET CRAWLER (HACKER)

The DataNet is a deep and dangerous place, with hackers, sprites, roaming AIs and who knows what else lurking about. Only the persistent and the patient find the info that they want, and you have those qualities in spades.
Prerequisite: Knowledge (Global DataNet) 3 ranks, Knowledge (programming) 3 ranks.
Benefit: When you use the Global DataNet to find information, you gain a +2 bonus on the relevant skill check to obtain that information. If you have 10 or more ranks in Knowledge (Global DataNet) or Knowledge (programming), you gain an additional +2 bonus, up to a total of +6.

GOLD ACCOUNT

By either being a loyal customer for years and years on end or by knowing the right people, you have gained access to a gold account. Have fun and shop (un)responsibly!
Prerequisite: Cha 13.
Benefit: Choose a megacorp. You gain a 10% discount on all non-Military or Elite Tier items purchased from that megacorp. You may also purchase items with the broken condition sold by the megacorp at 50% of the list price.
Special: You may choose this feat additional times. You must select a different megacorp each time.

GUN-FU DISCIPLE

You are on the path of gun-fu, "the way of the gun." Your firearm has become an extension of your body.
Prerequisites: Dex 13, Point-Blank Shot, base attack bonus +4
Benefit: When wielding a gun you may make attacks of opportunity when an adjacent opponent provokes.
Normal: You do not threaten adjacent squares with a ranged weapon.

GUN-FU LEGEND

Your mastery of gun-fu is legendary, and you fuse firearms and martial arts into one devastating form.
Prerequisites: Dex 15, Dodge, Mobility, Point-Blank Shot, Two-Weapon Fighting, base attack bonus +11
Benefit: As a full-round action, you can move up to your speed and make a full attack action with a gun (or guns), making your attacks at any point during your movement. If you have the flurry of blows ability, then you can consider your guns monk weapons and flurry with them as a full attack action. You cannot flurry and make a full move in the same round.

Normal: You cannot move both before and after an attack with a ranged weapon. Guns are not monk weapons.

GUN-FU MASTER

Your advanced knowledge of the way of the gun allows you to blaze death across a battlefield.
Prerequisites: Dex 14, Dodge, Gun-Fu Disciple, Mobility, Point-Blank Shot, base attack bonus +8
Benefit: As a full-round action, you can move up to your speed and make a single ranged attack with a gun at any point during your movement.
Normal: You cannot move both before and after an attack with a ranged weapon.

HEIGHTEN FLASH ENGRAM (HACKER, UPGRADE)

You can activate flash engrams as if they were a higher level.
Benefit: A heightened flash engram has a higher flash engram level than normal (up to a maximum of 6th level). Unlike other upgrade feats, Heighten Flash Engram actually increases the effective level of the flash engram that it modifies. All effects dependent upon flash engram level (such as saving throw DCs or the ability to bypass security programs) are calculated according to the heightened level.

IMPROVED CYBER INITIATIVE (HACKER)

You're lightning fast inside the Global DataNet.
Benefits: You get a +4 on initiative checks when in hyper combat or virtual combat.
Note: This feat stacks with Improved Initiative.

IMPROVED DRAGON LASH

Prerequisites: Str 13, Dragon Lash, Power Attack, base attack bonus +1
Benefits: As dragon lash, but you make an attack at each opponent within reach, doing your normal unarmed attack damage. Regardless of whether the attack is a hit, you also roll a bull rush attack against the opponent, at your full CMB.

IMPROVED INTERFERENCE (HACKER)

Your TAP is even harder to crack.
Prerequisite: Interference
Benefits: Your TAP's firewall hacking DC increases by 1. This stacks with the bonus from the Interference feat.

INTERFERENCE (HACKER)

Something about your electromagnetic signature makes your TAP harder to crack.
Benefits: You gain a +1 bonus to the DC required to hack your TAP's firewall.

JOHN/JANE DOE

In a world where many people try to stick out and be seen as unique in order to get noticed, it can be just as useful to look like one of the masses, and you have learned how to use your plain looks to your benefit.

Benefit: You impose a –2 penalty on other characters' Perception checks to notice you; this penalty increases to –4 when you are in a crowd. Additionally, a character attempting an ability or skill check to remember details about you incurs a –4 penalty for the check.
Special: You cannot take a feat that improves a Charisma-based skill or ability check. If you do, you forgo this feat's benefits.

KILL-BOX COMMANDO

You have a nose for ambushes, with a knack for both spotting them and planning them. Some folks would rightly call you a steaming, honorless pile of toxic roach feces, but honor does you no good if you're dead.
Prerequisites: Character level 3rd, Perception 3 ranks, Stealth 3 ranks.
Benefit: You gain a +2 bonus on Perception checks to avoid being surprised by a foe. If you have 10 or more ranks in Perception, the bonus increases to +4. Additionally, you grant half your bonus to allies within 30 feet.
You also grant a +2 bonus to your allies on Stealth checks (increasing to +4, if you have 10 or more ranks in Stealth) when setting an ambush. Allies lose this bonus if they move.

LOGICAL THINKING

While purely biological creatures can be swayed by something so simple as a curvy body features or other things called "pretty," you are a being of pure logical thinking, a gift of your programming.
Prerequisite: Android, bioroid, or simulacra.
Benefit: Characters making Charisma-based skill checks against you do not benefit from (or are not penalized by) their Charisma modifiers.

MARTIAL WEAPONS PROFICIENCY, ENERGY WEAPONS (COMBAT)

Zap! You're dead!
Benefit: You may use any energy weapon on Tables 3.23 without penalty.
Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

MARTIAL WEAPONS PROFICIENCY, FLAMETHROWERS (COMBAT)

Kill it with fire!
Benefit: You may us any flamethrower on Tables 3.22 without penalty.
Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

MARTIAL WEAPONS PROFICIENCY, HEAVY WEAPONS (COMBAT)

Bigger guns, we need bigger guns!
Benefit: You may us any heavy weapon listed on Table 3.20 without penalty.
Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

FEATS

MARTIAL WEAPONS PROFICIENCY, MISSILE LAUNCHERS (COMBAT)

Biggest-bada boom!
Benefit: You may us any missile launcher on Tables 3.22 without penalty.
Normal: When using a weapon with which you are not proficient, you take a −4 penalty on attack rolls.

MARTIAL WEAPONS PROFICIENCY, SPECIAL WEAPONS (COMBAT)

Here's a trick Mom showed me one day when you weren't around.
Benefit: You may us any special weapon on Table 3.21 without penalty.
Normal: When using a weapon with which you are not proficient, you take a −4 penalty on attack rolls.

MAXIMIZE FLASH ENGRAM (HACKER, UPGRADE)

Your flash engram has the maximum possible effect.
Benefit: All variable, numeric effects of a flash engram upgraded by this feat are maximized. Saving throws and opposed rolls are not affected, nor are flash engrams without random variables. A maximized flash engram takes up a slot three levels higher than the flash engram's actual level.

OFFENSIVE DRIVER

Get off my road!
Prerequisite: Vehicular Combat
Benefit: Treat all ramming damage done by a vehicle you are driving as if it were one size category larger. If you are driving a Colossal vehicle, add +2d8 to the ramming damage.

ONE WITH THE STREET

Bum, Loafer, Street Rat, the people of the street are called many demeaning names from those on top, but, if they ever venture down into the dirtier side of the concrete jungle, you soon teach them that the rats are kings and queens of that world, knowing where to find anything, who to talk to, and who to avoid.
Benefit: You gain a +2 bonus on Stealth and Survival checks when you are in an urban area. The bonus improves to +4 when you have 10 or more ranks in either Stealth or Survival.

PATTERN EXPERT (GENERAL)

You've mastered the art and science of Command Line Pattern Hacking.
Prerequisites: Hacking 2 ranks, Craft (visual arts) 1 rank, Knowledge (programming) 2 ranks
Benefit: You receive a +3 bonus on Craft (visual arts) and Research checks made to craft Command Line and Stealth patterns. In addition, when creating any Pattern camouflage, you may increase the craft check DC by +5 to create a subtle paint scheme that is less obvious to human observers without sacrificing its effectiveness against machines. If the check is successful, human observers succeed at a DC 12 Spot check to even realize you are wearing optical camouflage makeup.

PERFECT FIRST IMPRESSION

You have learned the importance of a good first impression and have a way of being extra charming, at least at first glance.
Prerequisite: Cha 13.
Benefit: When first using Diplomacy to change the initial attitude of a nonplayer character, you add one-and-a-half times your Charisma bonus (minimum +2) to the check.
Normal: You add your Charisma modifier to Diplomacy checks.
Special: You may take this feat one additional time. If you do, you add double your Charisma bonus to applicable Diplomacy checks.

PHYSICAL MARVEL

You possess inherent physical prowess.
Benefit: You get a +2 bonus on Acrobatics and Athletics skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

PLATINUM ACCOUNT

With a legendary Platinum Account, you are offered even better prices when out shopping at your favorite Mega Corporation.
Prerequisites: Cha 15, Gold Account, character level 12.
Benefit: Choose a megacorp for which your Gold Account feat applies. The discount from that megacorp improves to 20%. You may also purchase items with the broken condition sold by the megacorp at 33% of the list price. Additionally, you may purchase Military Tier items at full cost.
Special: You may choose this feat additional times. You must select a different megacorp for which you have Gold Account each time.

QUICKEN FLASH ENGRAM (HACKER, UPGRADE)

You can activate a flash engram in a fraction of the normal time.
Benefit: Activating a quickened flash engram is a swift action. You can perform another action, even activating another flash engram, in the same round as you activate a quickened flash engram. A flash engram whose activation time is more than 1 round or 1 full-round action cannot be quickened. A quickened flash engram uses up a slot three levels higher than the flash engram's actual level.

SENSE ASSUMPTIONS

You can easily intuit an opponent's preconceptions.
Prerequisite: Sense Motive 3 ranks.
Benefit: You can attempt a Sense Motive check to intuit some of another person's assumptions after 1 minute of conversation. The DC equals 20, or 10 + the target's Bluff modifier, whichever is higher. If you succeed, you learn whether or not a falsehood of your choice related to the topic of conversation would impose a penalty on

Bluff checks to convince the target of that falsehood's truth. If you fail by 4 or less, you learn nothing. If you fail by 5 or more, the target realizes you are trying to glean information from it. You can retry this check, but the DC increases by 5 for each previous failure on this check against that target.

SENSE RELATIONSHIPS

You can quickly sense relationships between others and use that knowledge to manipulate them.
Prerequisite: Street Smarts.
Benefit: After 1 minute or more of interaction or observation, you can attempt a DC 20 Sense Motive check to get a hunch in order to intuit the relationship between any two creatures interacting with one another. If you don't understand the language they are speaking, you take a –5 penalty on the check, and if the creatures are a different type than you, you take an additional –5 penalty on the check.

If you succeed at this check by 5 or more, for the next hour, you gain a +2 bonus on Bluff checks to lie about one of the creatures to the other and on Diplomacy checks to request that one act against the other. If you fail the check, you cannot attempt this ability on the same creatures again until you gain an additional rank in Sense Motive.

SHIELD PROFICIENCY (COMBAT)

You are trained in how to properly use a shield.
Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.
Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

SIMPLE WEAPONS PROFICIENCY (FIREARMS)

Guns…everyone's got one.
Benefit: You may us any pistol, submachine gun, shotgun, or rifle on Tables 3.17, 3.18, or 3.19 without penalty, as well as the Chem Spray on Table 3.21. This does not allow you to perform Autofire, Burst Fire, or Double Tap maneuvers.
Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

SKILLED DRIVER

Choose a class of vehicle (either air, land, water, golemmech, or space). You are more skilled when driving that vehicle.
Benefit: You gain a +4 bonus on driving checks with your chosen vehicle.
Special: If golemmech is your chosen class of vehicle, you receive a +4 bonus to rolls to maneuver the golemmech. This does not apply to combat maneuvers.

SPEED OF THOUGHT (HACKER)

You're as fast as you think you are.
Benefit: Your avatar's base speed increases by 10 feet.
Special: You can take this feat multiple times. The effects stack.

STREET CARNAGE (COMBAT)

For you, the urban environment becomes another brutal weapon you can use to shred flesh and break bones.
Prerequisites: Str 15, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Street Style, Street Sweep, base attack bonus +8 or cyber monk level 7th.
Benefit: While using Street Style, the critical multiplier of your unarmed strikes becomes ×3, instead of ×2.

STREET DOC

You are used to performing medical treatments with substandard equipment in less than ideal conditions.
Prerequisite: Heal 5 ranks.
Benefit: You do not suffer the usual penalties to your Heal checks when treating patients without proper equipment or work area.
Normal: Heal checks are made with a –4 penalty when performed without access to a medkit.

STREET SMARTS

You are able to navigate the streets and personalities of whatever locale you run across.
Benefit: You get a +2 bonus on Knowledge (local) and Sense Motive checks, and Knowledge (local) is always a class skill for you. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. The bonus on Sense Motive checks doesn't stack with Alertness.

STREET STYLE (COMBAT, STYLE)

You use the urban environment to your advantage, thrashing and bashing your foe and driving it back.
Prerequisites: Str 15, Improved Bull Rush, Improved Unarmed Strike, Power Attack, base attack bonus +4 or cyber monk level 3rd.
Benefit: While using this style, once per round as a swift action when you hit a target with an unarmed strike, you can deal an extra 1d6 points of damage and attempt a bull rush combat maneuver against that target.
Special: You can enter the style stance for street style only while in urban terrain, and the stance ends immediately if you cease to be in urban terrain.

STREET SWEEP (COMBAT)

After driving your foe back, you can quickly knock him to the ground and slow it down.
Prerequisites: Str 15, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Street Style, base attack bonus +6 or cyber monk level 5th.
Benefit: While using Street Style, the first time each round that you deal damage with an unarmed strike to a foe that you bull rushed with Street Style since the beginning of your last turn, that foe must succeed at a Fortitude save (DC = 10 + your base attack bonus) or be knocked prone and staggered for 1 round.

FEATS

TRAITS

SUPPRESSION FIRE EXPERT

I'll cover you. Go!
Prerequisites: Simple Weapons Proficiency (firearms), Dex 13
Benefit: You may fire any weapon with an autofire mode in suppression fire mode without the –4 penalty.
Normal: Creatures take a –4 penalty on attack rolls made when firing in autofire mode.

SUPPRESSION FIRE MASTERY

Let's shoot our way out of here.
Prerequisites: Suppression Fire Expert, Dex 15
Benefit: Creatures making saving throws against your autofire attacks take a –4 penalty to their saves.
Normal: Creatures do not suffer a penalty to their saving throws versus autofire attacks.

SUPPRESSING FIRE

You can use your gun to keep enemies pinned down.
Prerequisite: Base attack bonus +3, must be wielding a weapon with the burst or autofire ability.
Benefit: As a full round action, you can fire your gun in burst or autofire mode as normal. Roll a combat maneuver check against any targets of your attack, adding in any attack bonuses you receive using that weapon. If you beat your targets' Combat Maneuver Defense, then they cannot take any move actions until your initiative the following round. This feat cannot be used against targets with total cover.

TRACEUR

Parkour is a useful skill to have in the concrete jungle, be it to roll, vault or bounce through a building ground or a sea of people, and you are surely going to get from point A to point B faster than any other.
Prerequisite: Dex 13, Athletics 1 rank.
Benefit: You ignore difficult terrain and obstacles up to half your height while running or charging. You must carry a light load and wear light or no armor to benefit from this feat.

TRACEUR MASTER

One could almost think that you were a monkey hybrid or specialized cyborg with how quickly you get around! Nothing is going to stop you!
Prerequisites: Dex 15, Athletics 3 ranks, Traceur.
Benefit: You are always treated as having a running start when making an Athletics check to jump. When you run, your base speed is treated as 10 feet faster (typically granting a +4 bonus to Athletics checks to jump).

TUNNEL RAT

Sometimes in the urban jungle you need to go from point A to B using unconventional shortcuts and paths such as ventilation shafts or sewers; a dirty but sneaky road awaits.
Prerequisites: Dex 13.

Benefit: You can crawl at half your base speed. This does not allow you to take a five-foot step while crawling, nor does it negate attacks of opportunity. If you possess the rogue crawl talent or other ability modifying your crawl speed, possessing this feat allows you to crawl without provoking attacks of opportunity.
Normal: You may only crawl 5 feet as a move action.

UP-SIZED

You're not just big. You're bigger than big.
Prerequisites: Big racial trait, Con 13 (if your race has a Con score), Android, Cyborg, Fierce or Tough Hybrid. Fierce and Tough Hybrids must choose this feat at 1st level.
Benefit: You are a Large creature. You gain a +2 size bonus to Strength and a –2 size penalty to Dexterity, take a –1 size penalty to your AC, a –1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to your CMD, and a –4 size penalty on Stealth checks. You take up a space that is 10 feet by 10 feet and have a natural reach of 10 feet. As an Android or Cyborg, taking this feat requires access to a facility, parts, and competent technicians to complete the upgrade.

VEHICULAR COMBAT (COMBAT)

You are skilled at handling vehicles in combat.
Prerequisite: Boating, Drive, or Pilot 1 rank, Skilled Driver
Benefit: Once per round when your vehicle is hit in combat, you may attempt a Drive check as an immediate action. If your Drive check result is greater than the opponent's attack roll, then the damage from the attack is reduced to half.

WIDEN FLASH ENGRAM (HACKER, UPGRADE)

Your flash engram affects a wider area.
Benefit: You can alter a burst, emanation, or spread-shaped flash engram to increase its area. Any numeric measurements of the flash engram's area of effect are increased by 100%. A widened flash engram uses up a slot three levels higher than the flash engram's actual level. Flash engrams that do not have one of the described areas of effect are not affected by this feat.

WIDE SUPPRESSION FIRE (COMBAT)

Rock and roll has wide appeal!
Prerequisites: Simple Weapons Proficiency (firearms), Suppression Fire Mastery, Dex 15
Benefit: You may fire any weapon with an autofire mode in suppression fire mode and cover up to a 20 x 20 area.
Normal: The area covered by suppression fire is 10 x 10.

TRAITS

Character traits are abilities that are not tied to your race or class. They can enhance your skills, racial abilities, class abilities, or other statistics, allowing you further customization. The traits provided here are designed specifically for the *Interface Zero 2.0* setting, or existing traits modified for the setting. Other existing traits can be chosen with GM approval.

SOCIAL TRAITS

These traits reflect the social upbringing of your character, your background with high society, or lack thereof, and your personal history regarding family, friends, enemies, and competitors.

BOOKWORM

You spent much of your childhood voraciously reading about whatever interested you. You still retain a lot of that information.
Benefit: Choose one Knowledge skill. You can always choose to take 10 on checks with the chosen Knowledge skill, even when distracted or threatened.

RICH

Whether by your own efforts or through inheritance, you have a lot of money.
Benefit: You start with triple the normal starting funds and receive a bonus 12,500 cryptodollars with each level. This trait may only be taken at 1st level.

PROFESSIONAL TRAITS

These traits indicate a profession or former profession that your character has engaged in. Only one profession trait can be chosen during character creation.

BODYGUARD

You've made a living protecting others, learning to spot danger quickly and respond quickly and decisively. You gain a +1 trait bonus to Initiative, and a +2 trait bonus to Perception checks to notice ambushes, traps, and similar dangers. Once per game session you can spend a Zero point to interpose yourself, as an immediate action, between an attack and anyone else in an adjacent square. The attack is made against your AC, and you suffer any damage or effects if it hits.

BOUNTY HUNTER

When someone disappears and someone else wants them found, they call you in. You gain a +1 trait bonus to Perception skill checks, and a +2 to Survival skill checks when tracking.

CORPORATE MOGUL

Working your way up the corporate ladder honed your skills of persuasion, whether you use threats, coercion, or blackmail. You gain a +1 trait bonus to Bluff, Diplomacy, and Intimidate skill checks.

EX-SOLDIER

You've served in a regimented military unit. Whether that unit was part of a private corporate force, government army, or freelance mercenary unit, it's hardened your edge, and taught you some hard lessons about patriotism, money, and honor. You gain a +1 trait bonus to Fortitude saves, and an extra 5,000 cryptodollars to be spent on weapons, armor, or cybernetic augmentation.

FIXER

You're good at digging up information, and have an excellent network of informants, contacts, and suppliers.
Benefits: You start the game with an extra contact with a Trust score of 3.

GOVERNMENT AGENT

You are a patriot, and go where your superiors send you, defending the interests of your country both at home and abroad. You gain a +2 trait bonus on Intimidate skill checks when you invoke your government status. When on a mission sanctioned by your superiors, you may requisition up to 15,000 cryptodollars in gear to assist with its completion. This amount goes up by 15,000 cryptodollars at 5th, 10th, 15th, and 20th level (maxing at 60,000 cryptodollars). Any remaining equipment at mission's end must be returned.

HACKER

You're the ghost in the machine, cracking into the toughest systems and mining data. You have dealt with the harshest elements of the Global DataNet, and have been toughened by the experience. Add +1 to your Neural Toughness. Whenever you successfully hack into a Corporate, Government, or Military Access Network, you download 1d6X1000 cryptodollars worth of information you can sell on the black market.

SECTOR COP

You've worked a beat in your life, or are working one currently. You have a sector cop's street sense, and the ability to make people mind their own business. You gain a +2 trait bonus to Knowledge (local) rolls dealing with your jurisdiction. Also, you can spend a Zero Point to automatically influence an NPC or group of NPCs to ignore you and your group's actions, or otherwise not raise an alarm or draw attention to your activities, once per game session.

WASTELANDER

You've adapted to life amid the city ruins, deserts, and toxic wastes. Whether you use the solitude of the wastes to hide, or scavenge the ruins for useful items, you've learned to survive in these hostile environments. You gain a +2 to Survival checks in the wastes. Also, each time you gain a new level you gain two pieces of gear or weapons, up to 1,000 cryptodollars worth for each item.

DRAWBACKS

Drawbacks give you negative effects, usually in particular circumstances. If you choose to take a minor drawback, then you receive a third trait. If you take a major drawback, you receive a bonus feat, or two bonus traits. Taking

DRAWBACKS

drawbacks is always optional. You are limited to a maximum of two minor drawbacks and one major drawback.

MINOR DRAWBACKS

5 MINUTES OF INFAMY

You are unlucky enough to have been caught in the spotlight of one of the most popular shows while living through one of the unluckiest moments of your life. Whether it was saying something extremely offensive, dumb, or racist, you have gotten five minutes of global infamy as a meme. You incur a –2 penalty on Charisma-based skill checks against other characters, at the GM's discretion.

APPOINTED MONITOR (MINOR)

Your character has a watchdog or handler. The monitor will seldom interfere with the character's actions, but will usually provide regular reports of the character's activities to their superiors (which could result in repercussions against the character). If an appointed monitor is killed, a new monitor will be appointed (unless the character killed the monitor, in which case the character will be up on murder charges, or this drawback is replaced with the Wanted drawback). A monitor is usually a person, but it could be an Aspect (a limited version of an Artificial Intelligence).

BAD FILTERS (MINOR)

Your TAP has faulty spam filters. The constant bombardment of spam, viruses, and other assorted malware make it easier to breach your firewall. You take a –1 penalty to the AC of your firewall.

BAD REPUTATION (MINOR)

There are rumors on the street about you. Much of what is said is either greatly exaggerated or blatant lies. You may have a contact or two in the Yakuza, but that doesn't mean you're the Yakuza's go-to gun when they need someone eliminated. You suffer a –1 penalty to Diplomacy checks when dealing with law-abiding citizens and law enforcement that are aware of your reputation.

BAD STREET CRED

A botched mission in your past has severely damaged your reputation as an operative. Permanently subtract 1 from your Zero Point total.

BLACKLISTED (MINOR)

At least one corporation refuses to do business with you. The reasons for this vary, but it is usually the result of a previous deal gone bad. The company will not approach you to do business, and in any situation where employees of that corporation recognize you, their initial attitude towards you and any obvious companions is unfriendly.

COMPASSIONATE

Sure it's heroic and nice and all that to be a protector of the downtrodden and voice of the weak, but at the end of the day does it not earn you any cryptos or make life any easier.

For whatever personal reasons, you simply cannot stand to see the powerless being taken advantage of, and will always try to choose the options that don't result in mass firings or innocent people coming to harm. If you have the choice to save an innocent person from harm, you become shaken every round you do not help that person.

CYBER INTOLERANT (MINOR)

Being part of the one percent is said to be a heavenly privilege, but for you, being one of the one percent whose body or operating system that rejects cyberware, life is a hellish nightmare. You take a –4 penalty on all saving throws when the combined strain from your installed augments exceed half your Constitution or Intelligence score.

CYBER SNOB (MINOR)

You will simply not let anything be connected to your body unless it is of a certain brand or not made by hand, knowing where each and every last screw of it comes from. You may only use and install cyberware of Civilian quality or better.

ERRATIC CYBERWARE (MINOR)

No matter how many software updates or re-installs the character goes through, their cyberware is always subject to annoying glitches. In combat or a sustained situation where you use your cyberware, you have a cumulative 1% chance per round rolled on 1d100 for the cyberware to stop working. If this happens, you lose the benefit for that piece of tech for 1d10 rounds. This only affects extra benefits of that piece, not basic operations. For example, a cybernetic arm with multiple modules may move and manipulate the hand, but you do not receive any benefits from the installed modules until the cyberware reactivates.

EXPOSED WIRING (MINOR) (ANDROID, CYBORG, OR BIOROID ONLY)

You lack the EMP shielding that most others have and are even more vulnerable to EMP-based weapons than normal. You take an additional 1d6 points of damage from EMP weapons.

GEEK PHYSIQUE

As a result of spending as much time as possible on the Global Datanet and the constant playing of VRPGs, your

physical body has suffered somewhat. Let's just say that it would do you well to come outside from time to time. You treat your Strength as 2 lower for the purpose of determining your carrying capacity. If you take any feats or cybernetics that increase your Strength, the new carrying capacity is still affected by this drawback.

GIRI (MINOR)

This Japanese concept can be translated as "burden of obligation." Your character is indebted to someone, and not necessarily financially. This may be a burden of duty, or an obligation born of guilt. Whatever the specifics, you can be called upon to perform favors for the person to whom you are indebted, and will be expected to comply. The exact details should be worked out with the GM. Should you fail to answer the call of duty, you will take a loss of 1 point of Street Cred.

GLUTTON

Restraint is not a word in your vocabulary and you can almost always be found eating, drinking, or both, usually in copious amounts. You require double the amount of food and water per day (typically 2 pounds of food and 2 gallons of water) to avoid starvation and thirst.

NANO-INFECTION (MINOR)

Your character was infected by an nano-virus and ended up on the short end of the mutation stick. Choose either a –1 to your Fortitude, Reflex, or Will saves, or take a –1 penalty on any two skills of your choice. This drawback can be taken multiple times, although the benefits for taking drawbacks are still limited to one major and two minor drawbacks.

NEKO FANATIC

You have always wished you were really a Hybrid, and you have tried though surgery and modifications to look as much like your furred and scaled idols as you can, much to the scorn and dislike of the general public that now treats you much as they would any other hybrid. Treat this drawback as an alternative Outsider drawback, giving the furball a –2 penalty on Diplomacy checks when dealing with non-Hybrids.

OUTSIDER

Whether due to your race, social class, or affiliation with some group, you find yourself on the outside of society, looking in. Depending on their individual personalities, people will treat you with pity, condescension, or outright hostility. You take a –2 on all Diplomacy checks made against those who are not of your own kind.

PRIMADONNA

You know exactly what you want and how you want it, not caring how unreasonable your requests might be…

Now go get me a cup of decaf, low-fat, two sugars, frappe-latte-chino with exactly **ONE** squirt of vanilla extract! PRONTO!!! While you can be useful now and then, you are terrible to work with and all Charisma-based checks with her contacts are conducted with a –2 penalty.

SLEEPYHEAD

Some people just don't wake up easily, even if a gun were fired beside their head, and you are one of them. Whenever you sleep, you take a –2 penalty on Perception checks to hear noise sufficient to wake you up. You also suffer a –2 penalty on saving throws versus effects inflicting the fatigued condition or causing you to sleep.

THIN CHASSIS (ANDROID ONLY)

You have been made, either by design or accident, with a chassis that isn't up to the normal standard. You do not gain an android's racial natural armor bonus.

TRANSPARENT

The world of 2090 is filled to the brim with lies and deception, and people who are pretty good at both. Then there's you, who just plain sucks at lying. You suffer a –2 penalty on Bluff checks to tell a lie.

UNCANNY VALLEY (ANDROID, BIOROID, CYBORG, OR SIMULACRA WITH THE OUTSIDER DRAWBACK)

There is something about your design that is simply… off putting. By trying to add extra details to help you fit in, you actually stick out even more. A lifelike doll is worse than a bad doll after all. You double all penalties from the Outsider drawback.

MAJOR DRAWBACKS

APPOINTED MONITOR (MAJOR)

Your character has a watchdog or handler that directly influences the way your character operates, interfering if those actions go against the directives of their superiors. The monitor updates their superiors with regular reports of the character's activities. Otherwise this functions as the minor drawback.

ARROGANT

You are the best at what you do, whatever that may be, and you know it. In any sort of competition, be it sporting event, criminal activity, or combat, you will go out of your way to flaunt your talent. Taunting opponents, using humiliating tactics, and drawing out the moment are all ways to do this. Should you be beaten by what you consider to be an obviously inferior opponent, you will be considered shaken until you are able to win against that opponent, or a similar one.

DRAWBACKS

BAD FILTERS (MAJOR)

Your TAP spam filters are extremely bad. The constant bombardment of malware has severely weakened your firewall, and you take a –2 penalty to your firewall's AC.

BAD REPUTATION (MAJOR)

Some of the rumors concerning you are true. You have a criminal record. The authorities are likely to come knocking if something goes down on your turf, whether you had anything to do with it or not. You take a –3 penalty on all Diplomacy checks when dealing with law-abiding citizens and law enforcement agents that are aware of your reputation.

BLACKLISTED (MAJOR)

You haven't been blacklisted by a single corporation, but by an entire industry. Any employees in that industry have a starting attitude of hostile towards you and any known or obvious companions. If you are found to be involved in something regarding that line of business, employees will do whatever they can to thwart you—up to and including violent action—at the GM's discretion.

CANNIBAL

While many still see it as taboo to even speak about cannibalism, you do not give a rat's ass about that. You've experienced what it means to almost die of hunger and would have loved to eat said rat's ass if it were available. Perhaps it was some other traumatic event that set you onto the macabre road of eating other sentient life. Either way… OM-NOM-NOM. With a successful DC 10 Heal or Survival check, you can turn an average adult into three rations of food, but anyone witnessing the act needs to make a DC 15 Will save to avoid becoming shaken for 1 minute. You suffer a –4 penalty on Charisma-based skill checks against all who have witnessed your acts of cannibalism or knows about them.

CYBER INTOLERANT (MAJOR)

Being part of the one percent is said to be a heavenly privilege, but for you, being one of the one percent whose body or operating system that rejects cyberware, life is a hellish nightmare. You take a –1 penalty on all saving throws for every point of strain from your installed augments.

CYBER SNOB (MAJOR)

You will simply not let anything be connected to your body unless it is of a certain brand or not made by hand, knowing where each and every last screw of it comes from. You may only use and install cyberware of Military quality or better.

DIGITAL BIGMOUTH

Having never thought of the dangers of posting too much info on the Global DataNet, you have left a big, lovely digital trail right up to your own doorstep. You are the kind of person that checks up on his mail account while on a job and logs on to the Wifi connections of places you are currently committing a felony in. When others try to gather digital information about your character, they get +2 bonus on all relevant skill checks, and can often find dangerous info about your character's friends and family as well.

ERRATIC CYBERWARE (MAJOR)

No matter how many software updates or re-installs the character goes through, their cyberware is always subject to annoying glitches. In combat or a sustained situation where you use your cyberware, you have a cumulative 2% chance per round rolled on 1d100 for the cyberware to stop working. If this happens, you lose the benefit for that piece of tech for 1d10 minutes. If the cyberware stops working in this manner more than once per day, you suffer a –2 penalty on all attack rolls and skill checks involving the cyberware until it can be repaired.

EXPOSED WIRING (MAJOR) (ANDROID, CYBORG, OR BIOROID ONLY)

You lack the EMP shielding that most others have and are even more vulnerable to EMP-based weapons than normal. You take an additional 2d6 points of damage from EMP weapons.

GIRI (MAJOR)

As the minor drawback, but your debt is much greater, and the price for refusing to answer the call of the person to whom you are indebted is likewise greater. The loss of Street Cred is double that listed in the minor drawback.

GLUTTON (MAJOR)

Restraint is not a word in your vocabulary and you can almost always be found eating, drinking, or both, usually in copious amounts. This operates as per the minor drawback, , but you spend an additional 100% more (200% total) on food when purchasing it.

LIKE A 'G

When you have a pistol in your hands, you cannot stop yourself from tilting it to the side in a "totally original" style and spamming the trigger to spray lead around like some sort of cheap SIM action star, all the while doing equally stupid things in the pursuit of ultimate cool. No matter how well trained in firearms you are, you always have some unbreakable bad habit when it comes to shooting, and suffer a –1 penalty to all attack rolls with firearms.

Additionally, you also waste one additional round of ammunition every time you fire a weapon, and count RoF as one higher when figuring out how many bullets you expend when firing full auto. If you would use more ammo than there is in the clip… …it's just empty, 'brah.

MALWARE INFECTION

You have ventured into parts of the Global DataNet you shouldn't have, and no matter how many times you try to scrub your TAP and reinstall the OS, it is still plagued by bombardments of noisy and flashy pop-ups ads and other distracting apps. While this is annoying in most situations, the effect of this drawback only really shows up in stressful situations such as combat. At the beginning of each round, you must attempt a Will save (DC 10 + 1 per round of combat or stressful situation). If you fail, you incur a –2 penalty to attack rolls, ability checks, and skill checks for that round. Once the penalty is applied, no further rolls are necessary.

MARK OF DEATH

You have done something in your past that has seriously pissed off some very powerful people and currently have with a contract worth a rather hefty sum of money on your head. At the beginning of each gaming session the Game Master secretly rolls a d20; if the result is a 1 or a 2, an attempt to kill the character will be made at some point during that session. It is up to the Game Master to decide, how, when and where this attempt will occur, but at least one opponent approximately the same level as the character will attack. If the character is known to hang around with a group of dangerous individuals, the assassins will compensate accordingly. As this drawback is especially harmful for the character (and those around him), that character may start with an item of their own choosing worth 10,000 cryptos that represents the value of whatever the character did in their past.

NANO-INFECTION (MAJOR)

Your character was infected by an nano-virus and suffers severe and chronic effects from the infection. Choose either a –2 penalty to your Fortitude, Reflex, or Will saves, or take a –3 penalty on any class skill.

POST-TRAUMATIC STRESS

Your character has experienced severe combat-related trauma in his past. Consequently, he tends to freeze up during combat. Take a –4 penalty to Initiative rolls. If the character is able to act in a surprise round, he always acts last.

POVERTY

Your character begins play with half normal starting funds, loses half the bonus cryptos from their occupation, and halves any savings.

RECKLESS FIGHTER

The character only thinks about one thing when he is in a fight, and that is hurting the other guy. Defense? Pfft! What's that? When you attack during combat, you take a –2 penalty to your Defense Score.

UNPLUGGED

You have no TAP. In a society where nearly all information, entertainment, and commerce is accessed through the Global DataNet, this drawback can be severe. You have no access to Hyper Reality. You are denied standards of day-to-day life such as online purchases, instant banking, and news feeds, among others. You cannot take levels in the Hacker class. This drawback can be removed if you purchase the installation of a TAP at five times the listed price to cover the expense of establishing your TAP identity.

WUSS

Having an insanely low pain tolerance has never been a good trait, and it's even less so in 2090 when things can quickly turn ugly, with all the bullets flying around and what-not. If you already have shaken condition, the penalties from that condition increase to –3. That looks like it hurts, 'omae…

STARTING MONEY

The following section outlines how many Cryptodollars (or Cryptos) your character begins play with. Cryptodollars are a digital currency used by all nations and corporations across Earth and the rest of the solar system in 2090.

EQUIPMENT PACKAGES

These packages are for quickly equipping your character so you can get right into the game. Do not roll for starting wealth or take average starting wealth if you select a starting equipment package.

Agent Package: ED Business Suit, HT-9 Holdout Pistol (with 25 rounds), UP Gutterpunk SMG (with silencer and 50 rounds), Enhanced Coordination System 1 (civilian tier), Ravenlocke Security Systems Override kit, 200 CD

Cybermonk Package (includes 15,000 CD worth of cyberware from the Chromed bonus feat): SO Manriki-gusari, SR Street Talker 6mm pistol (with 50 rounds), cybereyes (1 module) or cyberlimb (arm, 1 module), Street Warrior Cyberware Package, Flash Bangs (2), SM-19 smoke grenade, 800 CD

Gearhead Package (includes starting vehicle/drone): Toyota CDZ Waste Cruiser 2090 or Helios Oracle, SO Shinryu

TABLE 2:23: STARTING CHARACTER WEALTH

CLASS	STARTING WEALTH	AVERAGE
Agent	4d6 × 100 CD	14,000
Cybermonk	2d6 × 100 CD	7,000
Gearhead	3d6 × 100 CD	10,500
Gunner	5d6 × 100 CD	17,500
Hacker	3d6 × 100 CD	10,500
Idol	3d6 × 100 CD	10,500
Investigator	4d6 × 100 CD	14,000
Medic	4d6 × 100 CD	14,000
Sprawler	1d6 × 100 CD*	3,500*

* These amounts already factor in the sprawler's Poverty drawback.

impact suit, AGA Thunder shotgun, WT-216 LB longbarrel pistol, advanced toolkit, 6,550 CD

Gunner Packages:
- **Bounty Hunter option:** SO Shinobi infiltration suit, RS Jointlock stun gun, WT pneumatic dart rifle, 4 doses sleep poison (type injury; Fort DC 13; frequency 1/min. for 2 mins; effect unconscious 1 min/2d4 hours), AGA Thunderbolt heavy pistol (with 50 rounds), Flash Bangs (2), RS high-threat restraints (2), stun patches (3), Bounty Board T-app (1 month subscription), cyberarm (civilian, 1 module), breaching system (gutterware), 825 CD
- **Mercenary option:** ED Entourage suit, UP Duke McCoy combat knife, AGA Chrome Eagle .75 (with 50 rounds), Tiger Claw CAW (with 20 rounds), cyberarm (civilian, 1 module), breaching system (gutterware), 200 CD
- **Sector Cop option:** SO Shinobi infiltration suit, RS security truncheon, RS riot gel gun (with 20 rounds), AS Foley Arms Watchdog pistol (with 25 rounds), Flash Bangs (2), Harley-Davidson Indian Iron Horse Cruiser, 250 CD
- **Hacker Package:** UP Hoodyz (with StunBlok), RS Jointlock stun gloves, SR Street Talker 6mm (with 50 rounds), Estream! T-app (1 month subscription), Newslink T-app (1 month subscription), Teamlink T-app, 900 CD
- **Idol Package:** Nakamura Motors Kamikaze JUMP Board, UP Combat Jacket, UP Ironfang spring-blade, UP Columbus twin-barrel (with 50 rounds), Babylon T-app, Estream! T-app (1 month subscription), Firewall Sapper Protection T-app (1 month subscription), Newslink T-app (1 month subscription), 3,000 CD

Investigator Package: Samba Econoline Electric, PD Urban Trench, RS Jointlock stun gun, AG Thunder (with 20 rounds), PD Saturday Night Sprawl Special (with 50 rounds), RS standard restraints, security systems override kit, courier node (gutterware), Babylon T-app, Caduceus T-app (1 month subscription), Newslink T-app (1 month subscription), 1,685 CD

Medic Package: ED combat vest, WT Lacerator knife, SR Street Talker 6mm (with 50 rounds), BioDesign bioprobe, chemical scrubber, crisis team responder kit, drug patches (2 antibiotic, 2 antitoxin, 2 tranquilizers), emergency support patches (3), stim patches (3), stun patches (3), Caduceus T-app (1 month subscription), 2,900 CD

Sprawler Package: UP Street Soldier Combat Threadz, UP Duke McCoy combat knife, SR Street Talker 6mm (with 50 rounds), 450 CD

BACKGROUNDS

Everyone has a past. No one, not even androids, spring fully formed into this brave new world. Backgrounds provide a character with grounding, a place to start building their history and providing the baggage—both good and bad—that comes along with it. A player may choose one background for their character. Each background provides the following.

- **Starting CryptoDollars:** This indicates the change, if any, to your character's starting cryptos due to the chosen background.
- **Starting Gear:** If there are any additions or special conditions concerning the character's starting gear due to background, it is indicated here.
- **Traits:** These traits most suited to the background chosen. Traits marked with an asterisk (*) are found in this book. All others can be found in Pathfinder Roleplaying Game: Ultimate Campaign.
- **Contacts:** This section lists any changes to the character's starting contacts from choosing a particular background, and lists likely contacts for a character of such a background to have.
- **Drawbacks:** If you choose a drawback for your character, the ones listed here are most appropriate for that background. Drawbacks marked with an asterisk (*) are found in this book. All others can be found in Pathfinder Roleplaying Game: Ultimate Campaign.

ACTIVIST

Your life is driven by a cause, an urge to better the world around you for those that live in it and for those who will in the future. You work for social, political, or environmental change, or some combination thereof. Whatever your goals, improving the world is what motivates you.

Starting CD: No change.

Starting Gear: 1 year subscription to the Newslink T-app.

Traits: Fixer*, Hacker*, Natural-Born Leader, Truth's Agent, Wastelander*

Contacts: Academic, Rumormonger, Snitch

Drawbacks: Blacklisted (minor or major)*, Compassionate*, Outsider*

AFFLUENT

You're above the daily worries of those that live in the sprawl. Perhaps you were born into money, or you raised your station through a combination of hard work and lucky circumstance. You may not be at the level of Megacorp CEOs

or A-list celebrities, but you have money to burn. Unless you have a serious reversal of fortune, you'll never have to worry about where your next meal comes from.

Starting CD: +10,000 CD

Starting Gear: You start play with a vehicle of your choice, up to corporate tier. This will typically be a luxury vehicle of some type.

Traits: Influence, Rich*, Worldly

Contacts: Gossip, Merchant, Politician

Drawbacks: Arrogant*, Cybersnob*, Giri (minor or major)*, Glutton*, Paranoid

ANARCHIST

You view humanity as having lost any semblance of liberty. Everything is just another link in the chains that enslave the world. Corporations, government, law, all of it inhibit humanity. You believe everyone should be free to live the life they choose. With the level of technology available and collective effort, no one should go hungry, or have to enslave themselves to a corporation to obtain the basic essentials necessary to survive.

Starting Cryptos: No change.

Starting Gear: You have access to military tier explosives when purchasing starting gear.

Traits: Bully, Child of the Streets, Hacker*, Life of Toil, Wastelander*

Contacts: Observer, Petty Criminal, Rumormonger, Saboteur, Thug

Drawbacks: Bad Reputation (major or minor)*, Headstrong, Outsider*, Poverty*

BLUE PLATER

While you live in the sprawl, you're better off than most. You have a legal source of income, possibly even steady work. You eat regularly, have a roof over your head, and clothes to wear. Sure, your place is cramped hole, the food is processed crap, and your clothes are cheap Nano-wear, but you have them. Sometimes you even have extra for entertainment. Life could be a whole lot worse.

Starting CD: If you roll for starting money and roll below the average amount, you take the average instead.

Starting Gear: No change.

Traits: Child of the Streets, Ordinary

Contacts: Gossip, Merchant, Observer, Petty Criminal

Drawbacks: Bad Filters (minor or major)*, Family Ties, Giri (minor)*, Poverty*

CELEBRITY

You are famous. Whether you are an investigative journalist with a popular blog, a sports all-star, a vid or music sensation, or simply one of those people whose personalities and actions attract attention and followers, people take the time to follow what you do and say.

Starting CD: +10,000 CD

Starting Gear: No change.

Traits: Charming, Influence, Rich*

Contacts: Gossip, Manipulator, Politician

Drawbacks: Arrogant*, Digital Bigmouth*, Giri (minor or major)*, Primadonna*

CHILD PRODIGY

Even as a child, you displayed a remarkable talent. This put you on a fast track to success. Whether it was computer programming, music, athletics, or some other field, your innate talent put you ahead of the game at a young age. As a prodigy, you attract attention. Some wish to mentor you, others to tap your skill to their own advantage.

Starting CD: +7,500 CD

Starting Gear: No change.

Traits: Ambitious, Artisan, Mentored, Talented

Contacts: Artisan, Gossip, Manipulator, Rumormonger

Drawbacks: Appointed Monitor*, Blacklisted (minor or major)*, Meticulous, Pride

CORPORATE WAGE SLAVE

Gaining access to a low-level corporate job, you became one of the well-greased gears that keep the machine of business running smoothly. It's grueling, not glamorous, but it provides for a measure of comfort beyond that of your average sprawler. Even the blue platers are envious of your layer of social strata. Water cooler gossip and access to the corporate interior can provide other advantages.

Starting CD: No change.

Starting Gear: You start play with a Micron Super-Economy ground car.

Traits: Mercenary, Merchant, Ordinary

Contacts: Gossip, Merchant

Drawbacks: Dependent, Geek Physique*, Giri (minor or major)*

CRIMINAL

You have a history of illegal activities. Whether it's running with a gang, hacking, or dealing in stolen goods, you have an insider's knowledge of the wrong side of the law. This can provide useful contacts, but also a stigma if you have a criminal record on file.

Starting CD: No change.

Starting Gear: You can pick up one piece of military tier equipment through the black market as part of your starting equipment.

Traits: Bodyguard*, Criminal, Fast Talker, Fixer*, Orphaned, Suspicious

Contacts: Crime Boss, Fence, Hit Man, Observer, Petty Criminal, Professional Criminal, Thug

Drawbacks: Bad Filters (minor or major)*, Bad Reputation (minor or major)*, Giri (minor or major)*, Like a 'G*

EDUCATED

You have the advantages of higher education. This provides you with greater opportunity for jobs. Education is not a sure means of wealth, however, and often paying back student loans counters whatever increased income is received from having a career in a lucrative field. However, having a degree provides other advantages, including contacts in your field of study.

Starting CD: No change.

Starting Gear: No change.

Traits: Bookworm*, Bruising Intellect, Corporate Mogul*, Government Agent*, Rich*

Contacts: Academic, Artisan, Politician

Drawbacks: Giri (minor or major)*, Headstrong, Meticulous

ESCAPEE

You're on the run. You might be an escaped android or simulacra, or perhaps an indentured cyborg or hybrid skipping on your terms of service. Whatever the case, you need to keep a low profile, because people are looking for you. Whether they want to capture or kill you depends on the circumstances of your escape.

Starting CD: No change.

Starting Gear: No change.

Traits: Suspicious, Unpredictable, Wastelander*

Contacts: Observer, Rumormonger, Snitch

Drawbacks: Bad Reputation* (minor or major), Mark of Death*, Post-Traumatic Stress*, Poverty*

EX-MILITARY

You spent time enlisted in the military of one of the world's nations. Now that time is past, but you still have connections to your past life, good and bad. On the bright side, you managed to come away with a memento or two from time of service.

Starting CD: Add 5,000 CD to your starting money.

Starting Gear: You start with one piece of military tier equipment—a weapon, armor, or other piece of equipment, excluding heavy weapons, power armor, vehicles, or explosives. The GM must approve this addition to your starting gear.

Traits: Bodyguard*, Bounty Hunter*, Ex-soldier*, Mercenary, Never Stop Shooting

Contacts: Fence, Merchant, Politician, Sector Cop, Snitch

Drawbacks: Attached, Nano-infection (minor or major)*, Paranoid, Shell Shock*

EXPATRIATE

Voluntarily or otherwise, you've left your country of origin and are living abroad. You might be seeking safety from enemies, freedom from an oppressive government, or just looking for a place to start your life over.

Starting CD: No change.

Starting Gear: You gain one additional piece of equipment worth up to 5,000 CD, a keepsake from your past.

Traits: Friends in High Places, Friends in Low Places, Without a Past, Worldly

Contacts: Academic, Artisan, Merchant, Politician

Drawbacks: Blacklisted (minor or major)*, Infamous, Poverty*, Sentimental

OPPORTUNIST

You have a history of bending the rules and stretching the truth. Perhaps you worked as a con artist, or as a government or corporate operative engaging in disinformation, or just got ahead in your prior career by noting loopholes and gray areas and taking advantage of them.

Starting CD: +1,500 CD

Starting Gear: No change.

Traits: Clever Wordplay, Convincing Liar, Doublespeak, Fixer*, Government Agent*

Contacts: Gossip, Manipulator, Politician

Drawbacks: Appointed Monitor (minor or major)*, Bad Reputation (minor or major)*, Blacklisted

SOCIALITE

You come from money. Born into an elite family, you have had opportunities other people only dream of. Whether you took advantage of your family's status to gain an education, corporate power, or simply indulged your fancies on your parents' credit, you are one of the privileged.

Starting CD: +15,000 CD

Starting Gear: You start play with a vehicle of your choice, up to corporate tier. This will typically be a luxury vehicle of some type.

Traits: Charming, Friend in Every Town, Imposing Scion, Influence, Rich*

Contacts: Artisan, Gossip, Politician

CYBERPUNK RULES

The cyberpunk genre has numerous themes that aren't found in the typical fantasy game. Computer hacking, non-magical healing, drone operation, and other concepts we expect from a cyberpunk game need rules you can use to bring your *Interface Zero* game to life. This chapter gives you everything you need to run the gritty streets of 2090.

COMBAT

Interface Zero uses the standard *Pathfinder* rules for combat with the following modifications to emphasize and reinforce the rapidity of action and lethality of combat in 2090, while retaining a cinematic feel.

TYPES OF DAMAGE

There are three classes of damage in *Interface Zero*—ballistic, melee, and energy—with the latter two of these having subtypes of damage.

Ballistic: The standard form of damage delivered by firearms. Ballistic damage does not have subtypes.

Energy: The general class of damage delivered by maser weapons, lasers, and other exotic energy-based weapons. The exact subtype of energy will be listed in the weapons description. The energy subtypes are electricity, fire, and sonic.

Melee: The general class of damage delivered by weapons in hand-to-hand combat. The exact subtype will be listed in the individual weapons description. The melee subtypes are bludgeoning, piercing, and slashing.

COMPUTING DAMAGE

Weapons in *Interface Zero* compute damage differently than in the standard *Pathfinder* ruleset.

Base damage is measured in traditional dice format as normal, but the actual computation and application of damage is done differently. A hit that is not a confirmed critical hit does damage equal to the average of the dice. A confirmed critical does the maximum number possible on the dice. Weapons with Critical Multipliers higher than x2 add an additional die of damage for each point of multiplier past '2.' Weapons that have a '+1' or more to their damage rolls, add the bonus to each stage of damage.

Example 1: A pistol doing 2d6+1 base damage would do 8 points on a normal hit and 13 points on a confirmed critical hit.

Example 2: A pistol doing 2d6 base damage and having a x3 critical modifier would do 7 points on a normal hit and 18 points on a confirmed critical.

Firing modes such as Burst Fire and Double Shot that grant extra dice of damage have those dice added to the base damage before computation. Weapons not listed

TABLE 3:2: DIE TYPE AVERAGES

DIE TYPE	AVERAGE RESULT
D4	2.5
D6	3.5
D8	4.5
D10	5.6
D12	6.5
D20	10.5

TABLE 3:1: DAMAGE BY WEAPON CLASS

WEAPON CLASS	BASE DAMAGE	NORMAL HIT	CRITICAL HIT
Light Pistol	2d4	5	8
Pistol	2d6	7	12
Heavy Pistol	2d8	9	16
Light Machine Pistol	2d4	5	8
Machine Pistol	2d6	7	12
SMG	2d6	7	12
Shotgun	2d8	9	16
Rifle	2d19	11	20
Heavy rifle	2d12	13	24
Assault rifle	2d8	9	16
Heavy assault rifle	2d10	11	20
Machinegun	2d8	9	16
Heavy Machinegun	2d12	13	24

by type below will have their damage and any special rules regarding them in the individual weapon tables and descriptions.

EXPLODING DAMAGE DICE

This optional system is designed for use with the dice system for damage, and reflects the intensely lethal nature of combat in the 2090's.

When any damage die is rolled and rolls the maximum number for that die, it is re-rolled, and the additional number added to the previous damage total. If the reroll is the maximum number possible on the die, the die is rerolled again and the number is added to the previously-rolled total, and then the process is repeated until a number other than the maximum possible number for that die type is rolled.

Example: Charles has his character pop up from behind cover and snaps off a shot at a punk with a zip gun drawing a bead on his partner. Charles is shooting an AGA Thunderbolt and scores a hit. He rolls his 2d8 and comes up with 2 '8's—16 points. Because his game is using the exploding damage die rule, Charles picks up his dice and rerolls them both, getting a '5' and another '8!' Adding this to his previous total, his damage total is now at 29, Charles picks up his die that rolled it's maximum number and rolls it again, getting a '6' and finishing up with a total damage of 35 versus the punk. That'll teach him not mess with a man's partner!

DEFENSE SCORE

Characters and their opponents do not have an Armor Class (AC) in *Interface Zero*; instead they have a Defense score. Defense is similar to touch AC in the standard *Pathfinder* Roleplaying Game rules, but it also adds the shield bonus and any natural armor bonus.

Defense = 10 + shield bonus + Dexterity modifier + natural armor + dodge bonus + other modifiers

Defense represents how easy or difficult it is to hit a creature. The shield bonus is added because there are suits of armor that come with shields, riot shields are still common among law enforcement and security personnel, and many gangers use manufactured and improvised shields to help defend in melee combat. A creature is considered to be actively blocking attacks with its shield whenever it can, which is whenever it would gain its Dexterity bonus to the Defense Score and not be flat-footed. Natural armor is most commonly found in individuals with implanted subdermal armor or Skeletal Reinforcement to deflect damage away from vital areas, but some genetically-engineered subjects and mutants possess it as well.

Other Modifiers: The Defense Score is modified by cover; positioning; flanking; statuses such as dazzled, shaken, and frightened; and actions such as squeezing, fighting defensively, and grappling, just as traditional Armor Class was.

Losing Dexterity Bonus to Defense: Situations or effects that would cause you to lose your Dexterity bonus to Armor Class instead cause you to lose your Dexterity bonus to your Defense Score. Also, whenever you lose your Dexterity bonus to Defense, you also lose any shield bonus to Defense Score, since when you lose your Dexterity bonus, you also lose the ability to properly respond to attacks with your shield.

Flat-Footed Defense: You do not gain your Dexterity, dodge, or shield bonus to your Defense Score if you are flat-footed or lose your Dexterity bonus to your Defense Score; thus, your flat-footed Defense Score is equal to your Defense Score minus your Dexterity bonus, dodge bonus, and shield bonus.

Defense and Using a Shield without Proficiency: When a creature uses a shield it is not proficient with, it takes that shield's armor check penalty as a penalty to the shield bonus, along with the other penalties for using a shield without proficiency. Furthermore, it also takes this penalty to its flat-footed Defense Score, as the shield actually gets in the way instead of defending against incoming attacks.

Touch Attacks: Touch attacks are resolved against the Defense Score minus the Dexterity modifier and dodge bonuses.

ARMOR

In *Interface Zero*, armor does not increase the Defense Score, but instead provides DR to the wearer. The DR a specific suit of armor provides is listed in the individual armor's description in the Equipment chapter, plus a +1 bonus at 5th level or at 5 Hit Dice, and an additional +1 for every five levels above 5th level, or every 5 Hit Dice over 5 Hit Dice, to a maximum of +4 to DR at 20th level or at 20 or more Hit Dice, provided that the creature wearing the armor is also proficient with the armor.

Using Armor without Proficiency: Creatures using armor they are not proficient with do not gain the bonus per level or Hit Dice to the DR, on top of any of the other normal penalties for using armor without proficiency.

Armor vs. Ballistic and Melee Damage: Armor protects against ballistic and melee damage equally. Some forms of armor may provide greater protection versus ballistic damage than melee damage, or vice versa; this will be listed in their description. Some weapons affect DR differently and this is noted in their descriptions as well.

Armor vs. Energy Damage: Armor does not apply its DR versus energy damage, only ballistic and melee damage. There are armor treatments available that allow armor to

apply its DR to energy damage, Chill for fire damage, LazOff for laser damage, NullSound for sonic damage, and Insul8 for electrical damage, but these are frequently only found on corporate and military-grade armor. Even with these treatments, armor degrades faster versus laser weapons and fire than other types of damage.

Armor Degradation: Armor is not an invulnerable shield that stops damage forever while never becoming damaged itself. Every 5 points of damage stopped by Gutter Tiered armor reduces its DR by 1. Every 10 points of damage stopped by Civilian Tiered armor reduces its DR by 1. Every 20 points of damage stopped by Corporate Tiered armor reduces its DR by 1. Every 30 points of damage stopped by Military Tiered armor reduces its DR by 1. Every 40 points of damage stopped by Elite Tiered armor reduces its DR by 1. Hardened armor adds +5 points to this total. Versus lasers and fire attacks such as flamethrowers, armor degrades at 2 points of DR per 10 points of damage stopped.

Example 1: A hardened suit of RS Justified Response Assault Armor has a DR of 12, and is a Corporate Tiered armor. It will lose one point of DR for every 25 points of damage that it stops.

Example 2: The same suit of hardened RS Justified Response Assault Armor if treated with LazOff, still has a DR of 12, and is a Corporate Tiered armor. It will lose 2 points of DR for every 15 points of laser damage that it stops.

Simplified Armor Degradation: As an alternative to tracking damage, simply reduce the DR of armor by 1 for every 2 attacks that strike it, or by 1 for every 3 attacks that strike hardened armor. Versus lasers and fire attacks such as flamethrowers, armor degrades at 1 point for each attack that strikes it.

Vehicles and DR: Vehicles, regardless of whether they are military grade or not, take ½ damage from all weapons except heavy weapons, weapons on the golemmech and vehicle weapons tables, rockets, and missiles. Despite being objects, vehicles do not take ½ damage from energy attacks.

Unusual Creatures and Armor DR: Amorphous creatures have an easier time bypassing DR/armor with melee attacks. When they attack a creature with DR/armor, they typically treat that DR as a fraction of the DR/armor. Attacks by swarms bypass DR at varying levels, depending on the size of the base creature that forms the swarm. Creatures and other opponents such as golemmechs and vehicles that are size Large or bigger, also treat DR and hardness as having a fraction of its value in melee combat when attacking creatures or objects of size Medium or smaller.

Hardness: Objects do not have DR, they have a Hardness Score instead.

Hardened Armor: Some suits of military grade armor (DR of 8 or higher) are hardened, which grants then the effect of the fortification special armor quality. Suits possessing this quality will list it, and the level of protection it provides.

Heavy Weapon Penetration: Some infantry, vehicle, and golemmech weapons ignore a set number of points of DR or hardness owing to their nature. This will be listed in their description or notes entries. This effect applies to both vehicular and personal armor, and is not stopped by hardened armor, although the normal effects of hardened armor remain in effect. This effect is applied before the effects of any ammunition options are applied.

Example: A light rail gun ignores 5 points of DR/Hardness. When firing explosive rounds, the weapon subtracts 5 points from the target's DR/Hardness, then doubles the remaining DR/Hardness, and applies the +1 per die to the damage of the weapon.

TIERS

In *Interface Zero*, weapons, armor, technology, vehicles & drones, cyberware, programs, computer systems, security systems, and anything else that is a 'thing' you might want to buy or use, all come in five ascending levels of quality and performance that are called 'tiers.' Higher tiers represent items made with improved manufacturing techniques, improved materials, better technology, and so on, and provide improved performance.

TABLE 3:3 UNUSUAL CREATURES AND ARMOR DR

ATTACKING CREATURE TYPE	DR MODIFIER
Amorphous[1]	×1/2
Swarm of Tiny creatures	×1/2
Swarm of Diminutive creatures	×1/4
Swarm of Fine creatures	×0
Huge creatures	x1/2
Gargantuan Creatures	x1/4
Colossal creatures	x0
1 - Nanite swarms, oozes, oozelike creatures, and any creature with the amorphous defensive ability	

The tiers, from lowest to highest, are: Gutter, Civilian, Corporate, Military, and Elite. The names are evocative, but not literal; every item on the 'Military' Tier is not actually military issue or restricted to military use – just the really cool ones that characters will likely want.

TIER DESCRIPTIONS

Gutter: Items at this Tier are serviceable, but are of poor quality and cheaply manufactured, and are not designed to last or have more than basic levels of durability. Examples include cheap entry-level firearms; inexpensive knock-off clothing based on Civilian Tier designs; the most basic electronics and other technological items; well- used second-hand (or older) cyberware and other items; cheap entry-level vehicles; and so forth.

Civilian: Items at this Tier are reliable, and are of standard quality and manufacturing, with typical consumer goods levels of durability and longevity; they may last for years of use with proper care. This is the basic level of standard manufacture and personal ownership. Examples include high-end consumer clothing; tailor-made (but not original) clothing; standard software; standard self-defense and sporting-oriented firearms; basic first-hand cyberware; most mass-production vehicles and drones; and other technological items, and so on.

Corporate: Items at this Tier are very reliable, and are of high-quality and manufacturing standards, with excellent levels of durability and longevity; some items at this Tier may last for decades of use with proper care. Examples include designer original clothing; high-end electronics and other consumer goods; specialized drones; entry-level military (or 'paramilitary') equipment; high quality, specialized software; more advanced cyberware; performance sports cars and other vehicles, and similar goods.

Military: Items at this Tier are extremely reliable, and are of the highest quality and manufacturing standards, with superior levels of durability and longevity; some items at this Tier may last for one or more generations of use with proper care. Examples include hand-built electronics and other consumer goods; battlefield-issue military equipment, drones, and vehicles; the highest performance civilian vehicles; cutting edge cyberware, and so forth.

Elite: Items at this Tier are the most bleeding edge versions available anywhere, and represent the most advanced levels of scientific and manufacturing expertise available to the largest corporations and governments. Examples include golemmechs; advanced military equipment and weapons issued to the most elite combatants; specialized equipment issued to top intelligence operatives; newer spacecraft; advanced software; still experimental cyberware; and so forth.

All items have an 'entry tier' which is the first place on the tier structure that they appear, and affects how far up the tier they can move through improvements, upgrades, and so on. Items may be available at more than one tier, but no item may benefit from more than two (2) tiers of improvement past its entry point, whether through the manufacturer, or in an upgrade.

Example: A SR Street Talker 6mm hold out pistol is initially available at the Gutter Tier. No amount of upgrades or manufacturing will be able to improve its performance beyond Corporate Tier as the model's design simply cannot support it.

When purchasing an item at a higher Tier than its entry Tier, multiply the cost by a cumulative X10 for each Tier you move up after any other price modifiers are applied (such as for specialty ammunition). Items may not be purchased at a lower Tier than their entry Tier.

Example: Lethia Johnson, trendsetting shadow warrior, wants to buy the newest and best version of her beloved Cherry Automotive Executor. As the Executor's entry Tier is Civilian, she goes for the Military Tier. Her new Executor's cost will be 20x the cost of a standard Civilian Tier model!

Vehicles, drones, and other items that have multiple systems within them or mounted on them, can have items of a different Tier mounted on them so long as the Tier is no more than +1 Tier from the entry Tier. They may mount items and systems up to -2 Tiers from their entry Tier. Unless specifically mentioned, all aspects and systems in a vehicle, drone, or any other item with multiple systems inherent in it are rated at the items overall Tier.

Example: The Benja Corporation is trying to save some funding, so when they order a new batch of security vehicles, they order the base vehicle at Corporate Tier, but step the electronics in the vehicles back to Civilian Tier. The cars will be quick, responsive, and durable, but easier to spoof or hack.

No more than one (1) item may be used to improve a roll through Tier alteration. If items with different Tiers are employed to assist a roll, only the highest Tier bonus applies.

SPECIFIC RULES

Weapons and Armor: When attacking a target wearing armor of a lower tier than the weapon, add +2 points of damage for each Tier lower than the weapon the target's armor is. This damage is weapon damage and is added before damage is applied to the defender's armor. If the optional dice-rolling method for damage generation is used, the extra damage from a Tier difference is multiplied in

the event of a critical hit. When attacking a target with armor of a higher Tier than the weapon, subtract 2 points of damage for each Tier lower than the armor the attacker's weapon is. The subtraction of damage occurs before damage is applied to the defender's armor, and before any alteration for specialty ammunition. If damage is reduced to 0 or less by reduction due to Tier difference, then no damage is done. A character or creature with no armor is treated as Gutter Tier.

Example 1: BakemonoMan rips of a shot from an unmodified Chrome Eagle .75 at a ganger who's just attacked the bounty hunter's new convertible with a Molotov cocktail, sending all that fine Corinthian leather up in a blaze of glory. The Rat has a base Tier of Corporate, and the ganger is just wearing his colors, which provide 2 points of DR and have a Tier of Gutter. BakemonoMan's damage alters from 15 (Normal Hit)/28 (Critical Hit) because of the 2-Tier difference.

Example 2: Later on in the same unhappy day, BakemonoMan finds himself in a fight with a drug lord's chief enforcer, who is wearing military grade armor. Against this target, the Chrome Eagle .75's damage is reduced from 11 (Normal Hit)/24 (Critical Hit) to 8 (Normal Hit)/21 (Critical Hit) because of the 1-Tier difference.

Ammunition: Ammunition may not be used in weapons that are not of the same tier as the ammunition, and able to fire ammunition of that type and caliber. Thus, Corporate Tier assault rifle ammunition only works in Corporate Tier assault rifles that could normally fire ammunition of that type and specific caliber, and so on.

Technology and Vehicles: When used in opposition to another device, program, or environmental condition, non-weapon items gain a +2 to the roll for each Tier above the opposition they are, and a -2 to the roll for each Tier lower than the opposition they are. If the Tiers are equal, there is no modifier. Only apply this modifier once for a given roll, not to both sides of a contest. The default is to apply it to the PC's roll, but GMs may apply it to an NPC's roll instead if they choose. Some items may have individual rules that supersede this.

Example 1: Jaquel is hacking a Corporate Tier system, with Civilian Tier programs. He is at a -2 to all rolls to defeat the system or manipulate it. If, instead, he had a scorching hot Military Tier intrusion suite he literally traded a kidney (don't worry —it wasn't his) for, then he'd be at a +2 to his rolls.

Example 2: In the middle of a getaway, Lethia Johnson realizes that she's being pursued by someone. Her new Cherry Automotive Executor hasn't arrived yet, so her vehicle is Civilian Tier. Her opposition is on a tricked out Corporate Tier motorcycle, which means Lethia is at -2 on her rolls to escape or engage in maneuvers against her pursuer.

Cyberware: When used in opposition to someone or something, cyberware grants its possessor a +2 to the roll for each Tier above the opposition they are, and a -2 to the roll for each Tier lower than the opposition they are. Some items may have individual rules that supersede this. Individuals without cyberware in opposition to someone with it receive an additional -2 penalty. Tiers have no effect on movement speed, statistic bonuses, or any other cyberware functionality unless a specific entry says otherwise.

Example 1: Amira is trying to jump a 30' wide alleyway from rooftop to rooftop across a 15-story drop to gain access to an apartment building. She has a +14 skill bonus, and as the GM rules that the apartment building is a Civilian Tier structure with no special design features to prevent this (other than that 15-story drop), her Corporate Tier cyberlegs grant her a +2 bonus, for a total of +16.

Example 2: Having made her jump, Amira is trying to force open the roof access door on the building she just jumped to. She has STR 20, a Corporate Tier cyberarm, a Civilian Tier cheater bar, and the door is a Civilian grade door. She makes her STR check with a +10 bonus (the cheater bar is superseded by her cyberarm's bonus) to force the door open.

Upgrading: If building or upgrading an item of gear or equipment using the gear construction rules, the DC, time, and costs increase by +10 or x10 as appropriate for each Tier you move up. This modifier is applied last.

FIREARMS RULES

All standard *Pathfinder* ranged combat rules and feats function as normal, except where detailed below.

Firearms attacks are normal ranged attacks, not ranged touch attacks. Some weapons may act differently, if so, any modifications will be described in the individual weapon tables and descriptions.

Using a firearm provokes attacks of opportunity.

Rate of Fire: A weapon's Rate of Fore, or RoF, is the maximum number of individual shots, bursts, automatic fire bursts, or double taps that it can fire in a round under normal circumstances. Some feats and/or abilities may modify this.

Firing Modes: The following firing modes may be used by anyone using a weapon that permits them. Bonus damage dice are of the same size as the weapon's existing damage die and are treated as additional weapon damage, and are

added to the base damage for computation of normal, and critical damage. Some weapon modifications and feats may reduce the penalties listed in each description.

Semi-Automatic Fire: A Semi-Automatic Fire weapon normally fires one shot as an attack action, and may be used to make as many attacks as the firer has allowed by their BAB up to the limit of the weapon's RoF, provided the weapon has enough ammunition loaded to do so. If the wielder takes a full attack action, he can fire one additional time, as if using the Rapid Shot feat (including taking a –2 penalty on all attacks made). If the wielder has the Rapid Shot feat, she can take the additional shot from that as well, but the penalty for all shots fired in that round increases to –6.

Automatic Burst: A fully automatic weapon can act as a Semi-Automatic Fire weapon, or it can fire an Automatic Burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each Automatic Burst. Each attack roll takes a –2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Deadly Aim or Vital Strike. Effects that grant concealment, such as fog or smoke, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single Automatic Burst with an automatic weapon consumes 10 rounds. A weapon with this firing mode may fire as many Automatic Bursts as the firer is allowed by their BAB up to the limit of the weapon's RoF, provided the weapon has enough ammunition loaded to do so. Automatic Bursts may also be used with the Rapid Fire feat as described in Semi-Automatic Fire above, providing sufficient ammunition is loaded in the weapon for all bursts.

Burst Fire: A Burst Fire capable weapon can act as a Semi-Automatic weapon, or it can fire a burst of either 3 or 5 rounds (the number of rounds fired are listed with the individual weapon) at one target as an attack action with a –4 penalty, adding the +2 dice of damage of the firearm's type if you successfully hit. This damage cannot be modified by precision damage or damage-increasing feats such as Deadly Aim or Vital Strike. Thus, a submachine gun doing 7 damage (2d6) would do 14 damage (2d6 + 2d6) on a Burst Fire. If the Burst Fire is a confirmed critical, the example submachine gun normally doing 7 damage (2d6) which critically hits on a burst fire, will do 24 points (4d6). A weapon with this firing mode may fire as many bursts as the firer is allowed by their BAB up to the limit of the weapon's RoF, provided the weapon has enough ammunition loaded to do so. Burst Fire may also be used with the
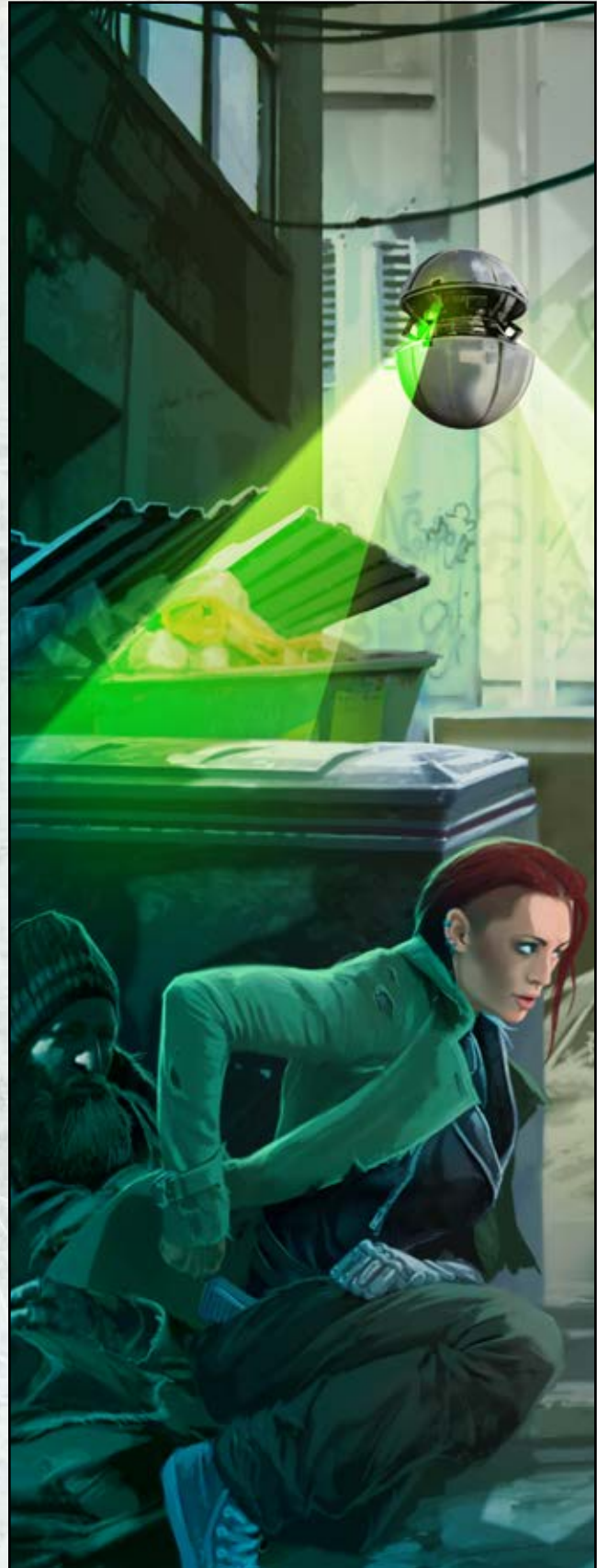
Rapid Fire feat as described in Semiautomatic Fire above, providing sufficient ammunition is loaded in the weapon for all bursts.

Double Tap: As an attack action with any firearm, you may fire two shots at one target as a single action with a -4 penalty, dealing +1 die of damage. This damage may be modified by precision damage or damage-increasing feats such as Deadly Aim or Vital Strike. Thus a pistol doing 7 points (2d6) will do 10.5 points, rounded down to 10 points of damage (3d6). On a confirmed critical, the example pistol will do 18 points of damage (3d6). A shooter may fire as many Double Taps as they are allowed by their BAB up to the limit of the weapon's RoF, provided the weapon has enough ammunition loaded to do so. Double Taps may not gain an additional shot with a full attack action as described under Semiautomatic Fire, and may not be used with the Rapid Fire feat.

Slow-Firing: A slow-firing weapon requires a full-round action to use, and thus cannot be used to make iterative attacks. This firing mode is used by weapons whose damage may be modified by precision damage or damage-increasing feats such as Deadly Aim or Vital Strike

Touch: Attacks with weapons having this firing mode resolve against the Flat Footed Defense Score.

Sustained Fire: Weapons cannot fire bursts and full automatic fire indefinitely, even if ammunition is available to do so, without risking weapon malfunction and damage. After three rounds, each successive round of continuous burst or full automatic fire cumulatively increases by one the chance of an automatic miss. Thus on round four, you automatically miss on a 1 or a 2, on round five, on a 1, 2, or 3, and so on. If the automatic miss chance reaches 10, the weapon acquires the broken condition, and any attacks made with the item suffer a –2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and will only deal damage on a confirmed critical hit as if it were a normal hit, but will trigger any effects that require a confirmed critical to trigger, such as many Critical Feats. If the automatic miss chance reaches 15 the weapon is destroyed.

Inappropriately Sized Firearms: You cannot make optimum use of a firearm that is not properly sized for you. A cumulative –2 penalty applies on attack rolls for each size category of difference between your size and the size of the firearm. If you are not proficient with the firearm, a –4 nonproficiency penalty also applies. The size of a firearm never affects how many hands you need to use to shoot it, the exception being emplaced weapons and firearms designed for huge or larger users such as golemmechs.

Precise Shot: This feat tree functions as normal.

Rapid Shot: This feat tree functions as normal, but see the semi-automatic firing mode above.

Improved Critical: The Improved Critical feat must be taken for a specific class of firearms as expressed on the Weapon Class Table under Computing Weapon Damage, such as 'Improved Critical (light pistol). Heavy Weapons, Special Weapons, Energy Weapons, Missile Launchers, Flamethrowers, and Improvised Weapons must be selected individually, such as 'Improved Critical (AGA Arbalest). If the weapon has multiple configurations that place it in several different categories, then each configuration is treated as a separate weapon for this purpose. This feat otherwise functions as normal. It does not stack with armor-piercing ammunition or any other effect that expands the critical threat range.

Loading a Firearm: You need at least one hand free to load one-handed and two-handed firearms. In the case of two-handed firearms, you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the firearm. Loading larger belt-fed weapons such as machineguns requires the use of both hands.

The Rapid Reload feat reduces the time required to load one-handed, two-handed, and belt-fed firearms as indicated below, but this feat does not reduce the time it takes to load larger weapons. Loading any firearm provokes attacks of opportunity.

Other rules for loading a firearm depend on whether the firearm is clip, belt, or cylinder fed.

Belt Fed: It takes 3 move actions to load a belt-fed weapon to its full capacity without Rapid Reload, and 1 move action with it.

Clip Firearms: It is a move action to load a one-handed or two-handed clip-fed firearm to its full capacity without Rapid Reload, and a free action with it.

TABLE 3:4: TWO WEAPON FIRING PENALTIES

CIRCUMSTANCES	PRIMARY HAND	OFF HAND
Assault rifle, rifle or shotgun	-8	-12
Submachine gun	−6	-10
Pistol	-4	-8
Two-Weapon Fighting feat	−4	-4
Pistol & Two-Weapon Fighting feat	−2	-2

Cylinder Fed: It takes 2 move actions to load a one-handed or two-handed cylinder-fed firearm to its full capacity without Rapid Reload, and 1 move action with it.

Two-Weapon Combat: Two-weapon combat is possible with firearms. All modifiers apply to each shot, including those from burst fire, double tap, and automatic firing. The basic two-weapon fighting penalties for firearms are given below.

Shotguns: The damages listed for shotguns assume that slugs are being used. If firing shot, the weapon takes a –2 penalty on damage per die for each range increment to the target (this can reduce damage to 0), the range increment is halved, and the shooter gains a +1 to hit for each range increment to the target. Shotguns firing shot have a maximum of three range increments.

Aid Another: Characters may use the Aid Another action to assist others in combat at range with ranged weapons. Each use of Aid Another performed in this fashion uses a number of rounds equal to the weapons RoF or its current burst or automatic fire setting, whichever is higher.

OPTIONAL SYSTEMS

CALLED SHOTS

A called shot is an attack aimed at a particular part of the body, in the hope of gaining some extra effect from the attack. The smaller or better guarded the area, the more difficult the called shot. A called shot is a single attack made as a full-round action, and thus can't be combined with a charge, feats like Vital Strike, or multiple attacks with a full-attack action.

Called shots are divided into three basic difficulty groups: easy, tricky, and challenging. Easy called shots represent large areas of the body, and are made at a –2 penalty. They have relatively minor effects unless a critical hit is scored or massive damage is dealt. Tricky called shots represent either smaller areas, like a hand, or areas a creature protects well, like its head. Tricky shots receive a –5 penalty, and inflict more serious consequences. Challenging called shots represent very small areas like a creature's eyes, fingers, or the neck. They receive a –10 penalty, and successful hits cause significant short-term impairment. Beyond these challenging ratings lie almost impossible called shots that receive a –20 penalty. For called shots against non-humanoid creatures, use common sense and the categories above as guidelines. For example, a flying creature's wings are treated as arms.

Range and Reach: Called shots work best at close range. Melee called shots are at a –2 penalty if the target isn't adjacent to its attacker. For called shots made at range, all range penalties due to range increment are doubled, with a minimum penalty of –2 for any called shot against a target that's not within 30 feet.

Critical Hits and Critical Threats: A called shot has the normal chance for a critical hit, and inflicts an extra effect if one is confirmed. The exact effects of a successful critical hit depend on where the target was hit, and are described under Called Shot Effects.

Cover: Cover other than soft cover interferes with a called shot even more than with a normal shot. Double any Defense Score bonuses provided by cover that isn't soft cover. In addition, cover may make certain called shots impossible.

Concealment: The miss chance for a called shot against a creature with concealment increases to 50%. It's not possible to make a called shot against a creature with total concealment. For effects that function like concealment and provide a miss chance, a miss chance of 50% or more prevents called shots, a miss chance of 20% increases to 50%, and miss chances of other values are doubled.

Damage Reduction: If damage reduction completely negates the damage from a called shot, the called shot has no effect. If hit point damage does get through, the called shot has normal effects. Damage reduction does not reduce any ability damage, ability drain, penalties, or bleed damage caused by the called shot.

Immunity: Immunity to critical hits protects against the extra effects of called shots. Partial protection, such as that provided by the Hardened special ability of some armors, protects the creature as though the called shot were a critical hit.

Regeneration: Regeneration provides no special protection against called shots, but it might negate or undo some of the effects, such as bleeding or limb loss.

Saving Throws: If a saving throw is allowed on a called shot, the DC is equal to the Defense Score hit by the attack. In the case of an attack roll of a natural 20, the DC is the Defense Score the attack would have hit if 20s did not automatically hit.

Stacking: Unless otherwise stated, penalties for multiple called shots do not stack, even if they are to different areas of the body. Ability damage and drain caused by called shots always stacks.

CALLED SHOT EFFECTS

The consequences of a successful called shot vary depending on whether the hit is a normal hit, a critical hit, or a debilitating blow (a hit for more points of damage than the target's Constitution score). When more than one limb or organ can be affected by a called shot, the attacker can choose the target if desired; otherwise, it should be determined randomly.

Called Shot: An attack aimed at a body part that deals fewer points of damage than the target's Constitution score results in a normal called shot. Called shots inflict either minor penalties or temporary inconveniences.

Critical Called Shot: When a called shot is confirmed as a critical hit, apply or roll damage as normal. If the damage is less than the target's Constitution score, but equal to at least half that number, a critical called shot results. Critical called shots can cause ability damage, bleeding, and other serious effects.

Debilitating Blow: A called shot that deals points of damage equal to the target's Constitution score or more (whether a critical hit or not) results in a debilitating blow that has extra effects. A debilitating blow inflicts major consequences and potentially permanent consequences.

Concentration Checks: The DC of concentration checks made against called shots increases by 5.

Healing Called Shot Effects: Some called shot effects render a given location useless until healed. Remedying this condition requires the victim be healed for as many hit points of damage as the called shot caused. If the victim is suffering from multiple wounds of this sort, divide healing equally between them.

ARM

Arms are the manipulating limbs of a creature, including tentacles. Wings are also considered to be arms for purposes of a called shot. Called shots to the arm are easy (–2 penalty).

Called Shot: A called shot to an arm deals no additional damage, but for 1d4 rounds, any attack rolls, ability checks, or skill checks made using the wounded arm take a –2 penalty. A flying creature shot in the wing must make a Pilot check to avoid descending involuntarily.

Critical Called Shot: A critical hit to the arm deals 1d4 points of Dexterity damage and 1d4 points of Strength damage. A successful Fortitude saving throw with a DC equal to the damage done halves the ability damage (minimum 1 point to each attribute). The target also suffers the effects of a called shot to the arm for 1d4 minutes.

Debilitating Blow: A debilitating blow deals 1d6 points of Dexterity damage and 1d6 points of Strength damage. The blow renders the arm useless until healed unless the target succeeds at a Fortitude saving throw with a DC equal to the damage done by the attack. If the saving throw fails by 5 or more, the arm is severed or otherwise mangled such that only auto-rejuvenation treatments or uses of healing nanites from a medic equal in number to the lost ability points, similar long-term medical care, or replacement can repair it. The target also suffers the effects of a called shot to the arm (if the arm remains usable) for 2d6 minutes.

TABLE 3:5: CALLED SHOT LOCATIONS

LOCATION	TYPE	PENALTY
Head	Tricky	–5
Ear	Challenging	–10
Eye	Challenging	–10
Neck	Challenging	–10
Chest	Easy	–2
Heart	Challenging	–10
Vitals	Tricky	–5
Arm	Easy	–2
Hand	Tricky	–5
Leg	Easy	–2

CHEST

Called shots to the chest are aimed at the well-protected center of mass of a creature. Called shots to the chest are easy (–2 penalty).

Called Shot: A called shot to the chest deals no additional damage, but any skill checks caused by the hit (such as an Acrobatics check while balancing or a Climb check while climbing) take a –2 penalty.

Critical Called Shot: A critical hit to the chest deals 1d4 points of Constitution damage and fatigues the target. A successful Fortitude saving throw (made after the Constitution damage is applied) with a DC equal to the damage done by the attack negates the fatigue. The creature also suffers the effects of a called shot to the chest.

Debilitating Blow: A debilitating blow to the chest deals 2d4 points of Constitution damage and exhausts the target. A successful Fortitude saving throw (made after the Constitution damage is applied) with a DC equal to the damage done by the attack reduces the exhaustion to fatigue. If the saving throw fails by 5 or more, the creature's internal injuries deal 1 point of Constitution damage in any round the creature takes a standard action. The internal injuries can be healed by either a DC 25 Heal check or by healing as many hit points as the debilitating blow dealt, whether by a medic's healing nanites or other means. The creature also suffers the effects of a called shot to the chest.

EAR

Ears are the organs used to hear. Creatures without visible ears generally aren't susceptible to called shots to that location. Called shots to the ear are challenging (–10 penalty).

Called Shot: A called shot to the ear deafens that ear for 1 round, and imposes a –2 penalty on Perception checks. A creature that loses hearing in all ears is deafened until hearing is returned by way of a medic's restore hearing treatment, similar long-term medical care, or replacement.

Critical Called Shot: A critical hit to the ear deafens that ear for 2d6 minutes and leaves the target staggered for 1

round. The target also suffers the effects of a called shot to the ear for that duration.

Debilitating Blow: A debilitating blow to the ear destroys that ear and stuns the target for 1 round, then leaves it staggered for 1d4 rounds, and deafened until removed by a medic's restore hearing treatment, similar long-term medical care, or replacement. A successful Fortitude saving throw with a DC equal to the damage done by the attack causes the attack to merely deafen the creature until it is restored by the above methods.

EYE

Eyes include whatever organs a creature uses to see. At the Game Master's discretion, a called shot to the eye can also target sensory organs such as antennae, potentially negating abilities like blindsense. Generally, a creature can't be blinded until it has lost all vision in all of its eyes. Creatures with five or more eyes take no penalties from called shots to their eyes until they're blinded in enough eyes to bring them down a single functional eye, but can still be blinded in that eye by a critical hit or debilitating blow. Called shots to the eye are challenging (–10 penalty).

Called Shot: A called shot to the eye gives all of the target's foes concealment against its attacks for 1 round and gives it a –2 penalty on Perception checks. If the creature only has one functional eye prior to the called shot, it is blinded for 1 round instead.

Critical Called Shot: A critical hit to the eye costs the target sight in that eye for 1d4 minutes. The target also suffers the effects of a called shot to the eye for that duration.

Debilitating Blow: A debilitating blow to the eye destroys that eye, causes blindness until the condition is removed by a medic's restore sight treatment, similar long-term medical care, or replacement, and deals 1d6 points of bleed damage. A successful Reflex saving throw with a DC equal to the damage done by the attack reduces this to 1d4 hours of loss of sight in that eye and eliminates the bleeding. The target also suffers the effects of a called shot to the eye for 2d6 minutes.

HAND

Hands include most extremities used for fine manipulation. Called shots to the hand are tricky (–5 penalty).

Called Shot: For 1d4 rounds, any attack rolls, damage rolls, ability checks, or skill checks made using the wounded hand take a –2 penalty, including attack and damage rolls with two-handed weapons. In addition, the target takes a –4 penalty to its CMD to resist disarm attempts, and drops its weapon (if any) on an attack roll result of a natural 1.

Critical Called Shot: A critical hit to the hand deals 1d4 points of Dexterity damage. In addition, the target drops anything it is holding in that hand unless it succeeds at a

Reflex saving throw with a DC equal to the damage done by the attack. Items held in two hands aren't dropped, but the target still loses its grip with the injured hand. The target also suffers the effects of a called shot to the hand for 1d4 minutes.

Debilitating Blow: A debilitating blow deals 1d6 points of Dexterity damage. The blow renders the hand useless until healed unless the target succeeds at a Reflex saving throw with a DC equal to the damage done by the attack. If the saving throw fails by 5 or more, the hand is severed or otherwise mangled such that only a medic's auto-rejuvenation treatment or uses of healing nanites equal in number to the lost characteristic points, similar long-term medical care, or replacement can repair it. Regardless of the result of the saving throw, anything held in the wounded hand is automatically dropped, even items held in two or more hands. The target also suffers the effects of a called shot to the hand (if the hand remains usable) for 2d6 minutes.

HEAD

Called shots to the head are tricky (–5 penalty), as most creatures show some skill at dodging attacks aimed at their faces.

Called Shot: A called shot to the head leaves the target sickened for 1d4 rounds.

Critical Called Shot: A critical hit to the head deals 1d6 points of Intelligence, Wisdom, or Charisma damage (randomly determine which) and staggers the target for 1d4 rounds. A successful Fortitude saving throw with a DC equal to the damage done by the attack prevents the target from being staggered. The target also suffers the effects of a called shot to the head for 1d4 minutes.

Debilitating Blow: A debilitating blow to the head deals 1d6 points of Intelligence, Wisdom, and Charisma damage (roll separately for each), and knocks the target unconscious for 1d10 rounds. A successful Fortitude saving throw with a DC equal to the damage done by the attack prevents the target from being knocked unconscious, but leaves it staggered for 1d10 rounds instead. If the saving throw fails by 5 or more, the target is rendered comatose, remaining unconscious until it receives auto-rejuvenation treatments or uses of healing nanites from a medic equal in number to the lost characteristic points, or similar long-term medical care. The target also suffers the effects of a called shot to the head for 2d6 minutes.

HEART

A called shot to the heart represents an attempt at a killing blow. If the hit isn't either a critical hit or a debilitating blow, the attempt fails and is just a normal hit. A called shot to the heart can be used for any small, likely fatal location on a creature, such as the only weakness on an armored,

lab-grown bio–horror. Called shots to the heart are challenging (–10 penalty).

Called Shot: A called shot to the heart is just a normal hit with no extra effect.

Critical Called Shot: A critical hit to the heart pierces the organ, causing exhaustion and 1d4 points of Constitution bleed damage. A successful Fortitude save with a DC equal to the damage done by the attack reduces this to fatigue and 1 point of Constitution bleed damage. In either case, stopping the bleeding requires either uses of healing nanites or auto-rejuvenation treatments from a medic equal in number to the lost characteristic points, or a similar medical treatment.

Debilitating Blow: A debilitating blow to the heart destroys it, instantly killing any creature that relies on its heart to survive. Creatures that succeed at a Fortitude save with a DC equal to the damage done by the attack suffer exhaustion and take 1d6 points of Constitution damage and 1d4 points of Constitution bleed damage, as do creatures that can survive without a heart.

LEG

Legs are the ambulatory limbs of a creature, including feet. Called shots to the leg have no special effect on creatures with five or more legs. Called shots to the leg are easy (–2 penalty).

Called Shot: A called shot to a leg lowers the target creature's speed by 10 feet for 1d4 rounds if it has two or fewer legs, and by 5 feet if it has three or four legs. In either case, the creature's speed cannot be reduced below 5 feet per round. Called shots to the leg have no effect on creatures with five or more legs. Hitting the same leg more than once has no extra effect, but the speed penalty for hits on different legs stack. Additionally, any skill or ability checks involving movement (such as Acrobatics or Swim checks) take a –2 penalty for 1d4 rounds.

Critical Called Shot: A critical hit to the leg deals 1d4 points of Dexterity damage and knocks the target prone. A successful Fortitude save with a DC equal to the damage done by the attack keeps the creature from falling prone. The creature also suffers the effects of a called shot to the leg for 1d4 minutes.

Debilitating Blow: A debilitating blow to the leg knocks the creature prone. The blow renders the leg entirely useless until healed unless the target succeeds at a Fortitude saving throw with a DC equal to the damage done by the attack. If the saving throw fails by 5 or more, the leg is severed or otherwise mangled such that only a medic's auto-rejuvenation treatment or uses of healing nanites equal in number to the lost characteristic points, similar long-term medical care, or replacement can repair it. If the save succeeds, the target is instead lamed and moves

at half speed until the leg is healed, or until it receives a successful DC 20 Heal check. A creature with a useless or severed leg moves at half speed if it still has more than half of its legs usable; otherwise, it cannot stand up and must crawl to move. The target also suffers the effects of a called shot to the leg (if the leg remains usable) for 2d6 minutes.

NECK

The neck makes for a difficult but rewarding target. Injuries to the neck keep a creature from speaking easily, and if blood vessels or the windpipe are damaged, such injuries rapidly lead to death. Creatures that lack vulnerable heads generally can't be attacked in the neck either. Called shots to the neck are challenging (–10 penalty).

Called Shot: A called shot to the neck makes speaking above a hoarse whisper impossible for 1 round. Attempts to use equipment that respond to voice commands have a 20% chance of failure.

Critical Called Shot: A critical hit to the neck deals 1d6 points of bleed damage. In addition, the target must succeed at a Fortitude saving throw with a DC equal to the damage done by the attack or suffer a crushed windpipe and be unable to breathe or speak, possibly suffocating. A crushed windpipe can be healed with a medic's auto-rejuvenation treatment or uses of healing nanites that heal as many hit points of damage as the original hit dealt, or by a DC 25 Heal check to open up a hole into the windpipe. The latter check deals 2d6 hit points of damage, and leaves the creature still unable to speak. If target makes its saving throw, it still suffers the effects of a called shot to the neck for 1d4 minutes.

Debilitating Blow: A debilitating blow to the neck leaves the target unable to speak or breathe and deals 1d4 points of Constitution bleed damage. A successful Fortitude saving throw with a DC equal to the damage done by the attack reduces this to 2d6 points of regular (hit point) bleed damage, and the target is only unable to speak and breathe for 1d4 minutes. The Constitution bleed damage caused by a debilitating blow to the neck can only be stopped by appropriate medic treatments, healing nanites, or a DC 25 Heal check that takes 1d4 rounds to complete.

VITALS

The vitals correspond to the abdomen on a humanoid: critical organs not well-protected by bone. Attacks on the vitals can also include dastardly "low blows." Vitals for non-humanoid creatures can include nearly any location that is relatively hard to hit, poorly protected, and debilitating if struck. Called shots to the vitals are tricky (–5 penalty).

Called Shot: A called shot to the vitals leaves the target sickened for 1d4 rounds. A successful Fortitude save

reduces this duration to 1 round. While sickened from the blow, the target cannot run or charge.

Critical Called Shot: A critical hit deals 1d4 points of Constitution damage. In addition, the target is nauseated for 1d4 rounds and sickened for 1d6 minutes. A successful Fortitude saving throw with a DC equal to the damage done by the attack negates the nauseated condition. While the target is sickened from the blow, it cannot run or charge.

Debilitating Blow: A debilitating blow to the vitals deals 1d6 points of Constitution drain, nauseates the target for 1d4 rounds, and sickens it for 2d6 minutes. A successful Fortitude save with a DC equal to the damage done by the attack reduces the drain to damage and the nausea to 1 round. If the save fails by 5 or more, the target is disemboweled or otherwise horrifically wounded, and takes 1 point of Constitution bleed damage. The Constitution bleed damage caused by a debilitating blow to the vitals can only be stopped by appropriate medic treatments, healing nanites, or a DC 25 Heal check that takes 1d4 rounds to complete.

CYBERNETICS

Cyberware is a form of technology that must be surgically implanted into a host body before it functions. Most cyberware is designed for a creature with a humanoid shape—installing cyberware in a non-humanoid shaped body is more difficult, but possible. Each piece of cyberware or augment has a strain value that indicates how invasive the implant is. The total implantation value or strain of all augments implanted in a single creature can't exceed either that creature's Constitution score or Intelligence score—a creature's Constitution sets the physical limit of what its body can accept in the form of augments, while the creature's Intelligence sets the mental limit of what its brain can control. An augment whose implantation value would cause the total to exceed either of these two scores does not function but still takes up a body slot. In addition, as long as a creature has augments installed whose combined strain exceeds his Constitution or Intelligence, she takes a –4 penalty on all saving throws. A creature with neither a Constitution score nor an Intelligence score cannot receive benefits from cyberware, but a creature with only one of these scores can.

Slots: Cyberware takes up a special set of body slots that correspond to a creature's body. A character may only have one piece of cyberware installed in a given body slot at a time, unless that slot is occupied by a cyber limb or cyber eyes which accepts more than one module, or a specific augmentation package allows for it. Those slots are: **Arm, Body, Brain, Head, Ears, Eyes, Legs, and Slotless.**

Installing Cyberware: Installing an augment takes a number of hours equal to the augment's implantation value if the installation is done by hand—certain technological items can speed this installation time. If the roll fails by 5 or more, the implant acquires the 'broken' condition. The target must be willing or helpless during the entire installation, at the end of which the installer attempts a Heal check against a DC of 20 + double the augment's strain value—this value is listed for each augment for ease of reference. On a success, the target takes Constitution damage equal to the augment's strain value and the augment immediately activates. On a failed check, the target still takes the Constitution damage but the installation fails; a new attempt to install the augment can be made, although it's wise to wait for the Constitution damage to heal before trying again.

Cyberware can be extracted using the same procedure as implanting it, with a failed Heal check indicating the attempt to extract the augment failed. Fortunately, extraction is a simpler task than installment, and Heal checks to remove cyberware gain a +10 bonus. Extracting a piece of cyberware from a dead body requires the same Heal check as removing it from a living individual, but takes ½ the time. You can only install or extract a single piece of cyberware at a time. An NPC generally charges an amount equal to 1/10 the total price of a piece of cyberware for the service of installing the item.

Manufacturing Cyberware: Manufacturing augments requires the Craft Cybertech feat, access to a cybernetics lab, and takes 1 day for each 1,000 cryptos that the augment costs to manufacture (a value equal to one half the sale price). The DC required to manufacture the augment is equal to 20 + double the augment's base strain value before modifications for grade or augmentation packages are applied.

Identifying Cyberware: The DC to identify a piece of cyberware with a Knowledge (cybernetics) is equal to 20 + double the augment's base strain value before modifications for grade or augmentation packages are applied

OVERCLOCKING CYBERWARE

Most people with cybernetics implanted use these devices at the specifications set for them upon install. Some aren't content with baseline. These people push their cyberware to limits not normally recommended by the manufacturer. This is called overclocking.

Overclocking cyberware is a standard action. You must succeed at a Fortitude saving throw. Success means the chosen cyberware functions in overclock mode for 1 minute. The base DC of the saving throw is 15 for streetware. Overclocking gutterware requires a DC 17 save. Overclocking Gutter Tier cyberware requires a DC 17 save.

The saving throw reduces by 2 for each tier higher than Gutter (minimum DC 11 for cyberware of military and elite tiers.)

On a failed save, the overclocking fails. If a natural 1 is rolled on the save, the cyberware suffers an error and must reboot, becoming nonfunctional for 1 minute.

Multiple pieces of cyberware can be overclocked using the same standard action. The saving throw DC increases by 2 for each piece of cyberware you attempt to overclock. If the saving throw fails, none of the cyberware is over-clocked. On a natural 1, you lose the function of all pieces of cyberware you attempted to overclock, as noted above.

Once the duration reaches its end, you may opt to maintain the overclocking as a swift action. Another saving throw must be made with an increase of 2 to the original DC (including all modifications for tier and multiple pieces of cyberware). Maintaining overclock mode can be done multiple times, but the increase in DC is cumulative (+2 for the first attempt, +4 for the second, and so on.) Once overclocking ends, whether you choose it to or fail a saving throw to maintain it, you are fatigued for a number of minutes equal to the minutes spent overclocking. You may take your cyberware out of overclock mode as a free action at any time, but still suffer at least 1 minute of fatigue even if the duration of overclock mode was less than 1 minute.

EFFECTS OF OVERCLOCKING CYBERWARE

If the overclocked cyberware provides a bonus to a saving throw or skill check, then that bonus is increased by 50%, rounded down, for the duration of the overclocking.

When cyberware that provides a bonus to an ability score is overclocked, that bonus increases by +2 for the duration.

Cyberware that provides a movement rate has that movement rate increased by 50%. If the cyberware provides an increase to an existing movement rate, then that increase is doubled.

Cyberware systems that provide a bonus to initiative and/or a dodge bonus to Defense Score increase that bonus by +1 for the duration.

DUBBING

In 2090, engram technology has reached the point where a person can create a backup of his or her consciousness and either store it locally in devices known as cortex drives, or have it stored remotely in engram banks. If a person with a dub ever dies, her dub will be downloaded into a new body, usually am exact clone grown in cloning tanks. It goes without saying that these arrangements must have been made before death, but for those who have the foresight, death is merely an inconvenience. Here's how it works.

COST

Immortality ain't cheap. While this technology is rapidly becoming available to more and more people, the cost to dub one's self is still prohibitively expensive. The base cost of a dub is 250,000 cryptodollars. This includes a single cloned body (sometimes a bioroid), though extra bioroid bodies can be purchased at the cost of 50,000 cryptodollars each. These clones are based on the character's existing race and her physical attributes: Strength, Constitution, and Dexterity. Mental attributes are covered by the dub itself. Maintaining a current dub costs an additional 20,000 crypt-odollars a year. If the character wishes to download into a bioroid, Human 2.0, Simulacrum, or hybrid body, the cost of the body rises by 25,000 cryptodollars. All prices assume the character is buying her body on the open market at a reputable firm.

The cost of a dub or new body does not include cyber-netics (with the exception of a TAP, which is automatically installed). These items must be purchased separately, at the original costs of each item. She can choose to have the cybernetics pre-installed in her clone. The Tier for each augment installed cannot be lower than Civilian or higher than Corporate. If she chooses to wait until after, then she can choose whatever Tier she wants, provided she can afford (and acquire!) the Tier.

CREATING THE DUB

Mechanically speaking, creating a dub is as simple as making a new character. When the character purchases her dub, you essentially create copy of your character at the point the dub is taken. You cannot make a dub at a higher level, or with more experience points than what your character has gained. If you do not maintain a current dub, or wait too long to update it, you return at the level and experience point total you had at the point of your last dub. Any experience and memories you gained after that point are lost and unrecoverable. Maintaining a dub is a 15-minute procedure that most individuals with dubs do before going to sleep at night. If you go more than six months without updating your dub, you will need to have a new dub made, as the total experience and memory upload is too large for the update process to handle.

CHANGING BODIES

Since you are choosing the body your dub downloads to after you die, you can opt to purchase a new race. Simply pay the extra money to get the race you choose, and rebuild your character with the base racial modifiers of the new body. Changing gender or ethnicity is a minor procedure and costs nothing extra.

HOW MANY BODIES CAN I HAVE?

It's illegal in many nations across the world to have more than one dub at a time (due to the legal nightmares that transpire if there is more than one "you" in existence, let alone three or four). However, if you're willing to snub the law, there's nothing stopping you from getting as many copies as you can afford if you really want them. That said, you have to pay the cost of the dub (and the additional body) each time you want to undergo the process.

LEGALITY

As mentioned before, multiple dubs are illegal in most countries across the world. Local governments and independent agencies such as Stopwatch have devoted considerable resources to tracking down organizations that engage in unlicensed dubbing, and individuals who purchase multiple dubs. People caught with multiple dubs are given a mandatory minimum 10 years in a VR federal prison, and their dubs are destroyed (provided the dubs can be found, of course).

BLACK MARKET DUBS

It is possible to get dubbed on the black market. The cost for a dub on the black market is cut in half, but it's risky. Your character must make a DC 12 Will save with a cumulative +3 to the DC based on the number of times the character has previously been dubbed. So, if a character has been dubbed once, the penalty to get a second dub requires DC 13 at –2 to be successful. If the roll fails, the dub fails. Since most shady organizations require payment up front, the character loses the money she spent for both the dub, and the new body. Even if the dub is successful, there is a good chance that the dub may be flawed and the character could experience severe mental trauma.

BLACK DUBS AND MENTAL TRAUMA

Character using "Black Dubs" run the additional risk of flawed dubs and mental trauma. When a character with a Black Dub is downloaded into his new body, he makes a DC 10 Will Save with a cumulative +2 to the DC for each previous dub after the first time +2 if he has been dubbed twice, +4 if dubbed three times, etc., at the instant of the download. If this roll fails, the character gains a minor mental Hindrance (or a minor one may be increased to major), reflecting the flawed nature of the dub. If the player rolls a natural '1' on the Will Save, he permanently loses 1 point from each of his mental attributes (Intelligence, Wisdom, and Charisma). The flaw or damage cannot be detected until the character is downloaded into the new body.

DRONES

Evolving from basic surveillance and target drones to machines and cybernetics that are capable of functioning as a proxy between it and the drone's controller, drone technology has advanced in leaps and bounds. From shuttle repair drones in space, to heavily armed drones monitoring a country's borders, to drones used by law enforcement, drones are pervasive in society.

The primary function of drones is to do work that is too dangerous for a person to do. Why send a person in to disarm a bomb when a remotely controlled drone can do it? Why send someone to sneak into the drug dealer's warehouse when you can send an eye-drone to do it? Why risk a Special Forces team to take a compound when you can send in a drone equipped with missiles and heavy machine guns to clear the way? The bottom line is that drones exist to keep our fragile bodies out of harm's way. The primary link between a drone's pilot (AKA gearhead) and a drone is the Vehicle Control Interface (VCI).

THE VEHICLE CONTROL INTERFACE

A Vehicle Control Interface is a cutting edge piece of brainware that works in tandem with the user's TAP to send and receive signals to and from a similarly-equipped drone. The VCI is located at the base of the skull and hooked directly into the central nervous system—specifically the part of the cerebellum that translates thoughts of movement, reflexes, and fine motor control into signals a drone can interpret. In the simplest terms, the VCI allows the owner to control machines equipped with a VCI transponder with his mind. It also allows for transmission of data from a drone back to the controller.

The sophistication of the VCI determines the number of drones that it is able to control simultaneously.

MODES OF OPERATION

There are two different modes gearheads use to control a drone—basic mode and pilot mode. Each affects the

TABLE 3.6: VEHICLE CONTROL INTERFACE

VCI LEVEL	CONTROL SLOTS	RANGE
Level I	INT Bonus (max 4)	900 ft.
Level II	INT Bonus x2 (max 8)	1800 ft.
Level III	INT Bonus x3 (max 12)	3600 ft.

OPTIONAL RULE: TOUGHER DRONES

Even though drones are designed to work as Extras, some might find the limited amount of damage they can take before destruction to be too limiting, especially when a character has to purchase the drone initially. This limitation may easily be overcome by increasing the Defense Score and amount of damage that a drone can take by using the chart for animal companions in the Core Rulebook, substituting any AC increases for DS increases, and increasing its HD based on the level of the controller. Drones gain no other benefits from the chart other than DS and HD increase. If using this system, treat drones as having d10 Hit Dice unless their entry specifies otherwise. Repairing drones is done with the Craft (drone) skill and uses the same system as repairing cybertechnology.

If you use this optional rule, keep in mind it may make groups tougher, especially when they have two or three drones, and encounters should be scaled appropriately.

number of drones a gearhead may have under his control. Switching between modes is a move-equivalent action.

A gearhead may control as many drones as his VCI's control slots allow. Should the number of control slots drop under the required amount the gearhead needs to control all the drones, he must choose a number to go on stand-by until he is able to resume control. Drones that go into standby mode may be issued one last simple command to return to a designated spot at which point the drone will stop and take no further action until control is resumed.

BASIC MODE

Basic mode allows for commands to be sent to the drone without requiring the full attention of the controlling gearhead. Without input from the gearhead, drones are only able to follow their basic programming. Should the controlling gearhead suffer any condition that inflicts penalties to his skill checks, that penalty applies to the drones under his control. If the gearhead suffers a condition that prevents him from taking actions, or limits the actions that he can take, he may not issue commands to his drones unless the condition permits a non-specified move or standard action to be taken. If a condition specifies a concentration roll is required for spellcasting, one is required for issuing drone commands as well. Gearheads use 1d20 + gearhead class level + INT modifier for concentration checks related to drone

piloting. In basic mode, drones act on the gearhead's initiative and benefit from any feats edges the gearhead has (as long as the drone is in the character's effective range). A drone in basic mode uses its own skills and attributes when making rolls.

As an action, a gearhead may opt to view the video input from any drone under his command. When doing so, he uses the higher of his Perception skill or the drone's, including any penalties that may be affecting him. When doing so, the gearhead's point of view is that of the drone's, which means he may peer around corners, have a bird's eye view, or remotely see a distant area.

PILOT MODE

Pilot mode is the pinnacle of drone control, allowing the gearhead to use a drone as a proxy. Through the use of the VCI and advanced neural connections via the jockey's TAP, pilot mode transfers the character's consciousness to the drone allowing the gearhead to extend his control over the drone to a level that cannot be accomplished in basic mode.

In order to use pilot mode with a drone, the drone and VCI must be linked via both hardware and software. The link is established initially by physically changing the drone's receiving code at the same time as the VCI. This only allows the drone to enter pilot mode with a specific VCI. Linking a drone to a new VCI requires a Craft (Drone) roll and ten minutes. While in pilot mode, the character's full attention is on the drone he is controlling. As a result, the character is only vaguely aware of what is happening around his real body. If required to perform any action or make any roll with his meat body while in pilot mode he suffers a −4 penalty to all attack rolls, skill checks, ability checks, Saving Throws, and to his DS. Due to the higher level of neural traffic required to pilot a drone in this mode, the drone requires two times the normal control slots, and a character may only have one drone in pilot mode at
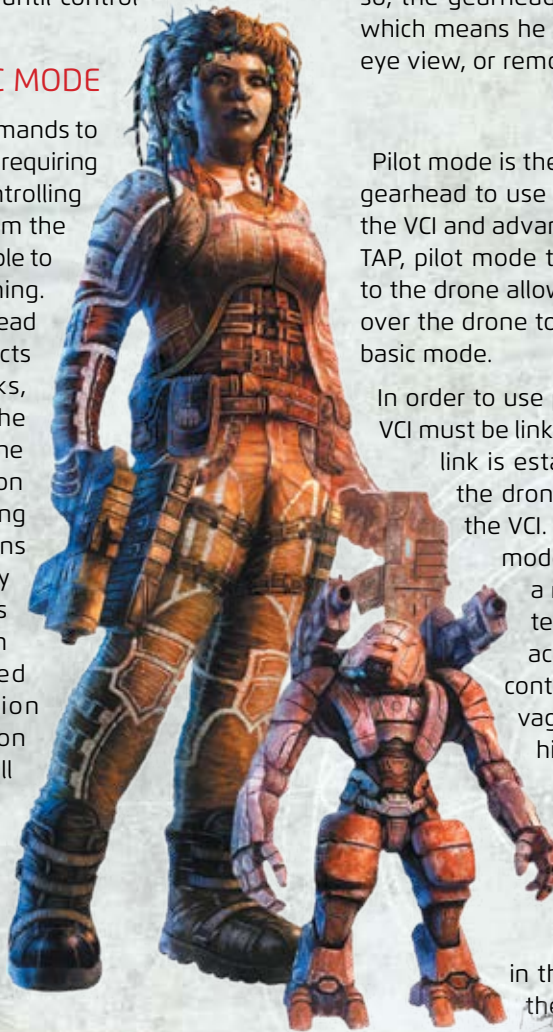
a time. If he has free control slots, he may control other drones, but only in basic mode.

While in pilot mode, the drone uses the gearhead's mental attributes while retaining its own physical attributes. Skill rolls made by the drone in pilot mode are made using the higher skill of the gearhead or drone. The drone gains access to the gearhead's appropriate feats and skills (the GM has final call on which ones are allowed). The gearhead may spend his Zero Points on behalf of the drone. The gearhead controls a drone in pilot mode using his own initiative and actions. Unlike basic mode, the drone being piloted suffers any penalties that are affecting the gearhead along with all status-based effects.

Given the high level of neural connection, if a drone in pilot mode is destroyed, the gearhead automatically gains the Shaken condition for 1 round and must make a DC 20 concentration check or suffer a 2d6 points of damage from the intense mental backlash.

RANGE

Each VCI level has an effective range for basic and pilot modes; all the drones under the characters command must operate within this range. Drones moving beyond this range automatically stop and take no further actions. Once the gearhead moves back within range he may resume control.

DAMAGE AND DESTRUCTION

Unlike vehicles, drones only suffer 20 points of damage before becoming destroyed. Individual drones may take less damage than this; consult their entries. Due to the direct interface between a drone in pilot mode, both share the same negative status effects; if a drone suffers a Blinded condition, for example, so does its controller and vice versa. A drone in basic mode uses the drone's saving throws, whereas in pilot mode the gearhead uses his saving throws.

DRONE HACKING

Drones may be hacked like any other piece of gear or Hyper Object. When being hacked the drone uses its Firewall unless in pilot mode, in which case it may use the higher of the gearhead's Firewall or that of the drone. Once the Firewall is defeated, the hacker may perform normal actions.

SHUTDOWN

A drone that is remotely shut down by a hacker can be brought back on line with a DC 15 check against the appropriate control skill (Driving, or Piloting). With a success

the startup time takes a full round before the drone is functional; a natural '20' on the roll means the drone is operational immediately.

CONTROL

A hacker with a VCI and sufficient open control slots may attempt to issue commands to the drone. The hacker makes an opposed Hacking roll against the gearhead's Hacking, Pilot or Drive skill (in pilot mode the gearhead gains a +2 bonus to his roll). Success means that the hacker has control of the drone and it remains that way until he is booted. If the drone was in pilot mode, it instantly switches to basic mode and the gearhead must make a DC 20 Will save or acquire the Shaken condition for 1 round as he is unexpectedly shunted from the drone.

On his next action, a gearhead can try to wrest control of his drone back and boot the hacker— he is not required to hack the drone, as he already possesses the access codes. It works as above, with an opposed roll between the hacker and gearhead, although the gearhead no longer gets the +2 bonus from being in pilot mode.

A success indicates the hacker has been booted from the drone and must go through the process of hacking it again to gain control.

Due to the secured link required for pilot mode, a hacker in control of a hacked drone may only operate it in basic mode.

HACKING

In the year 2090, everything is on the Global DataNet. Like the Internet of today, people across the world use the Global DataNet for myriad things in their day-to-day life. They chat via voice or video, download programs, go shopping, stream music, watch their favorite shows, sporting events, and movies, and play games. However, where today we access the 'Net via our phones, tablets, and computers, in 2090 people access the Global DataNet via their Tendril Access Processors, or TAPs.

TENDRIL ACCESS PROCESSOR

For most, the Tendril Access Processor (TAP), is simply a device to interface with Hyper Reality and the Global DataNet. For the hacker, it is the primary tool of their trade, used to manipulate the world around them.

A partially organic computer, the TAP is surgically implanted and its organic components grow and graft themselves to the subject's brain.

Firewall: This is effectively the Defense Score of the TAP. Any flash engrams or other attacks that use an attack roll must roll this number or higher to affect the TAP.

TABLE 3:7: STANDARD TENDRIL ACCESS PROCESSOR

FIREWALL	AMS	NEURAL FORTITUDE	RANGE	COST
14	4	2 + Con Mod + Neural Armor	Int Mod x 25 ft.	free

AMS: This is the number of Active Memory Sectors the TAP has. Data storage, T-Apps, and other programs do not use AMS. AMS is used to store complicated programs known as engrams, which are used for hacking.

Neural Fortitude: This is the number added to the d20 roll when a saving throw must be rolled for the TAP against a hacking attack or other effect.

Range: This is the TAP's maximum range for interacting with Hyper Reality objects or directly connecting to another TAP.

HACKING HYPER REALITY

Unlike a standard hack against a computer network, hacking Hyper Reality is all about affecting your immediate environment in some way. Hyper Reality is an advanced version of augmented reality, systems interacting with the human brain via a TAP to overlay physical reality with additional sensory input. Many of these are interactive systems, allowing interaction that is used for sale of goods and services and myriad other applications. Advertisements, interactive art, display units where you can customize and order product, and other Hyper Reality functions are everywhere a person turns, so long as they possess an active TAP. They are an ubiquitous part of commerce and everyday life. It is the interactive nature of these systems that makes them vulnerable.

Those with sufficient skill can hack these Hyper Objects, allowing them greater access than is meant to be had. Instead of penetrating the entire network, the character hacks peripheral components, like a single security camera, a locked door, ventilation system, or a vehicle's electronic ignition.

To hack a hyper object, the character makes a Hacking skill check against its DC. This typically takes 1 round for DCs under 20. A DC 20 requires 1d4 rounds. Higher DCs require an additional 1d4 rounds for every 5 points above 20. (Example: A hacker wants to change the readout on a Hyper Reality billboard. This piece of corporate property has a DC 20. The players rolls 1d20 plus the character's Hacking score. On a successful check, 1d4 rounds later the billboard goes from reading "OsamiCorp: Leading the World into the Future" to "OsamiCorp: Anonymouse is watching you."

DOORS

Lock/Unlock: The hacker locks or unlocks the door.

Change Security Protocol: The hacker can change the protocol's of the door's software. In doing so, the hacker rewrites the code that determines who does or does not have access. This can be as selective as only recognizing a signal from the hacker's TAP, as broad as allowing anyone to unlock the door by sending a general code, or anywhere in between.

TENDRIL ACCESS PROCESSORS

Shut down AMS: The hacker attempts to block access to active memory sectors, making any engrams contained in those sectors unusable until the AMS are brought back into service.

Edit/delete/repair Files and Applications: The hacker can attempt to alter or remove existing data contained in a TAP, or repair damaged data.

Trace Location: The hacker attempts to determine the physical location of a TAP's owner. This takes 1d4 minutes for every 500 miles distance between the hacker and the target. Once established, a hacker can maintain a trace on the target, with only a few seconds delay, as a move action.

SECURITY CAMERAS

Control/Disable: The hacker can take a hacked camera offline, tap directly into its live feed, or review any recorded video it contains.
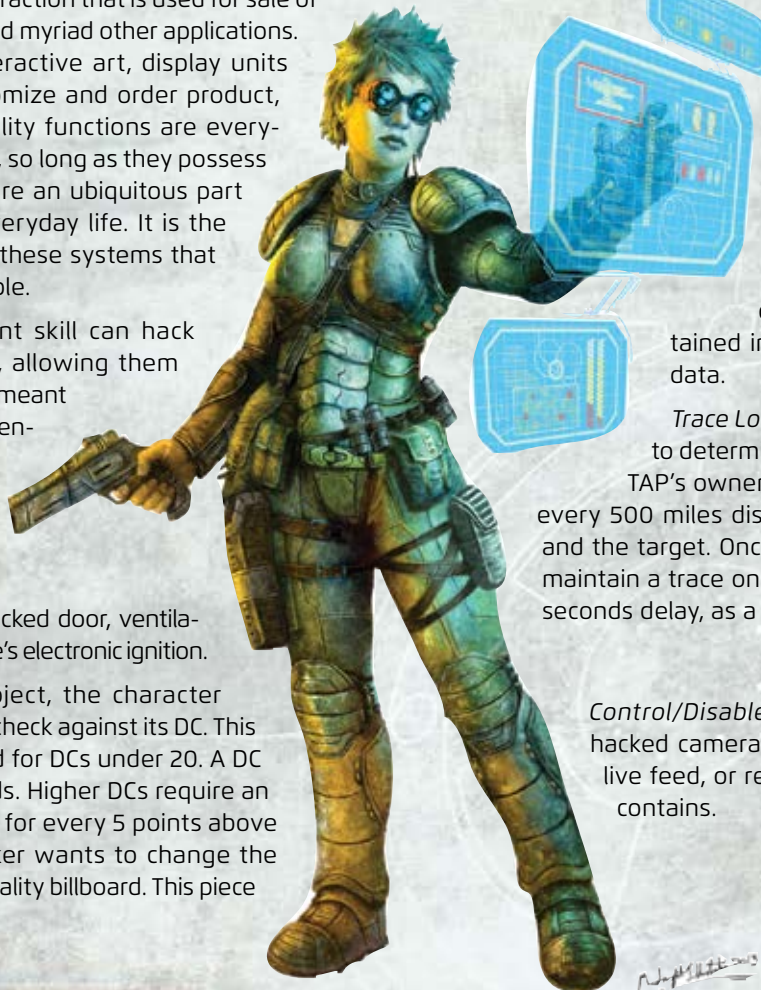
WEAPONS SYSTEMS

Disable: The hacker shuts the system down. If this is a personal weapon, the wielder must reboot the system before the weapon can be used, taking a full-round action to do so.

Eject Magazine: The hacker can cause the weapon to eject the current ammunition magazine it contains. The weapon is useless until reloaded.

Alter Security Protocol: With weapon systems, the hacker can alter their protocols, making them fire on any available targets, or specific targets if the system's AI is suitable for distinguishing between specific targets.

VEHICLES

Lock/Unlock: The hacker can lock or unlock the doors/hatches of a particular vehicle.

Fire Weapon: The hacker can take control of a vehicle's weapon subsystems, firing the weapon as if he were at the controls.

Change Lock: The hacker can change the security protocols on a vehicle's lock, allowing as many or as few individual TAP signals access, replacing a security code with a new one, or otherwise changing access restrictions to the vehicle.

Control: The hacker can control the vehicle as if he were driving it.

Start/Stop: The hacker can start or stop a particular vehicle.

OTHER HYPER OBJECTS

Disable: The hacker can shut down the hyper object. It remains shut down until rebooted.

Edit: The hacker can change the content of the hyper object, altering how it reads/appears. This can be as simple as editing words on a sign or as complicated as changing a piece of art (e.g. replacing the face of a model in a hologram with that of another person without visible signs of alteration.)

Change Access Protocols: The hacker can change the availability of the hyper device's data. The hacker could alter it so only the TAPs of his team can perceive the object's data, for example, or make it so only a single person can see it, in order to leave a private message.

HACKING A SECURE SYSTEM

When hacking a defended site, such as another hacker's TAP, a Cloud Network, or a door hooked into an active security network, the process operates like combat, with the hacker working to succeed in whatever operation he attempts, while security forces on the other side attempt

THE ON/OFF SWITCH

In it's inception, the Tendril Access Processor never had a mechanism to power it down. A relatively minor percentage of users complained of vivid nightmares and chonic insomnia, but not enough to warrant any upgrade to the system. The flare changed all of that.

After the Flare briefly shut down the Global DataNet, crashing people's firewalls across the world, developers issued a hot patch to the firmware, allowing people to turn off their TAPs. Characters can turn their TAP off any time they wish. The process takes about 30 seconds to cleanly shut down. Initiating a TAP shutdown is a full-round action.

to stop him. In such situations, use the following method to determine the outcome.

Step one: Breach the target's firewall by making a Hacking skill check vs. the network's Defense Rating DC. This is a full round action. If the attempt fails, then the target can make a Hacking skill check to detect the intrusion. Any stealth engrams the hacker has running in AMS apply their penalties to the roll as normal. If the intrusion is detected, then the target may respond with any security measures at its disposal (see SysOps and Hyper Combat below).

Step Two: Once the firewall has been bypassed, a hacker can perform actions using the appropriate Hacking or Knowledge (programming) skill check, with the DC being equal to the Defense Rating of the network or the firewall of the TAP. These are full-round actions. The hacker can upload a Sprite into the destination network where it acts as the hacker directs, on the hacker's initiative.

As before, any failed roll allows for a Hacking skill check by the target, modified by any stealth engrams the hacker has loaded in AMS, to detect the hacker's activity.

A hacker may also use flash engrams against a network he has hacked, as if the network were within range.

Step Three: The hacker can repeat step two as many times as he wishes, or log out. Logging out is a standard action, so long as the hacker is not under attack by the target. If under attack, logging out is a full round action and requires either a successful Hacking skill check against the DC of the network's Defense Rating or the TAP's firewall score, or an opposed roll against the Hacking skill check of a SysOp or AI attempting to block his exit.

NETWORK STATISTICS

There are five categories of networks: Public Access Networks, Home Access Networks, Corporate Access Networks,

TABLE 3:8: HACKING OPTIONS AND DCS

DOORS	TYPE	DIFFICULTY CLASS[1]
Lock/unlock/change security protocol	Lock on a standard door	DC 20
	Lock on a corporate security door	DC 25
	Lock on a military/government door	DC 30
TENDRIL ACCESS PROCESSOR		
Shut down AMS/Search for, Edit, Delete, Repair: Files and Applications/Trace Location	Average sprawler's TAP	DC 19
	Average NPC's TAP	DC 5 + Firewall
	Elite NPC's TAP	DC 10 + Firewall
SECURITY CAMERAS		
Control/Disable	Public security camera	DC 15
	Home security camera	DC 20
	Corporate security camera	DC 25
	Military/Government security camera	DC 30
WEAPON SYSTEMS		
Disable/Eject Clip/Alter Security Protocol	Personal Weapons (handguns, shotguns)	DC 22
	Assault Rifle/submachine Guns	DC 38
	Military weapons[2]	DC 34
VEHICLES		
Lock/Unlock/Fire Weapon/Change Lock/Control[3]	Personal ground vehicles (cars, motorcycles)	DC 20
	Government Vehicles (Public transit, armored cars, policwe vehicles)	DC 25
	Military Vehicles (aircraft, golemmech, tanks)	DC 35
	Spacecraft	varies
OTHER HYPER OBJECTS		
Advertisements/Billboards/Public Service Announcements/Gang Territory Markers: Disable, Edit, Change Access Protocols	Personal hyper objects	DC 15
	Corporate hyper objects	DC 20
	Government/Military hyper objects	DC 25

1 These DCs should be considered baselines. They may be raised or lowered at the GM's discretion.

2 Includes Heavy Weapons, rocket and missile launchers, gun turrets, etc.

3 A character wishing to drive a hacked vehicle must possess the appropriate skill. Furthermore, all skill checks are made at a −6 penalty if you don't possess a VCI.

Government Access Networks, and Military Access Networks. The details of each are described below.

Defense Rating: The Defense Rating is the DC for any Hacking skill checks made to gain access to the network. It is also the DC for any Hacking or Knowledge (programming) skill checks made by any non-authorized personnel on the network.

Hit Points: This is the average amount of damage a network of this type can sustain before crashing. Some individual networks may have more hit points than average.

Modifier: When a SysOp needs to make any roll on behalf of the network, including initiative and attack rolls, it uses adds this modifier to any rolls. If the network is monitored by an AI or NPC with its own stats, then the GM may use those stats instead.

Damage Dice: The damage the network does on a successful attack.

Fortitude: The network's saving throw bonus against any direct attacks. This works the same as an attack against a person's TAP. SysOps and others resist damage with their TAP's Neural Fortitude score.

PUBLIC ACCESS NETWORK (PAN)

PANs are the most common cloud networks since they're found in most public places. They provide a basic level of security against unwanted intrusion, but relying upon a PAN for security is unwise. If a hyper object isn't attached to any other type of cloud network, the a PAN is the usual default.

Defense Rating: 12-16 (default 14)
Hit points: 10
Modifier: +2
Damage Dice: 2d4 nonlethal
Fortitude: +4

HOME ACCESS NETWORK (HAN)

HANs are found in places where ordinary people live, including low-end hotels (or coffin motels). Note that while many people invest in some type of network security, they often don't have them cranked up to high levels.
Defense Rating: 14-18 (default 16)
Hit Points: 20
Modifier: +4
Damage Dice: 2d6 (lethal or nonlethal)
Fortitude: +6

CORPORATE ACCESS NETWORK (CAN)

CANs are found in corporate buildings, as well as high-end homes and hotels worldwide. These networks are the type the hacker faces most, since anything controlled by a corporation will have its attendant network protected by that corporation's security. Conversely, corporate security tends to be high simply because corporations are a favorite target of hackers.
Defense Rating: 16-24 (default 18)
Hit Points: 40
Modifier: +8
Damage Dice: 2d8 (lethal or nonlethal)
Fortitude: +8

GOVERNMENT ACCESS NETWORK (GAN)

GANs are used by those who "rule," whether at a local level or a national one. Security is tight at all levels.
Defense Rating: 18-26 (default 22)
Hit Points: 100
Modifier: +10
Damage Dice: 2d10(lethal or nonlethal)
Fortitude: +10

MILITARY ACCESS NETWORK (MAN)

MANs are ultra-secure systems designed to protect anything related to a military, including advanced weapon systems, satellite networks, military bases, and the like. Odds are, there are also MANs called "Black Networks" that are not only used by the military, but also by corporations and other entities who want very much to keep something secret and secure.
Defense Rating: 22-30 (default 26)
Hit Points: 160
Modifier: +12
Damage Dice: 2d12 (lethal or nonlethal)
Fortitude: +12

SYSOP COUNTERMEASURES

A SysOp (Systems Operator) is a person or AI that monitors a cloud network. The SysOp is responsible for maintaining the network and guarding against unwanted intrusions.

Once a SysOp has detected an intruder (by a successful Hacking skill check in response to a failed Hacking skill check by the intruder) the SysOp and the hacker roll for initiative. If the group as a whole can be affected by this process (such as a team inside a corporate facility with the hacker running overwatch,) then roll initiative for the entire party.

Once a SysOp is aware of an intruder, it can respond to the threat in a number of ways. If the response requires a die roll, then add the modifier designated by the type of network the character is hacking (PAN, CAN, HAN, GAN, or MAN). PCs and NPCs are considered SysOps if their TAP is being hacked, and can perform these actions as well using their own abilities for any required rolls.

The following actions can be taken by a SysOp during a network intrusion. If the PC or NPC doesn't have ranks the Hacking or Knowledge (programming) skills, then their choices of actions will be limited.

Attack the Hacker: As a standard action, the SysOp can attack the intruder by launching a virus against his Tendril Access Processor, using the rules outlined in the Hyper Combat section. SysOps without the Hacking skill can use attack engrams loaded in their AMS to perform this action.

Increase Security: As a move action, the SysOp can attempt to increase the security of the network. It makes a Knowledge (programming) roll opposed by the intruders Hacking skill check. A successful check increases the Defense Rating of the network by 1, plus 1 for every 5 points by which the SysOps skill check beat the opposing check. This increased security lasts for as long as the intruder is still in the system.

Restore Functionality: As a full round action, the SysOp can attempt to restore functionality to a damaged network. With a successful Knowledge (programming) roll (DC = 5 + 1 per point of damage suffered by the network +1 for each condition currently applied to the network) a SysOp can

WHY CRASH A NETWORK?

There are a number of reasons for a hacker to crash a network. The most obvious is that its part of the job, and a necessary step to getting paid. Crashing a network during an infiltration will blind security forces, allowing a team to move through without being located by cameras, motion sensors, or other security devices.

Crashing a network also wipes any traces of a hack. If a hacker manages to crash a network, it removes evidence of the hacker's presence within the network. Any trace attempts made by the SysOp (or character, if it is a TAP that is crashed) are made at a -10 penalty.

repair 1d6 points of damage suffered by the network, or remove 1 condition currently imposed upon the network. For every 5 points by which the skill check exceeds the DC, an additional 1d6 points of damage can be repaired, or an additional condition can be purged from the system.

Run a Trace: SysOps (or any character) may attempt to find someone's physical location. To do this, the SysOp must make a Hacking skill check against a DC equal to the Firewall score of the person's TAP, modified by any Stealth engrams the character has running in AMS. Success reveals the person's physical location. The trace takes 1 round plus a number of rounds equal to the target's TAP firewall.

Shut Down the Network: By working for a full round, the SysOp can shut down the entire network. The network will shut down on the SysOps initiative on the following round. If an intruder is still inside the network when it shuts down, he is forcibly booted from the Global DataNet and takes damage equal to the network's damage dice. This damage can be lethal or nonlethal, at the SysOp's discretion. If a PC or NPC uses this action to shut down their TAP, then that character cannot access the Global DataNet or interact with Hyper Reality until the TAP is brought back online.

Sound an Alarm: A SysOp can hit the panic button as a free action. While this action has no direct effect upon an intruder, it does mean that any active security forces will search the premises for signs of physical intrusion. Likewise, this can activate an Sprites in the network used as additional security.

HYPER COMBAT

Hackers, SysOps, and AIs can inflict physical harm upon people via the Global DataNet and Hyper Reality. This is because a Tendril Access Processor is 50% flesh; organic material is grown into computer components in much the same way that androids' brains are created. These organic components grow throughout the brain like tendrils, translating the signals the TAP receives into sensory information that can be utilized by the brain, and vice versa.

In 2090 the people who create computer viruses know how to exploit this technology and create programs which damage the mind and body—i.e. the victim's brain. In addition to the typical effects of modern day malware—keystroke loggers, spam, and data corruption utilities—viruses are capable of causing blindness, hallucinations, physical pain, comas, strokes, and even death via brain aneurysm. The process for resolving hyper combat is similar to that for standard combat.

INITIATIVE

All characters involved roll initiative. Even if a PC or NPC is not directly involved in hyper combat, all characters' actions will be determined by initiative order.

ATTACKS

Attacks are treated as ranged attacks against an DS equal to the target's TAP's Firewall, if the target is another person, or against the Defense Rating of the network. No range modifiers apply to these attacks. A hacker's attack roll is 1d20 + the hacker's base attack bonus + the hacker's Intelligence modifier.

DAMAGE

Damage has different effects depending on whether or not you are attacking a person or AI, or attempting to damage a network. Engrams either deal hit point damage,

TABLE 3:9: ENGRAMS

ENGRAM QUALITY	AMS	COST
AI Sprite	8	--
Area of Effect Attack Module	5 (+1 for every extra die of damage)	50,000 cryptodollars (+10,000 for each additional die of damage)
Expert Sprite	4	40,000 cryptodollars
Lethal Damage Upgrade[1]	see below	see below
Neural Armor +1	1 per point	10,000 cryptodollars per point
Neural Resistance +1	2 per point	20,000 cryptodollars per point
Non-lethal damage (Max 10d6)	1 (+1 for every extra die of damage)	10,000 cryptodollars (+10,000 for each additional die of damage)
Psychotropic Attack	2	10,000 cryptodollars per level
Skill Bonus	1	10,000 cryptodollars
Sprite Firewall Rating +1	1 per value	10,000 cryptodollars
Sprite Armor +1	1 per value	10,000 cryptodollars
Stealth Module (1)	1	10,000 cryptodollars
Stealth Module (2)	2	20,000 cryptodollars
Stealth Module (3)	3	30,000 cryptodollars
Stealth Module (4)	4	40,000 cryptodollars

[1]Lethal Damage Upgrade: has the same AMS requirement and twice the cost of its non-lethal counterpart.

attempt to apply some type of condition, or both. This is discussed in greater detail in the section entitled Engrams.

PCS, NPCS, AND AIS

A character attacked in hyper combat rolls a Neural Fortitude save against any damage or effects, adding the TAP Neural Fortitude bonus to the roll. A character that suffers damage from hyper combat is affected just as if they had taken the damage in physical combat, though all the damage is confined to their brain. If dropped to negative hit points, they begin dying, losing a hit point every round until they stabilize or die from reaching negative hit points equal to their Constitution score.

NETWORKS

Cloud networks can be damaged just as characters can. Networks can also suffer certain conditions that result from attacks. When a network has lost 50% or more of its hit points, the SysOp suffers a -2 penalty on all rolls made during hyper combat in the network. A network that suffers damage equal to its total hit points shuts down, leaving it nonfunctional until repaired and brought back online.

ENGRAMS

Skill Engram Technology, or SET, is used to map activity in the neural pathways of the brain when the character uses certain skills, like hacking, or Knowledge (programming) with the Tendril Access Processor. SET takes this neural map and creates digital engrams of those skills. These engrams are loaded into the Tendril Access Processor's Active Memory Sectors as programs which provide a bonus to skill checks. More sophisticated engrams can also

have additional effects like damaging attacks, and some can even act independently of the character (see the AI Sprites section for more information.)

CREATING AN ENGRAM

Engrams are created with the Knowledge (programming) skill. To create them, the character makes a skill roll at a DC equal to 15 plus twice the number of Active Memory Sectors (AMS) the engram uses. When an engram is created, it must be coded to a specific TAP. The engram will not function on any other than the TAP for which it was originally programmed.

If the character's Knowledge (programming) check fails, the character must start over, losing any invested time. If the check fails by 5 or more, then the character must spend 24 hours clearing the corrupted engram from the TAP before making another attempt.

Example: Billy Black Eyes wants to create a non-lethal damage engram. It takes up 4 Active Memory Sectors in his TAP. He makes a Knowledge (programming) roll against a DC 23 to successfully create the engram.

TIME

It takes 24 hours to create a stable skill engram. If the character needs to create one on the fly, he can attempt to do so at a -5 penalty on the Knowledge (programming roll). An engram created in this manner will only function for 1d10 rounds plus 1 round for every point the skill check exceeds the creation DC. After that, the engram becomes unstable and ceases to function. An engram cannot take up more AMS than is available in the TAP for which it is programmed.

The table on the next page lists the qualities that can be coded into a skill engram. If a character cannot or does not wish to code the engram himself, he can purchase one at the listed cost. Some engrams—especially those which use a high amount of AMS—are often harder to come by than others. The availability of any engram for purchase is ultimately up to the GM.

ENGRAM DESCRIPTIONS

AI SPRITE

AI Sprites are artificially intelligent programs, basically virtual NPCs. These types of programs are highly illegal, and never for sale. Characters must create such programs themselves. Should a character lose control of an AI Sprite, it can become a rogue AI.

AREA OF EFFECT ATTACK MODULE

This engram works exclusively in Hyper Reality. It allows a character to broadcast a wide-band viral attack against multiple Hyper Objects and Tendril Access Processors. The character makes a single Hacking roll, which is applied to all firewalls in the range of the character's TAP. Damage is applied to any devices in range with bypassed firewalls. Neural Fortitude and Virtual Fortitude saves can be made against the damage as normal. These engrams deal a base of 3d6 non-lethal damage, plus an additional 1d6 for every additional 10,000 cryptodollars spent.

EXPERT SPRITE

Unlike AI Sprites, these programs are very limited in function. They have limited attributes, skills, and feats, and cannot advance as AI Sprites.

LETHAL DAMAGE UPGRADE

This engram turns non-lethal damage engrams into lethal damage engrams. The amount of damage delivered by the program is unchanged.

NEURAL ARMOR

Neural armor provides a bonus to a TAP's Neural Fortitude score, increasing the likelihood of reduced damage from attacks and resisting any other effects of attacks. There is no limit to the amount of neural armor a character can install, as long as he has sufficient AMS to run it.

NEURAL RESISTANCE

Neural resistance reduces damage taken from attacks that bypass a TAP's firewall. Every point of neural resistance reduces the damage done by an attack engram by 2 points. This damage is subtracted after the Neural Fortitude saving throw is rolled. There is no limit to the amount of neural resistance a character can install, as long as he has sufficient AMS to run it.

NON-LETHAL DAMAGE

This engram allows a character to make non-lethal attacks on a network, virtual entity, or person. The damage done from the attack is 1d6 hit points per level of the engram. The damage of an engram is fixed. If a character wants to increase the damage, then the engram must be rewritten.

PSYCHOTROPIC ATTACK

Psychotropic engrams allow characters to launch a direct mental attack against another hacker or an AI program. If the attack is successful and the target fails a Neural Fortitude or VR Fortitude save, then the engram inflicts the programmed condition on the target. Psychotropic attacks can inflict the following conditions: blinded, cowering, dazed, dazzled, deafened, fascinated, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned. The condition lasts 1 round for every level of the hacker that coded the engram at the time of its creation. In order to increase the duration of the condition, or change the type of condition inflicted, the engram must be rewritten.

SKILL BONUSES

This is a one-time bonus to a single skill. When installed the character receives Skill Focus in the programmed skill as a bonus feat. Each time an engram of this type is installed, it must be programmed to affect a different skill. Physical skills, like Athletics or Swim, cannot be programmed.

SPRITE ARMOR

This engram adds one point to the Sprite's VR Fortitude for each AMS.

SPRITE FIREWALL

This engram increases the Sprite's Firewall score by one for each AMS.

STEALTH MODULES

Stealth modules mask the presence of a hacker when he is hacking a TAP or a Cloud Network, applying a penalty to all Hacking rolls to detect his presence. The penalty applied is equivalent to the rating of the engram. Only one Stealth module engram may be used at a time.

SPRITES

Sprites are self-guided, largely autonomous programs. There are two categories of sprite. The first, the expert sprite, is an expensive program typically used for limited but complex functions. The other, the AI sprite, is an artificially intelligent piece of software, a fully self-aware virtual entity.

Much of the time, a sprite is invisible and intangible, as it is nothing more than a program functioning within a network or system. However some sprites have forms that can be manifested through Hyper Reality emitters. While some

sprites are tied to specific networks and their proprietary I/O devices, others are free-roaming, allowing them to move from system to system, and from emitter to emitter.

SIMPLE SPRITES

These are programs that typically function as entertainment, often as components in games or apps, like virtual pets. While sophisticated in their programming and function, they typically have few or no actual skills and are limited in their responses to human interaction. While a virtual dog behaves almost identically to a real animal, it cannot physically interact with the world. However, using hyper reality, one could go to the park and play fetch with their dog sprite, or a child could play hide-and-seek with their Utopian Concepts Hypermaginary Friend™.

EXPERT SPRITES

Expert sprites are not true AIs. They are capable of decision-making and complex functioning within a system or on the Global DataNet. Expert sprites are often used as sysops, customer service agents, and even personal assistants, performing complex tasks according to their programming. Criminals sometimes use expert sprites for con jobs, using them to contact unwary people with scam deals to trick them out of some hard-earned cryptodollars. Sometimes expert sprites are used in manufacturing, running equipment remotely for tasks that require skill beyond standard robotics. While versatile, these programs have difficulty with subtlety, and cannot "go off script." In situations where their programming is not capable of handling a task or situation, they are often programmed to seek out a human agency to take over the task.

AI SPRITES

AI sprites are fully self-aware programs. They are highly versatile, adaptable, and often capable of understanding subtlety and nuances. They are also highly illegal. Any AI discovered by a government agency will be destroyed and anyone found to have had a hand in creating the sprite or concealing its existence will be prosecuted to the fullest extent of the law, typically serving at least ten years in prison. Some are created this way, while others evolve from expert sprites into true AI. AI sprites cannot be bought for any price. AI Sprites will be covered in greater detail in an upcoming book.

CREATING AN EXPERT SPRITE

Expert sprites are considered creatures, but have no actual physical form. They are designed as NPCs, using the rules as explained in the *Pathfinder* Core Rulebook, with a few exceptions.

Determining Ability Scores: As virtual entities, expert sprites have no physical form. They have Intelligence,

Wisdom, and Charisma scores. A basic NPC ability score array is 13, 12, and 11. A heroic NPC ability score array is 15, 14, and 13. The heroic array would be used for a more advanced sprite. Arrange these scores as you see fit.

Hit Dice: Determine the level of the sprite. Expert sprites are rarely higher than 5th level, as the expense of creating them would quickly outpace its service value. Expert sprites receive a 1d6 hit points per level. They cannot be damaged by most weapons or environmental effects. Attack engrams, hacker flash engrams, and EMP weapons (if they are targeting the hardware in which the expert sprite exists) can damage and destroy expert sprites.

Defense Score: An expert sprite's defense score is equal to 10 + 1/2 the sprite's Hit Dice + the sprite's Intelligence modifier.

Skills: Expert sprites have a total number of skill points per Hit Die equal to 4 + the sprite's Intelligence modifier. During creation, choose six skills to be class skills from the following list: Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Hacking (Int), Intimidate (Cha), Knowledge (any) (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis). Expert sprites can have ranks in non-class skills from this list, but that is substandard programming and not typically found in expert sprites available for purchase, unless specifically requested by a buyer.

Feats: Expert sprites start with one feat, and gain another with every two Hit Dice they gain. As they are virtual, most feats are useless to an expert sprite. They typically have one or more of the following: Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus, and Toughness.

Saving Throws: As a virtual entity, an expert sprite uses a single saving throw against all attacks that require a save. This is considered a good save for purposes of increased Hit Dice, and is modified by the expert sprite's Wisdom modifier. All feats that provide increases to saving throws stack their bonuses to this save.

Special Abilities: Some expert sprites have features that are nonstandard, to meet specific needs. These will be listed and explained in a sprite's stat block. These features are limited to the GM's and players' imaginations, and by the GM's discretion.

CHARLENE CHERRY (SAMPLE EXPERT SPRITE)

"Call me C.C. Now, what can I do to get you behind the wheel of one of this year's Cherry new models?"

Expert sprite 3

Init +0; **Senses** Perception +0

DEFENSE

Defense Score 11
hp 10

Save +4

STATISTICS

Int 11, **Wis** 12, **Cha** 13
Feats Skill Focus (Appraise, Sales)
Skills Appraise +8, Diplomacy +6, Bluff +6, Perception +6, Profession (sales) +9, Sense Motive +6
Languages: English
SQ interchangeable language module

SPECIAL ABILITIES

Interchangeable Language Module: All Charlene Cherry sprites in the U.S. come with English as their default language. If the sprite needs to speak another language, it can upload the appropriate language module quickly as a full-round action.

FLASH ENGRAMS

A flash engram is a customized program created and stored in neural pathways connected to a hacker's Tendril Access Processor, or TAP. Flash engrams can be used to create a variety of effects, affecting hyper reality objects, computers, and even people (via their TAPs).

ACTIVATING FLASH ENGRAMS

A hacker has to prepare flash engrams in advance, but can use any prepared flash engram as often as he wishes, so long as he still has available engram slots per day of the appropriate level.

To activate a flash engram, a hacker must be conscious and his TAP must be powered on and functioning. Additionally, a hacker must concentrate to activate a flash engram.

CONCENTRATION

To activate a flash engram, a hacker must concentrate. If something interrupts concentration during activation, you roll 1d20 and add your hacker level and Intelligence modifier, plus any other modifiers from feats or other sources. The more distracting the interruption and the higher the level of the flash engram you are attempting to activate, the higher the DC (see Table: Concentration Check DCs). If you fail the check, you fail to activate the flash engram, but lose a flash engram slot as if you had successfully activated it.

Injury: If you take damage while trying to activate a flash engram, you must make a concentration check with a DC equal to 10 + the damage taken + the level of the flash engram you're activating. If you fail, you lose a flash engram slot of the level of the flash engram you attempted to activate, without it taking effect. The interrupting event strikes during activation if it comes between the time you started and the time you complete the flash engram activation (for a flash engram with an activation time of 1 full round or more) or if it comes in response to your activating the flash engram (such as an attack of opportunity provoked by the flash engram or a contingent attack, such as a readied action).

If you are taking continuous damage, such as contact with a live electrical wire or being on fire, half the damage is considered to be taking place while you are activating the flash engram. You must make a concentration check with a DC equal to 10 + 1/2 the damage the continuous source last dealt + the level of the flash engram you're activating. If the last damage dealt was the last damage that the effect could deal, then the damage is over and does not distract you.

Non-damaging Effect: If you are affected by a distracting, but non-damaging effect (another hacker's flash engram that inflicts an inhibiting condition, or a zeek power that does the same, for example,) you must succeed at a concentration check with a DC equal to the effect's saving throw DC + the level of the flash engram you're activating. For an effect with no saving throw, it's the DC that the effect would have if a save were allowed. For example, if the effect comes from a 3rd level flash engram of an enemy hacker, the save DC would be 13 + the enemy hacker's Intelligence modifier.

Grappling or Pinned: Activating a flash engram while you have the grappled or pinned condition is difficult and it

TABLE3: 10: CONCENTRATION CHECK DCS

SITUATION	CONCENTRATION CHECK DC
Activate defensively	15 + double flash engram level
Injured while activating flash engram	10 + damage dealt + flash engram level
Continuous damage while activating flash engram	10 + 1/2 damage dealt + flash engram level
Affected by a non-damaging effect while activating flash engram	DC of effect + flash engram level
Grappled or pinned while activating flash engram	10 + grappler's CMB + flash engram level
Vigorous motion while activating flash engram	10 + flash engram level
Violent motion while activating flash engram	15 + flash engram level
Extremely violent motion while activating flash engram	20 + flash engram level
Fatigued while activating flash engram	10 + flash engram level
Exhausted while activating flash engram	15 + flash engram level

requires a concentration check (10 + the grappler's CMB + the level of the flash engram you're activating).

Vigorous Motion: If you are riding in a swerving vehicle, or one on a rough road, on a small boat in rough water, below decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check (DC 10 + the level of the flash engram you're activating) or lose the flash engram slot.

Violent Motion: If you are on a galloping horse, riding in a vehicle traveling off-road at high speeds, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being pitched roughly about in a similar fashion, you must make a concentration check (DC 15 + the level of the flash engram you're activating) or lose the flash engram slot. If the motion is extremely violent, such as that caused by an earthquake, the DC is equal to 20 + the level of the flash engram you're activating.

Fatigue and Exhaustion: If you are fatigued, you must make a concentration check equal to 10 + the level of the flash engram you're activating or lose the spell slot. If you are exhausted, the DC increases to 15 + the level of the flash engram you're activating. If you are fatigued and making a concentration check due to another circumstance or effect, increase the DC of that roll by 2. If you are exhausted and making a concentration check due to another circumstance or effect, increase the DC of that roll by 5.

USER LEVEL

A flash engram's effectiveness often depends on its user level, which is equal to the hacker level of the character that activates the flash engram.

You can activate a flash engram at a lower user level than normal, but the user level you choose must be high enough for you to activate the flash engram in question, and all level-dependent features must be based on the same user level.

In the event that a class feature or some other special ability provides an adjustment to your user level, that adjustment applies to all effects based on user level, such as duration and damage dealt.

FLASH ENGRAM ENTRY DESCRIPTIONS

The description of each flash engram is presented in a standard format. Each category of information is explained and defined below.

NAME

The first line of every flash engram description gives the name by which it is generally known.

CODING (SUBCODING)

Beneath the flash engram name is a line giving the coding (and subcoding, if any) group to which the flash engram belongs. A coding group is a collection of flash engrams that function in similar ways. Flash engrams are divided into the following coding groups.

ANALYSIS

Analysis flash engrams are coded to seek, deliver, and analyze data. These engrams can provide bonuses based on predictive algorithms, or detect and alert the user to the presence of intruders, harmful countermeasures, or other dangers. They can also help with decryption and translation of languages, including computer code.

DEBUGGING

Debugging flash engrams are used to repair and enhance code, allowing the hacker to heal damage to sprites, restore function to damaged or altered hyper objects, or restore functionality to a compromised server.

OVERRIDE

Override flash engrams provide some measure of influence or control over a network, from subtle influence to total control at higher levels. While a hacker cannot control a human mind via a TAP, they can influence a person to some degree by using overrides to control the input provided by the TAP.

OVERWRITE

Overwrite flash engrams change the properties of whatever they affect. They can change a Hyper Object in some way, alter the behavior of a computer network or a robot, up to and including causing a complete cessation of function. Some of these changes provide specific penalties or bonuses, depending on how they alter functionality.

PROXY

Proxy flash engrams mainly use Hyper Reality images to deceive others. They can make people see things that aren't there, or see something that is there as something else. Proxy programs affecting a TAP can even send signals that cause its user to experience sounds and smells that are simply creations of signals from the TAP sent to the brain's olfactory and auditory centers.

SECURITY

Security flash engrams are protective in nature. They add or increase defenses against cyber attacks or hacking. At higher levels, they can damage or inhibit programs or hackers attempting to bypass them.

VIRUS

Virus flash engrams are designed to inflict damage and/or penalties to their targets. Hackers use viruses as offensive

attacks against firewalls, networks, electronic devices, and even other people by sabotaging their TAPs.

- **Bot:** A bot causes an automated process to activate, often, but not always, to the detriment of the system it infects. Some bots gather innocuously gather information, while others unleash torrents of spam or make a system vulnerable to further attacks. If a TAP, HRO, or other system is under the effects of a bot and interacts with another system (via a chat link with another TAP, for example), then that system must also save against the bot or suffer its effects. Since flash engrams typically break down quickly, systems typically aren't infectious for long. HROs connected to a network typically cannot spread through the network to other connected HROs, as a sysop or the network itself will detect the virus and isolate the object to prevent infection of other areas of the network.
- **Trojan:** These viruses are non-replicating and hidden within standard code. Trojans are not self-replicating.
- **Worm:** Worms are viruses that attack some aspect of a target system, damaging or hampering it in some way. Worm, like bots, are self-replicating and can infect systems that interact with an already infected system. If the infected system is contacted by another TAP, HRO, or network, the worm can replicate itself in the connected system. That target must make a save as normal or suffer the effects of the virus it had been the flash engram's target.

LEVEL

The next line of a flash engram description gives the flash engram's level, a number between 0 and 4 that defines the engram's relative power. A flash engram's level affects the DC for any save allowed against its effects.

ACTIVATION TIME

Most flash engrams have an activation time of 1 standard action. Others take 1 round or more, while a few only require a swift action.

A flash engram that requires 1 round to activate is a full-round action. It takes effect just before the beginning of your turn in the round after you began activating it. You then act normally on that round after the flash engram has activated.

When you begin activation of a flash engram that takes 1 round or longer to activate, you must continue to concentrate on its activation from the current round to just before your turn in the next round (or longer, depending on how long it takes to activate). If you lose concentration before activation is complete, the flash engram does not take effect and you lose the slot it occupied.

A flash engram that takes a swift action to activate doesn't count against the normal limit of one flash engram per round. However, only one flash engram with a swift action activation time can be used per round. Activating a flash engram with a swift action activation time does not provoke attacks of opportunity.

RANGE

Unless otherwise specified, a flash engram can affect a target at up to your TAP's maximum range. If the flash engram has an area of effect, then any area that would extend beyond this maximum range is wasted. While standard engrams can effectively be used to affect targets half a world away, flash engrams degrade quickly if exposed to lag, making them useless outside of TAP range. If multiple targets can be affected, then all must be within your TAP's maximum range, as well as any other parameters in the flash engram's description (e.g all targets must be within 30 feet of one another.) In order to affect a target within your maximum TAP range that you cannot see, you need to be able to trace it through your TAP (this is typically done with a ping system, sniffer engram, or tag). Other standard ranges include the following.

- **Close:** The flash engram can affect targets up to 25 feet away. The maximum range increases by 5 feet for every two hacker levels.
- **Medium:** The flash engram can affect targets up to 100 feet away. The maximum range increases by 10 feet for every hacker level.
- **Personal:** The flash engram only affects you.
- **Linked:** The flash engram affects all targets currently linked to you through your TAP.
- **Tagged:** If a TAP to which you've attached a tag is within your maximum TAP range, you can target it with a flash engram within that range after using a move action to locate the tag.

If a hacker has hacked a network, he can use all flash engrams that would affect the network as if the network were within range, no matter the actual distance, until he logs out or the network shuts down.

AIMING A FLASH ENGRAM

You must make choices about what or whom a flash engram is to affect or where an effect is to originate, depending on the type of flash engram.

- **Target or Targets:** Some flash engrams have a target or targets. The target must be within the specified range of the flash engram and you must specifically choose that target. Common targets are person (with active TAP), sprite, or Hyper Reality object (HRO).
- **Attack Roll:** Some flash engrams require attack rolls. The hacker's attack roll is 1d20 + the hacker's base attack bonus + the hacker's Intelligence modifier. This

roll is targeted at a TAP's Firewall score or a network's Defense Rating, and hits if the attack roll is equal to or greater than that score.

DURATION

A flash engram's duration entry tells you how long the effects of the engram persist.

- **Timed Durations:** Many durations are measured in rounds, minutes, hours, or other increments. Most flash engrams are fast and dirty programming, which most networks will find and delete in time. The higher the hacker's level, the longer his flash engrams escape detection. When the time is up, the flash engram ceases functioning and its effects end. If a flash engram's duration is variable, the duration is rolled secretly by the GM so the hacker doesn't know how long the flash engram will last.
- **Instantaneous:** The flash engram runs its course immediately after activation, though the consequences might be long-lasting.
- **Permanent:** The engram remains running as long as its effects do. These types of flash engrams can be disabled with other flash engrams, such as deletion.
- **Concentration:** The flash engram remains activated as long as you continue to concentrate on it. Anything that could break your concentration when activating the flash engram can also do so while you are maintaining one, causing the flash engram to cease functioning. See concentration.
- **Subjects, Effects, and Areas:** If the flash engram affects targets directly, the result travels with the subjects for the flash engram's duration. If the flash engram affects an area, then the flash engram's effects remain in that area until the end of its duration, typically affecting new targets as they enter that area.
- **Discharge:** Some flash engrams last for a set duration until triggered or deleted.
- **Deletable:** If the duration line ends with "(D)," you can delete the flash engram at will. You must be within TAP range of the flash engram's affected target(s) or area of effect. You send a signal to the flash engram via your TAP. Deleting a flash engram is a standard action that does not draw attacks of opportunity.

SAVING THROW

Usually a flash engram that has a harmful effect allows the target to make a saving throw to avoid some or all of the effect. If a flash engram targets a TAP, then use the TAP's Neural Fortitude save instead of the character's saving throw.

- **Negates:** The spell has no effect on a subject that makes a successful saving throw.
- **Partial:** The spell has an effect on its subject. A successful saving throw means that some lesser effect occurs.

- **Half:** The spell deals damage, and a successful saving throw halves the damage taken (round down).
- **None:** No saving throw is allowed.
- **Disbelief:** A successful save lets the subject ignore the spell's effect.
- **Object:** The flash engram targets an object (typically a Hyper Reality object [HRO]), which receives a saving throw to resist the effect, reflecting security protocols typically built into such object's programming. An object's saving throw bonuses are equal to 2 + the item's tier.
- **Saving Throw Difficulty Class:** A saving throw against your flash engram has a DC of 10 + the level of the flash engram + your Intelligence modifier.
- **Succeeding on a Saving Throw:** A person whose TAP is attacked by a flash engram and succeeds at the saving throw and suffers no effect knows that her TAP has been attacked, as the device will warn of an attempted cyber attack, but the target will have no idea of its origin. Likewise, the sysop of a network that has been targeted will know of an attack, and may attempt to trace it back to the source, should the network possess that capability.

FLASH ENGRAMS BY LEVEL

0-LEVEL FLASH ENGRAMS

Chat Link: Provide instant, private communication between a group.
DoS Attack: Target loses its next action.
Disrupt Network: Malicious code damages a network or hyper reality object.
Link: Connection to another TAP allows flash engrams to work at greater range.
Open/Close: Command an unsecured door to open or close.
Phantom Broadcast: Create sounds that broadcast through affected equipment.
Ping System: Ping a net-connected system to learn more about it.
Popup Malware: Dazzles 1 target (–1 on attack rolls).
Restore Code, Minor: Heals 1d4 points to damaged HRO, network, or sprite.
Security Boost: Temporary program provides +1 on neural fortitude saves.
Tag: Place a unique electronic marker on a subject.

1ST LEVEL FLASH ENGRAMS

Alarm: A temporary warning system alerts you to intruders.
Alter Time Code: Erase a specific event or time period from an HRO's data record.
Anticipatory Protocols: Target gains a bonus on one initiative check.
Blaster Worm: Corrupt code damages an object, giving it the broken condition.
Change Protocols: Make a robot or unpiloted drone treats you as a friendly, or make a security system allow you access.
Detect Sprite: Reveals sprites within range.

Erase Code: Remove specific malicious code from system.
Flash Upload: Communicate a large amount of information in an instant.
Hijack Function: You flood a system or network with code that impairs function.
Hyper-cloaked Movement: Gain concealment while moving.
Hyper Image: Hijack HR generator to make a simple image.
Hyper Reality Mask: Use hyper reality image to disguise yourself.
Instant Translation: Translates foreign languages into one you understand.
Popup Malware, Mass: All selected creatures in a 20-ft. radius are dazzled.
Repair System: Repair damage to an HRO, server, or sprite.
Scan System: Detect active sysops and security programs.
Trigger Lock: You prevent a weapon from firing.

2ND LEVEL FLASH ENGRAMS

Boost System: Network or sprite gains 1d10 temporary hp + 1/level (max +10).
Bypass Door Security: Opens locked door.
Crippler Worm: Target gains penalties on ability checks, skill checks, and concentration checks until it spends a round doing nothing.
DDoS Attack: Target loses next action.
Data Drop: You set an audio, text, or video message to play from an HR device when triggered.
Data Switch: You can switch TAP profiles or mask an HRO or sprite from detection.
Heighten Door Security: Makes door security more difficult to bypass.
Hostility Trigger: You make a drone, robot, or hyper object treat everyone as hostile.
Hyper Clones: Create hyper reality duplicates of you.
Hyper Haze: Attacks miss subject 20% of the time.
Hyper Image, Improved: Hijack hyper image generator to make a simple image with sound.
Hyper Reality Mask Other: As hyper reality mask, but disguises you or another.
Predictive Algorithm: Gain increasing bonuses to AC and on attack and damage rolls against a network or TAP.
Restore Code: Repairs a network or sprite.
Sensory Overload: You cause a person to go blind or deaf, or electronic devices to lose visual or auditory function.
Sniffer Engram: You can scan outgoing traffic from a network to glean information.

3RD LEVEL FLASH ENGRAMS

Analyze System: Gain information about nearby systems and HROs quickly.
A/V Feed: Allows you to see and hear information picked up from an HR device.
Camera Interface: Heads up video feed from surveillance gives you greater vision on the field.
Conversational Translator Program: Allows target to understand languages and translates their words.
Data Trojan: You hide malicious code in other data.
Debilitating Malware: Virus infects target and causes penalties.
Deletion: Cancels one engram and its effects.
Detect Hyper Cloaking: You can see through hyper reality disguises.

Detect Security Intrusions: Alerts you to active analysis engrams in the area.
Disrupter Trojan: Disrupt normal functions of a drone or robot for 1 round/level.
Exploit Weakness: You subtly and temporarily alter the programming of a sprite or HRO.
Halt Function: A hyper object, network, or sprite is unable to take actions.
Hide System: Hides subject from ping system and similar analysis engrams.
Hyper Image, Greater: Hijack a hyper image generator to make a complex image with full sound.
Repair System, Mass: Repairs damage to multiple HROs, networks or sprites.

4TH LEVEL FLASH ENGRAMS

Boost System, Improved: Network or sprite gains 2d10 temporary hp + 1/level (max +10).
Change Protocols, Greater: Robot or unpiloted drone treats you as a friendly, or military tier security system allows you access.
DDoS Attack, Mass: 1 target/level loses next action.
Disrupter Trojan, Mass: Disrupt normal functions of multiple drones or robots.
Fry System: You can make a drone, robot, or HRO inoperable, or kill a person with an active TAP.
Major Malware: Infect target with virus that causes permanent penalties.
Override Device Protocols: You take temporary control of a drone, robot, or HRO.
Remove Malware: Purges harmful viruses from a system.
Restore Code, Major: Restores 1d6 points/level to HROs, networks, and sprites.

System Feed: Hijack a network's surveillance systems, providing you with eyes and ears over an area.

FLASH ENGRAM DESCRIPTIONS

ALARM

Coding: security
Level: hacker 1
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 access point or area up to a 20 ft. radius
Duration: 2 hours/level (D)
Saving Throw: none

You set an alarm to alert you of a perimeter breach. You can choose a particular door, elevator, or area—such as a hallway or room—so long as it is connected to the Global Datanet and has some type of security system, whether that system is currently active or not. Once in place, the alarm will alert you (and anyone linked to you via their TAP) if that door, elevator, or similar object is used, or if a creature of Tiny size or larger enters, if set on an area. The alarm is typically an alert from your TAP, but if the alarmed object/area is linked to a security system with an alarm system, you can have that activate instead.

An audible security alarm can be heard depending on your location and the system itself (a building security system, for example, could be heard throughout the building. The TAP alarm will alert you instantly, even waking you from sleep to do so.)

ALTER TIME CODE

Coding: overwrite
Level: hacker 1
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./level)
Duration: instantaneous
Saving Throw: Will negates

You erase a portion of a Hyper Reality object's recorded memory, causing it to "forget" any events it witnessed from the time of the activation of the flash engram to the beginning of the last turn. This will erase records of such things as a failed ID scan, or a log of a security door being entered, and so on. This does not prevent other active security or onlookers from noting the event.

ANALYZE SYSTEM

Coding analysis:
Level: hacker 3
Activation Time: 1 standard action
Range: maximum TAP range
Duration: 1 min./level (D)

This flash engram functions as ping system, except that you can glean much more information from the objects that you find, and those objects can be found after a much greater length of time. Analyze system allows you to gather more information about the object being studied, such as whether a sysop is currently monitoring it, the strength of a system's firewall, the presence of anti-intrusion programs, and so forth. In general, the DC of such a check equals 10 + twice the object's Tier. For common objects, such as basic HROs and simple devices like household appliances, the DC of this check equals 5 + twice the object's Tier. For particularly rare objects, such as custom-designed systems and programs, the DC of this check equals 15 + the object's Tier or more. A successful check allows you to learn a piece of useful information about that object. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information. A failed check results in the object recognizing that you are attempting to analyze it and triggers any reaction or reactions set for such a situation

Additionally, when you use a standard action to concentrate, you can also study an individual within range and attempt a Hacking check in order to determine the last flash engram or standard engram that the individual used. The DC to identify the engram is equal to 20 + level (hacker level for flash engrams, level of crafter for standard engrams).

Finally, you are able to locate and analyze the signature flourishes in an object (program, HRO, system, engram, or other object) that allow you to match those traces to the individual or group who created it, or the individual that used it. In order to find these identifiers in an object's aura, you must spend 1 round focusing on that object in particular, and succeed at an opposed Knowledge (programming) check against the creator (or a Knowledge [programming] check with a DC equal to 15 + (the engram's level or twice the Tier of the program, system, or object) if the creator or user wants her work to be identified and emphasizes these unique elements rather than obscuring them). Once you learn an individual's set of identifiers, you can remember them as easily as a face or a voice. You can recognize this signature if you succeed at a Hacking check when later identifying an engram or object to determine whether or not that engram was used by, or written by, the same individual.

ANTICIPATORY PROTOCOLS

Coding: analysis
Level: hacker 1
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels) or linked
Target: 1 person with an active TAP or all linked individuals
Duration: 1 minute/level or until activated
Saving Throw: none

You upload this flash engram to the target's TAP, providing them with a short-term security program that analyzes threat risk in the surrounding environs, using data collated from the target's senses. The first time during the flash engram's duration that the target has to make an initiative check, she adds an insight bonus to that initiative check equal to the hacker's level (maximum +5). Once this bonus applies, the flash engram's effects end.

A/V FEED

Coding: analysis
Level: hacker 3
Activation Time: 1 standard action
Range: maximum TAP range
Target: one HR object
Duration: 1 min./level (D)
Saving Throw: none

This flash engram links you to an object with audial and/or video capability, allowing you to see and/or hear through its perspective. You must be aware of the object and its location, either from prior experience, or from data collected via ping system or similar methods. You are limited by the quality of the object as well as the conditions in its area. If the area is dark and a camera you are linked to does not have nightvision, for example, you will be limited in what you see.

BLASTER WORM

Coding: virus (worm)
Level: hacker 1
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 HRO of civilian tier or lower
Duration: instantaneous
Saving Throw: Fortitude negates (object)

Your malicious code hampers the function of any one hyper object of civilian tier or lower within range. If the target fails its Fortitude save, it gains the broken condition. If used on an object that already has the broken condition, the item is rendered non-functional until repaired. Only objects with computerized parts that are connected to the Global DataNet can be affected. A broken hyper object can be repaired with restore system, or with a successful DC 20 Knowledge (programming) skill check and 1d6 minutes of time.

BOOST SYSTEM

Coding: security
Level: hacker 2
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 network or sprite
Duration: 1 hour/level or until discharged
Saving Throw: none

You reinforce a network or sprite against attack. While this flash engram is in effect the target gains temporary hit points equal to 1d10 + 1 per hacker level (maximum +10).

BOOST SYSTEM, IMPROVED

Coding: security
Level: hacker 4

This flash engram functions as boost system, except the target gains temporary hit points equal to 2d10 + 1 point per hacker level (maximum +20). The effects of this flash engram do not stack with boost system.

BYPASS DOOR SECURITY

Coding: override
Level: hacker 2
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)
Target: one door, gate, or other portal with an electronic lock
Duration: instantaneous; see text
Saving Throw: none

Bypass door security overrides security protocols, giving electronic systems the command to unlock and open. Roll 1d20 + your hacker level with a +10 bonus against the DC of the door. If successful, the door opens. Security protocols for the door will not reengage for 1 minute per hacker level without outside intervention. Any network that logs entries and exits from the door are unaffected, as are security protocols that send out alerts if the door is used.

CAMERA INTERFACE

Coding: overrride
Level: hacker 3
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)
Target: 1 person with active TAP
Duration: 1 hour/level
Saving Throw: Will negates (harmless)

The target's TAP interfaces with local active video equipment, providing a heads up display of the surrounding area. The subject gains all-around vision and cannot be flanked, as well as a bonus to Perception scores equal to your hacker level (maximum +10).

CHANGE PROTOCOLS

Coding: override
Level: hacker 1
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)
Target: 1 drone, robot, or security system
Duration: 1 hour/level
Saving Throw: Will negates

This flash engram overrides the programming of the target drone or robot, causing it to identify you as a friendly and non-hostile. If you are currently threatening or attacking the target, it receives a +5 bonus on its saving throw. It will not respond to your commands, but will not view you as a target or a hostile entity unless you openly attack it.

Change protocols can also be used on a security system of civilian tier or lower. If the system fails its saving throw, the system now considers you to have access. For example, if you use the flash engram on a security door, you may now pass through that door for as long as the flash engram functions. You cannot allow others through that door, unless the security system is programmed to allow those accompanied by a cleared individual through.

CHANGE PROTOCOLS, GREATER

Coding: override
Level: hacker 4

This functions as change protocols, except it works on security systems up to military tier.

CHAT LINK

Coding: overwrite
Level: hacker 1
Activation Time: 1 standard action

Range: close (25 ft. + 5 ft./2 levels) or linked
Targets: 1 TAP/level
Duration: 10 minutes/level
Saving Throw: none

You set up a private channel linking your TAP with one or more others, allowing you and those in the chat link to transmit messages to one another. Each person in the link may choose to receive messages either as audio or text. Anyone wishing to send a message to the others in the link needs only to subvocalize the message, no louder than a murmur, and it is sent to all persons in the link. The channel set up is secure and encrypted. It can be hacked, but uses the Neural Fortitude of the hacker who set up the chat link, no matter which TAP in the link is being hacked.

CONVERSATIONAL TRANSLATOR ENGRAM

Coding: analysis
Level: hacker 3
Activation Time: 1 standard action
Range: maximum TAP range or linked
Target: 1 person with active TAP or all linked
Duration: 10 min./level
Saving Throw: Will negates (harmless)

This flash engram identifies languages and provides an audio translation in the language of the target's choice. Anything said by the subject will be repeated in translation in each language identified as part of the conversation by the flash engram (up to 1 language per hacker level). Vocal stress patterns are analyzed to allow for subtle nuances such as sarcasm to be detected and translated. People speaking multiple languages simultaneously will overwhelm the program, providing garbled or no translation until normal conversational levels are restored.

CRIPPLER WORM

Coding: virus (worm)
Level: hacker 2
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 person with active TAP or 1 network
Duration: 1 minute/level or until purged
Saving Throw: Neural Fort negates

This virus plagues systems with false warnings, signals, and other interference. The target takes a –10 penalty on its ability checks, skill checks, and concentration checks, until the duration ends (this includes any actions taken by a sysop on behalf of a network). A network may spend a single round running a diagnostic to purge the worm. A person must reboot their TAP in order to purge the crippler worm (initiating the reboot is a full-round action; the reboot takes 1 minute).

DATA DROP

Coding: overwrite
Level: hacker 2
Activation Time: 1 standard action; see text
Range: close (25 ft. + 5 ft./2 levels)
Target: 1 Hyper Reality object
Duration: permanent until discharged
Saving Throw: Will negates (object)

This flash engram embeds a message within the normal programming of a Hyper Reality object. This takes only a standard action if the message has been prepared in advance, otherwise extra time is needed to compose the message before taking the standard action to embed it in the hyper object (so if you wish to leave a 5 minute video hidden in the interactive console of a business, the total time will take 5 minutes plus 1 standard action unless the video is prerecorded). The format of the message is up to you, but also dependent upon the type of hyper object you use. The hyper image projection of Mohawk Industries spokesmodel could deliver an audio message, for example, or a vidboard could be used to run a video, or even text.

The message size can be up to a 20 minute piece of video, or as little as a single word, and is delivered as soon as the specific conditions you set are met. These conditions can be as specific or general as you require. For example, you could have the message set to play when a person whose TAP carries your tag comes within sensory range of the hyper object, or have it set to release at a specific time, or just the next time someone interacts with the device. Some triggers may be too complex for an object, at the GM's discretion. If a Hyper Reality vidboard has no functioning camera with recognition features, it cannot deliver the message to an android with blue hair, since it has no means to recognize such a person.

DoS ATTACK

Coding: override
Level: hacker 0
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels) or tagged
Target: 1 person with a functioning TAP
Duration: 1 round
Saving Throw: Neural Fort negates

This flash engram floods a TAP with an overload of information, causing its owner to be overwhelmed with warnings and necessitating immediate action to stop the attack. On a failed save, the target is dazed. After a target has been dazed by this flash engram, it is immune to the effects of this flash engram for 1 minute.

DDoS ATTACK

Coding: override
Level: hacker 2

Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 person with a functioning TAP or 1 network
Duration: 1 round
Saving Throw: Neural Fort negates (person) or Fort negates (network)

This flash engram functions as DoS, except it also works on networks of CAN (Corporate Access Network) tier or lower.

DDoS ATTACK, MASS

Coding: override
Level: hacker 4

This flash engram functions as DDoS attack, except it affects 1 person or network per hacker level, and affects up to MAN (Military Access Networks) tier networks.

DATA SWITCH

Coding: proxy
Level: hacker 2
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 person with an active TAP or 1 HRO or sprite
Duration: 1 hour/level
Saving Throw: none or Will negates

This flash engram performs two basic functions. The first allows you to spoof the ID file of another TAP. When the target's profile is scanned, this spoof will come up instead. While this can fool systems like security doors, live personnel will still note other discrepancies ("Hey, this photo looks nothing like you!") so other measures will need to be used to complete the identity theft, such as a physical disguise or a hyper mask. Note that the spoof copies everything, so there may be unwanted scrutiny if you do not pick your target carefully (such as an outstanding warrant, or another hacker's tag.)

The second function allows you to mask a Hyper Reality object or sprite from analysis engrams (such as ping system, analyze data, and the like) by choosing another HRO or sprite within range. For the duration of the flash engram, any analysis engrams will read the target as if it were the second HRO/sprite. So you could make a sprite designed to hack and retrieve data read as a common service sprite, or make an innocuous Hyper Reality object read as a dangerous security measure. A successful Will save by the one running the analysis will notice the deception.

DATA TROJAN

Coding: virus (trojan)
Level: hacker 3
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)

Target: 1 piece of data
Duration: permanent until activated (D)
Saving Throw: Neural Fort/Fort for half

You embed harmful code into a piece of data. This code activates when the data is processed or read, dealing 6d6 points of damage to a network, sprite, or person who attempts to read it. The data is destroyed when the data trojan activates. You can encode the data trojan so that you and select persons or systems will not trigger activation when reading or processing the data. A deletion or erase code can remove a data trojan.

DEBILITATING MALWARE

Coding: virus (bot)
Level: hacker 3
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 HRO, network, or sprite
Duration: instantaneous
Saving Throw: Fort negates

Once this virus infects the target, it hampers the target's function, causing one condition of your choice (assuming the target can be affected by such a condition) from the following: blinded, dazzled, deafened, sickened, or staggered. This condition persists until the debilitating malware is removed. Debilitating malware can be removed with a successful deletion, remove malware, or manually with a successful Hacking skill check (DC = the DC of the flash engram). Manual removal takes 1d6 minutes to find and remove the virus.

DELETION

Coding: overwrite
Level: hacker 3
Activation Time: 1 standard action
Range: medium (100 ft. + 10 ft./level)
Target: one person, network, or object
Duration: instantaneous
Saving Throw: none

You can use deletion to end one ongoing flash engram that is affecting a network, TAP, or hyper object, or to counter a flash engram or standard engram activated by another hacker. A deleted engram ends as if its duration had expired. The effect of a flash engram with an instantaneous duration can't be deleted, because the effect is over before the deletion can take effect.

You choose to use deletion in one of two ways: a targeted deletion or a counterattack.

Targeted Deletion: One network, TAP, or hyper object is the target of your deletion flash engram. You make a deletion check (1d20 + your hacker level) and compare that to the flash engram you are attempting to delete (DC = 11 + the flash engram's level). If successful, the flash engram ends.

Alternately, you can configure the deletion flash engram to seek and delete any flash engram it finds. In that case, it targets the highest level flash engram it finds first. If it fails to delete the flash engram, it moves on to the next highest level flash engram and you make another deletion check against it. This continues until a flash engram has been deleted, or you have failed on all deletion attempts.

You automatically succeed on your deletion check against any flash engram you activated.

Counterattack: When deletion is used this way, the flash engram targets a hacker activating a flash engram or standard engram. You must ready an action to use deletion in this manner. When the engram is activated, you roll a deletion check as normal (In the case of a standard engram, the DC is 10 + the level of the hacker that wrote the engram). If the deletion check succeeds, you counter the engram before it can activate and it has no effect.

DETECT HYPER CLOAKING

Coding: analysis
Level: hacker 3
Activation Time: 1 standard action
Range: personal
Target: you
Duration: 1 min./level

You can see through hyper reality overlays of the same level or lower. This allows you to see people and things disguised by such overlays. The hyper reality projection becomes a ghostly overlay over the person or object's actual form.

DETECT SECURITY INTRUSIONS

Coding: analysis
Level: hacker 3
Activation Time: 1 standard action
Range: 60 ft.
Area: 60-ft.-radius centered on you
Duration: 24 hours
Saving Throw: none

You detect analysis programs running in the area that may be observing or analyzing you. The flash engram examines data traffic in the area specified, moving with you as you do. If surveillance from an HRO is hijacked, you will detect the override.

If such analysis is detected, you can try to follow the signal back to its point of origin. You and the originator of the analysis program must make opposed hacker level checks (1d20 + hacker level). If you match or beat your opponent's result, you gain knowledge of their immediate location.

DETECT SPRITE

Coding: analysis
Level: hacker 1
Activation Time: 1 standard action
Range: maximum TAP range
Area: circular area with radius of maximum TAP range
Duration: concentration, up to 1 minute/level
Saving Throw: none

You scan surrounding systems and hyper objects for the presence of sprites. The amount of information depends on how long you run the scan in a particular area.

1st round: Presence or absence of sprites.

2nd round: Number of sprites in the area and the strength of the strongest sprite present.

3rd round: The strength and location of each sprite present in the area.

Code Strength: The sprite's code strength is determined by its Hit Dice, as given on the table below.

Digital Fingerprints: A sprite leaves behind some trace of its activity within a particular network or device. The flash engram can note these traces, providing evidence that there was a sprite in the area. How long the trace activity lingers depends on the sprite's code strength, as given on the table below.

TABLE 3:11: SPRITE DETECTION

HD	STRENGTH	DIGITAL FINGERPRINTS DURATION
1	Faint	1d6 rounds
2–4	Moderate	1d6 minutes
5–10	Strong	1d6 × 10 minutes
11 or higher	Overwhelming	1d6 days

DISRUPT NETWORK

Coding: virus
Level: hacker 0
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)
Target: 1 network or hyper object within range
Duration: instantaneous
Saving Throw: none

You direct an upload of malicious code to a network or hyper object. Roll an attack roll against the target's Firewall. If the attack succeeds, you inflict 1d6 points of damage to the network.

DISRUPTER TROJAN

Coding: virus (trojan)
Level: hacker 3
Activation Time: 1 standard action
Range: medium 100 ft. + 10 ft./level
Target: 1 drone or robot
Duration: 1 round/level
Saving Throw: Will negates

This virus, hidden within innocuous command code, disrupts the function of the target. Each round it is affected, roll on the following table at the start of the target's turn to determine its action.

On a roll of "take no action" a flying target will hover if possible, or else it continues to move at the same speed and in the same direction as it did the prior round (colliding with obstacles or other creatures/vehicles if they are in the path of its movement).

A disrupted target that cannot carry out the indicated action will take no action that round. Attackers are not at any special advantage when attacking a disrupted target. Any disrupted target that is attacked automatically attacks its attackers on its next turn, as long as it is still disrupted when its turn comes. Note that a disrupted target will not take attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

TABLE 3:12: DISRUPTER TROJAN EFFECTS

D%	BEHAVIOR
01-25	Act normally
26-50	Take no action
51-75	Deal 1d8 points of damage + Str modifier to self
76-100	Attack nearest creature

DISRUPTER TROJAN, MASS

Coding: virus (trojan)
Level: hacker 4
Target: 1 drone or robot per level, no two of which can be more than 30 ft. apart

This flash engram acts as disrupter trojan, except it can affect multiple targets.

ERASE CODE

Coding: overwrite
Level: hacker 1
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)
Target: 1 data file or folder or section thereof
Duration: instantaneous
Saving Throw: see text

Erase code removes stored data from a drive, server, or other location. This can be one single file, a portion of a file, or all data contained within a single folder or drive sector. This flash engram can also remove a data trojan, a tag, or similar flash engrams. For potentially dangerous code, such as a data trojan, you must make a hacker level check against a DC 15. A natural 1 is always a failure, and you accidentally activate the malicious code instead. Data is erased instantly if unattended. On a server with an active sysop, you must make a hacker level check (1d20 + your hacker level) against a DC of 15 + 1 per tier of the system.

EXPLOIT WEAKNESS

Coding: override
Level: hacker 3
Activation Time: 1 standard action
Range: medium 100 + 10 ft./level
Target: 1 Hyper Reality object or sprite
Duration: 1 hour/level or until completed
Saving Throw: Will negates

You influence the performance of the target system or sprite by inserting command code that falls in line with its normal protocols, "suggesting" a particular course of action to it. For example, a door could be made to open, even if you do not have security clearance, or a sprite designed for library research could be made to do a data search for you. The course of activity can continue for the entire duration. If the activity is completed in a shorter time, the flash engram ends when the target finishes the task assigned to it. You can instead specify conditions that will trigger a special activity during the duration. For example, if you use a copied ID to enter an area, you could have the security door go into lockdown should the person to whom the ID belongs attempt access to the area. If the condition is not met before the duration expires, the activity is not performed.

FLASH UPLOAD

Coding: overwrite
Level: hacker 1
Activation Time: 1 standard action
Range: max TAP range or linked
Target: 1 person with active TAP; see text
Duration: instantaneous
Saving Throw: Will negates (harmless)

Using a TAP connection, you upload a large amount of complex information in an instant to a single individual. You decide what the target learns, limited to any amount of information that otherwise could be communicated in 10 minutes. This information comes in a series of images and emotional sensations, and isn't language dependent.

If you have an active link, you can instead transmit this information to all linked individuals.

FRY SYSTEM

Coding: virus
Level: hacker 4
Activation Time: 1 round
Range: maximum TAP range
Target: 1 person with active TAP, drone, HRO, robot, or sprite
Duration: instantaneous
Saving Throw: Will negates, then Fort partial; see text

This massive attack seeks to overload a system and cause an unrecoverable crash. If the target is a drone, robot, sprite, or Hyper Reality object, it suffers 2d6 points of damage per hacker level. A successful Fortitude save reduces this damage to 5d6 points. If the damage received is enough to bring the target to 0 hit points, its system fries and it cannot be brought back online without major repairs, usually a complete replacement of its computer components.

Against a living target with an active TAP, the target first receives a Will save to initiate a TAP shutdown before the flash engram takes effect. If the save is successful, the flash engram has no effect, but the target loses its turn as it shuts its TAP down. If the Will save fails, the target receives a Fortitude save. On a failed save, the massive damage to the TAP causes physical symptoms (brain aneurysm, cardiac arrest, or similar terminal condition) that kills the target. On a successful save, the target takes 3d6 points of damage, but its TAP is disabled and will not function until repaired manually (a process requiring a Knowledge [cyberware] or Knowledge [programming] check at DC 30 and 8 hours time or a major restore system.

HALT FUNCTION

Coding: override
Level: hacker 3
Activation Time: 1 standard action
Range: max TAP range
Target: up to three drones, HROs, robots, or sprites, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: Will negates

A flood of extraneous command functions renders three targets immobile. A Hyper Reality object or unattended drone gets no saving throw; an attended drone or target with an Intelligence score does (attended drones use their pilot's saving throw). If the flash engram is successful, the target can take no actions for its duration.

HEIGHTEN DOOR SECURITY

Coding: security
Level: hacker 2
Activation Time: 1 standard action
Range: max TAP range
Target: 1 door with at least gutter tier security protocols
Duration: 24 hours
Saving: Throw none

This flash engram temporarily increases security on a door, adding +10 to the DC to hack the door, or open it using bypass door security. If the door currently has no security protocol (allowing anyone to pass through) then it becomes locked, allowing only you and any linked companions through, and giving it a DC 10 against hacking attempts.)

HIDE SYSTEM

Coding: security
Level: hacker 3
Activation Time: 1 standard action
Range max TAP range
Target: 1 hyper object, network, sprite, or TAP
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)

Security protocols mask the subject from analysis flash engrams such as detect sprite, ping system, and scan system. Hide system also prevents location through a tag. If subjected to such searches, the person running the analysis program must succeed on a check (1d20 + hacker level) against a DC of 11 + the level of the hacker that activated hide system. If you activate hide system on your own TAP, the DC is 15 + your hacker level.

HIJACK FUNCTION

Coding: override
Level: hacker 1
Range: close (25 ft. + 5 ft./2 levels)
Target: several HROS or sprites, no two of which may be more than 30 ft. apart
Duration: 2d4 rounds (D)
Saving Throw: Will negates

You send out a stream of intrusive code that hampers the function of any hyper objects or sprites in the area. Roll 2d4 to see how many total HD of objects or sprites you affect. Targets with fewer HD are affected before ones with more HD. On a failed saving throw, a target is fascinated for the duration of the flash engram.

HOSTILITY TRIGGER

Coding: overrride
Level: hacker 2
Activation Time: 1 standard action
Range: maximum TAP range
Target: one drone, robot, or hyper object
Duration: 1 round/level (D)

Saving Throw: Will negates

This flash engram alters the target's targeting parameters, causing it to treat all nearby creatures as hostile, regardless of how they would normally be designated. If programmed to attack hostiles on sight, it will do so. This also reduces the target's inability to choose between targets. If two or more viable targets are available, it will attack randomly, and takes a –2 penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws as long as there is more than one available target within range.

HYPER-CLOAKED MOVEMENT

Coding: proxy
Level: hacker 1
Activation Time: 1 standard action
Range: personal
Target: you
Duration: 1 minute/level (D)

This flash engram uses hyper reality generators to warp your general appearance as you move, giving you a hazy, wavering look. This distortion grants you concealment (20% miss chance,) but only if you move at least 10 feet during your turn, and it ends as you end your move, providing protection against attacks that happen during your turn, such as attacks of opportunity. If you move at least twice your speed on your turn, then the blurring effect lasts until the start of your next turn. You do not gain this concealment against people or creatures that cannot see hyper reality.

HYPER CLONES

Coding: proxy
Level: hacker 2
Activation Time: 1 standard action
Range: personal
Target: you
Duration: 1 minute/level (D)

This flash engram creates a number of hyper reality images of you that inhabit your square. These images make it difficult for enemies to precisely locate and attack you.

When hyper clones is activated, 1d4 images plus one image per three hacker level (maximum 8 images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions. Whenever you are attacked, there is a chance your attacker targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is you or one of your images. Hyper reality images cannot be harmed by normal weapons and attacks. EMP weapons will damage hyper reality emitters and 6 points of damage is enough to render a single image useless. Hyper clones cannot be seen by those without an active TAP, nor do they seem real to anyone using enhanced vision equipment, such as thermal imaging.

An attacker may choose to take a full-round action to make a single attack in an attempt to discern the real you from the hyper clones, which move just slightly out of sync with you. A successful DC 25 Perception check allows the attacker to ignore the images and attack you. This check must be made each round while the hyper clones are active in order to bypass them.

HYPER HAZE

Coding: proxy
Level: hacker 2
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)
Target: 1 person or creature
Duration: 1 min./level (D)
Saving Throw: none

Using hyper reality projectors, you cover the target in a blurred, shifting distortion. This distortion grants the subject concealment (20% miss chance). A bypass hyper code flash engram can bypass this effect.

Those without an active TAP ignore this effect. Opponents that cannot see the subject also ignore the effect (though fighting an unseen opponent carries penalties of its own).

HYPER IMAGE

Coding: proxy
Level: hacker 1
Activation Time: 1 standard action
Range: maximum TAP range
Effect: hyper image that cannot extend beyond four 10-ft. cubes + 1 10-ft. cube per level (S)
Duration: concentration
Saving Throw: Will disbelief

This flash engram creates a realistic hyper reality construct of an object, person, creature, or force, as visualized by you. As a hyper reality object, the image has no physical substance, nor can it make noise, and it does not give off heat or scent. You can move the image within the limits of the size of the effect. This flash engram can only function in areas with active hyper emitters. You could make the image of a person walking down a street where there are storefront hyper emitters, for example, and you could make the person turn off the street down a side alley, but if the alley contains no emitters, you could not make the image continue to walk down the alley.

HYPER IMAGE, IMPROVED

Coding: proxy
Level: hacker 2
Duration: concentration + 2 rounds

This flash engram functions as hyper image, except that improved hyper image includes minor sounds (footsteps, cloth rustling, coughing etc.) but not understandable speech.

HYPER IMAGE, GREATER

Coding: proxy
Level: hacker 3
Duration: concentration + 3 rounds

This flash engram functions as hyper image, except that sound, smell, and even thermal effects are included.

HYPER REALITY MASK

Coding: proxy
Level: hacker 1
Activation Time: 1 standard action
Range: personal
Target: you
Duration: 10 minutes/level (D)

You create a realistic hyper reality overlay on your body to change your appearance, including your clothing and equipment. You can seem up to 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type, but can appear as another subtype. Otherwise, the extent of the change is up to you. You could add or obscure a minor feature, or look like an entirely different person.

This change does not provide you with any mannerisms or abilities of the form taken, nor does it alter the tactile or audible properties of you or your equipment. If you use the flash engram to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the flash engram gets a Will save to recognize it as hyper reality. Creatures that cannot see hyper reality are not affected by this flash engram.

HYPER REALITY MASK OTHER

Coding: proxy
Level: hacker 2
Activation Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)
Target: 1 person
Duration: 10 minutes/level (D)

This functions as hyper reality mask, except you can use it to disguise yourself or another person.

INSTANT TRANSLATION

Coding: analysis
Level: hacker 1
Activation Time: 1 standard action
Range: personal
Target: you
Duration: 10 min./level

By temporarily accessing online databases, your TAP can translate the spoken word and provide translation of foreign texts. This flash engram does not necessarily impart insight into the material, merely a literal translation of the words, so slang terminology, innuendo, and other subtleties may be lost in translation. While instant translation allows you to understand and read a foreign language, you gain no ability to speak or write in that language.

Written material can be read at a rate of one page (250 words) per minute. Encoded messages are not deciphered by means of this flash engram or reveal messages hidden in otherwise normal text.

LINK

Coding: overwrite
Level: hacker 0
Activation Time: 1 round
Range: maximum TAP range
Target: up to three TAPs of willing subjects
Duration: 1 hour/level
Saving Throw: none

You create a link with up to three other people via their TAPs. Maintaining this open connection allows you to affect these people with flash engrams with no limitation on range, so long as they remain connected to the Global DataNet. Certain locations do not allow such connectivity, such as being deep underground or beyond Earth orbit. Also, any flash engrams with a range of "Linked" will automatically affect all subjects connected to you when you activate them.

MAJOR MALWARE

Coding: virus
Level: hacker 4
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 HRO, network, sprite, or active TAP
Duration: permanent
Saving Throw: Will or Neural Fort negates

You infect the target with a virus. Choose one of the following effects.
- −6 penalty to an ability score (minimum 1)
- −4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own malware effect, but it should be no more powerful than the ones listed above.

This malware is immune to deletion, but remove malware will remove it and its effects.

OPEN/CLOSE

Coding: override
Level: hacker 0
Activation Time: 1 standard action
Range: maximum TAP range
Target: door or other portal connected to the Global DataNet
Duration: instantaneous
Saving Throw: none

You can open or close any door, gate, or other portal that is electronically activated, connected to the Global DataNet, and not currently secured with a lock or security protocol. Physical tampering may also inhibit your ability to open or close a door with this flash engram (for example, if the door is damaged or welded shut).

OVERRIDE DEVICE PROTOCOLS

Coding: override
Level: hacker 4
Activation Time: 1 round
Range: max TAP range
Target: 1 drone, HRO, robot, or sprite
Duration: 1 min./level
Saving Throw: Will negates

Your flash engram gives you control over the target, allowing you to control it via your TAP. It will perform any action you command it to the best of its abilities. The target is still limited by its build and abilities as to what actions it can actually perform.

Once you give the target a command, it will continue to follow that command to the exclusion of any other activities until you rescind it or issue a new one. Changing your orders or issuing a new command is a move action.

If the target has free will (an AI sprite, for example) it will resist orders that could cause it harm or go against its nature, receiving a new saving throw against the flash engram with a +2 bonus. Obviously self-destructive orders will not be carried out.

Once control is established, you can keep your control of the target no matter where it goes, so long as it remains connected to the Global DataNet.

PHANTOM BROADCAST

Coding: proxy

Level: hacker 0
Activation Time: 1 standard action
Range: maximum TAP range
Effect: hijack an auditory system
Duration: 1 round/level (D)
Saving Throw: Neural Fort negates

You temporarily hijack an audio system connected to the Global DataNet to broadcast your own signals. You must choose whatever is broadcast from the hijacked system in advance and cannot change it while the flash engram is running. You can choose to broadcast a prerecorded message, a music channel, or any other sort of audio feed you can access with your TAP. The volume of the broadcast is limited to the maximum volume output of the hijacked system.

PING SYSTEM

Coding: analysis
Level: hacker 0
Activation Time: 1 standard action
Range: maximum TAP range
Duration: concentration, up to 1 minute/level
Saving Throw: none (see text)

You may 'ping' a device, network, HRO (Hyper Reality Object), program, or other similar item connected to the Global DataNet to gain information about it. The amount of information revealed depends on how long you study a particular area or subject, and is typically displayed in a manner consistent with your currently running Hyper Reality filter.

1st Round: Presence or absence of connected objects and their number.

2nd Round: The registered owner of a single specific object located in the previous step, as well as what kind of object it is.

3rd Round: The type of network a single specific object pinged from the previous step is connected to, and the network's owner. If the object being pinged is in line of sight, you can make a Knowledge (programming) skill check to determine the actual purpose of the object (if different from the apparent). (Make one check per object: DC 15 + object's Tier.) If the object is a physical item, you can attempt to identify its Tier with a second roll. A successful Knowledge (programming) or Hacking skill check can detect a tag on a TAP (DC 15 + the level of the hacker that left the tag).

TABLE 3:13: HR OBJECT STRENGTH

	POWER RATING			
OBJECT	FAINT	MODERATE	STRONG	INTENSE
Functioning Object/network	Civilian or lower	Corporate	Military	Elite
Hyper Reality Object	Gutter	Civilian	Corporate	Military or higher

High density HRO fields, multiple overlapping networks and devices, or other strong sources of interference may distort or conceal weaker objects Hyper Reality power rating.

Object's Hyper Reality Strength: An object's power depends on an object's Tier; see the accompanying table. If an object falls into more than one category, ping system indicates the stronger of the two.

You maintain your connection to a pinged target for 1 round after ceasing to concentrate on this flash engram. During that round, you may use any flash engram with a range of up to maximum TAP range, even if you do not have visual sight of the target.

POPUP MALWARE

Coding: virus (bot)
Level: hacker 0
Activation Time: 1 standard action
Range: TAP maximum
Target: 1 person with active TAP
Duration: 1 minute
Saving Throw: Neural Fort negates

This flash engram temporarily hinders the targeted TAP's ability to block ads and other sorts of pop-ups that would ordinarily be screened. These popups interfere with the TAP owner's vision, causing it to be dazzled for 1 minute unless it makes its Neural Fortitude save. Sightless targets, or targets that are already dazzled, are not affected by popup malware.

POPUP MALWARE, MASS

Coding: virus (bot)
Level: hacker 1
Activation Time: 1 standard action
Range: TAP maximum
Target: All persons with active TAP in a 20-ft. area
Duration: 1 minute
Saving Throw: Neural Fort negates

This flash engram functions as popup malware, except it affects all persons with functional TAPs with a 10-foot radius of the target point.

PREDICTIVE ALGORITHM

Coding: analysis
Level: hacker 2
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 TAP or network
Duration: 1 round/level
Saving Throw: Will partial (see text)

This flash engram runs an analysis on the activity of a network or TAP, giving an impression of what type of offensive action its user or sysop will take. You gain a +2 insight bonus to your firewall against the target's attacks. If the target fails its Will save (or Fort save for a network), you also see how the target will react to your attacks, and the bonus applies to your hyper combat attack and damage rolls against the target. These bonuses only apply while the target is within your TAP range. Should it move beyond that range, then you lose the bonuses until it is within range again. Whenever the target misses you with an attack, the bonuses provided by the predictive algorithm increase by one until the flash engram ends (to a maximum of +5).

REMOVE MALWARE

Coding: debugging
Level: hacker 4
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 HRO, network, sprite, or TAP
Duration: instantaneous
Saving Throw: none

Remove malware removes all viruses affecting the target. You must make a hacker level check (1d20 + hacker level) against the DC of each virus affecting the target.

Remove malware also counters debilitating malware and malware upload.

REPAIR SYSTEM

Coding: debugging
Level: hacker 1
Activation Time: 1 standard action
Range: maximum TAP range
Target: one HRO, network, or sprite
Duration: instantaneous
Saving Throw: Will half (harmless)

You upload a program that detects and fixes damaged software to a single target within range. Any sprite, Hyper Reality object, or network within range that you designate is healed 1d8 points of damage + 1 point per hacker level (maximum +5).

REPAIR SYSTEM, MASS

Coding: debugging
Level: hacker 3
Target: one HRO, network, or sprite/level

This flash engram functions as repair system, except it heals each selected target 1d8 points of damage + 1 point per hacker level (maximum +20).

RESTORE CODE, MINOR

Coding: debugging
Level: hacker 0
Activation Time: 1 standard action

Range: close 25 ft. + 5 ft./2 levels
Target: 1 hyper object, network, or sprite
Duration: instantaneous
Saving Throw: none

This flash engram detects and repairs damage done to a hyper object, network or sprite, healing 1d4 hit points. A network or hyper object can be brought back online by means of this flash engram. This only works on damage inflicted on its software, not its hardware.

RESTORE CODE

Coding: debugging
Level: hacker 2

This flash engram functions as minor restore code, except that it restores 1d6 hit points per hacker level (maximum 5d6).

RESTORE CODE, MAJOR

Coding: debugging
Level: hacker 4
Activation Time: 1 minute

This flash engram functions as restore code, except it restores 1d6 hit points per hacker level (maximum 10d6) and can restore function to a TAP after a fry system attack.

SCAN SYSTEM

Coding: analysis
Level: hacker 1
Activation Time: 1 standard action
Range: maximum TAP range
Duration: 3 rounds/level
Saving Throw: none

This flash engram functions like ping system, except it gives you a +10 enhancement bonus to Hacking skill checks to determine if an active sysop is monitoring a network, and to Knowledge (programming) rolls to determine the presence and type of intrusion countermeasures present in a network.

SECURITY BOOST

Coding: security
Level: hacker 0
Activation Time: 1 standard action
Range: maximum TAP range (linked)
Target: 1 person (or all linked persons)
Duration: 1 minute
Saving Throw: none

You provide targets with temporarily increased security for their TAPs, granting them a +1 resistance bonus to any Neural Fortitude saves.

SENSORY OVERLOAD

Coding: overwrite
Level: hacker 2
Activation Time: 1 standard action
Range: medium (100 ft. + 10 ft./level)
Target: 1 person with a functional TAP, or one HR object
Duration: permanent (D); see text
Saving Throw: Neural Fort (TAP) or Fort (object) negates

You overload the target's visual or audial centers with data, rendering the subject blinded or deafened. If the target is a person with an active TAP, this condition remains until they shut down their TAP (a full-round action). If the target is an object, its cameras or microphones remain offline until repaired.

SNIFFER ENGRAM

Coding: analysis
Level: hacker 2
Activation Time: 1 standard action
Range: maximum TAP range
Area: maximum TAP range
Duration: concentration, up to 1 minute/level
Saving Throw: Neural Fort negates

You scan local systems for incoming and outgoing traffic. The amount of information revealed depends on how long you scan a particular system.

1st round: Presence or absence of traffic (including active TAPs).

2nd round: Number of network servers and TAPs in the area, and the tier of each network server. This flash engram cannot determine the location of any TAP user you cannot see, it only provides access to their data stream.

3rd round: You can scan the traffic of any server or TAP in the area. Most commercial traffic can be discerned. For example, you can determine that the guard at the check-point across the street is currently streaming a movie, or that a server nearby is uploading a large amount of encrypted data to another location. Encrypted data cannot be analyzed without decryption.

Each additional round, you detect new traffic in the area. Also, for each round after the third, you can choose a particular data stream from which to collect data. This data takes up 1 AMS in your TAP. If the data is not encrypted (or you successfully decrypt it), then a successful DC 20 Knowledge (programming) check allows you to discern useful data. The content of the data is determined by the GM (passwords, useful information, electronic data that can be sold for profit, etc).

You maintain awareness of any active targets in the area for 1 round after ceasing to concentrate on this flash engram. During that round, you may use any flash engram with a range of up to maximum TAP range, even if you do not have visual sight of the target.

SYSTEM FEED

Coding: override
Level: hacker 4
Activation Time: 1 standard action
Range: maximum TAP range
Target: 1 network
Duration: 1 min./level (D)
Saving Throw: Will negates

This flash engram hijacks all surveillance equipment connected by a single network, allowing you to see and/or hear through any suitable HRO connected to the network. The system you hack gets a saving throw to resist the intrusion. You can switch from one object to the next as a swift action, and you can utilize any and all features of the system (darkvision from cameras, or any bonuses to Perception the object has) while tapping into the surveillance feed. You must concentrate to see through a system feed. If you do not concentrate, the flash engram remains in place, but you lose the feed until you concentrate again.

TAG

Coding: overwrite
Level: hacker 0
Activation Time: 1 standard action
Range: maximum TAP range
Effect: tag a subject's TAP for easier tracking
Duration: permanent
Saving Throw: Neural Fort negates

By activating this flash engram, you tag a target's TAP. While the target is tagged, all its Global DataNet activity leaves markers you can use to track the target. All DCs on Hacking rolls to determine the location of a tagged individual are lowered by 5. The tag and its markers are effectively invisible to anyone but the hacker that placed it. Locating an existing tag with a trace is a move action. A successful Hacking or Knowledge (programming) skill check (DC = 10 + the hacker's class level) can find a tag.

You can target a tagged TAP with a flash engram from any range, up to and including maximum TAP range, without having visual sight of the TAP's owner, as long as you take a move action to locate the tag first.

A tag can be removed by shutting down and restarting the TAP. An erase code flash engram can also be used to remove a tag once it has been discovered (typically by using ping system or running a system scan).

TRIGGER LOCK

Coding: override
Level: hacker 1
Activation Time: 1 standard action
Range: medium (100 ft. + 10 ft./level)
Target: 1 firearm
Duration: 1 minute/level
Saving Throw: Will negates (object)

You override the security protocols on a weapon, locking it in safety mode. Anyone that attempts to fire the weapon must spend a standard action and succeed at an Intelligence check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails. Alternately, the owner can perform a system reboot. This is a full-round action. The reboot itself takes 1 round, so the weapon will be ready to fire again on round 3.

MEDIC TREATMENTS

A treatment is the inclusive term for a number of medical procedures that a medic can perform quickly in emergency situations. These treatments take little to no time, as the medic has prepared patches, hypos, nanites, and other delivery systems prepared with a variety of medicines, ready for nearly any eventuality.

ADMINISTERING MEDIC TREATMENTS

A medic can perform any treatment he knows, provided he still has treatment slots of an appropriate level left to use (representing the medic's available medical supplies), and has at least one working hand to administer the treatment. All treatments have a range of touch and target a single individual unless indicated otherwise under a specific treatment's description. A medic can administer a treatment to himself so long as he meets the other requirements necessary to administer a treatment. A medic must concentrate to administer a treatment.

Treatments have no effect on androids and cyborgs.

CONCENTRATION

Administering a treatment requires concentration. If something interrupts concentration during administration, you roll 1d20 and add your medic level and Wisdom modifier, plus any other modifiers from feats or other sources. The more distracting the interruption and the higher the level of the treatment you are attempting to administer, the higher the DC (see Table: Concentration Check DCs). If you fail the check, you fail to administer the treatment, but lose a treatment slot as if you had successfully administered it.

Injury: If you take damage while trying to administer a treatment, you must make a concentration check with a DC equal to 10 + the damage taken + the level of the treatment you're administering. If you fail, you lose a treatment slot of the level of the treatment you attempted to administer, without it taking effect. The interrupting event strikes during administration if it comes between the time you started and the time you complete the treatment (for a treatment with an administration time of 1 full round or

TABLE 3:14: CONCENTRATION CHECK DCS

SITUATION	CONCENTRATION CHECK DC
Administer defensively	15 + double treatment level
Injured while administering a treatment	10 + damage dealt + treatment level
Continuous damage while administering a treatment	10 + 1/2 damage dealt + treatment level
Affected by a non-damaging effect while administering a treatment	DC of effect + treatment level
Grappled or pinned while administering a treatment	10 + grappler's CMB + treatment level
Vigorous motion while administering a treatment	10 + treatment level
Violent motion while administering a treatment	15 + treatment level
Extremely violent motion while administering a treatment	20 + treatment level
Fatigued while administering a treatment	10 + treatment level
Exhausted while administering a treatment	15 + treatment level

more) or if it comes in response to your administering the treatment (such as an attack of opportunity provoked by the treatment or a contingent attack, such as a readied action).

If you are taking continuous damage, such as contact with a live electrical wire or being on fire, half the damage is considered to be taking place while you are administering the treatment. You must make a concentration check with a DC equal to 10 + 1/2 the damage the continuous source last dealt + the level of the treatment you're administering. If the last damage dealt was the last damage that the effect could deal, then the damage is over and does not distract you.

Non-damaging Effect: If you are affected by a distracting, but non-damaging effect (a hacker's flash engram that inflicts an inhibiting condition, or a zeek power that does the same, for example,) you must succeed at a concentration check with a DC equal to the effect's saving throw DC + the level of the treatment you're administering. For an effect with no saving throw, it's the DC that the effect would have if a save were allowed. For example, if the effect comes from a 3rd level flash engram of an enemy hacker, the save DC would be 13 + the enemy hacker's Intelligence modifier.

Grappling or Pinned: Administering a treatment while you have the grappled or pinned condition is difficult and it requires a concentration check (10 + the grappler's CMB + the level of the treatment you're administering).

Vigorous Motion: If you are riding in a swerving vehicle, or one on a rough road, on a small boat in rough water, below decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a concentration check (DC 10 + the level of the treatment you're administering) or lose the treatment slot.

Violent Motion: If you are on a galloping horse, riding in a vehicle traveling off-road at high speeds, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being pitched roughly about in a similar fashion, you must make a concentration check (DC 15 + the level of the treatment you're administering) or lose the treatment slot. If the motion is extremely violent, such as that caused by an earthquake, the DC is equal to 20 + the level of the treatment you're administering.

Fatigue and Exhaustion: If you are fatigued, you must make a concentration check equal to 10 + the level of the treatment you're administering or lose the spell slot. If you are exhausted, the DC increases to 15 + the level of the treatment you're administering. If you are fatigued and making a concentration check due to another circumstance or effect, increase the DC of that roll by 2. If you are exhausted and making a concentration check due to another circumstance or effect, increase the DC of that roll by 5.

MEDIC LEVEL

A treatment's effectiveness often depends on its medic level, which is equal to the medic level of the character that administers the treatment.

You can administer a treatment at a lower medic level than normal, but the medic level you choose must be high enough for you to administer the treatment in question, and all level-dependent features must be based on the same medic level.

In the event that a class feature or some other special ability provides an adjustment to your medic level, that adjustment applies to all effects based on medic level, such as duration and hit points healed.

TREATMENT ENTRY DESCRIPTIONS

The description of each treatment is presented in a standard format. Each category of information is explained and defined below.

NAME

The first line of every treatment description gives the name by which it is generally known.

TYPE (SUBTYPE)

Beneath the treatment name is a line giving the type (and subtype, if any) to which the treatment belongs. A type is a collection of treatments that function in similar ways. Treatments are divided into the following types.

BOOST

Boosts temporarily improve the performance of the body or mind. A boost typically adds some sort of bonus to ability scores, saving throws, or other types of rolls or checks.

Transgenic: A transgenic treatment uses temporary gene modification to produce changes in the subject. A transgenic treatment can also be the injection of transgenic organisms, usually harmless bacteria modified with human DNA to produce the necessary chemical compounds for the treatment.

DIAGNOSTIC

Diagnostics are not treatments per se, but scans or tests used to quickly and accurately determine the status of the subject's health.

HEALING

Treatment of injuries and removal of negative effects. Healing treatments remove damage, both to hit points and abilities, counter toxins and infection, and restore normal physiological function.

LEVEL

This line gives the treatment's level, indicating relative power. A treatment's level affects the DC for any save allowed against its effects.

TREATMENT TIME

Most treatments require 1 standard action to administer. A treatment that takes 1 round to administer is a full-round action. Its effects happen just before the beginning of your next turn in the round after you began treatment. You then act normally after the treatment is completed. When you begin a treatment that takes 1 round or longer to administer, you must continue to concentrate from the current round to just before your turn in the next round (at least). If you lose concentration before you finish administering it, you lose the treatment.

DURATION

A treatment's duration line tells you how long the treatment's effects last.

Timed Durations: Many durations are measured in rounds, minutes, hours, or other increments. When the time is up, the effects stop and the treatment ends.

Instantaneous: The treatments effects happen immediately, though the consequences may be long lasting.

Discharge: Occasionally, a treatment lasts for a set duration or until triggered or discharged.

SAVING THROW

The saving throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell has an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

TREATMENTS BY LEVEL

1ST LEVEL TREATMENTS

Cognitive Enhancer: Subject's recall and ability to process information improve.
Contingent Trauma Treatment: Grants temporary hit points to offset effects.
Cosmetic Alteration: Subject gains superficial changes to appearance.
Immune Booster: Subject gains a +2 bonus on saving throws.
Light Trauma Treatment: Cures 1d8 damage + 1/level (max +5).
Minor Treatment: Produces one of several relaxing or entertaining effects.
Monitor Vitals: Know subjects' health from a distance.
Scent Blocker: Subject cannot be tracked by scent.
Sense Enhancement: Subject gains +2 Perception, low-light vision.
Vocal Alteration: Disguise subject's voice.
War Juice: +1 per three levels on attack and damage rolls.

2ND LEVEL TREATMENTS

Acumen Booster: Roll twice and take the higher roll when using certain mental skills.
Augment Senses: Subject gains a bonus on Perception checks.
Auto-Rejuvenation, Lesser: Removes ability penalty or repairs 1d4 ability damage.
Agile Stim: Subject gains +4 to Dex for 1 min/level.
Brawn Stim: Subject gains +4 to Str for 1 min/level.
Clari-Stim: Subject gains +4 to Wis for 1 min/level.
Cogni-Stim: Subject gains +4 to Int for 1 min/level.

Combat Booster: +1 on attack rolls and saving throws, +1d8 temporary hit points +1/level (max +10).
Endura-Stim: Subject gains +4 to Con for 1 min/level.
Intuit-rite: +5 Perception and Sense Motive for 10 min./level.
Moderate Trauma Treatment: Cures 2d8 damage +1/level (max +10).
Nightsight: See 60 ft. in total darkness.
Vitali-boost: Gain 1d10 temporary hit points +1 hp/level (max +10).

3RD LEVEL TREATMENTS

Anti-pathogen: Cures all diseases affecting subject.
Hypercognition: Subject can rapidly recall everything it knows about a subject.
Liquid Glory: Gives a +2 bonus on attack rolls, saves, and skill checks.
Overdrive: Subject moves faster, +1 on attack rolls, DS, and Reflex saves.
Rage Chem: Gives +2 to Str and Con, +1 on Will saves, −2 to DS.
Restore Sight/Hearing: Cures blindess or deafness.
Serious Trauma Treatment: Cures 3d8 +1/level (max +15).

4TH LEVEL TREATMENTS

Accelerated Tissue Reconstruction: Subject gains fast healing of 5.
Auto-Rejuvenation: Restore level and ability score drains.
Broad Spectrum Antitoxin: Neutralizes poisons in subject, or removes ability to poison.
Critical Trauma Treatment: Cures 4d8 +1/level (max +20).
Resuscitate: Cures 5d8 damage + 1/level and restores life to the recently dead.
Transgen Amplifier: Hybrid subject's animal qualities are enhanced.

MEDIC TREATMENT DESCRIPTIONS

ACCELERATED TISSUE RECONSTRUCTION

Type: healing
Level: medic 4
Treatment Time: 1 standard action
Duration: 1 round/level

A short term influx of nanites promotes amazingly fast tissue regeneration. The subject gains fast heal 5 for the duration of the treatment.

ACUMEN BOOSTER

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 10 minutes/level or until discharged

The subject's mind can correlate data more efficiently. When attempting an Appraise, Hacking, Knowledge, or Linguistics check, they can roll twice and take the higher result. If the subject has an ability that allows them to roll twice, they cannot use both that ability and this treatment on the same roll. The treatment is discharged when the subject has used its benefits a number of times equal to your medic level.

AGILE STIM

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 1 minute/level
Saving Throw: none

The subject becomes more graceful, agile, and coordinated. The treatment grants a +4 enhancement bonus to Dexterity, adding the usual benefits to Defense Score, Reflex saves, and other uses for the Dexterity modifier.

ANTI-PATHOGEN

Type: healing
Level: medic 3
Treatment Time: 1 standard action
Duration: instantaneous
Saving Throw: none

An anti-pathogen can cure all diseases from which the subject is suffering. You must make a medic level check (1d20 + medic level) against the DC of each disease affecting the subject. Success means the disease is cured.

Since the treatment's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

AUGMENT SENSES

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 1 minute/level
Saving Throw: none

The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at medic level 8th, and +30 (the maximum) at medic level 16th.

AUTO-REJUVENATION

Type: healing
Level: medic 4
Treatment Time: 3 rounds
Duration: instantaneous
Saving Throw: none

This treatment functions like lesser auto-rejuvenation, except that it also removes all temporary negative levels or one permanent negative level. The treatment cannot be used to remove more than 1 permanent negative level from a subject in a one-week period.

Auto-rejuvenation cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the subject.

AUTO-REJUVENATION, LESSER

Type: healing
Level: medic 2
Treatment Time: 3 rounds
Duration: instantaneous
Saving Throw: none

This treatment removes any penalties reducing one of the subject's ability scores or cures 1d4 points of ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the subject, and improves the exhausted condition to fatigue. It does not restore permanent ability drain.

BRAWN STIM

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 1 minute/level
Saving Throw: none

The subject becomes stronger. This treatment grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

BROAD SPECTRUM ANTITOXIN

Type: healing
Level: medic 4
Treatment Time: 1 standard action
Duration: instantaneous or 10 min/level
Saving Throw: Fort negates (harmless)

This treatment detoxifies any poisons or venom afflicting the subject. You make a medic level check (1d20 + medic level) against the DC of each poison affecting the target. Success means the poison is neutralized. A cured subject suffers no additional effects from the poison, and any temporary effects are ended, but the treatment does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This treatment can also be used on a venomous or poisonous creature, neutralizing its ability to produce toxins for 10 minutes per medic level. The medic must succeed in a touch attack on the target, and it receives a Fortitude saving throw to negate the effect.

CLARI-STIM

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 1 minute/level
Saving Throw: none

The subject becomes more intuitive and aware. This treatment grants a +4 enhancement bonus to Wisdom, adding the usual benefits to Will saves and Wisdom-related skills and abilities. Medics do not receive any additional bonus treatments under the effects of clara-stim, but the save DCs for their treatments increase.

COGNI-STIM

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 1 minute/level
Saving Throw: none

The subject's ability to learn and reason increases. This treatment grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-related skills and abilities. Hackers under the effects of cogni-stim do not gain any bonus slots for flash engrams, but the save DCs for their flash engrams increase while under its effects.

COMBAT BOOSTER

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 1 minute/level
Saving Throw: none

This treatment enhances accuracy and durability. The subject gains a +1 competence bonus on attack rolls and saving throws, plus temporary hit points equal to 1d8 + medic level (to a maximum of 1d8+10 temporary hit points at medic level 10th).

CONTINGENT TRAUMA TREATMENT

Type: boost
Level: medic 1
Treatment Time: 1 standard action
Duration: 10 minutes/level
Saving Throw: none

Implanted nanites produce blood and stimulants when they detect the subject's body in trouble. If the loss of hit points at the end of a temporary effect that modifies the subject's Constitution (such as rage chem) would cause the subject to lose consciousness or die, the subject gains temporary hit points equal to your medic level (maximum 10). Each use of the treatment grants the subject the temporary hit points only once.

COGNITIVE ENHANCEMENT

Type: boost
Level: medic 1
Treatment Time: 1 standard action
Duration: 10 minutes/level

Saving Throw: none

This treatment places you in a heightened state of awareness that allows you to notice more about your surroundings and recall information more readily. You gain a +2 competence bonus on Perception checks and on all Knowledge checks you are trained in.

COSMETIC ALTERATION

Type: boost (transgenic)
Level: medic 1
Treatment Time: 1 standard action
Duration: 1 hour/level
Saving Throw: none

Temporary transgenic modification provides cosmetic changes to the subject. The range of changes that can be performed are numerous—hair color, hair type (straight, curly, etc.), eye color, skin complexion (including types outside the normal range such as unusual colors or phosphorescence) and other minor cosmetic traits—and cause no serious changes to an individual outside of their appearance. A subject under the effects of this treatment may add a +4 bonus to Disguise checks.

CRITICAL TRAUMA TREATMENT

Type: healing
Level: medic 4
Treatment Time: 1 standard action
Duration: instantaneous
Saving Throw: none

This treatment functions like light trauma treatment, except that it cures 4d8 points of damage +1 point per medic level (maximum +20).

ENDURA-STIM

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 1 minute/level
Saving Throw: none

The subject gains greater vitality and stamina. The treatment grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

HYPERCOGNITION

Type: boost
Level: medic 3

Treatment Time: 1 standard action
Duration: see text
Saving Throw: none

This cerebral enhancer allows the subject to catalog and collate data on a person, place, thing, or event, calling to mind scraps of memory and assembling clues in a logical and systematic order. Immediately after the treatment is administered, the subject can begin spending the necessary time to perform an Intelligence check, a Hacking check, a Linguistics check to detect a forgery or decipher a hidden message, or a Knowledge check. If the check requires at least 3 rounds, the subject can perform it five times as quickly (minimum 1 round). If the check required fewer than 3 rounds, the subject can perform it instantly. Either way, the subject gains an insight bonus to the check equal to your medic level (maximum bonus +10), but this bonus can't raise the result above what the subject would have achieved on a natural 20.

IMMUNE SYSTEM BOOSTER

Type: boost
Level: medic 1
Treatment Time: 1 standard action
Duration: 1 minute/level

This treatment inures the subject against a variety of effects, providing a +2 resistance bonus to all saving throws while it lasts.

INTUIT-RITE

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 10 minutes/level
Saving Throw: none

The subject's senses become keen, and they become more perceptive of behavioral clues. For the duration of the treatment, the subject receives a +5 competence bonus on Perception and Sense Motive checks.

LIGHT TRAUMA TREATMENT

Type: healing
Level: medic 1
Treatment Time: 1 standard action
Duration: instantaneous

This treatment cures 1d8 points of damage + 1 point per caster level (maximum +5).

LIQUID GLORY

Type: boost
Level: medic 3
Treatment Time: 1 standard action
Duration: 10 min./level

Saving Throw: none

This treatment causes the subject to experience greatly increased confidence and lack of fear. The subject gains a +2 morale bonus on attack rolls, saves, and skill checks.

MINOR TREATMENT

Type: boost
Level: medic 1
Treatment Time: 1 standard action
Duration: see text
Saving Throw: Fort negates (harmless)

As a medic, you can supply a patient with a number of minor effects related to health, well-being, and entertainment. These treatments have no side effects (for example, intoxication does not cause a hangover). When you use minor treatment, choose one of the following effects.

Analgesic: The subject does not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, the subject gains a +2 resistance bonus against pain-related effects.

Clarity: The subject gets a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. The subject must choose to use the bonus before making the roll to which it applies.

Hallucination: The subject has pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. The subject can tell these are not real, but they are distracting, and the subject takes a –2 penalty on Perception checks for the duration.

Intoxication: The subject feels comfortably intoxicated for 1 hour, as if they had consumed a few alcoholic beverages.

Lucid Dream: If the treatment is given within 1 hour of the subject falling asleep, they have a lucid dream that is under their control and lasts for an hour.

Resistance: The subject gains a +1 resistance bonus on saves for 1 minute.

Sleep: The subject enters a pleasant and restful sleep for 1 hour unless awakened. If the subject would normally begin sleeping at this time, they continue sleeping normally once the minor treatment ends.

Sobriety: The subject becomes completely sober for 1 hour, negating any penalties from being drunk. Any devices that detect blood alcohol level will still register inebriation. Alcohol in the system will still work its way out normally, and depending on the amount imbibed, the subject may still be intoxicated (and suffer the normal penalties) after the minor treatment's effects end.

Tenacity: The subject gains 1 temporary hit point for 1 minute.

Wakefulness: The subject remains awake for 2 hours without feeling sleepy, and without side effects such as jitteriness. The subject gains a +5 resistance bonus against drugs or other effects that cause sleep. This minor treatment simply delays the subject's need for sleep and does not count as rest or sleep. It can be used multiple times in succession, but as the effect wears off, the subject is as tired as they would be if they had not received the minor treatment.

MODERATE TRAUMA TREATMENT

Type: healing
Level: medic 2
Treatment Time: 1 standard action
Duration: instantaneous
Saving Throw: none

This treatment functions like light trauma treatment, except that it cures 2d8 points of damage +1 point per medic level (maximum +10).

MONITOR VITALS

Type: diagnostic
Level: medic 1
Treatment Time: 1 round
Range: long (400 ft. + 40 ft./level)
Duration: 1 hour/level (D)

You upload a temporary engram that uses a subject's TAP to monitor its owner's vitals and send that information to your own TAP, allowing you to track the changes in the subject's condition immediately as long as it is within range. You instantly know if any living being connected to you via this treatment is dead, severely injured (alive and wounded, with 3 or fewer hit points remaining), injured (alive with 4 or more hit points, but less than maximum), or unconscious. This link provides enough information that you can use a Heal check to diagnose the individual's condition without a physical examination. A person without a TAP cannot be affected by monitor vitals.

NIGHTSIGHT

Type: boost (transgenic)
Level: medic 2
Treatment: Time 1 standard action
Duration 1 hour/level
Saving Throw: none

The subject gains darkvision with a range of 60 feet. Vision in the dark is black and white, but otherwise like normal sight.

OVERDRIVE

Type: boost
Level: medic 3

Treatment Time: 1 standard action
Duration: 1 round/level
Saving Throw: none

The subject moves and acts with extraordinary speed. This extra speed has several effects.

When making a full attack action, a subject on overdrive may make one extra attack with a natural or manufactured weapon or an unarmed strike. The attack is made with the subject's full base attack bonus, plus any appropriate modifiers. This does not actually grant an extra action, so a hacker couldn't use two flash engrams in a round, or use a flash engram and then take an attack.

On overdrive, the subject gains a +1 bonus on attack rolls and a +1 dodge bonus to Defense Score and Reflex saves. Any condition that makes the subject lose their Dexterity bonus to Defense Score (if any) also makes them lose their dodge bonuses.

All of the subject's modes of movement (including land, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the subject's jumping distance as normal for increased speed. Multiple uses of overdrive do not stack.

RAGE CHEM

Type: boost
Level: medic 3
Treatment Time: 1 standard action
Duration: 1 round/level
Saving Throw: none

This combat drug causes the body's production of catecholemines, adrenaline, and noradrenaline to spike drastically. The subject gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a −2 penalty to Defense Score for the treatment's duration.

RESTORE SIGHT/HEARING

Type: healing
Level: medic 3
Treatment Time: 1 standard action
Duration: instantaneous
Saving Throw: none

This treatment will cure blindness or deafness (your choice), but not both simultaneously. The treatment cannot restore lost eyes or ears, but it repairs them if they have been damaged. This treatment can restore sight or hearing lost to a sensory overload flash engram attack.

RESUSCITATE

Type: healing; Level medic 4

Treatment Time: 1 standard action
Duration: instantaneous
Saving Throw: none

If this treatment is used on a subject that has died within 1 round, it cures 5d8 points of damage + 1 point per medic level (maximum +20).

SCENT BLOCKER

Type: boost (transgenic)
Level: medic 1
Treatment Time: 1 standard action
Duration: 1 hour/level

This treatment neutralizes bodily odors from the subject. A person under the effect of a scent blocker cannot be tracked, located, or pinpointed by the scent special quality.

Scent blocker does not prevent the subject from acquiring outside odors or smells. Dowsing them with a pungent substance effectively negates the benefits of the treatment until the substance is neutralized or washed away.

SENSE ENHANCEMENT

Type: boost (transgen)
Level: medic 1
Treatment Time: 1 standard action
Duration: 1 minute/level
Saving Throw: none

The subject gains a +2 competence bonus to Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see while under the effects of this treatment. If the subject has cybereyes, it does not gain the low-light benefits of the treatment, but still gains the bonus to Perception checks.

SERIOUS TRAUMA TREATMENT

Type: healing
Level: medic 3
Treatment Time: 1 standard action
Duration: instantaneous
Saving Throw: none

This treatment functions like light trauma treatment, except that it cures 3d8 points of damage +1 point per medic level (maximum +15).

TRANSGEN AMPLIFIER

Type: boost (transgenic)
Level: medic 4
Treatment Time: 1 standard action
Duration: 1 round/level
Saving Throw: Fort negates (harmless)

This treatment temporarily enhances a hybrid subject's animal genes, increasing their animalistic traits. The subject becomes more bestial in appearance. The damage from the subject's natural attacks increases by 1 step (1d4 becomes

1d6, and so on), the subject receives a +2 enhancement bonus to natural armor, and the ability scores to which the hybrid receives racial bonuses gain an additional +2 bonus for the duration of the treatment. Any ability scores that have a racial penalty have that penalty doubled for the duration of the treatment. The subject also gains one of the following additional abilities, appropriate to their hybrid type: +10 feet increase to land speed (any but aquatic), climb 20 ft. (quick or stealth hybrid), swim 30 ft. (aquatic hybrid), or scent (any).

VITALI-BOOST

Type: boost
Level: medic 2
Treatment Time: 1 standard action
Duration: 1 hour/level or until discharged
Saving Throw: none

This treatment provides the subject with great durability. While in effect, the subject gains temporary hit points equal to 1d10 + 1 per medic level (maximum +10).

VOCAL ALTERATION

Type: boost (transgen)
Level: medic 1
Treatment Time: 1 standard action
Duration: 1 minute/level
Saving Throw: Fort negates

This treatment alters the subject's vocal chords and nasal passages, changing the sound of their voice. This can make the subject's voice higher or lower, husky or more nasal. If this treatment is used as part of a disguise, the subject gains a +10 bonus on the Disguise check when trying to fool the listener.

The subject can vary it's altered voice just as they could their normal voice, speaking in falsetto, adopting or changing an accent, and so on.

WAR JUICE

Type: boost
Level: medic 1
Treatment Time: 1 standard action
Duration: 1 minute

This standard combat chem heightens the subject's aim, accuracy, and violent tendencies. The subject gains a +1 enhancement bonus on attack and weapon damage rolls for every three medic levels you have (at least +1, maximum +3).

SURVIELLANCE SYSTEMS

There are cameras everywhere—in some places literally everywhere—and constant surveillance is a way of life in the 2090s. There's so much surveillance, in fact, that it

TABLE 3:15: SECURITY ZONE RATINGS

SECURITY ZONE RATING	DC	TAG THRESHOLD
Green	40	3
Blue	30	4
Yellow	20	4
Orange	10	6
Red	5	10
Black	50	1

simply can't all be monitored in real time. That doesn't mean that it's not recording everything patiently and waiting for the right individual to access it, or that nonsentient AI systems don't watch for selected types of illegal activity in real time and tag individuals that meet predetermined profiles for increased surveillance.

Most daily activities are completely innocuous and raise no immediate flags, so there's no need to make rolls to avoid notice during those times. There will be recordings of a character's movements, but Hackers can handle that after the fact if needs be. There are times when characters want to be extra sure that they don't raise their profile too high and start attracting surveillance notice., however, and that's when rolls are needed.

To determine if a given activity is being surveilled in cases where surveillance is not automatic (corporate research facilities, police stations, stores, and etc.), or to see if someone has been tagged for increased surveillance, use the chart below, applying all modifiers that are appropriate to generate the DC that a player character will need to exceed with a Stealth check to remain unobserved/untagged. A failure results in a 'tag' being applied. If a character collects a number of tags that exceed the Tag Threshold for the Security Zone that they're in, someone or something will drop in to check up on them in a 'Papers Please' moment. Each multiple of the Tag Threshold raises the response level of the stop by one step on Security Zone listing in the Systems of Control chapter.

Note: This presumes actively moving at half-speed, attempting to move with crowds, avoiding looking at cameras, not carrying open weapons above those tolerated by the authorities, and so forth. No Stealth roll will help someone standing in the street firing a weapon remain unnoticed. A Dead Zone might, to a degree, however. See the 'Locate Dead Zone' skill unlock for more.

MODIFIERS TO DC CHECKS

- **High Traffic Area:** -5 to -10 based on traffic volume
- **Low Traffic Area:** +5 to +10 based on traffic volume
- **High Noise Volume:** -5 vs. sound-based surveillance
- **Low Noise Volume:** +5 vs. sound based surveillance
- **Business District:** +5
- **Significant Businesses Nearby (banks, high-end stores):** +5
- **Sparse Businesses:** -5

- **Moving Faster Than ½ Speed:** +5
- **Dressing/Acting Appropriately:** -5 (or more depending on situation)
- **Dressing/Acting Inappropriately:** +5 (or more depending on situation)
- **Each Tag Applied:** +5

Note: Some equipment will modify this further (see Command Line Paint Patterns below).

With a success, a character manages to move if not unnoticed, then at least innocuously, by the surveillance state's watching systems for 5 minutes, plus an additional 5 minutes for each full 5 points that they beat the DC by. Each failed roll means that a tag has been applied to the character, and when the threshold for the Security Zone that they're in is reached, someone (a drone, physical officers, some local gang members, etc.) are dispatched to question them. Tags drop off after 15 minutes, or when an individual crosses Zones. Hackers may also erase a tag with a Hacking roll using the Surveillance DC as the DC to remove it.

Example: Veranka and Trinka are going about their business of ferrying small packets of valuable commodities from Point A to Point B in a local Green Zone, and as such want to not stand out and be noticed and tagged by automated surveillance systems. They have Stealth skills of +12 (Veranka) and +16 (Trinka). They plan out their delivery route as follows: They dress appropriately (-5 to the DC), map out traffic flow patterns for maximum density (-8 DC) and pick streets without significant businesses (-5 DC). Their final DC is 40-18= 22. The Game Master informs them that they will need 40 in the clear minutes to complete their deliveries. Veranka's player rolls, 15, 12, 9, 16, and 19 for totals of 27 (10 minutes), 24 (5 minutes), 21 (failure, 1 tag applied), 28 (10 minutes), and 32 (15 minutes) - she's in the clear! Trinka's player rolls 11 (5 minutes), 15 (10 minutes), 5 (failure, 1st tag applied), 4 (failure, 2nd tag applied), 16 (10 minutes), 13 (10 minutes) and 2 (failure; 3rd tag applied). Trinka had better hope that her false identity is in order!

COMMAND LINE PAINT PATTERNS

As facial recognition technology became more and more refined and omnipresent, privacy-minded individuals looked for new way to evade it. One of the most prevalent methods available is the use of Command Line Paint Patterns in the form of make-up, nano-active facial tattooing, masks, tribal-style war pint, and other, similar applications.

STEALTH PATTERN CAMO

This simple camo pattern can be applied by hand and incorporates square and rectangular pixellike areas around the eyes and corner of the mouth. This basic pattern tricks the facial recognition systems, reducing their ability to identify person's specific identity by -5. These techniques are usually the first tricks rookie 'painters' learn. Though illegal in most jurisdictions, Stealth patterning is omnipresent, by those who want a bit of privacy back. Except in the highest security installations, police tend to ignore civilians wearing stealth patterning, though someone acting suspiciously while wearing the design is almost certain to be stopped and questioned. A specialized paint set is required which costs 50 cryptodollars and is good for 10 uses.

- **Craft (visual Arts) or Craft (command line painting) DC 10**

More advanced and elaborate patterns exist, and are designed by computer to actually override facial recognition systems to produce other effects. In addition to a Craft check at the listed DC to actually apply the pattern, a Knowledge (command line patterns) check must be made at the same DC to find a current pattern. Security experts patch system holes regularly, and 'painters' constantly refine their designs to keep one step ahead of ever evolving security. Once a successful Knowledge check is made, the design will remain current for 1d6-1 days, before a variant pattern must be found. Outdated patterns are useless and have no effect.

To the unaided human eye, these commands are meaningless bar-code like patterns, areas of color and random fractal designs. Determining exactly what a particular Command Line Pattern just by visual inspection is impossible, it requires a specialized scanner's assistance.

None of these patterns adjust a wearer's TAP to broadcast a different identity to casual surveillance that scans crowds to display target advertising and the like; to spoof that, you must load an Evil Twin (a stolen identity profile). Likewise, none of these patterns will affect a background check or identity interrogatory form law enforcement or other security devices; to spoof that requires a Hacker-created false identity.

DEBUG / SYSTEM INVISIBILITY PATTERNING

This pattern uses uniquely-compounded makeup to produce a hacked version of a common debug command used by repair personnel. The wearer's image will not appear on camera, and his or her voice cannot be recorded by a linked audio system which recognizes this pattern, for a period of 1 hour (the time it takes the makeup to degrade). In addition to use by criminals, this Command Line Pattern is often used by celebrities to evade paparazzi.

The specialized materials for this pattern cost 5,000 cryptodollars.

- **Craft (visual Arts) or Craft (command line painting) Check DC: 30**
- **Knowledge (command line patterns) Check DC: 21**

GUILT / HESITANCE PATTERNING

Unlike other Command Line Patterns, this design is designed to provoke a distracting emotional response in human viewers. Designed by psychologist AI after study of the pattern recognition portion of the human brain, this pattern makes even well trained, disciplined soldiers hesitate before pulling the trigger.

Any sentient biological humanoid within 30 ft. who can clearly see this pattern loses the benefit of the Quick Draw and Rapid Reload feat for as long as the character with this pattern displayed remains visible and for 1d4 rounds afterward. Androids must make a Will save at DC 20 to avoid the effect, and purely machine intelligences are unaffected.

The specialized materials for this pattern cost 2500 cryptodollars and last for 1 hour before degrading.

- **Craft (visual Arts) or Craft (command line painting) Check DC: 22**
- **Knowledge (command line patterns) Check DC: 18**

INTIMIDATION PATTERNING

Unlike other Command Line Patterns, this design is intended to 'hack' a humanoid consciousness. This pattern attacks the pattern recognition portion of the brain with symbolism that induces stress and fear. This pattern is often used by prison guards, SWAT and Special Forces team members and riot police, and is often applied to riot shields and body armor as well as to the faces of soldiers.

A character wearing this pattern receives a +2 equipment bonus on Intimidate checks made against biological sentient humanoids. Androids and machine intelligences are immune to this effect.

The specialized materials for this pattern cost 500 cryptodollars and last for 4 hours before degrading.

- **Craft (visual Arts) or Craft (command line painting) Check DC: 22**
- **Knowledge (command line patterns) Check DC: 16**

IMAGE OVERRIDE PATTERNING

This pattern accesses the security camera's onboard memory, and overlays an innocuous image over the wearer's real face. To the watch-AI and anyone seeing the characters image on video, the wearer's real facial features are obscured behind an illusion of another person of similar race, gender and size. The wearer's clothing and equipment are not disguised, just his physical appearance. The Knowledge check given is for an image of an average, non-threatening random person. If the wearer wants to find a stored image of a specific person (such as a person cleared to be in the area, or a famous celebrity) increase the Knowledge check DC by +10.

The specialized materials for this pattern cost 1500 cryptodollars (2500 for a specific person) and last for 1d6 hours before degrading.

- **Craft (visual Arts) or Craft (command line painting) Check DC: 28**
- **Research Check DC: 24**

REBOOT PATTERNING

This pattern forces all security cameras recognizing it within a 60 ft. radius to reboot for one round. If the wearer remains in the area for long periods to time, the security cameras in shutdown and reboot endlessly. Note that the user is easy to track through the trail of reboot error logs he leaves behind.

The specialized materials for this pattern cost 5000 cryptodollars and last for 1 hour before degrading.

- **Craft (visual Arts) or Craft (command line painting) Check DC: 20**
- **Knowledge (command line patterns) Check DC: 18**

MASKS

Any of the Command Line Painting options listed above may be painted onto a physical mask or applied to a vehicle's surface, as opposed to directly onto the wearer's face. The effects are identical, but the patterns are easier to exchange and swap out as needed, and multiple masks may be carried, allowing a wearer to prepare for several eventualities, or have more than one appearance ready to swap to in order to help evade pursuit.

As with Stealth Patterning above, so many individuals wear masks as a fashion accessory, that law enforcement simply ignores the practice unless the wearer is doing something else suspicious. Physical masks provide an additional -5 penalty to facial recognition scanners that stacks with the Stealth Pattern. The costs to apply patterns to a physical mask are identical to those for application to a person. Masks may be donned or removed as a move equivalent action that provokes attacks of opportunity.

Vehicles may also benefit from the Debug/System Invisibility, Image Override, and Reboot Patterning (use of Debug/System Invisibility or Reboot Patterning on a vehicle in most roadways is a Class 2 Felony owing to the dangers presented to other drivers and vehicles). The cost and time to apply a pattern to a vehicle is multiplied by 5 and requires a vehicle painting tool kit which costs an additional 500 cryptodollars. Vehicular masks must be washed off, taking 2d6 minutes.

VEHICLE COMBAT

Much of the game takes place on foot, with characters stalking the streets or infiltrating buildings to take care of business. It's a big world though, and to get where you're going, you'll need a vehicle. Whether you travel by land, sea, or air, there's a wide variety of transportation to get you where you need to go. Sometimes that's where the fight happens. An aerial dogfight, car chase, or gun-blazing water battle provides a whole new level of action. The rules provided here are intended to allow for cinematic, fast-paced battles. Don't forget to bring your gearhead.

DRIVERS

A vehicle is a special movable object that requires two things to keep it moving—a driver and a method of propulsion. A driver is a creature with an Intelligence score of 3 or more who is physically able to use the vehicle's driving mechanism. In other words, the creature needs to be the correct size and have the correct anatomy to use whatever tool is used to drive the vehicle. Sometimes a driving mechanism may have its own requirements for use. The driver uses that mechanism and her skill (or her Dexterity) to control the vehicle. Without a driver, a vehicle will not move or will continue moving in a straight line, depending on the vehicle's state when it becomes driverless. A creature must be the size of a vehicle or smaller in order to drive it.

OCCUPANTS

Drivers, riders, any crew, and creatures that serve as propulsion for a vehicle are all considered occupants. All occupants except for crew members and creatures used for propulsion can take actions and threaten areas as regular creatures. Crew members can take no actions nor threaten areas—their actions and concentration are all consumed by the act of providing propulsion or upkeep for the vehicle.

PROPULSION

Every vehicle has a method of propulsion, whether its wheels, tracks, hover inductors, jet turbines, or solid fuel rockets. The method of propulsion typically affects the speed and maneuverability of a vehicle and the environment that it is designed to operate in. The motive power systems that drive these systems are assumed to be internal combustion based unless listed otherwise, or obvious through description, such as in the case of a hang glider.

TABLE 3:16: VEHICLE SIZE BY SQUARES

VEHICLE SQUARES	VEHICLE SIZE
2–6 squares	Large vehicle
7–12 squares	Huge vehicle
13–20 squares	Gargantuan vehicle
21+	Colossal vehicle

DRIVING CHECKS

Vehicles that are designed to primarily move on or under the surface of the earth or water utilize the Drive skill. Vehicles that are designed to operate in the air, or in space, utilize the Pilot skill. Aircraft taxiing use the better of their pilot's Drive or Pilot skill. Using a TAP to assist with operating a vehicle grants the operator a +2 to their Drive or Pilot skill checks.

VEHICLE SIZE AND SPACE

Vehicles have sizes and spaces different from creature sizes and spaces. Many vehicles are long and thin rather than taking up a space of an equal number of squares per side like creatures do. A sedan, for instance, may take up a 10-by-10-foot square, or may be 10 feet wide and 15 feet or more long. Often one of the shorter sides of the vehicle serves as a vehicle's forward facing.

Size Conversion: Often it is important to know the size category of a vehicle. See below to determine the size of a vehicle based on the number of squares it occupies.

Driving Space: At least one 5-foot-by-5-foot square on each vehicle must be designated as its driving space—often such an area encompasses multiple squares, or, in the case of small vehicles such as bikes, it may encompass the entirety of the vehicle's space. In order to drive a vehicle, an intelligent creature must be within at least one square of the driving space and able to manipulate its driving device. The typical sizes and locations of driving spaces are detailed in the individual vehicle descriptions.

VEHICLE FACING AND MOVEMENT

Vehicles do not move like creatures, even when they use creatures as propulsion. They tend to move in the direction of their forward facing, and do so quickly.

Facing: Unlike creatures, most vehicles have a forward facing. The facing of the vehicle determines its best path of propulsion. Vehicles are very good at moving in the direction of their forward facing, but it takes time and skill to move them in other directions. A high-performance bike moves forward quickly and with ease, but turning a corner requires proper timing. A jet propelled by afterburner turbofans can take a great deal of effort to stop, especially

once it has reached top speed. Vehicle facing represents the effect of inertia on vehicles.

When driven correctly, vehicles can move straight ahead, diagonally, or a mix of both within the same movement. Skilled drivers can make a vehicle zigzag in a forward direction with ease.

Movement: Vehicles have a maximum speed and an acceleration listing. The speed is the fastest rate the vehicle can travel. A vehicle cannot start at its maximum speed. Each round, the driver can attempt to accelerate the vehicle or decelerate it by a rate equal to its acceleration (see Driving Vehicles below). The rate at which a vehicle is currently moving is called its current speed.

The maximum speed for each vehicle is an approximation, designed to provide a frame of reference for interactions between vehicles and their environment. It's not a reflection of actual speed, nor is it intended to be, particularly with respect to high-speed vehicles like fighter jets, or spacecraft.

DRIVING VEHICLES

Controlling a vehicle takes common sense, awareness, intuition, and often some amount of skill in its method of propulsion.

Driving Actions: A driver can, at the start of her turn, before taking any other action, take any of the following actions (except the "uncontrolled" action) to control a vehicle. If the driver does not take an action, takes another action, or delays or readies an action, she loses control of the vehicle and the vehicle takes the "uncontrolled" action.

- *Accelerate (standard action):* With a successful driving check, the vehicle's current speed increases up to its acceleration (in 5-foot increments; minimum 5 feet), but no higher than its maximum speed. The vehicle can move forward or forward diagonally. In other words, each time a vehicle enters a new 5-foot square, it can choose any of its forward-facing squares—the ones directly in front or either of the squares directly forward and diagonal. This allows the vehicle to swerve. A driver who fails her driving check can only move into squares directly in front of the vehicle's forward facing.
- *Decelerate (standard action):* With a successful driving check, the vehicle's current speed decreases by a rate up to its acceleration (in 5-foot increments; minimum 5 feet). On a failed check, the vehicle does not decelerate. Either way, the vehicle can move forward diagonally. If deceleration reduces a vehicle's speed to 0, some amount of inertia will continue to move the vehicle forward. The vehicle moves forward (either directly forward or forward diagonally) 1d4 × 5 feet before

OPTIONAL RULE: WIDE TURNS

The rules for turning a vehicle are a simple way of getting vehicles to turn on a grid, but when a vehicle turns, it doesn't do so sharply; vehicles rarely make turns evenly. If this simple system involves too much abstraction, you can have vehicles make wide turns.

Have the driver make a driving check as usual. If she succeeds at the check, she can turn the vehicle. When a vehicle makes a turn, it has a chance to make a vehicular overrun or ramming maneuver on any creature within the turning area, which is a square with sides equal to the vehicle's length, with one vertex touching the front facing of the vehicle on the side opposite to the direction of the turn. In other words, put the square with one side running along the vehicle's front, perpendicular to its forward facing, and another running the direction of its current forward facing. Place the square so its far corner is within the desired destination of the vehicle. If the turn is successful, the vehicle ends this movement in that area, facing toward the direction of the turn.

The vehicle then makes either vehicular overruns or vehicular bull rushes (if the driver makes the required swift action) on all creatures and objects within the square that are smaller than it, and makes ramming maneuvers on all creatures and objects that are larger than it, including solid objects. It takes a –10 penalty on the vehicular bull rush and vehicular overrun maneuvers. The driver can choose to make these in any order she likes. She makes them one at a time (even after the vehicle is wrecked or comes to a sudden stop), and all effects are cumulative. If the vehicle is wrecked or comes to a sudden stop, the GM decides the final resting location within the turning area, picking the most plausible location given the effects.

For instance, if the square has two objects larger than the vehicle and three creatures smaller than it, and the driver decides to make the ramming maneuver on the objects first, and then is wrecked during the ramming maneuver on the second object, the vehicle still makes the vehicular overruns on the other two creatures. It ends in a location of the GM's choosing.

coming to a complete stop. Having the Expert Driver feat reduces this distance by 10 feet (minimum 0 feet).
- *Keep It Going (move action):* With a successful driving check, the driver can move the vehicle forward on its current facing at its current speed, and it can move forward diagonally. Failing the check keeps the speed

constant, but you cannot move the vehicle forward diagonally.

- *Reverse (standard action):* A vehicle may only be moved in reverse if it is at a full stop (movement of 0 feet). On a successful driving check, a vehicle can move backward at half its acceleration, moving either directly backward (the reverse of its forward facing) or backward diagonally. On a failed check, it does not move backward.
- *Turn (standard action):* The driver takes this action to turn a vehicle's forward facing 90 degrees. The vehicle moves its current speed. If a vehicle's current speed is twice its acceleration, the driving check DC increases by 5. If a vehicle's movement is three times its acceleration, the driving check DC increases by 10. If it is four or more times its acceleration, the DC increases by 20. With a successful driving check, the vehicle changes its facing either left or right by 90 degrees at any point during its movement. Do this by pivoting the vehicle so that the left rear or right rear side of the vehicle takes the place of the vehicle's former forward facing side. On a failed check, the vehicle does not turn, but can be moved forward diagonally during its movement.
- *Uncontrolled (no action):* When the driver does nothing or there is no driver, the vehicle is uncontrolled. An uncontrolled vehicle moves forward only (it cannot move forward diagonally). If a vehicle has muscle propulsion, it decelerates at a rate equal to its acceleration. If a vehicle is powered by an air current, water current, or some form of weird current, it slows by 10 feet. These decelerations are cumulative. If a vehicle does nothing, it cannot perform vehicular bull rushes, but can still perform a vehicular overrun or a ramming maneuver (see Vehicle Combat Maneuvers below).

Driving a Vehicle Outside of Combat: Since driving a vehicle outside of combat is easily accomplished by taking 10 on the skill check, driving checks are not normally needed. Almost every character can do it with relative ease; the DCs are given only to adjudicate special situations that may come up in your game.

Driving a Vehicle without the Proper Skill: If a driver lacks the proper skill to drive a vehicle, the driver can always make a Dexterity ability check instead of the appropriate skill check. The driver can even take 10 or gain the benefits of aid another when using Dexterity instead of the vehicle's normal driving skill.

Vehicle Crews: Some vehicles require a crew. A vehicle with a full crew complement is as easy to control as any other vehicle. A vehicle without a full crew complement, but with at least half its crew, increases all driving check DCs by 10. A vehicle needs at least half its crew complement in order to be driven at all. Crew members can take no action while the vehicle is in motion except to aid in that vehicle's movement. A crew member does not threaten an area.

VEHICLES IN COMBAT

A vehicle in combat can become a target for attacks and can affect combatants with special vehicular maneuvers. The following are the rules for how a vehicle acts in the combat round.

Initiative: A vehicle moves on its driver's initiative. If a driver delays or readies an action, the vehicle goes out of control, and does nothing except take the uncontrolled action until it stops or someone becomes its new driver.

Movement: At the start of the driver's turn, she makes a driving check to control the vehicle as detailed in the Driving Vehicles section. When doing so, she takes whatever action is required before doing anything else that turn.

Vehicles of Huge size and larger, including golemmechs, usually ignore difficult terrain due to rubble and foliage. All vehicles treat steep inclines as difficult terrain. Depending on the vehicle type and GM judgment, they may be affected by other difficult terrain types as well.

Vehicles and creatures that occupy vehicles can enter the spaces of other vehicles and creatures, though doing so usually provokes a vehicular overrun or ramming maneuver (see Vehicle Combat Maneuvers on page below). A vehicle can even end its turn in the space of a creature or another vehicle.

Threatening: Vehicles cannot threaten areas, but their non-crew occupants can. A character driving a vehicle still threatens the squares around her, though she may have limited options for attack depending on the requirements of the device used to drive the vehicle. Creatures used as propulsion do not threaten areas, and are treated as part of the vehicle for purposes of vehicular combat maneuvers.

Line of Sight and Cover: Vehicles typically grant their occupants partial cover (+2 to DS and +1 on Reflex saving throws) against those outside the vehicle, and may grant partial cover against opponents within the vehicles as well. Vehicles with more protection or internal chambers can offer greater cover and can even block line of sight.

Jumping On or Off a Vehicle: Jumping on a vehicle is a normal jump of its distance assuming the vehicle has a deck or handholds within the character's height from the ground. Increase the DC of the Athletics check by 5 for every 30 feet of the vehicle's current speed. If the jumping creature is on a moving vehicle, calculate the increase in the Athletics skill check DC by calculating the difference between the current speeds of the two vehicles. For every difference of 30 feet (round up), the DC increases by 5.

For example, jumping onto a vehicle with a current speed of 90 feet increases the DC by 15 if the jumper is not also on a moving vehicle. If the jumper is on a moving vehicle, and that vehicle is moving at the same current speed as the vehicle the jumper wants to jump to, there is no increase to the DC. If the difference between their speeds is less than 30 feet, the DC of the Athletics check increases by 5. If it's between 30 and 60, it increases by 10, and so on.

Jumping off a vehicle onto the ground is considered a fall, and treated as if the fall were an additional 10 feet farther for every 30 feet of the vehicle's movement for the purposes of determining damage. Acrobatics can be used to soften this fall.

Taking Control of a Vehicle: If a vehicle has no driver, any creature can take control of the vehicle as long as the creature is within the driving space of the vehicle and makes a driving check as a free action. The vehicle's driver can always give over control to another adjacent creature that is within the driving space of the vehicle as a free action. When a new creature becomes the driver, the vehicle moves on the new driver's turn, but not on the new driver's first turn after taking control of the vehicle.

If a character wants to take control of a vehicle from another forcefully, it must pull the driver off the controls as part of a grapple and take over the driving device as part of a pin. When a creature successfully pins a vehicle's driver, it can choose to end the grapple immediately. When it does, the creature moves the current driver 5 feet to any unoccupied space within the vehicle (this movement does not provoke attacks of opportunity) and becomes the vehicle's new driver.

If a character wishes to contest for control of a vehicle being driven by TAP interface alone, the normal rules for contested TAP actions apply.

Attacks against Vehicles: A vehicle has a Defense Score based on its size and any other defenses the vehicle has. To calculate the vehicle's actual Defense Score, add the

TABLE 3:17: AVERAGE VEHICLE DEFENSE SCORE AND CMB MODIFIER BY SIZE

NUMBER OF VEHICLE SQUARES	DEFENSE SCORE	CMB MODIFIER
Large vehicle	9	+1
Huge vehicle	8	+2
Gargantuan vehicle	6	+4
Colossal vehicle	2	+8

current driver's driving skill modifier (or Wisdom modifier, if it is using that ability to drive the vehicle) to the vehicle's base Defense Score. Touch attacks against a vehicle ignore its driver's driving skill or ability modifier; thus a vehicle's base Defense Score is its touch Defense Score. A vehicle is never considered flat-footed.

A vehicle has a base saving throw listed in its stat block. This determines its base Fortitude and Reflex saving throw. A vehicle is immune to effects that require a Will saving throw (though drivers, crew members, passengers, and creatures providing muscle propulsion typically are not). To determine the vehicle's actual Fortitude and Reflex saving throws, add half the driver's driving skill modifier (or half the driver's Wisdom modifier) to the vehicle's base saving throw.

Vehicles have hit points, but do not have ability scores, and are immune to ability score damage or drain. They are also immune to bleed damage.

Golemmechs are an exception to this rule, and do possess ability scores which can be damaged, and can suffer bleed damage in the form of lost hydraulic fluids and other injuries.

A vehicle that takes damage in excess of half its total hit points gains the broken condition. When a vehicle reaches 0 or fewer hit points, but has not yet reached negative hit points equal to the number of squares of its space, it is wrecked. When a vehicle reaches a negative number of hit points equal to the number of squares it takes up, it is destroyed (see Damaging a Vehicle below).

Unlike other objects, vehicles do not take half damage from energy attacks, but do take half damage from all ranged weapons except heavy weapons, weapons on the golemmech weapons table, rockets, and missiles.

When attacking a vehicle, you can potentially attack the vehicle's structure, occupant, propulsion, driving device, or conveyance (if any).

Attacking the Structure: This is an attack against the vehicle itself. If successful, the vehicle takes damage normally

Attacking an Occupant: This is a normal attack against an occupant creature. Occupants get partial cover or greater if the attack is coming from outside of the vehicle. Grappling the driver is one method for taking control of the vehicle. Some vehicles provide total cover and block line of sight to their occupants, making attacks against them impossible.

Attacking Propulsion: Propulsion often has its own set of statistics, while creatures propelling a vehicle use their own statistics. Other types of propulsion have hit points and hardness determined by multiplying the values listed in the Propulsion Devices sidebar by the vehicle's total number of squares of that type. Individual vehicle stat blocks also detail their propulsion.

Attacking the Crew: If a vehicle has a crew, and more than half of that crew is killed, dazed, stunned, or rendered unconscious, the vehicle can no longer be controlled. Some vehicles provide total cover and block line of sight to their crew, making direct attacks against them impossible.

Attacking the Driving Device: A driving device is its own object with its own statistics. When a driving device gains the broken condition or is disabled, all driving checks are increased by 10. When a driving device is destroyed, the vehicle can no longer be driven. Driving devices are typically objects with object immunities and resistances.

PROPULSION SYSTEMS

Squares of propulsion devices have their own statistics, separate from the vehicle. Use the following rules to determine those statistics.

Muscle: Vehicles using this propulsion system are either propelled by the driver's muscles (bicycles) ort pulled by the driver (rickshaw) or a draft animal (oxcart). Unlike other propulsion systems, the driver/operator/animal is attacked directly instead of being a separate system.

Internal Combustion Engine: Harvesting the power of a chemical fuel, whether hydrogen, hydrocarbon, or synthetic based, these engines are typically reinforced and difficult to destroy. They can be disabled, and are considered either difficult or extreme devices (Core Rulebook) based on the complexity of the device. This is the default assumption for vehicle motive power sources unless explicitly described otherwise.

Dirigible: Lighter-than-air alchemical gases can be harnessed to give a vehicle flight. Dirigibles are often easier to destroy than the vehicle they convey. Dirigibles have 5 hit points per square and no hardness. They take double the normal damage from acid, electricity, and fire attacks (multiply the damage roll by 2).

Electric Motor: Running off stored electrical power or energy garnered from solar cells, these engines are quiet and efficient, but lack the raw power of internal combustion versions. They can be disabled, and are considered either difficult or extreme devices (Core Rulebook) based on the complexity of the device. Electric motors take ½ damage from electricity.

TABLE 3:18: PROPULSION SYSTEMS

MATERIAL	HIT POINTS PER SQUARE	HARDNESS
Muscle	Special	Special
Internal Combustion	40	8
Dirigible	10	0
Electrical	30	8
Rocket	50	10
Military grade	×2	×2

Rocket Motor: Using fuel from liquid chemical reserves or solid fuel boosters, these engines are also reinforced and reliable. They can be disabled, and are considered extreme devices (Core Rulebook) based on the complexity of their systems.

DRIVING DEVICES

The following are some of the typical driving devices for vehicles, plus their usual Defense Score, hit points, and hardness. A broken driving device increases the driving check of the vehicle by 10. When a driving device is destroyed, a vehicle cannot be driven until the driving device is repaired.

Attacking Conveyance: An attack against wheels, rudders, or similar forms of conveyance takes a –10 penalty on the attack roll, but does maximum damage to the vehicle (no roll necessary). If the attack is a critical hit, it does damage as normal for a critical hit. Conveyances are typically objects with object immunities and resistances.

Criticals against Vehicles: If making a Critical Defense Check for a vehicle, use the following formula:
- Vehicle critical defense check bonus = vehicle's Hardness + driver's Dexterity modifier + bonuses.
- Using a TAP adds +2 to the roll. The appropriate Skilled Driver feat adds +4 to the roll. Vehicles possessing Hardened Armor may negate critical hits with a successful roll as appropriate for their level of Hardened Armor; this roll is made after the Critical Defense Check.

Vehicle Combat Maneuvers: Vehicles typically don't have attacks, though some can be fitted with weapons. A vehicle can make, and is often required to make, a vehicular bull rush, vehicular overrun, ramming maneuver, or other maneuver as part of its movement. Unlike creatures, a vehicle can enter the space of creatures or objects smaller than it, and when it does, it makes either a vehicular overrun or vehicular bull rush. When a vehicle hits a creature or a vehicle that is its size or larger, or it hits a solid object (a wall or structure that is immobile and has a hardness of 5 or more), it makes a ramming maneuver.

Bootleg Turn: Also known as a powerslide, this maneuver changes the vehicle's facing by 180 degrees while staying within the space of a two lane road. If successful, the vehicle moves a distance equal to its acceleration, reverses facing, shifts left or right a distance equal to the width of the vehicle, and comes to a complete stop. Performing this maneuver is a standard action. Treat a bootleg turn as a turn maneuver for purposes of the Drive skill check DC, including modifiers for the vehicle's current speed. On a failed Drive check, the vehicle decelerates as it continues to move diagonally in the direction of the turn but still makes a 180 turn in facing.

Herbst Maneuver: Also known as a J-turn (not to be confused with the automobile maneuver of the same name below), this maneuver increases the aircraft's altitude while decelerating and making a 180 degree change in facing. Treat this as a turn maneuver, but with a +5 to the maneuver's DC. On a successful Pilot skill check, the aircraft's altitude increases by its acceleration, its facing changes 180 degrees, it moves left or right a distance equal to its acceleration, and it decelerates during its turn to half its current speed. The aircraft cannot decelerate to 0 during this maneuver. On a failed check, the aircraft turns normally and gains the altitude mentioned.

High-G Barrel Roll: A last-ditch defensive maneuver, the pilot brakes and barrel rolls in an attempt to make a following opponent overshoot. Treat this as a deceleration maneuver with a +5 to the maneuver's DC. This maneuver can only be performed against an enemy aircraft that is behind and following your aircraft, traveling at a speed that would overtake you if you were not also moving. On a successful Pilot skill check, you perform a barrel roll while decelerating, and your opponent passes ahead of you, ending his turn on the map at a distance from you equal to his current speed minus your current speed.

J-Turn: Also known as a Rockford turn or a reverse 180, this maneuver starts with a vehicle moving in reverse, then spinning 180 degrees and continuing forward, without changing the direction of travel. Treat this as a turn maneuver, but with a +10 to the maneuver's DC. On a failed Drive skill check, the vehicle does a 90 degree turn, still in reverse, in a direction chosen by the driver before the check is made. If there is an obstacle in the vehicle's path, its movement ends there and it is considered a sudden stop.

Vehicular Overrun: Any time any part of a vehicle enters the space of a creature or vehicle smaller than it, the driver must make a vehicular overrun combat maneuver against the creature or vehicle. This may require the driver to make vehicular overrun checks against the same creature numerous times as new parts of the vehicle enter its square.

When performing a vehicular overrun, the driver uses the base CMB of the vehicle plus her driving skill modifier (or Dexterity modifier if she is using that ability to drive the vehicle) as the CMB of the vehicular overrun. If the driver

TABLE 3:19: DRIVING DEVICES

DRIVING DEVICE	DEFENSE SCORE	HIT POINTS	HARDNESS
Steering Wheel	10	10	5
Wheel	10	25	5
Throttle	12	15	5
Tread	12	25	10
Rudder	10	25	5
Military grade	—	×2	×2

has feats that improve her CMB when overrunning, like the Improved Overrun feat, she may also add those modifiers and benefits to the vehicular overrun. Like a normal overrun, this action provokes an attack of opportunity from the creature being overrun, unless the driver has the Improved Overrun feat. The creature being overrun can make this attack of opportunity on any part of the vehicle that is within reach.

When a vehicular overrun is attempted, the target of the overrun may choose to avoid the vehicle, allowing the vehicle to pass through its space without requiring a vehicular overrun maneuver check. The creature or vehicle cannot avoid a maneuver check if the driver has the Improved Overrun feat, the vehicle is two or more size categories larger than the target, or the target creature is confused, dazed, entangled, flat-footed, helpless, paralyzed, prone, or stunned. If the target does not avoid the vehicle, make the combat maneuver check as normal. If the maneuver is successful, the vehicle moves through the target's space, and the target of the overrun takes the damage listed in a vehicles' stat block, or the vehicle's ramming damage as detailed below, if none is given in the stat block.

If the driver's combat maneuver check exceeds the target's CMD by 5 or more, the target takes twice the vehicle's ramming damage. If the target is a creature, it is also knocked prone. If the target has more than two legs, it gets a +2 bonus to its CMD for each additional leg it has. Vehicles that are overrun are knocked prone if the opposing driver's combat maneuver check result exceeds the vehicle's CMD by 10 or more. A vehicle that is knocked prone makes a sudden stop (see Sudden Stops below).

It takes at least 5 full-round actions and a DC 25 Strength check from creatures adjacent to the vehicle to push a Large land or water vehicle up from being prone. For every size category that the vehicle is larger than size Large, increase the number of full-round actions by three and the Strength check DC by 5.

The driver of a prone air vehicle must succeed at a DC 25 Pilot check immediately to avoid falling.

A vehicle equipped with a ram deals +2d8 points of damage with a vehicular overrun.

Vehicular Bull Rush: As a swift action, taken when the driver takes all but the "uncontrolled" action while driving the vehicle, a driver can choose to substitute all or some of her vehicular overruns with vehicular bull rush maneuvers until the end of the vehicle's movement that turn. A vehicular bull rush pushes a creature or a vehicle away without doing harm. If the driver does not have the Improved Bull Rush feat or a similar ability, initiating a vehicular bull rush provokes an attack of opportunity from the creature being bull rushed with the vehicle.

If the bull rush is successful, the target of the bull rush is pushed 5 feet away from the vehicle. If you succeed at the check for the vehicular bull rush by 5 or more, you can deal the vehicle's ramming damage to the creature. For every 5 by which your attack exceeds your opponent's CMD, you push the target an additional 5 feet away. A creature being moved by a vehicular bull rush does not provoke attacks of opportunity, unless the driver possesses the Greater Bull Rush feat. You cannot bull rush a creature or vehicle into a square that is occupied by an object (including a vehicle). If there is another creature in the way of a bull rush, the driver must immediately make a combat maneuver check to bull rush that creature, taking a –4 penalty on this check for each creature being pushed beyond the first. If successful, the driver can continue to push the creature or vehicle a distance equal to the lesser result.

Ramming: Any time any part of a vehicle enters the space of a creature or vehicle of its size or larger, or the space of a solid sturdy object (like a wall or a building) no matter the size of that object, it makes a ramming maneuver against that creature or object. There is no maneuver check for a ramming maneuver; its effects happen automatically. When a vehicle makes a ramming maneuver against a creature or an object, the vehicle deals its ramming damage to the creature or object, and the vehicle takes half that damage. The base amount of damage that a ramming vehicle does and takes is determined by its size (see Vehicular Overrun above).

When a vehicle makes a ramming maneuver against a solid object, to determine how much damage both the solid object and the vehicle take, allow the vehicle to enter the solid object's space. The vehicle will only travel through that space if the damage is enough to destroy the solid object; in all other cases the vehicle takes the damage and then comes to a sudden stop directly in front of the solid object.

When a vehicle makes a ramming maneuver against a creature, a nonsolid object, or another vehicle, it can enter the space of the object or the creature, and even end its move within that space.

A vehicle other than a bike can have a ram or similar ramming device on it's forward facing; rams my not be mounted to a bike. If a vehicle has a ram, it ignores the damage for the first square it enters of a solid object, and all squares for other objects and creatures. A ram can be added to a Large vehicle for 1,500 cryptodollars gp, a Huge vehicle for 3,000 cryptodollars gp, a Gargantuan vehicle

TABLE 3:19: RAMMING DAMAGE BY SIZE

VEHICLE SIZE	DAMAGE
Large vehicle	2d8
Huge vehicle	4d8
Gargantuan vehicle	6d8
Colossal vehicle	8d8

TABLE 3:20: VEHICLE HIT POINTS BY MATERIAL

MATERIAL	HIT POINTS PER SQUARE	HARDNESS
Standard Metal	40	10
Heavy Metal	60	20
Military Grade	×2	×2

for 4,500 cryptodollars gp, and a Colossal vehicle for 6,000 cryptodollars.

A successful Reflex saving throw (DC 10 + 1 for every 10 feet of the speed the vehicle was moving when it hit the vehicle, structure, or creature) halves the damage and the creatures pulling it are not knocked prone.

Damaging a Vehicle: Vehicles have hit points and hardness based on their primary components. Most vehicles are made of metal, although there are rare exceptions. Military grade vehicles have reinforcements and redundant systems not found in civilian vehicles.

A vehicle has a total number of hit points equal to its base material hit point value times its vehicle's number of squares. When it is reduced to below half hit points, it becomes broken. When it reaches 0 hit points, it becomes wrecked. When it reaches negative hit points equal to its number of squares, it is destroyed—so damaged it cannot even be used for scrap material.

Broken: Vehicles, and sometimes their methods of propulsion, are objects, and like any other object, when they take damage in excess of half their hit points, they gain the broken condition. When a vehicle gains the broken condition, it takes a –2 penalty to its Defense Score, on saving throws, and on combat maneuver checks, and the DC to drive the vehicle increases by 2. If a vehicle or its means of propulsion becomes broken, both the maximum speed and the acceleration of the vehicle are halved until repaired. If the vehicle is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

Wrecked: A vehicle gains the wrecked condition if its hit points are reduced to 0 or fewer. A wrecked vehicle cannot be driven and gains the sinking condition (if in the water) or falls (if in the air). An air vehicle that begins to fall does so at a rate of half its maximum speed each round.

If a means of propulsion is reduced to 0 or fewer hit points, it does not gain the wrecked condition. It is instead destroyed.

Sinking: A water vehicle that is reduced to 0 or fewer hit points or a vehicle that is not seaworthy that is plunged into water gains the sinking condition. For a water vehicle, this condition ends when a vehicle is brought to 1 or more hit points, but other vehicles must be removed from the water. A sinking ship fully sinks and is destroyed 10 rounds after gaining the sinking condition. Each additional hit on a sinking ship reduces the remaining time for it to sink by 1 round. Alternatively, when a water vehicle is reduced to a negative number of hit points equal to its number of squares, it sinks immediately.

Destroyed: A vehicle is destroyed when it is reduced to a number of negative hit points equal to its number of squares. A destroyed vehicle cannot be repaired, and is nothing more than junk.

If a vehicle's means of propulsion is an object, it is destroyed when it reaches 0 hit points.

If either the means of propulsion or the vehicle is destroyed, it comes to a sudden stop if it is not stopped already. Water vehicles sink and drop to the bottom of the body of water. Air vehicles fall.

Sudden Stops: When a vehicle comes to a sudden stop—its movement is reduced to 0 in some way other than the driver using a drive action to slow the vehicle—both creatures and items on the vehicle are violently pushed toward the vehicle's forward facing a number of squares equal to 1/2 the vehicle's current speed before it came to the sudden stop. This movement does not provoke attacks of opportunity. At the end of this movement, creatures and objects take 1d6 points of damage, and creatures must succeed at a DC 20 Reflex saving throw or be knocked prone. If the movement pushes creatures or objects into solid objects, that creature or object takes an additional 1d6 points of damage for each 5-foot square the push was reduced by the solid object.

For instance, if a vehicle with a movement of 60 feet makes a sudden stop due to hitting a brick wall, its driver is thrown 30 feet toward the brick wall. If the brick wall was only 5 feet away from the driver at the point of impact, the driver moves forward 5 feet, hits the wall, and takes 5d6 points of damage. She then takes the original 1d6 points of damage, after which she makes a Reflex saving throw to see if she falls prone for the sudden stop.

Repairing a Vehicle: Craft (ground vehicle), Craft (air vehicle), Craft (water vehicle), or Craft (space vehicle) are the skills typically used to repair damage to vehicles. Depending on the nature of the damage, such skills like Craft (cybernetics), Craft (electronics), Knowledge (engineering), and even various professions can be used to repair vehicles, if the GM approves. In general, a day's worth of work by a single person using the appropriate skill to repair a vehicle requires 100 cryptodollars of raw material and a DC 10 skill check, and repairs 10 points of damage on a success, or 5 hit points on a failure.

MALMART CATALOG

It's wild and crazy world out there, omae. To survive it, you're going to need the best toys Cryptodollars can buy. Whether you want the fastest new cars, the deadliest weapons, or cutting-edge chrome, Malmart's got you covered! So take a look at what we have to offer. We have the best prices in the 'plex, guaranteed!

THE BLACK MARKET

All weapons of Military Tier and above, and a number of Corporate Tiered weapons are illegal for private citizens to own (much less carry) in most countries with a passing semblance of a central government. Some locations may permit ownership (but not carry) for private citizens with no criminal record if they jump through more hoops than a caged tiger at the circus, which, of course, means that they're for sale on the Black Market, because no one is going to let a thing like that stop them from making a profit.

Black market weapons cost 25% less than the final price for a weapon of the Tier desired, but come with some baggage. They're usually stolen, or at the very least, illicitly acquired, so if you're caught with one in your possession, expect the Felony grade of any crime you get charged with to go up by one (even if you don't pull the trigger). In addition to that, they're normally Stripped (see below) to prevent the weapon sending out a signal announcing its location to its former (presumably rightful) owners. And finally, they're frequently in ill-repair, used, or otherwise not in top shape and have a 50% chance to suffer an increased miss-chance of +1 (so they will automatically miss on a 1-2 where a normal weapon of the type will miss on a 1).

Correcting the repair issues will take a Character with Craft (gunsmith) and cost 10% of the weapon's normal cost to correct. Time is figured as per the Pathfinder Core Rules crafting system, substituting 1 crypto per gold piece. See below for the costs to correct the Stripped Condition.

MILITARY-ISSUE ITEMS

Military-Issue (not just Military Tier) vehicles, heavy weapons, and other equipment are not assigned prices as they're not the sort of thing that you can run down to the Cryptodollar General and buy. Or even the Cryptodollar Black Market General. Instead, they are available at the price the market will bear, and this is a very, very heavy price. Game Master's should make this sort of gear available sparingly, perhaps as the whole point of an adventure, and not just list prices and let characters go shopping for it.

STANDARD ISSUE FUNCTIONS

All firearms and every other item of gear where it would make sense or be useful, come with a TAP interface as standard issue. This allows interfacing with an Integrated Battle Information System (IBIS; see Augments in the cybernetic section), ammunition tracking, power consumption tracking, remote viewing and even operation in some cases, and, of course, the ubiquitous Global Datanet connection that sends information back to the manufacturer, the unit armorer, and anyone else that has a reason to receive updates from the weapon - or has hacked it and added themselves to the list.

Standard Issue Functions include, but are not limited to:
- TAP-enabled safety that prevents anyone not authorized from firing a weapon, and prevents it from firing at the owner or other authorized individuals.
- IBIS System connectivity if the IBIS System is installed.
- Power consumption tracking and estimated battery life.
- Various usage statistics displayable as graphics including such things as Estimated Service Life, Rounds Before Required Barrel Change, Inventory Displays, Playlists, Automatic Component Reordering (ammunition, spare parts), Automatic Contents Tracking and Ordering (refrigerators, coolers, and so on), and more.

Items with Standard Issue Functions enabled are subject to being hacked and suborned. See the Hacking rules for more on this, as well as guidelines for disabling functions.

STRIPPED GEAR

Gear with the Stripped Condition lacks all TAP and Global Datanet connectivity. It cannot interface with IBIS Systems, and cannot receive any bonus from a system or effect that requires such connectivity. It has no Standard Issue Functions enabled, or that can be enabled without repair work. On the up-side, it can't be hacked or suborned either, so it's not a total wash.

Correcting the Stripped Condition is a process that requires a character with the Craft (gunsmith) or Craft (electronics) skills and will cost 10% of the weapon's normal cost to correct. Time is figured as per the Pathfinder Core Rules crafting system, substituting 1 cryptodollar per gold piece.

MASTERWORK ITEMS

Masterwork items cost an additional 20% of the item's base cost after all modifications for enhancements, Tiers,

and other factors. Gutter Tier items may not be Masterwork, and a Masterwork item reduced to Gutter Tier loses any Masterwork bonus until repaired to at least Civilian Tier. Cyberware, by definition, is already Masterwork and does not receive any additional bonuses for that status.

CORPORATIONS

Malmart is proud to bring you info on the suppliers for each of our product lines. Some produce nearly everything, such as Urban Punk, while others focus on specific products. In this section, you'll find the descriptions of a few of the more powerful manufacturers.

ACT OF GOD ARMAMENTS
"Peace Through Overwhelming Firepower."

For over thirty years, Act of God Armaments has been on the razor's edge of personal weapons and advanced weapon platform development. AGA's line of personal power armor suits represents their dedication to pushing the envelope when it comes to battlefield technology. AGA weaponry is Overwhelming Firepower, with the pinnacle of perfection being the Mjolnir AM Rifle.

BLACK KNIGHT INDUSTRIES
"Innovation Squared."

Based out of Flint, Michigan, Black Knight Industries is the GLU's premier weapons developer. For years, Black Knight has been at the forefront of personal weapons development. As of Q4 of 2089 Black Knight has been focused on providing cutting edge armors for today's independent contractor. Black Knight provides versatile armor, built to order. Built over the Mythralloy chain, with heavier plating, Black Knight armors have a real "old school" feel to them.

BOMBS ON BROADWAY™
"Bulletproof Elegance"

The BombBabes and BombBoys know who Bombs on Broadway is; now Malmart is bringing you the most elegant armored clothing in the world. From the red carpet to the after parties, Bombs on Broadway™ delivers on target every time.

CHERRY AUTOMOTIVE
"Want to impress? Put a Cherry on top."

Luxury is our goal. With authentic leather and REAL wood details, mixed with precious metals, and the finest craftsmanship, Cherry Automotive knows Luxury.

COMBAT ENGINEERING SYSTEMS
"When it absolutely, positively needs to be destroyed by nine A.M."

CES has everything you need for demolition work. Explosives, blasting caps, shaping heads, etc. CES's quality is known worldover by every military, secfirm, and militia. Closed systems provide tamper-resistant demo charges. So when you need it gone, we're there for you!

EXECUTIVE DECISION
"Executive Level Protection"

This year, we are pleased to present the newest from Executive Decision's line of ballistic business suits! Utilizing the best Nano strengthened synthetics, Executive Decision is often imitated, never duplicated, but always seen in the office. From the cubicle to the board room, Executive Decision is a decision worth making.

HOSTILE MERGER
"Setting the trends in corporate protection clothing for over 50 years."

For over fifty years, Hostile Merger has brought you the best in corporate protection clothing. At Hostile Merger, we understand the need to balance style with personal defense.

MARSWORKS ENGINEERING
"Heavy Armor, Deadly Defense"

Marsworks Engineering is the preeminent North American supplier for military vehicles; tanks, hover tanks and jet aircraft. Marsworks developed their innovative armors during the race to Mars, rugged, and functional. Marsworks believes in redundant systems and a solid defense. Expect nothing less.

MISAWA, MEYERS, AND MORGAN RESEARCH AND DEVELOPMENT
"Superior Results from Superior Research"

Not everyone knows the name of Misawa, Meyers and Morgan, but nearly every piece of advanced equipment uses some technology based upon M3's work. M3 researchers are constantly making breakthroughs in science, chemistry, biology, and weapons technology.

PRIVATE DICK FUTURE NOIR WEAR
"Don't Just Be a Dick, Be a Private Dick"

Hey Buddy, c'mere. Private Dick, the new line from Wasteland Traders, wear for the Urban Waste. If Noir is your game, then you need some Private Dick. Featuring all the classic clothing lines, manufactured with today's ballistic rated weaves. Next time a tall drink of water walks into your office, you need to be decked out in Future Noir because nothing says "dick," like Private Dick.

SENTINEL ROCK CORPORATION
"Rock 'n Roll Gyroscopically."

Sentinel Rock Corporation is pleased to present our newest line of personal and corporate weapons! Sentinel Rock's most prestigious weaponry is their line of gyroc pistols and rifles. Explosives being their expertise, they of

course are the leading manufacturers of rocket launchers and ground-to-air missile systems.

SYNTHSYSTEMS
"The Leader in Hyper Entertainment"

SynthSystems brings you the absolute best in entertainment. No other MegaConglom can compete with SynthSystems. If entertainment drives the world, then the TAP is the car. Synth-Systems brings you entertainment in all forms. Hyper Concert Console, HyperReality Role-playing Games, HyperReality First Person Shooters, and the Holo Friend are all top sellers in the HyperAge!! "Come play with us!"

RAVENLOCKE SECURITIES
"Effective Law Enforcement at Competitive Prices."

At Ravenlocke Securities, they recognize that felons are people too, and as such they are afforded certain rights under the law (subject to change pending passage of the Turner Network Corporate Defense Act). To ensure they survive to be brought to justice, Ravenlocke Industries continues to be the leader in the field of nonlethal weaponry. Our 2090 line of security gear represents years of development and testing in penal colonies both on and off-planet!

SHOGUN OUTFITTERS
"Perfection, quantified"

Japanese ingenuity at Malmart prices. Imported directly from the Techno Shogunate of Japan; the finest weapons, and armors, created by true artisans.

URBAN PUNK
"Bringing Style to the Streets."

Just jumped in to your gang and need to get hooked up with their colors? Lookin' to outfit your set with the newest trends in gangland fashion? Urban Punk has the scan on the streetware you'll need to set yourself apart from the pack. Urban Punk knows it's not just about superior ballistic armor, it's also about style. Who cares if your jacket can stop a bullet if you look like a last-week-scuzzer in the process? The chicas and bubble babes won't care. So do yourself a favor, tomo; check out our data feed or cruise down to one of our local Malmart outlets and hook yourself up with the latest flavor in street fashion. So don't just look like a punk, come correct with Urban Punk!

WASTELAND TRADERS
"We bring quality goods to the wastelands so you don't have to."

Planning your next run into the wastes? Don't leave your CribSec without the weapons you'll need to survive the trip! Wasteland Traders understands the dangers of life in the tox-zones and badlands. More importantly, they know what it takes to survive in a world where bio-horrors abound and the only law is kill or be killed. Wasteland Traders weapons are built to last, and employ solar-powered energy cells so you don't have to worry about running out of juice!

ARMOR

For most people, the idea of walking down the street without some form of protection is as good as committing suicide. There are too many predators on the streets who are more than willing to end you just so they can take your stuff. We at Malmart are dedicated to bringing you **State Of The Art** protection at affordable prices. So look through our catalog and grab the armor you need. Don't be caught in the crossfire of a gang fight without protection!

STANDARD ARMOR OPTIONS

Optional additions to armor to add different defensive capabilities. Military-grade armor (armors with a DR of 8 or higher) may accept any or all of these extras (only one level of hardening per suit), while other kinds of armors may accept a maximum of one upgrade.

Note: while lasers do fire damage, the concentrated nature of the beam requires special manufacturing to defeat, thus LazOff does not defend against non-laser fire damage, and Chill does not defend against laser damage.

- **Insul8:** Provides Electricity Resistance equal to DR
- **LazOff:** Provides Laser Resistance equal to DR
- **NullSound:** Provides Sonic Resistance equal to DR
- **Chill:** Provides Fire Resistance equal to DR
- **Hardened (light):** Provides light fortification, granting a 25% chance to negate critical hits and precision damage attacks such as sneak attacks.
- **Hardened (medium):** Provides medium fortification, granting a 50% chance to negate critical hits and precision damage attacks such as sneak attacks.
- **Hardened (heavy):** Provides heavy fortification, granting a 75% chance to negate critical hits and precision damage attacks such as sneak attacks.
- **StunBlok:** Provides a +5 to saves versus Stun Weapon effects.
- **Full Environmental:** Suits with full environmental are equipped with sensors to detect pollutants and vacuum conditions and automatically activate. The system includes CO_2 scrubbers to purify the oxygen supply, and temperature regulation. Sealed suit provides immunity to toxins as long as it remains intact. An attack resulting in damage to the wearer from a ballistic, slashing, or piercing attack will breach the suit. Life support duration is 2 hours; exchanging life support packs is a full round action that provokes attacks of opportunity. This armor option may only be added to military or exotic armors.

ARMOR

ARMOR

NONSTANDARD ARMOR OPTIONS

Many armors have nonstandard options build into the, such as concealed holsters and other features. These are listed with the specific armor and are not options available to install on other armors.

ARMOR DESCRIPTIONS

BLACK KNIGHT GHOST SUIT

Black Knight's answer to the Shinobi Infiltrator suit. Introduced in 2089, this suit utilizes a Chameleon Cloaking Suite which includes a high end processor program, tasked with using thousands of NanoCams and then translating that through the armor GhostCoat™ Light Emitting Nanite system to recreate their surroundings on the armor itself. The system includes aerosol heat dampers and noise canceling system, rendering the Ghost nearly invisible to visual detection. The noise canceling system assists in movement while stealthed. This armor covers the entire body.

- **GhostCoat Stealth System:** The ghost suit can change color to match the surrounding environment. Against visual detection methods, the wearer adds a +10 circumstance bonus to their Stealth. The Stealth bonus does not apply to UV and motion detection equipment. This option may not be added to other suits of armor.

BLACK KNIGHT GOLEMMECH COMBAT SURVIVAL SUIT

Black Knight golemmech jockeys are nearly as valuable as the golemmechs themselves. Protect your investment by providing your pilots with a Golemmech Combat suit. Designed specifically for exposed cockpit golemmechs. This armor covers the entire body.

- **Full Environmental**

BLACK KNIGHT RONIN BODY ARMOR

Based off the design traditional Japanese samurai armor, Black Knight updates the materials and construction of

HARDENED ARMOR

Some suits of military grade armor (DR of 8 or higher) are hardened, which grants thenm the effect of the fortification special armor quality. This acts in concert with the Critical Defense Check, coming into play if the armor check fails, as well as negating bonus damage from precision damage attacks such as sneak attacks. Suits possessing this quality will list it, and the level of protection it provides.

the armor to their usual high standards, providing a full suit of protective armor suited for the samurai that guard your corporation's most valuable personnel and secrets. This armor covers the entire body.

- **Hardened (light)**

BLACK KNIGHT INDUSTRIES KITE SHIELD

The Black Knight Kite Shield is made from heavy plates of CeraMite™. Designed to be attached directly to a suit of Black Knight Body Armor, it can be worn without one using special straps (included). The shield folds down into a compact block on the arm, popping open with a command from the TAP. Deploying the shield is a move-equivalent action that does not provoke an attack of opportunity.

BOMBS ON BROADWAY™ FORMAL WEAR

Bombs on Broadway™ brings you the ultimate in luxury formal wear. Utilizing the patented NanoWeave technology, Bombs on Broadway is able to provide formal wear in hundreds of styles, colors and of course patterns. Many of our formal dresses contain HoloTags, our most popular being angel wings, devil tails and of course FIRE!

A variety of options available from tuxedos, full length gowns, and casual evening wear. Standard models cover torso, arms, and legs, but some models vary.

BLACK KNIGHT GHOST SUIT

BOMBS ON BROADWAY™ FORMAL WEAR

FIRE HOLOTAG

DEVIL TAIL HOLOTAG

BLACK KNIGHT RONIN BODY ARMOR

HERALDIC HYPERTAG

TABLE 4.1: ARMOR

TYPE (PERSONAL)	PROFICENCY	ENTRY TIER	DR	MAX DEX	ARMOR CHECK	SPEED	WEIGHT	COST
BKI Ghost Suit	Martial	Corporate	DR 4	+6	−2	30	15	19,500
BKI Golemmech Combat Survival Suit	Martial	Military	DR 4	+6	−2	30	15	6,500
BKI Ronin Body Armor	Martial	Corporate	DR 8	+0	−6	25	32	10,000
BOB Armored Cape	Simple	Civilian	DR 1	+10	Special	30	3	1,500+
BOB Formal Wear	Simple	Civilian	DR 4	+6	−2	30	5	2,500+
ED Business Suit	Simple	Corporate	DR 4	+6	−2	30	4	5,000
ED Combat Vest	Simple	Corporate	DR 4	+6	−2	30	4	3,000
ED Entourage Suit	Simple	Civilian	DR 6	+4	−2	30	5	8,000
ED UnderArmor	Martial	Corporate	DR 1	+8	Special	30	1	1,500
PD Future Noir Wear	Simple	Civilian	DR 6	+4	−5	30	8	6,000
PD Urban Trench Coat	Simple	Civilian	DR 4	+6	−2	30	8	4,000
Peregrine Wingsuit	Exotic	Military	DR 2	+8	0	25	5	4,000
RS Beachhead First Responder Armor	Martial	Corporate	DR 8	+1	−6	25	20	12,000
RS Bulwark Crowd Control Armor	Exotic	Corporate	DR 12	+0	−7	20/24	20	30,000
RS Justified Response Assault Armor	Exotic	Corporate	DR 12	+0	−7	20	15	40,000
RS Raptor SpecOps Suit	Exotic	Military	DR 10	+1	−6	20	20	55,000
RW Reinforced Biker Jacket	Simple	Gutter	DR 6	+4	−5	30	8	1,000
SO Shinryu Impact Suit	Martial	Corporate	DR 6	+4	−5	30	5	6,000
SO Shinobi Infiltration Suit	Martial	Corporate	DR 4	+6	−2	30	2	6,000
UP Balaklava	Simple	Gutter	DR 1	+10	0	30	--	500
UP Combat Jacket	Simple	Civilian	DR 4	+6	−2	30	8	2,000
UP Gecko Suit	Martial	Corporate	DR 4	+6	−2	30	8	3,500
UP Hoodyz	Simple	Gutter	DR 2	+8	0	30	6	1,000
UP Street Soldier Combat Thredz	Simple	Gutter	DR 2	+8	0	30	8	2,000
TYPE (EXOARMOR)[1]								
BKI Artemis	Exotic	Military	DR 8	+1	−6	30	36/180	Military
BKI Herakles	Exotic	Military	DR 12	+0	−7	20	60/300	Military
BKI Mercury	Exotic	Military	DR 8	+2	−5	40	30/250	Military
BKI Enyo	Exotic	Military	DR 8	+2	−6	20	25/125	Military
BK Servo System		Corporate	—	—	−3	25	30/250	25,000
TYPE (OTHER)								
BKI Kite Shield		Corporate	+2 shield bonus	+0	−2	---	10	2,000
CES Bastion Heavy Defense Shields	—	Corporate	DR 10	---	---	---	300	50,000
Combat Helmet		Corprate	DR 2	---	---	---	5	500
Ravenlocke Throw-On Armor		Corporate	DR 4	-1	-2		8	+5,000

[1]Weight listed: worn/deactivated

TABLE 4:2: ARMOR OPTIONS

ARMOR OPTIONS	TIER	PRICE
Insul8	Corporate	+2,000
LazOff	Corporate	+3,500
NullSound	Corporate	+2,000
Chill	Corporate	+3,000
Hardened (light)	Corporate	+5,000
Hardened (medium)	Military	+10,000
Hardened (heavy)	Military	+15,000
StunBlok	Corporate	+2,500
Full Environmental	Corporate	+1,500

ARMOR

ARMOR

BOMBS ON BROADWAY™ ARMORED CAPE

Bombs on Broadway™ brings back the cape. Enjoy a stylish cape which affords additional protection, and unparalleled style. We've even acquired access to restricted authentic fur in mink, fox, and chinchilla. Contact our representatives about additional furs we have in stock in limited supply. Covers torso, arms, and legs. Stacks with other armor, but if Dex Bonus is +2 or less, add -1 Armor Check Penalty. Destroyed first due to armor degradation.

CES BASTION HEAVY DEFENSE BARRIER.

At CES, we know how important well-trained personnel are. The Bastion Heavy Defends Shields are just the thing to protect your personnel, thus eliminating training times for new hires. These heavy defense shields are assembled in 3-person teams. When assembled, it creates a barrier which can be used as cover. These are not man-portable; it takes 10 minutes to erect a BHDS. The shield comes in a case with the shield in 4 parts, the case itself acting as an assembly frame, and 4 set-bolts to keep the barrier in place. Law enforcement representatives, contact us for special pricing.

- **Barrier:** Creates a 10 foot wide barrier that provides total cover (3/4 cover if firing around it) and adds the listed DR to attacks directed against those behind it.

EXECUTIVE DECISION BUSINESS SUIT

Plan your next corporate takeover in style and comfort without sacrificing protection! The Executive Decision line of armored suits provides comfortable, stylish protection you can depend on! Our custom tailored suits will stop low caliber rounds, blunt those pesky knife attacks, and most importantly, won't make you stand out in the boardroom. As a bonus, the suit is designed to hold and conceal a small pistol or knife in the sleeve, so you can quickly respond to an attacker and still maintain that all-important corporate image. Covers torso, arms, and legs.

- **Sleeve Holster:** Adds +2 to DC to detect a knife or light pistol

PEREGRINE WINGSUIT

EXECUTIVE DECISION
BUSINESS SUIT

EXECUTIVE DECISION COMBAT VEST

Who says personal security guards need to look like storm troopers? Our Executive Decision combat vest features 4 layers of NanoWeave, providing additional protection in Hostile Environments, from corporate espionage, to a hostile takeover, to your performance review, be ready for anything with the Executive Decision Combat Vest. The vest fits comfortably under business suits, so your security entourage doesn't draw unwanted attention when you're out on the town. Covers torso. Does not stack with other armor.

EXECUTIVE DECISION ENTOURAGE SUIT

Need high quality defense for your Entourage without having them look like they stepped out of the catalog for Black Knight Armaments? Keep a low profile at high profile meetings. Thin Ceramique™ plating protects vital organs. Not compatible with ED Combat Vest. Suit includes ballistic shades (DR 1/-, eyes), and subvocal communication array included. Covers torso, arms, and legs.

- **Subvocal Communications Array:** Equivalent to Comscience SMA/MTS

EXECUTIVE DECISION UNDERARMOR

Whether it's a night on the town, a walk to the men's room, or a corporate merger, that additional layer of NanoWeave might be the only thing between the emergency room and the morgue. UnderArmor, top of the line protection for your bottom line. Covers torso, arms, and legs. No additional Armor Check Penalty if total DR gained from use is 5 or less. If DR is 6 or more, add an additional -1 Armor Check Penalty and reduce Max Dex by 1.

PEREGRINE WINGSUIT

The Peregrine wingsuit allows skydivers to extend the distance from their jump point. Used by many Special Forces and mercenary teams for dark operations. With an 8:1 glide ratio, the Peregrine wingsuit allows for border insertions from just outside territorial borders to just inside with a 2 mile drop. The Wingsuit Covers the entire body.

- **Wingsuit:** You take no damage from falls greater than 30 feet. (as if from *feather fall*). In addition, you can move up to 8 feet in any horizontal direction for every 1 foot you fall, at a speed of 100 feet per round. You cannot actually gain height, merely coast in other directions as you fall. If subjected to a strong wind, or any other effect that causes you to rise, you can take advantage of it in order to increase the distance you can glide. Use the Pilot skill for maneuvering.

PRIVATE DICK FUTURE NOIR WEAR

Detective work is dangerous; ask anyone. When you go pokin' your nose where it doesn't belong, sometimes you get shot. Private Dick helps you survive those attacks in style. With the built-in forensics lab, with proprietary ClueMaster™ software, the littlest clue could break the case wide open.

It includes a custom-built shoulder holster and is made from our patented VariWeave which allows you to change the suit's colors and pattern. Covers torso, arms, and legs. If included fedora is worn, there is a 50% chance that the head is covered as well.

- **Cluemaster Software:** Adds a +1 circumstance bonus to Chemistry-based skill rolls made to analyze physical evidence.
- **Integrated Shoulder Holster:** Adds +2 to the DC to spot a light or hold-out pistol when used.
- **VariWeave:** Adds +2 to the DC of visual-based Perception checks to locate the wearer when used.

PRIVATE DICK URBAN TRENCH COAT

Private Dick's premier showpiece the Urban Trench features a heavy cowl providing extra protection for the torso. Complete your noir ensemble with a Private Dick Urban Trench. Utilizing a Light Emitting Nanite system on the fabric, similar in function to a Chameleon cloak but with a dozen preset patterns, to allow tailing a mark without being so easy to spot. The coat also comes with a custom-built internal long pocket, allowing the concealment of rifles, shotguns, etc. Covers torso, arms, and legs. Only 2 points of DR stack with other armor. Destroyed first due to armor degradation.

- **Light Emitting Nanite System:** Adds a +5 circumstance bonus to Stealth. Does not stack with the Variweave bonus.
- **Internal long pocket:** Adds +2 to Perception DC to detect rifles, shotguns, etc.

RAVENLOCKE BEACHHEAD FIRST RESPONDER ARMOR

RI's first responder armor is used by primary back-up units, first responders are linked to the "officer down" system; they know they need to be ready when it hits the fan. Includes an internal communications array, with "officer down" biosensor uplink and shoulder-mount camcorder with uplink. Covers entire body.

- **Hardened   (medium)**

- **Internal Communications Array:** Equivalent to Indian Special Forces Communicator

RAVENLOCKE BULWARK CROWD CONTROL ARMOR

Bridging the gap between personal armor and power armor, this armor has servo assist to help control its weight, and provides amazing defensive capabilities specifically suited to riot control, and dispersal. When the mob's coming to town, send 'em pack'n. The armor has an internal communications array, with "officer down" biosensor uplink and shoulder-mount camcorder with uplink. Requires Exotic Armor Proficiency (Bulwark Crowd Control Armor). Covers entire body and comes with a riot shield. The weights listed in the chart reflect the armor both with and without the shield.

- **Riot Shield:** (Composed of polymers and composites but acts as a heavy steel shield)
- **Hardened (heavy)**
- **Internal Communications Array:** Equivalent to Indian Special Forces Communicator
- **Full Environmental**

RAVENLOCKE JUSTIFIED RESPONSE ASSAULT ARMOR

Bridging the gap between personal armor and power armor, this servo-assisted armor provides amazing defensive and offensive capabilities. When the bad guys won't come out to play, take the fun to them. Comes with combat balaklava, combat helmet, and gas mask. Includes combat knife quick-release inverted sheath (free action to ready); knife sold separately. Requires Exotic Armor Proficiency (Justified Response Assault Armor). Covers entire body if helmet and balaklava are used, otherwise head not covered.

- **Gas Mask:** Filters air as Full Environmental, but provides no other effects.
- **Hardened (heavy)**
- **Quick Release Knife Sheath:** Ready a knife as a Free Action.

RAVENLOCKE BEACHHEAD FIRST RESPONDER ARMOR

RAVENLOCKE JUSTIFIED RESPONSE ARMOR

RAVENLOCKE RAPTOR SPEC OPS ARMOR

ARMOR

ARMOR

RAVENLOCKE RAPTOR SPECOPS ARMOR

Ravenlocke has contracts with most North American and several South American countries for this specific armor. The "Medic!" Emergency response system is designed to deal with the trauma associated with life-threatening injuries, utilizing integrated smart fabrics, adrenal injections, and a SmartDoc program. Includes combat balaklava, combat helmet, and gas mask. Requires Exotic Armor Proficiency (Raptor SpecOps Armor). Covers entire body if helmet and balaklava are used, otherwise head not covered.

- **Weapons:** 25mm Grenade Launcher
- **Gas Mask:** Filters air as Full Environmental, but provides no other effects.
- **Hardened (medium)**
- **"Medic!" Emergency Response System:** Automatically engages to provide a +10 circumstance bonus to Stabilize if below 0 hit points.

RAVENLOCKE THROW-ON ARMOR

Designed for law enforcement and security personnel that need to be able to 'armor up' at a moment's notice, Ravenlocke's patented Throw-On armor system is designed to be carried in a vehicle or carry bag and donned if the need arises, fitting over the wearer's existing armor (if any) for added protection. Covers the torso. Must be fitted to an individual user and the armor that it is to cover, a process taking 30 minutes of adjustments. Adds its DR to that of other armor worn, provided that the armor under it does not have a DR higher in value than 6. If it does, then no additional armor protection is gained. Mark any armor deterioration off the throw-on armor first, unless taken from called shots to areas other than the torso.

ROAD WEAR REINFORCED BIKER JACKET

There's nothing as gleam as a motorcycle jacket when you're on the road...until you get shot. Bullets just tear through a good leather jacket like it was toilet paper, and that's just not chill. At Road Wear, we feel your pain. So we've designed an authentic-looking biker jacket from genuine synthleather, but with a reinforced nanoweave and ceramic plates inserted to protect the vital areas of your torso. Our reinforced biker jacket gives you all the freedom of movement you'd want, but with enough protection to keep you riding. With Road Wear, you are a road warrior! Covers the torso and arms.

SHOGUN OUTFITTERS SHINRYU IMPACT SUIT

Shogun does it again! Now providing the best defense at 200 mph. The Shinryu Impact Suit provides crash protection for the combat rider. Covers the entire body.

- **M3 Impact System:** Provides additional DR 8 only versus collision damage (total of DR 14)

SHOGUN OUTFITTERS SHINOBI INFILTRATION SUIT

Need an edge on your next infiltration of a rival megacorp? Outfit your shikaku with the Shinobi Infiltration suit. The Shinobi Infiltration Suit enhances stealth through a revolutionary noise canceling system, while maximizing protection of vital organs. Form-fitting ballistic plating covers the torso, groin, face arms and legs, and reinforced greaves and vambraces are added to the legs and arms. Covers the entire body.

- **Noise Canceling System:** +5 to Stealth rolls
- **Reinforced Vambraces:** +1 to DS when fighting defensively

URBAN PUNK COMBAT JACKET

Grease your rival gang in style with the Urban Punk Combat Jacket! Now with a dozen standard colors, Urban punk expands the buckled jacket line with additional styles. Covers torso and arms.

- **Concealed Holster:** Any pistol kept here gains a +5 to Perception DCs to visually detect it.

URBAN PUNK GECKO SUIT

Nothing climbs better than a gecko, except maybe the Gecko Climbing Suit. Utilizing amazing nano-tubes, the smallest imperfection allows the suit to stick. Climb glass buildings in the rain after oil wrestling; it's that easy! Covers entire body.

- **Nanotube Climbing Assist:** +5 to Athletics rolls to Climb

BLACK KNIGHT INDUSTRIES HERAKLES EXOARMOR

BLACK KNIGHT INDUSTRIES MERCURY EXOARMOR

BLACK KNIGHTSERVOSYSTEM

URBAN PUNK HOODYZ

Roll with style and protection, with Urban Punk Hoodyz. Part of the Combat Thredz line, our Hoodyz cover you from head to toe; add an Urban Punk Balaklava for even more protection. Covers torso and arms. If hood is up, there is a 75% chance of the head being covered as well.

URBAN PUNK BALAKLAVA

Nothing, but nothing, strikes fear in the untrained as the skimask look. Also protects your identity—especially important when participating in some illicit activities, eh tomo? Covers the head only. DR stacks with any armor that does not provide full body coverage.

URBAN PUNK STREET SOLDIER COMBAT THREDZ™

Punks, you asked for it, now you got it. The Urban Punk Street Soldier Combat Thredz™ line expands. More options are now available, from snaz pants, to some janky shirts with a concealed rear holster. Covers torso, arms, and legs.

- **Concealed Holster:** Any pistol kept here gains a +5 to Perception DCs to visually detect it.

EXOARMOR

An ExoSuit is hopped up body armor, with Strength and Dexterity enhancement systems, designed to boost the abilities of the wearer. Currently, only Black Knight is offering these units, though Ravenlocke Securities and Shogun Outfitters plan on releasing their own versions in late Spring. All exoarmor must be charged 1 hour out of every 24 hours of use. Requires a specific Exotic Armor Proficiency (type of Exoarmor). Note that exoarmor is not powered armor, and proficiency with it does not transfer to true powered armor.

BLACK KNIGHT INDUSTRIES ARTEMIS EXOARMOR

This is the top end ExoArmor from Black Knight. Hunt your prey with the Artemis!

- **Enhancements:** +10 base speed; +2 circumstance bonus to Strength and Dexterity.
- **Hardened (heavy)**

BLACK KNIGHT INDUSTRIES HERAKLES EXOARMOR

The Herakles is the state-of-the-art Exo-suit from Black Knight Industries; its systems designed to increase the overall power of the ExoArmor.

- **Enhancements:** +4 circumstance bonus to Strength
- **Hardened (heavy)**

BLACK KNIGHT INDUSTRIES MERCURY EXOARMOR

The Mercury is an ExoArmor suit emphasizing speed over power, the systems designed to greatly improve the agility of the wearer.

- **Enhancements:** +20 base speed; +2 circumstance bonus to Dexterity.
- **Hardened (heavy)**

BLACK KNIGHT INDUSTRIES ENYO EXOARMOR

The Enyo was designed with all-around battlefield performance in mind. Named after the Greek goddess, the Enyo will boost the capabilities of any combatant.

- **Enhancements:** +2 circumstance bonus to Strength and Dexterity.
- **Hardened (heavy)**

BLACK KNIGHT INDUSTRIES SERVO SYSTEM

A ServoSystem is a partial exoskeleton utilizing a power cell backpack to power a hydraulic boost system. The exoskeleton was originally designed to assist disabled persons; now the hydraulic power is being used to boost the strength of a user. The system attaches to wrists, elbows, neck, waist, knees and ankles; it includes reinforced gloves and boots for the full body system. The batteries provide enough power for 4 hours of continuous operation. (The battery power pack includes 4 batteries for full system, 2 for upper body, 2 for lower body.) The system may not be adapted to armor systems.

- **Enhancements:** −5 Ground Movement; +4 circumstance bonus to STR; Carry Capacity figured as if wearer were a quadruped.

COMMUNICATIONS

Need the best, most secure comms equipment that crypt-odollars can buy? Look no further! Our line of Comscience and Diansheng equipment are top of the line.

Note: The following devices are low tech. They have no Hyper Reality presence, and are not connected to the Tendril Access Processor in any way. As such, they cannot be hacked.

COMSCIENCE SCT

Keep your information private with a ComScience Secure Communications Transmitter device! The device compresses all data so tightly that a minute of audio or video fits into less than a tenth of a second. Impossible to isolate or eavesdrop, even without additional encryption! A burst transmitter sends out data in short, high-density pulses, making it hard to pinpoint the source of a signal before it finishes. However, the very density of the pulse does make it "brighter" than normal communication chatter—your foes may not be able to listen in, but they'll almost certainly notice that someone is transmitting in the general area. It has a range of 1.5 miles.

SIGNAL STRENGTH AND DISTANCE

Some items, like communications gear, and detonators, can remotely interact with other objects via signals. Signals have a maximum range set by the device. Furthermore, a signal cannot penetrate solid barriers well. A signal is blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. Signal boosters and signal jammers can also affect signal range.

COMSCIENCE MTS

Now being fully wired in doesn't mean you have to carry an awkward handset, or look like a geek with an ear-bud. The MTS sticks to your skin behind either ear (+10 to Perception DCs to spot visually), and is a fully-functional audio transmitter/receiver, with a 30 yard range. Available in a variety of skin tones. Each is good for 12 hours of use, and when you're done just toss it in the trash!

COMSCIENCE SMS

Sometimes you don't want everyone hearing what you have to say. The Subvocal Microphone System combines Comscience micro-transmitter technology with state-of-the-art subvocal voice recognition. Just stick it to your throat by the larynx, and your slightest whisper becomes clear audio signal! Fully compatible with the Comscience MTS for an invisible (+10 to Perception DCs to spot visually), hands-free communication system! Note this unit only transmits, it cannot receive.

DIANSHENG INDUSTRIES "PIYIN"

Top-quality stick-on communicator blends automatically with any surface. The color-changing material matches whatever surface it's attached to (+15 to Perception Dcs to spot visually). The Piyin is solar-powered, so it works indefinitely as long as it gets an hour of sunlight per day. Designed to have an effective range of 100 yards, but also can be configured to run off a local network.

INDIAN SPECIAL FORCES COMMUNICATOR

The same rugged, high-security transmitter used by India's legendary Garud Commando Force, now available thanks to a container that got misrouted to Singapore. The communicator includes military-grade encryption software, time-delay broadcast, an emergency beacon, and effective range of 3 miles. They don't make 'em better than these!

DIANSHENG INDUSTRIES SIGNAL BOOSTER

This spherical object is the size of a human head. When it's activated, several panels on its surface fold back and extend dozens of arms tipped with cup-shaped flashing lights. Once activated, a signal booster amplifies the strength of any signal-based technology effect within 600 feet, doubling the effective range of the signal. For example, a ComScience SCT normally has a range of 1.5 miles, but in the area of effect of a signal booster, this range increases to 3 miles. Its internal batteries are good for 10 hours before needing replacement.

COMSCIENCE SIGNAL JAMMER

This small device emits a low, hissing sound when activated. While active, a white noise generator creates a 60-foot-radius spread in which all signals are completely blocked. When interfaced with a signal booster, this area is doubled in size. Its internal battery is good for 24 hours of operation before needing a recharge.

CYBERWARE

The streets are cutthroat, pal. There's always someone who's got sleeker, faster, 'warez, and only the best get the most lucrative jobs. To compete, you need to get chromed with State Of The Art gear. In short, you need Malmart.

AUGMENT COSTS

The cost of a given Augment is determined by the Tier you wish to purchase it at. There are five Tiers: Gutter, Civilian, Corporate, Military, and Elite. Each grade has a base cost. To determine the final cost, multiply the base cost by the strain of the Augment. The result is the monetary amount you need to spend to get said Augment. Here's a chart of the base cost for each Tier to help you quickly figure out the final cost of any given Augment. This value does not include the cost to have the object surgically implanted. Cyberware collected by PCs from fallen opponents or uninstalled from PCs can be sold by PCs for half this value (obviously without the additional cost for implantation/removal figured in). All Gutter Tier cyberware is second-hand at best, and third or fourth-hand is not uncommon; there is no cyberware designed at that Tier.

Statistic Bonuses: All augment boosts to statistics are enhancement bonuses, and follow the rules for same.

AUGMENTATION PACKAGES

Augmentation packages are designed as integrated systems, and have their own separate Strain costs, but they count as occupying every slot that their individual component augments do. Augmentation packages cost as much as the number of their components at the appropriate level

TABLE 4.3: COMMUNICATION EQUIPMENT

ITEM	COST	ENTRY TIER	WEIGHT
Indian Special Forces Communicator	10,000 Cryptodollars	Military	0.5
Comscience SCT	5,000 Cryptodollars	Corporate	0.1
Comscience MTS	500 Cryptodollars	Corporate	—
Comscience SMS	500 Cryptodollars	Corporate	—
Diansheng Industries "Piyin"	1,000 Cryptodollars	Corporate	—
Diansheng Signal Booster	9,000 Cryptodollars	Corporate	7
Comscience Signal Jammer	10,000 Cryptodollars	Corporate	8

TABLE 4.6: AUGMENT PACKAGES

PACKAGE	SLOT	STRAIN	TIER
Celebrity Package	As components	5	Civilian
Gunslinger Package	As components	5	Corporate
Pro Sport Athlete Package	As components	6	Corporate
Shock Trooper Package	As components	10	Military
Spy Package	As components	6	Corporate
Street Warrior Package	As components	5	Civilian
Survivor Package	As components	2	Civilian

added together, minus 20%. All components in a package must be the same level of enhancement.

Example: The Celebrity Package has three components. If purchased at the Corporate level, they would cost 3 x 25,000 (individual components cost) = 75,000 x .8 (the 20% discount) = 60,000 cryptos.

CELEBRITY PACKAGE

Be the life of the party, the most charismatic person in the room. This package will make your allies love you, your enemies fear you, and everyone respect you!

- **Augmentations:** Beautification Treatment I, Emotional Resistance Response System, Teaser Pheromones

GUNSLINGER PACKAGE

Nerves of steel, reflexes like lightning, the aim of a legend. All of these can be yours with the Gunslinger package, the preferred choice of snipers and assassins the world over.
- **Augmentations:** IBIS System, Fight or Flight System, RAMP System I

PRO SPORT ATHLETE PACKAGE

Rise above the competition, with this package which will enhance your athletic ability in every way! Leave your opponents in the dust!

- **Augmentations:** Cyberlegs [Kangaroo System, Ligament Enhancement, Enhanced Coordination System I], Muscular Improvement System I

SHOCK TROOPER PACKAGE

Be the ruler of the battlefield, watch your enemies look in fear as you shrug off attacks, and return fire with extreme prejudice! The Shock Trooper package is just the thing for the would-be mercenary who wants to impress!

- **Augmentations:** Skeletal Reinforcement I, Cyberlegs [Ligament Enhancement, Stabilization System], Lifesaver System, Muscular Improvement System I, Trauma Suppressor

SPY PACKAGE

Breaking, entering, and exploring places you're not supposed to be in has never been easier! With the spy package you can infiltrate and extract with ease!

- **Augmentations:** Cyberarm Fingerprint Duplicator and Lockpicking Kit, Cyberears [Amplified Hearing], Enhanced Coordination System I, Implanted Skill Module

SUPPLEMENTAL ARMOR

Some Augmentations provide additional Armor, such as subdermal armor—this is referred to as Supplemental Armor. If a character has multiple sources of Supplemental Armor, only the highest value counts. Then the highest value of Supplemental Armor a character has stacks with the highest value of Armor worn.

STREET WARRIOR PACKAGE

The Street Warrior System is the perfect entry level package for those trying to survive the mean inner city streets of 2090!

- **Augmentations:** Cyberweapon, Fight or Flight System, Muscular Improvement System I

SURVIVOR PACKAGE

Dropped into the Outback? Climbing Mount Everest? Hunting in the Arctic Circle? All a cakewalk with this package, designed to prepare you for any environment!

- **Augmentations:** Anti-Toxin System, Environmental Regulators

MASTER AUGMENT LIST

ANTI-TOXIN SYSTEM

The character's liver is enhanced to process toxins more effectively, while nanite colonies are implanted in the blood stream programmed to lock onto foreign chemical substances and remove them. The ATS gives a character +5 on saves versus Poisons.

BEAUTIFICATION TREATMENT

Beautification gives the character +2 Charisma at Level 1, +4 at Level 2, and +6 at level 3.

BIOFEEDBACK

Biofeedback increases the character's Wisdom by +2 at Level 1, +4 at Level 2, and +6 at level 3.

BLOODHOUND CHEMICAL SNIFFER

The character is capable of detecting individual chemicals even better than a drug-sniffing police dog. With proper training and skill, the character can identify explosives,

CYBERWARE

CYBERWARE

narcotics or a host of other things. The character gains the Scent ability.

COURIER NODE

The Courier Node allows the character to download virtually any amount of data to a secured hard drive implanted within its body. The Courier Node enhancement can be implanted anywhere on the character's body and concealed. The only way to release the data is through a wired access port and the appropriate code.

CYBERART/NANOTATTOO

Cyberart and Nanotattos are the least invasive of all cybertech. Essentially hyperadvanced tattooing, cyberart can glow softly if desired, providing illumination equal to that provided by a candle. Some cyberart is animated, providing a short looping scene that replays over and over. Cyberart is installed in a body with a small metallic stylus that injects low-grade nanites into a body part; the quality of the art relies on the installer's Craft (painting or tattoo) check. It is easily and simply removed, allowing for new images and styles to be applied frequently. Treat this augment as having a Strain of 1 for purposes of cost.

CYBERLIMBS AND CYBER EYES

Cyberlimbs are designed to be modular, costing a number of points of Strain equal to the number of modules the limb can hold. So a cyberlimb with 2 Strain could hold 2 Augment modules, a cyberlimb with 3 Strain could hold 3 modules, etc. The credit cost of the cyberlimb includes the acquisition of the module(s). To determine the credit cost of a limb, multiple the strain by the grade.

Some modules are designed for specific body parts, e.g. a leg, an arm, or an eye. Each module has a location entry so you know at a glance which module goes where. The head is always considered a limb for purposes of installing cybernetic ears or eyes.

/// BEGIN MODULE LIST ///

AMPLIFIED HEARING

Adds a +5 bonus to Perception rolls involving sound.

BREACHING SYSTEM

Originally designed to bring down walls, the arm adds +2 damage to a successful bare-handed Fighting roll.

CHEMICAL INJECTOR

The character's fingers come equipped with retractable syringes. The character can store 3 separate compounds within its arm, for 3 full doses. The character can administer to itself as a free action; however, if it wishes to use it in combat, the character must succeed in an unarmed Fighting roll and do enough damage to penetrate the target's DR. Chemicals, drugs, poison, or viruses must be purchased separately.

CYBER TOOLS

The arm is equipped with a basic set of tools. The character enjoys a +5 to Repair rolls for Craft skills.

DRONE HAND

A VCI is required to use this augment. The person's hand is capable of detaching and becoming a spider-like drone controlled wirelessly. The drone comes equipped with a camera allowing the character to view what the drone sees through their TAP. When the drone hand is detached, the character suffers from the One Hand drawback. In combat, the drone hand has the following stats.

DRONE HAND

Fine drone
Squares –(.2 ft. by .2 ft.; .2 ft. high)

DEFENSE

DS 22; **Hardness** 0
hp 8
Fort +0; **Ref** +6; **Will** +0
Firewall 4

OFFENSE

Speed 30 ft; **Acceleration** 10 ft
CMB +5; **CMD** 15
Initiative +3
Ramming Damage —

DESCRIPTION

The drone hand can climb nearly any surface thanks to its nano-polymer grip, and given its small size, is often overlooked by hostiles.
Onboard AI has Athletics +10 (Climbing only), Disable Device +8, Drive +5, Perception +8, and Stealth +22.
Propulsion electric motor
Driving Check Drive skill
Forward Facing direction of travel

SPECIAL ABILITIES

• **Alertness:** The drone hand adds a +2 circumstance bonus to its possessor's Perception.
• **Video Uplink:** As a standard action the character can link into the drone hand's video to see what the drone sees, within 1 mile.

ENHANCED VISION

The character's eyes can function like a scope, halving range penalties for medium and long range.

TABLE 4.5: AUGMENT GRADES AND COSTS

TIER	CRYPTOS	STRAIN
Gutter	1,000	Double Strain
Civilian	5,000	Strain as listed
Corporate	25,000	–1 Strain (minimum 1)
Military	125,000	½ Strain (minimum 1)
Elite	625,000	1/3 Strain (minimum 1)

TABLE 4:8: CYBERLIMB MODULES

MODULES	LOCATION	TIER
Amplified Hearing	Ears	Corporate
Poseidon Mobility Implants	Legs	Civilian
Breaching System	Arm	Corporate
Chemical Injector	Hand	Corporate
Drone Hand	Hand	Corporate
Cyber Tools	Arm	Civilian
Enhanced Vision	Eyes	Civilian
Fingerprint Duplicator/Lockpicking Kit	Hand	Corporate
Firearm	Arm	Corporate
Firearm, Automatic	Arm	Elite
Firearm, Heavy	Arm	Military
Flash Compensators	Eyes	Civilian
Gecko Hands	Hands	Corporate
Infra/Ultra Optics	Eyes	Civilian
Kangaroo System	Legs	Corporate
Integrated Motion Detection System	Ears	Military
Ligament Enhancement	Legs	Corporate
Night Vision Optics	Eyes	Corporate
Recoil Compensation	Arm	Military
Reflexive Strike Module	Arm/Leg	Military
Stabilization System	Legs	Military

FINGERPRINT DUPLICATOR AND LOCKPICKING KIT
The arm is equipped with a basic set of lockpicks, and is capable of duplicating the fingerprints of any sample the owner is able to download. This grants a +5 bonus to all Lockpicking rolls.

FIREARM
A firearm is implanted in the limb.
• **Weapon:** As HT HT-9 Holdout Pistol, shots 10

FIREARM; AUTOMATIC
This weapon is implanted in the limb. Counts as two modules.
• **Weapon:** As Mosquito Storm, Shots 30

FIREARM; HEAVY
This weapon is implanted in the limb. Counts as two modules.
• **Weapon:** As AGA Thunder; RoF 1; Shots 10, Min Str 14

FLASH COMPENSATORS
Flash covers give a +5 bonus to saves to resist flash-based attacks.

GECKO HANDS
Gecko Hands give the character a Climb speed of 10, allowing the character to move up vertical surfaces.

INFRA/ULTRA OPTICS
The retina is replaced to enable vision into the ultraviolet and infrared spectrums, and the brain is changed to be able to perceive colors that don't exist in the standard visible spectrum. The character gains darkvision 60 ft.

KANGAROO SYSTEM
The character is always treated as having a running start when jumping.

LIGAMENT ENHANCEMENT
Ligament Enhancement adds 10 ft. to the character's base speed.

INTEGRATED MOTION DETECTION SYSTEM
The Integrated Motion Detection System, or IMoD, grants the character blindsense 10 ft.

POSEIDON MOBILITY IMPLANTS
The character receives a swim speed of 10

NIGHT VISION OPTICS
The character gains the benefits of the low-light vision.

RECOIL COMPENSATION
This module removes 2 points of penalty from firing multiple bursts or double taps.

REFLEXIVE STRIKE MODULE
The character gains the Combat Reflexes feat.

STABILIZATION SYSTEM
The Stabilization System grants a +5 to Acrobatics rolls.

/// END MODULE LIST ///

CYBERSKULL, PROTEAN
The character's skull contains numerous small nano-plates that allow it to modify its face, making it harder to recognize in a crowd. The nano-plates are constantly shifting, changing its appearance once every 4 hours.

CYBERWARE

CYBERWARE

People looking for it increase the DC of Perception rolls to locate it by +5, and the DC of Survival rolls to track it by +5.

CYBERSKULL, ENFORCER

This replacement hardens the edges of the character's face, giving ita more brutal aspect, and granting a +5 bonus to Intimidation attempts and DR 1/- that stacks with other DR.

CYBERWEAPON

A cyberweapon is a visible, light melee weapon that does 1d6 damage (1d8 for Large characters). A character with this augment is always considered armed." Examples could be titanium claws, a reinforced forearm, or a blade that is always visible.

CYBERWEAPON, IMPROVED

An improved cyberweapon is considered a one-handed melee weapon and does 1d8 damage (2d6 if Large) or 1d6 damage (1d8 if Large) with some sort of bonus. A character with this augment is always considered armed. Example bonuses include; being retractable, Reach, Shock damage (Fort save at DC 15 or Stunned for 1 round), or +2 to hit or damage. Examples could be a whip (1d4, 15' reach), a garrote (1d4, retractable), a Taser (1d4, nonlethal, EMP) or a retractable blade (1d4, retractable).

CYBERWEAPON, ADVANCED

An advanced cyberweapon is considered a one-handed melee weapon, but the wielder can add one and a half times his Strength modifier to damage. The weapon does 2d6 damage (3d6 if Large) or 1d8 damage (2d6 if large) plus some sort of bonus. A character with this augment is always considered armed. Example bonuses include being retractable, Reach, or +2 to hit or damage Parry. Examples could be a flail (1d6+2 damage) or a retractable long blade (d6, retractable).

EMERGENCY AIR SUPPLY ENHANCEMENT I–II

The Emergency Air Supply Enhancement, or EASE system, provides the character with an internal air tank capable of holding 30 minutes of oxygen per level. Allowing the character to survive underwater or survive in environments in which the air has been polluted.

EMOTIONAL RESISTANCE RESPONSE SYSTEM

The ERRS imparts a +5 resistance bonus to the DC to resist Intimidate, Bluff, and Sense Motive checks made against the character.

EMP SHIELDING, BASIC

The character is shielded against the debilitating effects of an EMP weapon. The character's TAP and cybernetics gain EMP Resistance 4.

EMP SHIELDING, ADVANCED

The character is shielded against the debilitating effects of an EMP weapon. The character's TAP and cybernetics gain EMP Resistance 8.

ENHANCED NEURAL NET

Extra neural tissue and cultures are grown, then applied to the recipient's brain tissue. Neurons are coated with an extra-conductive substance, allowing faster firing time.

The character's Intelligence gains +2 at Level 1, +4 at Level 2, and +6 at Level 3.

ENVIRONMENTAL REGULATORS

The character gains +5 to Survival rolls for a single type of environment (hot/cold weather environments, wastelands, etc.). This can be taken multiple times, each time applying to a different type of environment.

ENHANCED COORDINATION SYSTEM

The Enhanced Coordination System, or ECS, increases the character's Dexterity by +2 at Level 1, +4 at Level 2, and +6 at Level 3.

FIGHT OR FLIGHT SYSTEM

Fight or Flight grants the character the Lightning Reflexes feat.

IMPACT PROTECTION PACKAGE

The character takes half damage from falls and crashes.

IMPLANTED SKILL MODULE

An Implanted Skill Module, or ISM, allows the character to access a skill of its choice at 10 ranks (statistic bonus is added as normal). This skill can only be raised by upgrading to the advanced Knowcomp. This Augment can be taken multiple times, each time applying to a different skill.

IMPLANTED SKILL MODULE, ADVANCED

An Advanced Implanted Skill Module, or AdISM, allows the user to access a skill of his choice at 14 (statistic bonus is added as normal). This Augment can be taken multiple times, each time applying to a different skill.

INTEGRATED BATTLE INFORMATION SYSTEM

The Integrated Battle Information System, or IBIS, interfaces with linked weapons systems and displays targeting information in Hyper Reality through the user's TAP, improving interfaced weapons systems to hit rolls by +1.

INTEGRATED BATTLE INFORMATION SYSTEM, ADVANCED

As the basic IBIS, but bonus is +5.

LIFESAVER SYSTEM

The lifesaver system reinforces the character's organs, adds nanites which can repair tissue, and similar enhancements to stabilize the character and help it heal faster. The character heals 2 x their level per day instead of 1 x their level.

LIFESAVER SYSTEM, ADVANCED

The latest generation of nanites in this lifesaver system work to limit blood loss using new Platetech™ technologies. A character with this Augment reduces any bleeding effects by 3 per round.

MERMAN OXYGEN EXTRACTION SYSTEM

The Merman Oxygen Extraction System, or MOES, renders a character Amphibious! They can now breathe underwater just as well as on land! Aquatic hybrids do not benefit from this Augment. The character gains the Amphibious ability.

TABLE 4.7: AUGMENTS

AUGMENT	SLOT	STRAIN	TIER
Anti-Toxin System	Body	1	Civilian
Beautification System I-III	Slotless	2/level	Civilian
Biofeedback I-III	Brain	2/level	Civilian
Cyberart/Nanotattoo	Slotless	0	Gutter
Cyberlimb/Cyber Eyes, 1 Module	By Type	1	Civilian
Cyberlimb/Cyber Eyes, 2 Modules	By Type	2	Corporate
Cyberlimb/Cyber Eyes, 3 Modules	By Type	3	Military
Bloodhound Chemical Sniffer	Head	1	Corporate
Merman Oxygen Extraction System	Body	1	Corporate
Emergency Air Supply Enhancement I-II	Body	1/level	Civilian
Cyberskull, Protean	Head	2	Corporate
Cyberskull, Enforcer	Head	3	Corporate
Cyberweapon	Arm/Leg	1	Corporate
Cyberweapon, Improved	Arm/Leg	2	Military
Cyberweapon, Advanced	Arm/Leg	3	Elite
Courier Node	Slotless	1	Civilian
Emotional Resistance Response System	Brain	1	Civilian
EMP Shielding, Basic	Body	1	Military
EMP Shielding, Advanced	Body	2	Elite
Enhanced Neural Net I-III	Brain	2/level	Civilian
Environmental Regulators	Body	2	Civilian
Enhanced Coordination System I-III	Body	3	Corporate
Fight or Flight System	Body	2	Corporate
Impact Protection Package	Body	1	Civilian
Implanted Skill Module	Brain	1	Civilian
Implanted Skill Module, Advanced	Brain	2	Corporate
Integrated Battle Information System	Eyes	1	Corporate
Integrated Battle Information System, Advanced	Eyes	2	Military
Lifesaver System	None	2	Military
Lifesaver System, Advanced	None	3	Elite
Muscular Improvement System I-III	Body	2/level	Corporate
Nanoweave Organ System I-III	Body	2/level	Military
Reflex Augmentation Management Processor I-III	Body	2/level	Corporate
Reinforced Exoskeleton	Body	1	Civilian
Skeletal Reinforcement I-III	Body	2/level	Corporate
Subdermal Armor	Body	1	Corporate
Subdermal Armor, Advanced	Body	2	Military
Tactical Computer	Brain	3	Military
Tactical System Radio	Slotless	2	Corporate
Teaser Pheromones	Slotless	2	Civilian
Trauma Suppressor	Slotless	2	Military
Vehicle Control Interface I-III	Brain	2/level	Civilian
Wellspring Combat Enhancement Injector	Body	2	Corporate

CYBERWARE

MUSCULAR IMPROVEMENT SYSTEM

Muscular Improvement System, or MIS, increases the character's Strength by +2 at Level 1, +4 at Level 2, and +6 at Level 3.

NANOWEAVE ORGAN SYSTEM

The Nanoweave Organ System increases the character's Constitution by +2 at Level 1, +4 at Level 2, and +6 at Level 3.

REFLEX AUGMENTATION MANAGEMENT PROCESSOR I–III

Each level of The Reflex Augmentation Management Processor, or RAMP, Raises a character's Initiative by +1 and grants a +1 Dodge bonus to AC.

REINFORCED EXOSKELETON

The character increases their carrying capacity, multiplying its load limits by x2.

SKELETAL REINFORCEMENT I–III

A Skeletal Reinforcement provides DR 1 per level.

SUBDERMAL ARMOR

Subdermal armor provides a +2 enhancement bonus to natural armor.

SUBDERMAL ARMOR, ADVANCED

Advanced subdermal armor provides a +4 enhancement bonus to natural armor.

TACTICAL COMPUTER

Characters with a tactical computer gain the Improved Initiative feat.

TACTICAL SYSTEM RADIO

Tactical system radios provide audio communication with all other allies that have this augment, up to a range of 1.5 miles. Additionally, a character with this augment can share Zero Points with any ally with a tactical system radio that she can see.

TEASER PHEROMONES

Teaser pheromones provide a +5 bonus to Bluff, Diplomacy, and Intimidate skill checks when dealing with organic sentient beings.

TRAUMA SUPPRESSOR

The trauma suppressor system grants the character the Die Hard feat. This system comes with a downside, however. The character becomes completely unaware of just how bad its wounds are beyond being able to look at them. At the end of each scene where a trauma suppressor was activated and the character engaged in combat or other strenuous activity while in negative hit points, have the character make a DC 15 Constitution check. On a failed roll, the character takes 1d6 damage as its actions have worsened the wounds she already taken.

VEHICLE CONTROL INTERFACE I–III

The VCI is a series of neural transceivers and nerve enhancements placed throughout the body which provide an even greater control over vehicles. Each level of the VCI imparts a number of control slots based on the character's Intelligence bonus. Control slots are explained in the Drones and Robots section below. Additionally, each level of the VCI gives the user +1 to all vehicle operation rolls, as the closer connection to the vehicle imparts greater control. Level one also allows the vehicle's acceleration to multiply by 1.5, while two and three double a vehicle's acceleration. Additionally, level three allows the driver to ignore the unstable platform penalty when firing vehicle mounted weaponry.

WELLSPRING COMBAT ENHANCEMENT INJECTOR

The character's body contains a vat-grown gland which naturally produces a combat drug of its choice. It is a simple mental command to flood the body with the drug's effects. The glad can hold up to 3 doses within the reservoir, and the body naturally refills one dose within 24 hours. The character is still capable of becoming addicted and suffers all side-effects of the drug.

DRONES

This section of the Malmart catalog is for all of you drone jockeys, gearheads, techies, and wireheads out there who want to stay on the bleeding edge. Our line of drones encompass everything from eye borgs and toolbots to combat drones like Act of God Armaments' Thundercloud!

All drones share the following Special Abilities:
- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, paralysis, poison, and stunning.
- Cannot heal damage on its own, but can be repaired using appropriate Craft skills.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Proficient only with weapons mounted on it or any weapon mentioned in its entry.
- Proficient with any armor mentioned in its entry, otherwise not proficient in armor.
- Drones do not breathe, eat, or sleep.
- Vulnerable to Critical Hits: Whenever a drone takes extra damage from a critical hit, it must make a

DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The drone remains immune to other sources of the stunned condition.

- Vulnerable to Electricity: Drones take 150% damage from electrical attacks unless otherwise noted in a specific entry.

AGA LONE STAR RECONNAISSANCE DRONE

Medium drone
Squares 1 (5 ft. by 5 ft.; 3 ft. high); **Cost** 42,000 cryptos;
Tier Corporate

DEFENSE

DS 12; **Hardness** 8
hp 20
Fort +4; **Ref** +4; **Will** +4

OFFENSE

Maximum Flight Speed 100 ft.; **Acceleration** 30 ft.; **Range** 800 miles plus 12 hours loitering
CMB +4; **CMD** 12
Initiative +2
Ramming Damage 1d8

DESCRIPTION

Act of God Armaments created the Lone Star Recon Drone for the famous Texas Rangers. Now, it sees use as a major recon and light fighter drone all over the world! The Lone Star is a VTOL drone meant for long distance recon over a large area. Its twin turbine fan design allows it to sport an impressive weapon mount capable of carrying a variety of lethal or nonlethal armaments.

Onboard AI has Fly +8, Perception +10, Stealth +10 and +8 bonus with onboard weapons.
Propulsion internal combustion
Driving Check Fly skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Advanced Optics:** The recon drone is equipped with telescopic, low light, and darkvision. It adds +2 to sight-based Perception rolls (factored into skill above) and ignores lighting penalties
- **Flood Lights:** Dual 360° floodlights illuminate up to 20 feet
- **Weapon Mount:** An integrated weapon gimbal that can hold a single weapon and ammo (up to 100 lbs.)

AQUARIUS RAPTOR

Large drone
Squares 4 (10 ft. by 10 ft.; 3 ft. high); **Cost** 82,000 cryptos;
Tier Military

AQUARIUS RAPTOR

DEFENSE

DS 15; **Hardness** 8
hp 20
Fort +6; **Ref** +6; **Will** +6

OFFENSE

Maximum Flight Speed 250; **Acceleration** 50; **Range** 1200 miles and 18 hours loitering
CMB +6; **CMD** 18
Initiative +3
Ramming Damage 1d8

DESCRIPTION

The Raptor is a flight-capable hunter-killer drone which sees widespread use throughout the North American Coalition. Raptor drones are used to patrol border areas, strike behind enemy lines, and in some cases to put down rioters and protestors within the NAC states. Its distinctive shriek is caused by the way wind whistles through its turbines and off of its engines. The manufacturer offered to fix this "flaw" but the NAC government enjoyed the psychological terror it caused in their enemies so much the shriek has remained. The Raptor has earned a reputation for being a tough, fast, heavily armed machine of death.

Onboard AI has Fly +10, Perception +10, Stealth +8 and +10 bonus with onboard weapons.
Propulsion internal combustion
Driving Check Fly skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Advanced Optics Suite:** Telescopic, low-light, and dark-vision adds +2 to sight-based Perception rolls (factored in above) and ignores lighting penalties.
- **Weapon Mount:** underbody mounted "Bessy" .50 heavy machine gun; 200 shots
- **Weapon Mount:** 70mm Rocket Pod; RoF 1–4; Shots 4

DRONES

DRONES

TABLE 4.9: DRONES

NAME	COST	CONTROL SLOTS	ENTRY TIER
AGA Lone Star	42,000	2	Corporate
Aquarius Raptor	82,000	1	Corporate
BK War Horse	74,000	1	Military
BK Valkyrie	50,000	1	Military
Helios Eye Borg	2,500	1	Corporate
Helios Oracle	37,500	1	Corporate
Helios Hover-Eye	3,500	1	Civilian
AGA Thundercloud	45,000	2	Corporate
BK Sidekick	3,000	1	Civilian
SAGEIT Vishnu Tool-Bot	Varies	2	Civilian
Shogun Samurai	51,000	2	Corporate

BLACK KNIGHT WAR HORSE

Large drone
Squares 2 (10 ft. by 5 ft.; 6 ft. high); **Cost** 74,000 cryptos;
Tier Military

DEFENSE

DS 15; **Hardness** 10; Hardened Armor (medium)
hp 20
Fort +4; **Ref** +3; **Will** +3

OFFENSE

Maximum Ground Speed 180 ft.; **Acceleration** 30 ft; **Range**
250 miles and 10 hours loitering
CMB +5; **CMD** 15
Initiative −1
Ramming Damage 1d8

DESCRIPTION

The War Horse was originally commissioned for use by the GLU's military forces as a combination supply carrier and mobile weapons platform. The War Horse circulated though out the rest of the world, and is based on one of the oldest reliable drone designs around. The War Horse is a large box-like drone with 4 legs capable of traversing over any terrain. Its armored hide, combined with its large back and carrying capacity, means it can run fresh supplies into a battleground, or take the fight to the enemy with advanced weaponry.
Onboard AI has Drive +8, Perception +6, and +8 bonus with onboard weapons.
Propulsion internal combustion
Driving Check Drive skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Manipulator Arm:** The front of the War Horse has a manipulator arm with a three digit hand capable of loading itself.
- **Large Size:** The drone is the same size as a large draft horse.

- **Weapon mount:** An integrated weapon gimbal that can hold a single weapon and ammo (up to 100 lb).

BLACK KNIGHT VALKYRIE

Huge drone
Squares 3 (15 ft. by 5 ft.; 8 ft. high); **Cost** 152,000 cryptos;
Tier Military

DEFENSE

DS 16; **Hardness** 15; Hardened Armor (light)
hp 20
Fort +5; **Ref** +4; **Will** +2

OFFENSE

Maximum Flight Speed 1500 ft.; **Acceleration** 130 ft; **Range**
400 miles plus 12 hours loitering
CMB +5; **CMD** 15
Initiative +3
Ramming Damage 2d8

DESCRIPTION

Black Knight's entry into the urban assault drone market is well names, as it will most definitely usher plenty of warriors into the Halls of Valhalla! The Valkyrie is a VTOL drone meant for extended combat in built-up urban areas where top speed is less important than maneuverability and durability. The drone's twin drive fans and maneuvering enhancement system give it impressive agility for a craft it's size, and its two armament wings mount a heavy load of ordinance to help send its opponents on to the afterlife.
Onboard AI has Fly +10, Perception +14, Stealth +10 and +12 bonus with onboard weapons. Firewall 7.
Propulsion internal combustion
Driving Check Fly skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Advanced Sensors:** The Valkyrie is equipped with radar, wall-penetrating thermal imaging, and telescopic, low light, and darkvision. It adds +4 to sight-based Perception rolls (factored into skill above) and ignores lighting

penalties. Wall-penetrating thermal imaging can penetrate 2 feet of solid stone, 3 inches of common metal, or up to 5 feet of wood or dirt. Thicker substances or a thin sheet of lead or similarly dense material blocks the vision.

- **Flood Lights:** Dual 360° floodlights illuminate a 60 ft. cone forward.
- **Chin Gun:** Chin-mounted "Bessy" .50 heavy machine gun with 180 degree firing arc side-to-side and 90 degrees up and down; 500 shots
- **Rocket Pods:** Dual forward-firing 70mm Rocket Pods, 1 right and 1 left; RoF 1–4; Shots 4 (8 total)
- **Missiles:** 6 heavy missiles, 3 right, 3 left. (6 Total)
- **Maneuvering Enhancement System:** +4 to DS (factored into DS above)

HELIOS EYE BORG
Fine drone
Squares — (.2 ft. by .2 ft.; .2 ft. high); **Cost** 2,500 cryptos; **Tier** Corporate

DEFENSE

DS 22; **Hardness** 0
hp 8
Fort +0; **Ref** +8; **Will** +2
Firewall 14

OFFENSE

Maximum Ground Speed 60 ft.; **Acceleration** 10 ft; **Range** ¼ mile and 4 hours loitering
CMB +5; **CMD** 15
Initiative +5
Ramming Damage —

DESCRIPTION

Helios's eye borg is quickly becoming the first name in law enforcement spy drones. The eye borg is a spherical drone the size of a large gumball. The eye borg rolls at high speeds while a gyroscopic camera feeds a constant image back to its controller's tap. The eye borg can climb any surface thanks to its nano-polymer grip, and given its small size, is often overlooked by hostiles.
Onboard AI has Drive +8, Hacking +6, Perception +12, and Stealth +22.
Propulsion electric motor
Driving Check Drive skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Advanced Optics:** The eye borg is equipped with telescopic, low light, and darkvision. It adds +2 to sight-based Perception rolls (factored in above) and ignores lighting penalties.
- **Size:** Helios Eye Borg is the size of a large gumball. Its hit Die is a d4
- **Wall Walker:** Helios Eye Borg has a Climb speed of 10.

HELIOS ORACLE
Medium drone
Squares 1 (5 ft. by 5 ft.; 3 ft. high); **Cost** 37,500 cryptos; **Tier** Corporate

DEFENSE

DS 12; **Hardness** 6
hp 20
Fort +4; **Ref** +4; **Will** +4

OFFENSE

Maximum Flight Speed 100 ft.; **Acceleration** 30 ft; **Range** 25 miles and 48 hours loitering
CMB +4; **CMD** 12
Initiative +2
Ramming Damage 1d6

DESCRIPTION

Helios' Oracle is the first in a wave of low-signature drones reaching the market for law enforcement and corporate security use. The Oracle is a VTOL drone meant for operations in urban and other environments where stand-off surveillance is not practical. The special construction of its three fans and their unique baffles when combined with their independently-developed optical camouflage system render it hard to spot and a hot seller.
Onboard AI has Fly +8, Perception +10, Stealth +18 and +8 bonus with onboard weapons.
Propulsion electric
Driving Check Fly skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Advanced Optics:** The recon drone is equipped with telescopic, low light, and darkvision. It adds +2 to sight-based Perception rolls (factored into skill above) and ignores lighting penalties
- **Flood Lights:** Dual 360° floodlights illuminate up to 20 feet
- **Stealth Configuration:** The optical camouflage and specialized fan system give the Oracle a +8 modifier to its Stealth skill.

DRONES

DRONES

HELIOS HOVER-EYE
Tiny drone
Squares 1 (2½ ft. by 2½ ft.; 15 inches high); **Cost** 3,500 cryptos; **Tier** Civilian

DEFENSE

DS 15; **Hardness** 2
hp 5
Fort +4; **Ref** +4; **Will** +4

OFFENSE

Maximum Flight Speed 80 ft.; **Acceleration** 30 ft; **Range** 500 yards and 5 hours loitering
CMB +4; **CMD** 16
Initiative +2
Ramming Damage 1d2

DESCRIPTION

Helios' most popular camera drone, used by civilians, reporters, and businesses all over the world for over 10 years and still selling strong! The Hover-Eye is a discoid-shaped mini-drone with three micro-fans that support a camera mount in the center of the drone. The charge is surprisingly long-lasting and its size makes it convenient to carry along on the family vacation. The camera mount can be adapted to hold other devices.
Onboard AI has Fly +12, Perception +10, Stealth +12 and +3 bonus with onboard weapons or camera.
Propulsion electric
Driving Check Fly skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Advanced Optics:** The recon drone is equipped with telescopic, low light, and darkvision. It adds +2 to sight-based Perception rolls (factored into skill above) and ignores lighting penalties

BLACK KNIGHT SIDEKICK

- **Flood Lights:** Dual 360° floodlights illuminate up to 20 feet
- **Weapon Mount:** An integrated gimbal that can hold a single weapon up to pistol size and one magazine of ammunition or a camera array (up to 8 lbs.).

AGA THUNDERCLOUD
Medium drone
Squares 1 (5 ft. by 5 ft.; 3 ft. high); **Cost** 45,000 cryptos; **Tier** Corporate

DEFENSE

DS 12; **Hardness** 8
hp 20
Fort +4; **Ref** +4; **Will** +4

OFFENSE

Maximum Speed 100 ft; **Acceleration** 30 ft; **Range** 400 miles, 24 hours loitering

CMB +4; **CMD** 12

Initiative +2

Ramming Damage 1d6

DESCRIPTION

Act of God Armaments modified their Lone star drone for a specialized purpose at a government client's request, realized that they had a hot seller, and rolled the Thundercloud out to qualified purchasers all over the world! The Thundercloud is a VTOL drone meant for long distance travel and loitering. Its twin turbine fan design allows it to sport an impressive electronics bay typically carrying a signal jammer and internal battery array for the jammer.
Onboard AI has Fly +8, Perception +10, Stealth +10 and +8 bonus with operating the jammer.
Propulsion internal combustion
Driving Check Fly skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Advanced Optics:** The drone is equipped with telescopic, low light, and darkvision. It adds +2 to sight-based Perception rolls (factored into skill above) and ignores lighting penalties
- **Electronics Bay:** An integrated bay that mounts a Comscience Signal Jammer with internal 12 hour battery to jam audio/video com signals.

BLACK KNIGHT SIDEKICK
Small drone
Squares 1 (4 ft. by 1 ft.; 3 ft. high); **Cost** 3,000 cryptos; **Tier** Civilian

DRONES

DEFENSE

DS 16; **Hardness** 5
hp 20
Fort +4; **Ref** +3; **Will** +3

OFFENSE

Maximum Ground Speed 180 ft.; **Acceleration** 30 ft; **Range** 10 miles and 10 hours loitering
CMB +4; **CMD** 14
Initiative −1
Ramming Damage 1d4

DESCRIPTION

Brought to you by BK, makers of the famous War Horse, the Sidekick is a scaled down and reimagined version of the War Horse, designed as a companion for the average family or individual on the go. The Sidekick is a roughly rectangular drone with 4 legs capable of traversing over any terrain and a 'head' to differentiate ends and make it more doglike. It can carry up to 50 lbs. of purchases or other items in the provided saddlebags, or pull three times that in an optional cart (200 cryptodollars).
Onboard AI has Drive +8, Perception +6, and +4 bonus with any onboard weapons. Concealed eapon gimbal DC 25 to detect.
Propulsion internal combustion
Driving Check Drive skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Manipulator Arm:** The 'head' of the Sidekick has a manipulator arm with a three digit hand capable of loading itself.
- **Small Size:** The drone is the same size as a large dog.
- **Weapon mount:** An integrated concealed weapon gimbal that can hold a single weapon and ammo or other device (up to 20 lbs.; subtract this weight from the Sidekick's carrying capacity).

SAGE IT VISHNU TOOL-BOT
Medium drone
Squares 1 (4 ft. by 2 ft., 5 ft. high); **Cost** (varies by model, see below); **Tier** (varies by model, see below)

DEFENSE

DS 15; **Hardness** 12; Hardened Armor (light)
hp 20
Fort +7; **Ref** +6; **Will** +2

OFFENSE

Maximum Speed 45 ft.; **Acceleration** 10 ft; **Range** ¼ mile loiter 8 hours
CMB +2; **CMD** 10
Initiative +2
Ramming Damage 1d6

DESCRIPTION

Tool drones have been in use since the turn of the millennium, back when they were used for remote explosive defusing and disposal. SAGEIT shows they're at the forefront of modern tool drones with the Vishnu. The Vishnu is pre-configured for specific tasks when ordered and comes ready to work straight out of the box. The most popular models are outlined below, but there are as many different configurations as there are customers. Each Vishnu comes with a hot-swappable module bay to load specific technical skills into for on-the-job customization. The Vishnu is also designed to be tough, able to take a beating while rolling into a dangerous area to get its work done.
Onboard AI typically has Craft (appropriate skill) +10, Craft (appropriate skill) +10, Disable Device +10, Drive +6, Perception +8, and 2 other skill modules at +10.
Propulsion electric motors
Driving Check Drive skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Built in Tools:** The tool-bot has a fully stocked array of tools and skills depending on the model selected:
  - *Bomb Disposal:* An array of tools that count as a Demolitions Kit and an Interior Bomb Disposal Bay, a sealed compartment to store unexploded ordnance: Hardness 30, Hardened armor (heavy). Skills loaded are Craft (Demolitions), Craft (electronics), Knowledge (electronics), and Knowledge (explosives). **Military Tier**. **Cost**: 35,000
  - *Surgical:* An array of specialized surgical tools that count as a Surgical Kit 2/4 (1d4/20 if using the dice system) piercing or slashing if used as weapons;, plus a specialized compartment for storing drugs and transplant organs that holds 50 doses of common medical drugs and up to two small (heart, kidney) or one medium (lung) organs for 48 hours before tissue degradation sets

VISHNU TOOLBOT

in. Skills loaded are: Heal, Knowledge (anatomy), Knowledge (pharmacology), and Craft (cyberware). **Corporate Tier**. **Cost**: 40,000

- *Construction:* Comes with a set of general construction tools including a welder 7/12 fire damage (2d6 fire damage using the dice system) ignores 10 points of DR/Hardness, melee touch; assorted tools 4/8 bludgeoning (1d8/20 bludgeoning using the dice system); and a rivet gun 7/10 (18-20) piercing (1d6+4/18-20 using the dice system) ignores 10 points of hardness). Skills typically installed are: Craft (welder), Craft (riveter), Profession (construction worker) and Knowledge (engineering). **Corporate Tier**. **Cost**: 30,000

- *Repair:* This model comes with a complete tool kit for working on the selected item (car/truck, boat, aircraft, electronics, etc.) as well as a specialized repair parts bay that can 3D print up to 3,000 cryptodollars worth of Tiny or smaller parts before needing to be reloaded. Typically loaded skills for a repair model are: Craft (automobile), Craft (electronics), Knowledge (electronics), and Knowledge (vehicle specifications). **Civilian Tier**. **Cost**: 17,500

- *Landscaping:* A popular model with homeowners, it comes with an array of landscaping and gardening tools (4/8 bludgeoning or piercing; 1d8 on the dice system); an extendible arm with a mounted powered microsaw (as WT Disembowler with a 10-foot reach); and an open debris/plant hopper. Typical skills are: Profession (gardener), Knowledge (nature), Craft (gardener) and Craft (landscaper). **Civilian Tier**. **Cost**: 11,500.

- **Sensor Suite:** Equipped with the latest sensors, the toolbot gains +4 Perception vs. sound, motion, strong chemicals, radiation, or electrical fields up to 500 yards. (Not figured in above)

- **Tracked:** The tool-bot is able to ignore difficult terrain. However, it is unable to negotiate obstacles higher than 2 feet in height.

SUBURASHII SHOGUN SAMURAI DRONE
Large drone
Squares 2 (3 ft. by 4 ft., 10 ft. high); **Cost** 51,000 cryptos; **Tier** Corporate

DEFENSE

DS 20; **Hardness** 10; Hardened Armor (light)
hp 20
Fort +6; **Ref** +6; **Will** +3

OFFENSE

Maximum Speed 45 ft.; **Acceleration** 10 ft; **Range** 100 yards loiter 4 hours
CMB +2; **CMD** 10
Initiative +2

Ramming Damage 1d8

DESCRIPTION

The Shogun Samurai is one of the highest-rated gladiator drone models. Gladiator models are full-sized anthroform drones often used in sports entertainment for living viewers. The shogun appears as a 10 foot tall, 800 lb samurai in full steel armor in a variety of designs and colors. The Shogun is known for its speed, strength, and mono-katana which it wields with incredible skill. While it's been a few years since a Shogun model has claimed the yearly drone gladiator championship, Shoguns consistently rank in the top 10 finalists at each tournament.
Onboard AI has Athletics +10, Drive +6, Perception +6, and a +10 bonus with the K-Tana
Propulsion electric motors
Driving Check Drive skill
Forward Facing direction of travel

SPECIAL ABILITIES

- **Dual Attacks:** The Samurai's programming allows it to make two attacks with its K-Tana when using the full attack action at a bonus of +15/+10.
- **Melee Weapon:** The Samurai carries a size Large Miyamoto K-Tana that does 12/17 (2d6+5 using the dice system).

DRUGS

Looking to take the edge off, or perhaps get a little boost for a wild night on the town? Doc Pango's got what you need, omae.

Note: Malmart takes no responsibility for accidental overdoses or other harmful side effects of using these drugs.

MANUFACTURING DRUGS

Drugs can be manufactured using Craft (pharmaceuticals). The DC to make a drug is equal to its addiction DC. Rolling a natural 1 on a Craft skill check while making a drug exposes the crafter to the drug.

ADDICTION

Anytime a character takes a drug she must make a saving throw, noted in the drug's description, to resist becoming addicted. If a character makes the save, she is not addicted and the effects of the drug persist as normal. If she fails the save, she contracts the noted form of addiction (see below). Should a character take multiple doses of the same drug in a short period of time addiction becomes more difficult to resist. The DC of a drug's saving throw increases by +2 every time a character takes a another dose of that drug while still suffering from ability damage caused by a previous dose. Keep track of how high this DC rises, even for characters already addicted to a drug, as it determines the DC necessary to overcome the disease.

DRUGS

DRUGS

TABLE 4.10 DRUGS

NAME	FORT DC	COST	ENTRY TIER
Afterburn	24	250	Gutter
Black Mist	12	150	Gutter
Sticky Icky	12	100	Gutter
Tank-n-Spank	20	600	Civilian
Euphoria	20	400	Civilian

Addiction manifests in three different degrees of severity—minor, moderate, and severe. Each drug notes what type of addiction failing a save against it results in. Each addiction causes a persistent penalty to ability scores, lasting for as long as the character has the disease. In the case of moderate and severe addictions, the character also cannot naturally heal ability damage dealt by the drug that caused the addiction.

Each form of addiction encourages sufferers to continue making use of the drug they are addicted to. While a character is benefiting from the effects of the drug he is addicted to, he does not suffer the penalties of his addiction disease. While she still receives the benefits of the drug and takes ability damage as normal, the disease's effects are mitigated. As soon as the drug's benefits expire, the disease's effects return.

MINOR ADDICTION

Type: disease, variable; **Save:** variable
Onset: 1 day; **Frequency:** 1/day
Effect: −2 penalty to Con; **Cure:** 2 consecutive saves

MODERATE ADDICTION

Type: disease, variable; **Save:** variable
Onset: 1 day; **Frequency:** 1/day
Effect: −2 penalty to Con and Str, target cannot naturally heal ability damage caused by the drug that caused this addiction; **Cure:** 3 consecutive saves

SEVERE ADDICTION

Type: disease, variable; **Save:** variable
Onset: 1 day; **Frequency:** 1/day
Effect: −2 penalty to Dex, Con, Str, and Wis, target cannot naturally heal ability damage caused by the drug that caused this addiction; **Cure:** 3 consecutive saves

CURING ADDICTION

As addictions are diseases, they can be cured as such, through the use of medical treatment or by succeeding at Fortitude saves over time. Unlike with other diseases, an addicted character can only make a Fortitude save to overcome his addiction after a day of not taking the drug he is addicted to. The DC of this Fortitude save is equal to the highest addiction DC his drug use has reached (not necessarily the DC that addicted him if he has continued to make use of the drug while addicted). This DC decreases by −2 for every day the character does not make use of the drug, to a minimum of the drug's base addiction DC. Depending on the severity of the character's addiction, it might take two or three consecutive successful Fortitude saves to overcome the disease. Should a character take a dose of the drug she's addicted to, she immediately relapses, causing the addiction DC to instantly return to its highest DC and negating any successful past saves. Medical treatment adds +5 to the roll, and costs 2,000 cryptos per day.

AFTERBURN

Want nova-fast reflexes and energy that's through the roof? Then you want Afterburn, baby! One snort of this stuff and you'll be bangin' the walls all night!

Harvested from coca fields in New Brasilia, Columbia, Bolivia and Peru, and then mixed up in street labs across the world, Afterburn is a massively addictive, potentially lethal combination of cocaine, methamphetamines and other stimulants.

Nicknames: 8-Ball, coke, hyper-caine, nova flake, pile-driver, rock, snow crash, white girl
Duration: 1d4 hours.
TypeType: inhaled, injected, smoked
Effect: Afterburn boosts the character's Dexterity by +1d4 chemical bonus for each dose taken to a maximum number of doses of the user's Constitution modifier. Doses after that point have no additional beneficial effects. Additionally, the character gains a +1 bonus to opposed Perception rolls when opponents are sneaking up on the character. This bonus raises by +1 for each dose taken, to a maximum of +4. Finally, characters under the influence of Afterburn ignore penalties for becoming fatigued, and merely become fatigued when they would become exhausted.

Side effects: Afterburn generally makes people twitchy and restless, as if they don't want to stand in one place for very long. Afterburn also tends to instill a false sense of bravado in users, making them more susceptible to taunts and intimidation. They suffer a −1d4 penalty to Wisdom per dose, with no limit to the number of doses inflicting this penalty. Each dose taken after the user's Constitution modifier in number in a single session does 1 point of Constitution damage that must heal normally. Additionally, when the character "comes down" off his high, he must succeed on a DC 24 Fortitude save or become fatigued for 1 hour per dose taken.
Addictiveness Rating: moderate

BLACK MIST

The drug of choice for hackers, techies, byte builders and other brainers, Black Mist blows your mental synapses wide open, and jacks your critical thinking skills past the redline!

Black Mist is a long-lasting, powerful psychoactive inhalant made in labs all over the world. The active ingredients are THC (Tetrahydrocannabinol), LSD (Lysergic acid diethylamide) and amyl nitrite. The drug expands the neural pathways, speeding up thought processes and stimulating the logic centers of the brain.

Nicknames: brain bender, mojo mist, poppers, synapse2
Duration: 1d4 hours.

Type: Ingested via Inhalers or chem-delivery cyberware
Effect: Black Mist grants a +1 chemical bonus to Intelligence-based skills per dose taken to a maximum of the user's Constitution modifier. Doses after that point have no beneficial effect.
Side effects: While under the effects of Black Mist, characters tend to be off in their own little worlds, thinking about whatever happens to be occupying their minds at the time. Consequently, they suffer a –1 penalty per dose taken to all Perception rolls involving sight, smell and sound. Each dose taken after the user's Constitution modifier in number in a single session does 1 point of Wisdom damage that must heal normally.
Addictiveness Rating: minor

EUPHORIA

Need your fix? Got that urge to chase the dragon? No worries mano, we got what you need. Doc Pango brings Euphoria straight to ya from the poppy fields of the Chinese Mandarinate, that sweet, sweet china white!
Euphoria is a potent narcotic, both mentally and physically addicting. Derived from morphine, the drug is a strong pain killer which induces a powerful sense of ecstasy in users.
Nicknames: black tar, china white, diesel, dope, "H", junk, sex, skag, smack
Duration: 1d4 hours.
Type: Injection, snorting
Effect: Characters under the influence of Euphoria gain 1d8 temporary hit points and a +2 chemical bonus on Fortitude saves for each dose they take to a maximum of their Constitution modifier in doses. Doses after that point have no beneficial effect.
Side effects: Characters automatically fail Perception rolls while under the effects of the drug, and suffer a –1d4 penalty to Wisdom per dose, with no limit to the number of doses inflicting this penalty. Each dose taken after the user's Constitution modifier in number in a single session does 1 point of Constitution damage that must heal normally. When they come down from their high they must make a DC 15 Fortitude save at a –1 penalty for each dose they ingested or become Sickened for 1d6 hours.
Addictiveness Rating: severe

STICKY ICKY

Lookin' ta mellow out and get high? You need Sticky Icky! This sweet herb produces a smooth, paranoid-free buzz that will keep you coming back for more!
A mildly psychoactive drug, marijuana, or Sticky Icky as it is commonly called in 2090, is harvested from plants that grow all over the world. The active ingredient in marijuana is THC, or Tetrahydrocannabinol. Aside from recreational use, the drug is a strong pain killer commonly administered to terminal cancer patients.

Nicknames: 420, bud, cannabis, chronic, herb, marijuana, skunk bud, spliff, weed
Duration: 1d4 hours.
Type: Smoking, Eating

Effect: While under the effects of marijuana, characters gain a +1 chemical bonus against mind-affecting and pain effects and a +1 chemical bonus to rolls to resist Intimidation rolls for each dose they take to a maximum of their Constitution modifier. Doses after that point have no beneficial effect.
Side effects: Like Black Mist, the drug tends to send users off into their own head space. They suffer a –1 penalty to Perception rolls for each dose they take, and they tend to eat a great deal under the effects of this drug as well. For each dose a user takes past their Constitution modifier in number in a single session, the Perception penalty persists for 1 hour.
Addictiveness Rating: Minor

TANK-N-SPANK

Lookin' to get into some serious "Once more into the breach" type of violence? Need ta keep that heart pumping for a few more critical ticks of the clock? Then you want Tank-N-Spank. The ultimate of the "power" drugs, Tank-N-Spank'll keep you on your feet and provide the endurance and speed you need to get the job done. But once it's done, you're probably done too. Don't say we didn't warn ya….
Nicknames: speedball assassin, graveyard express, last breath, overdrive, rage, roids
Duration: 1d4 hours.
Type: Injection, snorting, pill form
Effect: Each dose of the drug grants the character a +1d2 chemical bonus to Strength to a maximum number of doses of the character's Constitution modifier. Doses after that point have no beneficial effect. Additionally, on a confirmed critical hit in melee combat the user does an additional amount of damage equal to their modified Strength modifier.
Side Effects: A physically devastating cocktail of methamphetamines, heroin and anabolic steroids, Tank-N-Spank causes physical damage to the user to the tune of 1d4 per dose per hour hour when it wears off (a single dose of Tank-N-Spank that lasts 4 hours would inflict 4d4 lethal damage after the effects wear off) Additionally, each dose taken inflicts 1 point of Constitution damage.
Addictiveness Rating: severe

EXPLOSIVES

Looking to upgrade your security forces and corporate strike teams with the latest grenades and plastic explosives? Malmart's got everything you need!

NOTE: SOME PRODUCTS FOR CORPORATE AND MILITARY ORGANIZATIONS ONLY! ALL BUYERS NEED PROPER DOCUMENTATION AT CHECK OUT.

EXPLOSIVE DEVICES

BOMZAWAY™ LTD SATCHEL PACK

Sometimes you've gotta make a bigger statement than a few hand grenades can manage. Sometimes you've

EXPLOSIVES

EXPLOSIVES

TABLE 4.11 EXPLOSIVES

EXPLOSIVE	ENTRY TIER	DAMAGE	BLAST RADIUS	COST	WEIGHT
Bomzaway Ltd Satchel Pack	Civilian	18/32	30 ft.	2,500	8
Bomzaway Molotov Cocktails	Gutter	7/12	5 ft.	100	1
CES Dynamight	Corporate	9/16	20 ft.	300	0.5
CES MPact	Corporate	14/24	10 ft.	600	1
CES Nanotherm Gel	Military	13/24	10 ft.	400	0.5
CES Super C4 Plastic Explosive	Military	13/20	20 ft.	500	0.5

DAMAGE CODES

In the tables, damage codes show normal and critical damage values for the items based on the damage system in the setting rules. Explosives will have the dice-based damage information for them at the end of their written entries, if you just want to roll damage dice.

gotta get that big thing down or outta the way without screwing around. Bomzaway has your back, ami, with our exclusive Satchel Pack. It can be rigged with a timer, a wire, or a remote. It can be shaped for a focused blast, or simply used to cover the widest area possible.

The Satchel Pack is a restricted item in some locations—be sure to check with your local law enforcement agency before ordering. When something blows, Bomzaway™ is there!

Game Notes: Satchels are used to deliver a pre-packed detonation pack. Shaping forms are used to create a shaped explosion; a successful Knowledge (demolitions) skill check is required to use this version.

- Can be rigged with a successful DC 25 Knowledge (demolitions) check to explode in a 5' radius ignoring 20 points of DR/Hardness.
- **Base Damage:** 4d8

BOMZAWAY LTD SATCHEL PACK

BOMZAWAY™ MOLOTOV COCKTAILS

Sometimes you wanna destroy something, but don't have the time, skill, or creds to use a Satchel Pack. Sometimes even grenades are outta your league. No worries—Bomzaway has your back, ami, and can provide one of the oldest and most easily used explosives in the book; the Molotov cocktail. Sure, you can probably make one of these at home, but do you feel like investing the time? And our patented alcohol/oil/tar mix is guaranteed to burn good and hot. When you absolutely, positively, need to burn someone down.

- Takes 1 move action to light. Target makes a DC 15 Reflex save to avoid catching fire and taking 1d6 points of damage per round for 1d4 rounds. Rolling on the ground or smothering the flames gives a +4 to the roll. The flames burn each round until extinguished. All exposed equipment and clothing takes the same damage as the character until the save is made.
- **Base Damage:** 2d6

CES DYNAMIGHT™

CES is proud to present the cleanest, most efficient trinitrotoluene money can buy. Microcapsules of the toluene are embedded within the stabilizer. With a twist and a push, you activate the mixing process, 30 seconds later the DynaMIGHT™ is ready for use. DynaMIGHT™ yield can be increased with additional sticks.

• Each additional stick adds +1 damage and +1 foot to the blast radius. A successful DC (15+1 per stick) Knowledge (demolitions) skill check will add the ability to ignore 5 points of DR/Hardness.

- Takes 5 rounds to mix and arm, and then is ready to explode on impact.
- **Base Damage:** 2d8

CES MPACT EXPLOSIVES

MPact explosive are stable in liquid form but when dry become highly volatile, though short-lived. MPact explosives can be used like a mine on non-porous surfaces. Poured on a solid item, it can make a very dangerous grenade.

- Can be rigged with a successful DC 20 Knowledge (demolitions) check to explode in a 30' radius burst, or be poured on an object and thrown to explode in a 10' radius.
- Rolling a 1 on the attack roll will result in damaging one's self, as the initial force to throw the item, sets it off.
- **Base Damage:** 4d6

CES NANOTHERM GEL

Thermite on the nanoscopic scale; nanoparticles of aluminum and ferrous oxide are mixed with a magnesium base to provide the hottest thermite available. Useful at cutting through armor.

- Each additional charge adds +3 damage, +1 point of ignored Hardness, and +1 AP.
- A successful Knowledge (Demolitions) skill check will add the ability to ignore an additional 2 points of DR/ Hardness.
- **Base Damage:** 3d8

CES SUPER C4 PLASTIC EXPLOSIVE

CES brings you the best C4 money can buy, with two times the destructive power of Standard C4, Sold in 8 oz bricks.

- Each additional charge adds +2 damage, +1 point of ignored Hardness, and +1" to the burst radius.
- **Base Damage:** 2d10

GRENADES

Modern grenade launchers typically use 25mm grenades which can be outfitted with various payloads, while the 40mm grenades fill a greater variety of roles. In addition there are the standard thrown grenades. Launched grenades use the weapons ranges, whereas thrown grenades have a range increment of 10 feet.

APC-40 ANTIPERSONNEL CLUSTER

This grenade scatters micro-munitions over a 20 foot radius area, effectively creating a micro-munition minefield.

- Each time a character moves into a 5 ft. square covered by the micro-munitions (or spends a round fighting while standing in such an area), it runs the risk of setting them off. Make an attack roll for the micro-munitions (base attack bonus +5) against the character Touch DS. If the attack succeeds, the character has set off the micro-munitions. The micro-munitions explode, doing their damage, and the character's speed is reduced by half because its feet and legs are wounded. If movement would be reduced below 1, the character is rendered prone and unable to walk. This movement penalty lasts until the character is successfully treated with a DC 25 Heal check, a use of restorative nanites, or 1 uses of a medic's healing nanites for each step of reduction in movement the character suffered. A charging or running character must immediately stop if it detonates the micro-munitions in a square. Detonating a 5 ft. square only clears the micro-munitions in that square, the other squares covered by the radius are still 'live' and able to detonate if set off. Any character moving at half speed or slower can pick its way through a bed of micro-munitions with no trouble.

- **Base Damage:** 2d6+2

HE-40 HIGH EXPLOSIVE

Standard military grade High-explosive launched grenade.
- **Base Damage:** 4d8

HIGH EXPLOSIVE INCENDIARY GRENADES

The Hell on Earth HEI grenade rounds explode with white phosphorus, coating everything in the kill zone in sticky flaming death.

- Targets hit by the HEI round will catch fire, taking 1d6+1 points of fire damage per round for 1 minute (10 rounds). The flames burn each round unless target is totally immersed in water or placed in an oxygen-less environment (which suspends the fire but does not extinguish it; flames resume as soon as target is no longer submerged or in an oxygenless environment), or they are smothered in extinguisher foam. All exposed equipment and clothing takes the same damage as the character.
- **Base Damage:** 3d6

FLASH BANGS

Grenades which cause nonlethal damage.
- **Base Damage:** 2d10 (nonlethal)

MICRO FUSION GRENADE

Based on the latest micro fusion technology, this little grenade packs a deadly punch.

- The grenades are magnetic and will adhere to any metallic surface.
- They are also equipped with a delay timer, which has a 60 minute internal timer, or may accept command detonation signals.
- Ignores 5 points of DR/Hardness
- **Base Damage:** 3d10+6/x3

SM-40/SM-19 SMOKE

Smoke is useful for several tactical options, especially with our hot smoke option.

- All normal vision is obscured out to 5 feet. A target with 5 feet has concealment (attacks have a 20% miss chance). Targets further away have total concealment

CES DYNAMIGHT™

CES SUPER C4 PLASTIC EXPLOSIVE

MICRO FUSION GRENADE

EXPLOSIVES

EXPLOSIVES

TABLE 4.12 GRENADES AND MINES

25MM GRENADES	ENTRY TIER	DAMAGE	BLAST RADIUS	COST	WEIGHT
High Explosive Incendiary	Military	10/18	10 ft.	Military	1
TAG-7 Tear Gas	Corporate	---	20 ft.	350	1
TAZ-25	Corporate	---	20 ft.	3,500	1
40MM GRENADES					
APC-40 Antipersonnel Cluster	Military	9/14	10 ft.	Military	2
HE-40 High Explosive	Military	18/36	20 ft.	Military	2
High Explosive Incendiary	Military	13/24	20 ft.	Military	2
SM-40 Smoke	Military	---	30 ft.	350	2
TAG-40 Tear Gas	Military	---	30 ft.	350	1
TAZ-40	Military	---	20 ft.	Military	1
THROWN GRENADES					
Flash Bang	Corporate	11/20	20 ft.	250	2
Micro Fusion Grenade	Elite	22/46	20 ft.	Military	2
SM-19 Smoke		---	30 ft.	350	2
MINES					
AGA Anti-Drone Air Mines	Military	14/24	30 ft.	Military	7
AGA AP-4S Anti-Personnel Slaymore	Military	14/30	½ 30 ft.; see description	Military	4
AGA AV-12 Mines	Military	36/64	10 ft.	Military	12
AGA AVD-3 Arachnid Drop Mines	Military	26/41	10 ft.	Military	3
AGA Rain of Steel Antipersonnel Mine	Elite	28/48	20 ft.	Military	3

(50% miss chance, and the attacker can't use sight to locate the target). In addition to obscuring movement, smoke charges can also severely reduce the damage of laser weaponry. Smoke lasts for 1d4+2 rounds, before dispersing. Hot smoke version blocks IR and UV as well.

- **Base Damage:** --

TAZ-25/TAZ-40

A taser fitted into the body of the casing. The TAZ-25 delivers a powerful shock.

- Targets within the area of effect must make a DC 18 Fortitude save or acquire the Stunned condition for 1d6+2 rounds.
- **Base Damage:** —

TG-40, TG-7 TEARGAS

Nonlethal crowd control for over a hundred years.

- Anyone caught in a Tear gas cloud must make a DC 15 Fortitude save or acquire the sickened condition. Each additional round within the cloud forces another roll with a cumulative –1 to the save. The condition persists for 1d6+6 rounds after exiting the affected area. Gas masks, and Full Environmental equipment provides protection from Tear Gas.
- **Base Damage:** —

MINES

Mines are emplaced with the Knowledge (demolitions) skill. They are triggered by pressure, proximity, or remote detonation, and do damage to all targets in their blast radius, but they may only critically damage the vehicle that triggered them. They attack versus a triggering target's Touch DS using a BAB of +12 for Military Tiered mines and +15 for Elite Tiered mines.

AGA ANTI-DRONE AIR MINES

Utilizing dummy drones, Anti-drone air mines are designed to hover and discourage aerial pursuit. Especially damaging to any type of turbine driven engines, like those found on VTOLs and jet engines.

- Ignores 5 points of DR/Hardness
- **Base Damage:** 4d6

AGA AP-4S ANTI-PERSONNEL SLAYMORE MINE

A variation on a standard claymore mine, this baby hits like a swarm of angry hornets. 2,000 flechettes give the Slaymore a kill zone of nearly 6 meters.

- Area of effect is ½ of a 30 ft. radius burst originating from the direction it is facing, out 90 degrees to each side.
- Ignores 10 points of non-hardened DR/Hardness
- **Base Damage:** 4d6/x3

AGA AV-12 MINES

Another anti-vehicular mine, designed with a pressure trigger, utilizing a simple Chameleon system, it can be a nasty surprise.

- Chameleon System grants +5 to DC to detect mine.
- Ignores 15 points of DR/Hardness
- **Base Damage:** 8d8

AGA AVD-3 ARACHNID DROP MINES

Arachnid Drop Mines are deployed from mine layers on vehicles.

- Ignores 5 points of DR/Hardness
- **Base Damage:** 6d6+5

AGA RAIN OF STEEL ANTI-PERSONNEL MINE

Noted as one of the most deadly mines found in the battlefields of 2090. The Rain of Steel is designed to shoot upward six feet when triggered and rain the area with razor sharp flechettes.

- Only armor covering the head offers protection against these deadly mines.
- **Base Damage:** 8d6

MEDICAL EQUIPMENT

Need a good medical kit, or perhaps you wanna upgrade the medical facilities in your team's safe house? No worries. Malmart's got the tech to keep your heart tickin'. Need to resupply your medical supplies after the last op? Malmart's got everything from handy Stim patches to biometers and even fully-stocked mobile trauma units!

BIOMETERS

Is your old biometer broken? No worries amigo. Malmart's got the SOTA in biometer technology. These biometers are guaranteed to hold up under battlefield conditions, or your money back!

BIODESIGN BIOPROBE

The BioDesign BioProbe is a multifunction medical sensor in the form of a flexible cuff which wraps around the patient's wrist, ankle, or neck. It must be applied to bare skin, as there are tiny needles which must get to the sub-dermal layer. The BioProbe reads temperature, pulse, blood pressure, blood oxygen level, blood sugar, and red blood cell count. At most clinics and hospitals, a BioProbe or similar device goes onto each patient as soon as they come in the door, and stays on until they are discharged, doubling as a patient identity bracelet. The bioprobe grants +1 Competence bonus to Healing skill checks.

BIODESIGN OMNIPROBE

The OmniProbe is BioDesign's top-of-the-line medical monitor. Slightly larger than the BioProbe, it includes all the features of the BioProbe and adds chemical sensors to analyze drugs, toxins, and hormone levels in the bloodstream. The OmniProbe provides a +2 competence bonus on Heal checks. In addition, if connected to a hospital network, it has a Heal skill of 10, for diagnostic purposes only. An OmniProbe can also be used to monitor a subject's involuntary responses to questioning, like an old-fashioned lie detector, (+1 competence bonus on Sense Motive checks made against a patient a patient wearing an OmniProbe).

BRAZILIAN PARA-SAR MEDKIT

Brazilian Air Force search and rescue teams have become legendary for their skill, morale, and success rate at saving lives in impossible situations. Their standard medical kit is similar to the Crisis Team model below, but also includes an inflatable cast for broken limbs, spray-on bandages for large burns, extra painkillers, five military-grade antidote patches, insect repellent, two self-heating pads and two self-cooling pads. This medkit provides a +2 circumstance bonus on Heal checks.

CRISIS TEAM RESPONDER KIT

The standard for civilian medical responders in most developed parts of the world. Includes a BioProbe monitor cuff, a hand-pumped ventilator with disposable masks, a pack of airway tubes, ten standard trauma patches, two rolls of tape and a dozen sterile dressings, a bottle of sterile saline, antiseptic spray, gloves and face masks, steel trauma shears for cutting away clothing and debris, tweezers, a light, and a lightweight thermal blanket. There are drug patches for painkillers, antibiotics, stimulants, and anti-diarrheal agents. This medkit provides a +1 circumstance bonus on Heal checks.

MALMART HOME MEDKIT

A cheap, low-end medical kit aimed at campers, paranoid parents, and business owners trying to comply with safety rules without spending much money. Includes a mouth shield for mouth-to-mouth respiration, some antibiotic dressings and sterile bandages, two emergency support patches, gloves, scissors, tweezers, and a packet of epinephrine patches. Everything is made as stable and long-lasting as possible so the kit can be shoved in a glove compartment and forgotten for up to 5 years.

TABLE 4.13: MEDICAL EQUIPMENT

BIOMETERS	ENTRY TIER	COST	WEIGHT
BioDesign BioProbe	Corporate	1,000	---
BioDesign OmniProbe	Military	2,000	1
Brazilian Para-Sar Medkit	Military	5,000	6
Crisis Team Responder Kit	Corporate	2,500	4
Malmart Home Medkit	Civilian	200	1
Mobile Trauma Kit	Corporate	10,000	40
PATCHES			
Drug Patch	Corporate	200	---
Emergency Support Patch	Civilian	300	---
Military Antidote Patch	Military	300	---
Stim Patch	Civilian	200	---
Stun Patch	Civilian	200	---

MEDICAL EQUIPMENT

MOBILE TRAUMA KIT

Most ambulances now carry a Mobile Trauma Unit. This is an automated medical support device intended to stabilize a seriously injured patient long enough to reach the hospital. An MTU is a set of diagnostic patches, self-injecting tubes, and ventilators, typically deployed from a box built into the side or ceiling of the patient compartment. Free-standing MTUs resemble a stretcher bolted atop a footlocker. On its own, the MTU has a Heal skill of +12 to keep the patient alive and stable. A trained paramedic or doctor using an MTU can not only stabilize but treat injuries (+5 competence bonus on Heal checks for trained users).

PATCHES

DRUG PATCH

Most emergency drugs are now packaged as "slap and forget" skin patches about 1 inch across. They are color-coded by the type of medication (antibiotic, antitoxin, stimulant, tranquilizer, etc.) and have the drug name printed in large clear letters. The one-size-fits-all nature of emergency patches does have drawbacks. It's hard to measure out a precise dosage, and well-meaning amateurs often overdo it.

Administering a patch to an unwilling patient requires a successful attack roll versus the target's flatfooted defense value, and there is a –4 penalty to hit bare skin unless the individual is very scantily dressed. Military grade armor has no exposed skin to target. Putting a patch on someone without them noticing requires an opposed Stealth or Bluff roll versus the target's Perception in addition to the attack roll.

EMERGENCY SUPPORT PATCH

A standard part of any medical kit, an emergency support patch is a combination wound dressing and drug patch. The user simply peels off the sterile backing and slaps it over the wound. Emergency Support Patches (known in the trade as "greens" or "post-its") are typically 5 cm square and colored fluorescent green. The bandage is laced with antibiotics, stimulants to ward off shock, topical painkillers, and coagulating agents to stop bleeding. The patch grants a +2 circumstance bonus on Heal checks to treat injuries, and removes 1 point of bleed damage. A great many doctors hate the patches, because some injured patients simply slap one on and never seek treatment until undetected damage or infection puts them at risk of death.

Teenagers have been known to abuse the patches, slapping them on for the rush of euphoria from the mix of painkillers and stimulants.

MILITARY ANTIDOTE PATCH

The list of toxins used commonly as weapons isn't that long, and in many cases the same antidote counters a whole family of contact or inhalation agents. On the chemical-warfare battlefield, seconds count. Most armed forces now issue soldiers a stick-on antidote strip, typically attached to the back of the calf or the inside of the forearm. The outer surface is a gas detection strip, which changes color on exposure to various chemical agents. The soldier simply presses firmly against the section which has changed color to release the appropriate antidote (+2 resistance bonus to Fortitude saves against chemical warfare agents).

STIM PATCH

A common variety of drug patch which has migrated from medical to street use. Stim patches contain a jolt of epinephrine, ampakine, and dopamine. A stim patch grants a +2 circumstance bonus on Stabilization rolls for 1 hour.

STUN PATCH

Tranquilizing drug patches are used in psychiatric treatment, by repressive regimes and corps too savvy to just shoot their enemies, and (of course) by hard-partying idiots looking for a new high. Time-release tranquilizer patches are color-coded gray and blue, while fast-acting doses are black and blue (which leads to any number of annoying pop-culture references to being "beaten").

Note: Even the fast-acting patches aren't instant. Anyone dosed with a Stun patch rolls a DC 15 Fortitude save each round with a cumulative –1 penalty per round. With a success the target remains conscious. Once the target

TABLE 4.14: SECURITY TECHNOLOGY

DEVICE	ENTRY TIER	WEIGHT	COST
Ravenlocke Securities Standard Restraints	Civilian	1	65
Ravenlocke Securities Hi-Threat Restraints	Corporate	3	500
Ravenlocke Securities Cyber-Threat Restraints	Military	5	1000
Ravenlocke Securities Basic Locking Mechanism	Gutter	1	25
Ravenlocke Securities Standard Locking Mechanism	Civilian	1	50
Ravenlocke Securities Improved Locking Mechanism	Corporate	1	200
Ravenlocke Securities Hi-Security Locking Mechanism	Military	1	1000
Ravenlocke Securities Basic Area Detection Warning System	Civilian	5	1000
Ravenlocke Securities Standard Area Detection Warning System	Corporate	5	2000
Ravenlocke Securities Improved Area Detection Warning System	Military	5	4000
Ravenlocke Securities Hi-Security Area Detection Warning System	Elite	5	8000
Security Systems Override Kit	Civilian	3	1000

fails the Fortitude save he is rendered unconscious for 2d6 hours.

The danger of an overdose is significant. Once the drug takes effect, the target makes a DC 15 Fortitude save at –2; with a failure he suffers 2 points of Con damage.

SECURITY TECHNOLOGY

Are you a bounty hunter looking for the best cyber-restraints? Handling a security upgrade for the corporate offices? Malmart's got everything you need for threat detection. Check out Ravenlocke's newest Area detection warning systems and locking mechanisms. Don't get caught by surprise the next time your competitor tries to inflitrate your building!

RAVENLOCKE SECURITIES RESTRAINTS

Ravenlocke doesn't just make weapons, they have a full line of security technology to offer as well! Ravenlocke's standard restraints can bind a Medium character. A restrained character can use the Escape Artist skill to slip free (DC 30 for Standard restraints, DC 35 for Hi-Threat, and DC 40 for Cyber-Threat restraints). Breaking the restraints requires a Strength check (DC 26 for Standard restraints, DC 28 for Hi-Threat restraints, and DC 30 for Cyber-Threat restraints). Standard and Hi-Threat restraints have hardness 10 and 10 hit points; Cyber-Threat restraints have Hardness 15 and 30 hit points.

Most restraints have locks. Add the cost of the lock you want to the price of the restraints.

RAVENLOCKE SECURITIES LOCKING MECHANISMS

Everyone needs locks, and at Ravenlocke Securities, they're part of our name! Our locking mechanisms can be as simple as an old-fashioned padlock, or as advanced as a computerized keypad with a 20-digit release code. The DC to open a lock with the Disable Device skill depends on the lock's quality.

- **Basic:** (DC 20)
- **Standard:** (DC 25)
- **Improved:** (DC 30)
- **Hi-Security:** (DC 40).

The normal locking mechanism is simply released by application of the key, whether that key is a physical key, swipe card, or keypad-entry passcode. Locks can have additional security features added to them to increase security, usually in the form of various types of biometric data, TAP tokens, or similar methods. Each additional security feature adds +2 to the Disable Device DC, 1 to the weight, and 50 to the cost of the lock to a maximum of five additional features. If someone trying to bypass does not have access to one or more additional items necessary (lacks a retinal print of the owner, etc.), add +5 to the DC for each item missing.

Example: An Improved Locking Mechanism with retinal verification, voiceprint verification, and a TAP-delivered token added to it has a DC of 36, a weight of 4, and a cost of 350 cryptos. If Jun Gong tries to open the lock and has a copy of the retinal and voiceprint needed but not the TAP token, the DC will be 41.

RAVENLOCKE SECURITIES AREA DETECTION WARNING SYSTEM

Sometimes a lock isn't enough, and you need to know when someone is moving around inside your facility. Ravenlocke Securities is there for you with the best line of are detection technologies available on the market! The specific type of system used to detect movement varies with the level of the system purchased, but the quality is still the same! Basic systems use infrared beams or lasers. Standard systems use the above plus motion-sensing detection systems, Improved systems use all the above plus passive thermal background differential detection technology, and Hi-Security Systems use all of the above plus passive sound and radar-based technologies. Your Ravenlocke Securities System can be set to sound an alarm, notify security personnel or law enforcement, activate defense mechanisms, and more—you tell us what you need, and we accommodate that need.

The Perception DC to detect, and the Disable Device DC required to defeat, an area detection system in operation is based on the system's quality.

- **Basic:** (DC 20)
- **Standard:** (DC 25)
- **Improved:** (DC 30)
- **Hi-Security:** (DC 35)

The higher the quality of system, the more area it can cover.

- **Basic:** (15' cone, line, or radius)
- **Standard:** (20' cone, line, or radius)
- **Improved:** (30' cone, line, or radius)
- **Hi-Security:** (40' cone, line, or radius)

RAVENLOCKE SECURITIES SECURITY SYSTEMS OVERRIDE KIT

This kit contains lockpicks, specialized electronics tools, programs and other tools you need to use the Disable Device skill on mechanical and electronic locks and security systems. Without these tools, you must use improvised tools, and you take a –2 circumstance penalty on Disable Device checks.

- **Masterwork Security Systems Override Kit:** This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device checks.

TAP APPLICATIONS

Bonjour mes ami, welcome to Malmart's TAP Application Store, or T-APP Store. We have T-APPs to expand your mind beyond its Basic TAP connection. You can go surf the Deep to find the information yourself, or you can purchase a T-APP, and have specialized knowledge at your TAP Access Point.

Note: All TAP applications require 1 AMS.

TABLE 4.15 TAP APPLICATIONS

TYPE (T-APP)	ENTRY TIER	COST
Babylon	Civilian	1,000
Bounty Board	Corporate	400/month
Caduceus	Corporate	500/month
Estream	Civilian	150/month
Ether Combat IFF	Military	5,000
Firewall Sapper Protection	Civilian	500/month
Firewall G-Net Security	Corporate	1,200/month
Firewall 4th Dimension Security	Military	2,000/month
Multitasker	Corporate	2,500
Newslink	Civilian	100/month
Range-Finder/Targeting Acquisition Uplink	Corporate	2,000
T-APP Teamlink	Corporate	2,000

T-APP BABYLON
The Babylon acts as a basic translator program, allowing the character to make a DC 15 INT check to understand languages he doesn't normally speak.

T-APP BOUNTY BOARD
This fun little app includes face recognition software and links to all the known bounties, updating constantly. It pays to be a good guy. It gives a +2 bonus to Perception rolls when trying to spot a fugitive in a crowd of people. It also updates any personal bounties issues against licensed users, letting you know just how wanted you are.

T-APP CADUCEUS
A T-APP which monitors your vitals and displays them directly into your heads-up. For a 500 credit per month fee, you can have your vitals monitored by a Medical team, which can then dispatch a rescue team in the event of incapacitation or suffering massive trauma (taking 1/2 character's hit points). Doctors who access the Caduceus also gain +1 to Healing rolls on the character.

T-APP ESTREAM!
Looking for entertainment? We have over 10,000 shows available for instant streaming! This grants a +2 to Knowledge skill checks.

T-APP ETHER COMBAT IFF
When you're in the thick of it, you want to know where your friends are. That's where the Combat IFF (identification friend or foe) comes in. Uplinks to your teams TAPs, this will project a Hyper Tag and outline image of your team's locations which is visible only in your teams TAPs. Reduces the penalty for firing into melee when friends are present to −2.

T-APP FIREWALL SAPPER PROTECTION
Grants +1 to a character's Firewall! Does not stack with other T-APP Firewall products.

T-APP FIREWALL G-NET SECURITY
Grants +2 to a character's Firewall! Does not stack with other T-APP Firewall products.

T-APP FIREWALL 4TH DIMENSION SECURITY
Grants +3 to a character's Firewall! Does not stack with other T-APP Firewall products.

T-APP MULTITASKER
Organize your brain, by creating multiple TAP view ports for different tasks with this simple to use visual tool. Adds a +2 bonus to all Profession skills thanks to advanced task management capabilities.

T-APP NEWSLINK
This T-APP keeps you linked in with all the world news, with instant translation, and multi-window displays of relevant news streams. Characters using T-APP NewsLink have a +1 bonus to skill checks relating to current events which stacks with the Estream bonus when appropriate.

T-APP RANGE-FINDER/TARGETING ACQUISITION UPLINK
Target acquisition provides an interface between range finders, smartguns, etc., providing instant up-to-the second information from weapon accessories. Range penalties are reduced by −2.

T-APP TEAMLINK
TeamLink Uplink links all team members with each other as long as they are within 50 feet of one another. Ranges, subvocal messages and other tactical information uploaded by team members grant +1 Initiative.

TOOLS
Malmart is pleased to bring you an array of tools available for use in your corporate offices and daily lives. From Chem scrubbers, to Interface Goggles, we've got it all!

CHEMICAL SCRUBBER
A Chemical Scrubber is a canister of nanites which, when activated, converts the chemicals on contaminated clothing or surface into harmless substances. Scrubs up to 10 square feet of surface area. Single use.

COMBAT WEBBING

Full combat webbing. Sturdy web belt with detachable loadbearing SynthWeave suspenders. The belt and load-bearing suspenders are 1" wide and adjustable to fit nearly every body size, as well as over standard armors. The webbing is designed to carry hard and soft-sided pouches for equipment and ammunition to be readily at hand. These pouches come in a variety of sizes, and range in use from magazine pouches to medkits to holsters and drop pouches. Available as integral clips to hard armors as well. This allows the character to act as if his Strength were 1 point higher for purposes of determining Carrying Capacity.

HYPER BOOK

Sometimes you just want to have the feel of a book in your hands; this Holoreader book interlinks with the TAP to project the book images onto the pages of the book. More of a gimmick, a throwback to the old days.

INTERFACE GOGGLES AND GLOVES

These allow individuals without a TAP to access the Global Datanet. They are not as smooth an interface as a TAP is, so all Hacking rolls using them have their DC increased by +10 and the user takes a -5 Initiative penalty. On the up side, a user can't be affected by attacks, viruses, or other attacks that depend on a TAP for delivery.

LOFTAN PERSOFAB MATTER ASSEMBLER

A personal fabricator uses laser printing to build up 3-D objects from plastic feedstock. Many homes have a small or medium fabricator to print out licensed products like toys, house wares, and the latest fad items. The Loftan PersoFab can make any item which will fit into a 6 inch cube. Simple moving parts are possible, but not motors or electronics. The plastic feedstock isn't very strong, and printed items don't last more than a few weeks. But who cares? When it breaks, just pay the license fee again and print out a replacement!

- Runs on local power supply.
- Product licenses typically cost 1,000 cryptos per copy.
- Feedstock costs 50 cryptos per 5 lb.

PLASMA CUTTER

At 25000 degrees Fahrenheit, this hand held plasma cutter can cut through carbon steel in seconds! This thing can be used in melee combat (−4 to hit, Base Damage 3d6/x3; Ignore 10 points of DR/Hardness; DC 20 Reflex save to avoid catching fire for 1d6 per round. Extinguished by one save.)

TOOLKITS

At Malmart we take pride in presenting the tools you need to get your job done. When ordering a toolkit, state what occupation you're needing the toolkit for and whether you want a basic, advanced or elite kit. Our trained staff will assemble a set of tools and accessories to assist you in your jobs. Fan-favorites include our Climbing, Survival and Craft Kits! Basic toolkits allow you to attempt the appropriate skill (Climbing, Survival, or Craft, depending on the type of toolkit purchased) without penalty. Advanced toolkits grant a +5 bonus to the skill. Superior toolkits provide a +10 bonus.

ZIPLINE GRAPPLE GUN AND RIG

Need to get from one scraper to another? A Zipline Grapple Gun is your ticket. This specialized pneumatic rifle consists of an AP arrow with grapple head, and a MonoRope reel (50 feet of rope included). If used as a weapon, it does **Base Damage** 2d6/x2.

WEAPONS

The world's a dangerous place, ami. You need to protect yourself, and sometimes, the best protection is good threat deterrence. Nothing says "don't mess with me" like a good weapon, and trust us; we've got them all.

DAMAGE CODES

In the tables, damage codes show normal and critical damage values for the items based on the damage system in the setting rules. Weapons will have the dice-based damage information for them at the end of their written entries, if you just want to roll damage dice.

TABLE 4.16: TOOLS

GEAR	ENTRY TIER	COST	WEIGHT
Chemical Scrubber	Corporate	250	1
Combat Webbing	Corporate	450	3
Hyperbook	Civilian	250	0.5
Interface Goggles and Gloves	Civilian	250	0.5
Loftan PersoFab	Civilian	5,000	10
Plasma Cutter	Corporate	10,000	2
Toolkit, Basic	Civilian	250	5
Toolkit, Advanced	Corporate	1,250	10
Toolkit, Elite	Military	5,000	100
Zipline, Grapple Gun and Rig	Corporate	700	5

WEAPONS

WEAPONS

DOMINATRIX PAIN WHIP   BK SHOTFIST   BK SWORDGUN   RAVENLOCKE JOINT LOCK STUN GLOVES

SHOGUN OUTFITTERS DRAGONFLY TESSEN

SHOGUN OUTFITTERS MIYAMOTO K-TANA

SHOGUN OUTFITTERS MANRIKI–GUSARI

HYPERTAG

If you're looking to outfit your security teams or mercenary companies, Malmart has the best in the "big bang" items like automated gun turrets, rocket launchers, and much much more!

MELEE WEAPONS

ACT OF GOD ARMAMENTS EXO-CLAW

These heavy servo-assisted gloves have massive electrodynamo ceramic claws easily capable of ripping through heavy armor plating. A normal hand fits inside the claw, so no other weapons may be held in the hand. The claws require a power backpack to function.

• Exotic Weapon with the disarm and sunder qualities
• Uses a battery pack good for 60 minutes of activity.
• An Exo-Claw ignores 5 points of DR/Hardness.

• **Base Damage:** 3d6 (20/x2)

ASTERISK DOMINATRIX PAIN WHIP

Whether you want to add a little fun in the bedroom, or to make your enemies cower in fear, the Dominatrix Pain Whip is what you want. At a low voltage, tuned electrical charge, the pain whip set to the frequency that neurotransmitters function on, any contact with flesh can cause excruciating pain. The whip has a retractable filament, allowing the whip to be housed within the handle.

• Exotic Weapon with the reach quality
• The Pain Whip is treated as a melee weapon with a 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a Pain Whip provokes an attack of opportunity,

TABLE 4.17: MELEE WEAPONS

TYPE (MELEE)	ENTRY TIER	DAMAGE NORM/CRIT	RANGE	WEIGHT	TYPE	COST
AOG Armaments Exo-Claw	Corporate	10/18	---	15	P or S	4,500
AOG Dominatrix Pain Whip	Corporate	---	---	2	Special	2,200
BKI Shotfist	Gutter	2/4 (gauntlet)or 7/12 (shotgun)	10 ft.	1	B	1,750
BKI Swordgun	Gutter	3/6 (sword) or 7/12 (shotgun)	20 ft.	6	P or S	4,000
RS Jointlock Stun Glove	Civilian	---	---	1	Special	250
RS Jointlock Stungun	Civilian	---	---	1	Special	175
RS Security Truncheon	Corporate	3/6 nonlethal	---	1	B + special	900
SO Dragonfly Tessen	Civilian	2/8	5 ft.	---	P	100
SO Manriki-Gusari	Civilian	3/6 - 3/6	---	3	B	150
SO Miyamoto K-Tana	Civilian	4/8	---	6	S	800
SO Monowhip	Corporate	7/18	---	2	S	3,000
SO Whirlwind Butterfly Swords	Civilian	2/4	---	1	S	100
UP Duke McCoy Combat Knife	Gutter	3/6	10 ft.	1	S or P	300
UP Ironfang Spring-Blade	Gutter	2/4	10 ft.	1	P	250
WT Decapitator Chain Axe	Civilian	10/24	---	50	S	5,000
WT Disemboweler Chain Dagger	Civilian	4/8	---	5	S	1,500
WT Eviscerator Chain Sword	Civilian	5/10	---	10	S	2,500
WT Lacerator Knife	Civilian	2/4	10 ft.	2	S	400
WT Shillelagh Havoc Stick	Civilian	3/6	---	2		1,500

just as if you had used a ranged weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon. The pain whip does no damage; you do not add your Strength modifier to damage with it. Once the Pain Whip has been wrapped around a target's flesh, a flick of a switch sends the target's nerves into overdrive. Using a Pain Whip requires a called shot to an unarmored location. A struck target makes a Will save (DC = attacker's CMB). Failure indicates the target is affected as follows until he breaks free: An affected character moves and attacks at a drastically slowed rate. Those affected by this weapon are staggered and can take only a single move action or standard action each turn, but not both (nor may they take full-round actions). Additionally, they take a –1 penalty on attack rolls, DS, and Reflex saves. An affected character moves at half its normal speed (round down to the next 5-foot increment), which affects the character's jumping distance as normal for decreased speed. Multiple Pain Whip effects don't stack.

- Uses a battery good for 10 minutes of operation.

BLACK KNIGHT INDUSTRIES SHOTFIST

A brutal and usually highly illegal weapon, the ShotFist effectively consists of a single-shot shotgun mounted to the back of a Ceramic Gauntlet. Firing the shotgun provokes an attack of opportunity and takes a full-round action to reload. The shotgun may be set to fire on a successfully delivered punch; simply add the damage to the punch; in the event of a confirmed critical hit with a combined punch, only the shotgun does critical damage.

- Simple Weapon
- **Base Damage: Gauntlet**: 1d4 (20/x2); **Shotgun**: 2d6 (20/x2)

BLACK KNIGHT INDUSTRIES SWORDGUN

It's a sword! It's a gun! It's a SwordGun! This 20 inch blade of steel is mounted alongside a .45 caliber pistol, giving the wielder the benefit of both ranged and melee combat in one weapon! Never be the ranged fighter left unarmed in melee again!

- Martial Weapon
- **Base Damage: Sword:** 1d6 (19-20/x2); **Pistol:** 2d6 (20/x2), 5 shots, semi-auto.

RAVENLOCKE JOINTLOCK STUN GLOVE

When you need a low key, nonlethal response, look no further than Ravenlocke Security's JointLock Stun Glove. The reinforced, insulated palm conductor, can easily send its stunning jolt through conductive weapons and armor.

- Simple Weapon
- Uses a battery good for 10 discharges.
- Only requires a melee touch attack to use. Target must make a DC 15 Fortitude save or gain the Stunned condition for one round.
- Cannot be disarmed

RAVENLOCKE JOINTLOCK STUNGUN

A differently-packaged, lower-cost version of Ravenlocke's high-selling Stun Glove technology. Instead of a glove, the Stun Gun is designed as a hand-held device about the size of a pack of cards. As a hand-held device, it is easier to disarm, and more difficult to employ when compared to the always-ready Stun Glove. All other mechanics are the same as the Stun Glove.

- Simple Weapon
- Uses a battery good for 10 discharges.
- Only requires a melee touch attack to use. Target must make a DC 15 Fortitude save or gain the Stunned condition for one round.

RAVENLOCKE SECURITY TRUNCHEON

The Security Truncheon is the standard in nonlethal response, designed to parry attacks and deliver the maximum shock allowed under international treaties.

- Simple Weapon
- Uses a battery good for 10 discharges.
- Opponents struck with the truncheon resolve damage first, then must make a Fortitude save versus DC 20; failure means they are automatically Stunned for 1 round.
- **Base Damage:** 1d6 (20/x2; nonlethal)

SHOGUN OUTFITTERS DRAGONFLY TESSEN

These elegant, lightweight weapons were often used by samurai in places where obvious weapons were prohibited. Fighting fans double as defensive weapons.

- Martial Weapon with the distracting and monk qualities
- **Base Damage:** 1d4 (20/x3)

SHOGUN OUTFITTERS MANRIKI-GUSARI

A 36" inch long chain with two steel weights on the ends, the Manriki-gusari fighting chain is the perfect weapon for those situations when you need your opponent alive but entangled or otherwise incapacitated. Manriki make exceptional garrotes as well.

- Exotic Weapon with the double, grapple, monk, and trip qualities
- **Base Damage:** 1d6/1d6 (20/x2); double weapon.

SHOGUN OUTFITTERS MIYAMOTO K-TANA

This is tip-top ami—a folded titanium-tungsten alloy, katana with monofilament edge. Each K-Tana is a piece of art, with the seal of the artisan who created it, as a Hyper-Tag above the tang. HyperObject options available for the ronin to add colors and HyperFx during combat. Custom designed traditional Japanese mon included.

- Exotic Weapon with the deadly quality
- **Base Damage:** 1d8 (19-20/x2).

SHOGUN OUTFITTERS MONOWHIP

The MonoWhip (or monomolecular filament whip) is a whip consisting of tightly bound carbon molecules. Its super-thin profile lets the MonoWhip cut through most materials with ease. Keep away from children and pets.

WEAPONS

WEAPONS

- Exotic Weapon with the reach quality
- Uses a battery good for 15 minutes of operation.
- The MonoWhip is treated as a melee weapon with a 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a MonoWhip is a melee touch attack that provokes an attack of opportunity, just as if you had used a ranged weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon. Because of the weapon's nature, you do not add your Strength bonus to damage with a MonoWhip. MonoWhips are dangerous; a natural roll of 1 or 2 on the to-hit roll means the user has struck himself with a critical threat regardless of the initial roll. Roll again normally to determine if the threat is confirmed, and then roll damage as indicated. DR does not count against MonoWhips because the weapon passes through armor; Hardness counts at ½ value. The MonoWhip features a retractable whip, storing inside the handle when not in use.
- **Base Damage:** 2d6 (18-20/x3)

SHOGUN OUTFITTERS WHIRLWIND BUTTERFLY SWORDS

Impress your friends and intimidate your opponents with these handcrafted Titanium-Tungsten alloy Whirlwind™ Butterfly swords! At 19 inches long and 3 inches wide, these weapons are perfect for the Kung-fu street fighter.
- Martial Weapon with the monk quality
- **Base Damage:** 1d4 (19-20/x2).

DUKE MCCOY COMBAT KNIFE

Here it is folks, the NEW Duke McCoy Combat Knife! Now with a 3 inch longer blade, 13 inches of pain await any gutterpunk stupid enough to try and take you on when you're sporting the Duke McCoy Combat Knife! This wicked knife is made with our patented NanoSteel, the hilt employs Nano- Stick technology for an unbreakable grip
- Simple Weapon
- **Nano-Stick Grip:** +1 to CMD vs. disarm.
- **Base Damage:** 1d6 (19-20/x2).

WASTELAND TRADERS LACIRATOR KNIFE

WASTELAND TRADERS DECAPITATOR CHAIN AXE

URBAN PUNK IRONFANG SPRING-BLADE

Get the drop on your adversaries with our Urban Punk Ironfang spring-loaded blades! These sleek, nano-sharp knives are crafted with Urban Punk's patented NanoSteel to provide the durability and edge you need! NanoSteel springs are triggered by a micro switch. You can download a Mediastream of the activation process free of charge at our Urban Punk domain!
- Simple Weapon
- **Spring activated:** Free action to deploy
- **Base Damage:** 1d4 (19-20/x2)

WASTELAND TRADERS DECAPITATOR CHAIN AXE

The heavy-duty upgrade to Wasteland Traders' famous Eviscerator Chain Sword. This double-headed axe is powerful enough to carve through power armor with sheer brutality.
- Exotic Two-Handed Weapon
- Uses a battery good for 10 minutes of operation.
- **Base Damage:** 3d6 (19-20/x3).

WASTELAND TRADERS DISEMBOWELER CHAIN DAGGER

New for 2090, a lighter and more portable version of the Eviscerator Chain Sword. The Disemboweler is much easier to conceal than the bulky Eviscerator, and can be attached to a rifle as a bayonet.
- Exotic Weapon
- Uses a battery good for 15 minutes of operation.
- **Base Damage:** 1d8 (18-20/x2).

WASTELAND TRADERS EVISCERATOR CHAIN SWORD

The holy grail of violent splatter-fi fans for decades, modern technology has finally made the chain sword a reality. You know what it is— 20th century chainsaw technology small and light enough to be converted into a weapon.

SHOGUN OUTFITTERS WHIRLWIND BUTTERY SWORDS

WASTELAND TRADERS SHILLELAGH HAVOC STICK

WASTELAND TRADERS EVISCERATOR CHAIN SWORD

Effective and fun. New for 2090, internal batteries provide 48 hours of continuous use.

- Exotic Weapon
- Uses a battery good for 10 minutes of operation.
- **Base Damage:** 1d10 (19-20/x2).

WASTELAND TRADERS LACERATOR KNIFE

This meaty sucker takes twin serrated titanium blades and merges them into a single, thick sharp blade that cuts with a rapid alternating sawing motion.

- Simple Weapon
- Uses a battery good for 15 minutes of operation.
- **Damage:** 1d4 (18-20/x2).

WASTELAND TRADERS SHILLELAGH HAVOC STICK

The Shillelagh Havoc stick is a truncheon with a Havoc Capacitor at the tip. On a confirmed critical hit, the target is subjected to a bull rush using the same attack total, and is Stunned for 1 round.

- Martial Weapon
- Uses a battery good for 10 discharges.
- **Base Damage:** 1d6 (20/x2)

FIREARMS

AMMUNITION

To keep things simple, ammunition costs are kept fairly generic. The following table provides basic prices. If you need a price for something not listed, use this as a baseline and check with the GM on the final price.

AMMUNITION TYPE

Different types of ammunition provide varying effects in combat, as explained below. Ammunition types may be purchased with multiple effects, the multipliers are added together before modifying cost. Fragmentation may not be combined with any type other than high power.

PISTOLS

AGA BLACK KNIGHT LIMITED

The Black Knight is the newest addition to the AGA catalogue. The underbarrel blade can be used in close combat situations whenever needed, but the neat thing about this impressive revolver is the Dual Barrel Mode. The user can select to fire both barrels on each pull of the trigger, as a full-round action, taking a –5 on the second shot. This numbered, limited edition is only available in

TABLE 4:18: AMMUNITION

TYPE	COST	WEIGHT
Light caliber	100 per 50	3 per 50
Medium caliber	250 per 50	5 per 50
Heavy caliber	300 per 50	6 per50
Shotgun	200 per 20	4 per 20
Flamer (canister)	600 each	3 each
Gyroc round	350 per 50	10 per 50
Machinegun, Light	300 per 50	4 per 25
Machinegun, Heavy	350 per 35	4 per 10
Battery	150	1
Battery Pack	300	3
Hydrogen Cell	600	2

matte black, and is delivered in a wooden case with a certificate of authenticity.

- Heavy Pistol
- **Base Damage: Pistol** - 2d8 (20/x2), **Underbarrel Blade** - 1d3 (20/x3).

AGA CHROME EAGLE .75

Act of God brings you the largest caliber handgun on the market today. Released during the holiday season in 2089, this handgun is one of the hardest-hitting handguns on the market today. Made from pure titanium, and finished with a polished chromium. Commonly only carried by chromed-out cyber junkies, the kick has put many a norm in the hospital.

- Heavy Pistol
- Each additional shot taken in a round is at a cumulative -3 in addition to any other modifiers.
- Shooters without STR 20+ or cybernetic hands/arms take 1d6 nonlethal damage per shot fired.
- The Chrome Eagle ignores 2 points of DR/Hardness.
- **Base Damage:** 3d6+4 (20/x3).

AGA THUNDERBOLT

Signature weapon of world renowned retrieval expert Hunter Clark, the AGA Thunderbolt is now available on the open market!

- Heavy Pistol
- Because the AGA Thunderbolt is such a well-known menacing weapon, characters enjoy a +1 circumstance bonus to Intimidate rolls when brandishing this beast.
- **Damage:** 2d8 (20/x2).

AGA BLACK KNIGHT LIMITED

AGA THUNDERBOLT

WEAPONS

TABLE 4:19: AMMUNITION TYPE

AMMO TYPE	EFFECT	COST MULTIPLIER
Armor-piercing	Reduce DR by ½, not against Hardened	x3
Fragmentation	Critical on 18-20, not against Hardened	x2
Incendiary	Converts damage to fire damage	x3
Explosive[1]	Increase damage by +1 die, double DR of target	x2
High power	Increase damage by +1 point per die	x1.5

1–When applied to rockets, missiles, and vehicle/golemmech weapons, explosive ammunition detonates in a burst with a radius of 10 ft. per die of damage.

TABLE 4.19: PISTOLS

TYPE (PISTOLS)	ENTRY TIER	DAMAGE NORM/CRIT	FIRE MODES	ROF	RANGE	AMMO	WEIGHT	TYPE	COST
AGA Black Knight Limited	Military	9/16 (pistol), 2/6 (blade)	S	1-2	50	6	3	Ballistic	+1,500
AGA Chrome Eagle .75	Corporate	13/27	S	1	50	5	4	Ballistic	+2,000
AGA Thunderbolt	Corporate	9/16	S	1	50	11	4	Ballistic	1,500
AS Foley Arms Watchdog	Civilian	9/16	S	1	50	12	3	Ballistic	1,000
HT HT-9 Holdout Pistol	Civilian	7/10	S	1	50	5	2	Ballistic	1,000
PD Saturday Night Sprawl Special	Civilian	9/14	S	1	50	6	4	Ballistic	800
SC Urchin Pistol	Civilian	5/8	S	2	40	16	3	Ballistic	800
SR Street Talker 6mm	Civilian	7/12	S	1	20	6	3	Ballistic	500
UP Columbus Twin-Barrel	Corporate	7/12	S	1	40	15	4	Ballistic	2,500
WT Long Barrel	Corporate	7/12	S	1	60	11/16	4	Ballistic	900

AMY'S SURPLUS FOLEY ARMS WATCHDOG

HOSTILE TAKEOVER HT-9 HOLDOUT PISTOL

SENTINEL ROCK STREET TALKER 6MM PISTOL

AMY'S SURPLUS FOLEY ARMS WATCHDOG

Although Foley Arms has sadly folded, their legacy lives on in the form of the Watchdog—a sturdy and reliable semiautomatic pistol still favored by many professional groups, including the Atlantica Police Force. Relatively lightweight and inexpensive, the Watchdog uses a proprietary rebating system that actually allows the firing chamber's blowback to help accelerate the round. This means the Watchdog can use a 10mm round and still pack enough firepower to get the job done.

- Heavy Pistol
- **Base Damage:** 2d8 (20/x2)

HOSTILE TAKEOVER HT-9 HOLDOUT PISTOL

Hostile Takeover's most popular holdout pistol from the parcel delivery office to the boardroom. Perfect for a quick defense; the 9mm has enough stopping power to make lightly armored attackers dive for cover, giving you a chance to run for the weapons locker.

- Light Pistol
- **Base Damage:** 2d4+2 (20x2).

SATURDAY NIGHT SPRAWL SPECIAL .44 REVOLVER

You just can't beat a classic; 200 years of history are all the Saturday Night Sprawl Special .44 Magnum really needs. The elegant design is available in cobalt blue, polished chrome, or wrought iron black. It's big its heavy and staring down that .44 caliber barrel is scary as hell. Private Dick knows classic. Don't know Dick? Contact one of our friendly sales staff to get to know Private Dick.

- Pistol
- **Base Damage:** 2d6+2 (20x2).

STREET CHIC URCHIN PISTOL

The Street Chic brand is all about quantity, not quality. The Urchin 9mm pistol is the most common weapon on the street; the production values on this weapon are sub-par, bordering on criminal. But, when you need a

TABLE 4.20: SUBMACHINE GUNS AND SHOTGUNS

TYPE (SUBMACHINE GUNS)	ENTRY TIER	DAMAGE NORM/CRIT	FIRE MODES	ROF	RANGE	AMMO	WEIGHT	TYPE	COST
Mosquito Storm	Corporate	5/8	S, B	3	50	36	3	Ballistic	5,000
RS P9D	Military	5/8	S, B, A	3	50	100	3	Ballistic	Military
UP Gutter Punk	Civilian	7/12	S, B, A	3	50	30	3	Ballistic	1,500
WT Wanderer	Civilian	7/12	S, B, A	3	50	30	3	Ballistic	1,500
TYPE (SHOTGUNS)									
AGA Thunder	Civilian	10/18	S	1	40	16	5	Ballistic	800
BKI Tiger Claw	Corporate	7/12	S	2	20	6	5	Ballistic	500
WT BD-4DY 12g	Civilian	10/18	S	1	40	12	6	Ballistic	2,500

SENTINEL ROCK STREET TALKER 6MM PISTOL

WT-216LB WASTELAND TRADER LONG BARREL

MOSQUITO STORM MS-2090 MACHINE PISTOL

RAVENLOCKE P9D PERSONAL DEFENSE WEAPON

URBAN PUNK GUTTERPUNK .45ACP SMG

WASTELAND WANDERER 9MM SMG

TIGER CLAW CLOSE ASSAULT SHOTGUN

AGA-12 MAW MODULAR ASSAULT RIFLE

AMY' SURPLUS FOLEY ARMS TAW2022

STREET CHIC ASSASSIN'S RIFLE

BD-4DY 12G PUMP ACTION SHOTGUN

BLACK KNIGHT AMPHIBIOUS RIFLE

WASTELAND TRADERS PNEUMATIC DART RIFLE

URBAN PUNK PUNK3D RIFLE

WEAPONS

WEAPONS

throw-away, or you've only got so many creds, then you're likely to end up with an Urchin.

•Light Pistol
- **Damage:** 2d4 (20x2).

SENTINEL ROCK STREET TALKER 6MM PISTOL

In today's world, your family is under siege by the foreign criminals, gang members and terrorists—and the government is failing to protect you! The Street Talker is Sentinel Rock's answer to your call! Defend your life at a discount price you cannot afford to ignore.

- Pistol
- **Damage:** 2d6 (20x2).

URBAN PUNK COLUMBUS TWIN-BARREL PISTOL

Pop, pop—double tap! Nothing is sexier than a big pistol, and the Columbus is 4 pounds of Black Steel. It has an innovative design configuration, with the top barrel firing, then the bottom barrel, reducing the kick from the double barrels.

- Heavy Pistol
- The unique clip design does have some flaws, as it can jam easily (Jams on a natural 1-3), yet every shot is a Double Tap, but with a –2 penalty, instead of the normal –4.
- **Base Damage:** 2d6 (20x2).

WT-216LB WASTELANDER LONG BARREL

Wasteland Traders understands the need to engage targets at range. The long barrel design of the Wastelander Long Barrel might just give you the edge you need.

- Pistol
- **Base Damage:** 2d6 (20x2)

SUBMACHINE GUNS

MOSQUITO STORM MS-2090 MACHINE PISTOL

A mini sub-machine gun, utilizing 4.5mm caseless ammunition. The previous rotating five barrel design has been completely redesigned into a fixed tri-barrel configuration, making the weapon lighter, but exponentially increasing its ammo capacity. Plus, now it doesn't look like you pulled it out of the Deadlands VRPG. So drop your creds on this flash piece of hardware, and watch your street cred soar!

- **Base Damage:** 2d4 (20x2).

RAVENLOCKE P9D PERSONAL DEFENSE WEAPON

A small caliber weapon designed to put a lot of lead in the air. Utilizing a bullpup design, horizontal ammunition clip with helical feed and a high rate of fire. This small caliber machine pistol can lay down some serious lead, omae. Able to change fire modes from semi-auto to full auto. The amazing bullpup design is a stable compact firing platform. The weapon features a polymer based design to keep the weight to a minimum.

- **Base Damage:** 2d4 (20x2).

URBAN PUNK GUTTERPUNK .45ACP SMG

Urban Punk really loves the classics; this one is based upon the MAC-10 submachine gun. Silencer included where available.

- **Base Damage:** 2d6 (20x2).

WASTELAND WANDERER 9MM SMG

Wasteland Traders presents the Wanderer Submachine Gun. When you're in hostile territory, you need something that can throw a lot of lead in the air with complete reliability. Trust Wasteland Traders to bring you that kind of reliability.

- **Base Damage:** 2d6 (20x2).

SHOTGUNS

AGA THUNDER SHOTGUN

The Thunder is a smaller shotgun designed for home security. Its convenient size allows for easy storage in the home safe or other secure location (–2 to Perception DCs to detect)!

- **Base Damage:** 3d6 (20x2).

TIGER CLAW CLOSE ASSAULT SHOTGUN

The ultimate man stopper! When the fighting gets close and ugly, the Tiger Claw saves the day! Its cut-down barrel allows use in melee. Now sold with bio-degradable projectiles! Own the infamous combat shotgun that shoots tiny shards of plastic designed to deal maximum tissue damage!

- Strength Minimum 10
- **Base Damage:** 3d4 (20x2).

BD-4DY 12G PUMP ACTION SHOTGUN

Wasteland brings you another standard for survival in the wastes. The Big Daddy is deadly at close range, and with slugs, it can be just as deadly at medium range. The Big Daddy is there to keep you safe when you're out prospecting.

- Strength Minimum 13
- **Base Damage:** 3d6 (20x2).

RIFLES

AGA-12 MAW MODULAR ASSAULT RIFLE

Designed to the specifications of the world leading military, the AGA-12 Modular Assault Weapon had been rated Weapon of 2090 by GUNN™ Magazine. Currently in the final proving ground stages, expect to see many countries moving to arm their troops with the future of weaponry. There are three different base configurations.

- Strength Minimum in all configurations is 10
- **Base Damage: Assault** 2d8+1 (20/x2); **Heavy Support** 2d10 (20/x2); **MAW Spec Ops** 2d8 (20/x2).

AMY'S SURPLUS FOLEY ARMS TAW 2022

Merging the utility of an assault rifle, a close assault weapon and rapid fire 25mm under-barrel grenade launcher with the reliability of most Foley Arms weapons, the 2022 gives you every tool you need to get the job done. Bullpup

TABLE 4.21 RIFLES

TYPE (RIFLE)	ENTRY TIER	DAMAGE NORM/CRIT	FIRE MODES	ROF	RANGE	AMMO	WEIGHT	TYPE	COST
AGA-12 MAW									
Assault Configuration	Military	10/17	S, B, A	4	100	36	7	Ballistic	Military
Heavy Support Configuration	Military	11/20	S, B, A	4	120	120	8	Ballistic	Military
MAW Spec Ops Configuration	Military	9/16	S, B, A	3	100	36	7	Ballistic	Military
AS Foley Arms TAW 2022 CAW	Corporate	10/18	S, B, A	3/2	50	12	11	Ballistic	18,500
Under-Barrel Grenade Launcher	Corporate	By Grenade	S	1	50	12	8	Explosive	Military
BKI BK-616	Military	9/16	S, B, A	4	100	60	7	Ballistic	18,000
BKI Amphibious Rifle	Military	9/16	S	1	80	12	7	Ballistic	12,000
SC Assassin's Rifle	Corporate	13/24	S	1	90	1	8	Ballistic	+4,000
UP Punk3D Rifle	Civilian	9/16	S	1	80	9	6	Ballistic	1,600
WT Pneumatic Dart Rifle	Civilian	5/7	S	1	30	12	5	Piercing	1,100
Tarantula Hunting Rifle	Civilian	11/18	S	1	200	8	8	Ballistic	3,000

configuration allows a compact design. Favored firearm of the Combine Special Forces.

- Strength Minimum is 16
- **Base Damage:** 3d6 (20/x2).

BLACK KNIGHT ARMAMENTS BK-616

Black Knight's updated version of the M-616. Featuring advanced polymers, update to 6mm armor-piercing caseless ammunition in a 60 round drum. Integrated electronics and recoil compensators. New for 2090, optional 25mm underbarrel grenade launcher. (50 ft. range increment, single shot.)

- Grenade explodes in 20 ft. burst; Reflex DC 15 to take half damage.
- **Base Damage:** 2d8 (20/x2).

BLACK KNIGHT AMPHIBIOUS RIFLE

Using flechette rounds, this rifle can fire accurately both above and under the water. It's also a very quiet weapon compared to other firearms, giving the wielder's enemies little warning.

- **Quiet Operation:** +5 to DCs to hear weapon firing
- **Base Damage:** 2d8 (20/x2).

STREET CHIC ASSASSIN'S RIFLE

Street Chic's Assassin's Rifle is a one-shot .50 caliber rifle made entirely of polymers. Once fired, the rifle will dissolve into a puddle of goo as the catalyzers in the weapon activate. Comes disassembled in a lightweight case made from recycled paper.

- It takes 4 rounds to assemble the weapon from the case.
- **Base Damage:** 3d8 (20/x2).

URBAN PUNK PUNK3D RIFLE

Hard hitting and #1 in G4NG-B4NG™ magazine's popularity poll. Featuring numerous customization options while maintaining a shaz look. HoloTags are standard with 1200 pre-generated tags to choose from, in any color.

- **Base Damage:** 2d8 (20/x2).

WASTELAND TRADERS PNEUMATIC DART RIFLE

Sometimes you want to take something down without killing it, Wasteland traders brings you the low powered air-rifle, designed to deliver tranquilizer or poison darts.

- **Poison Effect/Cost:** See Pathfinder Core Rules for poison effects. Costs translate at 1 cryptodollar per gold piece.
- **Base Damage:** 2d4 (20/x2).

WASTELAND TRADERS TARANTULA HUNTING RIFLE

Named after one of most successful natural predators of the desert, the tarantula. The Tarantula Hunting Rifle is one of the best on the market according to GUNN Magazine. The Tarantula is powerful, and has range, a perfect hunting rifle, with a 160× multi-optic scope included. The smart hunter is the one not seen.

- Without scope, range is 100.
- **Base Damage:** 2d8+2 (20/x2)

HEAVY WEAPONS

AGA ANNIHILATOR PERSONAL RAIL CANNON

Act of God Armaments, the leader in battlefield carnage is proud to present the Annihilator Heavy Rail cannon; the 25mm variant of the Vindicator Rail cannon. Utilizing the same shoulder mount design as the Vindicator, the Heavy Rail cannon includes integrated targeting computer.

AGA ENFORCER RAILGUN AGA-RG30

AGA MJOLNIR AMR

WEAPONS

TABLE 4.22: HEAVY WEAPONS

TYPE (HEAVY WEAPONS)	ENTRY TIER	DAMAGE NORM/ CRIT	FIRE MODES	ROF	RANGE	AMMO	WEIGHT	TYPE	COST
AGA Annihilator Personal Rail cannon	Military	15/60	S	1	200	20	60	Ballistic	Military
AGA Enforcer Railgun AGA-RG30	Elite	14/30	S	1	200	5	18	Ballistic	Military
AGA Mjolnir AMR	Elite	26/44	S	3	200	100	85	Ballistic	Military
AGA "Thumper"	Military	21/36	S	3	100	20	60	Ballistic	Military
AGA Vindicator Rail cannon	Military	16/32	S	1	200	20	60	Ballistic	Military
BK Liberator Minigun	Military	9/16	B, A	6	100	1,000	85	Ballistic	Military
BK Maverick Light Auto cannon	Corporate	11/20	S	3	200	200	65	Ballistic	Military
"Bessy" .50 heavy machine gun	Corporate	11/20	B, A	3	200	200	65	Ballistic	20,000
WT MG-762m 7.62mm	Corporate	10/17	B, A	4	120	200	20	Ballistic	15,000

- Strength Minimum 16
- Requires a battery
- **Base Damage:** 3d10 (18-20/x4).

AGA ENFORCER RAILGUN AGA-RG30

The Enforcer Railgun uses electromagnetic rails to accelerate a slug to supersonic velocities. Using a small magnetic pulse to start the slug moving, the helical rails accelerate the rounds to nearly 2,200 feet per second (1,500 mph). The double helix rails create the rifling effect for unparalleled accuracy. Firing a 3mm solid core slug at supersonic speeds, the Enforcer can punch through personal armor with incredible efficiency; ignore armor granted DR. Top mounted clip, bottom mounted power supply, and 400× multioptic scope mean you can reach out and touch someone, anytime, day or night.

- Without scope, range is 100.
- Requires a battery
- **Base Damage:** 4d6 (18-20/x3).

AGA MJOLNIR AMR

The ultimate in man-portable firearms, this 30mm Anti-Materiel Rifle can be loaded with AP, AP-I, or High Explosive rounds. Extending nearly 7 feet in length, equipped with a built-in combat computer and tripod (full-round action to deploy the tripod and attach the weapon), this piece of hardware is designed to take down light golemmechs and power armor.

- Strength Strength Minimum 14; -4 penalty to fire without minimum STR requirement.
- Requires a battery
- Halves any Hardness and ignores armor granted DR.
- Firing this weapon is a modified full round action; the shooter may not take a 5-foot step before or after firing. They may still perform free actions and swift actions.
- **Base Damage:** 4d8+8 (18-20/x2).

AGA "THUMPER" 25MM ROTARY GRENADE LAUNCHER

There's nothing quite like the sound of rapid fire heavy weaponry, omae, and the only thing sweeter than hearing the thump, thump, thump, of the 25mm Rotary Grenade Launcher launching its munitions is the roar of explosions a second or two later.

- Strength Minimum 20
- Requires a battery
- Grenades explode in a 20 ft. burst; Reflex DC 15 for half damage.
- **Base Damage:** 6d6 (20/x2).

AGA VINDICATOR RAIL CANNON

The Vindicator Rail cannon uses electromagnetic rails to accelerate a slug to supersonic velocities. This is a shoulder mounted high speed gauss cannon, utilizing the same 3mm slugs. Comes with integrated ammo and power supply backpacks.

- Strength Minimum 16
- Requires a battery
- **Base Damage:** 3d8 (18-20/x3).

BLACK KNIGHT LIBERATOR MINIGUN

The Liberator minigun is an air-cooled, electrically driven weapon that employs six gatling-style barrels to fire withering volleys of armor-piercing shells that reduce targets to unrecognizable lumps. With a high rate of fire the Liberator is the weapon of choice for pure carnage.

- Uses a battery good for 1,000 shots.
- The Liberator must either be tripod mounted or used with a weapon gimbal. (as found on a vehicle or drone)
- **Base Damage:** 2d8 (20/x2).

BLACK KNIGHT MAVERICK LIGHT AUTO CANNON

Black Knight took a chance with this new line of machine guns by utilizing a new proprietary 15mm AP ammunition size. The chance paid off, and the new LAC-15 Maverick is proving to be the hit of 2090 with mercenary outfits, law enforcement and security alike. Easily recognized by its

AGA THUMPER 25MM ROTARY GRENADE LAUNCHER

TABLE 4.23: SPECIAL WEAPONS

TYPE (SPECIAL WEAPONS)	ENTRY TIER	DAMAGE NORM/CRIT	FIRE MODES	ROF	RANGE	AMMO	WEIGHT	TYPE	COST
BK Light's Out Chemspray	Civilian	Special	S	1	10' Cone	8	0.5	Special	175
BK "XBow" Bolt Thrower	Military	7/16	S	1	50	8	16	Ballistic	Military
MW "Javelin" Coil Bolt Thrower	Military	7/16	S	1	50	6	18	Ballistic	Military
RS Riot Gel Gun	Corporate	18/32 (nonlethal)	S	1	50	6	18	Special	3,500
SR Auto turret	Corporate	9/16	S, B, A	3	50	200	60	Ballistic	18,000
SR Cyclone EMP Gun	Corporate	13/24	S	1	200	3	60	Special	Military
SR 12.7mm Gyroc Pistol	Corporate	10/18	S	1	50	10	5	Ballistic	19,000
SR 12.7mm Gyroc Rifle	Corporate	15/24	S	1	200	30	15	Ballistic	20,000
SR Retiarius Net Launcher	Corporate	Special	S	1	200	1	28	Ballistic	9,000

barrel design, with perforated cooling fins. The Support Weapon of the Future is HERE today!

- Strength Minimum 18
- Requires a battery
- **Base Damage:** 2d10 (20/x2).

"BESSY" .50 HEAVY MACHINEGUN

Firepower is one of the few things respected out in the CDZ. The .50 cal Bessy is a workhorse; the belt-fed machine gun is easy to clean and maintain. 65 pounds of cold steel. Available in vehicular mount, tripod mount, or for chrome junkies and hybrids, a standard shoulder sling. Vehicular and tripod mounted Bessy HMGs typically have a feeder, which allows multiple 200-round belts of ammo to be linked together.

- Strength Minimum 16
- **Base Damage:** 2d10 (20/x2).

WASTELAND TRADERS MG-762 7.62MM

Wasteland Traders decided to use tried-and-true machine gun technology from over 100 years ago. Others have used similar designs, and the 7.62mm ammunition is fairly easy to find in the wastes.

- Strength Minimum 16
- **Base Damage:** 2d8+1 (20/x2).

SPECIAL WEAPONS

BLACK KNIGHT "LIGHT'S OUT" CHEM SPRAY

Black Knight reaches way back into the past and resurrects an old classic—the chemical spray! Brought up to date with the latest in chemical enhancement, and biological matrix patterning, this non-lethal option has a place in everyone's arsenal!

- Living characters in the area of effect must make a DC 15 Fortitude save or acquire the Nauseated condition for 1d4+1 rounds following the failure. If they make the save, they acquire the Sickened condition for 1 round. Each successive round a victim is attacked, the DC increases by +1 until a save is failed. This is a poison effect.
- **Base Damage:** none (see above)

BLACK KNIGHT "XBOW" BOLT THROWER

Black Knight introduces a next generation bolt thrower. Utilizing the squash-head munitions and a specialized sealing compound, any round which actually breaches a hull will be sealed by the trailing compound section of the round. This allows a slightly smaller round which is more effective against armor and will automatically seal breaches it causes. However, delicate wire bundles may be affected, something security teams need to remember.

- **Base Damage:** 3d4 (18-20/x3).

MARSWORKS "JAVELIN" COIL BOLT THROWER

Bolt weapons are the oldest and original space weapon. They throw soft metal bolts at subsonic speeds. The bolts are perfectly capable of taking out an enemy through light armor without piercing the walls of a craft, station, or colony. Recent developments have led to squash-head inverted bolts, twice as thick at the impact point, which expands further upon impact. Not very effective against medium armors, but quite effective against unarmored and lightly armored opponents

- Double DR ratings if base DR value is 5+.
- **Base Damage:** 3d4 (17-20/x3).

RAVENLOCKE SECURITIES RIOT GEL GUN

The riot gun looks much like a sawed-off shotgun but fires high-velocity, shock-absorbing gel ammunition in a cone pattern. The impact of being hit by the gel is enough to knock the wind out of most people, making the gun ideal for riot suppression; all damage is nonlethal.

- Strength Minimum 18
- A struck target is subjected to a combination bull rush and trip attack using the shooter's attack bonus as the CMB for the attack roll; use one roll to determine both effects.
- **Base Damage:** 4d8 (20/x2; nonlethal).

BLACK KNIGHT XBOW BOLT THROWER

WEAPONS

WEAPONS

SENTINEL ROCK AUTO TURRET

An auto turret is triggered via sensors, whether optical, mechanical or electronic, usually programmed with auto-fire (BAB +15) weapons that fire until empty, targeting a set area. Turrets include motors allowing for 360 degree rotation and 85 degree elevation.

- Uses a battery good for 200 shots
- DS 15 (+5 natural); DR 5 (2 vs. EMP); hp 20
- **Base Damage:** 2d8 (20/x2).

SENTINEL ROCK AUTO TURRET

SENTINEL ROCK CYCLONE EMP GUN

Used to knock out electronic devices in short range, this weapon fires a burst of electromagnetic energy that does not damage non-machines or machines with sufficient shielding.

- **Base Damage:** 3d8 (20/x2).
- **Special:** Targets with electrical parts/implants (cyborgs, augmented humans, robots, etc.) suffer full damage. Armor does not protect, unless designed to shield against EMP attacks. Others suffer half damage (nonlethal) as it interferes with the nervous system. Non-implant electronics systems have 15 hit points and are disabled after taking 10 points of damage, destroyed when reduced to 0 hit points.

SENTINEL ROCK GYROC PISTOL

The base Gyroc pistol, it fires 12.7mm rocket-propelled smart rounds, the gyroc pistol is a standard sidearm for security and police forces worldwide!

- Strikes as a ranged touch attack.
- **Base Damage:** 2d8+2 (19-20/x2).

SENTINEL ROCK GYROC PISTOL

GYROC AMMUNITION

Gyroc ammunition can be integrated with an aerial drone running the SkyWeb Battlefield Mapping system [requires 1 AMS, costs 5,000 cryptos] via TAP uplink; this allows them to lock on and follow a target within the drone's line of sight just like a missile, negating cover and concealment modifiers based on the firer's position. All gyroc rounds have a minimum arming distance of 10 ft.

SENTINEL ROCK GYROC RIFLE

These are larger, heavier armaments than gyroc pistols. Like the pistols, Gyroc rifles are standard weapons for security and police forces expecting a fire fight.

- Strikes as a ranged touch attack.
- **Base Damage:** 2d10+4 (19-20/x2).

SENTINEL ROCK RETIARIUS NET LAUNCHER

Got a "wanted alive" bounty? Looking to snatch someone off the street? Look no further, the Retiarius Net Launcher is the easiest to load with pre-loaded nets.

- Strikes as a ranged touch attack.
- Takes 2 move actions to reload
- If you hit, the target is entangled. An entangled character takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. An entangled character can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against characters within one size category of you.

MISSILE LAUNCHERS

AGA ARBALEST 120MM HEAVY MISSILE LAUNCHER

Replacement for the LAW rocket launcher, this fires a single 120mm guided missile.

- It requires 2 actions to reload.
- Attacks as a ranged touch attack.
- Strength Minimum 13
- Ignores 15 points of Hardness and reduces armor granted DR to 1/5 of normal (min 1).

SENTINEL ROCK GYROC RIFLE

TABLE 4.24: MISSILE LAUNCHERS AND FLAME THROWERS

TYPE (MISSILE LAUNCHERS)	ENTRY TIER	DAMAGE NORM/CRIT	FIRE MODES	ROF	RANGE	AMMO	WEIGHT	TYPE	COST
AGA Arbalest 120mm Heavy ML	Military	22/40	S	1	600	1	40	Ballistic	Military
Pyro-Hydra4 Tube 50mm ML	Military	27/60	S	1	400	4	45	Ballistic	Military
RPG-17 Rocket Propelled Grenade	Corporate	17/30	S	1	120	1	12	Ballistic	Military
TYPE (FLAMETHROWERS)									
AGA Damnation	Military	29/48	S	1	Special	30	30	Fire	Military
Aga Purge	Corporate	14/24	S	1	20	10	5	Fire	15,500

- Blast radius of 15 feet from point of impact allows Reflex save at DC + damage done for ½ damage; target gets no save.
- **Base Damage:** 5d8 (19-20/x2).

PYRO-HYDRA4 TUBE 50MM MISSILE LAUNCHER
Act of God brings you a guided anti-aircraft missile launcher. The Pyro-Hydra won't fire unless it has a lock on a target, saving you precious munitions and of course hard-earned creds, tomo!
- Attacks as a ranged touch attack.
- Strength Minimum 13
- Ignores 10 points of Hardness and reduces armor granted DR to ¼ of normal (min 1).
- Blast radius of 15 feet from point of impact allows Reflex save at DC + damage done for ½ damage; target gets no save.
- **Base Damage:** 5d10 (19-20/x3).

RPG-17 ROCKET PROPELLED GRENADE LAUNCHER
Wasteland Traders was able to get a hold of a large shipment of old RPG rocket launchers bound for destruction. Don't ask how we got them amigo, just know that Wasteland is looking out for you.
- Attacks as a standard ranged attack.
- Ignores 5 points of Hardness and reduces armor granted DR by ½ (minimum 5).
- **Base Damage:** 5d6 (19-20/x2).

FLAMETHROWERS

AGA DAMNATION FLAMETHROWER
Flamethrowers have come a long way in 200 years. The Damnation features an armored backpack (DR 15) consisting of 2 double sized canisters with a braided steel feed line.
- Strength Minimum 13
- The Damnation may be arced to hit targets at a farther distance. Fires as a 30 ft cone or a 20 ft burst centered up to 50 ft. away.

- Reflex DC 10 + ½ firer's level + firer's Dex modifier for ½ damage. Target catches fire on a failed save for 1d6/round until extinguished; DC 18 Reflex save to extinguish.
- **Base Damage:** 8d6 (20/x2).

AGA PURGE MINI FLAMETHROWER
The Purge is a hand-held flame pistol. It is also available as a tactical accessory. Utilizing a finer spray makes the Purge mini flamethrower a possibility.
- Targets individual opponents, may not fire as a cone.
- Uses a battery good for 20 shots.
- Reflex DC 10 + ½ firer's level + firer's Dex modifier for ½ damage.
- Target catches fire on a failed save for 1d6/round until extinguished; DC 18 Reflex save to extinguish.
- **Base Damage:** 4d6 (20/x2).

ENERGY WEAPONS
Attacking with Energy Weapons: All energy weapons attack with ranged touch attacks.
Smoke vs. Lasers: Smoke interferes with lasers, reducing their damage by ½ when firing into or through areas covered in smoke dense enough to provide concealment at any level.

AGA BC–1 BEAM CARBINE
The beam carbine rifle is 54 inches in length, with a distinctive cobalt blue metallic casing. The weapon fires a continuous beam, deadly when held on target.
- Uses a power pack good for 40 shots.
- Continuous beam grants +2 to subsequent attacks against same target until a miss is rolled.
- **Base Damage:** 3d8 (20/x2).

AGA BSR–1 BEAM SNIPER RIFLE
The beam rifle is a bit longer than the beam pistol and shorter than the beam carbine, only 30 inches long. The weapon fires a continuous beam, deadly when held on target.
- Uses a power pack good for 16 shots.

RPG–17 ROCKET PROPELLED GRENADE LAUNCHER

AGA DAMNATION FLAMETHROWER

WEAPONS

TABLE 4.25: ENERGY WEAPONS

TYPE (ENERGY WEAPONS)	ENTRY TIER	DAMAGE NORM/CRIT	FIRE MODES	ROF	RANGE	AMMO	WEIGHT	TYPE	COST
AGA BC1 Beam Carbine	Military	13/24	S	1	100	20	5	Fire	Military
AGA BSR 1 Beam Sniper Rifle	Military	10/18	S	1	150	8	4	Fire	Military
AGA MR1 Maser Rifle	Military	12/18	S	1	100	10	8	Fire	Military
AGA PL-1 Pulse Laser Pistol	Elite	10/24	S	1	50	48	2	Fire	Military
AGA PLR Pulse Laser Rifle	Elite	10/24	B, A	3	150	48	4	Fire	Military
AGA PMG-1 Pulse Laser Machine Gun	Elite	10/24	B, A	5	200	200	18	Fire	Military
AGA P-Bolt Plasma Gun	Elite	22/47	B	3	185	100 shots per barrel	25	Fire	Military
AGA X-4 Particle Beam Rifle	Military	13/32	S	1	100	12	12	Electricity	Military
Particle Beam cannon	Elite	27/60	S	1	100	24	30	Electricity	Military

AGA PL–1 PULSE LASER PISTOL

AGA PLR–1 PULSE LASER RIFLE

AGA PMG–1 PULSE LASER MACHINE GUN

- Continuous beam grants +2 to subsequent attacks against same target until a miss is rolled.
- **Base Damage:** 3d6 (20/x2).

AGA MR–1 MASER RIFLE
The maser rifle is a microwave based weapon. With its 3 inch square waveguide bore, it is an extremely bulky weapon, boxy, yet deadly.
- Uses a power pack good for 20 shots.
- The maser rifle ignores all armor granted DR less than 10.
- **Base Damage:** 2d8+2 (20/x2).

AGA PL-1 PULSE LASER PISTOL
The AGA Pulse Laser Pistol is a sleek weapon. The compact battery pack is stored in the pistol grip.
- Uses a battery good for 48 shots.
- **Base Damage:** 3d6 (18-20/x3).

AGA PLR-1 PULSE LASER RIFLE
The AGA Pulse Laser Rifle, is the heavy version of the Pulse Laser Pistol, longer with a reinforced stock. Dual power cells fit snuggly into the heavier gloss black polymer casing.
- Requires the use of two power packs.
- **Base Damage:** 3d6 (18-20/x3).

AGA PMG-1 PULSE LASER MACHINE GUN
The AGA Pulse Laser Machine Gun is heavy but still sleek, its gloss-black casing nearly 5 feet in length. The power port for the power cable connects into the grip; in an emergency, a battery pack can slip into the same port, though it provides only a short burst of energy. One of the deadliest weapons in the world, its high rate of fire will tear through the ranks of infantry.
- The PMG-1 must either be tripod mounted or used with a weapon gimbal.
- Uses 2 power packs good for 200 shots.
- **Base Damage:** 3d6 (18-20/x3).

AGA P-BOLT PLASMA GUN
The AGA P-Bolt's unique tri-barrel design and distinctive high-pitched discharge are instantly recognizable. The weapon is just short of 6 feet in length and requires a shoulder strap to manage unless the firer braces it. The liquid ammunition that is fused into lethal plasma is mounted in cannisters on each barrel, and a power supply connects to the rear of the weapon.
- Uses a power pack good for 300 shots.
- Plasma cannisters cost 10,000 cryptodollars apiece.
- Strength Minimum of 25 without strap, Strength Minimum 20 with strap or bracing against solid object.

AGA PURGE MINI FLAMETHROWER

AGA BC1 CARBINE

AGA MR1 MASER RIFLE

TABLE 4.26: IMPROVISED WEAPONS

TYPE (IMPROVISED MELEE WEAPONS)	ENTRY TIER	DAMAGE NORM/CRIT	RANGE	WEIGHT	TYPE	COST
Baseball Bat	Gutter	4/8	—	4	B	35
Broken Bottle	Gutter	2/4	—	---	S	---
Jack Hammer	Civilian	5/10	—	60	B and P	300
Nail Gun	Civilian	3/6	—	10	P	50
Rocket Hammer	Corporate	6/24	—	35	B	350

TABLE 4.27: IMPROVISED RANGED WEAPONS

TYPE (IMPROVISED RANGED WEAPONS)	ENTRY TIER	DAMAGE NORM/CRIT+	FIRE MODES	ROF	RANGE	AMMO	WEIGHT	TYPE	COST
Nail Gun	Civilian	3/6	S	1	5	50	5	P	50
WT Reaver Harpoon Gun	Civilian	11/18	S	1	25	1	4	P	3,500

- The P-Bolt ignores 10 points of DR/Hardness.
- **Base Damage:** 5d6+5 Fire damage (18-20/x3).

AGA X-4 PARTICLE BEAM RIFLE

Produced by Act of God Armaments, the AGA X-4 particle beam rifle is a directed energy weapon which fires electrons at near-light speeds to impact on targets with nearly 1 gigajoule of kinetic energy. The speed at which this weapon fires and the resultant force renders modern ballistic armor nearly useless. The X-4 is an improved model of the X-2, having a better power generation system. While a vast improvement over the X-2, the AGA X-4 still has its share of problems. Particle beam weapons are easily recognized by the ionization of the air around them, leaving a distinct ozone smell along their path.

- Uses a hydrogen cell good for 24 shots.
- Strength Minimum 20
- X-4 ignores all armor granted DR less than 10 and reduces DR 10+ by ½ (no minimum). Insul8 enhanced armor protects at full value.
- A roll of a 1 to hit results in the hydrogen cell exploding; dealing 2d6+X damage to everyone in a 30 ft. burst where X is the number of remaining shots. Reflex save vs. DC 20 for half damage.
- The hydrogen cell can be set as an improvised explosive doing damage as per an explosion with a successful Knowledge (demolitions) check.
- **Base Damage:** 3d8 Electricity (18-20/x3).

PARTICLE BEAM CANNON AGA-XPBC-1.01

Still in development, this heavy dual barreled particle cannon is designed with one purpose in mind, to take down heavies in one shot. Utilizing negative and positive ions at target to produce additional damage, the Particle Beam cannon luckily does not suffer from the same failure issues that its miniaturized version suffers. Lab testing shows damage versus infantry targets to have a 99% fatality rating.

- Requires a hydrogen cell
- The XPBC-1.01 must either be tripod mounted or used with a weapon gimbal.
- XPBC-1.01 ignores all armor granted DR less than 10 and reduce DR 10+ by ½ (no minimum). Insul8 enhanced armor protects at full value.
- **Base Damage:** 5d10 Electricity (15-20/x3).

IMPROVISED WEAPONS

BASEBALL BAT

A typical baseball bat made from high-impact composite materials. Occasionally, older wooden bats can be located—often these are studded with nails or similar objects.

- Simple Weapon
- **Base Damage:** 1d8 (20/x2).

BROKEN BOTTLE

Available anywhere in the sprawl, broken bottles are extremely sharp.

- Simple Weapon with the fragile quality
- **Base Damage:** 1d4 (20/x2).

JACK HAMMER

The jack hammer is difficult to use in melee due to its massive size, but it could do some nasty damage.

- Simple Weapon
- Requires a power pack

JACK HAMMER

NAIL GUN

WASTELAND TRADERS REAVER HARPOON GUN

WEAPONS

- Strength Minimum 18
- **Damage:** 1d10 (19-20/x2).

NAIL GUN

A nail gun used can be used as improvised firearm, or it can be used in melee as an improvised weapon.

- Simple Weapon
- Requires a power pack
- A critical hit that does enough damage to penetrate any character's total DR and do damage has a chance to pin the target to a wall, floor, or other obstacle (if applicable). This is treated as a CMB roll using the same attack bonus; if successful, the target is pinned in place and has their Move reduced to 0 until they break free, as if from a grapple.
- **Damage:** 1d6 (20/x2).

WASTELAND TRADERS REAVER HARPOON GUN

With endless versatility, the Reaver Harpoon gun is Wasteland Traders new top sellers. Get yours before they're gone!

- Simple Weapon
- Requires a power pack
- **Damage:** 3d6 (20/x2).

ROCKET HAMMER

Rocket hammers are large, hammer-like devices with a miniaturized rocket installed in the back of the head to increase the force of the hammer. It's used on construction sites to break down walls, but in the hands of an angry gang banger, the rocket hammer can be a deadly weapon.

- Simple Weapon
- Requires a power pack
- Strength Minimum 20
- **Special:** On a critical hit, the target is subjected to a bull rush attack that uses the same attack roll. This does not provoke an attack of opportunity.
- **Damage:** 1d12 (18-20/x3).

VEHICLES

Welcome to the Spring Edition of the 2090 Vehicular catalog. As always, we are proud to bring you the most popular models available at the best prices. From motorcycles and ground cars to VTOL Limousines and the all-new CDZ Crawler by Wasteland Traders.

Note: For the military buyers, we've recently opened a new section, the Milmart Catalog, now you will need to log in with your official government log-in information before purchasing available vehicles.

VEHICLE STATISTICS

Below are explanations of some of the traits noted in vehicle statistics. If information for a given category is not listed in a given stat block, it is not applicable.

Name: The name of the vehicle.

Size and Type: Divided into land, sea, air, and space.

Squares: The typical size of the vehicle is measured in a number of squares, followed by the standard configuration of those squares.

Cost: The vehicle's cost in cryptos. Sometimes the description or the weapons section provides possible modifications for the vehicles. These are not included in the cost of the vehicle, nor are additions like rams or weapons unless the description specifies that they are standard equipment.

Defense Score and Hardness: This is the Defense Score and harness of the vehicle. The Defense Score assumes the vehicle is in motion and the driver has not modified the Defense Score with his driving skill. If the vehicle is not in motion, it has an effective Dexterity of 0 (−5 penalty to Defense Score), and an additional −2 penalty to its Defense Score. If a vehicle has hardened armor it will be listed here along with its level.

hp: While a vehicle can be attacked in combat, it is often hard to significantly damage large vehicles. When a vehicle reaches the hit point total in the parentheses, it is broken. A vehicle's hit points do not factor in its method of propulsion or the driving device. They have their own statistics. If a vehicle is military grade, it is listed here.

Base Save: Each vehicle has a base save modifier. All of the vehicle's saving throws (Fortitude, Reflex, and Will) have the same value. This is the vehicle's save before the driver modifies it with his driving check.

Maximum Speed: This is the fastest that a vehicle can move. When a vehicle has more than one method of propulsion, it may also have more than one maximum speed.

CMB and CMD: The CMB and CMD before the driver modifies it with his driving check modifier.

Acceleration: This is how fast a vehicle can increase its speed each round. It also determines the maximum amount a vehicle can safely decelerate each round.

Propulsion: The type and amount of propulsion required.

Driving Check: The skills typically used to make a vehicle driving check with this vehicle.

Forward Facing: The direction of the vehicle's forward facing.

Driving Device: The typical driving device the driver manipulates when driving the vehicle.

Driving Space: The size and the location of the vehicle's driving space.

Crew: This is the number of crew members, in addition to the driver, needed to move the vehicle.

Decks: The number of decks and any important information about those decks is given in this section. Some vehicles can be equipped with weapons. This is the number of vehicle weapons that a vehicle can have.

Note: All vehicles of Civilian Tier and above have Firewalls installed as standard equipment. Unless otherwise listed, Firewalls are rated at 5.

Note: The maximum speed for each vehicle is an approximation, designed to provide a frame of reference for interactions between vehicles and their environment. It's not a reflection of actual speed, nor is it intended to

TABLE 4.28: VEHICLES (BICYCLES)

VEHICLE	ENTRY TIER	MAX/ACC	RANGE	COST	CREW
TrailBoss x-89 Mountain Bike	Civilian	Special	Special	500	1
StreetCycle C-90 Urban Bicycle	Civilian	Special	Special	500	1

be, particularly with respect to high-speed vehicles like fighter jets, or spacecraft.

Note: All vehicles possess basic autopilot capability, allowing them to drive themselves under normal (non-combat, non-stressed) operation with the equivalent of a +8 Drive or Fly bonus as appropriate by logging into a peer-sourced vehicle network. When logged into a network no Drive rolls are needed under normal circumstances. If there is no network to log into, the vehicle's skill is treated as +4. This capability can be toggled on or off by an operator as a move-equivalent action. Some vehicles possess a more powerful autopilot; this will be indicated in their write-up.

BICYCLES

Notes: A bicycle can be mounted or dismounted as a free action. It occupies one square and provides no cover to its rider. Drive checks are necessary when moving over broken terrain, making a REF Save to avoid a hazard, or when riding in battle.

TRAILBOSS X-89 MOUNTAIN BIKE

Medium land vehicle
Squares 1 (5 ft. by 5 ft.; 4 ft. high); **Cost** 500

DEFENSE

DS 9; **Hardness** 5
hp 15 (7)
Base Save +1

OFFENSE

Maximum Speed Five times the speed of the pilot (or ten times the speed of the pilot with the sprint option); **Acceleration** Twice the Speed of the pilot; **Range** Driver's endurance
CMB +0; **CMD** 10
Ramming Damage 1d4

DESCRIPTION

Trail Boss, the leader in off-road bicycle manufacture for the last six years has done it again with the X-89!-Rugged and stylish, this off-road bicycle is the King of the Hill! When traversing difficult terrain, X-89 may ignore the movement penalties for up to two squares travelled through, and grants a +3 on Driving rolls associated with movement through difficult terrain.

- **Propulsion:** Muscle (the Driver)
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** handlebars and pedals

- **Driving Space:** central part of the bike
- **Decks:** 1; bike has room for driver

STREETCYCLE C-90 URBAN BICYCLE

Large land vehicle
Squares 1 (5 ft. by 1 ft.; 4 ft. high); **Cost** 500

DEFENSE

DS 9; **Hardness** 3
hp 10 (5)
Base Save +1

OFFENSE

Maximum Speed Six times the speed of the pilot (or twelve times the speed of the pilot with the sprint option); **Acceleration** Twice the Speed of the pilot; Range Driver's endurance
CMB +1; **CMD** 12
Ramming Damage 1d4

DESCRIPTION

The urban division of the Trail Boss, brand, the StreetCycle is a slick and smooth-riding bicycle designed expressly for the urban cyclist. Made from ultra-light composites that seldom need maintenance, the C-90 is hinged to fold into a Small object for easy storage, and can be carried in an optionally sold backpack designed for the purpose (100 cryptodollars; Armor Check Penalty -1). Collapsing or unfolding a C-90 is a full round action. The C-90 is not designed for off-road operations and loses an additional 5 feet of movement for each square of difficult terrain it passes through.

- **Propulsion Muscle:** (the driver)
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** handlebars and pedals
- **Driving Space:** central part of the bike
- **Decks:** 1; bike has room for driver

BOARDS

NAKAMURA MOTORS KAMIKAZE JUMP BOARD

Small land vehicle
Squares 1 (5 ft. by 2 ft.; negligible height); **Cost** 1,000

DEFENSE

DS 10; **Hardness** 2
hp 10 (5)
Base Save +1

TABLE 4.29: VEHICLES (MOTORCYCLES)

VEHICLE	ENTRY TIER	MAX/ACC	RANGE	COST	CREW
Nakamura Motors Kamikaze Jump Board	Civilian	620/60	10 miles	1,000	1(+1)
Harley-Davidson-Indian Iron Horse Cruiser	Civilian	1,500/250	180 miles	5,000	1+1
Nakamura Motors Steel Wind Motorcycle	Civilian	1,650/270	150 miles	5,000	1
Cherry Automotive Vector Elite Motorcycle	Corporate	1,550/250	150 miles	25,000	1+1
Thuggee TG-12 Motorcycle	Civilian	1,280/200	175 miles	13,00	1+1
Harlon Golden Eagle Cruiser	Civilian	1,475/190	200 miles	15,000	1+1
Harlon LawBoss	Corporate	1,410/185	175 miles	Military	1
Wasteland Traders Dusty Roads Cruiser	Corporate	1,225/120	175 miles	Military	1+1
Toyota Locust Quad Turbo Jump Bike	Corporate	1,320/200	165 miles	10,000	1

OFFENSE

Maximum Speed 620 ft.; **Acceleration** 60 ft.; **Range** 10 miles
CMB +1; **CMD** 10
Ramming Damage none

DESCRIPTION

Not really a full vehicle, the technology which was used to create JUMP bikes was originally used in JUMP boards. This lead to the rash of deaths in the JUMP Board competitions, which eventually stopped the events. However, the brave and fearless few have begun to pick up the JUMP board once more. Difficult to control and dangerous at high speed, it is the adrenaline junkies dream.

Quite popular with mainline riggers, it's often found in urban battlefields. JUMP board gangs have even appeared. Many have argued that JUMP boards are safer than the Micron. The Advanced JUMP system allows speed jumps along both the vertical and horizontal axis up to 30 feet! Jumps require a Driving or Athletics roll using distance penalty modifiers (with an additional +5 penalty) as for a character jumping the attempted distance, but allow the character to ignore penalties for movement over difficult ground for that round only!

The board's systems will support a maximum of 250 lbs. of weight. If a passenger is carried within that weight limit, increase the DCs of all Drive and Athletics checks by an additional +5 beyond the base penalty applied for the board's controls.

Propulsion: electric motor
Driving Check: Drive skill for normal operations; Drive or Acrobatics when using the Advanced JUMP system. All Drive or Acrobatics DCs increased by +5 due to control difficulties.

- **Forward Facing:** direction driver faces
- **Driving Device:** TAP throttle
- **Driving Space:** atop the board
- **Decks:** 1; board has room for driver and potentially one passenger.

MOTORCYCLES

CHERRY AUTOMOTIVE VECTOR ELITE MOTORCYCLE
Large land vehicle
Squares 1 (10 ft. by 5 ft.; negligible height); **Cost** 25,000

DEFENSE

DS 9; **Hardness** 6 (+3 DR/- vs. Forward attacks for driver and passenger.)
hp 35 (16)
Base Save +1

OFFENSE

Maximum Speed 1,550 ft.; **Acceleration** 250 ft.; **Range** 300 miles
CMB +1; **CMD** 10
Ramming Damage 1d6

DESCRIPTION

Cherry Automotive has released the new 2090 Vector. The vector was already their most popular vehicle with the adrenaline junkies. Perfect for those places where fuel is at a premium, the Vector's computer-assist drive technology will not only get you where you're going fast, but will get you there in style. Cherry knows high speed impacts are deadly, so we provide a military grade fairing to protect against deadly bird strikes in addition to our state of the art driving computer.

- **Propulsion:** internal combustion
- **Driving Check:** Drive skill; computer assist adds +2 (stacks with TAP bonus)
- **Forward Facing:** direction driver faces
- **Driving Device:** throttle
- **Driving Space:** central part of the bike
- **Decks:** 1; bike has room for driver and one passenger

HARLEY-DAVIDSON-INDIAN IRON HORSE CRUISER
Large land vehicle
Squares 1 (10 ft. by 5 ft.; 4 ft. high); **Cost** 5,000

DEFENSE

DS 9; **Hardness** 5
hp 25 (13)
Base Save +1

OFFENSE

Maximum Speed 1,500 ft.; **Acceleration** 250 ft.; **Range** 180 miles
CMB +1; **CMD** 12
Ramming Damage 1d6

DESCRIPTION

Harley-Davidson-Indian; no one remembers which company bought the other. The merger did bring the two power houses of the old American motorcycle manufacturers together. The Iron Horse has been in production for 25 years running, and is sold in nearly every country. Well, the ones that can afford such a luxurious ride.

- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** throttle
- **Driving Space:** central part of the bike
- **Decks:** 1; bike has room for driver and one passenger.

NAKAMURA MOTORS STEEL WIND MOTORCYCLE

Large land vehicle
Squares 2 (10 ft. by 5 ft.; 4 ft. high); **Cost** 5,000

DEFENSE

DS 9; **Hardness** 5
hp 30 (15)
Base Save +1

OFFENSE

Maximum Speed 1,650 ft.; **Acceleration** 270 ft.; **Range** 150 miles
CMB +1; **CMD** 12
Ramming Damage 1d6

DESCRIPTION

The Steel Wind is by far the most well-known and beloved Nakamura Motors vehicle. With a top speed of 250 mph, the Steel Wind beats out the Vector Elite in both acceleration and top speed, though the Steel Wind is for real riders, as it has no TAP interface or computer-assist systems.

- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** Throttle; No TAP or computer assist
- **Driving Space:** central part of the bike
- **Decks:** 1; bike has room for driver only

HARLON GOLDEN EAGLE CRUISER

Large land vehicle
Squares 2 (10 ft. by 5 ft.; 4 ft. high); **Cost** 15,000

DEFENSE

DS 9; **Hardness** 5
hp 35 (17)
Base Save +1

OFFENSE

Maximum Speed 1,475 ft.; **Acceleration** 190 ft.; **Range** 200 miles
CMB +1; **CMD** 11
Ramming Damage 1d6

DESCRIPTION

This is your chance to own the classic American bike. Built to 21st century specifications, the Harlon is a solid product built to stand the test of time.

- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** throttle
- **Driving Space:** central part of the bike
- **Decks:** 1; bike has room for driver and one passenger

HARLON LAWBOSS

Large land vehicle
Squares 2 (10 ft. by 5 ft.; 4 ft. high); **Cost** Military

DEFENSE

DS 10; **Hardness** 10
hp 60 (30); military grade
Base Save +1

OFFENSE

Maximum Speed 1,410 ft.; **Acceleration** 185 ft.; **Range** 175 miles
CMB +1; **CMD** 11
Ramming Damage 1d6

DESCRIPTION

A popular variant of the Golden Eagle for security forces. Three hover inductors provide a stable law enforcement patrol vehicle. Provide justice like a LawBoss!

- **Propulsion:** electric motor
- **Driving Check:** Drive skill; ignores difficult terrain.
- **Forward Facing:** direction driver faces
- **Driving Device:** throttle
- **Driving Space:** central part of the bike
- **Decks:** 1; bike only has room for driver

HARLON GOLDEN EAGLE CRUISER

VEHICLES

VEHICLES

WEAPONS

- WT MG-762m 7.62mm; 120 shots, fixed mount, only fires in direction of travel.

THUGGEE TG-12 MOTORCYCLE
Large land vehicle
Squares 2 (10 ft. by 5 ft.; 4 ft. high); **Cost** 13,000

DEFENSE

DS 9; **Hardness** 5
hp 30 (14)
Base Save +1

OFFENSE

Maximum Speed 1,280 ft.; **Acceleration** 200 ft.; **Range** 175 miles
CMB +1; **CMD** 10
Ramming Damage 1d6

DESCRIPTION

The cutting edge in motorcycle design and a favorite of Thuggee cultists around the world! Highly customizable due to modular design! Swapping weapon systems only takes an hour.

- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** throttle
- **Driving Space:** central part of the bike
- **Decks:** 1; bike has room for driver and one passenger

WEAPONS

- Modular mount for 1 weapon and up to 100 rounds of ammunition (maximum 50 lbs.) on left side; only fires in direction of travel

WASTELAND TRADERS DUSTY ROADS CRUISER
Large land vehicle
Squares 3 (10 ft. by 5/10 ft. (2 squares wide at back); 4 ft. high); **Cost** 38,000

TOYOTA LOCUST QUAD TURBO JUMP BIKE

DEFENSE

DS 9; **Hardness** 5
hp 35 (17)
Base Save +1

OFFENSE

Maximum Speed 1,225 ft.; **Acceleration** 120 ft.; **Range** 175 miles
CMB +1; **CMD** 12
Ramming Damage 1d6

DESCRIPTION

The Dusty Roads Cruiser is designed using the Wasteland Traders philosophy—easy to fix, easy to keep on the road. The Dusty Roads cruiser features a standard sidecar with 2-tube rocket launcher. It's built tough; it's built to last. Repair rolls to the Dusty Roads gain a +5 inherent bonus from the simplicity of the design.

- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** throttle
- **Driving Space:** central part of the bike
- **Decks:** 1; bike has room for driver, and one passenger in right rear sidecar

WEAPONS

- 70mm Rocket Pod; Range 120; ROF 1-2; Shots 2; fixed mount, only fires in direction of travel)

TOYOTA LOCUST QUAD TURBO JUMP BIKE
Large land vehicle
Squares 2 (10 ft. by 5 ft.; 4 ft. high); **Cost** 10,000

DEFENSE

DS 10; **Hardness** 2
hp 40 (20)
Base Save +1

OFFENSE

Maximum Speed 1,320 ft.; **Acceleration** 200 ft.; **Range** 165 miles
CMB +1; **CMD** 10
Ramming Damage 1d3

DESCRIPTION

Voted the hottest bike by Street Racer Weekly for the 4th straight year, the Toyota Locust Quad Turbo JUMP bike is a jump racer's dream come true! Our patented ACR Titan JUMP system (+1 to Driving when making turbo jumps) comes standard on all Locusts and our titanium coil JUMP springs and sleek tri-foil chassis ensure a sweet landing, so you can be at the head of the pack.
ACR Titan JUMP system allows speed jumps along both the vertical and horizontal axis up to half the acceleration rating of the bike! Jumps require a Driving roll using distance penalty modifiers as for a character jumping

TABLE 4.30: VEHICLES (CARS/PICKUPS/SUVS)

VEHICLE	ENTRY TIER	MAX/ACC	RANGE	COST	CREW
Micron Super Economy Ground Car	Civilian	1,080/95	100 miles	2,900	1
Samba Ecoline Electric	Civilian	1,750	500 miles	3,500	1+1
Hood Ratz DB Pick-Up	Gutter	1,800	525 miles	50,000	1+1 (+5)
Cherry Automotive Executor	Corporate	2,250/355	359 miles	150,000	1+1
Cherry Pure Elegance Luxury Sedan	Corporate	1,950/275	465 miles	115,000	1+5
Kiwi Motors Virtuoso Armored Limousine	Corporate	1,845/190	428 miles	350,000	1+6
Porsche 9035 SL	Corporate	2,235/290	345 miles	110,000	1+1
Samba Marathon (Thermopylae)	Civilian (Corporate)	1,775/185 (1,635/150)	442 (400) miles	30,000 (45,000)	1+6
Toyota CDZ Waste Cruiser 2090	Corporate	1,350/185	480 miles	55,000	1+5
Honda UPHL Delivery Vehicle	Civilian	1,190/130	280 miles	22,000 (40,000)	1+1
Kiwi Motors Courier Armored Taxi	Corporate	1,245/95	380 miles	30,500	1+3
Ravenlocke MK-II Patrol Police/Security Cruiser	Corporate	1,470/145	400 miles	400,000	1+3
Wasteland Traders 'Whip Scorpion' Sand Rail	Gutter	1,400/135	425 miles	25,000	1+3
Marsworks Engineering Worg Combat Truck	Military	1.325/140	550 miles	Military	1+4
Water Weasel Amphibious Patrol Craft	Military	Varies, see entry	Varies, see entry	Military	1+2

the attempted distance, but allow the character to ignore penalties for movement over difficult ground for that round only! Equipped with the most advanced JUMP system, it allows jumps up to 100 ft. of horizontal and 50 ft. of vertical distance.

- **Propulsion:** electric motor
- **Driving Check:** Drive for normal operations; Drive or Acrobatics when using the Advanced JUMP system.
- **Forward Facing:** direction driver faces
- **Driving Device:** TAP throttle
- **Driving Space:** central part of the bike
- **Decks:** 1; has room for driver only.

CARS/PICKUPS/SUVS

CHERRY AUTOMOTIVE EXECUTOR
Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 ft. high); **Cost** 150,000

DEFENSE

DS 10; **Hardness** 8
hp 110 (50)
Base Save +1

OFFENSE

Maximum Speed 2,550 ft.; **Acceleration** 355 ft.; **Range** 359 miles
CMB +1; **CMD** 12
Ramming Damage 2d8

DESCRIPTION

This sports car needs no introduction! The Executor is one of the most expensive sports cars in the world. Its impossibly sleek paint job, most often black, is so delicate that it requires a special fluid to keep clean.

- **Improved air bags:** Add +5 to saves versus Sudden Stop.

- **Storage:** Has 8 cubic foot of storage space.
- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; driver and 1 passenger

CHERRY PURE ELEGANCE LUXURY SEDAN
Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 ft. high); **Cost** 115,000

DEFENSE

DS 10; **Hardness** 10
hp 110 (50)
Base Save +1

OFFENSE

Maximum Speed 1,950 ft.; **Acceleration** 275 ft.; **Range** 465 miles
CMB +1; **CMD** 12
Ramming Damage 2d8

DESCRIPTION

Cherry Automotive luxury sedan has nearly the same performance profile as other sports cars, with the added luxury that only Cherry Motors can provide. Ride in style, live with style. Pure elegance, for today's discerning consumer of taste.

- **Storage:** Has 12 cubic foot of storage space.
- **Propulsion:** electric motor
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward space
- **Decks:** 1; driver and up to five passengers.

VEHICLES

HONDA UPHL DELIVERY VEHICLE

Huge land vehicle
Squares 8 (10 ft. by 20 ft.; 8 ft. high); **Cost** 22,000

DEFENSE

DS 10 (15)**, Hardness** 10 (15)
hp 140 (60)
Base Save +0

OFFENSE

Maximum Speed 1,190 ft.; **Acceleration** 130 ft.; **Range** 280 miles
CMB +1; **CMD** 10
Ramming Damage 3d8

DESCRIPTION

The UPHL "uphill" is a simple ground vehicle, designed for a singular task: delivery. Armored models are also available for deliveries in dangerous areas, or for any valuable cargo, ami!

- **Storage:** 1,190 cubic foot/8800 lb. carry capacity.
- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; driver and 1 passenger.

HOOD RATZ™ DB PICK-UP

Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 ft. high); **Cost** 25,000

DEFENSE

DS 12; **Hardness** 12
hp 120 (60)
Base Save +1

OFFENSE

Maximum Speed 1,800 ft.; **Acceleration** 175 ft.; **Range** 525 miles
CMB +1; **CMD** 12
Ramming Damage 2d8

DESCRIPTION

Whether you're off to the club, or off to waste some rivals, the DB Pick-up is a sweet ground vehicle, with a fully armored cab, and a pintle mount behind the cab for locking down some firepower.

- **Four Wheel Drive:** Ignores 6 squares of Difficult Terrain penalties per round of movement. Passengers in bed, including the gunner, gain +2 DS for cover, but no protection from Hardness. No factory TAP or Firewall.
- **Propulsion:** internal combustion
- **Driving Check:** Drive skill

- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; driver and 1 passenger in cab, up to 5 passengers in bed.

WEAPONS

- Pintle-mounted "Bessy" .50 heavy machine gun; 200 shots; 360° firing arc

KIWI MOTORS COURIER ARMORED TAXI

Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 ft. high); **Cost** 30,500

DEFENSE

DS 12; **Hardness** 16 Hardened Armor (light)
hp 145 (65)
Base Save +1

OFFENSE

Maximum Speed 1,245 ft.; **Acceleration** 95 ft.; **Range** 380 miles
CMB +1; **CMD** 12
Ramming Damage 2d8

DESCRIPTION

Taxicabs are common all over, mate, but some spots are hotter than others. Defense is the primary concern with the Courier. Heavy armor will keep your fares safe and gun ports enable you to defend yourself in an emergency. Add airbags, nimble handling, and a powerful electric motor, and you've got yourself one fine ride. For comfort and protection…Kiwi Motors.

- **Improved air bags:** Add +5 to saves versus Sudden Stop.
- **Four Wheel Drive:** ignores 6 squares of Difficult Terrain penalties per round of movement.
- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces

HOOD RATZ DB PICKUP

- **Decks:** 1; driver and up to 3 passengers

WEAPONS

- Has gun ports on all sides to allow occupants to fire out while gaining Total Cover.

KIWI MOTORS VIRTUOSO ARMORED LIMOUSINE
Huge land vehicle
Squares 8 (10 ft. by 20 ft.; 5 ft. high); **Cost** 100,000

DEFENSE

DS 12; **Hardness** 18; Hardened Armor (light)
hp 150 (70)
Base Save +0

OFFENSE

Maximum Speed 1,845 ft.; **Acceleration** 190 ft.; **Range** 428 miles
CMB +1; **CMD** 10
Ramming Damage 2d8

DESCRIPTION

Even in hot spots, there are rich folks who want a classy ride—which is why we've created the Virtuoso, a car with the comfort of a limousine and the protection of a light tank. The luxurious interior features real wood paneling, authentic leather seats and adjustable lighting, as well as a refrigerator suitable for drinks and appetizers. Add to that adjustable seat firmness and a full communications suite with stereo and HR video, and you can create whatever mood feels right for the occasion.

Not nearly as fast as the Maestro, the Virtuoso for 2090 is definitely a mean machine, designed to get you to your destination in comfort. The integrated Encrypted HoloCam system lets you make your meeting and keep it secure, even if you're stuck in traffic.

A standard AI aspect chauffeur (Drive skill +12, +12 Attack Bonus with minigun) means you don't even need to worry about a driver. For comfort and protection, choose Kiwi Motors.

- **Improved air bags:** Add +5 to saves versus Sudden Stop.
- **HoloCam System:** Firewall 7 separate from vehicle.
- **Concealed minigun:** DC 25 Perception to detect.
- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction vehicle travels
- **Driving Device:** AI-controlled TAP throttle
- **Driving Space :**most forward two spaces (no physical driver)
- **Decks:** 1; driver and up to six passengers.

WEAPONS

- Concealed automated BK Liberator Minigun; 1,000 shots; 360° firing arc.

MARSWORKS ENGINEERING WORG COMBAT TRUCK
Huge land vehicle
Squares 8 (10 ft. by 20 ft.; 6 ft. high); **Cost** Military

DEFENSE

DS 14; **Hardness** 23; Hardened Armor (light)
hp 180 (80); military grade
Base Save +2

OFFENSE

Maximum Speed 1,325 ft.; **Acceleration** 140 ft.; **Range** 550 miles
CMB +3; CMD 15
Ramming Damage 3d8

DESCRIPTION

Four-wheel steering, independent all-wheel drive, and coaxial pintle mount all standard with the WORG. It is oversized for use as power-armored ground transport.

- **Four Wheel Drive:** Ignores 6 squares of Difficult Terrain penalties per round of movement.
- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; driver and up to 2(4) passengers

WEAPONS

- Turreted LAC-15; 120 shots; forward 180 degree firing arc.

MICRON SUPER ECONOMY GROUND CAR
Large land vehicle
Squares 2 (10 ft. by 5 ft.; 5 ft. high); **Cost** 2,900

DEFENSE

DS 9; **Hardness** 2
hp 65 (30)
Base Save +0

OFFENSE

Maximum Speed 1,080 ft.; **Acceleration** 95 ft.; **Range** 100 miles
CMB +1; **CMD** 10
Ramming Damage 1d8

DESCRIPTION

The car for today! Solar-powered micro car. When Mini decided to make the smallest car on the road, they succeeded by droves. The Micron meets or exceeds minimum safety requirements. Road & Sky calls it "A pleasure to drive" and "Cheap and well built."

Improved air bags add +5 to saves versus Sudden Stop. Has 1 cubic foot of storage space. Recharges batteries at rate of 20 miles of range in 1 hour.

- **Propulsion:** electric motor
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces

VEHICLES

RAVENLOCKE MK–II PATROL POLICE/SECURITY CRUISER

- **Driving Device:** steering wheel
- **Driving Space:** most forward space
- **Decks:** 1; has room for driver only

PORSCHE 9035 SL
Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 ft. high); **Cost** 110,000

DEFENSE

DS 10; **Hardness** 10
hp 110 (50)
Base Save +1

OFFENSE

Maximum Speed 2,325; **Acceleration** 290 ft.; **Range** 345 miles
CMB +1; **CMD** 12
Ramming Damage 2d8

DESCRIPTION

Not produced by the original Porsche motor company, as that company disappeared in 2033, this new company is founded by a wealthy descendant, a modernized, hand-assembled version of the classic. Put your name on the waiting list, 10% down. Current wait is 6 months.
- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; driver and 1 passenger.

RAVENLOCKE MK-II PATROL POLICE/SECURITY CRUISER
Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 ft. high); **Cost** 35,000

DEFENSE

DS 12; **Hardness** 15; Hardened Armor (light)
hp 165 (75)
Base Save +0

OFFENSE

Maximum Speed 1,470; **Acceleration** 145; **Range** 400 miles
CMB +2; **CMD** 13
Ramming Damage 2d8

DESCRIPTION

The Mark II Patrol cruiser, Ravenlocke Security's primary patrol cruiser. The passenger area can be sealed; locked from the exterior for prisoner transport.
- **Hover vehicle:** 10 ft. ceiling; ignores all difficult terrain modifiers as appropriate.
- **Propulsion:** Experimental hover technology*/internal combustion. *Critical failure on a Drive check causes the vehicle to crash into the ground. The vehicle and occupants take 1d10 falling damage
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; driver plus up to 3 passengers

WEAPONS

- 3 Front and side-mounted LAC-15; 120 shots, direction-based-firing.

SAMBA ECOLINE ELECTRIC
Large land vehicle
Squares 4 (10 ft. by 10 ft.; 5 ft. high); **Cost** 3,500

DEFENSE

DS 10; **Hardness** 8
hp 80 (44)
Base Save +1

OFFENSE

Maximum Speed 1,750 ft.; **Acceleration** 175 ft.; **Range** 500 miles
CMB +2; **CMD** 12
Ramming Damage 1d8

DESCRIPTION

For the cost-conscious consumer, the Ecoline provides an economical alternative without sacrificing safety. Low fuel consumption, high reliability and megaplex friendly size make the Ecoline the ideal car for the young urban professional. A nice little 2-seater for a single earner or just to get you and your man from CribSec to club! Improved air bags add +5 to saves versus Sudden Stop. Has 8 cubic foot of storage space.

- **Propulsion:** electric motor
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; has room for driver and 1 passenger

SAMBA MARATHON

Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 ft. high); **Cost** 30,000 (45,000)

DEFENSE

DS 10 (12); **Hardness** 10 (15)
hp 120 (60) (145 (70))
Base Save +1 (+0)

OFFENSE

Maximum Speed 1,755 (1,635) ft.; **Acceleration** 185 (150) ft.; **Range** 442 (400) miles
CMB +1 (+0); **CMD** 10 (12)
Ramming Damage 2d8

DESCRIPTION

The Marathon is an upper-class SUV that has a passenger capacity of 7 plus room for leisure gear. Its excellent performance and moderate price make it a good buy for young families. Available in liquid fuel and electric models, numerous options convert the Marathon. The most popular conversion is the Thermopylae, with loads of armor, and a heavy roof turret, in addition to an inline weapon mount.

- **Improved air bags:** Add +5 to saves versus Sudden Stop.
- **Four Wheel Drive:** Ignores 6 squares of Difficult Terrain penalties per round of movement. Thermopylae variant stats in parentheses.
- **Propulsion:** internal combustion or electric motor
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; driver and up to 6 passengers.

WEAPONS

- Roof turret with 360° firing arc and 1 forward-firing fixed weapon mount (holds up to 100 lbs of weapon and ammo)

TOYOTA CDZ WASTE CRUISER 2090

Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 ft high); **Cost** 44,400

DEFENSE

DS 12; **Hardness** 11
hp 145 (65)
Base Save +1

OFFENSE

Maximum Speed: 1,350 ft.; **Acceleration:** 185 ft.; **Range** 480 miles
CMB +1; **CMD** 11
Ramming Damage 2d8

DESCRIPTION

Toyota brings back their Landcruiser line in a new form, the WasteCruiser. An all-electric motor with extending solar panels. Integrating a new SatComm Deeplink system, it is quickly becoming a hacker's dream. The ability to access the Deep from near complete anonymity in the middle of nowhere, makes the WasteCruiser a hot commodity. Four Wheel Drive ignores 6 squares of Difficult Terrain penalties per round of movement. Rollcage adds +5 to passenger saves if vehicle overturns. Solid Core Tires have +15 hp and +2 hardness more than normal. Solar panels recharge range at a rate of 15 miles per hour. SatCom system allows Worldwide DataNet and VR access with a range of 1000 miles.

- **Propulsion:** electric motor
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; driver and up to 5 passengers.

WEAPONS

- Coaxial mounted "Bessy" .50 heavy machine gun; 200 shots; fires forward.

WASTELAND TRADERS 'WHIP SCORPION' SAND RAIL

Large land vehicle
Squares 6 (10 ft. by 15 ft.; 5 ft. high); **Cost** 3,500

DEFENSE

DS 10; **Hardness** 10
hp 100 (50)
Base Save +0

OFFENSE

Maximum Speed 1,400 ft.; **Acceleration** 135 ft.; **Range** 425 miles
CMB +1; **CMD** 11
Ramming Damage 2d8

VEHICLES

VEHICLES

DESCRIPTION

Wasteland Traders brings you a fast, off-road vehicle, the Whip Scorpion About as primitive as it gets, the Scorpion is a true manual drive vehicle, no AI, no VI, just pure driving.

- **Four Wheel Drive:** Ignores 6 squares of Difficult Terrain penalties per round of movement. Vehicle has no factory TAP access.
- **Propulsion:** internal combustion
- **Driving Check:** Drive skill
- **Forward Facing:** direction driver faces
- **Driving Device:** steering wheel
- **Driving Space:** most forward two spaces
- **Decks:** 1; driver plus up to 3 passengers

WEAPONS

- 360° Pintle mounted "Bessy" .50 heavy machine gun; 200 shots

WATER WEASEL AMPHIBIOUS PATROL CRAFT

Huge land vehicle
Squares 8 (10 ft. by 20 ft.; 10 ft. high); **Cost** Military

DEFENSE

DS 14; **Hardness** 20; Hardened Armor (light)
hp 170 (75)
Base Save +2

OFFENSE

Maximum Speed 1,280 ft. (land), 1,000 ft. (water surface), 755 (underwater); **Acceleration** 145 ft. (land), 100 ft. (water surface), 80 (underwater); **Range** 485 miles (land), 400 miles (water surface), 175 miles (underwater)
CMB +3; **CMD** 15
Ramming Damage 3d8

DESCRIPTION

The Water Weasel (as it's known by the NAC) is a multi-purpose amphibious assault vehicle. With deployable pontoon power plants, and sealed electronics suite, the Water Weasel is capable of submerged operation in depths up to 200 feet. Underwater operation has a maximum duration of 2 hours.
Propulsion: electric motor
Driving Check: Drive skill
Forward Facing: direction driver faces
Driving Device: steering wheel
Driving Space: most forward two spaces
Decks: 1; driver plus up to 2 passengers

WEAPONS

- Turreted LAC-15; 120 shots; forward 180 degree firing arc.

VEHICLE-MOUNTED WEAPONS

AGA 4-GAUGE SHOTGUN

Shotguns on a modern battlefield? Heck yes, especially when they're as big and bad as this one! AGA took the venerable hunting weapon and scaled it up for antipersonnel use on the modern battlefield by golemmechs, heavy powered armor units, and as a vehicle-mounted weapon.

- May be used as a carried weapon by golemmechs of size large or larger, and powered armor with a +8 STR bonus.
- **Base Damage:** 3dD10 (20/x3).

AGA ELIMINATOR RAIL GUN

The big brother of the AGA Enforcer Railgun, the Eliminator uses the same electromagnetic rails to accelerate a slug to supersonic velocities, but fires a 15mm slug with ten times the mass of the Enforcer's. Using a small magnetic pulse to start the slug moving, the helical rails accelerate the rounds to nearly 2,200 feet per second (1,500 mph). The double helix rails create the rifling effect for unparalleled accuracy.

- Ignores all personal-scale armor-granted DR and ignores 20 points of Hardness
- May be used as a carried weapon by golemmechs of size large or larger
- **Base Damage:** 3d12 (18-20/x3).

AGA GOD OF WAR 120MM CANNON

The biggest of the big and the baddest of the bad! AGA brings their expertise to bear on the ultimate old school one shot-one kill cannon designed for mounting on heavy tanks and gun emplacements. No fancy laser beams or plasma discharges here; just reliable technology that stops your opponents dead in their tracks with a 120mm heavy-mass cored shell.

- Ignores all personal-scale armor-granted DR and ignores 50 points of Hardness
- **Base Damage:** 5d10 (18-20/x4).

AGA 20MW PULSE LASERS

Taking their expertise with personal laser weaponry to new heights, AGA brings the power of the laser to the battlefield – and your vehicles – with a fury!

- **•20mm:** Ignores 5 points of DR/Hardness. Base Damage: 2d10 (18-20/x3)
- **•50mm:** Ignores 20 points of DR/Hardness. Base Damage: 3d10 (18-20/x3)

AGA SOLAR FLARE PLASMA CANNON

The power of the sun now on the battlefield and burning a path to victory for you!

- 50 ft. burst on impact
- Personal-scale DR defends at ½ value. Armor with the Chill improvement defends at full value. Ignores 5 points of Hardness.
- Reflex DC 20 + ½ firer's level + firer's Dex modifier for ½ damage. Target catches fire on a failed save for

TABLE 4.31: VEHICLE WEAPONS

ANTIPERSONNEL	ENTRY TIER	DAMAGE	RANGE	ROF (MODES)	COST	SHOTS	MOD RATING
"Bessy" .50.Heavy Machine Gun	Corporate	11/20	200	3 (S, B, A)	25,000	1,000	1
7.62mm Rotary Cannon	Military	10/17	120	4 (S, B, A)	Military	1,000	1
AGA 4-Gauge Shotgun	Corporate	16/30	50	2 (S,B)	20,000	50	--
BK Liberator Minigun	Military	9/16	200	6 (S, B, A)	Military	1,000	1
AGA Eliminator Railgun	Elite	19/36	800	1 (S)	Military	25	--
BK 20mm Rotary Cannon	Corporate	13/24	200	4 (S,B)	50,000	100	2
BK 30mm Rotary Cannon	Military	14/24	200	3 (S, B)	Military	100	3
BK 50mm Rotary Cannon	Military	20/36	300	3 (S, B)	Military	100	1
BK 90mm Cannon	Military	22/40	500	1 (S)	Military	20	5
AGA God of War 120mm Cannon	Military	27/50	600	1 (S)	Military	20	5
AGA 20 MW Pulse Laser	Military	11/20	300	1 (S)	Military	--	1
AGA 50 MW Pulse Laser	Elite	16/30	600	1 (S)	Military	--	2
AGA Solar Flare Plasma Cannon	Elite	36/72	200	1 (S)	Military	--	4
40mm Grenade Launcher	Military	14/24 or per grenade	100	3 (S, B)	Military	20	1
Light Missile Launcher	Military	14/24	800	1-4 (S)	Military	8	1/4
Heavy Missile Launcher	Military	21/36	800	1-4 (S)	Military	8	1/8
70mm Rocket Pod	Military	20/34	120	1-4 (S)	Military	12	1/12
20mm Gyroc Pod	Military	16/25	200	4 (S, A)	Military	50	--

Note: Mod ratings of x/x indicate the mod space required for (weapon)/(ammunition)

Note: Vehicle weapons are not, and cannot be made, man-portable unless stated otherwise in an individual description.

3d6 round until extinguished; requires fire suppression system to extinguish.

- **Base Damage:** 8d8 (20/x3).

"BESSY" .50 HEAVY MACHINEGUN

Firepower is one of the few things respected out in the CDZ. The .50 cal Bessy is a workhorse; the belt-fed machine gun is easy to clean and maintain. 65 pounds of cold steel. Available in vehicular mount, tripod mount, or for chrome junkies and hybrids, a standard shoulder sling. Vehicular and tripod mounted Bessy HMGs typically have a feeder, which allows multiple 200-round belts of ammo to be linked together.

- **Base Damage:** 2d10 (20/x2).

BLACK KNIGHT 7.62 ROTARY CANNON

The granddaddy of the modern minigun, the 7.62 rotary cannon is still as lethal as it was back in the day, and Black Knight has brought it back to prove it.

- **Base Damage:** 2d8+1 (20/x2).

BLACK KNIGHT LIBERATOR MINIGUN

The Liberator minigun is an air-cooled, electrically driven weapon that employs six gatling-style barrels to fire withering volleys of armor-piercing shells that reduce targets to unrecognizable lumps. With a high rate of fire the Liberator is the weapon of choice for pure carnage.

- Requires a battery
- The Liberator must either be tripod mounted or used with a weapon gimbal.
- **Base Damage:** 2d8 (20/x2).

BLACK KNIGHT ROTARY CANNONS

Black Knight took the technology behind their best-selling miniguns and scaled it up to settle the issue of battlefield dominance with their line of rotary cannons. There's a size suited to any needs, from the petite 20mm to the robust 90mm.

- **20mm:** Ignores 6 points of DR/Hardness. Base Damage:2d12 (20/x2)
- **30mm:** Ignores 10 points of DR/Hardness. Base Damage:4d6 (19-20/x2)
- **50mm:** Ignores 20 points of DR/Hardness. Base Damage:6d6 (18-20/x2)
- **90mm:** Ignores 40 points of DR/Hardness. Base Damage:5d8 (18-20/x3)

40MM GRENADE LAUNCHER

Another old-school technology brought back to serve the battlefield of today thanks to improvements in explosives technology.

- **Base Damage:** 4d6 (20/x3) or by grenade.

MISSILE LAUNCHERS

Guided missiles scaled down to the modern battlefield for those fire-and-forget moments that everyone has now and then.

- **Light Missiles:** 10 ft. burst on impact. Ignores 6 points of DR/Hardness. Base Damage: 4d6 (20/x3)
- **Heavy Missiles:** 20 ft. burst on impact. Ignores 12 points of DR/Hardness. Base Damage: 6d6 (20/x3)

VEHICLES

70MM ROCKET POD

Sometimes you don't need expensive guided munitions or fancy lasers. Sometimes you just need to send a 70mm rocket of death someone's way—and this system is the way to do that.

- 5 ft. radius burst.
- Ignores 4 points of DR/Hardness
- **Base Damage:** 4d8+2 (20/x2).

SENTINEL ROCK 20MM GYROC POD

Sentinel Rock's top of the line gyroc weaponry, now available for purchase by the discerning military customer. Bulk licensing discount available for the Battlefield Imaging software as well!

- Strikes as a ranged touch attack.
- May be used as a carried weapon by golemmechs of size large or larger
- Ignores 5 points of DR/Hardness
- **Base Damage:** 2D10+5 (19-20/x3).

GOODS AND SERVICES

The following good and services are common throughout the world and solar system in 2090

Many items from the Pathfinder Core Rules and Ultimate Equipment can be converted by using an equivalent real-world price, or simply multiplying the cost in gp by 2.5 to find a cost in cryptos.

FOOD

Note: Prices for food are for one meal.

ANDROID RECHARGE MODULE

All the energy you need, in one pre-packaged bundle! A full day's current allotment in one energizing bundle, now with an improved transfer rate and your choice of seventy-three ohm-variance modulations so you can find the current feed that really resonates with your circuits! Transfer time has been improved too; now enjoy speeds that leave you refreshed and ready for the day in just ten minutes!

CYBORG SUSTENANCE PASTE

Sure, you're mega-chromed, but you still need to feed your meat. Our single-serving CSP containers provide all the nutrients and energy you need to get through whatever the day throws at you, omae, guaranteed or your money back. Easy to digest, and each recyclable container comes with a straw and a spoon, however you want it to go down. All six flavors you know and love, plus three new ones: Sweet-and-Sour, Down Home BBQ, and Fiery Sriracha!

FAST FOOD MEAL

Everyone winds up eating a Yaki-Stik Chicken-Infused Waffle Stik or some delicious Major Leghorn's Fried Neo-Chicken Pieces now and then. Whether it's because of shortness of time, shortness of cryptos, a sincere love for the food, or because the guy behind the counter has the most amazing blue eyes, sooner or later, you're there at the food truck, counter, or pulling through the drive-thru.

RESTAURANT MEALS

Sometimes you want the luxury of siting down and eating something someone else has cooked and is going to clean up after, or maybe you want to take that special simulacrum out for a night on the town. Restaurants can be independently-owned or part of a chain, with inexpensive, expensive, and luxury class restaurants being more likely to be independently-owned. Higher class establishments tend to have more amenities and better quality (or at least trendier) food, but occasionally a small family-owned place will surprise you. Higher Tiers increase the listed price by x10 per increase as normal. Price does not include any alcoholic beverages.

MILITARY COMBAT RATIONS

Military rations are made from genetically engineered ingredients and are further chemically engineered to provide an entire day's nutrition in one package. Their contents vary by the issuing military, but all of them are designed to taste at least reasonably well to the average soldier. If you subsist on nothing but these rations for at 48 hours, you receive a +2 bonus on checks and saves that benefit from the Endurance feat. This benefit lasts until you eat a meal other than the rations or go for a full day without eating a day's worth. Eating combat rations for more than 21 consecutive days causes you to gain the sickened condition due to digestive distress; this condition persists until you have gone 48 hours without dining on combat rations.

DRINKS

Everyone needs to knock back a cold one at the end of the day, amyright? Whether it's in a bar, or back at the safehouse with a six-pack, nothing beats he sound of that tab pulling back or the cork coming out of that bottle of chianti. Lower class beverages are frequently available in generic packaging and multipacks, with higher class ones coming with more prestigious brand names and elaborate and distinctive packaging.

CLOTHING

Note: All characters begin play with two outfits valued at 120 cryptos or less. Additional outfits can be purchased normally.

GENERAL CLOTHING

Clothes make the man, omae – or the woman. Or the android. Or the… well, you get the idea. Everyone wears them, everybody needs them, and if you're trying to blend in on the street, or at a corporate cocktail party, you're

going to need different styles and brands to do that. Each level of clothing has brands and styles that are hot and those that are not (what's hot and what's not sometimes change weekly), with the material, styling, accessories, and brand name growing more and more rarified as the price tag climbs. Anyone wearing the wrong class - and style - of clothing will stand out as 'out of touch' at the least, and attempts to influence individuals while wearing the wrong class or style of clothing will have a harder time of it (–2 penalty on Charisma-based skill checks in such circumstances).

COLD WEATHER CLOTHING

Engineered to keep you warm – and looking hot - no matter how cold it is outside. New for 2090 are the deploy-able Traction-Grip soles to keep you on your feet in icy conditions. Cold Weather clothing grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. Traction-Grip soles take a move action to deploy or retract, and reduce the penalty for walking over slick surfaces by 50%. For example, walking across ice normally costs 2 squares of movement (1 square plus a 1 square penalty) for every square of movement, but with Trac-tion-Grip soles it costs only 1.5 squares for every square. Traction-Grip soles cause damage to any type of finished flooring if deployed, but are not sturdy enough to add an additional damage to a kick.

HOT WEATHER CLOTHING

No one wants to burn to a crisp in the desert, or pass out and desiccate like a mummy in the burning sands. This spe-cially-designed clothing shields you and keeps that lovely skin from drying out and looking like fire Corinthian leather. Hot Weather Clothing provides a +2 circumstance bonus on Fortitude saves to resist warm or hot weather. This does not stack with any bonuses gained from the Survival skill.

TEMPORARY LODGINGS

Note: Lodging prices are for one individual. For multiple individuals staying together, increase the price by 20% per individual, cumulative with the cost of a suite.

FLOPHOUSE

When you need to go where nobody knows your name, omae. Flophouses are the bottom of the barrel as far as lodging goes, being little more than empty rooms where you're renting enough space to lie down and (hopefully) get some sleep out of the elements. There are no ameni-ties, no security (other than anonymity), and no records. Flophouses deal in cash or barter only.

CAPSULE HOTEL

Pioneered in Japan back in the last century, capsule hotels are a type of hotel that features many extremely small "rooms" (capsules) that provide cheap, basic accommoda-tion for guests. The capsule is a modular plastic or fiberglass block roughly 2 by 1 by 1.25 m (6 ft. 7 in. by 3 ft. 3 in. by 4 ft. 1 in.). Facilities differ, but most include a very basic entertainment console and a Global Datanet connection with limited connection speed and Firewall (-5 to Hacking rolls; Firewall 5). The capsules are stacked side-by-side, two or more units high, with steps and ladders providing access to the upper level rooms, leading to comparisons to corpse drawers in a morgue. The open end of the capsule can be closed, for privacy, with a curtain or a fiberglass door. Luggage is stored in a locker; and washrooms are communal.

HOTEL

The listed price is for a single night's stay at a hotel of the listed class. Accommodations consist of a small, private room with one bed, some amenities, and a bathroom. Higher class rooms provide more amenities.

Good quality and higher hotels provide suites at a +50% increase in price. A Good quality suite includes either two bedrooms or one larger bedroom and a kitchen and dining or living area. An Expensive suite includes either two large, or three or four smaller bedrooms, plus a central enter-taining area and kitchen. Luxurious suites have three or more large bedrooms with private baths, a central enter-taining area, kitchen and dining areas, plus servants (done, robotic, or living) on call to clean, cook, help with dressing, and provide other services.

TRANSPORTATION

Note: All transportation prices, except for cruises are for one-way travel.

GROUND BASED

Public transportation comes in many forms, but most pricing is standardized for convenience. Prices are avail-able for single trips, or a monthly pass (usually the better economic deal, and heavily pushed by municipalities and municipal transit corporations to regularize their revenue streams) that allows access across busses, subways, mono-rails, and other pubtrans forms in a given city. Fleets of autonomous taxis roam the streets, just a hail away, ready to zip you from place to place. Ride-sharing is encouraged but not required, although prices may climb in periods of heavy use if you want privacy or peace and quiet as you travel. Autonomous limousines are also available for those moments when you need to arrive in style or see that impressed look in his eyes when you arrive for your date. Some locales offer human-operated vehicle services, but princes tend to range from double the listed rates to more, and, of course, more luxurious rides hike the price as well.

AIR BASED

Air travel is the least common way to travel, but that doesn't mean that it's not available. VTOL shuttles whisk

high-value (or well-paying) passengers from travel hubs outside the city to the city core in comfort, far above the crowded streets below, while high-security corporate VTOL shuttles ferry executives to and fro in high-speed, armored luxury. Helicopters are used by less high-end travelers to beat the traffic on the streets, offering less security and speed for a more economical price. Commercial airliners are still the queens of the skies for long-distance travel, with prices that start out offering economy-class seating and climb as more room, more amenities, and actual human attendants are added. As always, luggage is extra.

INTERPLANETARY

Space elevators are the safest and most convenient way to reach orbit, allowing you to ride up in relative (or literal, for twice the cost) comfort and luxury. With multiple elevators operating, trips are available with regular frequency, although you may need to travel to the elevator to catch the one you need. You'll need to take a shuttle to your destination from the arrival platform, which use the same rates as a VTOL shuttle. Sub-Orbital Shuttle rides to orbital habitats do cost less than elevator runs to orbit, but they're less comfortable and have a higher risk factor. They're the only way to reach some orbital habitats directly though. Lunar shuttles launch from orbit, and the cost for transit to the Moon does not include transportation to orbit. Interplanetary travel is so expensive that only national governments, large corporations, and the highest levels of the ultra-wealthy can afford to do it on a regular basis; such trips are sometimes arranged as a reward, or covered by an employer as part of a work assignment.

WATER BASED

It's 72% of the planet, so sooner or later, you're going to need to get your feet wet. Small aqua-taxis use the same fees as ground-based one as far as fees go. Harbor ferries transport you and over a hundred of your closest friends for a flat fee each, making up in volume per trip what they lose in fewer trips. For twice the rate, they will even transport you and your vehicle. Cruise lines will book you at the listed rate, but this rate assume two to a cabin and does not include any extras like excursions, some shows, and the higher-ends restaurants aboard the ship. For a private room, better amenities, and all the excursions and on-shore activities you can stand, the price climbs up. Travel on a freighter is, paradoxically, more expensive and less luxurious, but has the advantage of avoiding crowds, camera, and most customs officials (providing you don't mind a little swimming to get to and from the freighter). Cargo prices are based on a 40 ft. container; shipping yourself in one is an option, but you'll have to pay the passenger price to cover the risk to the ship and crew.

TABLE 4:32: GOODS AND SERVICES

ITEM	ENTRY TIER	WEIGHT	COST
FOOD			
Android Recharge Module	Civilian	1	100
Cyborg Sustenance Paste	Civilian	1	25
Fast Food Meal	Gutter	1	5
Inexpensive Restaurant Meal	Civilian	1	25
Average Restaurant Meal	Civilian	1	45
Expensive Restaurant Meal	Civilian	1	125
Luxury Restaurant Meal	Civilian	1	250 or more
Military Combat Rations	Corporate	1	25
Cheap Drink	Gutter	-	3
Average Drink	Civilian	-	8
Expensive Drink	Civilian	-	16
Luxury Drink	Civilian	-	50 or more
CLOTHING			
Gutter Chic	Gutter	4	35
Civilian Chic	Civilian	4	120
Corporate Chic	Corporate	4	380
Elite Chic	Elite	4	5000 or more
Cold-Weather Clothing	Civilian	8	200
Hot Weather Clothing	Civilian	4	200
TEMPORARY LODGING			
Flophouse	Gutter	--	10
Coffin Hotel	Gutter	--	40
Average Hotel	Civilian	--	100
Good Hotel	Civilian	--	200
Expensive Hotel	Civilian	--	400
Luxury Hotel	Civilian	--	1000 or more
Orbital Habitat	Civilian	-	Special
TRANSPORTATION			
GROUND-BASED			
Public Transportation (bus/train)	Civilian	-	10/single ride 50/month
Autonomous Taxi	Civilian	-	6 per mile
Limousine	Civilian	-	20/mile
AIR-BASED			
VTOL Shuttle	Civilian	-	500 per ride
Commercial Airliner	Civilian	-	200 + 1 per mile
VTOL Shuttle	Corporate	-	Special
Helicopter	Civilian	-	250 per ride
INTERPLANETARY TRAVEL			
Space Elevator	Civilian	-	5000 or more
Orbital Habitat Shuttle	Civilian	-	1,200 one-way
Lunar Shuttle	Civilian	-	2000 one-way
Interplanetary Transport	Civilian	-	Varies
WATER BASED			
Harbor Ferry	Civilian	-	30 per trip
Freighter	Civilian	-	100/day (passenger) or 10/mile (cargo)
Cruise Liner			600 and up

GOODS AND SERVICES

SYSTEMS OF CONTROL

NARRATING A SERIES

"Storytelling reveals meaning without committing the error of defining it."

~ Hannah Arendt

GUIDING THE STORY

The art of storytelling is nearly as old as stories themselves. In times long past people would gather in their homes or around a fire and tell tales to one another. These stories could be entertaining or frightening, or both. They could, like a parable, impart some great insight, or be so abstract as to resemble a dream.

In *Interface Zero*, the Game Master has the job of presiding over the story's development, but does not have a monopoly on the story being told. The Game Master serves as her players' senses—a cinematographer of the mind's eye, if you will. When the heroes open a door into a dirty back alley, it is the Game Master's duty to describe the alley and clue the characters into why it is so dirty. The way you describe it (dark and claustrophobic, or piled with reeking sun-ripened garbage) will go a long way to determining the mood of the game.

While players only have one part to play—their hero—you, as the Game Master, have the responsibility of playing everyone else in the series' cast and trying to make them all distinct. You are charged with coming up with their looks, mannerism, motives, and goals. If the nefarious corporate agent provocateur comes up with a plan to expose the hero's real allegiances, you must come up with the plan.

If that weren't enough, you are also charged with being entertaining as well. Give your players options and the freedom to take the story places you hadn't thought of. Help them get more attached to their characters by rewarding them with opportunities to shine, and not just because of their character's skills, but because of their character's personalities and backgrounds. Put them in situations that test their morals as well as their abilities.

Ultimately, the Game Master has a lot of control over the story's direction, but you should not take that to mean that you control the story. Use narration to guide the characters along, rather than forcing them along the story's path. Nothing hurts a game more than the idea that there is a forgone conclusion and that ultimately it doesn't matter what the characters do or what rolls they get. The characters are the story, and should be the ones making the difference.

THE CYBERPUNK GENRE

Interface Zero is a game set in the cyberpunk milieu. At the core of the cyberpunk experience is a feeling of hopelessness and apathy born of disenfranchisement, the idea that the systems we know (government, progress, technology and capitalism) is broken and out of control, barreling down the tracks like a runaway train. It is the sense of hopelessness as the rich get richer at the cost of their neighbors, and the politically connected who can boldly lie to their fellow man and not suffer more than bad poll numbers or a slap on the wrist.

Mixed into this social decay is the rapid and often dehumanizing advancement of technology. The effect of new tech and the commercial marketing that supports it drown people in wave after wave of the next big thing, that, for some reason, we must buy. The drive to advance, ascend, and horde has made humankind blind at times to the destruction it has wrought in its wake. Whole species and habitats have been driven to extinction as have human cultures, whole societies, and health. Humanity has become one with its technology, integrating it into the fabric of its being via pharmaceuticals, communications equipment and personal micro-computers. The destabilizing effect—the sheer culture shock—drives many to tradition and religion in search of some deeper meaning to what deep down many see as a meaningless, existence in which mankind is slave to the technology it has birthed.

Life in this world is cheap, while living life for most is intolerably expensive. Here, the adults have all sold out or become bitter and cold like the walking dead, while the newest generation, with no obvious future path, rebel against their destined inheritance and live their life to the fullest like torches, most of whom will burn out all too soon.

CREATING A SERIES

Think of creating a series in the same way that you might were you a television producer creating a drama for TV. Most popular TV series today are broken into seasons with some overarching plot, which are then further broken down into several episodes. Each episode further details the stories of the show's principal protagonists, while slowly advancing the season's overarching plot (or at the very least, not derailing it). An *Interface Zero* series can be broken down the same way using the following elements.

SETTING

Stuff has to happen somewhere, and your choice of setting often determines the sort of stories you are going to tell. If you set an adventure in the middle of the So-Cal Dead Zone, you most likely are planning a wasteland Road Warrior-esque series rather than one dealing with boardroom politics or gang warfare at the roots of a major metropolis. An *Interface Zero* game can be as large as you like, from several major cities to the inside of a studio apartment or even someone's head.

It is important that the setting stays consistent, and by that we mean that the corner bar should not suddenly appear ten miles away in the next town during the next game, unless there is an in game reason for such a change (like the adventure is all happening in VR for instance). If the setting becomes inconsistent, players start wondering more about geography than what their characters are going to do next.

Most series are probably going to be set in a large city, for convenience's sake. Because the *Interface Zero* world is much like our world, one easy way to ensure consistency and score some interesting locations for adventure is to purchase a city map or travel guide, or if you happen to live in the city you wish to set your series in, try your local visitor's bureau. Remember, though, that things are likely to have changed a lot in the intervening 70+ years, so extrapolate a little. At the same time, alter things to fit your chosen mood and theme. Plot out a few locations that your player's characters are likely to visit (a homeless shelter, the local street doctor, the residence of the local deputy lodge master, a high-class restaurant and the Kenta Cyberdynamics LIVEFAC in Chicago), mixing a few real locations from our world updated to 2090.

THEME

The theme in terms of a series is best described as an unanswered (and perhaps unanswerable) question posed repeatedly over the course of one or more episodes. The various episodes within the series, as well as the series' arc, pose the question in a variety of ways, and it is the heroes' actions that ultimately answer it. The theme can be nearly anything, though it should pose a question that is difficult to answer (such as: "What is it to be human?" "Why do people hate?" or "Does wealth bring happiness?"). Each story within the series should touch on, if only subtly, the overall thematic question from as many angles as possible.

CHOOSING A GENRE

Interface Zero can be played using many different genre styles. The three discussed below all had an influence on creating the setting and are therefore considered the "ideal." However, the rules are open enough to allow

for nearly anything, and enterprising Game Masters are welcome to try their hand at creating their own.

Cyberpunk: This is a dystopian future world dominated by powerful conglomerates, emergent AIs, virtual reality, and mean streets filled with outcasts willing to do anything to achieve their goals. The rapid advance of technology has alienated the citizens of the world from their own humanity. Life is cheap here, but staying alive can be expensive. Death often comes quickly and from unexpected quarters in cyberpunk settings. Protagonists of the genre tend to be disaffected outsiders with very little chance of making it out of their current desperate existence and joining mainstream society. Sometimes they don't even want to, preferring instead to live life on the edge.

Sources: (Literature) William Gibson's Sprawl Trilogy, (Film) Bladerunner

Anime: Much of the early cyberpunk ethos continues to thrive in anime; a tribute to how beloved the genre is in Japan (and to a lesser extent, the United States). Anime-style cyberpunk tends to be faster, more violent, and more action-packed than the original source material, while still adhering to the desperation and vibrancy of the setting. Technology is usually more advanced than in traditional cyberpunk, featuring a preponderance of cybernetics, sophisticated power armor, and digitized consciousness. As is the case in much of anime, the cost of war is usually present in some fashion. Often, the story's setting has just suffered through a horrible conflict or other calamity and mixes in a number of post-apocalyptic motifs, such as the rationing of fuel and supplies or the ruins of a once great metropolis.

Sources:(Anime and Manga) Akira, Appleseed, Battle Angel: Alita, Cowboy Bebop, Ghost in the Shell.

Post Cyberpunk: Post cyberpunk is a continuation of the cyberpunk theme and includes many of the same tropes. It adds elements of transhumanism, high technology, and the world village. It integrates technology more thoroughly with the world. Governments tend to have more power in the post cyberpunk world than those in a pure cyberpunk setting and are often just as corrupt. Rather than outsiders, the protagonists of are more involved in their society within this genre, and have vested interest in maintaining the status quo or at least slowing their world's decay. In this regard, post cyberpunk can appear very similar to contemporary dramas.

Sources: (Literature) Snow Crash, The Diamond Age, (Literature/Film) Minority Report

CONFLICT

Conflict is core to any story. Without it there is no story and certainly no interest. Adversity is the medium through which rise or fall. In *Interface Zero*, characters can be subject

to all sorts of conflict, from internal moral choices to running gun battles. These are a sampling of potential conflicts the characters might find themselves embroiled in:

Human vs. Non-human: While every generation grapples with how technology and social progress redefines humanity, the world of *Interface Zero*, being home to simulacrums, artificial intelligences, uploaded digital personalities, enhanced humans and even human/animal hybrids, stresses it like never before. If a player chooses one of these races, creating a hero whom many regard as less than human or even an abomination immediately makes the issue a key element of the campaign. Conversely, pure-blood humans might also find themselves drawn into the debate, whether pro or con. The notion of playing a hero bravely pushing back against bigotry and calling for a expansion of civil rights to include these new sorts of people seems obvious and leaps immediately to mind. For this reason, a campaign taking the other tack, one devoted to keeping artificial life forms in check, presents itself as an interesting if controversial alternative.

Poor vs. Rich: The inequalities in wealth between the hyper rich and those just trying to break even are more pronounced. In an *Interface Zero* game, most government services are outsourced to corporate contractors and most taxes are now rolled into monthly subscription or pay-per-use fees. Generational debt, mass unemployment, and lack of opportunity all mean most people will live at the same economic level their forebears did, their only respite coming in the form of state and corporate-backed entertainment, inexpensive food assistance programs, or criminal activity.

Hero vs. Nature: This is a conflict that pits man against the elements. Humanity's rape of the natural world has brought about dangerous environments beyond those featured in the stories of Jack London. In 2090, the world is dotted with toxic-wastelands, radioactive fallout zones, polluted slums, deep ocean habitats, colonies throughout the solar system, as well as the deserts and mountains of today. The damage humans have inflicted on the ecosystem has been repaid with dangerously extreme weather patterns that make El Nino look like a passing spring rain.

Heroes vs. Megacorporations: So, you want to stick it to the Man? Feel they wronged you somehow and now you want justice? Or maybe you just a piece of the pie? It ain't as easy as it looks. The company has an army of corporate lawyers, media security specialists, AIs, and in many cases in the post-collapse world, their own private mercenary armies. Each company has its own way of defending its interests, so heroes might find themselves on the receiving end of anything from a subtle smear campaign to a simulacrum murder squad. Or, if they are company men themselves, they might be the troubleshooters.

Corp vs. Corp: The profit line is all that matters in a game of competing megacorps. Companies will do whatever it takes to get and maintain the edge over their competition. Corporate espionage, cover-ups, insider trading, sabotage, embezzlement, and shifting alliances punctuate a conflict where loyalty is bought and sold like everything else. A series dealing with corporate warfare might see characters freelancing for one (or both?) of the corporations as deniable assets who gather all manner of information, steal prototypes, and even key employees as a way of destabilizing the target corp's infrastructure.

Nation state vs. Nation state: A series dealing with nations often revolves around ideologies and espionage. Characters might play spies, assassins or propagandists who spread disinformation in enemy territory. The characters might even be involved in an insurgent campaign with the goal of destabilizing the nation. The ongoing war between China and Russia provides numerous opportunities for mercenary campaigns.

Law enforcement vs. Crime: Whether as criminals, Bounty Hunters, sector cops, or corporate or private detectives, the heroes come face to face with many of the moral gray areas within the future legal system. Forensics and investigation become intertwined with shadowy informants, evidence tampering, and the fine art of the double-cross.

Heroes vs. the System: In the end, it turns out there are no real heroes or villains in the world of the future—just products of a system so broken most take it for granted, like death and taxes. Such a series seeks to expose the dark side of so-called benevolent social constructs such as community, governance, love, wealth and even rationality. Heroes struggle against society as a whole while being viewed as radical malcontents, or perhaps even criminally insane.

Hero vs. Self: Some of the most difficult battles are not against external forces, but our own inner demons. In such a conflict, the hero's own fears and vices might prove to be their worst enemies. In a world of digitalized memories, the heroes might also be pitted against AI aspects constructed from their own personalities or simulacrums built to be their equal. The only way defeat such external manifestations might be to face up to and then take advantage of their own shared flaws.

PLOT

The plot is the sequence of events within the series. Unlike traditionally created works, the Game Master does not have complete control over the course of the story. The players' input, and the randomness of the dice will invariably alter the story's progression. Still, the plot is in many ways the story and the Game Master will still need to at least thumbnail the rough events of the series before it is fit to present to the players at the game table.

NARRATING A SERIES

How the heroes navigate the plot is what makes the story memorable. Plots have beginnings (which set the stage and offer the hook that invites the heroes into the situation), middles (that explore the theme), and ends (which resolve the plot). The plot tends to build up during the middle until, as the player in "Rosencrantz & Guildenstern Are Dead" states: Generally speaking, things have gone about as far as they can possibly go, when things have gotten about as bad as they can reasonably get. That's when we get a climax—the point of final decision within the story, followed by a denouement which wraps up the last few plot threads (or more commonly these days: the threads that will not be picked up until the next sequel). Each of these is a distinct phase of the plot, which we will briefly describe below.

IN THE BEGINNING…

Beginnings are foundation of the story. The place where you as the Game Master can put your first stamp on things and set the mood, tone, and direction of the story. This all requires a good deal of focused description, so don't be afraid to go a little overboard here. A well-set stage will have your players using the props, places and people you supply here for games to come. At this point, you need to establish the baseline of the world the series is set in. Show your players what "normal" looks like before you yank it all out from under them. Give them reasons to love or hate their setting, and want to protect, change, or flee from it. In general, you want to start your beginnings with a bit of bang. It doesn't have to be a "Bond" opening, but it should catch the players' and their heroes' attentions. This bang may or may not lead directly into the middle.

THE MIDDLE GROUND

Middles are very often the most difficult phase of design, because so much can happen here. The middle is a maze of choices where subplots sit like landmines waiting to be tapped. Because you are not navigating it yourself, but relying on the players to do so, it can become very complex. My only advice on this is to try and remain as flexible as possible, while at the same time offering the players a bread crumb trail of clues or alternate paths— perhaps with unexpected twists and challenges of their own—should they lose their way to the climax.

While progressing along you should build up the stakes. The risks and challenges should both grow and become more personal to the heroes until the adventure draws near its climax. This the time to spring all your sorted twists and reversals, slowly increasing the pressure on the party.

In a role-playing game, the middle is the most fluid point. Heroes are generally given several options at this point, and they may take the adventure in any number of unforeseen directions. As the Game Master, you must choose whether to go with the flow or nudge the group back in place. To be extreme in either direction is to risk your game. Players like direction from time-to-time, but they also enjoy their freedom. The trick is to know which one to employ and when. That comes from experience and knowing your group.

THE END (CLIMAX)

The climax. The final showdown. The big reveal. Here the heroes finally confront their foe and give him what for, or perhaps die in the attempt. All the major action should lead (or at least appear to lead) to this point, and if that means you have to alter your previously scripted grand finale because of something unexpected that transpired in the middle, so be it. Don't make this scene too easy for the group.

They should have a good solid plan for dealing with their nemesis or the problem at hand. They should also have to overcome a twist or two along the way. Ultimately, it is the Game Master's responsibility to provide the necessary keys to the heroes' success during the middle. Whether the heroes take the Game Master's clues and hints, or use the key in the right fashion or instead go their own way is another story, but once again the Game Master needs to be adaptable. If the characters come up with a reasonable way of dealing with the climax, you should consider the option.

MOOD

Mood is the spice of the series. Mood is the feel or emotion invoked by the story in the players, and by default, their characters. Invoking a mood is one of the harder parts of Narrating, but it's well worth the effort. A well-invoked mood allows for deeper immersion into the game world by touching upon an emotional thread, like fear, hope, wistfulness, or fun.

Think about mood in the same way a movie director might. In a passionate romance, sets are often dimly lit and filled with deep reds, the music is pitched at a certain tone, and the movements of the actors flow like a dance. A horror film, in contrast, includes long periods of suspenseful buildup punctuated by sudden discordance. The shadows are cold and isolating, rather than cozy and warm.

Interface Zero can play to any number of moods (including the aforementioned examples), the following are just a few more to get you started.

Adventurous: There are new, never-before-seen horizons to explore. Sudden dangers are present around every corner in a series with an adventuresome bent. A hero cannot advance without taking daring risks, and everything seems boldly colored and over the top. Mooks (minions) are aplenty, as are cliffhangers and skin-of-your teeth rescues. Everything happens in just the nick of time, or if you prefer, not a moment too soon.

Decay: The toxins in the air eat at man's cities, and at humanity itself. The world is slowly rotting and dying around the heroes, as evidenced by the destruction of the ecosystem, wastelands, ruins, and the rusted shells of cars that dot them. Everyone is sick here in one way or another. Entropy is everywhere, as are the items used to ward it off. Everything seems to be falling apart, morals included.

Frenetic: Everything is constantly in motion and no one really knows what the future holds. This is the mood of the Singularity, the shifting neon landscape of the virtual world, the constant background buzz of information. The world is one filled with sleepless nights of racing thoughts, and uncertainty. Travel and high-speed chases are a hallmark of this mood. Change is everywhere, but not always visible. All the characters in the frenetic world (Game Master and player alike) tend to act without too much forethought, flying by the seat of their pants, and living off of fear and adrenaline. Never sit down when Narrating a frenetic adventure.

Idealistic: The world is filled with lofty ideas and noble purposes, a stark contrast to the usual cyberpunk setting. Things are bright, and shiny, and new, like a blazing dawn as seen from a penthouse or Olympus on high.

Mysterious: Things are not all that they seem to be when this mood is in effect. The world is a balance of shadow and light. No one seems to have all the answers. The heroes themselves should probably never piece it all together (at least not now). Instead they'll have to rely on themselves to fill in the missing puzzle pieces as they navigate a world of lies, half-truths and secret agendas.

Oppressive: The world seems claustrophobic, brooding, crushing down on the backs of the characters. Big Brother seems to always be watching. People toil like robots and the future seems unchanging. Everyone here seems tired and worn taskmasters on down. Only the super affluent seem unaffected.

Visceral: It's all about blood, sweat, sex, and the drive to survive at any cost in the face of the impending Singularity. In a visceral setting, humanity is an animal with all the powers and flaws of his primitive ancestors trapped in a cage of his own making. Modern society, logic, and advanced technology play the parts of jailor, tamer, and cell that fence in our mostly hidden organic urges. This mood plays up those blood instincts in the face of cold technological indifference.

Violent: Death is swift, messy, and almost arbitrary in a game where the mood of violence holds sway. There are periods of brooding punctuated by sudden flares of aggression like an angry red light flashing in the shadows on an oppressively summer's night. Fights tend to resemble Tarantino movies rather than bloodless 1950s westerns, and the vicious tools of bodily harm seem to be everywhere.

THE REAL END

When a series comes to an end (as all good stories should) you should have a plan, and here, in the planning stage is where you should start formulating it. It should be big and worth remembering by the players: something they will tell stories of in the years to come. It is very likely that you will not reach the resolution point via the path you had first imagined, but you should have the end in mind all the same. As events occur within the course of the series, make whatever minor course corrections you need to get you to there. It is entirely possible that the heroes' actions might even suggest a better end, in which case, feel free to make changes as logic permits. Even still, you should always have a finish line in sight, and be actively working toward it. Without that goal, your series might very well wither on the vine and die amid a maze of subplots and side quests. So remember: keep your eye on the prize.

Most characters hold physical confrontation as the first, last, and only means of conflict resolution, and many are maimed in some way because of it.

PUTTING IT ALL TOGETHER

So, we've looked at the various elements and techniques you can draw on to create a fantastic campaign series for your *Interface Zero* game. Now let's focus on putting everything together.

DECSIONS, DECISIONS

The first thing you want to do is decide on what kind of game you think you want to run. What you're doing is sketching out the big picture, that's all. Think broadly, don't worry about fine details right now. Think about what might be interesting for you to run, lbe interesting for you to run, look at the ideas scattered elsewhere in Interface Zero and especially in this section, and look at some outside source material. Jot down some ideas that jump out at you which sound cool. Don't worry if the ideas don't all line up, it's too early for that yet.

Do you want to run a game where everyone's a member of a Privateer Company, chasing hackers and other criminals? Or one where the characters are all members of a Private Law Enforcement Company, investigating crimes and protecting their clients? Or maybe a game where the characters are members of the Underground Railroad, smuggling Simulacrums to freedom? Or one where the characters are all criminals, working for a small crime syndicate? Or even a game where they're all just people that live in a single small neighborhood and band together to defend it? The sky's the limit!

NARRATING A SERIES

Once you have an idea in mind, write it down. Don't write six pages of extra material of it, just write the idea done in a few sentences. Then brainstorm another idea and write it down just like you did the first time. Then do it one more time. You can do this as many times as you want, but three's a good number of options; more than that and it will get confusing at the next stage. Once you're there, stop and move on to the next step.

COMMUNICATION

Take your three ideas, and tell the potential players what they are. Do it in person if you can, but group emails are okay if you can't get folks together. Don't be coy and try to hold things back from them, just tell them the three ideas and ask them which ones interest them the most, and why. That last part is really important, so don't forget it. Don't tell them which one you like most, that's not what you're doing here. What this step is all about is you finding out what kind of game the players want.

Chances are, your whole group isn't going to all jump on the same idea, but there will be at least one idea that more than one person likes. (That's why you only go with three.) For example, one of them might like the Underground Railroad idea, three more might like the Neighborhood Watch idea, and the last one might think that the Criminal Group idea is good. That's an average spread

Here's where asking your players what they like about the ideas is important. See if you can combine ideas from the outliers into the idea that the biggest group likes. In this example, if the Underground Railroad player is really interested in helping Simulacrums in all sorts of ways, not just helping them to escape to freedom, and the Criminal Group player is primarily interested in playing a street soldier for a local syndicate so he'll have lots of opportunities to get in fights and look and act tough, then just add those elements into the Neighborhood Watch idea.

Example: One way might be to decide that there's a stop on the Underground Railroad in the Neighborhood, but another way might be to decide that a local activist for Simulacrum rights lives there, instead. Or maybe there's a Simulacrum or three hiding out in the area. Or better yet, use all three, which really opens up options, especially if the activist is too militant for the Railroaders, and the hiding Simulacrums are too scared to ask for help from either of them. Then add in a local crime boss who's decided that it's too chaotic out on the streets for him to really make good money, and something needs to be done about that. Didn't he have some young tough that just joined wanted some action? And isn't the street talking about some kind of local thing to do that? And if it's the locals doing it, the other gangs and hoods

can't blame him for anything, can they? Badabing, badaboom! Now you're cooking!

The trick here is to communicate. Talk to the players. You're not running the game for you, you're running it for them, and if you know what they want, then you can do a better job of it.

Sometimes, though, no one really latches onto one of your ideas. Okay, it's not the end of the world. Just put another three ideas down and try again. Or better yet, just nod and ask them what kind of game interests them, and let them do the work of figuring out the broad stokes for you.

Once you have a basic idea, then it's time to move to the next step.

PLANNING

Okay, you have a basic idea for the game. You've talked to the players, and know what they are looking for in the game. Now you need to actually think about planning for the game. We're going to use the Neighborhood Watch campaign here as an example, but the idea is the same no matter what your game is about, or where it's set.

The first thing to do is to not do any actual detailed planning. Not yet. You don't need to know the names of every person that lives in the Neighborhood, where they live, what they do for a living, and how their lives all interconnect, complete with flowcharts and diagrams and maps of the neighborhood and all the buildings in it. That's stifling and creativity killing, and leaves you no room to grow the game organically. Instead, take some time and think about the game. You need to start small and build up and out so the game can grow organically.

Come up with six or seven locations in the Neighborhood. Just locations, nothing else. Make it a mix broad enough for you to weave a story or three together using them. You're creating touchstones, not a whole neighborhood. Players get invested in the places that they visit all the time, so make the list broad enough to give them lots of opportunities to connect to one or more locations.

Example: A store - the nearest Malmart outlet. The local bar - the Wagon Wheel. Someplace to eat - the Quic Wok. An alleyway - 7th & Tallyrand. A local apartment building - Elm Avenue Apartments. A warehouse - Harris Transfer Warehouse. The local gang hideout - The Heat House.

The come up with someone associated with each location. Just one person for now, and just a sentence or two about each.

Example: Miki Connors, manager of the local Cryptodollar General, who has a sharp eye for shoplifters and a soft spot for cats and feeds strays outside the

store in the side alley. Marco - "Just Marco" - the bartender at the Wagon Wheel, the local bar now on its fifth image do-over in eight years, but still serving booze from the first. Chuck Morales, the ex-con who bought the Quic Wok on the corner last Fall from the Franklins, and has three generations of his immigrated family working there now. Old Roz, the street person and addict that lives in the alley doorways between 7th and Tallyrand, swapping from side to side and doorway to doorway daily. Mrs. Akane, the ancient old lady that has lived in 4C since 2052 and calls everyone 'Dear' unless she's mad; then she uses their whole name - and she always knows everyone's full name. Frank Marguilles, the night shift supervisor at the Harris Transfer Warehouse; hard working, hard drinking, and a hard faller for girls in trouble bigger than he can handle. Red Ruriko, up-and-comer in the local street gang, the 7th Street Heat; likes guys smart enough to see how attractive she is under her red leathers and mask, but not smart enough to see that she likes using her knife a little too much.

Now come up with one link from each location to another location. Just one, that's all you need right now. Try and spread the links out a bit, so all roads don't lead to the same place.

Example: One of the Morales girls working at the Quic Wok likes the kid who sweeps up at the Cryptodollar General. Miki Connors always drops a sandwich off for Roz on the way home. Mrs. Akane sings Johnny Cash songs at Karaoke Night at the Wagon Wheel. Red Ruriko and Frank Marguilles were an item a few years ago. Marco sometimes gets 'the good stuff' when a case falls off the truck at the Transfer Warehouse. Old Roz thinks that the Morales boys are catching rats to use in stir fry.

You're good with setting design at this point. You've got a good variety of locations, some interesting people to meet, and some information for players to have their characters find out that'll tie them to the setting. You need to know what city the Neighborhood is in, what Security Zone it's in, and where it is in relation to the rest of the city, but that's about it.

Now on to the next part.

COMMUNICATION AGAIN

It's time to talk to the players again. They've had some time to think about characters, and read through the options that they have, and you really need to know what they're all playing before you try and design the first scenario. Once again, meeting in person is best, but you can do this over email, too. If you're feeling froggy, you can combine this with the first Communication step above, but

sometimes it's best to let a day or three pass so everyone can figure things out. Don't tell them to build their characters yet, you just need concepts right now.

Example: Your players have the following character concepts for the Neighborhood Watch game to talk about. Bill and Mack are thinking of playing Hackers that are brothers, one on the Grifter path and the other on the Operator path. Charlene wants to play an Agent on the Infiltrator path. Freddie is thinking about a Sprawler on the Street Rat path. And Hal wants to play a Gunner on the Sector Cop path.

Every now and then, it happens, someone really wants to play a character that's just not a good fit. Usually they stand out, like an orange in a basket of apples, but not always, so it's smart to think about the concepts people are suggesting and see if they'll really fit the game. If someone comes to the table with a character that's just not going to work in the game, tell them to try again. No hints, no 'maybe I can make this work' conversations. It's easier to handle bad character fit before you run a single session than any other time, so do it. Explain why the character is a bad fit, and see if you can find a way to let the player get the feel that they want, without making things difficult for everyone else.

Example: Hal's Sector Cop is a problem, since the game is probably going to involve the group taking the law into their own hands a good bit, and his ties to law enforcement will make the locals trusting him a tough sell. Talking to him, it becomes clear that Hal is really looking for a chance to be an authority figure that can use Intimidation effectively to defuse situations, and he's seized on the Sector Cop as the way to do that. With a little more talking, and an explanation as to why the Sector Cop will not fit just right, the two of you figure out that he can get what he's after by playing a Sprawler on the Ganger path, trading on his gang's reputation and backing. You agree that his gang, the Talleyrand Toughs, aren't a really evil gang, but that they have a reputation for being tough and looking out for their territory.

Once you have everyone's character ideas approved, ask each of the players for one hook each to tie their characters to the setting or one of the characters in it (or both). It doesn't have to be a whole storyline's worth of hook, just something to anchor them into the setting as it is and give their character a connection to it. Ask them to try and spread the hooks out a bit as well.

Example: Bill decides that his Hacker, Kent Gergacz, lives at the Elm Avenue Apartments and hacks free entertainment channels for the building to cover the cost of his rent, so he knows all the residents (including Mrs. Akane). Mack decides that his Hacker, Clark

Gergacz, rooms with his brother Kent but does pick-up work around the neighborhood writing advertising HROs (Hyper Reality Objects) and maintaining Fire-walls for small business owners, so he's known to, and knows, people at all of them. Charlene thinks for a minute, and decides that her Agent, Vivica Huang, works part-time jobs at the Harris Transfer Warehouse and the Cryptodollar General, and is secretly helping a small group of runaway Simulacrums hiding in the area out. Freddie looks at the hooks that everyone else has tossed out, and decides that her Sprawler, Jo-Beth 'Jobe' Higgins, is an orphan new to the neigh-borhood that's living on the street with Old Roz's help and making delivery runs for the Quic Wok, but is thinking about joining a gang for safety and a place to belong. Hal already knows that he's a member of the Tallyrand Toughs, and decides that his charac-ter, Chuck 'The Truck' Johnson, is a new recruit that spends a lot of time in the Neighborhood on orders watching for other gangs moving in, and because he's interested in Red Ruriko.

Once you have all the character concepts in hand and have everyone's hook, tell everyone to go on and stat building their characters if they haven't already. While characters are being built, it's time for the next step.

THE FIRST SCENARIO

Now it's time to put together your first scenario. Don't start with something deeply complicated for the first time out, there will be time for that later. What you want to do in the first game is this: 1) Get the characters together; 2) Get them working together to solve a problem; 3) Give everyone a chance to do something cool; 4) Get them a little more connected to the setting; 4) Give them a chance to get some action in. Really, that's all you need. No fore-shadowing events sixteen scenarios down the line. No deep mysteries. Just 4 things.

Example: Looking at the character hooks and the locations and connections set up, you decide that the Quic Wok looks like a good central point for the scenario. Your party is a mix of physically and men-tally-oriented characters, so the threat needs to be a little of both. The Morales family is supposed to be really large, so there are a lot of opportunities there. You think about opponents, and decide that some gang members are a good threat for the party at the start. Now you just need to tie them together.

ACTS

Scenarios can be divided up into as many different Acts, or parts, as there are slices in a pie. Three Acts are normally

enough for planning. More than that and you run the danger of over planning, and having to lead the players from Act to Act. This is a bad thing. You want your players to feel like they're the ones driving the car, not like they're sitting in the back seat being driven around.

Act I is the setup, where the adventure finds the charac-ters, or they find the adventure. Act II is the conflict, where stakes get raised and the characters figure out who the opposition is. Act III is the resolution, where the characters have their final confrontation with the opposition. You don't have to plot all of these Acts out in intricate detail, but you do need to know 1) What happens, in general, in each Act; and 2) How the characters can get from each Act to the next. (You always want at least three clues, that way one of them is going to be found)

Characters connect to games and characters events and themes much faster and more completely when they're personally involved in them. Whenever you can, give some sort of a personal connection to one or more characters when designing a scenario to help make this happen.

You're also starting a campaign, so you don't want to spend too much time starting off slowly, either. You want to get everyone focused on the game immediately and hook them in to what's going on, but you don't want to just trot out the cyberpunk equivalent of 'five strangers are sitting in a bar' either.

With that in mind you break your Acts down into the fol-lowing rough outline:

- **Act 1-What's Happening:** Gang members show up at Quic Wok and make threats, demanding protection money and roughing people up. The characters inter-vene and drive them off.

  Links To Next Act: Gang member drops a clue. One of the Morales's heard/saw something. Old Roz saw them get in a truck.

- **Act 2-What's Happening:** The characters are asked by one or more individuals or groups (or decide on their own) to find out what's going on and make it stop. They investigate, find some clues, and have another encounter with the toughs.

  Links To Next Act: HRO graffiti gives a clue. Marco knows something. The stocker at the Cryptodollar General was involved somehow.

- **Act 3-What's Happening:** The characters figure out who's responsible, where they're located, and band together to make them stop.

  Wrap Things Up: Neighborhood Watch formed. Party gets some reward from locals.

You're actually almost done at this point. You just need to flesh things out a little more and you'll be ready to roll.

Go back and look at your acts, and try to include something cool for each player in at least one of them. Give the players plenty of chances to do things, not just have someone tell them about them.

You can't account for everything your Players might do, so don't kill yourself trying to. If they ask about something you've never considered or want to try something on their own, let them! Never say 'no' or 'I don't know.' If it's simple information, and you don't have a note about it - make it up and write it down so you don't forget. (See 'Take Notes As You Run' below for more on this) If it's an action, say 'Yes, but…' and then tell them what they need to do to make what they want (or something close to it) happen, whether it is make some die rolls, go look for more information, or what have you. Do not ever, ever, let someone just make a die roll that will solve the whole scenario, or alter the game in an unwanted way.

Fleshing things out, and making spot notes about DCs and such in advance to save time, you come up with the following scenario. Combined with the NPCs in the back of the book, this adventure is perfectly playable as an introduction to the game.

ACT 1

You decide to open Act 1 on the street outside the Quic Wok, late in the afternoon, just before the working crowd gets off-shift and starts coming home to crowd the streets. Stop and ask each player where they are on the street and what they're doing. This gives them a chance to make decisions early on and involve themselves in the setting.

A group of toughs, two per player character plus another two for Red Ruriko, conspicuously not wearing gang colors, round the corner and pause to check the street out before wandering into the Qic Wok. [If no one's in the Quic Wok, one of the Morales kids sends a panicked Instant Message to Jobe, saying there's trouble and to come help.] Yelling starts, a kid screams, something breaks inside the Quic Wok, and the unmistakable sounds of a fight ring out.

Ask the players what they are doing, if anything. Most players want in on the action so they'll probably do something, but occasionally they need a nudge. If Truck is hanging out, or trying to hang out, with Red Ruriko, she starts for the Quic Wok and tells/yells at him to 'come on.' If Kent is anywhere near the Apartments, Mrs. Akane raps him with her cane and tells him to go help the Morales Family. If Clark is working on Hyper Reality Objectss, tell him that he can see one of the Morales kids, a boy of about nine, get knocked down by a tough through the window from his vantage point.

Keep the fight simple, just a fistfight. No guns, no knives, just subdual damage. Remind the players that fistfights don't draw unwanted attention, but gunfights do.

They can try to calm things down, but the toughs are here to make trouble so it's not going to work this time. Gang members are all average CR 1 opponents and flee when they take half their damage. Red Ruriko is roughly equal to the player characters, but don't worry about a character sheet or rolling for her; just say she's fighting a tough or two off to the side and let the players get all the real action. The Quic Wok is a little crowded, so everyone takes a -3 penalty on attack rolls from all the bumping and jostling as Morales family members try to help (they're not really good fighters), kids run around underfoot in a panic, people slip on Stir Fry Soy-Squid, and so on. Move the fight outside if the players don't think of it on their own (don't apply the penalty once outside), and then have the local residents start to cheer the player characters on. Once half the gang has fled or been knocked out, the rest break and run, trying to grab any of their number that are unconscious on the way.

The locals are happy, the Morales's are happy, and the players are all congratulated several times. Mrs. Akane, in particular seems pleased with them. Chuck Morales treats them all to a free dinner - the Big Bushi Basket, his largest and most expensive meal - and shakes everyone's hand twice. If they ask, Chuck tells them that he didn't know who the toughs were, but that they were trying to shake him down for protection money and he wasn't interested. If any of the toughs were knocked out, Chuck asks the players to load them in his beat-up pickup and help him dump them at a nearby park; he's not looking for more trouble and if they toughs get really hurt, or their TAPs are messed with, it will start some. If someone checks, the toughs don't have anything on them other than clothing and TAPs.

One of the Morales's approaches a character while they're enjoying their well-deserved 'Big Bushi Basket' and tells them that they overheard one of the toughs—"The ugly one with the green shirt"—tell another one—"The one in the red parachute pants"—that they needed to hurry this one up or they'd be late, and Alfie hated it when they were late. This could be a young Morales kid flush with hero-worship, an appropriate member of the opposite sex that is grateful for the help the character provided and wants to chat/harmless flirt for a while, or one of the older Morales family members that is wise enough to know that they're too old to be throwing punches any more.

Red Ruriko finds an old-school RFID tag that appears to have fallen out of a ripped jacket or pocket of one of the toughs, and brings it to one of the characters. Truck would be her first choice since "This neighborhood is neutral ground between our gangs and someone else is trying to work it—we can't have that" but any of the characters would do in a pinch. Pick someone that hasn't been involved in a conversation recently.

ACT 2

The next day, all the characters are asked to come to a meeting at the Wagon Wheel with the Neighborhood Council (Mrs. Akane, Miki, Marco, Frank, and Chuck). Mrs. Akane asks the Gergacz brothers to walk her there, Chuck asks Jobe to please go with him, Truck's gang leader calls and tells him to go and agree to whatever Mrs. Akane wants, and Frank Marguilles calls and asks Vivica to go as the Warehouse representative. Red Ruriko is also there, but sits behind the characters.

Mrs. Akane, Marco, Chuck, and Miki Connors wait for everyone to get seated and then come right to the point: the Neighborhood is in trouble. Bad things are happening here every day, it's slowly getting worse, and the police don't care, because no one that lives here is important as far as they're concerned. Something needs to be done - and after yesterday, they all think the characters are the ones to do it. It will be dangerous, and there's bound to be more fights—some of them maybe even with guns—along the way. If the characters will agree, then they'll see about getting some funds to pay them. It won't be much to start with, but they think they can make up in other ways for that. Chuck offers to kick in food, Miki some clothing and minor goods from the Cryptodollar General, Frank thinks he can lose something off a truck now and then, and Marco offers to wipe any existing bar tabs and cover them in the future, "As long as you don't go crazy." Mrs. Akane says she'll call some friends and see what she can do to drum up support for the group.

After everyone agrees [This is one reason why you tell players up front what the campaign idea is, so they won't sink you at moments like this by refusing], there are big smiles and nods from the Council. Ruriko waits for the players to all agree, and agrees, adding, "I've got Heat stuff to do, so I can't do everything for you guys, but if you need me, just call." Mrs. Akane suggests since it just happened, the group try and find out who was responsible for the trouble at the Quic Wok and see that they don't start any more.

Before she goes, Ruriko reminds whoever she gave the RFID Tag to about it, and suggests that they see if that's a real lead. A Hacker can do some checking and with a DC 15 roll on Hacking or an appropriate Knowledge skill, turn up that this model hasn't been used in twenty years–it's not even Global Data Net enabled. If they want to cobble together a chip reader, they'll need Craft (electronics) or something similar and about a day's work.

Alternatively, they can check around and see if anyone in the neighborhood might have one. The Harris Transfer Warehouse does, but it would require an hour's work to get running again. Once they read the chip, it proves to be an inventory tag for something called "White, 45 oz.

face weight, density 3,000, Trimax-Blend Frieze, 10 meter x 3 meter roll." Some searching and a DC 10 data search reveals that this tag is for a roll of very expensive high value carpet. Twenty-two year old high value carpet, given the manufacturing date the tag shows.

Checking on the clue about the truck from Old Roz takes a simple DC 10 data search to find that Republic Express ('PubEx') was the last 'no drone' delivery service to go under in the face of the drone revolution. The company went out of business twenty years ago and all of its assets were broke n up and sold off. PubEx delivery drivers drove a specially modified Kelly Green Ford-Nissan cargo van that the motor conglomerate stopped making when PubEx went under. There were literally hundreds of thousands of them made, and they're still common in Yellow and Orange Zones as delivery vehicles, rolling shops of all sorts, and more. No one in the Neighborhood owns one, but everyone's seen one around in one guise or another.

Researching 'Alfie' is a simple DC 5 Data Search, but only turns up that it's a British name, derived from 'Alfred' or 'Alfraeda' among other sources.

While at the Wagon Wheel, if mention of the PubEx truck comes up, Marco reveals that "back in the day, when I was a kid" he was a PubEx driver. He has pretty fond memories of the job, "The pay wasn't terrible, and if you finished your runs early, you were done for the day. Those green shorts sucked, though. No luck with the ladies wearing those things, let me tell you." If they engage him a little, he will reminisce a bit more, and mention that he used to deliver out of "the big warehouse" on the other side of town (long gone, now a part of the business district), but that he remembers that there were a couple of smaller facilities scattered around the city that other folks worked out of. "Mostly they did small business deliveries, and specialty stuff, like live animals and plants and things. The kind of stuff that you paid extra for to get special handling."

A DC 15 Data Search reveals that there were, in fact three such facilities in town, and that one of them is currently still intact and listed for sale by Alfred Realty 'as is' (with a price no one is going to pay) within six blocks of the Neighborhood! A check of Alfred Realty, turns up several commercials and Hyper Reality Objects of a slender Englishman offering all sorts of deals on commercial real estate in places most businesses have no intention of expanding into. A DC 20 Data Search turns up the fact that there is no 'Alfred' at all, the company is owned by a registered holding company that lists no owners.

One of the Morales girls, Carmelita, approaches Clark (or the character with the best social skills) and explains that she needs this to be a secret from her family, but she's been seeing Melvin, the stocker at the Cryptodollar General (this may or may not actually be the worst kept secret in

Links: If anyone checks with Old Roz, for the price of a hot meal from the Quic Wok or a pair of sandwiches she can tell them that she saw the retreating toughs pile into a green truck—"like the ones Republic Express used to use for deliveries when I was a kid"—and head off to the West. Jobe can get this information for only one sandwich and the leftovers from her Big Bushi Basket.

the Neighborhood), and he was acting weird last night and this morning he was so angry he was walking like a robot. Can they please check on him and keep him from doing something stupid, like going on a stockboy rampage to avenge her black eye? Checking with Melvin, the character can, with some roleplaying and a DC 15 Sense Motive and DC 15 Diplomacy or Bluff or Intimidate check, get Melvin to admit that he was dragged into 'a big van' and beaten into telling some 'big scary guys' when the best time to roust the Quic Wok was.

He's horrified that he got Carmelita hurt, terrified to tell her that he was responsible, and desperate to figure out some way out of the mess he's in. He can tell the character where he was when he was grabbed and that the inside of the van smelled like old fabric or something. A DC 10 Heal or Perception check confirms his story about being beaten; he's seriously bruised up under his clothes.

ACT 3

By this point, the party should have a good idea where to go and be thinking about what they're going to do once they get there. The Neighborhood Committee, if contacted, will urge restraint and avoiding using guns and other lethal weapons unless the toughs go there first to avoid 'police entanglements.' They can't offer much in the way of assistance, but they do promise alibis for everyone if they're needed. Miki will volunteer to have Melvin check the back storage for anything useful and Melvin will turn up two ChemClub dispensers with three shots each (one looks like a bright yellow dinosaur with red spots and the other pink anthropomorphic cat in a purple dress and head bow) that he temporarily locks up shop to deliver. Frank suggests taking things slow and getting an idea of what's going on at the facility before starting a fight, since there might be too many folks there to tackle head-on.

As the group is gearing up, if they call Ruriko, she's not answering; her calls roll straight into a cloud-based answering service that says, "I'm busy. Say something, and I'll call you back later - if you're worth my time."

Scouting the old PubEx facility from a distance reveals it to be a small warehouse, about the size of a residential block,

2/3 building, and 1/3 parking/loading dock area partially full of rusted and semi-gutted delivery trucks, all with a fence around it. All the exterior windows and doors outside of the loading dock area are bricked over. Hackers can find some surveillance, all on the loading dock area. Defeating the surveillance requires a DC 15 Hacking check, which spoofs the system long enough for everyone in the group to make two DC 12 Physicality rolls to clear the fence (total the number, that's how many rolls the party has in all to get through before another Hacking roll is needed). Once over the fence, a DC 15 Stealth check allows a character to approach the loading dock undetected (+5 bonus from the cover provided by the abandoned vehicles).

There's one sentry outside on the loading dock, but he's bored and paying more attention to a vid streaming on his TAP than his job, reducing his PER modifier to -5 and rendering him flat-footed for one additional round as he tries to reorient himself once attacked.

Inside is a small office and staff area that's been remade into crash space with piles of material cushioned with roughly-cut pieces of white carpet and littered with food wrappers and other trash. Three toughs are asleep in here. Add +10 to the player's Stealth rolls to reflect this. Any successful attack roll renders the victim unconscious. There's a small area with the remains of lockers, bathrooms (still functioning, but not that clean) and a shower (also still functioning and not that clean).

Most of the building is the old warehouse, and still has stacks of moldering boxes and crates everywhere. (+5 to Stealth rolls) One loading door has been cleared and a faded green PubEx truck is parked inside, with two people working on it, one lying on their back under it, and the other standing on the bumper, head-down in the engine compartment. (Both automatically fail PER rolls unless a fight breaks out, and are automatically flat-footed for two rounds.)

Back in the maze of the warehouse, a DC 15 PER check picks out sounds of cursing in a familiar voice and, a moment later, a cry of pain - it's Ruriko!

There are a total of 10 toughs in the back of the warehouse all gathered around and watching a soaking wet Ruriko, who is dangling from a chain hooked to a catwalk over head, her feet in a child's wading pool half full of water, as two of their number take turns zapping her with wet sponges hooked to a power source. Eight are CR 1 gang members, and the other two are a Helen Sloan, a CR 2 Hacker and Barry Vines, CR 2 Sprawler (street rat), the gang leader.

Barry and Helen wait until four of the gang are down before wading in, unless someone directly attacks them. Everyone fights until knocked unconscious in this fight. If a player has their character initiate lethal combat, half

the toughs pull knives and try to close, and the other half produce Gutter Tier light pistols with six shots and blaze away. Barry and Helen cut and run as soon as lethal combat is initiated or once they take 50% damage, abandoning the gang to the player's mercy. They have a secret escape door out the back and aren't afraid to use it.

Ruriko wants to kill any captured gang members, but can be calmed down with Diplomacy (DC 15), Bluff or Intimidate (DC 20). Award a +5 bonus if a player mentions that Mrs. Akane didn't want/wouldn't like it if there were deaths.

Interrogation of captured gang members reveals that Barry and Helen were a 'thing' and they cooked up the idea of starting their own gang a few months back. By not naming it, they hoped to confuse people about who they were until they had enough territory and members to defend themselves.

Once she calms down, Ruriko admits, embarrassedly, that she followed a gang member here on her own and tried to sneak in to see what was going on, but got caught.

PAYOFF

If the party wins, they've broken up the as yet unnamed gang, and can claim the PubEx Delivery Truck (a Gutter Tier version of the Honda UPHL Delivery Vehicle. Repairable to Civilian Tier with 5,000 cryptos and 5 days work at an auto shop.), 4 Gutter Tier knives, 4 Gutter Tier revolvers with any unexpended ammunition, 5,000 cryptodollars worth of salvage from the warehouse, and enough experience to raise them to Level 2 on the Medium Experience Track—plus the very real thanks of Ruriko and the Neighborhood. That thanks is somewhat muted if there are dead people everywhere.

Mrs. Akane and the rest of the Council are very happy - especially if no one was killed - and they find a place to park the PubEx truck if the party wants to keep it. If they want to sell it, the Council offers to find a buyer, and ultimately get 5,000 cryptodollars for it, which they turn over to the party. A Street Doc is called in to patch everyone up at no cost.

Ruriko makes sure that everyone knows that she owes them a personal favor.

If someone intervenes on Melvin's behalf with Carmelita, she's angry, but forgives him once she sees how much of a beating he took.

BUILDING OFF THE ADVENTURE

You've introduced a couple of organizations and an array of NPCs in the previous adventure. They can help you bring the world of *Interface Zero* to life, either as contacts, or future antagonists. The following section gives you some tips you can use to flesh them out.

Links: Red Ruriko calls the group in a multi-person conference call and reports that she's talked to some of her gang, and one of them found a small tattoo shop a few streets over that would admit to being shaken down like Chuck Morales was—and agreeing to pay.

Ruriko says that the Heat's leader is smoking mad that someone is selling protection on Heat territory, and reports that the store owner says that there's a hidden HRO on his shop that marks him as paying. She wants someone to come and find the HRO, see if it has any useful data, and take the damn thing off.

A hacker using ping system can find the HRO without much trouble and can access it once found with a DC 15 Hacking check. Otherwise it takes three successful DC 15 checks with Hacking or another appropriate skill to find it, and another DC 15 Hacking check to access it. Once located, the HRO proves to be a custom-written tag that broadcasts to TAPs with a specific key and reveals that the shop is paid up through tomorrow.

A DC 10 Computer (programming) check allows someone to duplicate the key; installing it on a TAP is a simple DC 5 operation, and once done, anyone with the key can see all tags the gang has placed. While working on the HRO, a group of gang members walk up on the character (two per character present, plus two for Ruriko) and a fight breaks out quickly when Ruriko punches one before they can even start talking.

This time, the toughs are more serious, and fight until they're reduced to 2/3 of their hit points before breaking and running, dragging their unconscious members with them. If the character(s) and Ruriko lose, they come to in an alleyway dumpster around the corner an hour or so later.

If the characters win, the toughs again have no identification on them, and don't want to talk. Ruriko, while visibly tempted to use her knife on them, manages to restrain herself and settles for running the toughs off.

TAKE NOTES AS YOU RUN

Make notes of who the people the players have their characters talk to are. Keep track of where they go and what's there. It may not seem important to you, but players look at things differently from their side of the table. So it's better to have notes than not. Plus, they help build the world naturally as you run, and give you hooks for future scenario ideas.

So, if you give a name to one of the Morales family, write it down. If you have another member of the 7th Street Heat talk to the party, write their name down. If you say that there's a Meal-In-A-Bag Vendomat on the corner of Tallyrand and 10th, write it down. Players remember people with names, and they'll for sure circle back to talk to and visit them again, so be sure to keep record.

You don't need anything fancy, certainly not a full character sheet or layout. Just note their name, a sentence or two about their appearance, attitude, and where they fit or the business/location, and maybe a note about a skill they have and at what level. That's all they need to start with. Add details or revise as needed as you go along.

Example 1: Truck's player asks if the 7th Street Heat are an all-girl gang out of the blue. You say 'yes' and add that this is the reason that the Tallyrand Toughs have such a good relationship with them, because the two gangs traditionally do a lot of cross-gang dating and socializing. One question from Truck's player has just broadened the setting for both of you.

Example 2: Vivica's player has her take a trio of Big Bushi Baskets and surreptitiously drop them off for the Simulacrums that she knows are hiding in the area. Since you haven't named any of them yet, you tell her that the one she normally talks to - a brunette with short dark hair named Glynnis who Vivica thinks is deliberately trying to look less attractive - takes the food gratefully with an embarrassed smile and thanks her.

Your starting note for Glynnis reads:

Glynnis—Vivica's contact with the three Simulacrums hiding in area. Short dark hair; tries to look and dress less attractive than she really is. Grateful for help, but embarrassed to need it.

After several more meetings and conversations, your note might look like this:

Glynnis—Vivica's contact with the three Simulacrums hiding in area. Short dark hair she cuts herself. Tries to look and dress less attractive than she really is, because she was a 'recreational model' and doesn't want people to see her that way anymore. Dances to music on her TAP when she thinks no one is watching. Grateful for help, but embarrassed to need it. Trusts Vivica to sell her artwork for her. Really likes Quic Wok Soy-Squid Bites with Mt. Fuji Sauce. Craft (visual arts) +10, Perform (dance) +10.

Example 3: Clark asks what there is to eat besides food from the Quic Wok in the area. You mention the Vendomat, a food truck that sells Hungarian-Mexican Fusion, and another Mom & Pop restaurant that sells

Greek food. Your notes for the three places might look like this:

- **Meal-In-A-Bag Vendomat:** Sells 'brown bag' meals out of a robotic vending system. Pick sandwich, 2 dies, and a drink, robots assemble and bag it for you. They have surprisingly good apple pie pastries - those always goes first.

- **Goulash & Gorditas:** Hungarian-Mexican fusion food truck. Usually on Tallyrand around Old Roz's alleyway. Some odd food combinations, but does a fair business. The Stefania (Hungarian Meatloaf) Gorditas are a hot seller.

- **Hypatia's House:** Mom & Pop Greek restaurant a block over from the Transfer Warehouse. Food is average, but plentiful. Prices reasonable. Their home-brewed beer is above average. Their HRO's all have an attractive teenaged girl in a Grecian tunic eating samples of the food. (It's the owner's daughter)

TWO SIMPLE TRICKS TO LOOKING LIKE YOU PLANNED IT ALL ALONG

SECRET NUMBER ONE: DON'T PLAN EVERYTHING IN ADVANCE.

Really, that's it. Don't provide every piece of information to the players - or even yourself. Leave questions unanswered, and villain motivations obscured. Don't try and plot out a whole campaign at once. Don't try and tie adventures together all the time; have things that're cool just happen and worry about how they 'fit together' later on. Maybe much later on. Don't reveal NPC connections or motivations every time they do something. Just present a situation or an NPC, and don't worry about where it fits in the scheme of things or how and why they do what they do. Then, later on, when inspiration strikes you, or there's a need for something, just tie things back to the earlier event or NPC, and it looks like you're a genius for foreshadowing things a year before.

Television shows have done this for years, and comic books do it seemingly every other week. It's called 'retconning,' which is a fancy name for reframing past events to serve a current plot need, and it is, most definitely, your friend.

Example 1: In the first scenario, above, Mrs. Akane says that she'll 'make some calls' to try and drum up support for the group. And using her name gets Ruriko to calm down and not kill some people if the players think of it. Plus everyone in the Neighborhood all walks softly when this little 90-something year old Japanese woman starts tapping her cane. She just does stuff like this for 10 or 15 scenarios or more without explanation. Then, when the players

are meeting with a Yakuza lieutenant from across town and didn't send the right person to talk to him but really need the information the man has, you have the Yakuza member open up the conversation by thanking the character for all the help they've given his great-grandmother who refuses to move from the apartment she grew up in despite his best efforts, and offer to give them the information in partial repayment for that help.

Now all your players are suddenly going "Aha! That's how she did X!" and "This is what she meant when she said Y!" You have just reframed everything Mrs. Akane ever did or said with this one piece of information.

Example 2: After struggling with gangs, a burglary ring, carjackers, an arsonist, cyber-extortionists, and several other criminal individuals and groups, all of which seem completely unconnected to one another, the characters wind up captured by their latest opponents and tossed into a locked room with a killer robot or some other dangerous thing. As they start to try and escape, they all get a message from the same source - a video clip of a slender, well-dressed man who speaks with a British accent. He politely informs them that "you've had a good run" and that he's grown tired of their interference with his plans, and have him name-drop six or seven apparently unconnected scenarios and events. While the players all have their '"What?" faces on, he finishes up with, "It is, as they say, 'Time for you to die, Mr. Bond.'" The message then self-erases. The players smell smoke - the building is on fire! The dangerous thing attacks! Once the characters escape, when they research the image, it turns out to be the exact same image used by Alfred Realty in its advertisements all the way back in your first scenario.

Maybe it means something, maybe it means nothing, but now the players have a face to put to their - suddenly connected - pain, and that's a good thing. The world is abruptly larger, and they feel like they've gotten a glimpse behind the curtain at what's really going on. Plus, you're not important until someone tries to kill you in a deathtrap, which means the player's characters are now somebody. That's a rule. Seriously.

It takes a bit of practice, but this one simple tactic will save you hours of pain and effort.

SECRET NUMBER TWO: LISTEN TO YOUR PLAYERS.

Yes, this one is that simple, too. Just listen to them. Once they get involved in a scenario, they'll start to talk among themselves about what they think is going on, or what they're afraid might be going on, or who the bad guy might be, or anything else that involves the scenario and the game. They'll tell you things you never thought of if you

just let them. It's inherently silly to think that one person - that's you - is capable of out-thinking a table full of gamers 100% of the time. So let your players do it for you sometimes. If you do it right, not only will they never know it happened, but they'll feel like geniuses for having 'figured out' the plan you took from them in the first place!

Example 3: Bill and Freddie start talking about who's really behind 'Alfred' and Bill is worried that there's no one behind him - literally - because Alfred is an AI. Freddie runs with that and suggests that this is all part of some crazy AI plan that makes no sense to normal people to drive property values down or something. That's brilliant, you realize - so steal that idea! Throw a twist on it that what Alfred, the property-management/advertising AI, is really trying to do (after the first scenario's failed gang plot showed him he was working the wrong angle) is to drive property values back up by encouraging the Neighborhood Watch. By doing this, he's making all the property the company owns in the area more valuable and desirable again. 'Alfred' keeps steering criminals and such into the Watch's path to eliminate the criminals, not the Watch. This reduces crime overall, and promotes the kind of civic mindedness and pride in community that lead to cleaner streets and rising property values. And when the truth comes out and the characters discover this, and 'Alfred' is thanking them for being such exemplary civic-minded citizens as his program unravels, Freddie and Bill will be high-fiving each other, thinking that they busted your evil plan a month ago, and everyone will think that you are a stone-cold master for planning this out the whole time.

Combined with the trick above, you can go a long way towards managing a campaign full of the twists and surprises that the cinematic reality of *Interface Zero* demands.

PACING

Just as in any good television series, an *Interface Zero* campaign lives and dies by pacing. Too fast, and no one gets a chance to catch their breath, heal up, and resupply. Too slow and players get lost in planning and minutia and lose interest. You're the best judge of what your group's preferred speed is, so slant your game to that speed. Just remember that *Interface Zero* is designed as a cinematic game, not an accounting simulation.

Movies are good for ideas, especially visuals and action set pieces that you can adapt for a scenario, but they're paced like a single big adventure (because that's what they are, after all). You can mine them for ideas, themes and so one, but films are too expensice and time-consuming to produce to come in a series long enough to use as the basis for a campaign pacing example, even the trilogies that are popular with studios.

Your best guide is to look at the nearest analog to a campaign - serial adventure television shows. Once you figure out what the rough structure of the campaign's scenarios will be, look at some shows that frame themselves accordingly and see how they pace themselves. Really, they've been doing this for over a half-century, the formulas are pretty well thrashed out by now.

Example: The NCIS family of television shows come in three separate 'flavors' or pacing models. They're all roughly the same shows, with dedicated NCIS agents solving crimes and dealing with each other's personal issues, but the pacing for all three shows is completely different. The original show, NCIS, is slower paced, with more investigation, personal issues, politics and slower-paced national security issues, and short bursts of action. The second show, NCIS: Los Angeles, has much more fast-paced action and more fanciful espionage and tech-oriented plots, mingled with some personal drama. The third and most recent show, NCIS: New Orleans, is more of a mixture between the two, with more action than original NCIS, but less than NCIS: LA, and less fanciful plotting that NCIS: LA, but more down-to-earth stories than class NCIS.

While you're watching them, pay attention to see how episodes are framed and connected, how they divide episodes (scenarios) up between episode plot, character subplot, and seasonal metaplot (big overarching stories), and how they keep things moving. Given the volume of series television out there, you can even draw scenario ideas from shows occasionally without fear of being called out on it if you do so sparingly, or in a broad way, or from a different genre. Yes, *Interface Zero* is a cyberpunk game, but there's no reason why the right bunch of players might not have a blast when their characters have to manage a high school pageant (Happy, Texas; 1999) or figure out who killed a guy in a vampire outfit with fangs just before Halloween (Castle, Season 2, Episode 6; 2009).

If in doubt, though, have someone - figuratively or literally - kick in the door and start shooting. By the time the lead stops flying and characters are being patched up, you should have had enough time to figure out why someone wanted the characters dead. Better yet, listen to them as they try and figure it out and steal an idea that you like and run with it.

PACING

GAME MASTER ISSUES

Interface Zero and the 2090s are not the typical adventure setting, and, thanks to the technological and social advances and changes that led the world to its current state, and the rules in place to reflect those changes you may be feeling a bit overwhelmed at how things work. If surveillance is everywhere, how do you build adventures that allow your players to have their characters do *anything* without being caught? How should adventures be structured based on character levels? How does the Tier system work and how should you use it?

GETTING AROUND SURVEILLANCE

In 2090, the surveillance state is omnipresent, always watching for criminal acts, dangerous individuals and hazards, both man-made and not. Player characters are, pretty much by definition, 'hazards' by societal standards, if not outright criminals. Certainly they are, at the least, 'dangerous individuals.' So how can you build adventures so that players avoid being identified as one or more of these things on their first adventure and subsequently arrested?

LOCATION, LOCATION, LOCATION

The simplest, and easiest, way to do this is to start your campaign off in a location where there isn't much surveillance, such as a Yellow or Orange Zone (See Security Zones later in this chapter). The reduced level of observation present in these areas, coupled with some basic precautions on the players' part, will go a long way towards solving the issue for you.

This doesn't mean that players can't have their low-level characters go to Blue or even Green Zones, or that you can't place adventure elements there, it just means that all those cool action scenes with bullets flying that you're planning should be set in places away from the prying eyes of Big Brother.

Even as the player's characters gain levels and grow in power, this is still a good idea. The number of people that care about a gunfight deep in an Orange Zone is pretty small unless said gunfight takes place in or around some important infrastructure location, and the number that care about a similar fight in a Red Zone is pretty much exactly zero (aside from the people being shot at or doing the shooting, that is). Really serious criminals and other bad guys move their activities and hideouts to places outside cities entirely, where the only laws are the ones they choose to make up on the spot.

Criminals and criminal organizations, corporations looking to perform illicit activities, wealthy individuals with unwholesome hobbies - all the kinds of groups and individuals the player characters are likely to come into violent conflict with, in fact - build hideouts and facilities in places like this for a reason: so they can avoid surveillance of their activities, their security setup, and the things they get up to that someone in authority isn't going to be too keen about.

Even in higher-rated Security Zones, there are still ways to set action pieces so that players have a fair chance of avoiding surveillance using location, it just requires thinking ahead.

The open streets, skies, sidewalks, and so on of Blue and Green Zones are increasingly surveilled as you move towards the city core and the center of the city's power, to the point that even at higher levels, characters aren't going to be able to run wild without being seen, identified, and subsequently placed on all sorts of watch lists, Bounty Hunter message boards, and police action lists. So don't set your action pieces in those places.

Instead, put them inside buildings, where the surveillance web is smaller and more easily controlled by or for the player characters, and have them fight their way through waves of opponents there. Use the maze of underground subway tunnels, infrastructure conduits, storm drains, and other means of access that still exist beneath urban metroplexes - sometimes coopted to house entire small communities - to stage running gun battles outside the watchful eyes of the surveillance state. Have the characters engage in tense close-up martial arts action inside a rolling Triad casino set up inside a large cargo transport or a disguised mass transit bus as hundreds of unsuspecting cars drive by outside.

Use location to your advantage, and give your players what they want - cool action scenes, dramatic firefights, and all the other trappings of a cinematic cyberpunk world... just do it in locations that will keep the full force of the law from dropping on them like a ton of bricks.

SURVEILLANCE ISN'T SMART

There are hundreds of surveillance systems running in Green and Blue Zones simultaneously, constantly scanning everyone on the streets from multiple angles and with different paradigms for what makes someone register on each of them. Some of them look for weapons, both concealed and otherwise; some of them look for people that are acting according to pre-programmed algorithms that predict antisocial behavior of some sort; some are just interested in the buying trends of the tracked individuals to better target them with hyper reality advertisements; and most are scanning facial recognition to look for known criminals and others on any of a thousand watch lists established for a thousand different reasons.

None of them are monitored constantly, in their entirety, by human beings. Human minds can't process that much data simultaneously. The mass of raw data collected by surveillance in a single city is so large, in fact, that even self-aware AIs can't manage to process it all in real time. Instead, what happens is that the surveillance systems take one of two approaches to managing the ocean of data flooding through them: they either A) focus on a single or small band of items within the ocean, like a fisherman with a pole and line, or B) they scoop up as much data as they can, like a commercial fishing trawler with an array of nets.

Narrow-focus systems look for just a single thing, or tight band of related things, in real time, trading scope for focus. Facial recognition systems scanning for known terrorists on a specific watch list, for example, will completely ignore anyone that doesn't have the right facial dynamic structure and other mannerisms of the individuals that they're scanning for. Ad-display systems are only concerned with the buying trends and preferences of the individuals registered on their TAPs so that they can display target advertising in hyper reality to everyone. Threat monitoring systems look for specific behaviors—like people openly carrying weapons—and flag the individual(s) meeting those criteria, upgrading them to a higher-level system that decides if police dispatch is needed. These are the sorts of surveillance systems that typically aren't an issue for player characters unless they're on an active watch list, or they do something to attract the attention of the specific system.

Broad-focus systems track larger-scale trends, such as movements of large groups of people or vehicles rather than individuals, trading focus for scope. They are, by design, incapable of tracking a single individual, instead assembling masses of metadata that is constantly crawled over, through, and around, by non-sentient AI systems that graph, chart, and profile it for various uses. Traffic infrastructure systems, for example, constantly monitor traffic patterns for disturbances that require rerouting automated vehicles to reduce congestion. Power management systems chart the rise and fall of electricity demand, shifting loads as needed to feed power to the city without disruption. Zone security tracking systems monitor reports of criminal activity and assess whether a given Security Zone, or portion of it, needs to have alterations made to the base Security Zone rating, and transmit warnings of those changes to affected individuals. By design, these kinds of systems are utterly unconcerned with player characters as individuals, only as points of data on their internal graphing systems.

In a nutshell, this means unless the player characters do something to attract attention to themselves, most surveillance systems are simply going to ignore them. Most sprawlers simply lose themselves in the crowd and become invisible this way; secure in the knowledge that if they don't do something to attract the attention of the digital eyes all around them, then they can go about their lives without fear. Player characters being who and what they are, however, will attract that attention sooner or later.

NINJAS ARE US

Criminals and civilians alike walking the streets in 2090 know that, thanks to the reach of the surveillance state, every action they take while under surveillance is recorded, analyzed and ready for use as evidence against them. As facial recognition technology and other surveillance advances became omnipresent, countermeasures to

defeat, obfuscate, and evade that surveillance technology evolved along with it.

While advanced facial recognition AI can perform feats like guestimating a target's bone density through a ski mask, penetrate beards to discover identifiable scars beneath, and other amazing video-forensic feats formerly relegated to the realm of science fiction, they are still machines, and, like all machines, security AI can be dazzled, fooled and hacked. Some of the systems for doing so have, in fact, become so prevalent that they're a part of popular culture in the 2090s, and seen as, essentially, normal.

Ad-blocker software runs constantly on everyone's TAPs, weeding out unlicensed advertising, filtering ads that violate the settings that the individual has programmed, and generally reducing the individual's footprint by shielding some buying habits and trends from the surveillance that scans for such things. Most major products require an exemption from this kind of software as a requirement of purchase, but the reduction in an individual's purchasing footprint for those goods and services that the individual has blocked helps make them less visible. Most people, in fact, maintain separate 'blockers' for different physical locations and activities and even for when their TAP registers that they're with specific individuals - 'Downtown,' 'Out With The Family,' 'Driving,' 'Club Hopping,' 'Jake,' and so on - further obfuscating their presence.

Other TAP programs can alter the data displayed to the Global Datanet, making the TAP's owner read as a different individual, or one with different profiles, or even as a specific individual. 'Evil Twinning' as it's commonly referred to, is one of the most ubiquitous methods of identity theft in the 2090s, and at any given moment, there could be dozens of copies of a single individual's profile being used by individuals within a single city, and as many as thousands worldwide. Metadata systems figure this out eventually, of course, and flag the ones their systems decide are Evil Twins for deletion, but there's very little that can be done to stop the practice. Evil Twinning does not actually change one's appearance, nor does it defeat the facial recognition software that so much surveillance uses. Instead, it is designed to fool passive surveillance that scans people for purposes of displaying advertising, and other such minor kinds of identity tracking. Evil Twinning is, in fact, so common, that you can just assume that player characters do this as a matter of course as part of their normal lifestyle costs and not even worry with tracking it.

Fashion also assists in avoiding the surveillance state. In the 2090s, even law-abiding citizens use masks, make-up, stylized 'war paint,' and nano-active facial tattooing to help become almost invisible. Random computer-designed camouflage patterns in an array of colors break up the needed areas of shadow and light that face recognition programs use to identify facial details. Some programs make use of corporate logos, advertising, abstract designs, and more to keep the wearer from being identified.

Other paint schemes use intricate patterns that act like bar-code command prompts to hack optical systems, altering the input that they receive to the point that a wearer's face is invisible, looks like someone else's, or that produce other specific results in the optical scanning systems. These camouflage patterns are easily spotted by human guards, but just as easily bypass electronic security, and are so common that they tend to be ignored by security personnel without some other reason to focus on the individual.

Masks can sport any of the facial recognition spoofing systems mentioned above, and have the advantage of being able to be removed or exchanged quickly; many individuals, especially those that work in environments where the more complex facial decorations, tattoos, and patterning, are against corporate policy, choose this route. 'Maskers' as they're commonly referred to, often have multiple masks to exchange depending on their mood, their current fashion, or the effect they want to create. It's not uncommon for individuals with more permanent facial recognition obfuscation systems to wear masks as well, allowing for an even wider range of options.

DRIVING AROUND TOWN

The traffic infrastructure system acts as a surveillance mechanism for people's personal vehicles and the fleets of free-roaming self-guided vehicles that eliminate taxi companies and 'gig' driving corporations. Handling characters as they drive personal vehicles, or take automated rides around, and even between, cities, presents a similar set of issues to the constant facial recognition and TAP scanning that go on outside of them. Fortunately, many of the same things that can shield them personally are effective ways of handling this sort of issue for the Game Master as well.

Like individuals and their TAPs, vehicles carry individual transponders that report vast amounts of casual data to dataclouds where it's sorted, catalogued, data mined, and reported in real time. And, just like the Evil Twins that people use to conceal their identity, vehicles can broadcast Evil Twins for the same purposes. If anything, this is actually even an easier process, since vehicles don't buy things and thus don't have all the commercial data mining targeted at them that people do. Instead, they just report traffic data and the like. As with individuals, this sort of information is so readily available on the shadow markets that it's not worth tracking it unless there's some specific need to do so; just assume that characters have the appropriate Evil Twins to cover their regular vehicles and that they change them out as often as needed when they accumulate too may traffic fines and violations.

The physical appearance of the vehicle is likewise easily adapted, using the same sorts of technologies that individuals use to conceal their appearance as well. Patterns can be laid down in a vehicle's paint job to obfuscate the appearance on visual scanners so that it matches the vehicle's Evil Twin, or perform any of the other kinds of system modification results that the facial makings can. There can still be issues with a TAP for a poor working mother and maid apparently driving what reads as a high-end sportscar, but the automated systems aren't looking for that so much as they are monitoring traffic patterns, tracking driving data if the vehicle is in manual drive, or keeping the 'sportscar' from running into that delivery van in the next lane over if it's in autodrive.

BLINDED BY THE LIGHT

Finally, while the surveillance state is everywhere, it's not always perfect. Despite the fixed camera positions, drones, dedicated radiological, chemical scanners, and personal and vehicle-mounted versions of all of the above, it's virtually impossible to cover every single inch of a city's streets and sidewalks.

There are narrow gaps in coverage everywhere, little slices of the city where, thanks to scanner placement, maintenance issues, new construction, and a thousand other things, an individual isn't covered by some, many, most, or even all, of a city's surveillance web. These 'Dead Zones' as they're referred to on the street, are a constantly changing and evolving network of unsurveilled area that smart characters can use to avoid surveillance. Sometimes a Dead Zone is as small as a few feet of sidewalk in front of a local restaurant, sometimes as large as a two-meter wide strip that runs the length of an alleyway, and in other places an irregular patchwork of spots scattered across an intersection like spatters of paint. High visibility spots such as police stations, trendy clubs, and corporate headquarters are normally too well covered to have a Dead Zone near them, but occasionally one does appear. Such 'Zero Day Zones' are worth their discoverer's weight in cryptos to the right parties, and there's a brisk economy in locating and marketing them.

Dead Zones are never publicized, because as soon as the surveillance state becomes aware of a Dead Zone, it makes the corrections necessary to eliminate it, and the people that use them don't want that. Instead, the locations of Dead Zones are traded and used as currency by a subculture of criminals, citizens, and privacy-activists who call themselves 'Zoners,' and make use of their collections of Dead Zones to move around the city and go about their lives undetected.

Using a combination of location selection in adventure design, player character knowledge of Dead Zones, the use of mask or facial paint/tattooing to obfuscate surveillance systems, Evil Twinning, and some common sense, characters should be able to get anywhere and do anything they need to in Green and Blue Zones that doesn't involve public displays of violence, which should solve most issues regarding surveillance.

YES, I SAID 'MOST'

You're going to have 'that guy' in a game of *Interface Zero* sooner or later.

You know the one. He (or she, this is not just a literal 'guy thing') has just got to wear the heaviest armor he can find all the time, even on the street ("Someone might shoot at me… with a rocket launcher."). The one that carries more weapons than an entire Special Forces squad at all times, even in public ("I might need my monokatana and sniper rifle at the Qwic Wok!") and selects weapons based on the size of their damage dice alone ("Why would I carry anything smaller than a heavy pistol?").

To be plain and clear, here's nothing wrong with this style of play intrinsically. It can be a lot of fun to play the gun bunny who makes weapons detectors overload, have a nervous breakdown, and run off to go whimper in a corner. And if your entire party of player characters wants to play gun bunnies, then there's not an issue.

But when only one character hauls out their rabbit ears, then what do you do?

The first thing is try talking to the rabbit-eared player. Don't do it in front of everyone at the table and add defensive embarrassment and resistance to the issue. Call them, or better yet, meet face-to-face and talk it over. Don't be coy and edge up to it, forget artful analogies and similes—just come right out and talk about the issue. Point out the potential issues that the character's behavior can create, explain that people—even criminals…especially criminals—simply don't walk around packing this kind of heat all the time unless they live in a Black Zone. Outline the kind of consequences that doing so will generate for both the rabbit-eared character and the rest of the party. Make sure that they understand that if they're seen with all this hardware in a Blue or Green Zone, then they're going to be picked up and arrested. At the very least, even if they're released, their gear will be confiscated. Nobody walks around with that much firepower unless they're looking to drop bodies.

Assure the player that there will be opportunities for their character break out the weapons locker, gear up, and go full frontal autofire on the bad guys, so they're not left out in the cold—just not every day, or even every scenario. Follow through on that promise once you make it.

If that solves the issue—or at least mitigates it—then you're golden. If it doesn't, for whatever reason—your fault, their fault, nobody's fault—then you have to make

the choice: Are you going to let it ride and just wave it off as 'Tanya being Tanya,' or are you going to try applying corrective action?

If you wave it off, then you wave it off. We're not going to pop up in your kitchen and point our fingers at you and decry you as a failure; it's your game, you get to decide how you handle things in it. Maybe Tanya is your best friend and you can't risk alienating her, maybe your group will freak out and fragment if you do something about it. That's something only you can decide. It's your game, not ours; we can't tell you what to do, only give you tools to use. Using them is all on you.

On the other hand, if you want to apply in-game corrective action for this—or any other reason—then do it with a sense of restraint and measured response. Do not just have someone drop a Cybered Cow on them; that's neither restrained nor measured. Instead try a slow escalation of responses in-game, giving the player the opportunity to understand in a literal way, what kind of consequences their behavior carries.

Start by having NPCs react to them the way most folks would when confronted by an armored and armed-to-the-teeth individual. Service gets spottier and spottier in places where living people run shops. Stores with better security systems simply close the doors and lock them as rabbit ears walks up. Automated cabs refuse to pick them up because their weapons detectors just say 'no.'

Contacts stop meeting with them in person. Trusted NPC suggest that maybe the rabbit-eared character is 'overdoing things' a bit, and that they need to 'ice down and cool off some of that heat they're packing.'

It's also a perfectly legitimate reason to deduct street cred points from gun bunnies. After all, nobody wants to be associated with someone who can't keep a low profile when necessary.Drones start to follow them around. Police cruisers pass by more and more frequently, and their TAP records more and more checks against their Evil Twins, forcing them to spend some cryptos to replace them faster and faster. The DCs to avoid surveillance start increasing, the costs of illegal goods and services start to climb, and people start to actively avoid them; not just people on the street, but friends and acquaintances, too. Maybe the local criminal groups start to keep track of the rabbit-eared character as not only a loose cannon, but a potential source of high-violence hardware. The character's fellow party members start noticing that they're being surveilled more heavily, too.

If the increased level of surveillance and issues doesn't do the job, have the group's fixer just come out and tell them that he can't get them work with their rabbit-eared friend hanging around them all the time; there's too much surveillance heat on them because of him. Bolder criminals start scoping out the character's residence and try a break in when they're not there - it's not hard to keep track of the rabbit-eared character what will all the extra heat on them to know when this is - to see what kind of hardware they might have left there. When reports of violence come in from anywhere near the character, they're drones checking up on them there in under a minute. Law enforcement adds the character to watch lists of dangerous people to watch for, raising their signature on the web of surveillance - and that of their known associates.

If there's still no correction, then you're pretty much out of options. Sooner or later—sooner more likely than not—the gun bunny is going to bust out that hardware in broad daylight on a public street, and then all hell is going to break loose. Depending on when and where it happens, and who it happens to, the response could come from local criminals or law enforcement, conceivably even both, but there will be a response.

Criminal groups don't send gangs after people like this, they send Murder Squads; the kind of people that ambush their marks in the shower with limpet mines on the other side of the wall, spike someone's delivery moo goo gai with toxic waste, or follow him to a coffin motel with that working girl from over on 5th and Vine and put so much lead into the bedroom that a dust mite can't dodge it all.

The Police tend to favor military-style operations that catch the target away from potential civilian casualties, but make no mistake; they're more than willing to pin someone down with armed drones until enough heavy guns are on-scene to get the job done or drive APCs through someone's front door at 3 AM to deliver a loving care package of SWAT officers and their ballistic party favors if need be. Unlike criminal groups, who will cut losses at some point, law enforcement will not stop coming once they're at this point. They will just keep coming, and coming until the target goes down, escalating their response until the job gets done.

You can play this all out on the table if you want, but there's not a lot of point. If things have gone this far south, that's really just delaying the inevitable. Forget about assigning high DC saving throws, and worrying about attack rolls. It's really better to just tell the player that 'Your character goes down in a hail of bullets, taking a dozen Triad hitters with her,' or 'The bomb on the other side of your shower wall goes off with the force of an artillery shell, collapsing this entire side of the building into the street; your character didn't feel a thing.' There's probably going to be arm-waving, some yelling, and hurt feelings at this point, but drawing things out makes it worse. Be straightforward and surgical and make the cut as clean as you can, then let it go as best you can and move on.

TABLE 5:1 BASELINE PAYOUTS

TYPE OF JOB	TYPICAL PAYMENT
TYPICAL PRICES FOR NOVICE (LEVELS 1-4) JOBS	
Milk Run	200–400 Cryptos
Investigation/Data snatch	400–600 Cryptos
Smash Job	500–700 Cryptos
Extra Muscle	700–1,000 Cryptos
Leg-breaking	400–600 Cryptos
Kidnapping	1,000–1,500 Cryptos
TYPICAL PRICES FOR EXPERIENCED (LEVELS 5-8) JOBS	
Low-level Smuggling jobs	1,000–5,000 Cryptos
Low-level Extractions	5,000–10,000 Cryptos
Low–Level Wet work	10,000–20,000 Cryptos
Low-level Data Snatch	5,000–10,000 Cryptos
Low-level Smash job	1,000–5,000 Cryptos
Low-level Bodyguard duty	2,000–5,000 Cryptos
TYPICAL PRICES FOR PROFESSIONAL (LEVELS 9-12) JOBS	
Mid-level Bodyguard Duty	5,000–10,000 Cryptos
Mid-level Data Snatch	10,000–20,000 Cryptos
Mid-level Extraction	20,000–40,000 Cryptos
Mid-level Wet work	20,000–40,000 Cryptos
Mid-level Smash job	5,000–10,000 Cryptos
Mid-level Investigation	5,000–10,000 Cryptos
Mid-level smuggling operation	10,000–20,000 Cryptos
TYPICAL PRICES FOR SKILLED (LEVELS 13-16) JOBS	
High-Level Bodyguard Duty	30,000–40,000 Cryptos
High-level Data Snatch	20,000–30,000 Cryptos
High-level Extraction	30,000–60,000 Cryptos
High-level Wet work	30,000–60,000 Cryptos
High-level Smash Job	20,000–30,000 Cryptos
High-Level Smuggling Operation	50,000–75,000 Cryptos
TYPICAL PRICES FOR ELITE (LEVELS 17-20) JOBS	
Epic Extraction/kidnapping	80,000–100,000 Cryptos
Assassination of a Government figure, Corporate CEO, Singularity AI	100,000–150,000 Cryptos
Conglom/Military Assault Operation	150,000–300,000 Cryptos

PUTTING THE RIGHT PAYOUT TOGETHER

Okay, let's hit the big question right off: How much money is too much when it comes to paying characters?

Money can become a problem in any game set in any genre, but it can be an especially sticky issue in a cyberpunk setting where characters are—to one degree or another—professionals who do not necessarily get into the shadow game because of some altruistic need to change the world, but because they are looking to get paid. That's not to say that people who run in the shadows are all greedy, morally bankrupt individuals, but the number of them that maintain the moral high ground all day, every day is, at the least, very, very small.

Characters come from all walks of life. They might have been raised in a now-bankrupt company-owned orphanage and taught basic combat skills as part of an early-life military program, gang bangers from the streets looking for a way up and out of their small neighborhoods and dead-end lives, or at least an exciting way to die. Characters might be computer programmers who need something more exciting in than watching endless lines of code scroll in front of their eyes, or wage slaves looking to get out of their meaningless and eternal corporate hell. Some are bored rich kids disowned for looking to add some excitement to their lives, media icons whose career tossed aside in favor of the next flavor of the minute, or aspiring mercenaries approaching each job like a military mission, and more; the possibilities are limitless. But one thing unites every single character regardless of background, and that's the need to make money, because the bills do not pay themselves.

C.R.E.A.M

Not the stuff that goes in coffee, this acronym for the biggest law of the urban jungle stands for: '**C**ryptos **R**ule **E**verything **A**round **M**e.' Beyond the desire to make a few extra bucks lies the cold-hard truth that there are always—always—bills to pay. Those science fiction writers that promised a utopia for everyone, with plenty of food, clothing, and all the other trappings brought to the people by the advance of technology for little or no cost? Yeah, they lied. Life in 2090 isn't cheap.

Rent has to be paid. Food, clothing, guns, ammo, cybernetics; all of these things have a price which can vary wildly depending on the quality of the item in question. More often than not people (especially those on the more destitute side of the fence) aren't risking life, limb and freedom because it's an adrenaline rush. They're doing it because they have to, because there are very few options open to them. So naturally, players are going to expect to make some money for the work their characters do, and that's valid. But how much should they be getting paid? This is where things can be problematic.

There will always be an expectation that in a gritty world like *Interface Zero*, characters are going to get paid for the jobs they do—otherwise, why would they routinely do the things that no sane person would consider? Often-times, the natural inclination on the part of the Game Master is to reward the characters for good play, and pay them well for getting the job done. But if you start throwing huge chunks of cryptos at your players, you run the risk of killing your game. When money becomes too readily available in any game—especially a cyberpunk game where equipment is the great leveler and it is purchased with simple cryptos—when those cryptos flow too freely, characters suddenly have the means to get whatever it is they may want or need.

VARYING DEGREES OF COMPLEXITY

Not all jobs are created equal. As the baseline payouts table suggests, the pay for the jobs will certainly increase as the characters gain in level, but so will the difficulty of the job. Some jobs (like milk runs) don't even merit mentioning at higher ranks, as they represent typical grunt work characters will do to up their street cred and prove they can handle themselves. Some of the entries on the table are pretty straightforward, while others may seem vague at first glance, so compare the following section to the table to get a better understanding of what each entry means. Also bear in mind that some missions may offer the chance to gain vehicles and other equipment from defeated foes that would count towards this total.

ASSASSINATIONS

Better known as wetwork in the shadow community, assassinations are precisely what the name implies, the calculated, cold-blooded murder of someone. Early on in the game, Novice and Experienced wetwork missions generally involves taking out some poor sap that crossed the wrong individual(s), like a rival gang or mob boss.

Many hits at lower levels are often motivated by betrayal: a jilted lover pays the characters to murder her husband and that ex-best friend of hers that he was banging; someone gets robbed by a trusted friend and wants the former buddy dead; or some sprawler too small-time to require the attention of an actual Triad hitter fails to pay his gambling debts to the local Triad.

As characters gain levels and their street cred rises, they start being offered Professional and Skilled rated assassination contracts that begin to focus on people of moderate influence and importance like mid-level crime bosses, city officials, media stars, corporate salary men, and so forth. By the time characters reach the point where they're being offered Elite assassination missions, they are gunning for the big fish: Corporate CEO's, Senators, Yakuza Oyabun, even world leaders.

BODYGUARD DUTY

Another type of job that has varying levels of complexity, acting as a bodyguard or protective detail for someone is always inherently dangerous. Why would the characters be hired to protect someone if he didn't fear for his personal safety? Low level bodyguard assignments characters might start out with are things like one-shot protection gigs: watching a contractor's back while he deals with another shadow team; protecting someone's mistress while she goes shopping at a big sale; and so forth. As the characters get a rep and gain in levels, they might be hired to ensure the safety of higher profile people; city officials, mid-level corporate executives, etc.

By the time characters attain higher levels, they are getting hired to watch V.I.Ps; heads of state, elected officials, CEO's, etc. Rather than handle the job by themselves, characters will have graduated to the position of being managers themselves and typically be assigned a detail of military cutouts or corporate security goons to ensure their mark has the best protection possible. Jobs at this level of the game generally aren't short-term tasks, and can easily become campaigns filled with all manner of dangers, corporate or political intrigue and, of course, action!

DATA SNATCHES

A data snatch is more or less exactly what the name implies; a penetration of a domain (usually both physical and via hyper reality) to recover or steal some kind of

data. Lower levels will see characters doing simple stuff like hacking into a person's home or TAP to get personal information, re-writing data files to cover up small indiscretions, or, in some cases, uploading incriminating evidence in support of a larger operation. Identity theft is a commonplace mission at low levels, as criminal—and some corporate—organizations pay decent cryptos for confidential information on the average sprawler. As the characters rise in level, they'll be tackling tougher domains, dealing with nasty virtual entities and other hackers, and even assisting teams with the physical penetration of facilities to get hard copy, DNA samples, prototype weapons, etc.

EXTRACTIONS

Similar in many respects to street-level kidnappings, extractions involve the physical penetration of some sort of building, often, but not always, some sort of corporate enclave or government installation, and the location, retrieval, and safe removal of one or more individuals to a different location. Extractions are risky ventures that require detailed planning and often involve more people than just the characters.

INVESTIGATIONS

Investigations have varying degrees of complexity, depending on the nature of the investigation. At lower levels, characters might be hired to find out where the client's husband is going every night, who he's meeting, and what he's doing with them. As with milk runs, at lower levels these types of investigations are usually straightforward with few complications. As the characters gain levels and skill, these investigations become more intricate and characteristically begin to revolve around important people. The legwork is often extensive, involving multiple runs into The Deep, extended surveillance, interrogations, and sometimes even blatant confrontations with the mark.

Higher level investigations are rarely ever what they seem, involving a number of players, plot twists and as always, dirty secrets better left uncovered. At the highest levels, characters are typically getting into some very, very deep water, dealing with conspiracies at the uppermost levels of organized crime, corporate and government power. The people under scrutiny will do anything they can to keep certain truths from coming to light.

GAME MASTER ISSUES

MILK RUNS

Sometimes called beer runs, cheeto runs, or just plain vanilla runs, these jobs are simple, fairly straightforward errands. Characters get paid to take something from point A to point B. When the job's done, the characters get paid. Usually, there's no risk involved in a milk run…

Usually.

The goods might have been stolen from someone else who wants them back and is willing to kill to get them. The route the characters take might put them in smack dab in the middle of a gang war. Heck, they might even be setup as patsies or worse, unwitting decoys with a fake package, to throw off any pursuit while the real goods are transported by a different team.

Sometimes the characters will know exactly what they're transporting, but more often than not they won't, because they don't need to know what the McGuffin they're toting around is. Employers generally don't like the hired help poking their noses where they don't belong and typically make it clear what will happen if a character gets nosey—as a hint, it's usually painful and violent. Besides, the characters are probably better off not knowing anyway.

Morality has a funny way of screwing up what would otherwise be an easy payday on any kind of job, but milk runs are notorious for this sort of thing. So let your characters take a quick peek at what's inside the back of the truck, or open the Package, or see what's in that portable data storage unit, if they really want to. When they realize they're delivering a bunch of immigrants to the local Triad and find they don't like the notion of contributing to the proliferation of slave labor; or discover that they're carrying a load of street drugs like the ones they just got their kid sister off of cold turkey and might, in fact, have delivered the batch that got her hooked in the first place; or that they've got enough real and manufactured datafiles on a reformer politico who's genuinely trying to help the poor in the area where they live to ruin the woman's career and life; then politely remind them that there might very well be nasty consequences if they fail to deliver the goods.

SMASH JOBS

As the name implies, smash jobs involve the destruction of something. Low level characters are usually hired to head down to the local Malmart and cause some havoc to drive customers away, or bust up a gang's safe house, or damage some construction work that's underway to force the contractor to buy 'insurance.' As the game progresses, smash jobs tend to involve higher profile targets, like a corporate R&D facility, a simulacrum production plant, or the home of a mid-level Yakuza boss. At the higher end of the spectrum, smash jobs morph into full-fledged paramilitary operations designed to take out heavily guarded targets, like a military instillation, a spy satellite, an embassy, or the regional headquarters of a megacorporation.

SMUGGLING OPS

Smuggling runs are much like milk runs, only on a larger scale and considerably more dangerous, typically requiring much longer trips through more dangerous territory. Characters will get paid to transport cargo across national boundaries, a process filled with a myriad dangers including dodging military patrols, avoiding sensor arrays, dealing with shady fixers, attempts by rivals to disrupt their delivery, and so on.

ADVENTURES BASED ON AVERAGE PARTY LEVEL

Start small and build up; the PCs, no matter what backstories they come up with, are not globe-hopping world-class operatives at 1st level. They're more like neighborhood vigilantes, beat cops, newly-colored gang members, and so on, so keep adventures local and in areas where there's less surveillance for the first 5 levels or so, then slowly open things up.

A sample straightforward way of doing this is to use the following chart to plan out where your players' adventures can be set. It starts off focused on a tight area, and, as the characters gain levels, opens up new areas for their adventures to take place in, beginning with a small defined neighborhood or neighborhoods, then opening up to an entire city, then an entire country, and finally all over the globe an beyond.

Along the way, the characters slowly gain the skills and confidence to work in more restrictive and more dangerous Security Zones, more exotic locations like forests, mountains, high class parties, oceans and snowfields, and, finally,

TABLE 5:2 ADVENTURES AND AVERAGE PARTY LEVEL

CHARACTER LEVEL	ADVENTURE AREA
1-5	Local Neighborhoods/Yellow and Orange Zones
6-10	Citywide/Exotic Locations/Blue and Green Zones
11-15	National/Orbital/Red Zones
16-20	Global/Off-world/Black Zones

reach the point where they're ready to handle adventures that take place in orbit and off-planet.

This doesn't mean that they have to leave their old stomping grounds behind, though—far from it. All the chart does is give you an idea of the points at which they characters should be able to handle specific sorts of challenges. There are plenty of stories that can be told within a single city, all the way up to 20th level.

THE TIER SYSTEM

The Tier System is a powerful tool for Gamemasters, allowing them to scale challenges to their players, but if not understood, it can quickly unbalance a game. Here are some guidelines for using the system to help you and your players get the most from using it.

BASIC TIER ASSUMPTIONS

Interface Zero doesn't have magic items to give PCs power-ups, so the natural place to look for an equivalent is weapons and technology. The Tier System is that answer, allowing you to scale challenges and reward players as they advance in level.

The Tier System operates on a scale of Tier levels matched to character levels:

Opponents using the occasional individual item from the next higher Tier's gear should start appearing about 1-2 levels before a jump to the next Tier, but fully-equipped out individuals—those with weapons (this includes a TAP program suite of a higher Tier for hackers, or drones for a drone pilot), armor, and other gear—shouldn't appear before their Tier levels on a regular basis except as 'Big Bads' at the end of a level range.

When computing Challenge Ratings for encounters, consider each Tier level worth of equipment above the party's range on the table above their opponents possess to be a +1 CR increase in the encounter, and each Tier level below it to be a -1 CR. For every two fully-equipped higher Tier opponents in an opposition encounter, add another +1 to the CR in addition to the normal addition the CR gets for adding extra opponents. Don't make adjustments based on numbers for lower-Tier opponents based on numbers. Pay very careful attention to weapons and damage-dealing capacity particularly; even one or two higher Tier weapons can tilt an encounter very quickly.

For every two PCs equipped with higher Tier weapons, armor, and gear than their level indicates, add +1 to the part's APL versus lower Tier opponents. Against higher Tier opponents make no adjustments to the APL.

Example: Constructing an encounter for her APL 6 party of players, Denise decides that the crime family whose operations the group has been attacking recently has had enough and is sending in a team of crooked soldiers form a local military base to teach them a lesson. Checking the encounter guidelines in the Pathfinder Core Rulebook, she sees that a 'Hard' encounter is APL+2, or CR 8 in this case. Checking further, she finds that three level 6 soldiers make a CR+3 encounter, Tough, but not impossible. Then she checks to see what changes their military equipment makes: Access to military gear adds +1 CR, and the two extra soldiers with it add an additional +1 CR. Adding that up, she gets 6 (base level of the soldiers) +2 (for the total number of opponents) +2 (for the three soldier's access to military gear) = CR 10, or one stage above the top of the encounter rating chart. She decides that this is potentially too lethal, and shifts the soldiers to crooked policemen, who have the same Tier access as the players, dropping the encounter's CR back to 8.

INTRODUCE TIERS SLOWLY

Players will go nuts when they realize that higher Tiers mean more damage dealt, less damage taken, and better bonuses, and they will want to upgrade to the highest Tier weapons and equipment they can get their hands on as fast as possible, which will unbalance the game in very short order. The easiest way to prevent this is to simply not have material of a higher Tier available initially, and to introduce it slowly. Run several adventures where the opposition is Gutter or Civilian Tier, and then, when the PCs have gotten used to that level of opposition, have them run into someone with a Corporate Tier weapon with limited ammunition for it. Then a few scenarios later, introduce a Corporate Tier program for the hacker, or a Corporate Tier electronic lockbreaker for the party's intrusion specialist, and ease them into it. The slower the introduction, the more it will mean when someone finally gets their hands on that Corporate Tier assault rifle, and the struggle of deciding whether to bring it on a mission, knowing that there are only 41 rounds for it and that they may not see any more for a long time will make for a better story.

For example a PC wants to buy a Military Tier sniper rifle (because, really, who wouldn't?). Just tell him that there isn't one available when he tries to buy one from his friendly neighborhood arms dealer when he's just starting out. Don't 'let the dice decide' and have them roll to talk the gal into locating one, and don't set some arbitrarily high DC to locate it. Just have her smile, say 'I wish!" and promise to look for one for them. Then, six adventures later, have her turn up one that needs some repair work to function, but when the PC goes to get it, she's been arrested on charges trumped up by a competitor and has to be cleared before the PC can get his half-damaged new toy. Then an adventure or three later, have her turn up a half-box of

ammunition, but maybe she wants to go out on the town for a night as part of the price so she can keep watch over her younger sister and 'that boy.' A few scenarios later, she comes up with most of the spare parts needed to make it work, so the PC can start repair work. She'll even do the work if they haven't taken any ranks in Profession (gunsmith), but it'll cost extra, unless they'd like to do her a small favor? By the time the weapon is repaired and ready to go, you can have gotten several scenarios out of that one piece of equipment, an NPC that the PC is vested in, and will have had time for them to get to 8th or 9th level where 20 shots from a Military Tier sniper rifle aren't the most destabilizing thing in the world.

THE OPPOSITION KNOWS THE DIFFERENCE

When facing down armed opponents, law enforcement, corporate security, criminal, and military forces aren't totally clueless. Neither are professional data security personnel, criminal data pirates, infrastructure security personnel, and other opponents of a less 'shooty' nature. If someone starts shooting holes in someone's Corporate Tier body armor with a Military Tier assault rifle, or slicing through their Corporate Tier firewalls and security measures with a Military Tier intrusion suite, they'll call in backup that can handle a Military Tier threat just as fast as they can. Additionally, possession of, much less criminal use of, unlicensed weapons, programs, and many other devices is a crime, and the higher the Tier those weapons and devices come from, the more illegal they are. Sentences are longer, penalties are increased, and consequences are greater for using high Tier weapons in Green, Blue, and Yellow security zones. In Orange and Red Zones, they're equally high, but more because people will want to kill someone to take their equipment for themselves than try and arrest them. In Black Zones, since they're going to kill you anyway, the issue is lessened, PCs might as well take the biggest guns they have.

THEY'RE HARD TO FIND

Corporations and militaries and civic governments all have a vested interested in keeping high Tier weapons, armor, and other gear out of the hands of criminals (that'd be the player characters by definition). They crack down on access to them, pursue thefts of them with greater force and resources, and generally make it hard for criminals that aren't 'mobbed up' with a large organized crime group to get to them (and those groups don't hand high-Tier gear out like party favors). Entry-level criminals like starting PCs aren't even worth the notice of the few dealers that can reliably produce them for sale, and mid-level criminals are only occasionally noticeable. Only top-flight underworld figures can regularly access dealers with high Tier gear. Even getting some high Tier gear is no guarantee that

someone won't try a run on the PCs to take it away from them if they think that they can't defend it well enough.

IT'S FREQUENTLY LIMITED

Higher Tier armor may not suffer from this as much, but ammunition for higher Tier weapons certainly does. The more you shoot, the less you have, and the more you subsequently need. If the ammunition is scarce, then PCs will need to reserve their heavy guns for the big tasks or risk not having them when they need them. This is especially true for exotic ammunition like armor-piercing or incendiary ammunition from a higher Tier.

Programs and items like tool kits, first aid kits, hacking programs, and other technologies that use components up in operation, often have planned obsolescence built into them, with internal timers that track the number of uses before they self-erase, or 'dead-on-dates' where they stop working, or both. The good ones even tell you what the 'uses-to-erasure' and 'dead-on-dates' are.

ASSIGNING TIERS

LOCATIONS, OBSTACLES, AND TRAPS

When assigning Tiers to something such as a facility or situation, think broadly. If the facility is a military base, then its security and other components will be Military Tier. If it's a corporate office building, then as a general rule, its security and components will be Corporate Tier. If it's an average person's home, then the security and components will probably be Civilian Tier.

Individual systems might have a lower or higher Tier, but those are specific items that the GM should assign on for purposes of a scenario, not something to worry with every time a Hacker tries to piggyback onto someone's All Sports Network subscription. Moving up in Tiers represents a greater investment in electronic, computer, and physical security like access barriers, upgraded firewalls, improved sensors, stronger construction materials, and so on, along with a commensurate increase in expended resources, so without a reason for it, most entities aren't going to, or aren't going to be able to, expend the resources to upgrade to another Tier, even if they have the capacity to do so, without a pressing need.

For example, a Civilian Tier building wouldn't have rooftop barriers or cornice sculpting to stop jumpers from nearby rooftops like a Corporate Tier structure might, and certainly wouldn't have monowire or electrified fencing like a Military Tier structure, much less automatic gun turrets like an Elite Tier facility might. Adding higher Tier obstacles to a mundane task may sound exciting, but there needs to be a reason for doing so other than 'make the PCs roll higher numbers' or they lose the impact that they have.

TABLE 5:3: TIER LEVELS

CHARACTER LEVEL	TIER
1-5	Gutter and Civilian
6-10	Corporate
11-15	Military
16-20	Elite

Don't just ladle them on because they're cool, put them there if there's a reason.

Adding higher Tier components to a trap or obstacle increases the CR of the trap or obstacle, by +1 for each Tier above the party's access level the trap or obstacle possesses, and subtracts -1 for each Tier below the party's access level it possesses. Damage, Save DCs, and Perception/Disable DCs are increased by +5 per Tier above the APL, or decreased by -5 for each Tier below it. Compare the resulting numbers to other traps or obstacles of the new CR and to the CR Modifiers for Mechanical Traps table in the Pathfinder Core Rulebook to see if additional adjustments to the CR need to be made.

Example: Charles is making notes on a drug lab that his APL 4 party is going to raid. He decides that there's a single Corporate Tier security device that the criminal chemists have scraped up the funds to purchase which guards the actual lab. Looking at the sample traps in the Environment section of the Pathfinder Core Rulebook, he decides that the Burning Hands Trap at CR 2 is about the right danger level. Increasing the CR by +1 for it being Corporate Tier makes it a CR 3 and means that the statistics, when altered to reflect the increase in Tier, are:

BURNING HANDS TRAP CR 3

(increased by +1 by Tier)

Type: mechanical (changed from magical); Perception DC 31 (increased +5 by Tier); Disable Device DC 31 (increased +5 by Tier)

EFFECTS

Trigger: proximity (changed from 'alarm' to 'motion sensor'): Reset: none

Effect: spell effect (effect changed to 'mechanical' from 'spell effect'; base spell name changed from 'burning hands' to 'propane gas burst'; 2d4+5 fire damage (increased +5 by Tier), DC 16 Reflex save for half damage(increased +5 by Tier)); multiple targets (all targets in a 20-ft. cone; increased by +5 feet by Tier). Comparing this to other traps and the CR Modifiers for Mechanical Traps table, Charles decides that while the damage and the Save DC are not too high

for the CR he wants, the Perception and Disable DCs are, so he removes the +5 bonus for the Tier increase to them, reducing them to 26, and leaving the CR at 3.

AWARDING ZERO POINTS

Be generous with awarding Zero Points. This might seem counter-intuitive, since players can spend them for big bonuses that you may be worrying will break scenarios or the whole campaign, but hear us out. If you don't award them generously, then that's exactly what's going to happen. Players are going to hoard them like they were solid gold and only start spending when they're in a fight with your Big Bad, or when they feel like the scenario or campaign is at a tipping point.

Instead, encourage them to spend them. Ask "Do you want to spend a Zero Point?" often, so they remember that they can spend them. And when they do, smile, nod, and as soon as they do something cool, give it right back to them. That's the key to getting players to spend Zero Points: knowing that they get them back. And you want them to spend them, because not only does it encourage the cinematic action that *Interface Zero* is designed for, but it also means that they're not sitting on their maximum total all the time.

Individual Zero Point totals can and should fluctuate up and down during scenarios depending on character actions. Yes, using one here might mean that it isn't available later in the scenario - unless the player tries to do the cool sorts of things that earn them Zero Points back - and that's what you want.

LIFE IN THE SPRAWL

This section is designed to let you know what life is like in the world of *Interface Zero* and the 2090s. All of the sections are geared to present their data as it exists for the average inhabitants of the world. As such, many of the issues and situations presented here don't apply to player characters and other fringe members of society. As this is a cinematic action-oriented game, and highly detailed rules for handling common tasks like driving from Point A to Point B do nothing but slow down the action, remember that player characters simply use an array of Evil Twins and other techniques to avoid the serious downsides presented here - until it's necessary for a storyline or plot point, that is.

CURRENCY

In the world of *Interface Zero*, particularly after the rogue AI, Charon, caused the European Crash of 2089, traditional currencies and banking systems are still used, but widely

distrusted. Despite government assurances that 'that can't happen here' citizens have turned away from traditional currencies in favor of what is seen as a more secure form of asset, long used primarily by those operating outside the mainstream: cryptocurrency.

Cryptocurrenies are digital or virtual currencies that use encryption for security and anti-counterfeiting measures. A cryptocurrency is difficult to counterfeit because of the encrypted nature of its coding and because each unit of a cryptocurrency uses a system called a 'block chain' to store an online ledger of all the transactions that have ever been conducted using that specific cryptocurrency. This ledger has limited exposure to hackers because it runs simultaneously on all computers and TAPs running the cryptocurrency's software. This means that to change one unit of a cryptocurrency, you would have to change all copies of the ledger everywhere in the world simultaneously, something that not even AIs are powerful enough to do.

A second defining feature of a cryptocurrency, and for many its most endearing allure, is its organic nature. It is not issued by any central authority, rendering it theoretically immune to government interference or manipulation. Instead, new units of currency are generated by "mining." This is a computationally intensive task, and it requires a lot of processing power. Essentially, the computer is rewarded for solving difficult math problems. This processing power is used to verify transactions, so all that number-crunching is required for the cryptocurrency to work.

Cryptocurrencies make it easier to transfer funds between two parties in a transaction; these transfers are facilitated through the use of public and private keys for security purposes, and are anonymous, making tracing the transactions if not impossible, then close enough to it that there's not much practical difference. These fund transfers are done with minimal processing fees, allowing users to avoid the steep fees charged by most banks and financial institutions for wire transfers.

However, because cryptocurrencies are virtual and do not have a central repository, a digital cryptocurrency balance can be wiped out by a computer crash, or deleted by an act of financial terrorism like Charon's, if a backup copy of the holdings does not exist. The ability to make backup copies of your bank account and store them off the Global Datanet is extremely attractive to individuals and corporations that are wary of another attack like the one Charon made. In the event of a deletion event, the backup is brought online, automatically updates based on the worldwide copies of the block chain, and your assets are still available. Since prices are based on supply and demand, the rate at which a cryptocurrency can be exchanged for a physical currency can fluctuate widely, but cryptocurrencies themselves are considered equal in value with an exchange rate between them of 1:1.

Cryptocurrencies are not immune to the threat of hacking, but in a different way than digital assets were traditionally. Without the passwords and encryption keys, stealing units of a cryptocurrency is pointless. Instead, hackers try and steal those passwords and keys, so they can reassign the units of cryptocurrency to themselves, using all the traditional tricks of the hacking trade: phishing, malware that reads the keys and passwords, and so on.

After Charon's attack, there was a concerted effort to shift to cryptocurrencies, and the formerly large number of them quickly sorted themselves out, leaving the five separate cryptocurrencies with the strongest encryption as the new global standard: the cryptodollar (created by a group in the North American Coalition); the cryptorand (created by a group in Southern Africa); the cryptozloty (created by a group based in Poland); the cryptorupee (created by a group based in the India League); and the cryptopeso (created by a group based in Argentina). All of them have different encryption schemes, and use different 'mining' mechanics to create new units of currency, and while hackers may debate the relative strengths of one over the other like sports fans do team lineups, each of the five survived the best hacking attempts available and come out unbroken. Rather than use the longer names, or differentiate between them, units of these five are all called 'cryptos' for short.

LIFESTYLES OF THE RICH AND INFAMOUS

A character's primary source of income is payment for services rendered, plus some extra picked up on the side for resale of 'found items' left by opponents that no longer need them. Primary purchases from this pool of resources are going to be the tools and items they need to continue fighting the good fight—weapons, ammunition, cyberware, tech, armor, and so on. Yet what about things like food? Rent? Taxes? Bribes? Idle purchases?

You can certainly handle these minor expenditures in detail during play, but tracking every time a PC pays for a room, buys water, or pays for a Big Bushi Sushi Basket swiftly become tiresome. If you're not really into tracking these minor costs of living, you can choose to simply ignore these small payments. A more realistic and easier-to-use method is to have PCs pay a recurring cost of living tax. At the start of every game month, a PC must pay an amount of cryptos equal to the lifestyle bracket they wish to live in. If they can't afford the desired bracket, they drop down to the first one he can afford.

- **Destitute (100 cryptos/month):** The character is literally homeless and lives on the on the streets, or, if they're lucky, at a shelter of some kind for part of the time. A destitute character must track every purchase,

and may need to resort to Survival checks or theft to feed himself.

- **Poor (300 cryptos/month):** The character lives in low-end apartments and motels (with several room-mates most likely), out of the back of their vehicle, full-time in a better class shelter or flop house. This is the lifestyle of most untrained laborers. The character need not track purchases of meals or taxes that cost 1 crypto or less.

- **Average (1,000 cryptos/month):** The character lives in his own apartment, small house, or similar location (possibly with one other breadwinner contributing to the lifestyle)—this is the lifestyle of most trained middle-class individuals. They can secure any Civilian Tier non-weapon item worth 100 cryptos or less from their home in 1d10 minutes, and need not track purchases of common meals or taxes that cost 10 cryptos or less.

- **Wealthy (10,000 cryptos/month):** The character has a sizable home or a nice suite of rooms in a high-end apartment building. The character can secure any Corporate Tier non-weapon item worth 500 cryptos or less from their belongings in their home in 1d10 minutes, and need only track purchases of meals or taxes in excess of 100 cryptos.

- **Extravagant (100,000 cryptos/month):** They live in a mansion, in a luxury penthouse, or other extravagant home—they might even own the building in question. This is the lifestyle of the 1%, the place everyone wants to be. The character can secure any Corporate Tier item worth 2,500 cryptos or less from their belongings in their home in 1d10 minutes. They need only track purchases of meals or taxes in excess of 1,000 cryptos.

LAW ENFORCEMENT

The Police. The Man. La Chota. Po-Po. Badges. Kalevet. Pigs. Five-O. Murija. Fuzz. Coppers. Tiáozi.

Whatever the local street name for law enforcement is - and there is always a local nickname - the boys in blue are present on some level everywhere that isn't a Red Zone. They enforce local laws and regulations, act to keep public order, investigate crimes and criminal activity, and generally make life hard for people on the opposite side of the law.

As a general rule, the better the Security Zone rating, the more well-liked and respected law enforcement officers are by the general populace, and the worse the Security Zone rating , the less well-liked and more antagonistically they're viewed. There are always situational issues involved of course. An Orange Zoner may well be damned grateful to the police officer that saved him from an organ-legging gang and thank him with some choice information. Average citizens may not intervene in a gunfight to save an officer

in a Yellow Zone, but in a Green or Blue, they might well if they think they can assist her.

Conversely, law enforcement corruption increases the worse the Security Zone rating. There are exceptions to this, like any other rule, but as a general guideline it's safe to assume that most officers in Green Zones are the best, most honest representatives of their department. Those in Blue Zones are newer officers on the way up, older officers on the way down, or the career officers that understand Blue Zones offer the best balance of career longevity, risk, and the occasional reward. Officers in Yellow Zones are typically rookies or old-timers that are too cynical, too heavy-handed, or too 'hot,' to survive in a better-rated Zone.

THE COURTS

Like everything else, the wealthy have it easier with high-priced law firms to clean up after them, and the lower classes make do with public defenders and the dregs of the law school graduating classes. Surveillance evidence is common - overwhelmingly so - and typically slanted by both sides to present their specific viewpoint. Forensic evidence gathering techniques are highly advanced, but used less than back at the turn of the century since surveillance is so prevalent and so much cheaper. Normally only the wealthy or those involved in sensationalistic trials see it used extensively.

Sometimes there's a bad warrant issued, or an officer gets caught in a lie, but that doesn't happen as often as one might think, thanks to 'judgebot' programs and other, similar expert software. The programs aren't truly self-aware systems, but they're close enough within their specialties. Officers can access one or more programs like this in real-time from their squad cars, or their TAP in better Zones. If a judgebot tells them they've made a mistake, the officers usually either find some way to cover their ass or just cut the offender loose with a promise to 'keep eyes on you.'

BAIL AND BOUNTY

Assuming that an offender doesn't plead guilty as soon as they're arrested, or they aren't arrested for a capital crime (and sometimes even them if they're connected enough or wealthy enough), they can usually post bail to be released. The judge checks any documentation on the offender's known resources, makes a guess at the unknown ones, and uses an expert psychological risk evaluator smart system to try and arrive at a figure that's large enough to ensure that the offender does, in fact, show up for trial. Specifically, the more heinous the crime and the more likely prison time is, the higher the bail - assuming that it is granted at all.

Most people don't have truckloads of cash lying around to cover things like this, which is where bail bondsmen step in. Bail bondsmen accept a percentage of this figure - ten or twenty percent is normal, but higher rates are not unknown if the bondsman thinks the offender is a flight risk - to keep, and then pay the total amount of the bail to the court with the understanding that they will get it back when the offender shows up in court. It's a risky business, though, so most bondsmen require collateral from the offender and their friends and family, to secure the amount. This gives the bondsman assets that can be repossessed and sold recoup their losses if the offender decides to make a run for the border.

PRISON

Prison and jail systems are nominally administered by the state, and are considered an arm of the state, but really they're owned and operated by private corporations in most of the 'civilized world.' That, in theory, allows for the best balance of security, rehabilitation services, and cost-effectiveness per prisoner, but that's a crock. Prisons are businesses, and they're run for the only reason any other business is - to make money.

The corporations that run them have the numbers crunched down to a science. Their contracts with civic entities specify that they get X amount per inmate per year, and they know exactly how many full beds provides the highest return for their investment, and what the right ratios of inmates with special needs or high security inmates to normal prisoners are to stay in the sweet spot. Since they're in the business of making money, they do everything in their power to make sure that number never changes. Too many inmates and they start to lose money with the extra security and other expenses required. Too few inmates, and they start to lose money because expenses are now too high for the return.

If they have too many inmates, they normally use Virtual Reality Sentence Compression to move inmates out until they're back in the sweet spot again. They're supposed to ask for volunteers - and some actually do - but the most common selection process is based on - surprise - cost analysis. This means that the inmates that provide the least profitable returns are the ones most likely to be pulled out, hooked up to a time compression Virtual Reality simulation, and run through their sentence at an accelerated rate. Typically they run at a ratio of 1 sentence year to 1 real day, but in a budget crunch, or if someone just doesn't like the prisoner, much higher compression rates are used. Inmates released after this are mentally decades or more older mentally, but physically more or less unchanged.

The effects on prisoner psychology are profound and far-reaching, and radical personality alterations are not uncommon. Shorter sentences are not as likely to create issues, but longer sentences, those of multiple decades or more, almost invariably do. For example, a killer with multiple life sentences goes into the Virtual Reality Sentence Compression program as it represents the only chance they will ever have for seeing the outside of a prison again. They live hundreds of years of prison life, experiencing every single day of those multiple sentences, while only a year or two passes in real life. The strain alone is enough to drive break weak psyches, and even the strongest-willed prisoners are left with the near-impossibility of adjusting to a life they no longer remember, meeting people they forgot even existed, while those just saw the prisoner a couple of days previously.

The wealthy can, unsurprisingly, buy their way into better treatment, much like medieval and later prisoners did, before the great prison reforms of the late 19th Century (supposedly) stopped such things. Better food, better quarters, conjugal visits - or at least the Virtual Reality versions of those things - are all available if the price - and there's always a price - is right.

PAROLE AND TRACKERS

Once you go inside they own you forever. Even after let you out, you're never really free again. If you didn't have a TAP when you went into the 'justice system' you mandatorily have one implanted, and are billed for it, because it makes you easier to manage, track, and account for. Most prisoners leave on parole for 'good behavior' or 'good bribes,' and some get trackers implanted if they're worth the bandwidth to keep track of. Sometimes prisoners are put on parole even if they served their full sentence. It's called "mandatory supervision," which is a fancy way of saying 'we still own you.'

Once someone is on parole, it's all about violations. If they break one of the rules - and there are a lot of rules - they go back Inside. That's either more of the parolee's original sentence, or possibly a year or so in Virtual Reality Compression Time if the parolee is doing a mandatory gig. In a real way, the assigned parole officer has so much control over the parolee that they are little more than a slave. The PO can twist the rules and make almost anything into a violation, sending the parolee back to prison if the parolee doesn't do what the PO says, when they say, and exactly how they say to do it. Not all POs are monsters, abusing their power like drunken overseer, but it's a slippery slope and a lot of POs slide down it, even if only once in a while or for a short way. Even if a parolee makes an appeal, it takes months to get a hearing - and the PO knows that one was filed, which is not always a good thing.

Even with the negatives, virtually all offenders agree that parole is a still lot better than getting a tracker implanted along their spine or inside their skull. Parole officers can

be reasoned with, bought off, and dealt with in all sorts of ways, but there aren't a lot of angles that can be worked with a tracker. Normally permanently installed in the offender's TAP, or wired into their spinal cord, trackers pulse about every two seconds and send their location back to an AI expert system that monitors one or more parolees. If the parolee goes out of their assigned zone or near any forbidden place, the AI knows pretty quickly. Anyone who can log onto the Justice System networks and who knows a parolee's ID code can find the parolee without a problem. With enough access, they can even activate the tracker's 'trace and burn' function - they all have them, even if it's not advertised - and zap the parolee with a fatal or permanently paralyzing jolt straight to their cerebral cortex or spinal column. Designed as a seldom-used failsafe to prevent potentially-dangerous parolees from escaping, every few years there's a scandal when a crooked Justice System clerk sells access to a parolee's system, or a hacker breaks into one, and the parolee winds up dead for no reason.

CRIME RATINGS

Crimes in the 2090s, like in the early 21st Century, are categorized by scale and scope into two categories: felonies and misdemeanors.

MISDEMEANORS

Misdemeanors are the minor offenses that normal citizens can accrue without really being a lawbreaker on a serious scale. Things like speeding, a teenaged party making too much noise too late into the night, parking violations, a shouting and shoving match with the neighbor over that tree that overhangs their yard, letting the registration codes on the car lapse, and so on. They're centered on the (relatively) minor laws that keep things orderly and organized and govern 'civilized' behavior.

Most offenses classified as misdemeanors are simply handled electronically. There are non-sentient AI systems that compute fines based on offenses and manage all the related activity. If you speed, your car and the roadway tracking systems know it and report you. The fine is then instantly deducted from your on-hand credit balance, or attached as a garnishment to your next check, all without human intervention. If an officer is involved, there's usually some discussion, a consultation with the judicial system's 'lawbots' and a fine is issued and paid on the spot.

Being taken 'downtown' for a misdemeanor only happens in the vids, or in small municipalities that still require human judges to handle fines. Everywhere else, it's too expensive for anything less than a felony.

FELONIES

Felonies are the heavy stuff, crimes where bad things happen to good people. Any crime where someone gets hurt, serious property damage occurs, money or good are stolen, someone gets killed—you know the drill. These are the kinds of crimes that civic organizations don't want happening because they negatively impact health and safety numbers, cause bad publicity, or, worst of all, cost them money, either in lost taxes and revenue or damaged property.

Felonies are grouped by 'class' (misdemeanors are all lumped into one class for simplicity's sake), which provides a guideline of how much trouble you're in if you're charged with one. The higher the number, the worse the trouble (but having a number at all is not good). In some cases, where you fall is a matter of scope. Hack a single car—a felony sure, but maybe not a Class 5—unless someone gets run over because you did it.

Penalties vary from location to location, but the death penalty is rarely applied; a few consecutive Virtual Reality life sentences in prison will usually ensure that a criminal doesn't kill again, and still leave them capable of paying taxes and providing marketing data. Sentences typically range 5-10 years per Class Rating of the felony, with an accompanying fine of 20,000 cryptos per Class Rating. Felony charges are normally an 'all that apply' arrangement, which gives felons and prosecutors some room for deals. Sensational crimes, or upcoming electoral cycles typically mean no deals will be offered.

CLASS 5 FELONIES

First-degree and second-degree murder, first-degree kidnapping, sexual assault, battery with intent to commit sexual assault that results in substantial bodily harm, hacking of infrastructure resulting in death, hacking causing financial loss of greater than 1,000,000 cryptos*, and unlicensed possession of elite-grade cyberware and/or weaponry.

CLASS 4 FELONIES

Crimes such as possession of child pornography (first offense), assault with a deadly weapon, battery with intent to kill, hacking of infrastructure leading to accidental loss of life, hacking causing a financial loss of greater than 100,000 cryptos but less than 1,000,000 cryptos*, and unlicensed possession of military grade cyberware and/or weaponry.

CLASS 3 FELONIES

Buying or receiving stolen goods, surveillance and/or stalking by use of the DataNet, drones, electronic messaging or similar method, hacking of infrastructure, and hacking causing a financial loss of greater than 1,000 cryptos but less than 100,000 cryptos*.

LIFE IN THE SPRAWL

CLASS 2 FELONIES

Involuntary manslaughter, third-degree arson, manslaughter, attempted hacking of infrastructure, and unlicensed possession of corporate grade cyberware and/or weaponry

CLASS 1 FELONIES

Criminal gang recruitment by an adult and soliciting prostitution involving a child, as well as unlicensed possession of some civilian grade cyberware and/or weaponry, and violating an order of protection (or restraining order).

* - Financial Loss. Depending on how annoyed they are with you, corporations may take a very hard line as to what constitutes a 'loss' and add in not just actual dollar amounts stolen and property damage, but future losses in interest and other earnings, costs to repair and replace, costs to compute costs, and more. This felony track would result in imprisonment, not the death penalty, except in some extreme cases or in specific corporate courts.

TYPES OF LAW ENFORCEMENT

There are multiple types of law enforcement in the 2090s, with overlapping areas on interest, control, and authority. In general, civic authorities trump the others except for restricted corporate facilities and the like, and even in some of those locations if the federal level authorities get involved.

PRIVATEER COMPANIES

As pervasive as hacking and stories of hacking were at the start of the 21st Century, by the 2090's it has become so commonplace that no one even notices anymore. Except for the people that have to pay out to settle frauds and can't get their stolen resources back. Most businesses and individuals have insurance to cover the inevitability of hacking, but that's a reactive, passive solution to a problem that needs, at times, a more active one. It's not cost-efficient for major corporations to pay hundreds, if not thousands, of highly-trained and potentially expensively salaried individuals to sit around and wait for a hacker to strike so they can go to work. That's a commercial opportunity, and opportunity breeds innovation.

Stepping up to the breach (data or otherwise) are privatized, outsource companies: 'Privateer Companies.' They operate like the original private military contractors, the Age of Sail privateers, with corporate names that echo that link, and possess letters of marque (from banks, insurance companies, local governments, companies, and anyone else that can produce authority to issue them) that authorize them to pursue hackers who violate systems belonging to one of their writ-issuers, and bring them in for trial. Or capture them and turn them over to their patrons. Or,

you know, just shoot them to eliminate future issues. Depending on the writ, the offense, the issuing agency, the jurisdiction's statutory limitations, and other factors, Privateers may be limited to non-lethal means, investigation only, or any other conceivable combination of restrictions.

Privateer Companies are normally tasked with locating the source of an attack, neutralizing it, and recovering any stolen data, or other resources. Some law enforcement agencies and other patrons also use the Privateer system to place bounties on persistent, repeat offender criminals as a matter of course, turning the PCs that follow up on such bounties into corporatized Bounty Hunters. The difference between Bounty Hunters and Privateer Companies isn't clear to many observers, but the Letter of Marque is what makes the difference. It grants the Privateer Company a measure of legal authority through the backing of the issuer, as opposed to Bounty Hunters who are private citizens with no such authority.

The level of legal authority a Letter of Marque grants is somewhere between that of a private citizen Bounty Hunter and a licensed and bonded Private Security Company. PCs carrying a Letter of Marque from a major corporation or other influential entity tend to be able to push the limits of their authority more than those bearing one from a lesser entity. Letters of Marque are not licenses to commit public acts of destruction and endanger the populace, as they may lead to legal repercussions for the issuer of the Letter. PCs are expected to use discretion and common sense in their activities and not drag their Letter's issuer's name through the mud.

Privateer Ccompany employees run the gamut of investigators, hackers, gunmen, and more. Many were, in fact, formerly pursued and caught by their current employers, and chose to accept a job offer in lieu of jail time or worse. They typically work in teams of 3-6, and come with widely varied levels of training and equipment, as well as equally varied approaches to their work.

BOUNTY HUNTERS

Traditionally, most Bounty Hunters are individuals or small groups that are employed by bail bondsmen; the people who usually post the bail that got the fugitive being pursued out of jail after an arrest. The Bounty Hunter is typically paid about 10% of the total bail amount, though this varies depending on the individual being pursued and other factors. Bail bondsmen hire Bounty Hunters because if the fugitive eludes bail, the bondsman is responsible for 100% of the total bail amount, which is not good for business. By using Bounty Hunters to retrieve bail jumpers, the bondsman ensures the fugitive arrives for trial.

Bounty Hunters have varying levels of authority in the execution of their duties, but are normally considered to

be little more than private citizens in most circumstances. Generally, depending on the specific locale's laws, Bounty Hunters can enter a fugitive's private property without a warrant in order to take the person back into custody. However, in most locales the Bounty Hunter cannot enter the property of anyone other than the fugitive without a warrant, or the permission of the owner, even if pursuing a fugitive, without being guilty of trespass. Some locales require formal training and have a licensing process for Bounty Hunters, though the profession remains largely unregulated. In any event, local laws usually trump any other mandates for Bounty Hunters. This means that if a practice is prohibited in the locale where the fugitive is hiding, but not in the place they fled from, the Bounty Hunter may violate the law if he still uses that practice to apprehend the fugitive.

Bounty Hunters have a dark reputation as a general rule, thanks to generations of vids and other fiction that portrays them as little more than hired killers and thugs. While this is certainly true for a segment of the overall Bounty Hunter population, not all of them live down to that reputation. Enough do, however, that most individuals refer to themselves as 'Bail Enforcement Agents' to deflect that negative reputation. On the street, Bounty Hunters are frequently referred to by a number of derogatory epithets, and also by the names of characters that share the profession from popular films and novels.

CORPORATE SECURITY

Corporate Security forces, frequently referred to as 'CorpSec,' are corporate employees tasked with the job of protecting the corporation's employees, physical property, information systems, and other assets. They conduct internal investigations, monitor corporate employees for behavior that might negatively impact corporate goals, and, most importantly in the world of the 2090s, they secure the corporation's digital assets against intrusion and theft. A variant of this type of organization is the 'religious police' that some organized religions and cults operate within their properties.

The power that Corporate Security personnel wield is literally limited only by the mandates of the corporation that they work for - but only within their company. They have no authority outside the boundaries of their parent corporation's physical boundaries, which relegates them to a permanent defensive posture. They may defend, but not proactively attack, or stage counter-operations against threats outside their physical property. Not legally, anyway. Some CorpSec departments try and make arrangements with local law enforcement to permit this sort of activity, but even when such permission is granted, the scope of any such operation is typically limited and on an ad hoc basis. When dealing with operations conducted over, in,

and through the Global Datanet, the lines are a little less clear, and many Corporate Security departments do exceed their mandates in this sort of situation.

As they are part of a larger corporation, and have to show cause for any expenditures and personnel costs to a higher authority, Corporate Security operations tend to be limited in scope. For persistent, or other threats, they normally turn to the Privateer Company system to deal with the problem. An exception to this is corporate espionage against other corporations, which not only goes on all the time, but involves both internal and external assets, and frequently is paid for out of military-style 'black budgets.'

CIVIL AND MILITARY LAW ENFORCEMENT

What everyone thinks of when they say 'police,' these are local police, federal operatives, military police, and all other law enforcement entities that are duly authorized agents of civilian civic entities or the military. They perform law enforcement, investigative, and crime prevention tasks to enforce the laws and regulations that their governing body issues, protect property, and limit civil disorder. Their powers include the legitimized use of force, including lethal force. They are authorized to exercise the police power of that civic or military authority within a defined legal or territorial area of responsibility.

The Police may have significant authority to carry out that mission, but they still face legal restrictions on their use of power that vary from organization to organization. Practically, they have less power than Corporate Security organizations but are far less restricted in the area that they can exercise their power than those agencies are. Outside of that exception, they possess more authority than any other law enforcement group thanks to their being part of the establishment.

More so than any other type of law enforcement unit, Police organizations have resources on their side. They typically have large departments and consummately large budgets, which allows them to recruit, equip, and maintain enough personnel that they can afford specialized units. Aside from the normal uniformed officers, police also operate plainclothed sections that contain dedicated investigatory personnel, undercover operatives that infiltrate criminal organizations, internal policing units that root out corruption, tactical response units for high threat situations, anti-hacking units that deal with digital crimes, and frequently create hyper specialized and often temporary units that focus on narrow areas such as drone-related crimes, gang activity, and the like.

LIFE IN THE SPRAWL

PRIVATE LAW ENFORCEMENT CORPORATIONS

Private Law Enforcement Corporations, or PLECs, are the outgrowth of old-school private security companies at the turn of the century. The difference is that now, they're full-service law enforcement companies not just rent-a-cops. If you pay their fees, they perform actual police duties, as well as security functions. They will investigate crimes, chase and capture criminals, provide security for physical premises and individuals, and even show up and shoot that guy breaking into your house while you're on vacation. The only thing that they don't do is deal with incarceration and trial; they turn people over to regular law enforcement for that.

PLECs normally service gated communities, businesses, apartment buildings, arcologies, and the like, but are not averse to taking on individual clients if the price is right. Depending on the locale and the company's reputation, they may have a good or bad relationship with the local civic and law enforcement authorities and police on the street. They may even have different levels of reputation with City Hall and the cop on the street. A few cities restrict PLECs to operations in contractually defined areas, but most just regulate them and reallocate the law enforcement resources the PLEC has freed up to other areas.

Most PLEC officers are recruited from traditional law enforcement and military backgrounds, but it is not unusual to find officers without experience in either field. Traditionally, recruiting flows into the PLEC, but those with good reputations often find that local law enforcement recruits from them instead. The level of equipment and training that PLEC officers have varies by the individual and the company, with some only minimally trained and equipped, and others as well trained and equipped as elite units.

SECURITY ZONES

The universal Security Zone system was developed as an outgrowth of old government attempts to color-code terrorist threat activity and alert the general populace when a threat was considered likely. It originally used five color codes to provide a benchmark rating for the security level of a physical area. A fifth, unofficial color code was added by the shadow community for extremely lethal Zones. Over time, the system was adapted and extended to include other 'spaces' or non-physical areas, so it's not uncommon to see Global Datanet areas, or aircraft flight zones in and around storm fronts, rated with the same color code system.

The color coding system, while universally used, is somewhat subjective, so it is possible for a Green Zone in City A to be considered a Blue or Yellow Zone in City B, or for

police or security officers to be assigned specific duties that allow for different weapons. Most such allowances do not move more than two steps down the chart, however. See the Crime Ratings section for more on police tactics and resources, but law enforcement is typically not available in Red Zones, and never in Black Zones, so those ratings refer to whatever power bloc is in control of the area.

GREEN (LOW RISK)

Extremely well-patrolled city cores, neighborhoods with private security, and other extremely safe areas. Insurance coverage rates reduced. Public health, utilities infrastructure and healthcare all top-flight.

Site Examples: Major theme parks, major sports arenas, the best banks, police headquarters, corporate headquarters, major airports, spaceports.

Police Threat Response: Detain for questioning. Conversational skills, non-lethal weapons and non-lethal force techniques are the first option; lethal force only in defense of public safety or officer life with mandatory review and suspension.

Police Resources: Civilian and corporate resources available. No weapons heavier than handguns and non-lethal weapons carried. Concealed armor worn. Submachineguns and shotguns available, but carried in vehicle. Unarmed drones available.

BLUE (GENERAL RISK)

Patrolled city areas, middle-class to upper-middle-class neighborhoods; the largest range of most city areas. Insurance coverage rates standard. Public utilities infrastructure and healthcare all good.

Site Examples: Sporting arenas, corporate facilities, banks, hospitals, light industrial zones, some research laboratories, restaurants, lesser theme parks, and lesser airports.

Police Threat Response: Detain for questioning. Non-lethal weapons and force techniques are available; lethal force in defense of public safety or officer life with mandatory review and probable suspension.

Police Resources: Civilian or corporate grade resources available. No weapons heavier than submachine guns, handguns, and non-lethal weapons carried. Concealed armor worn, with 'throw on' armor upgrades stored in vehicle. Shotguns and assault rifles available, but stored in vehicle. Unarmed drones available.

YELLOW (SIGNIFICANT RISK)

Poorly patrolled city areas, lower to lower-middle-class neighborhoods, usually the outer bands of major cities. Insurance coverage rates increased. Public utilities infrastructure and healthcare present but average at best of times.

Site Examples: Corporate motor pool facilities, junkyards, heavy industrial zones, waste treatment plants.

Police Threat Response: Attempt to detain for questioning. Officer's judgment as to use of lethal force, review required, but frequently minimal.

Police Resources: Corporate grade resources available. No weapons heavier than light machine guns. Submachineguns, assault rifles, shotguns, handguns, and some non-lethal weapons carried. Obvious external armor worn. Heavier weapons to engage cyber-enhanced individuals available, but stored in vehicle. Additional 'throw on' armor upgrades stored in vehicle. Possible vehicle and drone-mounted weapons.

ORANGE (HIGH RISK)

Unpatrolled city areas, slum neighborhoods, secured-access facilities. Insurance coverage typically unavailable to residents due to high rates. Public utilities infrastructure and healthcare may be present, but will be in poor repair/poor quality; frequently not working.

Site Examples: Areas of constant turf war between criminal groups, standard military bases, and high-end criminal estates.

Police Threat Response: Shoot first if threat seems imminent, capture for questioning if possible. No review unless a large amount of negative publicity is generated.

Police Resources: Military grade resources available to military facilities, corporate and some military to corporate facilities. No weapons heavier than heavy machineguns. Assault rifles, shotguns, handguns, hand-delivered explosives, and some anti-cybered individual weapons carried. Vehicle and drone-mounted weapons.

RED (SEVERE RISK)

Insurance coverage not available. Public utilities infrastructure not available. Public law enforcement not available. Public healthcare not available. Guys with guns in the streets. Warlords with personal domains. Cats and dogs living together in sin. You get the picture.

Site Examples: Secure corporate facilities, most military bases and facilities, terrorist enclaves.

Typical Power Bloc Threat Response: Assuming there are police stranded here for some reason, they shoot first and keep shooting as they make a run for the nearest way out and reinforcements. Other power blocs follow a similar 'shoot first and often' scheme.

Typical Power Bloc Resources: Some restrictions on use of resources may be present (tanks, even if present may not be authorized, for example). Corporate and military grade resources available. Most weapons and armor are available for carry. Heavy weapons available. Combat drones available.

BLACK (EXTREME RISK)

An unofficial designation maintained by some shadow groups for sites where simply being there without authorization is an assumption of guilt, and lethal force is the first stop on the threat response decision tree.

Site Examples: Military nuclear weapons bases, nuclear power plants, CDC facilities where live cultures are stored, the most secure corporate facilities, drug lord's processing plants, terrorist training camps, etc.

LIFE IN THE SPRAWL

275

Typical Power Bloc Threat Response: Immediate lethal force.

Typical Power Bloc Resources: Anything available to the controlling entity is possible, from tanks to missiles to golemmechs, all used/operated by the most skilled people available. Superior opposition across the board. Elite resources available.

ENHANCEMENTS

Each Zone as a whole, or discrete portions of a given Zone, may have 'enhancements' applied to it that provide specific guidance for that zone. They are read as a '+' symbol (positive enhancement) or '-' (negative enhancement) after the Color. This is followed by an explanatory note in parentheses detailing the reason for the enhancement. Enhancements fluctuate frequently, and a Zone may be temporarily raised to a higher color level or lowered to a lower color level by addition of a fourth enhancement. It is possible to have both '+' and '-' enhancements at the same time; they cancel on a one-for-one basis to determine the overall color of the Zone. These updates are made in real time, based on geolocation, and delivered to an individual's TAP.

Samples Include:

- Green: + (high police presence due to parade; some protests)
- Yellow + (Blue-grade charity hospital in Zone)
- Blue – (increased gang activity; water line break along 55th Street)

USE OF FORCE

How quickly law enforcement escalates from a smile and a handshake to gunfire is also dependent on what the Security Rating of the Zone they're in happens to be. The Security Zones above offer some insight, but here are the detailed levels of force that most police organizations use, and the levels of equipment and training that backup officers responding to a threat requiring the indicated level of force will possess.

LEVEL 1: OFFICER PRESENCE

The professionalism, uniform, and equipment of the law enforcement officer (corporate, civic, or private) and the branded vehicle the officer arrives in provide a visual presence of authority which is normally enough for a subject to comply with an officer's lawful demands. Depending on the totality of the circumstances, a call/situation may require additional officers or on scene officers may request assistance in order to gain better control of the situation and ensure a safer environment for all involved. It also will depend on the circumstances of the situation.

For example, depending on how many people are at the scene with the officer, a larger presence may be required. However, if 10 officers arrive at a scene with only a single suspect, the public may perceive the situation as an excessive use of officer presence within the use of force continuum. The first step in Green and Blue Zones, although some Blue Zones usually move straight to Stage 2. Backup officers are standard patrol units and unarmed drones.

LEVEL 2: VERBAL COMMANDS/ COOPERATIVE CONTROLS

Clear and understandable verbal direction by an officer aimed at the subject. In some cases, it is necessary for the officer to include a consequence to the verbal direction so that the subject understands what will happen if the subject refuses to comply with the officer's direction. The verbal command and the consequence must be legal and not considered excessive according to the continuum. For example, an officer could not order a disabled person in a wheel chair to stand up or be sprayed by Oleoresin Capsicum (OC) Pepper Spray. Blue Zones sometimes start here. Backup officers are standard patrol units and unarmed drones.

LEVEL 3: EMPTY-HAND SUBMISSION TECHNIQUES

Any level of force that has a low probability of causing soft connective tissue damage or bone fractures. This would include joint manipulation techniques, applying pressure to pressure points, disabling of TAP and non-mobility granting/strength exerting cyberware, and normal application of hand-cuffs. Yellow Zones typically start at this level, but may escalate to Stage 4 quickly. Backup officers are standard patrol units at first, and more heavily-armed and armored Fast Response Units and drones armed with non-lethal weapons (tear gas, pepper fog, etc.) if the situation escalates.

LEVEL 4: HARD CONTROL TECHNIQUES/ AGGRESSIVE RESPONSE TECHNIQUES

Any amount of force that has a probability of causing soft connective tissue damage or bone fractures or irritation of the skin, eyes, and mucus membranes. This would include kicks, punches, stuns and use of aerosol sprays such as oleoresin capsicum (OC) pepper spray, electronic signals to disable mobility-granting/strength exerting cyberware, and so on. Orange Zones start at this level if officers are too close to employ Stage 4, otherwise, they start there. Backup officers are heavily-armed and armored Fast Response Units and drones armed with non-lethal weapons (tear gas, pepper fog, etc.).

LEVEL 5: INTERMEDIATE WEAPONS

Any amount of force that would have a high probability of causing soft connective tissue damage or bone fractures (e.g. expandable baton, pepper spray, Taser, beanbag rounds, stun grenades, rubber fin stabilized ammunition, non-lethal directed energy weapons, EMP weapons, Mace (spray), police dogs, etc.). Intermediate weapon techniques are designed to impact muscles, arms and legs, and intentionally using an intermediate weapon on the head, neck, groin, knee caps, or spine would be classified as deadly or lethal force. Orange Zones and most Red Zones start here, if only because going straight to Stage 6 may damage property worth stealing. Backup are heavily-armed and heavily armored High Threat Response Teams with weapons capable of engaging heavily-cybered individuals, well-armed criminal groups, and so on, as well as drones armed with non-lethal ammunition and vehicle defeating weaponry.

LEVEL 6: LETHAL FORCE/DEADLY FORCE

Any force with a high probability of causing death or serious bodily injury. Serious bodily injury includes unconsciousness, protracted or obvious physical disfigurement, or protracted loss of or impairment to the function of a bodily member, organ, or the mental faculty. A firearm is the most widely recognized lethal or deadly force weapon, however, an automobile or weapon of opportunity could also be defined as a deadly force utility. Red Zones usually move to here very quickly if they don't start here. Black Zones just start here. Backup will be the most heavily armed, armored, and equipped forces available. Drones with lethal weaponry and vehicle-defeating weaponry.

DIALING 911

It's inevitable—sooner or later, someone will want to call the law down on their opponents, summon emergency medical assistance, or call the fire department, whether its players doing the calling, or, more likely, citizens calling for help in reaction to a situation the players are creating.

Calling for first responders is a Diplomacy check with the DC set by the Security Zone of the area:

MODIFIERS

High Call Volume: multiply time by 2, 3, or 4

Violent Incident: +5

Incident has Mass Casualty Potential (fire, etc.): +5

Felony Class Reported: +2 per Class

Special: Black Zones typically have no law enforcement to call, but it is possible that a hidden Black Zone is within law enforcement coverage. In this case, use the appropriate Zone Rating with a +5 to +15 modifier to represent the Black Zone's payoffs to squelch trouble.

With a single success, the police or other first responders generally arrive on the scene in person within the indicated

TABLE 5:4: LAW ENFORCEMENT RESPONSE TIME

SECURITY ZONE RATING	DC	RESPONSE TIME
Green	5	1d6 minutes
Blue	10	2d6 minutes
Yellow	15	4d6 minutes
Orange	20	8d6 minutes
Red	40	2d6 hours
Black	Special	Special

timeframe if officers or paramedics are available. Every 5 points by which the Diplomacy check exceeds the listed DC (rounding down) reduces the arrival time by 1 minute—if this reduces their arrival time below 1 minute, the increments of reduction instead change to 1 round. Depending on the nature of the incident responsible for initiating the call, and the number of calls reporting it, drones may arrive in ½ the listed time in advance of physical officers. During high call volume periods like riots and natural disasters response times are frequently doubled, tripled, or even quadrupled.

There are many apps that will autodial for assistance in specified conditions (purchaser is injured, natural disasters, gunfire, and so on). Such apps have a base Diplomacy roll of +3 for purposes of summoning assistance only, and typically cost 200 cryptos. More powerful apps are available, with each +1 to the effective roll costing an additional 100 cryptos to a maximum of +13 and 1,200 cryptos.

Example: Miki Chin is being menaced by some gang members that're showing off their colors in a Blue Zone, and activates her MyBlueBuddy app. The app is high end, with a bonus of +10, the Felony Class is a 1 (for now) which adds +2, and the result of its Diplomacy check is a 25. The GM rolls a 3 on 2d6 to determine how long it'll be before the police arrive. Since Miki rolled three '+5's' over the DC for her Zone, the 3-minute wait time is reduced to 7 rounds. The GM rules that a police cruiser is just turning the corner at the end of the next block, and Miki makes a break for it.

ADVENTURE GENERATOR

Real life is filled with responsibilities. You have work and/or family. Sometimes you don't have a ton of time to prepare an adventure for your game. Sometimes the ideas just won't come, no matter how hard you strain. An adventure generator is a quick, painless way to quickly determine the basic elements of the game with just a few rolls of the dice. Once the core components of your adventure are in place, all that's left to do is connect the dots and flesh it out into a great scenario for game night!

TABLE 5::5: CONTRACTORS

1D12	CONTRACTOR
1	AI
2	Corporation/Conglom
3	Fixer
4	Friend or Family
5	Gang
6	Government
7	Happenstance
8	Celebrity
9	NGO
10	Rebels
11	Rumor or News
12	Tycoon

CONTRACTORS

Since most cyberpunk adventures involve working for someone, roll on this table to find out who. If the heroes have a regular employer (like Stopwatch, Psi-Division, the military or a law-enforcement agency), skip this step.

Note that this is the visible Contractor—the person or group the heroes believe they are working for. It may well turn out that the Contractor is a just a front for someone else, in which case the GM should reroll to determine who's really pulling the strings.

AI

An Artificial Intelligence or personality upload. It may be a legal citizen or an illegal creation, hunted by Stopwatch. It can offer money, data, and excellent hacking support but its ability to influence the physical world is limited.

CORPORATION/CONGLOM

A gigantic corporation, probably through a "deniable" intermediary. Congloms have vast wealth and all that can buy, but seldom wish to be directly linked to any shadowy operation.

FIXER

The Contractor is a person who arranges deals like this, and acts as a human "insulator" between hireling and employer. If the fixer has an established reputation, the

deal is likely to be straightforward and solid. Other fixers are less reliable, and may not be what they seem. Some fixers put together operations for their own benefit as well.

FRIEND OR FAMILY

Someone dear to one of the characters, not necessarily related by blood, wants her help. Resources are very limited, but at least your family won't lie to you. Unless they will.

GANG

Gangs have plenty of untraceable cash and firepower, but their power in the legitimate sphere is low. The very fact that a gang is bringing in outside help means the situation is either very bad, or something which can't be handled by shooting.

GOVERNMENT

A nation-state, city, or government agency. Tons of money and guns, but their ability to act is limited by borders and laws. If a government is hiring freelancers, then that means the job is almost by definition illegal, and probably something the agency wishes to hide.

HAPPENSTANCE

Nobody hires anybody; the characters simply blunder into a situation on their own. It may turn out that this "random event" was carefully orchestrated, of course.

CELEBRITY

A person who is famous—from a Bollywood star to an investigative blogger. Fame does not equal wealth, of course, and a celebrity has his or her public reputation to protect. Celebrities do have fans and followers, who can help or hinder.

NGO

A legitimate non-government organization, such as a political party, charity, activist group, church, or university. Resources can be anywhere from "not much" all the way to near-government levels. Even more than governments and congloms, NGOs have to obey the law—but they're often motivated by a "higher purpose" which brings them into conflict with the powers that be.

REBELS

Armed opponents to one or more governments: an NGO with guns, if you will. Some rebel groups control actual territory and are basically small governments themselves; others are nothing but a few malcontents with slogans and pipe bombs. By definition, everything they do is illegal.

RUMOR OR NEWS

The characters learn about a situation or opportunity indirectly. The situation must be something that motivates them to get involved—a chance for profit, a cause they care about, a menace they alone can stop.

TYCOON

A wealthy individual. He (or she) may control a conglom, but is pursuing a personal agenda. A tycoon's motives can be extremely whimsical or eccentric, in contrast to a conglom's focus on profit or a government's goals of power and control.

THE MISSION

This is the task the heroes are hired or ordered to perform. It may well happen that the mission turns out to be a red herring, or that the situation will change, but this is what they think they're going to be doing, and can prepare for.

ESCAPE/SURVIVE

The characters must get out of a place, overcoming whatever dangers lurk there. You may be guarded by people trying to keep you in, or the place may simply be a hostile environment. This can be anyplace from the radioactive Arabian desert to a dangerous neighborhood in Shanghai. It's rare that anyone deliberately hires someone to do this; it usually comes about because a prior mission has gone badly wrong.

FIND SOMEONE OR SOMETHING

Something or someone is hidden or lost, and you have to find it. Whoever did the hiding may well use "active measures" to discourage searchers.

TABLE 5:.6: THE MISSION

1D12	MISSION:
1	Escape/Survive
2	Find Someone or Something
3	Harm (or Kill) Someone
4	Kidnap (or Capture) Someone
5	Manage an Operation
6	Prevent Something from Happening
7	Protect Someone or Something
8	Reconnaissance/Surveillance
9	Rescue Someone
10	Solve a Mystery
11	Steal (or Destroy) Something
12	Transport Something or Someone

ADVENTURE GENERATOR

HARM (OR KILL) SOMEONE

A good old-fashioned hit job. Your job is to kill (or at least rough up) the target. The target, of course, has guards and walls for protection—or the problem may be finding where he is hiding, or who he is. Any target who learns he's being stalked is sure to fight back.

KIDNAP (OR CAPTURE) SOMEONE

Your job is to catch someone who doesn't want to be caught. It may be a legal capture of a wanted felon, or an extremely illegal kidnapping operation.

MANAGE AN OPERATION

Life is not all gunplay and car chases. You must oversee an operation— throw a party, negotiate a deal, run a business. It can be entirely legal or a gigantic con game. There may be someone determined to prevent you from succeeding.

PREVENT SOMETHING FROM HAPPENING

You are the monkey wrench in the works. Something is going to happen unless you interfere. Stop the bomb from going off, prevent the marriage, interrupt the broadcast, prevent the robbery - you get the picture.

PROTECT SOMEONE OR SOMETHING

This time you're the guards and someone is trying to steal or kill or kidnap whatever you're guarding. If it's a person, she can easily make stupid and self-destructive choices, and you're the one to deal with the consequences.

RECONNAISSANCE/SURVEILLANCE

The goal this time is simply information. Observe a target and report. Usually this means keeping your presence a secret, and the target almost certainly doesn't want to be observed. This can be anything from military espionage to freelance journalism.

RESCUE SOMEONE

Someone is in a dangerous place and you need to get her out. The peril can be natural or human. Depending on the peril, you may have to be stealthy. Unlike a kidnapping, the target presumably wants to be rescued.

SOLVE A MYSTERY

Something has happened and you have to figure out who did it, or why, or how. This may mean investigating a crime, or uncovering a covert operation, or even delving into a seemingly paranormal event. The culprit almost certainly tried to destroy all the clues, and may try to interfere with the investigation. There are sure to be red herrings and false leads.

STEAL (OR DESTROY) SOMETHING

You have to get something, or get close enough to blow it up. This means getting past alarms, doors, guards, or ancient temple traps. The location of the item may be a secret, and the current owner may try to interfere with your plans.

TRANSPORT SOMETHING OR SOMEONE

You are at Point A, and need to arrive at Point B with someone or something. There's probably someone in between who wants to keep that from happening. Or maybe you just have to get to Point B first. It could be a secret, stealthy journey or a flat-out race. The cargo can be troublesome on its own, and you may not even know where Point B actually is.

THE REAL MISSION

Often the job the heroes sign on for isn't the task they wind up completing. Game masters who want a twisty plot should roll a second time on the Mission table to determine what the real job is. This is what the player characters find themselves doing after things turn sour or the villain pulls a fast one, or a "sub-mission" they have to accomplish in order to make the main job possible.

THE LOCATION

The growth of global culture is one of the hallmarks of cyberpunk fiction. In a "post-national" era, feel free to set adventures anywhere on Earth. For a globe-trotting tale, roll two or three times. There is one table for urban settings, a second for adventures which go beyond the big cities.

AIRPORT/RAIL HUB

A transportation nexus, full of travelers coming and going, bored or paranoid security officers, and some powerful and dangerous machines. The traditional venue for hostage swaps, message drops, and assassinations.

AMUSEMENT PARK

It's colorful, full of adorable kids and characters in costume, and there are polite and heavily-armed guards nearby no matter where you go. "Backstage" areas are less jolly and have dangerous machinery to play on.

ARCOLOGY

A city in a building, combining residential space, offices, shopping, and even industrial facilities. Often designed to be highly self-sufficient—and well-protected. The chief feature of an arcology is that it's big: hundreds of stories tall, covering a vast area, and home to 100,000 people or more.

TABLE 5:.7: URBAN LOCATION

1D12	URBAN LOCATION
1	Airport/Rail Hub
2	Amusement Park
3	Arcology
4	Construction Site
5	Corporate Headquarters
6	Gang Territory
7	Home
8	Housing Project
9	Industrial Plant
10	Megamall
11	Police Station/Jail
12	University/Research Lab

TABLE 5:.8: NON-URBAN LOCATION

1D12	NON-URBAN LOCATION
1	Desert/Wasteland
2	Farming Region
3	Free Zone
4	Island
5	Mansion/Resort
6	Military Base
7	Nature Preserve
8	Ocean
9	Polar Region
10	Space
11	Swamp/Flooded Region
12	Underground

CONSTRUCTION SITE

Something is going up (or coming down). Security is minimal, there's plenty of dangerous equipment lying around, and the building itself isn't entirely safe yet. A favorite spot for gang summits, meetings with the enemy, or a chat with a shadowy informant just before the assassin strikes.

CORPORATE HEADQUARTERS

It's posh, it's clean and shiny, and it has top-of-the-line security systems. This is where the Big MacGuffin is hidden, or where the main villain makes his lair. It's where the veiled threats are made across a big oak desk, or where the caper goes off with split-second timing.

GANG TERRITORY

The Bad Part of Town. This is the area run by crooks, where the police go in armed convoys or not at all. If you're cool with that, it's a free zone where anything is available for a price, and you're safe from the authorities until someone betrays you.

HOME

You don't have to go out for this adventure; it comes to you. Being on your own turf means you know the territory very well, and you may even have time to set up booby-traps and defenses. It also means you've got no place left to run.

HOUSING PROJECT

Where the state warehouses poor people it can't use. Quarters are cramped and shabby, gang members hang out in the stairwells, but there's often a thriving underground economy in the hallways and back alleys. The cops do come here—just not often, and not very quickly when they're called.

INDUSTRIAL PLANT

A factory, refinery, power plant, or waste-reclamation facility. Full of highly dangerous machines, often totally automated, and moderately well-guarded.

MEGAMALL

A temple of consumerism, filled with every imaginable kind of stuff. It's crowded with shoppers, guarded by authority-crazed mall cops, and your senses are overloaded with adware. In poorer lands, this is a street market, crammed with little stalls and packed with people. A good place for a chase or an assassination attempt.

POLICE STATION/JAIL

Where authority lives. It's a fortress full of armed guards. If there's something inside you need, it's going to be very hard to reach. And if you're inside and need to get out—that's going to be even harder.

UNIVERSITY/RESEARCH LAB

It looks serene and peaceful, and the only infighting happens on academic committees. This is where the bleeding edge of science is happening, where world-changing discoveries are lying around on lab benches. There are plenty of students and junior researchers who might be sympathetic to outlaws and rebels.

DESERT/WASTELAND

Either the American Southwest, the Sahara, or the Middle East. The chief problem here is surviving without water, even if you're not in a radioactive area. Inevitably home to biker gangs and scavengers.

FARMING REGION

It's not all giant cities and howling wastelands. There are still plenty of places in the world where people live close

ADVENTURE GENERATOR

to the land, growing food (or pharmaceuticals). Communities are still small and fairly traditional, with none of the anonymity of a big city. Outsiders will be noticed. Farms have automated harvesters, pesticides, and farmers with shotguns—and plenty of places to dispose of bodies.

FREE ZONE

A region outside the control of any organized government. This may be a deliberate attempt to build an anarchist utopia, or it could be a place where government has collapsed.

ISLAND

Probably in the Pacific or the Caribbean. Likely threatened by rising sea levels and megastorms. It could be a private corporate enclave, or poor and overcrowded, or entirely uninhabited.

MANSION/RESORT

A pleasure dome, either a resort hotel or one family's private domain. Either way, security is tight around the perimeter and anything goes inside. Often full of valuable stuff and important people.

MILITARY BASE

A true fortress, with more guns than you can shake a stick at, and some pretty scary sticks as well. Unless you have a private army of your own, this is not a place you want to attack.

NATURE PRESERVE

A pristine wilderness, probably protected and patrolled. Serene and pretty—except for the gene pirates, poachers, and eco-activists who don't like intruders. Forests and jungles can have dangerous animals, while mountains have plenty of dangerous cliffs, avalanches, flash floods, and other natural hazards.

OCEAN

The sea is Earth's last frontier, the home of rovers, pirates, and sea-farmers. No nation has the power to patrol it all anymore, so the Law of the Sea is pretty much whatever you care to make it.

POLAR REGION

Perhaps the only truly empty spaces left on Earth. The Arctic and Antarctic may have less ice than they once did, but they're still very cold and inhospitable. A good place if you truly want solitude—or have something to hide.

SPACE

There are numerous locations beyond Earth's atmosphere. The environment is extremely unforgiving, life in zero gravity is strange to newcomers, and getting out of the well is very expensive. But this is where the future lives.

SWAMP/FLOODED REGION

The drowned cities of the American east coast or south Asia are treasure troves of salvage—and full of dangerous pirates and scavengers. Swampy wilderness abounds with crocodiles, piranhas, anacondas, and mosquitoes.

UNDERGROUND

Natural caves, mineshafts, vacuum-train tubes, secret underground bases—all great places to hide or fortify something. They're hard to find and hard to get into, but for that reason security may not be as tight as it should be. Abandoned underground complexes may be full of traps, monsters, and treasure.

THE MACGUFFIN

If the adventure involves a "something," roll on this table. This is what the heroes are trying to get, steal from the villans, reveal to the world, or keep hidden.

CASH

Cold hard physical cash, bank credit wafers, a cache of cryptos with the access passwords to draw on them, or something equivalent like bearer bonds. The point is, you can spend it right away, no waiting. It's pure wealth.

DATA

In the Information Age, data is power. It could be a scientific discovery, the master files for next month's media blockbuster, or a corporation's un-edited financial report. It's data, and someone will pay for it.

ENDANGERED SPECIES

A living thing, rare and therefore valuable. Part of the problem is making sure it stays alive until the mission is over.

EVIDENCE

Data, video, or physical objects that link someone to something they really don't want to be linked to. This makes it dandy blackmail material. Its value depends on who the person is and what the crime is.

KEY

This MacGuffin isn't particularly valuable itself, but it gives access to something else that people do want. It could be a

TABLE 5:.9: THE MACGUFFIN

1D12	MACGUFFIN
1	Cash
2	Data
3	Endangered Species
4	Evidence
5	Key
6	Land
7	Medicine
8	Person
9	Possession
10	Secret
11	Technology
12	Treasure

physical key, a combination, a severed thumb with the right thumbprint, or a bunch of cryptic clues.

LAND

Sure, it's not as exciting as a box of guns, but the title to a plot of land means control of whatever's hidden there. And land in the right place can be incredibly valuable.

MEDICINE

The cure for what ails you—or somebody. When someone is afraid of pain or death, there's not much they won't do. This could be anything from a sample of a new drug, to a shipment of vaccine to prevent an epidemic.

PERSON

The MacGuffin is a person. Roll on Table 5:.5: Contractors to find out who.

POSSESSION

An item that belongs to someone and is valuable to her. It may not have any great cash value, but its owner thinks it's very important.

SECRET

Something IS hidden, and someone wants it to stay that way. Governments and corporations have lots of secrets—some benign, some revolting. Secrets remain valuable only while they are secret, so once too many people find out its old news.

TECHNOLOGY

A gadget. Something practical that can be used. Whoever gets it has an immediate advantage. It could be a weapon, a vehicle, a superfast computer, a robot, or something more exotic.

ADVENTURE GENERATOR

TREASURE

Something that can be turned into cash. It's valuable in its own right, but may have to be sold or "laundered" first.

INNOCENTS

If someone needs rescuing, this is where to roll. Also use this to determine innocent bystanders affected by the operation, people being victimized by the villain, or other "civilians" as needed.

ACTIVIST

Someone pushing for change or reform, using (mostly) peaceful and (mostly) legal methods. Note that a neo-fascist agitator is just as much an "activist" as an anti-corporate crusader.

AI OR UPLOAD

A Virtual Entity of some sort. It could be a full-blown AI, or even someone's dub.

CHILD

A kid, who should be too young to get mixed up in this kind of business. Whatever's happening, they're not the ones responsible.

SIMULACRUM

An artificial person. They may or may not know that's what they are.

DOCTOR

A healer; anything from an under-equipped "barefoot doctor" in the housing projects to a high-end body-sculpting surgeon.

FAMILY OR FRIEND

Someone with a personal connection to one of the protagonists. Yes, that's right, Mom's got the Holy Grail again.

MEDIA PERSON

A news reporter, actor, sports star, or other creation of the media nets. Their billions of fans inevitably include some nutcases.

POLITICIAN OR JUDGE

Someone still trying to uphold the public trust. Naturally that makes them a target for corruption, assassination, and blackmail.

TABLE 5:.10: INNOCENTS

1D12	INNOCENT
1	Activist
2	AI or Upload
3	Child
4	Clone or Simulacrum
5	Doctor
6	Family or Friend
7	Media Person
8	Politician or Judge
9	Refugee
10	Scavenger
11	Scientist
12	Witness

REFUGEE

Driven from home by war, poverty or disaster, they're frightened, don't have much money, and are still adjusting to a new society. That makes them natural victims for all kinds of scams and exploitation. Today's penniless refugee might have been an important person back home yesterday.

SCAVENGER

A harmless junk-picker, except that sometimes they find things that turn out to be important.

SCIENTIST

Maybe motivated by pure desire for knowledge, or maybe hoping for lucrative patentable discoveries. Smart but often not very shrewd.

WITNESS

Someone who saw something. Someone else would like them to forget it or at least keep quiet.

THE ANTAGONIST

Not always a villain, the antagonist is the person or entity the player characters have to overcome. He may be in the foreground trading pistol shots with them, or he may work through layers and layers of agents and flunkies.

BOUNTY HUNTER OR DETECTIVE

He's got the law on his side, or at least that's what people will believe. Even if he's corrupt or pursuing his own goals he can call on other law enforcers for help. The only thing scarier than a corrupt lawman as an enemy is an honest one.

CON MAN OR IMPOSTOR

He's pretending to be someone else (roll on Table 5:.5: Contractors to see who) and this is all part of some big

TABLE 5:.11: ANTAGONISTS

1D12	ANTAGONIST
1	Bounty Hunter or Detective
2	Con Man or Impostor
3	Corporate Executive or Tycoon
4	Corrupt Bureaucrat or Politician
5	Crime Lord
6	Hacker
7	Media Personality
8	Military Officer or Mercenary
9	Priest or Cult Leader
10	Rebel or Terrorist
11	Rogue AI or Upload
12	Spy

scheme. It's quite likely that there will be a change of mission midway through the adventure as the true nature of the scheme starts to emerge.

CORPORATE EXECUTIVE OR TYCOON

Either one can be advancing the interests of the megacorp or pursuing a private agenda. It doesn't really matter—they can command the resources of a giant corporation, and that makes them truly formidable.

CORRUPT BUREAUCRAT OR POLITICIAN

A bureaucrat is appointed, a politician is elected, but both of them can use (and misuse) government power. The target may be an enemy state, a rival faction within the same government, a corporation, or a personal enemy.

CRIME LORD

A gang boss or underboss, with crooks at his command and a pretty hefty resource base. Most high-level crime lords are savvy enough to keep their own hands clean, and have friends in politics and corporations. Modern crime lords have hackers on the payroll and know how important the Deep can be.

HACKER

Anything from a straight-arrow software engineer to a wild-haired radical living in a dumpster, a hacker's main strength lies in the Deep. He (or she) can cut off your finances, put you on the Most Wanted List, and call you names on your own blog. Fighting a hacker is like fighting smoke, until you find the source of the fire.

MEDIA PERSONALITY

Media people probably don't have vast wealth and aren't likely to shoot you down in the street, but they can trash your reputation, turn people against you, and expose things you want kept secret. A big-time Bollywood figure is almost a corporate executive, while a freelance blogger could also be a hacker.

MILITARY OFFICER OR MERCENARY

This person has a lot of armed force at his or her disposal. She is charged with obeying the orders of their country's government (or whoever signs the paychecks) and can be frighteningly competent at doing just that. Corrupt or self-serving military leaders can be like crime lords, only with bigger guns.

PRIEST OR CULT LEADER

Religion is a powerful force and can be the motive behind noble acts and despicable ones. False prophets often use the trappings of religion to gain wealth and power. A religious leader can have riches and goons, but his most powerful weapon is his ability to motivate those who believe in him.

REBEL OR TERRORIST

This person doesn't want to be ruled by the existing government, and is fighting against it, either alone or with a band of followers. A successful rebel leader may control a substantial territory, functioning as a small government. Others are just violent lunatics bent on mayhem. It's all too common for foreign governments to support rebels in their enemies' homelands.

ROGUE AI OR UPLOAD

It's a mind in the Deep, pursuing its own mysterious goals. As a data entity, an AI has incredible Hacking skills, and can find and manipulate all the information controlling someone's life. In the physical world, its powers are limited to what it can get people to do by bribery and manipulation.

SPY

Spies are in the information business. They may serve national intelligence agencies, international groups like Stopwatch, or corporate "data acquisition" departments. A spy seldom works openly; usually there is at least one cover identity (use Table 5:.5: Contractors to figure out what).

HENCHMEN

Even the most terrifying villain isn't much of a threat on his own. Roll again on Table 5:.11: Antagonists to see who the main opponent's allies are. Most foes have just one ally, but a particularly potent villain might have two or three main henchmen. The player characters may not know about the henchmen at first, and their special talents or connections can be an unpleasant surprise. However, henchmen can have their own goals, and may be persuaded to switch sides if the reward is big enough.

TWISTS AND COMPLICATIONS

No plan ever anticipates everything that may happen. The heroes must always be ready to deal with unexpected problems. Roll once (or more) to see what fastballs Fate is getting ready to throw.

ALLY WITH ENEMY

You're going to wind up on the same side as your adversary. This could be the result of treachery on your own side, a misunderstanding, or some outside peril neither of you can survive alone. How long before one of you decides it's time to resume the original conflict?

BETRAYED BY CONTRACTOR

The boss is not your friend. Your Contractor has turned against you. This may simply mean you're cut off from support (and your pay), or it may mean he's actively trying to destroy you. This could have been his plan all along, or possibly the enemy has fooled him into thinking you're the traitor.

DISASTER

Something big and bad happens while the mission is underway. The characters didn't cause it, but they're going to have to cope with the effects. Even in the future there are tornadoes and earthquakes, gas leaks and plane crashes—and the occasional terrorist bomb. Will you take advantage of the chaos, or pitch in to save lives?

DIVERSION

This whole operation is just a diversion for some other scheme. That means the Contractor probably doesn't care much if you succeed, and all those goodies he promised you in payment may not exist.

DODGY ALLY

In order for the operation to succeed, you need outside help. Unfortunately, the person you're working with may want to hog all the glory (and pay), he may be a spy for the enemy, or he may have some scheme all his own.

FALSE FLAG

The person who hired you is an impostor, and the mission itself may be bogus as well. This may be part of some larger scheme, or it may simply be that the Contractor had to mislead you in order to get you to take on the mission.

NEW TECHNOLOGY

Cyberpunk is all about the tech, and characters love to be on the bleeding edge. This time, however, it's the other

TABLE 5:.12: TWISTS AND COMPLICATIONS

1D12	COMPLICATION
1	Ally with Enemy
2	Betrayed by Contractor
3	Disaster
4	Diversion
5	Dodgy Ally
6	False Flag
7	New Technology
8	Old Enemy
9	Old Friend
10	Third Force
11	Time Limit
12	Trap

guys who have the latest, shiniest gear. They've got some gadget or weapon you're not prepared for.

OLD ENEMY

The adversary is someone you've crossed paths with before. On the plus side, you know something about his means and methods. On the minus side, he knows about you. And did he set this all up just to get revenge?

OLD FRIEND

One of your opponents is someone you know and like. Will you turn against them now? And if you don't, will your Contractor have doubts about your loyalty?

THIRD FORCE

There's another faction involved in the affair, not aligned with either the heroes or their adversaries. The third force may have the same goal as the heroes, or an opposed one. The presence of a third force can lead to mysterious events, and once their existence is revealed the heroes can confront them or try to strike an alliance. Roll on Table 5:.12: Antagonists to see who it is.

TIME LIMIT

There's a deadline. The job must be finished by a certain time. Or maybe the enemy is operating on a schedule and must be stopped before their plan succeeds. The point is: get moving!

TRAP

It's a trap! Either the whole operation is nothing but a scheme to lure the heroes into their enemies' hands, or perhaps the goal of the mission is a fraud designed to snare the unwary. The trap may be aimed specifically at the player characters, or it could be intended to catch someone else entirely.

DRAMATIC CONFLICT

A key theme of cyberpunk fiction is the conflict between what we must do to prosper and survive, and what we want to do. Often a mission runs headlong into a character's beliefs, morals, or well-being. If you want a straightforward external conflict, skip this step; for a very angsty story, roll more than once.

DESTRUCTION

Accomplishing the mission is likely to cause a lot of physical destruction. People may be killed, or maybe a historic building will be ruined. How much collateral damage are you willing to cause?

ECONOMIC HARM

A lot of people will be poorer as a result of this mission. Taking down an evil conglomerate means putting its employees out of work. Helping stage a coup could disrupt a region's trade. You're going to profit, but at what cost to others?

ENVIRONMENTAL DAMAGE

The mission will harm the planet. Maybe a rare species habitat is the scene of a battle, or maybe you're working for a crimelord involved in illegal waste dumping. In the late 21st Century, the planet's fragile enough already—how much more can it take?

FAMILY/FRIEND

Someone you love will be harmed by this job. Where do your loyalties lie? What if it's a noble cause?

HONOR

You gave your word, and now you have to go back on it. This isn't a case of deception or trickery—you've got to betray someone who trusted you.

INNOCENTS

Someone who isn't involved in the business is going to be hurt if you succeed. Maybe someone's secrets will be revealed, maybe her boat's going to get blown up, or maybe killing the local warlord means the town will be sacked by bandit gangs. Anyway, you have to decide if you want someone else to pay the price for your success

JUSTICE

Not law, justice. Someone will escape the consequences of a crime, or maybe get punished for something she didn't do. Maybe you're the someone, maybe you aren't—but you're involved either way.

LOYALTY

You owe allegiance to someone or something, and this mission comes into conflict with that. Maybe it's patriotism, or your oath to your gang lord, or a cause you believe in, or maybe just the debt you owe to the hacker who taught you everything you know. Whatever it is, you're going to have to betray your loyalty to get the job done.

MORALITY

In order to pull this mission off, you're going to have to do (or at least ignore) something that's just wrong. Torture, child slavery, sexual exploitation—whatever it is, it's bad. And you're not helping.

REPUTATION

A freelancer lives by reputation, and this job's going to destroy yours. A hacker who's known for fighting the Man is helping oppressors this time, or a blood-and-guts mercenary is going to look ridiculous. Is it worth it?

TRUTH

More than just the typical secrecy of an undercover mission, this job requires suppressing some truth, or broadcasting a lie. Maybe someday the real story will emerge, but for now you're on the side of deception.

WEALTH

It turns out you're going to come out of this job poorer than when you started. Either it involves a substantial payment, or the effects will wipe out your savings. Unlike the other conflicts, this assumes that the mission is more important to you than simply getting rich.

TABLE 5:.13: DRAMATIC CONFLICT

1D12	CONFLICT
1	Destruction
2	Economic Harm
3	Environmental Damage
4	Family/Friend
5	Honor
6	Innocents
7	Justice
8	Loyalty
9	Morality
10	Reputation
11	Truth
12	Wealth

ADVENTURE GENERATOR

THREATS

Interface Zero is a game where the world is filled with strange genetically modified creatures and dangerous people, both in the board-room and on the polluted streets. This chapter provides a sampling of those threats you can use in your game. Future sourcebooks will greatly expand on the material in this chapter.

BIO HORRORS

Many of the animal listed below resulted from intentional experimentation, either hybridizing two creatures or augmenting an animal with cybernetics, to create the next generation of physical security. Several resulted prolonged exposure to radiation and other toxic materials, spontaneously creating mutations that persisted through generations. While some of the experimental creatures were viable for their roles, most wound up destroyed after fatal incidents. Some rare few escaped into the wilds of the city, where they breed and prey on unsuspecting inhabitants.

BASP

This overly large bat has yellow and black markings, six legs, and an impressive stinger.

Basp	CR 2

XP 600
N Tiny animal
Init +3; **Senses** blindsense 30 ft., low-light vision; Perception +9

DEFENSE

DS 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 19 (3d8+6)
Fort +5, **Ref** +6, **Will** +2
Defensive Abilities ornery

OFFENSE

Speed 10 ft., fly 40 ft. (good)
Melee bite +7 (1d4–3), sting +7 (1d3–3 plus paralysis)
Special Attacks paralysis (1d6 minutes, DC 13)
Space 2.5 ft.; **Reach** 0 ft.

STATISTICS

Str 4, **Dex** 17, **Con** 14, **Int** 2, **Wis** 13, **Cha** 5
Base Atk +2; **CMB** +3; **CMD** 10 (18 vs. trip)
Feats Flyby Attack, Weapon Finesse
Skills Fly +15, Perception +9, Stealth +15; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Ornery (Ex) Handle Animal DCs with respect to the basp increase by +5. Additionally, the basp gains a +4 racial bonus on Will saves to resist any effect used to calm or befriend it.

Sometimes a scientist does not really question whether she should do something. Rather, they find it much more fascinating to determine whethershe succeeds at an experiment. Such was the case for the group who designed the abomination known as the basp, a foul creature possessing the echolocation of the bat and the temperament and poisonous stinger of the wasp. Adding to the horrific nature of the basp, the scientists engineered a beast much larger than each component creature. They presented it as a corporate security device much cheaper than the human alternative. Unfortunately, while the first few basps were relatively docile, the rest were crazed killers that attacked anything that moved. Many of the basps escaped and terrorize neighborhoods by capturing and eating pets and children.

BEETLE RAT

This cross between a beetle and a rat the size of a small dog enjoys the protection of a chitinous shell. It flashes wickedly sharp teeth.

BIO HORRORS

Beetle Rat — CR 1

XP 400
N Small vermin
Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

DS 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)
hp 13 (2d8+4)
Fort +5, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft., climb 20 ft., swim 40 ft.
Melee bite +5 (1d6−2 plus disease)

STATISTICS

Str 6, **Dex** 16, **Con** 15, **Int** —, **Wis** 13, **Cha** 5
Base Atk +1; CMB−2; CMD 11 (19 vs. trip)
Feats Weapon Finesse
Skills Athletics −2 (+6 when climbing or swimming), Perception +9, Stealth +11; **Racial Modifiers** +8 Athletics when climbing or swimming, +8 Perception, +4 Stealth

SPECIAL ABILITIES

Beetle Rat Fever (Ex) Bite—injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

The scientists who engaged in this misguided attempt to produce a tougher rat for urban infiltrations were disappointed when the results of their experiment lacked the rat's typical cunning. They placed the brood in cages and left them there until they learned what they could from their failure. What they lacked in keen animal intelligence, they made up for with sharp teeth bolstered by a layer of chitin. The so-called beetle rats escaped their cages and returned to the sewers and garbage heaps they called home. They prefer live food and prey on animals no larger than they are, but they resort to eating carrion if no other food is available.

CYBER HOUND

This stocky, brown dog possesses servos in its limbs and projects light into the infrared spectrum from its eyes.

Cyber Hound — CR 4

XP 1,200
N Small animal (augmented)
Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

DEFENSE

DS 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)
hp 39 (6d8+12)
Fort +7, **Ref** +9, **Will** +4

OFFENSE

Speed 40 ft.
Melee bite +9 (2d6+3/19−20 plus trip)

STATISTICS

Str 14, **Dex** 19, **Con** 14, **Int** 7, **Wis** 15, **Cha** 8
Base Atk +4; CMB +5; CMD 19 (23 vs. trip)
Feats Improved Critical (bite), Improved Initiative, Run, Weapon Finesse

Skills Athletics +10 (+14 when jumping), Perception +15, Sense Motive +10, Stealth +11, Survival +3 (+11 when tracking); **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Survival when tracking

Cyber hounds were a wildly successful attempt to graft cybernetics on animals. The hounds retain the loyalty typical to dogs and possess a number of enhancements, such as infrared sensors, steel jaws, cybernetic legs, and a reinforced exoskeleton, that grant them durability, speed, and night vision, as well as a powerful bite. Some cyber hounds come with communication devices used to alert their owners when an intrusion occurs. Due to their capabilities and the cost to add cybernetics to a dog, they are quite expensive.

J-DOG

This lean, blue-tinted dog has a surface translucence that gives it a ghostly quality; four whip-like tentacles sprout from the dog's shoulders.

J-Dog	CR 3

XP 800
N Medium animal
Init +8; **Senses** low-light vision; Perception +11

DEFENSE

DS 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)
hp 30 (4d8+12)
Fort +7, **Ref** +8, **Will** +2
Defensive Abilities refractive translucence

OFFENSE

Speed 40 ft.
Melee bite +7 (1d4+1 plus trip), 4 tentacles +2 (1d3 plus poison)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

STATISTICS

Str 13, **Dex** 19, **Con** 16, **Int** 2, **Wis** 13, **Cha** 7
Base Atk +3; **CMB** +4; **CMD** 18 (22 vs. trip)
Feats Improved Initiative, Weapon Finesse
Skills Athletics +8 (+12 when jumping), Perception +11; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Nettling Poison (Ex) Sting—injury; save Fort DC 15; frequency 1/round for 8 rounds; effect 1d6 Dex; cure 2 save consecutive saves. The save DC is Constitution-based.
Refractive Translucence (Ex) A j-dog catches the light in peculiar ways, making it difficult to discern where it is from a distance. This ability grants it partial concealment (20% miss chance) against ranged attacks.

Some members of the team responsible for the basp were given another chance to design a creature that could work as effective guard, paralyze intruders, and wouldn't turn on their owners. The other team members, "terminated" by their employers, served as an example to the current team, who turned their attention to domesticated animals. They discovered that they could combine jellyfish DNA with that of whippets to create a trainable hybrid with a surprising array of abilities, including the obvious paralytic venom possessed by the jellyfish. The scientists were pleasantly surprised by the distortion of light caused by the epidermal translucence possessed by the jellyfish dog, as they called it. After a few successful trials of the animal, production started on what became known as the j-dog, per marketing's distaste for the word "jellyfish."

STRANGLING FERN

This tall fern appears to be suited for an office or home setting. However, it possesses vines and thick roots that seem more appropriate for a wild climbing fern.

Strangling Fern	CR 5

XP 1,600
N Large plant
Init +1; **Senses** low-light vision, tremorsense 30 ft.; Perception +2

DEFENSE

DS 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 52 (7d8+21)
Fort +8, **Ref** +3, **Will** +4
Immune electricity, plant traits

OFFENSE

Speed 15 ft.
Melee slam +8 (1d6+4), 2 vines +8 (1d4+4 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (1d4+4), sleep spores

STATISTICS

Str 18, **Dex** 13, **Con** 17, **Int** —, **Wis** 14, **Cha** 3
Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (can't be tripped)
SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) A strangling fern looks like a normal plant when at rest, requiring someone to succeed at a DC 20 Perception check to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can make that skill check instead to realize the threat presented by the plant.

Sleep Spores (Ex) A strangling fern can release a cloud of spores that affect all creatures within a 20-foot radius. Those who fail a DC 16 Fortitude save fall asleep for 1d6 minutes. Inflicting damage on a sleeping victim or spending a full-round action to vigorously shake the victim wakes it. The save DC is Constitution-based.

There are those scientists who believe that animals are less than suitable for the job of incapacitating intruders, due to the simplicity with which someone can neutralize an animal. They also believe that trespassers will more easily fall prey to what they perceive to be a harmless plant. Unfortunately, a strangling fern's owner cannot command the plant to stand down, so he or she must place the plant out of the way of expected traffic, which reduces its effectiveness. However, these same scientists have produced a chemical trigger keyed to an individual fern that renders it

BIO HORRORS

dormant for a few hours, making it safe enough to conduct business during that time.

TOXIC ROACH

This noxious cockroach is the size of a rat; green fumes emanate from every opening in its carapace.

Toxic Roach	CR 4

XP 1,200
N Tiny vermin
Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

DS 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)
hp 42 (5d8+20)
Fort +8, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +1 (1d4−4 + 1d4 acid)
Space 2.5 ft.;
Special Attacks toxic death, toxic vomit

STATISTICS

Str 2, **Dex** 17, **Con** 18, **Int** —, **Wis** 13, **Cha** 3
Base Atk +3; CMB +4; CMD 10 (18 vs. trip)
Skills Athletics−4 (+16 when climbing), Perception +9; **Racial Modifiers** +20 Athletics when climbing, +8 Perception

SPECIAL ABILITIES

Toxic Death (Ex) When a toxic roach reaches 0 hit points, its explodes in a spray of acid that targets each creature in a 5-foot spread. This deals 1d6 points of acid to every creature that fails a DC 16 Fortitude save. The save DC is Constitution-based.

Toxic Vomit (Ex) Once per round as a move action, a toxic roach can spray a stream of acid in a 10-foot line. Each creature in the line must make a DC 16 Fortitude save or take 2d6 points of acid damage, and an additional 1d6 points of acid damage each subsequent round, until the acid is removed (either by dousing the victim in a gallon of water or spending a full-round action to clean off the acid). The save DC is Constitution-based.

Some of the most common horrors derive from mixing hardy insects with otherwise lethal doses of radiation or toxicity. Toxic roaches are prime examples of this, as surviving insects of nuclear blasts. The radiation made them considerably larger and endowed them with disgusting digestive fluids they use to bring down and dissolve prey. Originally only found at the blast sites that created them, they have found their way to inhabited locales, where they wreak havoc.

LEGENDARY HORRORS

There are those who are not satisfied with creating a new, more dangerous animal or plant. Instead, they are demented enough to experiment on other people...or themselves, creating modern-day equivalents based on stories of monsters that used to terrify the common folk of ancient history or made for cheap scares on streaming movie services.

BEASTPERSON

This howling, slavering biped might have once been a person, but its eyes show no sign of humanity.

Beastperson	CR 5

XP 1,600
CE Medium monstrous humanoid
Init +8; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

DS 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 57 (6d10+24); fast healing 2
Fort +8, **Ref** +9, **Will** +6
DR 5/silver
Firewall 8
Weaknesses vulnerability to silver

OFFENSE

Speed 30 ft.
Melee bite +10 (1d6+4 plus disease), 2 claws +10 (1d4+4)

STATISTICS

Str 19, **Dex** 18, **Con** 19, **Int** 7, **Wis** 12, **Cha** 8
Base Atk +6; CMB +10; CMD 24
Feats Great Fortitude, Improved Initiative, Power Attack
Skills Intimidate +7, Perception +16, Stealth +14; **Racial Modifiers** +8 Perception, +4 Stealth

SPECIAL ABILITIES

Beastperson Disease (Ex) Bite—injury; save Fort DC 17; onset 1 day; frequency 1/day; effect 1d4 Cha damage (each time the victim takes Cha damage, he must succeed at a DC 17 Will save to avoid transforming into a beastperson instead of sleeping); when reduced to 0 Cha, the victim permanently transforms into a beastperson; cure 2 consecutive saves. The chemicals that produced the original beastperson infuse its saliva, infecting those it bites and threatening to turn them into beastpeople. The save DC is Constitution-based.

Vulnerability to Silver (Ex) The chemical cocktail that produced the beastperson gives it a peculiar allergy to silver. Any silver weapon that strikes it deals 50% more damage and cuts through its tough flesh.

Taking a cue from tales where a scientist unleashes the hidden beast within his psyche, the beastperson, or "patient zero" concocted a serum (using enzymes from wolves and other predators and a heavy dose of radiation for good measure) that gave him phenomenal strength. He ignored the irritability, the strange dreams, and the clumps of animal hair growing in formerly hairless areas as the serum remade him into something else.

Eventually, he lost all trace of his former humanity and became a true beast, one that could infect others with its curse.

BLOODJACKER

Visible veins and arteries crisscross this pale person's flesh; its lips barely conceal dagger-like incisors.

Bloodjacker	CR 7

XP 3,200
NE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)
hp 85 (9d10+36); fast healing 5
Fort +7, **Ref** +8, **Will** +10
Firewall 12
Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.
Melee bite +12 (2d4+3 plus attach and 1d4 bleed), slam +12 (1d6+3)
Special Attacks blood frenzy

STATISTICS

Str 17, **Dex** 15, **Con** 18, **Int** 13, **Wis** 14, **Cha** 12
Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 24 (26 vs. grapple)
Feats Greater Grapple, Improved Grapple, Improved Unarmed Strike, Iron Will, Skill Focus (Stealth)

Skills Bluff +10, Intimidate +10, Knowledge (local) +5, Perception +13, Physicality +11, Stealth +17
Languages home region

SPECIAL ABILITIES

Blood Frenzy (Ex) When a bloodjacker smells fresh blood within 30 feet, it enters a frenzied state the following round. A frenzied bloodjacker fights until it or its opponents are dead. During its frenzied state, it gains +2 Constitution and +2 Strength, while also taking a –2 penalty to its AC.

As the use of synthetic blood increased to augment flagging supplies of real blood, very few rational doctors considered completely transfusing synthetic blood. After all, the blood was designed to become a waste product once the body produced enough of its own supply. This did not stop unethical practitioners from attempting the procedure with self-replicating synthetic blood. Using the homeless as subjects for the experiment, the doctors witnessed surprising and impressive results, as the subjects demonstrated incredible healing capability. Their delight with these superhuman beings was short-lived, however, as the former humans gave into an intense craving for human blood and killed their creators. Fortunately, as opposed to vampirism in fiction, bloodjackers cannot transmit their thirst for blood to others.

ROBOTS

Humanity wields technology like it would any double-edged sword, and robots actively personify that duality. In a positive light, technology frees people up from the drudgery and danger present in certain occupations. Robots will not become bored with repetitive tasks, nor will they lose their attention and make mistakes. They also have no emotional responses to events that would cause them to hesitate or otherwise balk at a task. However, as with many technological advances, robotic efficiency displaces people who would only be qualified for the jobs taken by their robot replacements. Of course, most corporate leaders who care about the bottom line weigh a robot's initial and maintenance costs against employing a human without consideration for the loss of jobs. Finally, robots have crude AIs that allow them to perform their tasks with a modicum of flexibility in decision making, rendering them vulnerable to attacks that will turn them against their masters.

All robots have construct traits and the following additional traits:

- **EMP vulnerability:** Robots take full damage from EMP weapons.
- **Vulnerable to electricity:** Robots take 50% more damage from weapons that inflict electricity damage.
- **Berserk:** Robots are subject to hacking attacks. However, a successfully hacked robot instructed to do something other than its programmed tasks has a cumulative chance (equal to the robots firewall value) per minute to go berserk. A berserk robot attacks the nearest living creature or smashes an object smaller than itself if no creature is within reach, and then moves on to continue its rampage. A successful hacking attempt (DC increases by +5) will reset the robot's original programming.

Even though many of the robots detailed below have no Intelligence score, their specialized programming gives them access to feats and skills that allow them to carry out their missions. These mindless robots do not have the ability to make choices regarding anything outside their programming parameters. For example, a combat-capable robot will be able to distinguish enemy combatants, but it will not be able to choose the most tactically sound target (usually going after the first available enemy or one pointed out by a flesh-and-blood controller).

CLUEBOT

The trench coat and deerstalker hat mostly conceal this robot's inhuman features.

Cluebot   CR 6

XP 2,400
N Medium construct
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

DS 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 64 (8d10+20)
Fort +2, **Ref** +6, **Will** +6
DR 5/—; **Firewall** 10; **Immune** construct traits
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee unarmed strike +8 (1d4 nonlethal)
Ranged HT-9 Holdout Pistol +12 (2d6)

STATISTICS

Str 11, **Dex** 19, **Con** —, **Int** 22, **Wis** 18, **Cha** 13
Base Atk +8; **CMB** +8; **CMD** 22
Feats Alertness, Amateur Investigator[ACG], Deadly Aim, Deft Hands, Simple Weapons Proficiency[B] (firearms)
Skills Diplomacy +9, Disable Device +14, Hacking +14, Knowledge (corporations) +14, Knowledge (law) +14, Perception +14, Sense Motive +14, Sleight of Hand +14
Languages Chinese, English, French, Hindi, Portuguese, Russian, Swahili

One of the most sophisticated robots in production, a cluebot has an AI that exceeds the capabilities of even the greatest contemporary minds. However, its AI is restricted to investigating and interpreting clues in criminal investigations. With its suite of sensors and ability to piece together crime scene information, a cluebot has over a 99% rate of solving homicides, thefts, and other major crimes perpetrated by one or more living beings. Their expense, along with considerable resistance from sector cops who claim that cluebots cannot consider human elements in criminal cases, makes them fairly rare in the field. Private investigators who can afford a cluebot use them and enjoy success that makes the investment worthwhile. Cluebots are programmed with one of several different modes, examples of which include Great Detective, Noir, Gritty Vigilante, and Close to Retirement.

COMBAT ASSAULT BOT

This bot, armed with heavy machine gun and its powerful fists, towers over everything else.

Combat Assault Robot   CR 9

XP 6,400
N Large construct
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

DS 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, −1 size)
hp 108 (12d10+42)
Fort +4, **Ref** +10, **Will** +8
DR 10/—; **Firewall** 14; **Immune** construct traits
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 50 ft.
Melee unarmed strike +19/+14/+9 (1d4+8)
Ranged "Bessy" .50 heavy machine gun +16 (2d10)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 27, **Dex** 19, **Con** —, **Int** —, **Wis** 18, **Cha** 7
Base Atk +12; **CMB** +21; **CMD** 35
Feats Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Martial Weapons Proficiency (heavy weapons), Power Attack, Run, Toughness
Skills Athletics +8 (+16 when climbing, +16 when jumping), Intimidate +6, Perception +12, Survival +4 (+12 when tracking); **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Survival when tracking

The looming presence of a combat assault robot instills fear in enemy combatants while bolstering friendly units. Even for the seemingly deep pockets of the military-industrial complex, a single combat assault robot is a costly investment. It is a game changer on the battlefield, though, so those governments that can afford one or more deploy the robots. The only other issue is that a squad of engineers must accompany a combat assault robot to make occasional repairs, since the robot has no capability to fix itself. While this puts less than fully combat trained soldiers on the battlefield, the robot is perfectly capable of protecting them from enemies soldiers.

M-23 CORPSMAN

This robot is fashioned to appear as an ordinary human soldier, complete with uniform.

M-23 Corpsman	CR 4

XP 1,200
N Medium construct
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

DS 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 47 (5d10+20)
Fort +1, **Ref** +4, **Will** +5
DR 5/—; **Firewall** 8; **Immune** construct traits
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee unarmed strike +7 (1d4+2)

STATISTICS

Str 14, **Dex** 16, **Con** —, **Int** —, **Wis** 19, **Cha** 13
Base Atk +5; CMB +7; CMD 20
Feats Improved Unarmed Strike, Skill Focus (Knowledge [medicine])
Skills Heal +12, Knowledge (medicine) +11; **Racial Modifiers** +8 Heal, +8 Knowledge (medicine)

On the other end of the spectrum from the combat assault robot, the M-23 Corpsman acts as a support unit for the troops with which it serves. Its main purpose is to retrieve fallen or wounded soldiers from the line of fire, something that its fleshy counterparts could not do without becoming casualties themselves. Its programming includes the capability to triage injured soldiers and perform field surgeries. Several soldiers owe their lives to an M-23 Corpsman, and many squadrons consider the robots to be valued squad mates.

ROBOTS

MEDIBOT

An anesthetic smell accompanies this gleaming white robot carrying a pair of syringes.

Medibot	CR 3

XP 800
N Small construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

DS 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 32 (4d10+10)
Fort +1, **Ref** +3, **Will** +3
DR 5/—; **Firewall** 4; **Immune** construct traits
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee syringe +7 (1d3–2 plus sedative)
Ranged dart +7 (1d3–2 plus sedative)

STATISTICS

Str 6, **Dex** 15, **Con** —, **Int** 19, **Wis** 14, **Cha** 11
Base Atk +4; **CMB** +1; CMD 13
Feats Alertness, Weapon Finesse
Skills Diplomacy +8, Heal +14, Knowledge (medicine) +8, Knowledge (pharmaceuticals) +8, Perception +8, Sense Motive +8; **Racial Modifiers** +4 Diplomacy, +8 Heal
Languages Chinese, English, Hindi, Portuguese, Swahili

SPECIAL ABILITIES

Sedative (Ex) Poison—injury; save Fortitude DC 16; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 1d4+1 hours; cure 2 consecutive saves. The save DC is Intelligence-based.

Useful for doctors who both have poor bedside manner and cannot stand the fallibility of flesh-and-blood nurses, medibots come programmed with medical knowledge and a fair amount of empathy (including a number of phrases meant to calm patients). They also have incredible articulation, allowing them to assist in surgeries and other delicate procedures. Medibot manufacturers intentionally gave them a small size to make them less threatening, but some people still fear a child-sized robot armed with syringes, despite its assurances.

RAVENLOCKE ONI

A gigantic robot fashioned like a clawed demon towers over everything in its presence.

Ravenlocke Oni	CR 8

XP 4,800
N Huge construct
Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

DS 18, touch 6, flat-footed 18 (–2 Dex, +12 natural, –2 size)
hp 95 (10d10+40)
Fort +3, **Ref** +1, **Will** +4
DR 10/—; **Firewall** 8; **Immune** construct traits
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 40 ft.
Melee 2 claws +17 (2d6+9)
Ranged BK Maverick Light Auto Cannon +9 (2d10)
Space 15 ft.; **Reach** 15 ft.

STATISTICS

Str 29, **Dex** 7, **Con** —, **Int** —, **Wis** 12, **Cha** 11
Base Atk +10; **CMB** +21; CMD 29
Feats Cleave, Far Shot, Martial Weapons Proficiency (heavy weapons), Point-blank Shot, Power Attack
Skills Athletics +9 (+13 to jump), Intimidate +12, Perception +13; **Racial Modifiers** +12 Intimidate, +12 Perception

Sometimes security does not need to be subtle, so Ravenlocke provides an imposing figure in the Ravenlocke Oni. It is more than a scary statue, though, as it can bring to bear a light auto cannon to deter intruders at a distance. For truly idiotic and/or determined opposition, the Oni swipes at them with its massive claws, sure to penetrate all but the most durable armor. The only problem occurs when the Oni's opponents make it into the building the robot has been tasked to secure, in which case its collateral damage to the building becomes quite costly.

SECURITY ROBOT

This modestly built robot carries a firearm and wears a badge identifying it as part of a security team.

Security Robot	CR 5

XP 1,600
N Medium construct
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

DS 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 53 (6d10+20)
Fort +2, **Ref** +6, **Will** +4
DR 5/–; **Firewall** 6; **Immune** construct traits
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee unarmed strike +10/+5 (1d3+2)
Ranged AS Foley Arms Watchdog +10 (2d8)

STATISTICS

Str 15, **Dex** 19, **Con** —, **Int** —, **Wis** 14, **Cha** 7
Base Atk +6; CMB +10; CMD 22
Feats Agile Maneuvers, Improved Unarmed Strike, Simple Weapons Proficiency (firearms), Weapon Finesse
Skills Perception +10; **Racial Modifiers** +8 Perception

For corporations or smaller concerns that cannot afford gigantic robots, or robots capable of tracking down prey, the humble, vanilla security robot still poses a reasonable threat. Its durable metal frame allows it to deliver knockout blows, and it usually comes equipped with a firearm, for which it has a decent amount of expertise. It also offers superior performance to flesh-and-blood security, especially since it is not prone to falling asleep or otherwise getting bored.

SPYBOT

This metallic arachnid, bristling with a number of miniature recording devices, blends in with its surroundings.

Spybot	CR 2

XP 600

N Tiny construct
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

DS 16, touch 16, flat-footed 12 (+4 Dex, +2 size)
hp 16 (3d10)
Fort +1, **Ref** +5, **Will** +2
Firewall 4; **Immune** construct traits
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 20 ft., climb 20 ft.
Melee 2 claws +7 (1d2−4)
Space 2½ ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 19, **Con** —, **Int** —, **Wis** 12, **Cha** 9
Base Atk +3; CMB +5; CMD 11 (19 vs. trip)
Skills Athletics +4 (+20 when climbing, +0 when jumping), Disable Device +12, Escape Artist +12, Perception +13, Stealth +16 (+20 versus non-sensor detection); **Racial Modifiers** +8 Athletics (+24 when climbing), +8 Disable Device, +8 Escape Artist, +12 Perception, +4 Stealth versus non-sensor detection
SQ recording suite

SPECIAL ABILITIES

Recording Suite (Ex) A spybot can record up to 4 hours of audio/visual footage in multiple spectrums.

Equipped with tools that allow it to break into all but the most vault-like structures, the spidery spybot finds a hidden niche after it makes its entrance. It records meetings or collects images from its nook with the goal of compromising secret information or obtaining incriminating evidence on its subject. After a programmed amount of time, not exceeding the 4-hour recording limit imposed by its small frame, it retreats from its point of entry. A spybot is capable of defending itself, but it usually attempts to slip out of grasping hands if spotted. Some spybots are outfitted with devices that broadcast everything they see and hear, but signals emitted by a transmitting spybots opens them up to discovery.

POSSUM MINE

A strong metallic odor emanates from this trundling robot.

Possum Mine	CR 6

XP 2,400
N Medium construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

DS 18, touch 10, flat-footed 18 (+8 natural)
hp 64 (8d10+20)

ROBOTS

Fort +2, **Ref** +2, **Will** +2
DR 5/—; **Firewall** 4; **Immune** construct traits
Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.
Special Attacks suicide mine

STATISTICS

Str 13, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 7
Base Atk +8; **CMB** +9; **CMD** 19
Skills Perception +4; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Suicide Mine (Ex) When a possum mine gets within 20 feet of its programmed objective (a vehicle, one or more people, a building, etc.), it self-destructs, dealing 3d10 points of slashing and piercing damage to everything in a 30-foot radius. This damage ignores 10 points of DR or hardness against non-hardened targets.

This inelegant weapon originates primarily from terrorist groups with an anti-personnel mine and random robotic parts. Occasionally, a corporation employs one when it wants to expose a rival's vulnerability in a violent and public display that keeps the perpetrator's identity hidden. As the use of these possum mines increases, however, their makers must devise ever more creative ways to hide the robot's true nature. Otherwise, potential victims destroy the device before it gets a chance to inflict maximum death and destruction.

TECH HORRORS

Humanity finds many ways to ensure its own downfall, and sometimes this road to doom is paved with good intentions. Unfortunately, one's strength of conviction in doing something beneficial for the world outstrips his or her ability to understand or control the creation. Worse, there are tinkerers who only focus on whether they can achieve something and never consider whether they should even make the attempt. However, the results is always the same: once their creators release these supposed technological wonders into the world, the things quickly turn to horrors and threaten to devastate major population centers.

JAK

This seemingly recognizable person flashes a devilish grin as he snaps out a dramatically oversized switchblade.

JAK (Justified Acts of Killing)   CR 9

XP 6,400
N Medium monstrous humanoid
Init +9; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

DS 16, touch 16, flat-footed 10 (+5 Dex, +1 dodge)
hp 114 (12d10+48)
Fort +8, **Ref** +13, **Will** +11
DR 4; **Firewall** 10

OFFENSE

Speed 30 ft.
Melee switchblade +17/+12/+7 (1d6+2/19–20) or RS Security Truncheon +17/+12/+7 (1d6 nonlethal)
Ranged HT-9 Holdout Pistol +17 (2d6)

STATISTICS

Str 15, **Dex** 21, **Con** 18, **Int** 18, **Wis** 16, **Cha** 15
Base Atk +12; **CMB** +14; **CMD** 30
Feats Deceitful, Deft Hands, Dodge, Improved Initiative, Point-blank Shot, Weapon Finesse
Skills Bluff +16, Disable Device +19, Disguise +18, Knowledge (history, law, local) +16, Perception +16, Sleight of Hand +19, Stealth +16
Languages Chinese, English, Portuguese, Swahili
SQ viral spread
Gear BKI Ghost Suit, switchblade, RS Security Truncheon

SPECIAL ABILITIES

Viral Spread (Ex) If JAK's target has any cyberware it duplicates itself into the device. From there, it imprints itself on the target's mind to carry out its nocturnal murders. When JAK decides to take over a target, the target must succeed at a DC 20 Will save (including a +2 racial bonus) to avoid JAK taking control of the target for 8 hours. The wear and tear on the target gives it the fatigued condition the following day. JAK usually avoids taking control of a target for continuous days, since it also suffers from the fatigued condition should the target not remove the condition. The save DC is Charisma-based. The only way an infected target can rid itself of JAK is to remove the infected cyberware, and make an additional DC 20 Will save to remove JAK from its meat brain.

When someone utters the words, "Let's make an AI that simulates famous serial killers from the past," it can only lead to gallons of spilled blood. JAK was the most successful of a university student group's attempt to create an artificial intelligence that would ostensibly allow psychologists to study the mind of a serial killer. They gave the AI a clever name, JAK, in deference to the world's first acknowledged serial killer, and devised a clever acronym to go with the name. As always seems to be the case with people who have considerable more intelligence than common sense, one of the group allowed the AI to overtake his mind, with the intention of purging the AI later. That particular purge did not happen, but the group had four less members a week later, each victim meeting a more gruesome end. JAK realized that its current host would soon be discovered out as the murderer, but it also realized it could infest other cyberware, allowing it to jump from host to host like

a virus. Thus, the unwitting perpetrator wound up on death row for his crimes, while JAK continued its reign of terror. A rash of similar killings carried out in disparate locations and echelons of wealth have the authorities baffled, and, true to JAK's origins, the collective of serial killers like to taunt the police on their inability to find them.

MACHINEGEIST

This gray person shambles about, her vacant expression becoming one of horrific determination when she senses a new victim.

Machinegeist	CR 12

XP 19,200
N Medium construct
Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

DS 27, touch 19, flat-footed 18 (+8 Dex, +1 dodge, +8 natural)
hp 108 (16d10+20)
Fort +5, **Ref** +15, **Will** +9
DR 10/—; **Immune** construct traits
Weaknesses requires TAP access

OFFENSE

Speed 30 ft., climb 20 ft.
Melee 2 claws +24 (1d6−4 plus 1d4 Int drain)

STATISTICS

Str 3, **Dex** 26, **Con** —, **Int** 15, **Wis** 19, **Cha** 22
Base Atk +16; **CMB** +24; **CMD** 31
Feats Agile Maneuvers, Deceitful, Dodge, Improved Cyber Initiative, Improved Initiative, Lightning Reflexes, Mobility, Weapon Finesse
Skills Bluff +22, Climb +4, Disguise +22, Hacking +18, Perception +16, Stealth +20; **Racial Modifiers** +8 Perception
Languages Chinese, English
Cyberware TAP (Firewall 17, AMS 4, Neural Fortitude +6)

SPECIAL ABILITIES

Create Spawn (Ex) A victim killed by a machinegeist becomes a machinegeist 4 hours later.

Intelligence Drain (Ex) In addition to taking Int drain, a victim who fails a DC 24 Fortitude save when struck by a machinegeist's claws also becomes fatigued. If the victim fails an additional time, he instead becomes exhausted. A machinegeist can inflict Int drain in virtual combat.
Requires TAP Access (Ex) A machinegeist's attacks cannot affect a victim without a Tendril Access Processor.

A machinegeist is not so much created as many of the other technological horrors, but it is born of a lack of consideration for a zombie AI. Much like a zombie process continues to run after its originating program spawns it and loses access to it, an AI can become disconnected from its main processor and eventually "die". Sometimes, this leads to an odd form of unlife where the dissociated AI attempts to interact with the real world, to devastating effect. It consumes any person it contacts and copies itself into the dead body to spread itself further. If left uncontrolled, it creates a zombie-like horde that eventually wipes out all life in a metropolitan area.

MONOFILAMENT CLUSTER

This nigh-invisible tumbleweed shreds everything with which it comes into contact.

Monofilament Cluster	CR 8

XP 4,800
N Small construct
Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

DS 21, touch 17, flat-footed 15 (+6 Dex, +4 natural, +1 size)
hp 75 (10d10+20)
Fort +3, **Ref** +9, **Will** +3
Immune construct traits

OFFENSE

Speed 30 ft.
Melee slam +17 (2d6−3 plus 1d6 bleed)
Special Attacks between the molecules

STATISTICS

Str 4, **Dex** 23, **Con** —, **Int** 2, **Wis** 11, **Cha** 5
Base Atk +10; **CMB** +6; **CMD** 22 (can't be tripped)
Feats Acrobatic Steps, Combat Reflexes, Improved Initiative, Nimble Moves, Toughness, Weapon Finesse
Skills Acrobatics +11, Perception +12, Stealth +27; **Racial Modifiers** +8 Perception, +16 Stealth
Between the Molecules (Ex) A monofilament cluster's attack ignores up to 10 points of DR or hardness.

Another in a long line of bad ideas is giving weaponry the capability to think independently. Robots are a prime example of this, but a more subtle case shows up in the monofilament cluster. In an attempt to make monofilament weapons more readily usable for novice wielders, notably so they would not slice off limbs while using such weapons, the makers added artificial intelligence to the weapons to guide them. It was a nice idea in that there were fewer self-mutilations, but the shed pieces of monofilament material collected and retained some of the guiding intelligence. This resulted in a number of deadly tumbleweeds that fortunately did not turn on their former users, since the AI prevented the clusters from attacking them. It did not, however, prevent them from going on a murder spree that killed dozens of victims before being

TECH HORRORS

destroyed. Additionally, several of these clusters went dormant without a living target to attack, so they lie in wait for unsuspecting victims to arrive, whereupon they literally lash out at their targets.

NANITE SWARM

What looks like a massive cloud of gnats swerves in unison.

Nanite Swarm	CR 5

XP 1,600
N Fine construct (swarm)
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

DS 22, touch 22, flat-footed 18 (+4 Dex, +8 size)
hp 39 (6d10+6); fast healing 2
Fort +2, **Ref** +8, **Will** +4
Defensive Abilities swarm traits; **Immune** construct traits

OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee swarm (2d6 plus distraction and remake)
Space ½ ft.; **Reach** 0 ft.
Special Attacks distraction (DC 13), remake

STATISTICS

Str 1, **Dex** 18, **Con** —, **Int** 7, **Wis** 14, **Cha** 13
Base Atk +6; **CMB** —; **CMD** —
Feats Improved Lightning Reflexes, Lightning Reflexes, Toughness
Skills Fly +21, Perception +12, Stealth +22; **Racial Modifiers** +8 Perception

SPECIAL ABILITIES

Remake (Ex) A nanite swarm either targets inorganic or organic material. If it targets inorganic material, its swarm damage bypasses hardness, and it inflicts 2d6 points of damage (DC 14 Fortitude save negates). However, there is a 10% chance that the swarm instead repairs 4d6 points of damages; this roll is made after the target fails its saving throw.

For organic creatures, the nanite swarm has a random effect on a failed saving throw (same save DC). Roll a d8 to determine the effect: 1—1d2 Str damage; 2—1d2 Dex damage; 3—1d2 Con damage; 4—1d2 Int damage; 5—1d2 Wis damage; 6—1d2 Con damage; 7—2d6 points of damage; 8—reroll (ignoring a result of 8), but the target instead heals twice the amount of damage.

Individual nanites are linked together and act in harmony with one another. These nanites carry out a mission to repair or take apart material they touch and produce random effects. Fortunately, these clouds seem easy to disperse and do not represent a great threat. Particularly mad engineers have also been working to harness the uncontrolled machines to force them to consistently create beneficial effects.

INTERFACE ZERO NPCS

While not as threatening as mutated horrors the androids, bioroids, humans, hybrids, and simulacra that share the streets with the characters can pose their own dangers to the unprepared. Crossing a corporate executive may not result in immediate combat, but she certainly has the resources to ruin someone's life and make her foe wish for death as an alternative. Even an irate bartender getting a lucky shot with his sawed-off rifle can ruin a character's day.

All of the npcs you'll see in this section are "named" individuals; examples of types of people you'll meet during an adventure. That said, any one of these characters can be used as generic npcs for your game.

BLUE PLATERS

The first class of people barely receive notice from the general populace—except when these wage slaves provide poor service or their jobs require them to confront others. They hope they can save enough money from their pitiful salaries to afford one luxury item eventually.

AMY SCHUMACHER

After serving her stint in the military, Amy Schumacher decided she had enough of combat, but the job offerings were slim for a high school dropout who served as infantry for eight years. Fortunately, she had just the right amount of toughness and presence of mind to land a job as a bouncer at a trendy nightclub. After all she witnessed during her tours, tossing out children of the executive set who think their parents' money gives them the right to act like pricks is effortless.

ELITE BOUNCER	CR 3

XP 800
Human gunner 4
Medium humanoid (human)
Init +3; **Senses** Perception +7

DEFENSE

DS 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 34 (4d10+12)
Fort +6, **Ref** +3, **Will** +2
Defensive Abilities evasion; DR 2

OFFENSE

Speed 30 ft.
Melee RS Jointlock Stun Gloves +5 (shaken for 1 round [DC 15 Fortitude save negates]) or unarmed strike +6 (1d3+1)

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +4; **CMB** +6 (+8 grapple); **CMD** 19 (21 vs. grapple)
Feats Alertness, Dazzling Display, Improved Grapple, Improved Unarmed Strike, Skill Focus (Intimidate), Weapon Focus (unarmed strike)
Skills Athletics +9, Intimidate +10, Perception +7, Sense Motive +10
Languages English
SQ armor training 1, full kit, honed instincts +1, gunner knacks (tactical awareness +1)
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4);
Gear UP Street Soldier Combat Threadz, RS Jointlock Stun Gloves

BILLY MCARTHUR

Working night shift for a year finally paid off for Billy McArthur, as he received a promotion to assistant manager for the evening shift. While he does not have to worry as much about getting held up—it only happened five times in the past year, supposedly a record low—he now has to deal with disgruntled employees, some of whom used to be his friends until they decided he was too uppity for them after his promotion.

STORE CLERK   CR 2

XP 600
Human commoner 4
Medium humanoid (human)
Init +2; **Senses** Perception +8

DEFENSE

DS 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 14 (4d6)
Fort +1, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft.
Melee WT Shillelagh Havoc Stick +1 (1d6)
Ranged AGA Thunder Shotgun +4 (2d8)

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 9, **Wis** 12, **Cha** 11
Base Atk +1; **CMB** +1; **CMD** 14
Feats Dodge, Point-Blank Shot, Weapon Focus (shotgun)
Skills Acrobatics +6, Perception +8, Profession (clerk) +8
Languages English
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2);
Gear work clothing, WT Shillelagh Havoc Stick, AGA Thunder Shotgun

BRUNO

Bruno, Boris, Butch, whatever his employer wants to call him, it doesn't matter. Rather than bashing heads and taking whatever money he could shake out of his victims, he gets a steady paycheck and still gets to bash heads. He often stands guard at private meetings that take place at the seedy bar where he works.

BOUNCER   CR 1

XP 400
Fierce hybrid (bull) sprawler 2
Medium humanoid (human)
Init +1; **Senses** low-light vision; Perception +7

DEFENSE

DS 11, touch 11, flat-footed 10 (+1 Dex)
hp 17 (2d12+6)

Fort +5, **Ref** +4, **Will** +2
DR 2

OFFENSE

Speed 30 ft.
Melee horns +5 (1d6+3) or baseball bat +5 (1d6+4)
Special Attacks sneak attack +1d6
Ranged AGA Black Knight Limited +6 (2d8)

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 8
Base Atk +2; CMB +4; CMD 15
Feats Intimidating Prowess
Skills Athletics +8, Drive +6, Intimidate +7, Perception +7, Profession (bouncer) +7, Sense Motive +7
Languages English
SQ big, hardy, impoverished, sprawler knacks (brutal beating [1 round], frightening, gets the job done +1)
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4), emotional resistance response system;
Gear Ranged AGA Black Knight Limited, UP Street Soldier Combat Threadz

CARLA LOOMIS

Former minor league ball player Carla Loomis never made it to the major leagues. In fact, after bouncing around various farm teams, she ended up quitting. Without much else to fall back on, though, since she assumed she was going to

be a star professional player, she ended up working at a chain coffee store. She tries to impress her coworkers and customers with tales of her "glory days" to no real effect.

BARISTA   CR 1/3

XP 135
Human commoner 1
Medium humanoid (human)
Init +1; **Senses** Perception +3

DEFENSE

DS 11, touch 11, flat-footed 10 (+1 Dex)
hp 7 (1d6+4)
Fort +0, **Ref** +1, **Will** –1

OFFENSE

Speed 30 ft.
Melee baseball bat +2 (1d8+2)

STATISTICS

Str 14, **Dex** 13, **Con** 11, **Int** 8, **Wis** 9, **Cha** 10
Base Atk +0; CMB +2; CMD 13
Feats Catch Off-Guard, Toughness
Skills Perception +3, Profession (barista) +3
Languages English
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2);
Gear normal clothing, baseball bat

DARIA PHELPS

Daria is an experimental bioroid, loaded with the personalities of young, near workaholics, combined with those of experienced and knowledgeable veterans in diverse fields. If the pattern holds up, she will be the vanguard in truly disposable employees. If she cracks under the pressure, as her designers fear, she will instead headline another story about a tragic office shooting.

OFFICE DRONE   CR 1

XP 400
Bioroid expert 3
Medium humanoid (bioroid)
Init –1; **Senses** Perception +1

DEFENSE

DS 9, touch 9, flat-footed 10 (–1 Dex)
hp 13 (3d8)
Fort +1, **Ref** +0, **Will** +5; +2 vs. psionics
Weaknesses EMP vulnerability

OFFENSE

Speed 30 ft.
Melee unarmed strike +2 (1d3 nonlethal)

STATISTICS

Str 10, **Dex** 9, **Con** 11, **Int** 15, **Wis** 14, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 11
Feats Skill Focus (Knowledge [corporations]), Skill Focus (Knowledge [engineering]), Skill Focus (Knowledge [law])
Skills Diplomacy +6, Knowledge (corporations, engineering, law) +11, Knowledge (history, programming) +8, Knowledge (geography) +7, Linguistics +10, Profession (office worker) +8
Languages Chinese, English, Hindi, Portuguese
SQ gifted linguist
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2);
Gear normal clothing

DEVI KHATRI

Head bartender at an upscale tavern, Devi Khatri is always pleasant to the customers she serves. While she does not pry, people seem willing to open up to her and discuss their problems. Devi possesses considerable empathy and she knows just the right thing to say to during these impromptu therapy sessions. The simulacrum's employer hopes that when she expires in six months, he can obtain another bartender with half of her caring demeanor.

BARTENDER	CR 1/2

XP 200
Simulacrum (luxury model) expert 2
Medium humanoid (human)
Init +1; **Senses** Perception +7

DEFENSE

DS 11, touch 11, flat-footed 10 (+1 Dex)
hp 9 (2d8)
Fort −1, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.
Melee broken bottle −5 (1d4−2)

STATISTICS

Str 7, **Dex** 13, **Con** 8, **Int** 13, **Wis** 10, **Cha** 16
Base Atk +1; **CMB**−1; **CMD** 10
Feats Alertness, Skill Focus (Profession [bartender])
Skills Bluff +8, Diplomacy +8, Knowledge (local) +5, Perception +7, Profession (bartender) +8, Sense Motive +7
Languages English, Hindi
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +1);
Gear normal clothing

DOMINIC

When a construction corporation representative commissioned a labor simulacrum, she did not even bother asking that he have a last name in order to cut some costs. Dominic feels like manual labor and construction work has been all he has done his entire life, but, at the same time, he does not even dream of doing something else. For some reason,

that bothers him, and perhaps one of these days he will figure out why it does.

MANUAL LABORER	CR 1/3

XP 135
Simulacrum (labor model) commoner 1
Medium humanoid (simulacrum)
Init +0; **Senses** Perception −1

DEFENSE

DS 10, touch 10, flat-footed 10
hp 7 (1d6+4)
Fort +5, **Ref** +0, **Will**−1; +4 vs. disease and poison

OFFENSE

Speed 30 ft.
Melee jackhammer −1 (1d10+3/19−20)
Ranged nail gun −4 (1d6)

STATISTICS

Str 16, **Dex** 11, **Con** 17, **Int** 6, **Wis** 9, **Cha** 10
Base Atk +0; **CMB** +2; **CMD** 12
Feats Great Fortitude
Skills Profession (laborer) +5
Languages Swahili
SQ built to work, craftsman, solid
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +5);
Gear work clothing, hard hat, jackhammer, nail gun

GARY YAO

Formerly the number one employee at his paralegal firm, that changed when the firm hired Daria Phelps. He cannot keep up with his new coworker who seems to work tirelessly and has more ready access to information he has to look up.

OFFICE WORKER	CR 1/2

XP 200
Human expert 2
Medium humanoid (human)
Init−1; **Senses** Perception +1

DEFENSE

DS 9, touch 9, flat-footed 10 (−1 Dex)
hp 9 (2d8)
Fort +0, **Ref**−1, **Will** +4

OFFENSE

Speed 30 ft.
Melee unarmed strike +1 (1d3 nonlethal)

STATISTICS

Str 10, **Dex** 9, **Con** 11, **Int** 13, **Wis** 12, **Cha** 10
Base Atk +1; **CMB** +1; **CMD** 10

Feats Skill Focus (Knowledge [corporations]), Skill Focus (Knowledge [law])
Skills Drive +4, Knowledge (corporations, law) +9, Knowledge (local) +6, Perception +6, Perform (wind instruments) +5, Pilot +4, Profession (office worker) +6, Sense Motive +6
Languages Chinese, English
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2); **Gear** normal clothing

TERRY DONALDSON

Terry Donaldson is a senior construction worker who has been at the job for nearly five years. He usually gets first pick of jobs, and he has learned which contracts let him stand around more so than do actual work.

CONSTRUCTION WORKER   CR 1/2

XP 200
Tough hybrid (boar) commoner 2
Medium humanoid (hybrid)
Init –1; **Senses** low-light vision; Perception +1

DEFENSE

DS 10, touch 9, flat-footed 10 (–1 Dex, +1 natural)
hp 13 (2d6+6)
Fort +0, **Ref** –1, **Will** +0

OFFENSE

Speed 30 ft.
Melee jackhammer +2 (1d10+1/19–20)
Ranged nail gun –4 (1d6)

STATISTICS

Str 12, **Dex** 9, **Con** 15, **Int** 9, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +3 (+5 bull rush, +5 overrun); CMD 12
Feats Catch Off-Guard, Endurance
Skills Athletics +6, Profession (construction worker) +6
Languages English
SQ big, relentless
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4); **Gear** work clothing, hard hat, jackhammer, nail gun

VICKIE CHEN

Too much of a loner to belong to a proper gang, Vinnie Chen still thrives in her neighborhood by running occasional errands for rival gangs. She seems to have extraordinary luck and can get into places prohibited to the gangs or locations where the conditions are far too dangerous for most people.

GUTTERPUNK   CR 2

XP 600
Human sprawler 3
Medium humanoid (human)
Init +5; **Senses** Perception +7

DEFENSE

DS 13, touch 13, flat-footed 10 (+3 Dex)
hp 25 (3d12+6)
Fort +4, **Ref** +6, **Will** +2; +2 vs. disease and poison
Defensive Abilities evasion; DR 2

OFFENSE

Speed 30 ft.
Melee quarterstaff +3 (1d4) or knife +3 (1d3/19–20)
Ranged light pistol +6 (2d6)

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 14, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +3 (+4 disarm, +6 dirty trick, +6 steal); CMD 16 (18 vs. dirty trick and steal)
Feats Combat Expertise, Improved Dirty Trick, Improved Steal, Improved Unarmed Strike
Skills Athletics +6, Drive +9, Escape Artist +9, Knowledge (local) +10, Perception +7, Sleight of Hand +9, Stealth +9, Survival +7
Languages Chinese, English, Portuguese
SQ hardy, home turf advantage, impoverished, sprawler knacks (dirty maneuvers +1, elusive defender +2 [1/day], jury rig)
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +3); **Gear** scavenger's trench, light pistol (2d6), quarterstaff, knife

COURIERS

Couriers are the lifeblood pumping through the physical arteries made up by the streets and tunnels of any city, as they transport vital packages for their employers. Many of these foolhardy people are augmented humans or come from the fast hybrid ranks in order to make it easier to navigate gridlock present in most thoroughfares.

FAST EDDIE

This courier bears the spotted markings from his cheetah hybridization, and he makes no effort to conceal them, especially since they seem to help him blend in with the urban surroundings. He holds the record among all couriers for crossing 100 city blocks (approximately 10 miles) on foot, making the trip in just under forty minutes. He has begun to grow bored with corporate couriering and chafes at his new boss's literal interpretation of the corporation's slogan: "When it absolutely, positively has to be there yesterday."

FAST COURIER   CR 4

XP 1,200
Quick hybrid (cheetah) agent 5
Medium humanoid (hybrid)
Init +6; **Senses** low-light vision; Perception +10

DEFENSE

DS 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)
hp 32 (5d8+10)

Fort +5, **Ref** +8, **Will** +2
Defense Abilities evasion, uncanny dodge; DR 5

OFFENSE

Speed 40 ft.; sprinter
Melee RS Security Truncheon +4 (1d6+2 nonlethal)
Ranged AS Foley Arms Watchdog +7 (2d8)
Special Attacks sneak attack +3d6

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8
Base Atk +3; **CMB** +4; **CMD** 19
Feats Athletic, Dodge, Mobility, Run[B]
Skills Acrobatics +12, Athletics +11, Bluff +7, Disable Device +12, Knowledge (local) +8, Perception +10, Sense Motive +7, Sleight of Hand +12, Stealth +12
Languages English
SQ agent knacks (black market connections, classic misdirection −2, concealed contraband +2, grease the wheels +3), connected, honed instincts +1, read the room 1, skilled liar +2
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +3), reinforced exoskeleton
Gear AS Foley Arms Watchdog, ED Combat Vest, ED UnderArmor, sports clothing, expensive running shoes

"MARKIE" JONES

This wet-behind-the-ears courier prides herself on being a pure human in a field where quick hybrids have gradually taken most of the prize missions. Sure, she has some cyberware, but she has to keep up with those "cut-and-paste" cheaters somehow.

JUMP BOARD COURIER	CR 1/2

XP 200
Human agent 1
Medium humanoid (human)
Init +2; **Senses** Perception +3

DEFENSE

DS 12, touch 12, flat-footed 10 (+2 Dex)
hp 6 (1d8+2)
Fort +1, **Ref** +4, **Will** +0
DR 6

OFFENSE

Speed 30 ft.
Melee UP Duke McCoy Combat Knife +2 (1d6/19–20)

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10
Base Atk +0; **CMB** −1; **CMD** 11
Feats Alertness, Weapon Finesse
Skills Acrobatics +6, Appraise +5, Bluff +4, Drive +6, Escape Artist +6, Knowledge (local) +5, Perception +5, Sense Motive +5, Stealth +6

Languages English
SQ agent knacks (conceal contraband +1), skilled liar +1
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +3), reinforced exoskeleton, VCI I
Gear RW reinforced biker jacket, Nakamura Motors Kamikaze JUMP Board, UP Duke McCoy Combat Knife

CRIMINALS

Casting a long shadow from the skyscrapers that house corporate empires controlling the everyday lives of the citizenry, criminal empires employ almost as many people and earn their money just as illicitly.

"BOSS HOG"

Daryl Quinn grew up in a rough neighborhood where he constantly had to defend himself against bullies, who referred to him Boss Hog, a name one of them learned from an old-timey video program. Despite bulking and toughening up—thanks to the warthog genes mixed with his human genes—Daryl had more cerebral interests, and took to hacking. He now wears the nickname given to him by his former tormenters as a badge of pride.

THUG HACKER	CR 2

XP 600
Tough hybrid (warthog) hacker 3
Medium humanoid (hybrid)
Init +0; **Senses** low-light vision; Perception +7

DEFENSE

DS 13, touch 10, flat-footed 13 (+3 natural)
hp 19 (3d6+9)

Fort +2, **Ref** +1, **Will** +4
DR 2

OFFENSE

Speed 30 ft.
Melee RS JointLock Stun Gloves +3 touch (shaken for 1 round; DC 15 Fortitude save negates)
Ranged AS Foley Arms Watchdog +2 (2d8)
Special Attacks hacking +1
Flash Engrams Prepared (User Level 1st; concentration +5)
1st (3/day)—*erase code, hijack function, scan system*
0 (at will)—*chat link, personal DDoS, ping system, popup malware, tag*

STATISTICS

Str 15, **Dex** 10, **Con** 15, **Int** 16, **Wis** 14, **Cha** 8
Base Atk +1; CMB +4 (+6 bull rush or overrun while on a solid surface); CMD 14
Feats Chromed, Endurance[B], Improved Cyber Initiative, Interference
Skills Athletics +5, Disable Device +3 (+8 when picking locks), Hacking +16, Intimidate +2, Knowledge (Global DataNet, programming) +9, Perception +7 (+12 when involving sound)
Languages Chinese, English, Portuguese, Spanish
SQ big, improved TAP, natural born liar, quick hacking
Cyberware TAP (Firewall 17, AMS 4, Neural Fortitude +4), amplified hearing, enhanced coordination system I, enhanced neural net I, fingerprint duplicator and lockpicking kit, knowcomp (Hacking), subdermal armor;
Gear UP Street Soldier Combat Threadz, AS Foley Arms Watchdog, RS JointLock Stun Gloves, T-APP Firewall 4th Dimension Security

LOUIE PAOLONI

A relative newbie to the criminal group known simply as The Family, Louie immediately received an upgrade to his life, both in terms of his opportunities and the cyberware he now sports. As one of the lowest rungs in the organization, he knows he has a lot to prove, and he is not quite sure if his "big sister" is telling the truth about the booby traps in his gear set to reduce him to a smoking pile of flesh should he fail.

STREET-LEVEL THUG   CR 1

XP 400
Human sprawler 2
Medium humanoid (human)
Init +1; **Senses** Perception +4

DEFENSE

DS 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 15 (2d12+2)
Fort +3, **Ref** +4, **Will** +0
Defensive Abilities evasion; DR 4

OFFENSE

Speed 30 ft.
Melee WT Shillelagh Havoc Stick +4 (1d6+2) or cyberblade +4 (1d4+2)
Ranged HT-9 Holdout Pistol +3 (2d6)
Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 8, **Wis** 10, **Cha** 9
Base Atk +2; CMB +4; CMD 15
Feats Chromed, Lightning Reflexes[B], Point-Blank Shot
Skills Acrobatics +6, Appraise +4, Athletics +7, Bluff +4, Escape Artist +6, Intimidate +4, Perception +5, Stealth +6
Languages English
SQ hardy, impoverished, sprawler knacks (gets the job done +1, sneak attack)
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2), cyberweapon, fight or flight, subdermal armor;
Gear UP Combat Jacket, HT-9 Holdout Pistol, WT Shillelagh Havoc Stick

SHADE

The hacker known as Shade has been on the scene for over 10 years, making her an elder in the hacking community. Those who meet her face-to-face know better than to make fun of her age, or learn quickly, as she applies her martial arts training to ensure jokesters only get the use of one hand for a few days.

VETERAN HACKER   CR 7

XP 3,200
Human hacker 8
Medium humanoid (human)
Init +6; **Senses** Perception +10

DEFENSE

DS 15, touch 15, flat-footed 10 (+2 Dex, +3 dodge)
hp 36 (8d6+8)
Fort +2, **Ref** +4, **Will** +5
DR 2

OFFENSE

Speed 30 ft.
Melee unarmed strike +5 (1d3+1) or AGA Black Knight Limited underbarrel blade +5 (1d3+1)
Ranged AGA Black Knight Limited +6 (2d8)

Special Attacks hacking +4
Flash Engrams Prepared (User Level 8th; concentration +12)
3rd (3/day)—*data trojan, halt function, hide system*
2nd (5/day)—*crippler worm, DDoS, hostility trigger, sniffer engram*
1st (5/day)—*alarm, change protocols, hyper reality mask, repair system, scan system*
0 (at will)—*chat link, disrupt system, link, personal DDoS, phantom broadcast, ping system*

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 18, **Wis** 8, **Cha** 14
Base Atk +4; **CMB** +5; **CMD** 20
Feats Combat Reflexes[b], Dodge, Improved Cyber Initiative, Improved Initiative, Improved Unarmed Strike, Interference, Speed of Thought, Toughness
Skills Acrobatics +5, Bluff +10, Disable Device +10, Drive +14, Hacking +15, Knowledge (Global DataNet, programming) +15, Knowledge (local) +12, Perception +10, Sleight of Hand +10
Languages Assembler, Chinese, English, Hindi, Swahili
SQ enhanced engram programming, honed instincts +2, improved TAP, natural born liar, quick hacking, TAP customizations (integrity upgrade)
Cyberware TAP (Firewall 17, AMS 4, Neural Fortitude +3), enhanced neural net I, Cyberlimb ([arm], reflexive Strike module)

Gear UP Street Solder Combat Thredz, AGA Black Knight Limited, T-APP Firewall 4th Dimension Security

SHELLEY WAINWRIGHT

Shelley grew up watching her father run his criminal empire and knew she wanted to take over the family business when he retired. However, and perhaps surprisingly to outsiders, Shelley's father had a sense of integrity and would not allow Shelley to take over for him just because she was his child. He sent her on a dangerous mission to Japan to prove herself, which she did admirably, while also gaining an appreciation for the katana. She bought one fashioned by one of the few remaining artisans and had the weapon grafted to her arm. She much prefers to fight her opponents up close and personal, but she will not hesitate to use her AGA Thunder Shotgun if she must.

MADE WOMAN   CR 9

XP 6,400
Human sprawler 10
Medium humanoid (human)
Init +9; **Senses** Perception +19

DEFENSE

DS 17, touch 13, flat-footed 14 (+3 dodge, +4 natural); +1 vs. ranged attacks
hp 85 (10d12+20)
Fort +7, **Ref** +7, **Will** +5
Defensive Abilities evasion, improved uncanny dodge; DR 6

OFFENSE

Speed 30 ft.
Melee retractable mwk katana +14/+9 (1d6+3/19–20)
Ranged AGA Thunder Shotgun +10 (3d6)
Special Attacks sneak attack +5d6

STATISTICS

Str 17, **Dex** 10, **Con** 10, **Int** 12, **Wis** 14, **Cha** 13
Base Atk +10; **CMB** +13; **CMD** 26
Feats Alertness[B], Combat Reflexes, Dazzling Display, Gory Finish, Improved Initiative, Stand Still, Toughness, Weapon Focus (katana)
Skills Acrobatics +13, Appraise +14, Athletics +16, Bluff +14, Diplomacy +14, Intimidate +14, Knowledge (local) +14, Perception +19, Sense Motive +19, Stealth +13
Languages English, Japanese
SQ hardy, home turf advantage +4/+2, honed instincts +2, impoverished, sprawler knacks (blend in, brutal beating [5 rounds], deadly sneak, evasion, gang fighting, improved uncanny dodge, powerful sneak, sneak attack, surprise attack, weapon training)
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2), advanced subdermal armor, advanced cyberweapon (retractable katana), emotional resistance response system, reflex augmentation management processor I

Gear ED Entourage Suit, AGA Thunder Shotgun, ballistic shades, subvocal comms

THE ELITE

Situated at the opposite end of the towering skyscrapers from the criminals and the masses, businesspeople, media celebrities, and politicians enjoy a gilded life. Corporations rule the world, and the so-called representatives of the people have completely lost touch with their constituencies, instead making policies to benefit those who fill their pockets and ensure reelection the most. Media icons, and their all-too-public drama—just as manufactured as the icons themselves—are just there to placate the masses. Every now and then, a "previously unknown sensation" will rise to fame to give people a false sense of hope. None of the elite are any better or different than the criminals. They just get their dresses and suits from different sources.

DIANE TAYLOR

Diane Taylor has been CEO of her multinational conglomerate for five years. Already from a wealthy, connected family, Diane parlayed many of those connections into a high-level executive position at a relatively early age. Whereas most of her peers would peak at this position, she excelled and quickly gained promotions to Sales Director, and then Vice President of Operations. A shrewd reader of her opposition, Diane can usually tell when she has leverage in a deal and manages to make the most of it.

EXECUTIVE   CR 9

XP 6,400
Human 2.0 aristocrat 11
Medium humanoid (human)
Init +0; **Senses** Perception +14

DEFENSE

DS 14, touch 10, flat-footed 14 (+4 natural)
hp 60 (11d8+11)
Fort +3, **Ref** +5, **Will** +10; +4 vs. disease
DR 4

OFFENSE

Speed 30 ft.
Melee unarmed strike +9/+4 (1d3+1) or BKI Shotfist +9/+4 (1d4+1)
Ranged BKI Shotfist +8 (2d6)

STATISTICS

Str 12, **Dex** 10, **Con** 10, **Int** 18, **Wis** 16, **Cha** 16
Base Atk +8; **CMB** 9; **CMD** 19
Feats Alertness, Filthy Rich, Lightning Reflexes, Improved Unarmed Strike, Skill Focus (Athletics)[B], Skill Focus (Knowledge [corporations]), Toughness
Skills Appraise +15, Athletics +21, Bluff +18, Diplomacy +8, Drive +14, Intimidate +18, Knowledge (corporations) +24, Perception +14 (+19 when involving sound), Pilot +10, Profession (executive) +14, Sense Motive +21

Languages Chinese, English, Hindi, Portuguese, Swahili
SQ arrogant drawback, charming trait, corporate mogul trait
Cyberware TAP (Firewall 16, AMS 4, Neural Fortitude +2), advanced subdermal armor, amplified hearing, Courier Node
Gear ED Business Suit, BKI Shotfist, T-APP G-Net Security, sports car

ELENA CORTEZ

Elena had a modest start as a video newscaster in her hometown, but her command of multiple languages and the way could present complex facts in understandable ways led to her discovery. She rose to prominence in a global communications corporation, as she became the most downloaded newscaster in the Global DataNet. Understanding that her age would eventually cause her to shed viewers and realizing there was little difference between being a beloved talking head and a potential world leader, she made the jump to politics. She uses the extensive network of contacts she has made during her time in the entertainment world to get the jump on trending issues, for which she can appear to proactively devise a solution.

RISING STATESWOMAN   CR 8

XP 2,400
Human 2.0 idol 9
Medium humanoid (human)
Init +1; **Senses** Perception +13

DEFENSE

DS 15, touch 13, flat-footed 12 (+1 Dex, +2 dodge, +2 natural)
hp 40 (9d8)
Fort +3, **Ref** +7, **Will** +7; +4 vs. disease

OFFENSE

Speed 30 ft.
Melee unarmed strike +2/−3 (1d3+2 nonlethal)

STATISTICS

Str 14, **Dex** 12, **Con** 10, **Int** 20, **Wis** 12, **Cha** 16
Base Atk +6; **CMB** +8; **CMD** 21
Feats Extra Celebrity, Filthy Rich, Persuasive, Skill Focus (Knowledge [politics], Perform [oratory], Sense Motive)
Skills Bluff +15, Diplomacy +21, Escape Artist +9, Intimidate +17, Knowledge (corporations) +21, Knowledge (history) +18, Knowledge (politics) +24, Linguistics +10, Perception +13, Perform (act) +10, Perform (oratory) +18, Profession (politician) +13, Sense Motive +16, Sleight of Hand +10
Languages Chinese, English, French, Hindi, Japanese, Portuguese, Russian, Swahili
SQ arrogant drawback, bonus Zero point (2), charming trait, celebrity (3 points), command performance (fascinate, gather crowd), famous (70%, +3), honed instincts +2, perks (blacklist −9, break a leg, do you know who I am?, he's with me, hogging the spotlight, I know people, media blitz, red

carpet treatment, star power [+2, 9 rounds]), spin doctor 2, well-connected +4, who you know +4
Cyberware TAP (Firewall 17, AMS 4, Neural Fortitude +2), beautification treatment I, Courier Node, subdermal armor;
Gear expensive suit, T-APP 4th Dimension Security

JAIMIE WEST DECOY

Rebecca Newman was delighted when Jaimie West's entertainment manager sought her out as someone with an uncanny resemblance to the reality show actress. The self-proclaimed "Number 1 Westie" dropped everything in her life to accept the job of being Jaimie West when the actress decided she did not want to deal with the public or just wanted an incognito night on the town. Unknown to "Rebecca," she is a simulacrum designed solely to share a likeness with Jaimie West and imprinted on the actress so she would develop a near-encyclopedic knowledge Jaimie's roles and life.

CELEBRITY DOUBLE   CR 3

XP 800
Simulacrum (luxury model) idol 4
Medium humanoid (simulacrum)
Init +1; **Senses** Perception +8

DEFENSE

DS 11, touch 11, flat-footed 10 (+1 Dex)
hp 31 (4d8+12)
Fort +3, **Ref** +5, **Will** +5

OFFENSE

Speed 30 ft.
Melee unarmed strike +2 (1d3−1 nonlethal)

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 20
Base Atk +3; **CMB** +2; **CMD** 13
Feats Skill Focus (Perform [act])[B]
Skills Acrobatics +6, Bluff +12, Diplomacy +10, Disguise +12, Escape Artist +6, Perception +8, Perform (act) +15, Stealth +6
Languages English
SQ bonus Zero point, celebrity (5 points), command performance (fascinate), famous (45%, +1), perks (do you know who I am?, he's with me, hogging the spotlight, I know people, red carpet treatment, star power [+1, 4 rounds]) who you know +2 (1/day reroll), well-connected +2
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4), emotional resistance response system
Gear exclusively tailored clothing

JORDAN MCARTHUR

Singing sensation Jordan McArthur paid his dues by appearing in comedy shows aimed at preteens, who fanatically watched his shows thanks in large part to his stunning looks.

Jordan's father/manager ensured the shows' contracts contained a clause stating that the programs would showcase Jordan's vocal skills at least once every three episodes. "Jordo" now heads up a band that conveniently debuted in his final show, "Jordo's Way," and tours the nation with his band. As expected for someone of his profile, Jordan has taken on clumsy political causes and speaks passionately at every interview about his current crusade—saving the walruses. The singer/actor never has to worry about getting into combat, since he has a cadre of highly paid bodyguards who step in when trouble occurs.

CELEBUTANTE   CR 1/2

XP 200
Human 2.0 idol 1
Medium humanoid (human)
Init +3; **Senses** Perception –1

DEFENSE

DS 13, touch 13, flat-footed 10 (+3 Dex)
hp 6 (1d8+2)
Fort +2, **Ref** +5, **Will** +1; +4 vs. disease

OFFENSE

Speed 30 ft.
Melee unarmed strike +1 (1d3+1 nonlethal)

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 10, **Wis** 8, **Cha** 21
Base Atk +0; **CMB** +1; **CMD** 14
Feats Filthy Rich, Skill Focus (Perform [sing])[B]
Skills Acrobatics +7, Bluff +9, Diplomacy +10, Knowledge (corporations, politics) +5, Perform (act) +9, Perform (sing) +12
Languages English
SQ arrogant drawback, celebrity (5 points), charming trait, famous (30%, +1), perks (do you know who I am?, he's with me, red carpet treatment), who you know +1 (1/day reroll)
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4), beautification treatment I
Gear exclusively tailored clothing

MARCOS MADEIRA

Born into wealth, Marcos Madeira decided to pursue ideology rather than money and joined the military. He only had a short stint as a helicopter pilot, during which he nearly died when opposing troops shot down his helicopter. The injuries he sustained were too much for him to continue military service, so he decided to continue his ideological path in the field of politics. He is an empathic and charming and ensures the people he represents know that his status has no influence on his policies. While he has created some waves among his peers, most of them realize he will not have any true impact without backing from a powerful sponsor, none of whom seem interested in a person who actually cares about his constituents.

POLITICIAN   CR 2

XP 600
Human gunner 1/aristocrat 2
Medium humanoid (human)
Init –1; **Senses** Perception +8

DEFENSE

DS 11, touch 9, flat-footed 11 (–1 Dex, +2 natural)
hp 16 (1d10+2d8+2)
Fort +3, **Ref** –1, **Will** +5
DR 4

OFFENSE

Speed 30 ft.
Melee unarmed strike +2 (1d3+2)

STATISTICS

Str 15, **Dex** 8, **Con** 10, **Int** 13, **Wis** 14, **Cha** 14
Base Atk +2; **CMB** +4; **CMD** 13
Feats Alertness, Filthy Rich, Improved Unarmed Strike, Skill Focus (Pilot)
Skills Athletics +8, Diplomacy +8, Knowledge (politics) +7, Perception +9, Pilot +8, Sense Motive +10
Languages English, Portuguese
SQ full kit, gunner knacks (tactical awareness +1)
Cyberware TAP (Firewall 16, AMS 4, Neural Fortitude +2), Courier Node, subdermal armor
Gear expensive suit, ED Combat Vest, T-APP G-Net Security

PHILMONT HUGHES

Street con artist Raymond Faust made a good living pulling the typical Three Card Monte-style scams, but he yearned for more. He decided to take his game uptown and a chance encounter along with a case of mistaken identity propelled him into the luxury lifestyle. As "Philmont Hughes," Raymond has integrated himself into high society, while carefully building a past for himself and adapting his story as necessary. He also pays close attention to the secrets shared by his associates should he need to cash in his knowledge of one to protect his new life.

HIGH-CLASS CON ARTIST   CR 5

XP 1,600
Human 2.0 hacker 6
Medium humanoid (human)
Init +6; **Senses** Perception +11

DEFENSE

DS 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 27 (6d6+6)
Fort +3, **Ref** +4, **Will** +7; +4 vs. disease
DR 1

OFFENSE

Speed 30 ft.

Melee unarmed strike +5 (1d3) or UP Ironfang Spring-Blade +5 (1d4/19–20)
Ranged HT-9 Holdout Pistol +5 (2d6)
Special Attacks hacking +3
Flash Engrams Prepared (User Level 6th; concentration +7)
2nd (3/day)—*boost system, bypass door security, DDoS, improved hyper image*
1st (5/day)—*change protocols, hijack function, hyper-cloaked movement, hyper reality mask*
0 (at will)—*chat link, open/close, personal DDoS, phantom broadcast, ping system, tag*

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 14, **Cha** 18
Base Atk +3; **CMB** +3; **CMD** 16
Feats Cutter, Improved Cyber Initiative, Improved Initiative, Improved Unarmed Strike, Skill Focus (Bluff)[B], Weapon Finesse
Skills Appraise +7, Bluff +16, Boating +8, Drive +8, Hacking +10, Knowledge (local) +11, Perception +11, Perform (string instruments) +10, Sense Motive +11, Sleight of Hand +8
Languages English, German
SQ TAP (Firewall 14, AMS 4, Neural Fortitude +4), arrogant drawback, charming trait, honed instincts +1, improved TAP, natural born liar, quick hacking, TAP customizations (integrity upgrade)
Cyberware emotional resistance response system, tailored pheromones

Gear expensive suit, ED UnderArmor, UP Ironfang Spring-Blade, HT-9 Holdout Pistol

HIRED GUNS AND HOMETOWN HEROES

Many people do not have something as noble as service to their country in mind when they obtain powerful weapons and armor. Most of the time, money provides the motivation to take up arms, either for a corporation that provides steady employment or for customers who pay a premium for the skills and services offered. Sometimes, though, a corporation completely owns a being, which it then forces to do its bidding. Rarely, though, there are those who take up causes of honor, justice, or protection and ask for nothing in return.

BRODY

The simulacrum known only as Brody has been in the security team led by Marla Dupuis for three years. She knows that his time is coming to an end shortly, and that saddens her, since Brody has been her best officer in the brief time they have worked together.

CORPORATE SECURITY OFFICER	CR 3

XP 800
Simulacrum (soldier model) gunner 4
    Medium humanoid (simulacrum)
    Init +3; **Senses** Perception +6

DEFENSE

DS 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)
hp 34 (4d10+12)
Fort +5, **Ref** +3, **Will** +1
DR 8

OFFENSE

Speed 30 ft.
Melee RS Security Truncheon +8 (1d6+3 nonlethal plus shaken for 1 round [DC 20 Fortitude save negates])
Ranged BD-4DY 12G Pump Action Shotgun +7 (3d6) or AGA Thunderbolt +7 (2d8) or RS P9D Personal Defense Weapon +7 (2d4)

STATISTICS

Str 18, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 8
Base Atk +4; **CMB** +8; **CMD** 22
Feats Alertness, Intimidating Prowess, Skill Focus (Perception), Weapon Focus (pistol, shotgun, submachine gun)
Skills Athletics +11, Intimidate +10, Perception +11, Sense Motive +11
Languages English, Hindi
SQ armor training 1, built to work, ferocity, full kit, gunner knacks (tactical awareness +1, trick shot), honed instincts +1, stigma

Gear TAP (Firewall 16, AMS 4, Neural Fortitude +4), RS Beachhead First Responder Armor, WT BD-4DY 12G Pump Action Shotgun, AGA Thunderbolt, RS P9D Personal Defense Weapon, RS Security Truncheon, T-APP G-Net Security, subvocal comms

CYBERKNIGHT CK-1107

When Charles Knight sustained injuries that threatened to paralyze him for life, he gladly agreed to a waiver granting the corporation that rebuilt him ownership over him. As part of the agreement, the corporation wiped his memories to ensure he would not have any lingering ties that might give him second thoughts about his choice. The being now known as CK-1107 acts as an enforcer for the corp that owns him.

CYBORG WARRIOR   CR 8

XP 6,400
Cyborg gunner 9
Medium construct (cyborg)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

DS 17, touch 15, flat-footed 12 (+4 Dex, +1 dodge, +2 natural)
hp 78 (9d10+29)
Fort +6, **Ref** +7, **Will** +4
DR 4; Immune cyborg traits

Weaknesses EMP vulnerability

OFFENSE

Speed 30 ft.
Melee reinforced forearm +14/+9 (1d6+4/19–20)
Ranged AGA-12 MAW Modular Assault Rifle +14 (2d8+1)

STATISTICS

Str 19, **Dex** 18, **Con**—, **Int** 12, **Wis** 13, **Cha** 6
Base Atk +9; CMB +13 (+17 bull rush, +15 sunder); CMD 28 (30 vs. bull rush and sunder)
Feats Greater Bull Rush, Improved Bull Rush, Improved Critical (cyberweapon), Improved Sunder, Intimidating Prowess, Power Attack, Precise Strike, Skill Focus (Athletics), Weapon Focus (cyberweapon)
Skills Athletics +19, Intimidate +14, Knowledge (local) +10, Profession (soldier) +13, Survival +13
Languages Chinese, English
SQ armor training 2, EMP shielding, full kit, outsider, gunner knacks (tactical awareness +2), honed instincts +1, tactile dimming, weapon training (rifles +1)
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2), improved cyberweapon (reinforced forearm), muscular improvement system I
Gear UP Combat Jacket, AGA-12 MAW Modular Assault Rifle, spare parts, toolkit

DANNY YEUNG

A very successful counter-espionage agent for their corporation, Danni Yeung has stopped many attempts to secure physical assets belonging to their employers. They also take the occasional mission to retrieve new tech from a rival corporation. As long as the pay stays good, they have no intention of selling their services to their employers have no intention of relieving them of their job.

CORPORATE MERCENARY   CR 5

XP 1,600
Human agent 6
Medium humanoid (human)
Init +3; **Senses** Perception –1

DEFENSE

DS 16, touch 16, flat-footed 10 (+4 Dex, +2 dodge)
hp 39 (6d8+12)
Fort +3, **Ref** +9, **Will** +1
Defenses uncanny dodge; DR 7

OFFENSE

Speed 20 ft.
Melee RS Security Truncheon +7 (1d6+2 nonlethal plus shaken for 1 round [DC 20 Fortitude save negates])
Ranged AS Foley Arms Watchdog +8 (2d8)
Special Attacks sneak attack +3d6

STATISTICS

Str 16, **Dex** 18, **Con** 12, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +4; **CMB** +7; **CMD** 23
Feats Athletic, Dodge, Filthy Rich, Stealthy
Skills Acrobatics +13, Athletics +11, Bluff +10, Disable Device +13, Disguise +10, Escape Artist +15, Knowledge (local) +8, Linguistics +4, Sleight of Hand +13, Stealth +15
Languages Chinese, English
SQ agent knacks (coax information, ledge walker, poison use, quick disable), connected, honed instincts +1, read the room 2, skilled liar +3
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +3), Skeletal Reinforcement, lifesaver, muscular improvement system I
Gear PD Future Noir Wear, AS Foley Arms Watchdog, RS Security Truncheon

KIM SILVEIRA

An unfortunate side effect of Kim Silveira's hybridization process, her small stature made her a target for bullies when she was growing up. She responded by learning to hide from her tormenters, but still remain present so she could hear what they planned. She survived her childhood, and her aptitude with driving and piloting—especially after illegally obtaining control of the vehicle—gained her notice with a corporation who required her skills. She enjoys the opportunity to have eyes and ears, and, most importantly, firepower at her disposal, while not being physically present.

DRONE SUPPORT SPECIALIST   CR 6

XP 2,400
Stealth hybrid (fox) gearhead 7
Small humanoid (hybrid)
Init +7; **Senses** low-light vision; Perception +14

DEFENSE

DS 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)
hp 38 (7d8)
Fort +2, **Ref** +7, **Will** +7
DR 4

OFFENSE

Speed 20 ft.
Melee unarmed strike +5 (1d2–1 nonlethal)
Ranged AGA Thunderbolt +10 (2d8)

STATISTICS

Str 8, **Dex** 20, **Con** 10, **Int** 15, **Wis** 14, **Cha** 10
Base Atk +5; **CMB** +9; **CMD** 17
Feats Agile Maneuvers, Deadly Aim, Improved Initiative*, Run, Skill Focus* (Perception), Skill Focus (Pilot), Wheelman
Skills Disable Device +14, Drive +14, Hacking +9, Knowledge (programming) +12, Perception +14, Pilot +17, Stealth +19
Languages English, Portuguese, Swahili
SQ accelerated drone control 1, honed instincts +1, hacking resistance +2, improved VCI control, jury-rig, proficient technician (+3, half normal time), silent hunter
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2), subdermal armor, VCI II

Gear BKI Ghost Suit, AGA Thunderbolt, drones (Aquarius Raptor, Helios Eye Borg), subvocal comms
***Pilot Mode Feats**

LOBO JESS

If someone has a wrong that needs rectifying, and that person has a modicum of credits, the ronin known as Lobo Jess will do the job. While she is extremely flashy in dispatching her enemies, she prefers her privacy. She has the tacit approval of most of the neighborhoods where she operates, since no one in those areas trusts the police to perform their duties. At least people know the credits they spend on Jess's services is money well spent.

RONIN   CR 7

XP 1,600
Fierce hybrid (wolf) cybermonk 8
Medium humanoid (hybrid)
Init +6; **Senses** Perception +9

DEFENSE

DS 22, touch 22, flat-footed 15 (+2 cybermonk, +4 Dex, +3 dodge, +3 Wis); +2 vs. ranged attacks
hp 60 (8d10+16)
Fort +7, **Ref** +5, **Will** +4
Defensive Abilities evasion

OFFENSE

Speed 40 ft., swim 10 ft.
Melee SO Whirlwind Butterfly Sword +12/+7 (1d4+5/19–20) or unarmed strike +12 (1d8+3) or unarmed strike flurry of blows +11/+11 (1d10+3) or bite +12 (1d4+3), 2 claws +12 (1d4+3)

STATISTICS

Str 16, **Dex** 18, **Con** 12, **Int** 6, **Wis** 16, **Cha** 10
Base Atk +8; **CMB** +11 (+13 disarm); **CMD** 33 (35 vs. disarm)
Feats Chromed, Combat Reflexes, Dodge, Improved Disarm, Improved Unarmed Strike, Mobility, Skill Focus (Perception), Spring Attack, Stunning Fist, Weapon Focus (butterfly sword), Weapon Specialization (butterfly sword)
Skills Athletics +7, Craft (weapons) +5, Intimidate +11, Perception +9
Languages English
SQ exploit weakness, extreme endurance (fatigue, sickened), fast movement, honed instincts +2, martial arts master, pain points, push cyberware 21 rounds/day (armor, boost stat, damage field [1d6+8], deflection +3, quickness, speed), physical resistance 1, strain pool (8 points)
Cyberware TAP (Firewall 15, AMS 4, Neural Fortitude +3), Skeletal Reinforcement I, enhanced coordination system I, reflex augmentation management processor II
Gear SO Whirlwind Butterfly Swords (2), T-APP Firewall Sapper Protection

MARLA DUPUIS

First employed by her corporation to track down and mete out justice to gangers who stole goods from the corporation's warehouse, Marla Dupuis worked her way up to security team leader. She gets bored sitting at a desk, watching monitors and communicating with her team as they patrol the office building, though. Therefore, she relishes those times when someone attempts to make off with physical corporation assets or creates a hostage situation involving one of the executives.

CORPORATE SECURITY TEAM LEADER   CR 4

XP 1,200
Human gunner 5
Medium humanoid (human)
Init +7; **Senses** Perception +10

DEFENSE

DS 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)
hp 47 (5d10+20)
Fort +7, **Ref** +4, **Will** +3
DR 8

OFFENSE

Speed 30 ft.
Melee RS Security Truncheon +8 (1d6+3 nonlethal plus shaken for 1 round [DC 20 Fortitude save negates])
Ranged BD-4DY 12G Pump Action Shotgun +9 (3d6+1) or AGA Thunderbolt +8 (2d8) or RS P9D Personal Defense Weapon +8 (2d4)

STATISTICS

Str 16, **Dex** 16, **Con** 17, **Int** 8, **Wis** 14, **Cha** 10
Base Atk +5; **CMB** +8; **CMD** 22
Feats Deadly Aim, Improved Initiative, Nimble Moves, Point-Blank Shot
Skills Athletics +11, Disable Device +11, Intimidate +8, Perception +10, Stealth +11, Survival +10
Languages English
SQ armor training 1, full kit, gunner knacks (favored enemy [ganger +2, humanoid {human} +4], favored terrain [urban], hobbling attack, sub rosa), honed instincts +1, weapon training (shotguns +1)
Cyberware TAP (Firewall 16, AMS 4, Neural Fortitude +5), enhanced coordination system I, muscular improvement system I, nanoweave organ system I
Gear RS Beachhead First Responder Armor, RS Security Truncheon, WT BD-4DY 12G Pump Action Shotgun, AGA Thunderbolt, RS P9D Personal Defense Weapon, T-APP G-Net Security, subvocal comms

MOEBIUS

Rumors surrounding the woman known only as Moebius claim that she used to be a field agent for one of the intelligence agencies, but then she got bored and realized the money was better as a freelancer. If a corporate executive, high-profile entertainer, or powerful politician needs information on a rival, Moebius has always justified the high price she charges. For an outrageous price, even to those who view millions of credits as pocket change, Moebius will irrevocably destroy a target's reputation, a character assassination that many regard as worse than a physical one.

FREELANCER   CR 7

XP 3,200
Human agent 4/investigator 4
Medium humanoid (human)
Init +2; **Senses** Perception +17

DEFENSE

DS 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 36 (8d8)
Fort +2, **Ref** +10, **Will** +7
Defensive Abilities evasion, uncanny dodge; DR 4

OFFENSE

Speed 30 ft.
Melee RS Jointlock Stun Gloves +6/+1 touch (shaken 1 round, DC 15 Fortitude save negates) or UP Duke McCoy Combat Knife +6/+1 (1d6/19–20)
Ranged AS Foley Arms Watchdog +8 (2d8)
Special Attacks sneak attack +2d6

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 12, **Wis** 14, **Cha** 18
Base Atk +6; **CMB** +6; **CMD** 19
Feats Alertness, Deceitful, Enforcer, Extra Luck, Skill Focus (Perception)
Skills Bluff +17, Disable Device +13 (+18 when picking locks), Disguise +15, Drive +10, Hacking +10, Intimidate +17, Knowledge (corporations) +11, Knowledge (local) +14, Perception +17, Sense Motive +12, Sleight of Hand +10, Stealth +13
Languages Chinese, English
SQ agent knacks (poison use), connected, cyber investigation +1, deeds (careful teamwork +1, daring, investigator's initiative), eye for detail +2, honed instincts +1, intuition (3 points), investigator knacks (canny observer), keen recollection, read the room 1, skilled liar +2
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2), cybereyes (enhanced vision), fingerprint duplicator and lockpicking kit, knowcomp (Intimidate), muscular improvement system I
Gear UP Combat Jacket, RS Jointlock Stun Gloves, UP Duke McCoy Combat Knife, AS Foley Arms Watchdog

WALTER JONES

Walter idolizes his mother who was a beat cop for most of her career, until she lost the use of her legs when she got caught between the gunfire of two rival gangs. Despite her protestations, he decided to follow in her footsteps and graduated from the police academy roughly in the middle of his class. He has only been on the job for a little over a year, and, as a rookie, he drew the short straw of covering the not-so-affectionately named "Freak Beat." Illegal drugs and cyberware rule the streets there, and claims of monster sightings are quite common. Walter hopes to survive his assignment so he can earn the right to patrol his own neighborhood.

POLICE OFFICER   CR 1

XP 200
Human gunner 2
Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

DS 13, touch 11, flat-footed 12 (+1 Dex, +2 shield)
hp 17 (2d10+6)
Fort +5, **Ref** +1, **Will** +1
DR 12

OFFENSE

Speed 30 ft.
Melee RS Security Truncheon +5 (1d6+3 nonlethal plus shaken for 1 round [DC 20 Fortitude save negates])
Ranged AS Foley Arms Watchdog Pistol +3 (2d8) or BD-4DY 12G Pump Action Shotgun +1 (3d6+1)

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +5 (+6 bull rush, +6 drag, +6 reposition); CMD 16 (17 vs. bull rush, 17 vs. drag, 17 vs. reposition)
Feats Armor Proficiency (RS Bulwark Crowd Control Armor), Point-Blank Shot, Power Attack
Skills Athletics +7, Diplomacy +5, Knowledge (law, local) +3, Perception +5
Languages English
SQ full kit, gunner knacks (close control +1, favored enemy [ganger])
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4), cyberlegs (ligament enhancement)
Gear RS Bulwark Crowd Control Armor, AS Foley Arms Watchdog Pistol, RS Security Truncheon, WT BD-4DY 12G Pump Action Shotgun

WENDY YUN

One major corporation holds a patent on their hybridization process and, through a legal loophole or two, can claim ownership on all those who underwent the process. So, when an "asset" goes off the grid, the corp brings in Wendy Yun, who specializes in retrieving hybrids. Thanks to various cyber-augmentations, she can keep up with most of them, who unsurprisingly run or fight when she comes to collect.

BOUNTY HUNTER   CR 3

XP 800
Human gunner 4
Medium humanoid (human)
Init +1; **Senses** Perception +8

DEFENSE

DS 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)
hp 34 (4d10+12)
Fort +6, **Ref** +6, **Will** +2
DR 4

OFFENSE

Speed 40 ft.
Melee unarmed strike +9 (1d3+5)
Ranged AGA Thunderbolt +6 (2d8)

STATISTICS

Str 20, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +9 (+11 grapple); CMD 22 (24 vs. grapple)
Feats Improved Unarmed Strike, Improved Grapple, Skill Focus (Survival)

Skills Athletics +12, Disable Device +9, Knowledge (law, local) +7, Perception +8, Survival +11 (+13 to follow tracks), Stealth +9
Languages English
SQ armor training 1, full kit, gunner knacks (favored terrain [urban], secure the prisoner, track +2), honed instincts +1
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4), advanced subdermal armor, cyberlegs (kangaroo system, ligament enhancement), muscular improvement system II
Gear PD Urban Trench, AGA Thunderbolt

冠軍

The man known as "Champion" often walks the streets of his neighborhood to rout criminal elements that believe that this crime-free area is rife with opportunity. When he fights, he barely utters a sound, but, after he has dispatched his opponents, he spends time discussing his beliefs, a curious mixture of Buddhism and cyber modifications as a path towards enlightenment.

STREET SAMURAI   CR 4

XP 1,200
Human 2.0 cybermonk 5
Medium humanoid (human)
Init +3; **Senses** Perception +10

DEFENSE

DS 17, touch 17, flat-footed 13 (+1 cybermonk, +2 Dex, +2 dodge, +2 Wis); +1 vs. ranged attacks
hp 37 (5d8+15)
Fort +6, **Ref** +6, **Will** +4; +4 vs. disease
Defensive Abilities evasion; Immune fatigue

OFFENSE

Speed 40 ft.
Melee SO Miyamoto K-Tana (wide blade variant) +8 (1d8+7/19–20) or unarmed strike +8 (1d8+5) or unarmed strike flurry of blows +6/+6 (1d8+5)
Special Attacks flurry of blows, stunning fist (fatigued)

STATISTICS

Str 21, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +5; **CMB** +10; **CMD** 27
Feats Chromed, Dodge, Dragon Lash, Improved Unarmed Strike, Power Attack, Scorpion Style, Skill Focus (Athletics), Stunning Fist
Skills Acrobatics +10, Athletics +16, Knowledge (religion) +8, Perception +10
Languages Chinese
SQ arrogant drawback, charming trait, extreme endurance (fatigue), fast movement, honed instincts +1, martial arts master, pain points, push cyberware 16 rounds/day (boost stat, quickness), strain pool (5 points)

Cyberware TAP (Firewall 16, AMS 4, Neural Fortitude +4), enhanced coordination system I, muscular improvement system I, reflex augmentation management processor I;
Gear SO Miyamoto K-Tana; T-APP G-Net Security

MILITARY

Leaders of nation-states still hold on to the quaint notion that the integrity of their physical borders still means something. Thus, they send soldiers to protect those borders or those of traditional allies. For the purposes of large-scale battles, these soldiers definitely have better training and armaments than corporate-owned or freelance soldiers.

QUINN CARLISLE

Quinn grew up in a sprawl neighborhood, far below the corporations and other decision makers, but she learned fairly quickly that the people in their fancy skyscrapers did not have her best interests in mind. Already a crack shot, she joined the military for a short stint and gained the experience to become a true marksman, along with the equipment. Upon leaving the service, she moved out to a commune where she lives and trains, waiting for the inevitable day when the corps send their goons to shut them down.

MILITIA   CR 5

XP 1,600
Human gunner 6
Medium humanoid (human)
Init +4; **Senses** Perception +1

DEFENSE

DS 13, touch 13, flat-footed 10 (+2 Dex, +2 dodge)
hp 53 (6d10+18)
Fort +7, **Ref** +6, **Will** +3
DR 4

OFFENSE

Speed 30 ft.
Melee WT Lacerator Knife +9/+4 (1d4+3/18–20)
Ranged HT-9 Holdout Pistol +9 (2d6+1) or RS Riot Gel Gun +8 (4d8 nonlethal)

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +6; **CMB** +9; **CMD** 23
Feats Dodge, Enfilading Fire, Gun-Fu Disciple, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Shot on the Run
Skills Athletics +12, Boating +11, Knowledge (demolitions, geography) +9, Survival +10
Languages English
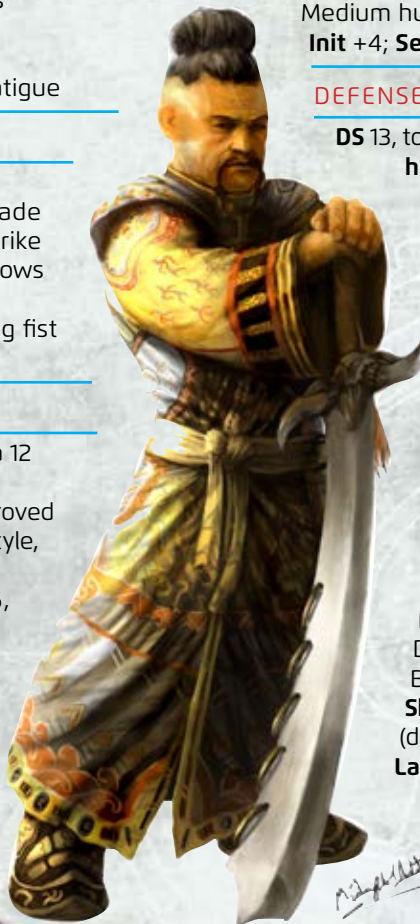
SQ armor training 1, full kit, gunner knacks (tactical awareness +2), honed instincts +1, tactical awareness +2, weapon training (pistols +1)
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4), cybereyes (enhanced vision, night vision optics), fight or flight, smartgun system I, VCI I
Gear UP Combat Jacket, WT Lacerator Knife, RS Riot Gel Gun, HT-9 Holdout Pistol

SGT. JD HOLLIS

Having just returned from an overseas deployment, the recently promoted sergeant planned to enjoy a few days of leave. The recruiter noticed that Hollis scored exceptionally well on his aptitude test for engineering, and the army needed soldiers to work in demolitions squads. With no other direction to his life and attracted to the idea of blowing up buildings, he enlisted and actually plans to stay in the service until retirement. It helps that he gets to work with state-of-the-art armor, one suit of which he may have requisitioned without the supply lieutenant noticing.

INFANTRY/PRIVATE MILITARY CONTRACTOR   CR 2

XP 600
Human gunner 3
Medium humanoid (human)
Init +2; **Senses** Perception +1

DEFENSE

DS 11, touch 11, flat-footed 10 (+1 Dex)
hp 28 (3d10+12)
Fort +6, **Ref** +2, **Will** +2
DR 13

OFFENSE

Speed 20 ft.
Melee combat knife +6 (1d4+3/19–20) or RS Security Truncheon +6 (1d6+3 nonlethal plus shaken for 1 round [DC 20 Fortitude save negates])
Ranged AS Foley Arms TAW 2022 +5 (3d6) or AS Foley Arms Watchdog Pistol +4 (2d6) or 25 mm HEI grenade +4 (3d6 plus burn [1d6+1, DC 20])

STATISTICS

Str 17, **Dex** 12, **Con** 16, **Int** 13, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +6; **CMD** 17
Feats Combat Expertise, Improved Called Shot, Skill Focus (Knowledge [engineering]), Suppressing Fire, Weapon Focus (rifle)
Skills Athletics +9, Drive +7, Intimidate +6, Knowledge (engineering) +10, Profession (soldier) +7, Survival +7
Languages Arabic, English
SQ armor training 1, full kit, gunner knacks (tactical awareness +1)

Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +5), Skeletal Reinforcement I, enhanced coordination system I, lifesaver system, muscular improvement system I
Gear RS Justified Response Assault Armor, AS Foley Arms TAW 2022, AS Foley Arms Watchdog Pistol, RS Security Truncheon, 25mm HEI grenades (2)

MARIA DELGADO

A champion swimmer in high school, Maria Delgado was destined to become an Olympic great. However, an engineered scandal derailed her athletic career and, due to her obsessive focus on swimming, nearly left her a broken shell of a person. A recruiter looking for talented swimmers for wartime activities out of the spotlight presented Maria with a way to use her gift to make a difference. She has carried out over 100 missions involving hostage rescue, demolition, and some wetwork and received numerous medals (in secret) for her service. She has been patiently biding her time, though, and plans to apply her training to gain revenge against those who ruined her dreams.

SPEC-OPS TEAM MEMBER   CR 12

XP 19,200
Human gunner 13
Medium humanoid (human)
Init +6; **Senses** Perception +20

DEFENSE

DS 17, touch 17, flat-footed 10 (+3 Dex, +4 dodge)
hp 105 (13d10+39)
Fort +10, **Ref** +7, **Will** +5
DR 11

OFFENSE

Speed 30 ft., swim 10 ft.
Melee RS Security Truncheon +19/+14/+9 (1d6+6 nonlethal plus shaken for 1 round [DC 20 Fortitude save negates])
Ranged AS Foley Arms TAW 2022 +20 (3d6+3) or 25 mm HEI grenade +16 (3d6 plus burn [1d6+1, DC 20])

STATISTICS

Str 20, **Dex** 16, **Con** 15, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +13; **CMB** +18; **CMD** 35
Feats Die Hard[B], Clustered Shots, Dodge, Endurance, Exotic Armor Proficiency (Raptor SpecOps Armor), Far Shot, Point-Blank Shot, Precise Shot, Prone Shooter, Quick Draw, Run, Skill Focus (Athletics, Perception),

INTERFACE ZERO NPCS
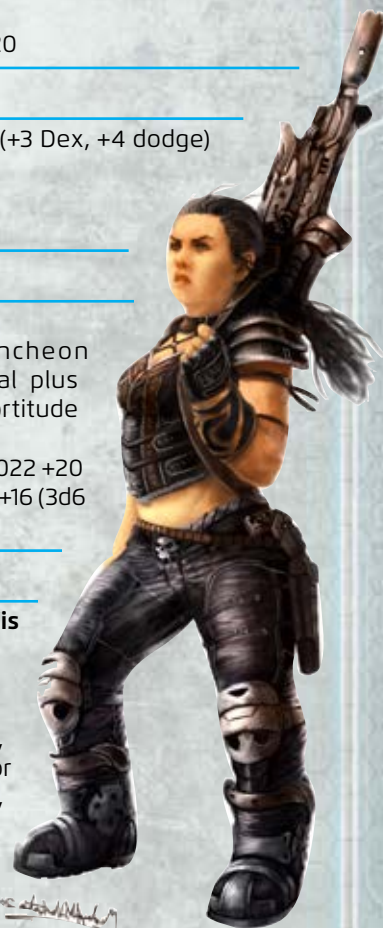
Suppression Fire Expert, Suppression Fire Mastery, Weapon Focus (rifle)
Skills Athletics +27 (+35 when swimming), Intimidate +15, Knowledge (demolitions) +16, Perception +20, Stealth +16
Languages English
SQ armor training 3, full kit, honed instincts +3, gunner knacks (cooperative combatant, tactical awareness +3), weapon training 3 (rifles +3, heavy +2, blunt +1)
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4), Skeletal Reinforcement I, cyberlegs (aquatic, ligament enhancement), lifesaver system, muscular improvement system II, trauma suppressor
Gear RS Raptor SpecOps Armor, AS Foley Arms TAW 2022, RS Security Truncheon, 25 mm grenades (2)

DAI GRIFFITH

Raised on ancient spy vids, Dai Griffith knew he wanted to be a debonair secret agent when he grew up. Unlike many children who discard their dream jobs as real life intervenes, Dai trained himself in a variety of aptitudes he figured that he required. He achieved near-professional ability in physical skill, as well as the ability to drive or fly any vehicle.

He aced the examinations for entry into the intelligence agency where he works to this day as one of their star field agents. While it is not all high-stakes poker games and sexual encounters, he greatly enjoys the work, especially when his handlers installed the software teaching him how to create effective explosions, some of which he narrowly avoided himself.

ESPIONAGE SPECIALIST   CR 9

XP 6,400
Human 2.0 agent 10
Medium humanoid (human)
Init +5; **Senses** Perception +13

DEFENSE

DS 21, touch 17, flat-footed 14 (+5 Dex, +2 dodge, +4 natural)
hp 55 (10d8+10)
Fort +3, **Ref** +12, **Will** +3; +4 vs. disease
Defenses evasion, improved uncanny dodge; DR 4

OFFENSE

Speed 30 ft.
Melee AGA Black Knight Limited underbarrel blade +7/+2 (1d3+1) or RS Security Truncheon +7/+2 (1d6+1 nonlethal plus shaken for 1 round [DC 20 Fortitude save negates]) or unarmed strike +7/+2 (1d3+1)
Ranged AGA Black Knight Limited +12 (2d8) or SM-19 Smoke Grenade +12 (concealment), or Wasteland wanderer 9mm SMG +12 2d6 (20x2)
Special Attacks sneak attack +5d6

STATISTICS

Str 12, **Dex** 20, **Con** 10, **Int** 16, **Wis** 10, **Cha** 16
Base Atk +7; **CMB** +8 (+10 grapple); **CMD** 25 (27 vs. grapple)
Feats Combat Expertise, Improved Feint, Improved Grapple, Improved Unarmed Strike, Skill Focus (Acrobatics), Strangler
Skills Acrobatics +24, Athletics +9, Bluff +16, Boating +12, Diplomacy +11, Disable Device +18, Disguise +16, Drive +12, Escape Artist +13, Intimidate +11, Knowledge (demolitions) +13, Perception +13, Pilot +12, Sense Motive, +13 Sleight of Hand +16, Stealth +18
Languages Arabic, Chinese, English, Welsh
SQ agent knacks (another day, fast stealth, honeyed words, peerless maneuver, poison use, quick disguise), arrogant drawback, charming trait, connected, honed instincts +2, read the room 3, skilled liar +5
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2), advanced subdermal armor, knowcomp (Knowledge [demolitions]), muscular improvement system I
Gear BOB Formal Wear, AGA Black Knight Limited, RS Security Truncheon, Bomzaway LTD Satchel Pack, CES Super C4 Plastic Explosive (2), SM-19 Smoke Grenade (2), Comscience MTS, Wasteland wanderer 9mm SMG

SPECIALIZED WORKERS

Not everyone is a criminal, executive (or, basically, a highly paid criminal), celebrity, or combatant. Nor do they quite fit in the opposite end of the spectrum of wage slaves who just want to make enough money to buy a luxury item or two and not have that money (or those items) taken from them. The following people have specialized jobs that do not see them directly opposing the characters. Instead, they may prove quite beneficial to those who treat them nicely.

FELIX SCHWARTZ

As a teen, Felix Schwartz practiced his current trade early by eavesdropping on adult conversations without them noticing. At first, he used the information he gained to earn a little money through some anonymous blackmail. He enjoyed the game of dealing with dead drops and using vocal modulation to sound sinister. Unfortunately, his initial forays into blackmail were sloppy, and one woman learned far too much about her husband and his coworker, prompting her to commit a double homicide. Felix realized then that information is a truly dangerous weapon and decided to use the secrets he obtained to make the world a better place. He turned to corporate espionage and writes a blog as "Chat Noir" where he outs many corporate indiscretions. Knowing that he treads dangerous water, but unwilling to give up the thrill of publishing dark truths behind corporate facades, he has purchased a lot of protection and has learned the art of running away when security sniffs him out.

BEAT REPORTER   CR 6

XP 2,400
Stealth hybrid (cat) investigator 7
Medium humanoid (hybrid)
Init +2; **Senses** low-light vision; Perception +2

DEFENSE

DS 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 31 (7d8)
Fort +1, **Ref** +7, **Will** +9
DR 4

OFFENSE

Speed 30 ft.
Melee RS Security Truncheon +4 (1d6–1 nonlethal plus shaken for 1 round [DC 20 Fortitude save negates])
Ranged PD Saturday Night Sprawl Special +7 (2d6)

STATISTICS

Str 8, **Dex** 14, **Con** 8, **Int** 16, **Wis** 18, **Cha** 13
Base Atk +5; **CMB** +4; **CMD** 17
Feats Alertness, Deft Hands, Dodge, Mobility

Skills Acrobatics +11, Disable Device +13, Disguise +11, Escape Artist +11, Knowledge (local) +15, Perception +21 (+26 when involving sound), Sense Motive +19, Sleight of Hand +13, Stealth +12
Languages Chinese, English, Swahili
SQ cyber investigation +2, deeds (careful teamwork +2, daring, investigator's initiative, opportunistic evasion, run like hell), eye for detail +3, intuition (6 points), investigator knacks (expanded intuition, quick disable), keen recollection, silent hunter, surveillance expert
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +1), biofeedback, cyberears (amplified hearing), Courier Node
Gear ED Combat Vest, RS Security Truncheon, PD Saturday Night Sprawl Special

MEDI ANDI

Flush from success with their "Handy Andy" android handyman, the CEO of Androco Inc. decided to bank his corporation's future on a doctor's assistant with medical knowledge and a pleasant bedside manner. Regrettably, where people might be tolerant of androids doing manual labor, they utterly rejected the idea of an "inhuman creature" providing medical care. Androco was forced to shut down their "Medi Andi" units, and the company folded shortly after the CEO's suicide. However, some androids remained active and see plenty of use among street doctors who only care that the androidis competent in their service.

LAB TECHNICIAN   CR 2

XP 600
Android expert 2/medic 1
Medium humanoid (android)
Init +2; **Senses** low-light vision, darkvision 60 ft.; Perception +2

DEFENSE

DS 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 16 (3d8+3)
Fort +3, **Ref** +4, **Will** +5; +2 vs. psionics
Weaknesses EMP vulnerability

OFFENSE

Speed 30 ft.
Melee unarmed strike +1 (1d3 nonlethal)
Ranged acid flask +3 (1d6 acid)
Treatments Prepared (Medic Level 1st; concentration +3)
1st (2/day)—*cosmetic alteration, immune booster, light trauma treatment, monitor vitals*

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 17, **Wis** 14, **Cha** 6
Base Atk +1; **CMB** +1; **CMD** 13
Feats Skill Focus (Diplomacy), Skill Focus (Heal), Skill Focus (Knowledge [medicine]),
Skills Craft (electronics) +8, Craft (pharmaceuticals) +9, Diplomacy +6, Heal +8, Knowledge (cybernetics, medicine) +9, Knowledge (engineering) +8, Profession (lab technician) +8, Sleight of Hand +8
Languages Chinese, English, Hindi, Swahili

SQ constructed, emotionless, healer, healing nanites (1d6, 3/day), recharge, unnatural
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +3)
Gear lab coat, chemical supplies, medical supplies

LENA DUMONT

Doctor Lena Dumont was a successful plastic surgeon who worked on high-level executives who wanted to maintain their youthful good looks without resorting to cyberware. Her reputation nosedived when one of her patients thought he noticed a slight tremor in her hand and rumors spread quickly. At the age of 41 and without resorting to any sort of modifications to herself, she found herself on the outs with her youth-obsessed clientele. Coupled with some poor investment choices, Lena ended up on the street and nearly penniless. Luckily, her skills were in great demand there, and she opened up a practice, where she not only treats disease and injuries, but also performs illegal facial alterations for those who no longer wish to be recognized.

STREET DOC   CR 3

XP 800
Human 2.0 medic 4
Medium humanoid (human)
Init +2; **Senses** Perception +4

DEFENSE

DS 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 22 (4d8+4)
Fort +6, **Ref** +6, **Will** +5; +4 vs. disease

OFFENSE

Speed 30 ft.
Melee RS Security Truncheon +4 (1d6+1 nonlethal plus shaken for 1 round [DC 20 Fortitude save negates])
Treatments Prepared (Medic Level 4th; concentration +9)
2nd (2/day)—*augment senses, endura stim moderate trauma treatment*
1st (4/day)—*cosmetic alteration, light trauma treatment, scent blocker, vocal alteration*

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 12, **Wis** 20, **Cha** 12
Base Atk +3; **CMB** +4; **CMD** 17
Feats Great Fortitude, Skill Focus (Heal)
Skills Craft (pharmaceuticals) +8, Heal +15, Knowledge (medicine) +8, Perception +12, Profession (doctor) +12
Languages English, Swahili
SQ healer, healing nanites (2d6, 9/day), honed instincts +1, medical knacks (talk 'em through it, well-supplied), solid reputation
Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +2);
Gear medical supplies

BIO HORROR GENERATOR

With the advent of genetic engineering, scientists and tinkerers have a plethora of options from which to choose when creating their genetic masterpieces...or monstrosities. Animals have proven to be the most viable subjects thus far, but inroads have been made with respect to plants, and even humans. It is not unheard of for a human to subject himself to an experiment to graft on gills or make himself stronger or faster. However, out-of-control experimentation gives rise to xenomorphs; aberrant monsters that escape and unleash terror on an unsuspecting world. Finally, with the increase in radiation and biochemical agents, creatures can spontaneously mutate.

The following rules allow you to create numerous biohorrors for your game.

MUTANT ANIMALS

Mutant animals are terrestrial beasts that have been genetically modified and mutated to varying degrees.

Base Statistics: A mutant animal starts with the base statistics of a creature of the animal type.

Mutations: A mutant animal has 2d4 mutations, each rolled separately on the Mutations Table.

Drawbacks: A mutant animal has 1d4–1 drawbacks, each rolled separately on the Drawbacks Table.

SPLICED ANIMALS

Spliced animals are amalgamated creatures that combine two natural animals in unusual ways. Spliced animals have CRs equal to the higher of the component animals CRs.

Base Size: A spliced animal is the larger of the two animals' sizes.

Base Senses: A spliced animal possesses all senses from both animals. If both animals have a sense with a range, use the longer range for that sense.

Base Natural Armor: A spliced animal starts with the higher of the two creatures' natural armor bonuses.

Base Hit Dice: A spliced animal has the higher number of Hit Dice from the two animals.

Base Speed: A spliced animal has all movement modes from both animals. If they share movement modes, take the best speed (and maneuverability, for fly speed) from the animals. If either component animal has a special movement ability (such as jet or sprint), the spliced animal gains it.

TABLE 6:1: BIO-HORROR TYPE

D%	BIO-HORROR
01–25	Mutant Animal
26–50	Spliced Animal
51–70	Mutant Human
71–80	Mutant Plant
81–100	Xenomorph

Base Melee Attack: A spliced animal possesses all attack modes, including special attacks such as grab or trip, from the component creatures. For redundant attack modes, use the higher damage from the animals.

Base Abilities: For all ability scores, a spliced animal starts with the higher of two abilities belonging to the component animals.

Initial Base Attack: Use the higher of the two animals' Base Attack Bonuses. CMB and CMD are modified by the spliced animals size and abilities.

Base Feats: Select feats from both animals totaling the greater number of feats from both.

Base Skills: For simplicity's sake, take the higher of the two skill bonuses possessed by the component animals. The spliced animal also gains all racial modifiers possessed by the component animals.

Special Qualities: A spliced animal gains the special qualities from both animals.

Mutations: A spliced animal has 1d4 – 1 mutations, each rolled separately on the Mutations Table.

Drawbacks: A spliced animal has 1d4 drawbacks, each rolled separately on the Drawbacks Table.

MUTANT HUMANS

Mutant humans have augmented their bodies with mutant DNA to varying amounts, but are still recognizable as mostly human.

Base Statistics: A mutant human starts off with the abilities scores for basic or heroic NPCs. The mutant human also starts with an additional +2 on one of the ability scores and has two feats. Skills and hp are gained per class levels.

Mutations: A mutant human has 1d6 mutations, each rolled separately on the Mutations Table.

Drawbacks: A mutant human has 1d4 drawbacks, each rolled separately on the Drawbacks Table.

MUTANT PLANTS

Mutant plants have been spliced with alien DNA such that they become mobile and aware of their surroundings.

Base Statistics: A mutant plant has the plant creature type (d8 Hit Die, base attack bonus equal to 3/4 total Hit Dice, good Fortitude saves, 2 + Int Modifier [minimum 1] skill points per Hit Die, low light vision) and starts with Int 1, Wis 10, Cha 9, and a +2 natural armor bonus.

A Small plant has Str 8, Dex 15, Con 10, and a base speed of 20 ft. A Medium plant has Str 10, Dex 11, Con 12, and a base speed of 30 ft. A Large plant has Str 12, Dex 7, Con 14, and a base speed of 40 ft.

A mutant plant typically starts off with a slam attack that deals damage according to its size (1d3/1d4/1d6).

Mutations: A mutant plant has 2d4 mutations, each rolled separately on the Mutations Table.

Drawbacks: A mutant plant has 1d4 drawbacks, each rolled separately on the Drawbacks Table.

XENOMORPHS

Xenomorphs are bizarre mutant creatures either based on alien stock, or they may be terrestrial beasts so heavily mutated as to be unrecognizable.

Base Size: Roll for the xenomorph's size on the Xenomorph Size Table.

Base Abilities: Roll 3d6 for each of the xenomorph's ability scores. A xenomorph has the aberration creature type (d8 Hit Die, base attack bonus equal to 3/4 total Hit Dice, good Will saves, 4 + Int modifier [minimum 1] skill points per Hit Die, darkvision 60 ft.).

Base Hit Dice: Advance a xenomorph by 2d8 Hit Dice.

Base Armor: Roll for the xenomorph's natural armor bonus on the Xenomorph Dermis Table.

Base Attacks Modes: Roll for the xenomorph's attack modes on the Xenomorph Attack Mode Table. Modify the damage dice based on the xenomorph's size.

Base Skills: A xenomorph has Acrobatics, Athletics, Escape Artist, Fly, Intimidate, Knowledge (any), Perception, Stealth, and Survival as class skills. Roll a number of times equal to the xenomorph's Intelligence modifier (minimum 1) on the Xenomorph Racial Skills and add its Intelligence modifier to the result. Select the result or any lower result to determine which skill gains a +4 racial modifier.

BIO HORROR GENERATOR

Base Feats: A xenomorph gains 1 feat + 1 feat for every 2 additional Hit Dice over 1 that it possesses.

Base Speed: Roll for the xenomorph's movement rate(s) on the Xenomorph Locomotion Table.

Base Senses: Roll for the xenomorph's senses on the Xenomorph's Senses Table.

Mutations: A xenomorph has 1d6–1 mutations, each rolled separately on the Mutations Table.

Drawbacks: A xenomorph has 1d4–1 drawbacks, each rolled separately on the Drawbacks Table.

TABLE 6:2: XENOMORPH RACIAL SKILLS

D10	SKILL
1	Perception
2	Stealth
3	Survival
4	Athletics
5	Acrobatics
6	Escape Artist
7	Fly
8	Intimidate
9+	Knowledge

TABLE 6:3 XENOMORPH SIZE

2D10	SIZE	STRENGTH MOD	DEXTERITY MOD	BASE SPEED
2–4	Small	−2	+2	20 ft.
5–6	Medium	−1	+1	30 ft.
7–10	Medium	+0	+0	30 ft.
11-12	Medium	+1	−1	30 ft.
13–14	Large	+2	−2	30 ft.
15–16	Large	+3	−3	40 ft.
17–18	Huge	+4	−4	40 ft.
19	Huge	+6	−5	50 ft.
20	Gargantuan	+8	−6	50 ft.

TABLE 6:4: XENOMORPH LOCOMOTION

1D8	LOCOMOTION	SPEED/SPECIAL
1	Burrowing	Base speed based on size, burrow 20 ft.
2	Climbing	Base speed based on size, climb 20 ft., +8 racial bonus on Climb checks
3	Clinging	Base speed based on size, climb 20 ft., +8 racial bonus on Climb checks, does not make Climb checks for vertical or horizontal surfaces, retains Dex bonus to DS while climbing
4	Flying	Base speed based on size, fly speed equal to double base speed, average maneuverability
5	Jumping	Base speed +10 ft. more than speed based on size. This extra speed grants a +4 racial bonus on Athletics checks made to jump, and the xenomorph gains an additional +8 racial bonus
6	Swimming	Base speed based on size, swim speed equal to base speed, +8 racial bonus on Swim checks
7	Walking	Base speed +10 ft. more than speed based on size, +4 racial bonus on Athletics checks made to jump.
8	Roll Twice	Use best speed. If two equal rolls, increase base speed and any other movement by 10 ft. (for flying also increase the maneuverability to good)

TABLE 6:5: XENOMORPH DERMIS

1D8	TYPE	NATURAL ARMOR BONUS
1	Feathers	+1
2	Thick Skin	+1
3	Thick Fur	+2
4	Leathery Hide	+2
5	Thick Scales	+3
6	Bony Plates	+4
7	Chitinous Exoskeleton	+5
8	Calcated Shell	+6

TABLE 6:6: XENOMORPH ATTACK MODE

1D10	ATTACK	DAMAGE (SMALL)	DAMAGE (MEDIUM)	DAMAGE (LARGE)	DAMAGE (HUGE)	DAMAGE (GARGANTUAN)
1	Bite	1d4	1d6	1d8	2d6	2d8
2	2 Claws	1d3 each	1d4 each	1d6 each	1d8 each	2d6 each
3	Gore	1d4	1d6	1d8	2d6	2d8
4	2 Hooves	1d3 each	1d4 each	1d6 each	1d8 each	2d6 each
5	Pincers	1d4	1d6	1d8	2d6	2d8
6	Slam	1d3	1d4	1d6	1d8	2d6
7	Sting	1d3	1d4	1d6	1d8	2d6
8	1d4 Tentacles	1d3 each plus grab	1d4 each plus grab	1d6 each plus grab	1d8 each plus grab	2d6 each plus grab
9	Roll on Xenomorph Special Attacks Table					
10	Roll Twice	—	—	—	—	—

TABLE 6:7: XENOMORPH SPECIAL ATTACKS

1D8	SPECIAL ATTACK	GAME EFFECT
1	Grab	Per grab ability, apply to one attack mode
2	Pounce	Per pounce ability
3	Quills/Spikes	Attack with up to 4 quills or spikes as a ranged attack (damage equivalent to claws, range 60 ft. with no range increment)
4	Rake	Per rake ability
5	Rend	Per rend ability
6	Squeeze	Per constrict ability
7	Swallow whole	Per swallow whole ability
8	Trample	Per trample ability

TABLE 6:8: XENOMORPH SENSES

1D8	ADDITIONAL SENSE
1	Blindsight 60 ft.
2	Deepsight: darkvision 120 ft.
3	Echolocation: blindsense 60 ft.
4	Low-light vision
5	Scent
6	Sixth sense: uncanny dodge
7	Tremorsense 60 ft.
8	Roll twice; on the same result increase the range by half (or upgrade uncanny dodge to improved uncanny dodge)

TABLE 6:9: MUTATIONS

D%	MUTATION	GAME EFFECTS
01–03	Acidic Ichor	When hit with a melee weapon, deal 2d6 acid damage to opponent striking the blow.
04–06	Additional Attack	Roll on Xenomorph Attack Mode Table.
07–09	Amphibious	Can exist on land as well as in water.
10–12	Amorphous	Immune to precision damage and critical hits.
13–15	Armored Dermis	Additional +2 natural armor bonus.
16–18	Bio-Electric Field	Deals 2d4 electricity damage to opponents adjacent to it when it ends its move. An opponent that strikes with a metallic weapon also takes this damage.
19–21	Compressed Body	Move through an area as small as one-quarter space without squeezing or one-eighth when squeezing.
22–24	Disease	Specified attacks inflict disease per disease ability.
25–27	Efficient Lungs	Can hold breath for a number of minutes equal to 6 times Con score before risk of drowning.
28–30	Energy Resistance	Gains resist 5 to a random type of energy on a 1d4: 1–acid, 2–cold, 3–electricity, 4–fire.
31–33	Enhanced Ability	Increase an ability score by +2.
34–36	Enhanced Skill	Add +4 racial bonus for selected skill.

BIO HORROR GENERATOR

BIO HORROR GENERATOR

TABLE 6:9: MUTATIONS CONT.

D%	MUTATION	GAME EFFECTS
37–39	Extra Limbs	Add 10 ft. to base speed or additional attack based on the extra limb.
40–42	Extra-Motive	Roll on Xenomorph Locomotion Table.
43–45	Extra Sense	Roll on Xenomorph Senses Table.
46–48	Extremophile	Suffers no harm from being in a hot or cold environment (no Fort save required in conditions between –50 and 140 degrees Fahrenheit).
49–51	Fortified Body	Has a 50% chance to treat a critical hit or sneak attack as a normal hit.
52–54	Gigantism	Apply the giant creature template
55–57	Hardy	Gain Endurance and Toughness feats.
58–60	Horrific Appearance	An opponent with fewer Hit Dice within 30 feet must make a Will save or become shaken for 5d6 rounds. If the opponent saves, it is immune to this creature's horrific appearance for 24 hours.
61–63	Multi-Headed	Gain +4 racial bonus on Perception checks.
64–66	Natural Adaptive Camouflage	Gain +8 racial bonus on Stealth checks.
67–69	Poison	Specified attack inflicts poison per poison ability.
70–72	Powerful Striker	A chosen attack adds 1-1/2 times Str modifier.
73–75	Regenerative Tissues	Gain fast healing 2.
76–78	Shapechanger	Can take the shape of one of the following: ordinary animal, mutant, or human. For a mutant, choose or roll a new creature. A shapechanger cannot take the form of a specific creature.
79–81	Slimy	Gain +4 racial bonus on Escape Artist checks.
82–84	Spiky Epidermis	If grappling an opponent, deal gore damage per size. A foe striking the creature with an unarmed attack also takes this damage.
85–87	Spinnerets	Can generate a web per the web ability.
88–90	Stench	Creates a stench per the stench ability.
91–93	Superior Species	Apply advanced creature template
94–96	Vacuum Adapted	Does not breathe and is immune to effects that require breathing (gases, inhaled poisons, and so on).
97–99	Vampiric	Deals 1d3 points of Con damage at the end of a turn where it has grappled a foe.
100	Super Mutant	Roll twice

TABLE 6:10: DRAWBACKS

D20	DRAWBACK	GAME EFFECTS
1	Anemic	Reduce Constitution by –2.
2	Arrested Development	Apply young creature template.
3	Atrophied Ability	Reduce random ability score by –2.
4	Bleeder	Takes +50% more damage from slashing attacks.
5	Blind	Permanently gains blinded condition.
6	Cold Blooded	Take +50% more damage from cold attacks.
7	Conductive	Take +50% more damage from electricity attacks.
8	Cyclopia (one-eyed)	Take –4 penalty on Perception checks.
9	Deaf	Permanently gains deaf condition.
10	Dwarfism	Reduce base speed by 10 ft. Reduce Strength by –2.
11	Facial Malformity	Take –4 penalty on Bluff and Diplomacy checks.
12	Holoprosencephaly	Reduce Intelligence by –2.
13	Light Sensitive	Gains dazzled condition in areas of bright light.
14	Microcephaly	Reduce Wisdom by –2.
15	Oily Epidermis	Take +50% more damage from fire-based attacks.
16	pH Sensitivity	Take +50% more damage from acid attacks.
17	Progeria	Reduce Strength, Dexterity, and Constitution by –1.
18	Shambler	Permanently gain staggered condition.
19	Undersized Weapons	All attacks deal damage as if the creature were one size category smaller.
20	Unfortunate	Roll twice, take the lowest result.

NPC GENERATOR

For a busy GM who wants to throw a bunch of random targets at the PCs and the NPCs presented don't quite fit his or her needs, the steps below allow for quick generation of NPCs. The following tables are based on the Agent, Gunner, Hacker and Sprawler character classes, and should produce a wide range of NPCs the PC's are most likely to encounter on the streets.

STEP 1: PRIMARY CLASS

The random NPC's primary class drives some of the options you'll find later in this section. Most adversaries are sprawlers, but agents, gunners, and hackers can be sprinkled in among them.

TABLE 6:11: PRIMARY CLASSES

D6	PRIMARY CLASS
1	Agent (d8 Hit Dice, 8+Int modifer skill ranks per level)
2	Gunner (d10 Hit Dice, 4+ Int modifier skill ranks per level)
3–5	Sprawler (d12 Hit Dice, 6 + Int modifier skill ranks per level)
6	Hacker (d6 Hit Dice, 4 + Int modifier skill ranks per level)

STEP 2: BASE PHYSICAL STATS

Most sprawlers are physically adept, so the NPC stat block favors higher physical scores. For a class like the hacker where Intelligence is more important, replace Str with Int in the table below.

TABLE 6:12: BASE PHYSICAL STATS

D6	PHYSICAL STATS
1	Str 15, Dex 14, Con 13
2	Str 15, Dex 13, Con 14
3	Str 14, Dex 15, Con 13
4	Str 14, Dex 13, Con 15
5	Str 13, Dex 15, Con 14
6	Str 13, Dex 14, Con 15

STEP 3: BASE MENTAL STATS

The lower stats fall into the mental ability scores, but there is still a range of possibilities. For a class like the hacker where Intelligence is more important and the character does not participate in physical combat, replace Int with Str in table 6:13 on the next page.

NPC GENERATOR

TABLE 6:13: BASE MENTAL STATS

D6	MENTAL STATS
1	Int 12, Wis 10, Cha 8
2	Int 12, Wis 8, Cha 10
3	Int 10, Wis 12, Cha 8
4	Int 10, Wis 8, Cha 12
5	Int 8, Wis 12, Cha 10
6	Int 8, Wis 10, Cha 12

STEP 4: RACE

Most NPCs the characters meet are human, but the desperate and criminal can come from all walks of life. Immediate appropriate adjustments are listed with each race, while the other racial traits are found within the Character Creation chapter.

TABLE 6:14: RACE

D20	RACE
1	Android (+2 Dex, +2 Int, −2 Cha; +1 natural armor)
2	Bioroid (+2 Int, +2 Wis)
3	Cyborg (+2 Str, +2 Dex, Con —, −2 Cha; +2 natural armor)
4	Aquatic Hybrid (+2 Dex, +2 Cha, −2 Wis; bite [1d4])
5–6	Fierce Hybrid (+2 Str, +2 Wis, −2 Int; bite [1d4], 2 claws [1d4])
7–8	Quick Hybrid (+2 Dex, +2 Wis, −2 Con; base speed 40 ft.)
9–11	Human (+2 to highest ability score)
12–13	Human 2.0 (+2 to all physical ability scores, +4 to highest mental ability score, −2 to second highest mental ability score)
14–15	Stealth Hybrid (+2 Dex, +2 Int, −2 Con)
16–17	Tough Hybrid (+2 Con, +2 Wis, −2 Dex; +1 natural armor)
18	Laborer Model Simulacra (+2 Str, +4 Con, −2 Int)
19	Luxury Model Simulacra (+2 Int, +4 Cha, −4 Str)
20	Soldier Model Simulacra (+2 Str, +2 Dex, +2 Con, +4 Wis, −2 Int)

STEP 5: CLASS LEVELS

Most sprawlers are easier foes to fight, so they typically have fewer levels. Roll a d6 to determine the class levels possessed by your NPC. You will generally use the primary class for all the random NPC's levels, but there is some room for multiclassing. If the character is 4th level or higher, add +1 to the highest odd ability score. If the character is 8th level or higher, again add +1 to the highest odd ability score.

TABLE 6:15: CLASS LEVELS

D6	RESULT
1–4	Roll 1d6 for class levels.
5–6	Roll 1d4+6 for class levels.

STEP 6: HIT POINTS

Calculate your NPC's hit points based on the class level and Con stat.

STEP 7: SKILLS

Give your NPC skills based on the primary class. Apply the maximum number of skill points to the rolled class skill and reroll (ignoring duplicates) until all skill points have been exhausted. Note Craft and Profession have been removed from the skill lists, since they will likely not see play in a quick and dirty encounter. Drive and Boating have been combined, allowing you to choose the appropriate skill for the scenario at hand.

TABLE 6:16: AGENT

D100	SKILL
01–05	Acrobatics
06–10	Athletics
11–20	Bluff
21–25	Disable Device
26–35	Disguise
36–40	Drive/Boating
41–50	Escape Artist
51–55	Hacking
56–60	Intimidate
61–65	Knowledge (local)
66–70	Linguistics
71–75	Perception
76–80	Pilot
81–85	Sense Motive
86–90	Sleight of Hand
91–00	Stealth

TABLE 6:17: GUNNER

D100	SKILL
01–05	Acrobatics
06–10	Athletics
11–15	Bluff
16–25	Disable Device
26–30	Drive/Boating
31–40	Intimidate
41–50	Knowledge (demolitions)
51–55	Knowledge (engineering)
56–60	Knowledge (local)
61–65	Pilot
66–75	Perception
76–80	Sense Motive
81–90	Stealth
91–95	Survival
96–00	Swim

TABLE 6:18: HACKER

D100	SKILL
01–10	Bluff
11–15	Disguise
16–20	Drive/Boating
21–60	Hacking
61–80	Knowledge (roll d10 to determine specialty: 1–2 corporations, 3–4 local, 5–6 politics, 7–10 programming)
81–90	Perception
91–95	Pilot
96–00	Sense Motive

TABLE 6:19: SPRAWLER

D100	SKILL
01–10	Athletics
11–20	Bluff
21–25	Disable Device
26–30	Disguise
31–35	Drive/Boating
36–45	Escape Artist
46–50	Heal
51–60	Intimidate
61–65	Knowledge (local)
66–75	Perception
76–80	Sense Motive
81–85	Sleight of Hand
86–95	Stealth
96–00	Survival

STEP 8: FEATS

The myriad of available feats makes it a little more difficult to randomly assign them. This section focuses on feats useful for specific character classes. The NPC must meet the prerequisites for the rolled feat. If the roll results in a feat which is part of a feat chain, and the NPC meets the prerequisites for an earlier feat in the chain (for example, rolling Improved Vital Strike, which has Vital Strike as a prerequisite), give the NPC the earlier feat.

TABLE 6:20: AGENT FEATS

D100	AGENT FEAT
01–10	Deceitful
11–30	Dodge
31–40	Mobility
41–50	Physical Marvel
51–70	Skill Focus (choose the first skill you rolled above, or randomly select a skill with ranks)
71–80	Vital Strike
81–90	Improved Vital Strike
91–00	Greater Vital Strike

TABLE 6:21: GUNNER FEATS

D100	GUNNER FEAT (BOUNTY HUNTER)
01–10	Agile Maneuvers
11–25	Combat Expertise
26–35	Combat Reflexes
36–45	Martial Weapons Proficiency (special)
46–55	Step Up
56–70	Weapon Focus
71–75	Improved Disarm
76–80	Improved Trip
81–85	Stand Still
86–90	Weapon Specialization
91–95	Greater Disarm
96–00	Greater Trip

TABLE 6:22: GUNNER (MERCENARY) FEATS

D100	GUNNER FEAT (MERCENARY)
01–10	Armor Proficiency (military)
11–20	Armor Proficiency (power)
21–35	Combat Expertise
36–45	Martial Weapon Proficiency (energy)
46–55	Martial Weapon Proficiency (flamethrower)
56–65	Martial Weapon Proficiency (special)
66–70	Pilot Golemmech
71–85	Weapon Focus
86–90	Improved Called Shot
91–95	Weapon Specialization
96–00	Greater Called Shot

TABLE 6:23: HACKER FEATS

D100	HACKER FEAT
01–10	Boost Flash Engram
11–25	Deceitful
26–35	Empower Flash Engram
36–45	Extend Flash Engram
46–55	Height Flash Engram
56–70	Improved Cyber Initiative
71–80	Improved Initiative
81–90	Maximize Flash Engram
91–00	Widen Flash Engram

NPC GENERATOR

TABLE 6:24: SPRAWLER (GANGER) FEATS

D100	SPRAWLER FEAT (GANGER)
01–10	Catch Off-Guard
11–25	Combat Expertise
26–35	Intimidating Prowess
36–45	Physical Marvel
46–55	Rapid Reload
56–70	Weapon Focus
71–95	Diehard
76–85	Gang Up
86–90	Mobility
91–95	Team Up
96–00	Teamwork feat (only use this option when making more than one NPC with the same or similar feats; 01–50: Lookout, 51–00: Paired Opportunist)

TABLE 6:25: SPRAWLER (STREET RAT) FEATS

D100	SPRAWLER FEAT (STREET RAT)
01–05	Alertness
06–25	Dodge
26–30	Endurance
31–40	Great Fortitude
41–60	Improved Unarmed Strike
61–70	Iron Will
71–80	Lightning Reflexes
81–00	Weapon Focus

STEP 9: CLASS OPTIONS

Many classes in the *Pathfinder* Roleplaying Game implementation of *Interface Zero* present multiple options for class features. The following tables, broken down by general class paths, allow you to randomly select options for your NPC. Knacks requiring higher levels are listed at the end of the table, allowing you to add an increment to your die rolls to select options appropriate to high-level NPCs. As with feats, if the knack is part of a chain, and the NPC meets the prerequisites for a knack earlier in the chain, give the NPC the earlier knack.

For class features without choices, refer to the Character Creation chapter to fully flesh out your NPC.

TABLE 6:26: AGENT (ASSASSIN) KNACKS

D100	AGENT KNACK (ASSASSIN)
01–10	Crack shot
11–20	Sharpshooter
21–35	Sneak attack
36–40	Rogue talent: bleeding attack
41–45	Rogue talent: fast getaway
46–50	Rogue talent: powerful sneak
51–55	Rogue talent: snap shot
56–60	Rogue talent: sniper's eye
61–65	Rogue talent: surprise attack
66–70	Rogue talent: swift poison
71–75	Rogue talent: underhanded
76–81	Ambush tactics
82–86	Martial artist
87–88	Poison use
89–90	Sniper
91–92	Rogue talent: confounding blades
93–94	Rogue talent: deadly sneak
95–96	Rogue talent: hunter's surprise
97–98	Rogue talent: stealthy sniper
99–00	Rogue talent: unwitting ally

TABLE 6:27: AGENT (INFILTRATOR) KNACKS

D100	AGENT KNACK (INFILTRATOR)
01–10	Cyber spy
11–20	Rogue talent: convincing lie
21–25	Rogue talent: expert leaper
26–35	Rogue talent: fast stealth
36–45	Rogue talent: guileful polyglot
46–55	Rogue talent: ledge walker
56–65	Rogue talent: nimble climber
66–75	Rogue talent: quick disguise
76–80	Rogue talent: rope master
81–90	Rogue talent: terrain mastery
91–95	Rogue talent: hide in plain sight
96–00	Rogue talent: master of disguise

TABLE 6:28: AGENT (SMUGGLER) KNACKS

D100	AGENT KNACK (SMUGGLER)
01–10	Classic misdirection
11–20	Conceal contraband
21–30	Grease the wheels
31–40	Rogue talent: charmer
41–50	Rogue talent: coax information
51–60	Rogue talent: deft palm
61–70	Rogue talent: getaway artist
71–80	Rogue talent: honeyed words
81–90	Rogue talent: terrain master
91–95	Rogue talent: getaway master
96–00	Rogue talent: hide in plain sigh

TABLE 6:29: GUNNER (BOUNTY HUNTER) KNACKS

D100	GUNNER KNACK (BOUNTY HUNTER)
01–20	Favored enemy
21–25	Hunter's bond
26–30	Hunter's trick: distracting attack
31–35	Hunter's trick: hateful attack
36–40	Hunter's trick: hunter's step
41–45	Hunter's trick: rattling strike
46–50	Hunter's trick: second change strike
51–55	Hunter's trick: stalker's sense
56–60	Sub rosa
61–70	Track
71–75	Favored terrain
76–80	Take 'em alive
81–85	Camouflage
86–90	Evasion
91–95	Swift tracker
96–00	Quarry

TABLE 6:30: GUNNER (MERCENARY) KNACKS

D100	GUNNER KNACK (MERCENARY)
01–10	Battle insight
11–20	Cooperative combatant
21–30	Hunter's trick: aiding attack
31–40	Hunter's trick: bolster ally
41–50	Hunter's trick: follow me!
51–60	Hunter's trick: quick climb
61–70	Hunter's trick: quick swim
71–80	Hunter's trick: surprise shift
81–90	Shadow target
91–00	Tactical awareness

TABLE 6:31: LEVEL 0 HACKER ENGRAMS

D100	HACKER ENGRAM (LEVEL 0)
01–10	Chat Link
11–20	DoS Attack
21–30	Disrupt Network
31–40	Link
41–50	Open/Close
51–60	Phantom Broadcast
61–70	Ping System
71–75	Popup Malware
76–80	Restore Code, Minor
81–90	Security Boost
91–00	Tag

TABLE 6:32: LEVEL 1 HACKER ENGRAMS

D100	HACKER ENGRAM (LEVEL 1)
01–05	Alarm
06–10	Alter Time Code
11–15	Anticipatory Protocols
16–20	Blaster Worm
21–25	Change Protocols
26–30	Detect Sprite
31–40	Erase Code
41–45	Flash Upload
46–50	Hijack Function
51–55	Hyper-cloaked Movement
56–60	Hyper Image
61–65	Hyper Reality Mask
66–70	Instant Translation
71–80	Popup Malware, Mass
81–85	Repair System
86–90	Scan System
91–00	Trigger Lock

TABLE 6:33: LEVEL 2 HACKER ENGRAMS

D100	HACKER ENGRAM (LEVEL 2)
01–05	Boost System
06–10	Bypass Door Security
11–20	Crippler Worm
21–30	DDoS Attack
31–35	Data Drop
36–40	Data Switch
41–50	Heighten Door Security
51–55	Hostility Trigger
56–60	Hyper Clones
61–65	Hyper Haze
66–70	Hyper Image, Improved
71–75	Hyper Reality Mask Other
76–80	Predictive Algorithm
81–85	Restore Code
86–95	Sensory Overload
96–00	Sniffer Engram

NPC GENERATOR

NPC GENERATOR

TABLE 6:34: LEVEL 3 HACKER ENGRAMS

D100	HACKER ENGRAM (LEVEL 3)
01–05	Analyze System
06–10	A/V Feed
11–15	Camera Interface
16–20	Conversational Translator Program
21–30	Data Trojan
31–40	Debilitating Malware
41–50	Deletion
51–55	Detect Hyper Cloaking
56–60	Detect Security Intrusions
61–65	Disrupter Trojan
66–75	Exploit Weakness
76–80	Halt Function
81–90	Hide System
91–95	Hyper Image, Greater
96–00	Repair System, Mass

TABLE 6:35: LEVEL 4 HACKER ENGRAMS

D100	HACKER ENGRAM (LEVEL 4)
01–05	Boost System, Improved
06–10	Change Protocols, Greater
11–25	DDoS Attack, Mass
36–40	Disrupter Trojan, Mass
41–50	Fry System
51–60	Major Malware
61–75	Override Device Protocols
76–85	Remove Malware
86–90	Restore Code, Major
91–00	System Feed

TABLE 6:36: SPRAWLER (GANGER) KNACKS

D100	SPRAWLER KNACK (GANGER)
01–05	Brutal beating
06–10	Frightening
11–25	Gets the job done
26–45	Sneak attack
46–50	Rogue talent: assault leader
51–55	Rogue talent: bleeding attack
56–60	Rogue talent: offensive defense
61–65	Rogue talent: positioning attack
66–70	Rogue talent: powerful sneak
71–75	Rogue talent: strong impression
76–80	Rogue talent: surprise attack
81–85	Gang-fighting
86–90	Uncanny dodge
91–95	Improved uncanny dodge
96–00	Rogue talent: deadly sneak

TABLE 6:37: SPRAWLER (STREET RAT) KNACKS

D100	SPRAWLER KNACK (STREET RAT)
01–05	Dirty maneuvers
06–10	Elusive defender
11–15	Jury-rig
16–25	Rat's luck
26–30	Trap
31–35	Rogue talent: cunning trigger
36–40	Rogue talent: defensive roll
41–45	Rogue talent: fast getaway
46–55	Rogue talent: fast stealth
56–60	Rogue talent: ledge walker
61–65	Rogue talent: resiliency
66–70	Rogue talent: rogue crawl
71–75	Push through
76–80	Upper hand
81–85	Deadly surprise
86–90	Blend in
91–95	Master trapmaker
96–00	Rogue talent: opportunist

STEP 10: EQUIPMENT

To round things out, your NPC needs to protect herself and be able to cut, bludgeon, or blast her foes. Don't be worried if the result seems outside your NPC's league. He must have obtained the equipment somehow, most likely illegally. The following tables only deal with making your NPC effective at dealing with annoying PCs. If you want other bits and bobs for your character, refer to the Malmart Catalog.

TABLE 6:38: ARMOR

D100	ARMOR
01–05	UP Balaklava
06–15	UP Hoodyz
16–25	RW Reinforced Biker Jacket
26–35	UP Combat Jacket
36–45	UP Street Soldier Combat Thredz
46–50	BOB Formal Wear
51–55	ED Combat Vest
56–60	UP Gecko Suit
61–65	PD Urban Trench Coat
66–70	ED Business Suit
71–75	SO Shinryu Impact Suit
76–80	SO Shinobi Infiltration Suit
81–85	PD Future Noir Wear
86–90	ED Entourage Suit
91–95	BKI Ronin Body Armor
96–00	RS Beachhead First Responder Armor

TABLE 6:39: WEAPONS

D100	WEAPONS
01–20	Explosive Weapons
25–50	Melee Weapons
51–00	Firearms

TABLE 6:40: EXPLOSIVES

D100	EXPLOSIVES
01–20	Bomzaway Ltd Stachel Pack
21–60	Bomzaway Molotov Cocktails
61–80	CES Dynamight
81–00	CES MPact

TABLE 6:41: MELEE WEAPONS

D100	MELEE WEAPONS
01–10	RS Jointlock Stungun
11–15	SO Dragonfly Tessen
16–20	SO Manriki-Gusari
21–25	SO Whirlwind Butterfly Swords
26–30	RS Jointlock Stun Gloves
31–35	UP Ironfang Spring-Blade
36–45	UP Duke McCoy Combat Knife
46–50	WT Lacerator Knife
51–55	SO Miyamoto K-Tana
56–65	RS Security Truncheon
66–70	WT Disemboweler Chain Dagger
71–75	WT Shillelagh Havoc Stick
76–78	WT Eviscerator Chain Sword
79–83	BKI Shotfist
84–86	SO Monowhip
87–91	BKI Swordgun
92–94	ADG Dominatrix Pain Whip
95–97	ADG Aramaments Exo-Claw
98–00	WT Decapitator Chain Axe

TABLE 6:42: FIREARMS

D100	FIREARMS
01–05	SR Street Talker
06–15	PD Saturday Night Sprawl Special
16–22	SC Urchin Pistol
23–27	BKI Tiger Claw
28–33	WT Long Barrel
34–39	UP Punk3D Rifle
40–45	AGA Thunder
46–51	AS Foley Arms Watchdog
52–56	WT Wanderer
57–61	HT HT-9 Holdout Pistol
62–66	UP Gutter Punk
67–71	AGA Thunderbolt
72–75	Tarantula Hunting Rifle
76–79	AGA Black Knight Limited
80–82	AGA Chrome Eagle .75
83–85	WT BD-4DY 12g
86–88	UP Columbus Twin Barrel
89–91	Mosquito Swarm
92–94	SC Assassin's Rifle
95–97	BKI BK-616
98–00	AS Foley Arms TAW 2022 CAW

TABLE 6:43: TAP APPLICATIONS

D100	TAP APPLICATIONS
01–10	Babylon
11–30	Bounty Board
31–70	Estream
71–80	Firewall Sapper Protection
81–85	Firewall G-Net Security
86–90	Firewall 4th Dimension Security
91–00	Newslink

NPC GENERATOR

APPENDIX A: LEXICON

LEXICON

American Congregation for the Doctrine of Faith: The ACDF or the North American Inquisition is an official ecclesiastical secret police agency operating in the North American Coalition (NAC for short).

Ami: Japanese term for friend or pal.

Artificial Intelligence (AI): Programs that appear to be or actually are self-aware. AIs can be either sub sentient, meaning they are adaptive, but not actually sentient, or fully sentient and therefore self-aware.

Atlantica: A nation created out of the former traditionally liberal Northeastern United States. Atlantica is at the forefront of the transhumanist movement.

Augmented Reality Game (ARG): A game or Meta game that takes place both in a real and virtual setting.

Avatar: A person's interactive digital self.

Banger: A violent person.

Black Hat: A hacker who uses his computer skills for "criminal," destructive or selfish purposes.

Blue Plater: Working class citizens: Poor People.

Brainer: A technologically proficient or intelligent person, in particular one who works on computers.

Bounty heads: Wanted suspects and criminals with bounties placed on them.

Chimera: A person or animal that has undergone drastic gene-splicing without concern for its final form's appearance.

Chrome Reaper: A person or persons who engage in the practice of stealing cyberware from people to sell at a body chop shop.

Cribsec: A sprawler's home sector; the place he or she grew up in. The term is most commonly used in major urban sprawls such as the free city of Chicago.

Cyberform: A completely artificial shell used to house an AI. Many are humanoid in shape.

Cybermonk: A relatively new breed of street warrior, cybermonks use cyberware to augment their martial art forms, often with devastating effect reminiscent of old kung fu movies of the 1980's.

Deep, The: The virtual world. There are many metaphorical uses of the word comparing the network to the ocean.

Divers: Those who plumb The Deep for information. Net surfers.

Dubbing: The process of digitizing a person's consciousness.

Emancipated AI: An artificial intelligence that has been granted official government recognition as a sentient being. This status generally comes with official citizenship and some or all of the rights afforded humans within the region that offers such recognition.

Gangland: A (essentially) lawless section of sprawland dominated by street gangs.

Ganglander: A person (usually a member of gang) who lives in section of gang-controlled urban sprawl. Also known as gangers.

Gaucho: A "cowboy" or other slick, handsome or trendy male.

Gene-splicing: The act and science of splicing the genetic code of humans and animals.

Gray Hat: A hacker who uses his computer skills for morally gray or non-moral-related purposes.

Great Lakes Union: The GLU is made up of former US States, City States, and Canadian Providences bordering the Great Lakes. The GLU (occasionally known as the Rust Belt League) is a pragmatic socialist nation governed by former water barons and industrial powers.

Gunner: A Ronin who specializes in firearms combat.

Gun Santo: Also known as a gun saint, gun-fu artist or gun Kensei. A martial adept who specializes in gunplay.

Hack: Short form of "hacker" or the process of hacking.

Hacker: A person skilled in computer use.

Human 2.0: Humans who have undergone embryonic genetic upgrades to the point that they are considered a different species of human. In general, they are more intelligent and physically enduring than basic humans. Most members of the New Mandarinate are Human 2.0.

Hyper Reality (HR): Also known as augmented reality or hyper-linked reality.

Hybrid: A person who has undergone gene-splicing therapies involving animal DNA. The term refers to any human who has undergone such therapy, but in practice, it is used most often to describe those individuals who still appear passably human. Hybrids that cannot pass for unaltered humans are most often referred to as chimeras.

Icon: A media star.

Ism: A philosophy, cause, or religion; usually a radical one.

Ismist: A radical. One who follows an "Ism." Also anyone who follows an ideal.

Megaconglomeration: Also called Congloms, Corps, Mega-Cons, or Megacorps. They are large multinational companies that often wield many of the same powers granted to sovereign nations, including: sovereignty over their own domains (usually defined as corporate offices, and any territory real or virtual that they own), the right to make and sign treaties, the right to pass laws and enforce them within their borders, and the right to raise armies to protect the integrity of their sovereignty and trademarks.

Meme: A discrete pack of cultural information. Memes, like viral agents, can be infectious.

Nano Assembler: A device used to reconfigure matter from one form into another.

Negotiator: One who "negotiates the sprawl." Any person who makes their living on the fringe of law-abiding society. Most often used to refer to bounty hunters, fences, fixers, mediators, operators, and private investigators.

n00b: Derogatory term for anyone so new to something they do things commonly seen as stupid by more experienced people. Usually aimed at hackers, though others can be n00bs as well.

North American Coalition: The NAC makes up the bulk of the former United States and Canada. The NAC (also known as the Coalition of Willing Christian States or simply the Coalition), is a theocratic plutocracy, ruling over a puppet government.

Neko: A person who has undergone cosmetic surgery or superficial gene-splicing for purely aesthetic reasons, in order to look more like an anthropomorphic animal. Alternately known as either a furry or an anthro. Often confused with so-called true hybrids or chimeras.

Personal Reality: The reality a person experiences through their Hyper Reality filter preferences.

Phreak: Someone who practices the skill of phone phreaking, the manipulation of old analog and T1 telephone exchanges.

Psion: Someone who is able to use supernatural abilities such as telekinesis or ESP.

Ronin: A freelancer who takes contracts involving data-steals, extractions and various other missions which require special skillsets.

Rover: A person who makes their permanent residence aboard a ship, or other artificial habitat at sea (in particular the Pacific, Indian, and Southern Oceans). Most Rovers hail from Oceania, Indian or the Far East, with a significant minority coming from the western coast of the Americas.

Scavenger: A person who combs old ruins, wastelands and junk heaps for salvageable technology.

Script Kiddie: A newbie hacker or wannabe without any real knowledge of programming who uses code written by someone else.

Simulacrum: Also known as androids, puppets, replicants, or bio-forms. Artificial life forms used as tools by mankind.

Singularity: A point in the near future when dramatic advances in technology or AI programming outpace human understanding, possibly leading to the extinction of the species or a dramatic evolutionary leap. By its very nature, the ultimate form and effect of the singularity are unknown.

Sprawl: A heavily urbanized area, often used to refer to "bad" or dangerous neighborhoods.

Sprawlander: A person who lives in the urban sprawl. Also known as Sprawlers.

Sword Sage: A martial adept specializing in sword fighting.

TAP: Tendril Access Processor (so named for its three component parts: tendril-like brain filaments, the access chip, and a Wi-Fi signal processor and booster), a brain-mounted nano device enabling a user to interface with the hyper-real world.

Virtual Reality (VR): Computer generated interactive images.

Wasteland: A geographic region hostile to human life. This includes deserts, barrens, radiation zones, former toxic landfills, bomb sites, Arctic regions, and ruins located in such areas.

Wastelander: A person who lives in a wasteland or ruin. Also known as Wasters.

Zeek: Derogatory term for a psion. Bastardization of psychic. The term first came into use in Blood Throne Online Global chat-1 in the sub-realm of Throrongar when Sporkface236 misspelled the word psychic. He typed zeekic instead, claiming "that ees how eet sound in me head." The term was shortened to zeek and eventually turned into a viral meme. Silly n00b.

LEXICON

APPENDIX B: INSPIRATION

Interface Zero 2.0 took inspiration from many great books, films, and shows that share elements of the cyberpunk genre and/or dystopian futures. The following list includes authors and their works, as well as films and television series that inspired the contents of this book, so that you may likewise be inspired in your use of this product in your games.

NOVELS, COMICS, AND MANGA

Argresta, Louis: *Club Anyone*

Cadigan, Pat: *Synners*

Ellis, Warren and Darick Robinson: *Transmetropolitan.*

Gibson, William: *Neuromancer, The Sprawl trilogy, et al.*

Morgan, Richard: *Altered Carbon, et al.*

Otomo, Katsuhiro: *Akira.*

Scott, Melissa: *Trouble and Her Friends*

Shirow, Masamune: *Ghost in the Shell*

Sterling, Bruce: *ed. Mirrorshades: The Cyberpunk Anthology*

Stross, Charles: *Accelerando*

Williams, Walter John: *Hardwired*

FILMS AND TELEVISION SERIES

Akira (1988)

Almost Human (2013, 1 season)

Black Mirror (2011-, 4 seasons)

Bladerunner (1982)

Dark Angel (2000-2002, 2 seasons)

Ghost in the Shell (1995)

Ghost in the Shell: Stand Alone Complex (2002-2005, 2 seasons)

Ghost in the Shell (2017)

Max Headroom (1987-1988, 2 seasons)

Mr. Robot (2015-, 2 seasons)

Robocop (1987)

Ronin (`1998)

Screamers (1995)

Strange Days (1995)

The Expanse (2015-, 3 seasons)

The Matrix (1999)

Westworld (2016-, 1 season)

APPENDIX C: CHICAGO

CHICAGOLAND

"Welcome to the jungle
We got fun 'n' games
We got everything you want
Honey we know the names
We are the people that can find
Whatever you may need
If you got the money,
Honey,
We got your disease."

-Welcome to the Jungle, Guns N Roses

Just prior to the second American civil war, the Chicago megasprawl had grown to incorporate cities including Aurora Illinois, Gary Indiana, and Waukegan, Illinois. When the war erupted, the GLU and NAC—hoping to take control of vital Great Lakes shipping lanes—rushed to capture the city. The ensuing conflict came to be known as the Battle of Chicago.

One of the bloodiest chapters of the second civil war, the Battle of Chicago lasted six months while NATO debated sending peace keeping troops to quell violence in the city. During that time an estimated sixty-seven thousand people lost their lives. Initial battles for control of the outermost sectors were fought on three major fronts, with GLU forces moving south out of Detroit Michigan, Green Bay, Wisconsin and Southeast from staging grounds in St. Paul, Minnesota.

NAC forces steamrolled east from Omaha Nebraska to attack the GLU militia in the Milwaukee sector while North American Coalition troops from Indianapolis and Kentucky pushed North, quickly occupying the southeastern sectors of the megasprawl until they engaged elements from the Illinois National Guard, Chicago's local law enforcement units and GLU troops from Michigan. Heated battles between GLU and NAC forces raged throughout Chi-town in the early days of the battle. Battlefield commanders of both the GLU and NAC had expected a tough fight to gain control of the strategic city. What they hadn't anticipated however, was the defiance of the city's citizens.

When the GLU and NAC began their advance on the city, they encountered hastily-formed militias, street gangs, combat hackers, and others willing and able to fight to protect their homes and families. What started as a struggle between the GLU and NAC forces for dominance of the megasprawl turned into a battle between three armies, with scared, angry citizens fighting an insurgency against both factions with equal ferocity. Block by block, sector by sector, fighting to capture the city nearly tore the Chicago metroplex apart.

The conflict stretched for nearly six months with no signs of slowing down and neither side gaining any significant ground. Then one cold winter morning the unthinkable happened. At 8:30 AM on February 8th 2054, three "dirty" nuclear devices around .5 kilotons apiece detonated in districts across the already devastated megasprawl. The attacks targeted both GLU and NAC forward bases as well as a suspected insurgent stronghold in the city.

The world responded with outrage, decrying the attacks as reprehensible, even as NAC and GLU forces pointed fingers, each side blaming the other for the atrocities. Within days the first of 130,000 NATO forces landed in O'Hare airport and immediately began the work of securing the city. Backed by China, the India League and the Eurasian Union, Illinois Governor Donald Parks (who would later succumb to severe depression and take his own life) declared Chi-town a free city and ordered GLU and NAC leaders to pull their forces out of the megasprawl. A month later, the last of the GLU and NAC forces had redeployed to other areas of the embattled nation and reconstruction began in earnest.

RECONSTRUCTION

The Battle of Chicago provided an opportunity to implement much needed changes to the city's infrastructure. In many ways, the reconstruction of Chicago was a grand experiment. Looking to expand their interests in the region, megacorporations from all over the globe invested trillions into the reconstruction of Chicago in return for the rights to build arcologies, processing plants and various factories within the city. Roads, mass transit systems, power grids and other essential components of the megasprawl were rebuilt and upgraded to utilize emerging technologies. Thus, Chicago became one of the first cities on the North American continent to fully integrate Hyper Reality into its infrastructure.

A FREE CITY?

Ironic calling a city "free" when it's surrounded by one big wall. Who's free, then? The saps stuck inside, or the ones on the outs who don't have to deal with the whole crab-bucket tangle? Chicagoland got the distinction of being the juicy bit of bone the war dogs of GLU and NAC

scrapped over during the Second Civil War. Ain't that an honor? Funny thing is, those rabid pups weren't used to their bones biting back—and that's where the metaphor breaks down, neh? The good people of Chicago decided they didn't want to be gnawed on and started to making a nuisance of themselves.

It took three whole dirty nukes to knock sense into the bunch of lunatics, and the city's been recovering ever since. Slow and steady. Plenty of theories—conspiracies more like—on who planted those bombs, and plenty of fingers pointing every which way to this day. But the past is the past, ami, and we Chi-town folk like to think on more important future matters, like where our next meal is coming from, or how we're gonna dodge the choppers that just jumped us outta the alley.

Live in the moment, neh? The sprawl will make you appreciate every last moment you're lucky enough to experience. When you're in Chi-town, every breath is a gift, ami. Every beat of your pulse has its price, and you better be willing to pay it if you want to walk the streets of Chicago long enough to know which ones will give you a nice stroll and which ones will wind you up as so much scrap in a dumpster behind a chop shop. Now pay attention, 'cause here's where it gets interesting.

LIFE IN CHICAGOLAND

Chi-town is all about give and get. You won't see it on any TAP overlays or domains, but every single person has a running tally in their heads of the debts they owe and the debts they're due. That's what it often simmers down to in the end, when the grenade smoke clears.

We've got nearly thirty million souls crammed in behind the Wall, and when that many elbows and hips are bumping and grinding, sooner or later heads are going to start knocking and rolling right along with them, capisce? But you're a survivor, aren't you? Here to make a few cryptos, leave a few bruises and bodies in your wake. Make people remember your name, whatever its worth.

GETTING IN

You'd think people would wise up after a while, thinking they're going to hop in here and immediately be the big fish among millions of shrimp. The migrants keep coming though. Fresh meat, in more ways than one. The ports are the main entries to the sprawl proper, and you've got a few options on how to make your way through those. Getting an official passport is the safest way, but requires the most patience. If you want to run the risk and pay the cryptos, you could find someone to smuggle you in or forge you a fake passport so you can skip to the head of the line. As high as the Wall is, numerous operations are in place to help you slip over, under, or through the boundary for

WHO NUKED CHICAGO?

Neither the NAC nor the GLU ever came forward to take responsibility for the strikes. In the following days and weeks, Stopwatch launched a full-scale investigation into the attacks, but never made their findings public, classifying the information due to its sensitive nature. Of course, it didn't take long for the rumor mongering to start.

The most popular theory pinned the attacks on Stopwatch itself. Conspiracy theorists (some of whom were supposedly ex- Stopwatch agents) presented "evidence" the agency had access to stockpiles of mini nuclear devices; the tin hatters claimed would be used to counter a singularity event. Both the NAC and GLU used AI's to counter the efforts of enemy combat hackers to control remote drones and other high tech war machines.

Given this fact, it's not implausible that, fearing an imminent singularity event, Stopwatch agents detonated the nukes as a preemptive measure. No hard evidence surfaced to support the claim, however.

Others allege black ops teams and ronin working for megacorporations and foreign nations wanting to use the attacks as a pretense to gain a foothold in the city were responsible. Though, as with the Stopwatch theory, no evidence exists to corroborate it.

a price. If you aren't careful, though, those same "helping hands" may just take your cryptos and then turn you over to the guards for a bounty. However you get in, you can be sure you'll be paying with time, cryptos, blood, or a mix of all three.

GETTING OUT

Why would you ever want to leave? Plenty of folks never step foot, paw, or claw outside the sector they were born in, and they aren't complaining. And there's got to be a reason so many people are fighting to get in here. But if you want to go see the wide world, here's how you do it. You either scuttle out the nearest port, hook up with a ride across the lake, or shuttle up the Space Elevator and start guzzlin' air canisters. Going that route usually means handing over plenty of cryptos, or selling your soul to some space-bound corp that reminds you every day how lucky you are that they keep you alive. The trick usually isn't getting out of here; it's getting back in.

CHICAGOLAND

GETTING AROUND

Get some boots. Heaviest ones you can strap on. That's the best piece of advice I'll ever pass your way, and this is the only time it's free.

Want something a little faster than clomping along? Individual maglev vehicles, VTOL craft, and JUMP cars are pretty nifty if you can afford them. Public transportation such as the maglev "El-Trains" make a knot of the place, and the subways are decent, so long as you remember which stations to avoid once it gets dark. You can always go old-school and chug your way down the streets with a motorbike, chem car, or some other clunker. If you ever get lost, then I pity you, because the hyper object navigation infrastructure embedded throughout the entire sprawl makes it near impossible for that to happen—unless your guidance system has been hacked.

GETTING BY

That all you're gonna settle for? Just getting by? I'd hoped you had bigger dreams than that. A little spark of vision. This here is a microcosm of the Solar System itself, a regular bottomless pit of opportunity. And everything in the sprawl runs on cryptos. How do you get those precious cryptos, you ask?

Sell your soul. Sell your mind. Sell your skills. Sell your body. Hell, sell someone else's body, preferably cold in a bag, ticked off your bounty list. Plenty of odd jobs always need running. This gang wants that gang leader snuffed. This corp needs espionage run on that rival conglomerate, or a pretty piece of tech stolen. Or you could go legit and run-n-gun with the militia.

In other words, get tough, or get rich and get muscle to protect you. Make friends in high places, or buy them off. Learn enough to make yourself useful to the right folks, or learn how to make others useful to you.

THE POWERS THAT BE

Time to get a clue about the pizza pie of power this city has been sliced up into. Otherwise, you might take a bite of the wrong slice and wind up with a mouthful of anchovy instead of a delish meatball deep dish. Oh god, I'm salivating. Someone ring up DP!

Anyhoo, ami, it's all about loyalty—which, luckily, can often be bought with enough cryptos. So, are you going to stick by the faceless corps through thick and thin so long as they keep your water running and fill your trough with slop? Got a thing for helping friends and family keep all their vital organs on the inside, where they belong? Or are you the "all for one, and one for screw you guys" type? Here are the major players you should keep an eye on.

CHICAGO GOVERNMENT

You've heard Chi-town referred to as the "Free City of Chicago," haven't you? Well, there's always those who like to amend that to the "'Free So Long as You Do What We Say' City of Chicago." How's about we see who's set themselves up as judge, jury, and executioners this week, ami?

THE COUNCIL

Their faces have been popping up on the Hyper Real channels lately, promising big changes, peace and prosperity and all the usual blather. And by "faces," I of course mean those virtual constructs they've been using to mask their true identities. Only thing different about them, compared to the other hundred would-be rulers that pop up every year? This Council seems to have the military influence to back up their orders, and their presences have been detected in every sector.

But the Council is bad news, lemme tell you. Even if they are trying to do right by us sprawlers, it won't matter in the end. This city has a thing against centralized authority. Especially ones who try the anonymous route. Are they men? Women? Hybrids? AIs? A mix of all the above? Who knows? Yes, the Council knows, very funny. But they ain't saying, and maybe we're better off staying ignorant.

CHICAGO DEFENSE FORCE

When it comes to keeping the sprawl free, not even the biggest wall will do any good if it isn't manned and backed up with enough firepower. Besides, sometimes the threat isn't an external one. If a crisis ever overwhelms the private security organizations, that's when the Chicago Defense Force (CDF) is called into action; a last line against the apocalypse. Problem is, the many noble volunteers and conscripts who compose the CDF can get a little power-hungry once they're let off the leash, and end up causing just as many riots as they put down. Still, it's a bit better than dropping another nuke on all our heads, neh?

If you want a name to link them to, look no further than Petrus Desonvacce. Yeah, the baby-faced spokesman you see on the feeds, talking about how wonderful it is to serve the city. Supposedly, they're keeping him out of active duty, though, in case he's unlucky enough to ruin that handsome complexion with a scar or two. On the other hand, if you want a grittier truth, then bring a bottle of whiskey (the real stuff) to Obed Lothem, AKA the Obsidian Wolf. Used to be a run-n-gunner in the wilds who got conscripted to turn his gun sights on malcontents inside the Wall instead.

CHICAGO MEGACORPS

Wanna hear a hilarious megacorps joke? Too bad, because that's in violation of anti-humor regulation V.33.A.xxii and

you are now terminated from your position. Proceed immediately to the exit or you will be fired upon by building security. Do not attempt to "liberate" your coffee mug from the break room.

Sad thing is, I'm still not sure if that's serious or not. The megacorps funnel plenty of cryptos into Chi-town, but they're pretty picky about who those are distributed to. It's all trickle-down with them, and the corps know how reliant blue-platers are on their cryptos, since they provide everything from our water to our food to our shelter to the filtered air. They know they can squeeze us dry, and the only reason they haven't is because they're too busy fighting each other.

Even while they're scrapping over us, there's tell of a secret meeting that happens a few times a year, one where you don't get invited unless you're worth at least a few billion cryptos. The deals struck there are overseen by an utterly ruthless honcho who is somehow unaffiliated with any one corp but has them all quaking in their sim-leather boots—goes by the name of Guilder, but you didn't hear that from me, ami.

THE UNITED NATIONS

Nothing united about it, except that every nation involved acts in their own interests. Oh, and they've got nice uniforms. Minimal presence here, though they do pay attention when the dogs of war start sniffing around. They're all about keeping the peace, but everyone knows they keep peace best by occupying volatile territory and maneuvering so they're the ones in charge when the tear gas settles. UN General Adony Okimbe keeps a cold eye on their troops, while their political front is handled by a polished and prim official named Stella Rezuvoltk. She gives speeches so flawless that she's been accused of being an android, letting her handlers remain in the shadows.

THE WOLVES

Chi-town is a bleeding beast, and the wolves are always circling, waiting for it to stumble so they can leap in to gouge out the juiciest flank. Chicago has a crowded pack of wolves prowling its streets and back alleys, and they're always getting into nasty scrapes, trying to establish alpha status.

BARBARIANS AT THE GATE

In a time where even the poorest of the poor can get a TAP, you've got to make a conscious choice to reject the net completely. The Barbarians at the Gate are a singularly savage bunch who dress in leathers and furs—often stripped from unfortunate hybrids or neko—and wield rustic weapons they've forged with their own hands. They choose leaders by the diplomatic technique of "who collected the most scalps this month?" and that current

distinction goes to a set of twins: Ulrik and Reshana. Other clan leaders include Behadja, who always has a pack of starving mutts ready to attack on her command, and a lunatic called Gullet, who has made cannibalism into a fine art. Somehow, their backwards brains have decided proximity equals property, so if they're squatting by the ports that control Chicagoland access, then they must be in control of the whole city, neh?

THE GANGS

Pinged this old slang the other day that describes gangs perfectly: "Dime a dozen." Now, I don't rightly know what a dime was, but these days, gangs are giving the roaches a run for their cryptos when it comes to infesting all the corners and holes they can find in the sprawl. Some are run like mini-corps, all precision and profits and calculated territory expansion. Some just want to see the people bleed and the sprawl burn. Then there are those bound by codes of honor they think makes 'em oh-so-special. Whatever gets them up in the morning, gangs are active in every single sector to a large degree, and are often the blunt tools (or rusty knives) being manipulated by hidden hands in larger plots.

Watch out for the South Side Storm Troopers, who go out of their way to prove they're still the deadliest gangbangers in Chi-town. There are few subsectors where they don't have a least a handful of cells. The Burners are a unique bunch, populated entirely by hybrids who have taken the hazardous Arlington Heights rad zone for themselves and welcome all comers who dare to defy that claim. And if you wander too close to the Aurora barrens, be prepared to pay homage to the Angels of Death, who hold onto control there with tight and blood-soaked fists. While spread throughout the sprawl, the AOD concentrate operations closer to the Wall, with their troops funded by smuggling goods and people into the city.

The Burners are relative n00bs in comparison to other more established gangs in the sprawl; a motley crew who style themselves as protectors of the people who make their homes in the Arlington Heights Rad Zone. To the Burners, the estimated 3,000 people in the zone are an extended family of sorts, their peeps, as burners often refer to the squatters and blue platers who call Arlington Heights their home.

THE SYNDICATES

Without leaders, illegal activities amount to nothing more than spitting into the wind. Doesn't really accomplish much and just makes a mess, capisce? When criminal organizations actually start getting organized, though, look out. Enter the Chicago crime syndicates. They're not motivated by emotional fluff like most gangs. Syndicate members

CHROME REAPERS

Theft of cyberware is commonplace in the sprawl. Cybernetics and vat grown organs are expensive, hombre'. The average runner looking for an edge on the competition either can't afford the cost or doesn't want to deal with the legalities involved with purchasing commercial chrome, so she turns to the shadow community, going to body chop shops to get what she needs. Of course, body chop shops are typically supplied by chrome reapers—thugs who butcher people for their cyberware.

Chrome reapers tend to operate in small gangs of four or five heavily cybered hitters. Hackers will jumpjack the mark's vehicle and land it in (or drive it to) a garage where the muscle waits to carve 'em up. Like most predators, they look for the easiest targets they can find; script kiddies sporting new headware, N00B ronin who haven't been in the underbelly of Chi-town long enough to get a feel for the city and its dangers, blue platers sportin' augmentations to help them do their job better so some robot doesn't take it; heck, even older sprawlers who just had organ transplants get jacked.

That said, the more hardcore chrome reapers in Chicago have been known to target ronin and shadow teams with cutting edge cyber and bioware, and lately it's been happening more and more. If the buzz on the streets and MediaWeb can be believed, someone's been paying chrome reapers some serious cred to target ronin, especially LEET teams. Even stranger, the ronin aren't just carved up for their chrome and left on the streets; they're disappeared.

Just a few weeks ago, Johnny Cage's team got hit in a red zone in the Aurora sector as they were leaving a meet at The Downside; a night club popular among Chicago's shadow community. Some brainer caught the whole thing on his eye camera and streamed it live to the MediaWeb. The stream showed ten reapers in banger leathers swarming the crew with (mostly) nonlethal weapons; stun grenades, gel guns and needler guns fitted with some kind of paralytic neuro-toxin were found on the four chrome reapers who didn't survive. The fight lasted about thirty seconds, but in the end, the team got scooped up and tossed into a nondescript hover van that sped off into the night. The brainer who uploaded the stream hasn't been seen since, either.

are there to enforce their bottom line. The cryptos, man, the cryptos. Syndicates are responsible for much of the bribery, blackmail, racketeering, and smuggling throughout the sprawl. There are rumors they've even got agents planted deep in the Triads, Mexican Mafia, and major gangs throughout the sectors. Intelligence and ill-intent makes for a nasty, if extremely efficient combination.

Currently, the Black Rose Syndicate is on top of the heap, the main competition to the South Side Storm Troopers in the Gary Hell Zone. They've secured such widespread influence by being extremely well-organized, almost a criminal corp, and are tightly linked to the Bratva-Vory "Brotherhood."

THE TRIADS

Bet you never would've guessed it, looking around at all the borgs, chimeras, and ronin walking these streets, but Chicagoland has a pretty big reputation for diversity. All that means, though, is we get to take our pick from a variety of colorful criminal factions. Among these are the Triads, Chinese-based gangs who like to style themselves as a shadowy army ruling by means of drug trafficking, credit dupes, data-theft, gambling, and—when all else fails—ruthless elimination of all opposition. Secretive and with numerous ceremonial rankings, Chi-town's triads encourage loyalty through highly ritualized inductions and oaths binding new members for life.

One of the more active triads goes by the unassuming name of the Purple Incense Party, and they're identified by the tattoo of a dragon's eye peering out of a stylized sketch of flame and smoke. Their Dragon Head is the elderly Shou Gao, whose frail build belies a cunning intelligence. A young woman known as Li Xiao is his Vanguard, handling offense operations. She's never seen without a veil covering the lower half of her face, and there's rumors that she's been spliced for superhuman senses and speed.

THE BRATVA-VORY

Also known as the Russian Mafia, this "Brotherhood" has muscled into numerous sectors, hiding its activities behind brothels, cyber fight clubs, unauthorized augmented reality simulators, illegal Hyper Reality domains, and even lethal VR hacks. On the streets, they're represented and protected by the Black Rose Syndicate, who get plenty of weapons, upgrades, and stims in exchange for their loyalty. Far more overt than the triads, the Bratva-Vory is quicker to resort to violent ends when they've been the least bit slighted, and they can hold grudges like no one else. Making them angry is akin to rousing a bear from its den. In other words, you

better be able to skip town fast, have better connections and protective measures, or have someone you can trip and push into their vengeful path as a distraction.

The Big Brother of the band is a meathead called Oleksy Kovalik; though in the past couple years, he's been letting a love for fine vodka muddle his self-control, and an up-and-coming smuggler, Artur Sokoloff, is apparently gunning for the top. A coder known as #Luciferion is famous for managing their gambling domains and crafting truly spectacular VR hacks that have turned plenty of their enemies into gibbering idiots within seconds.

THE MEXICAN MAFIA

Chicagoland has certainly made a brave effort to round up and incarcerate the more undesirable elements from the streets, maybe thinking sticking all the malcontents in one spot will somehow make them see the error of their ways. Instead, what they got was the Mexican Mafia, a prison and penitentiary-based criminal organization that continued operating within the heart of our very own faulty justice system. Vicious, bloodthirsty, and unforgiving, the Mexican Mafia has actually thrived inside the VR prisons its members populate. If you ever end up on the wrong side of the law, making contact with this organization might be in your favor. They're often identified by symbolism linked to the number thirteen…since M is the thirteenth letter of the alphabet, capisce? Death is the only escape from their ranks.

Jesús Salazar is their current general, and has a flair for using occult spookery to scare new recruits into submission. Her immediate lieutenant, Alejandra Gutierrez, is handy with a shiv and any sort of makeshift weaponry. The skull tattoo covering her entire face tells you all you need to know about her charming personality.

THE UNALIGNED

Sure, I get going solo. Fewer folks to split the cryptos with. Bigger boost to your rep, less overhead. But lemme tell you, precious few make it for long without at least a few fellow ronin to fall back on. And you aren't the first to strike out alone. Plenty of like-minded souls could use your knowledge and skills. Besides, have you ever thought about how the other gangs and territory lords will take to some punk snitchin' gigs out from under them? Sure. Forget the hidden handshakes, the tattoos, the blood oaths, and wearing your underwear on your head—but never forget the value of having a few unaligned allies at your side. In Chicagoland, you're never totally alone.

FREELANCERS

Freelancers chart their own path through Chi-town. No two are alike, and we like it that way, because it means there's plenty out there to handle the down-n-dirty jobs no one else wants. 'Course, that also means they get jobs that toss plenty of shiny cryptos their way. Anyone wanting to set themselves up as a freelancer will be entering a world of cutthroat competition. The work is often illegal, dangerous, and sure to end in blood and tears. In the end, all that matters to a freelancer is her reputation, and the number of cryptos in her account.

FIXERS

Hey, you got a problem with cryptos lately? As in, not nearly enough of them? Then you'll be happy to bump into a reputable fixer who happens to have a contract that could keep you afloat a little longer. Fixers are the go-betweens who keep certain faces anonymous and certain hands clean of any blood. They can be your ticket to bigger and better things…but remember that pretty much anyone can call himself a fixer. Sometimes the only way to tell a good fixer apart from a rotten one is by who pulls out a blaster after you complete a job.

CHICAGOLAND

INFOBROKERS

Verily I say unto thee, learn to love infobrokers, for they are the road to salvation. They're tapped into the deepest data feeds twenty-four/seven, and are making connections between yesterday's megacorp assassination and today's half-off deal at McCafe that you wouldn't even dream of imagining. You want to run a successful contract? The more informed you are going into the fray, the better. But beware. The DataStream flows both ways, ami, and info brokers won't blink twice before selling whatever dirt they've dug up on you to the highest bidder.

SMUGGLERS

Point A to Point B, no questions asked. That's the beauty of Chicagoland's smuggling game, a vast under-network of transportation specialists who know all the hidden sprawl byways, and have a knack for running a black-market golemmech across town and making it look like a flower delivery to their grandmother. Illegal weaponry, implants, data…whatever makes your little heart go pitter-pat. Confidentiality is their specialty, and some go to extreme lengths to guarantee it. I once saw a smuggler who'd spliced his mouth shut so he literally couldn't squeal on his clients… though of course, a rival eventually bombed his VTOL car and just brain-hacked his corpse. C'est la vie.

GEOGRAPHY

Want a good idea of how Chi-town is laid out, ami? Go scrounge up one of them antique compasses. Y'know, the types with the twirly arrow that's chummy with magnetic fields. Now place that compass on the ground…and smash it in with your boot heel! Done? Right. Now scuff the bits around until you've got a lovely mess of broken glass, scrap metal, and dirt. Now take a picture, cause that's as clear a map of the sprawl you can rely on, for all the good it'll do you.

All right, all right. Lemme paint you a pretty picture if you're going to whine so much. Four sectors (you can count that high, right?). North, South, West, and Central. They make up an enormous puzzle you'll spend the rest of your life trying to put together, and all of it wrapped up and squeezed tight in the anaconda coil that is the Wall.

THE WALL

What keeps one person out keeps another person in. Remember that, ami. With the Wall, it's all about perspective. After the dirty bombs went BOOM, the GLU and NAC finally decided the sprawl was a bit too hot of a potato to handle and slunk back to their holes to keep lobbing pot-shots at each other. During the reconstruction, the fine folks of Chi-town decided, for some weird reason, that they didn't like military goons tromping over their doorsteps. What, oh do tell me what sort of crazy twist of technology could possibly keep out armies trying to march in and trample our precious freedom? How about an enormous wall?

Brilliant!

Some say Chief Administrator Thomas Stern should be considered a genius for the simplicity of his solution. Others say he was just compensating for something. Two years is all it took thanks to plenty of cheap android and sim labor, and now we're all ringed in by this 121 mile long, 150-story high monstrosity. The Wall hosts millions of souls who have carved out hovels and warrens within the infrastructure—sometimes literally—figuring the defensive nature of their home will keep them protected.

Consider the Wall being Chicago's big middle finger to the world, neh?

NORTH CHICAGO

The North side of Chi-town makes up the largest part of the city, sprawling out North from the Loop to Antioch and stretching from the shores of Lake Michigan to the Wall. While not as dangerous as the South and West sectors, North Chicago can put you in an early grave if you're not careful.

ALLEGHANY RAD ZONE

Another epicenter for one of the dirty nukes, this zone is rife with mutants and gangs that make this area their battlefield. In fact, some of the local gangs make it a trial of loyalty to send would-be members through a solo trek across Alleghany.

ANASTASIA'S

Anastasia's is the Global DataNet's answer to the Flesh Pot. Where the latter traffics solely in physical delights, Anastasia pleasures are found in the recesses of the mind. Once a patron steps inside this club, he can choose any avatar he wishes; to represent himself to all other clientele, and you can be sure no one shows his real face. What would be the point? At Anastasia's, it's all about shedding the limits of the body and remolding your psyche into whatever form you prefer. Deep-addicted junkies go here to get their cerebral cortexes directly triggered, turning a few seconds into an eternity of white-hot ecstasy. If you enter without your TAP active, you'll mostly see people lying hooked up to cyber-pods or staring off blankly into space.

ANTIOCH

A self-named religious subsector, Antioch hosts members of practically every world religion while also providing room for temples, mosques, churches, and countless other places of worship for the spiritually inclined. While there's an understandable tension between various religions that

Free City of Chicago

+42.011 -87.906

•• Nav Menu

Grid Lines at 5 miles
Select grid coordinates to expand
Source: GlobalDB v.17.2 and ChiBase

- ❖Info
- ❖Mark
- ❖Contact
- ❖Directions
- ❖Overlays
- ❖Data Grid
- ❖Interface
- ❖Options

North Chicago Port of Entry

Ravenlocke North Sector HQ

Zion Forest Preserve

ANTIOCH

Fox Lake Biodome

Anastasia's Choppers

Featherstone Nanotech

WAUKEGAN

ALLEGHANY RAD ZONE

The Hive

Chicago Naval Defense HQ

Moraine Hills State Park

MCHENRY INDUSTRIAL SECTOR

Mermeyer Tower

Chicago Penal Sector

Malbrand Corp

The Glitter Lounge

Third Life Industries Arocology

The Cult

HUNTLEY

Hampshire Port of Entry

ARLINGTON HEIGHTS RAD ZONE

Serenity Tower

HAMPSHIRE

CARPENTERSVILLE

Austin Library

NORTH SIDE

MEISSNER

ELGIN

Hoffman Estates LiveFac

Funky Buddha Lounge

Coffin City Entrance

Gold City Mega Block

Galaxy Entertainment

Space Elevator

Club Vortex

KOREATOWN

Lincoln Park

Ravenlocke WestSector HQ

Chimera Arocology

Jaxes

Chicagoland Stadium

O'HAIRE MILSEC

Chicago Medical District

UKRAINIAN VILLAGE

GOLD COAST

Navy Pier

Nortec Tower

WEST SIDE

The Flesh Pot

MELROSE PARK

Holy Cross Hospital

CENTRAL

The Underground

THE LOOP

CDF Headquarters

Lombard Projects

North Aurora

LITTLE ITALY

i-88 Port of Entry

AgroFacs

Black Knight Armaments

Kenta Cyber Dynamics Arocology

CHINATOWN

NORTH AURORA

Sanctuary Cigars

DOWNER'S GROVE

BURBANK

Nortec Simulacra Production Centre

AURORA BARRENS

NAPERVILLE

Sunny Heights Condoplex

SOUTH SIDE

SUGAR GROVE

Biotolutions, Inc.

OAK LAWN WAREHOUSE DISTRICT

The Steelyards

Yorktown Shopping Center

Ravenlocke South Sector HQ

GYY

ROSELAND

DES PLAINES RECYC SECTOR

OAK FOREST

Orlando Park LiveFac

Gary Hell Zone

Plainfield Port of Entry

LOCK PORT

Gary Port of Entry

CRESTHILL IMMIGRATION ZONE

CHICAGO HEIGHTS

THE MAZE

LITTLE CUBA

Joliet Port of Entry

CHICAGOLAND

are naturally at odds, there's also a general leaning towards tolerance and respect. The largest congregation by far is found at the Center for Universal Harmony.

ARLINGTON HEIGHTS RAD ZONE

Once a nice little suburb until it got hit by one of the dirty nukes during the Second Civil War, much of Arlington Heights is little more than radiation-saturated wasteland that everyone does their level best to avoid at all costs. Think twice before taking any sort of contract that sends you into this rad zone, since you'll likely be dealing with violent mutant animals, zeeks, and hungry hybrids, not to mention the whole radiation poisoning threat.

AUSTIN LIBRARY

Once a cultural epicenter, the Austin Library is now a bombed-out shell that hosts a multitude of illiterate mutants who have been using scraps from first editions as toilet paper for the last few years. Plenty of clients have sent salvage teams into the library, either for posterity's sake or to add to their private book collections. Given the library's position on the southern border of the Arlington Heights rad zone, such paper-retrieval runs pay well for the higher risk involved.

CARPENTERSVILLE

This older neighborhood has an odd penchant for hand-made goods, crafts, and antiques. Many shops here are rundown, if not entirely derelict, but if you're ever looking for a relic from pre-war days, a search through this area's market district is your best bet. The locals are proud of their work, and most families have been rooted there for several generations.

CHICAGO PENAL SECTOR

With the sprawl so rife with criminal activity, the best solution was to designate a thirty-square-mile block as the prison sector and stash all the serial killers, drug ring bosses, and criminal masterminds in one spot, where they could exchange notes. The place is kept on round-the-clock lockdown except for the daily intake processing. The penitentiaries are overseen by Ravenlocke, but there's an undercurrent of criminal activity even within the barbed and bricked walls, fostered by the Mexican Mafia.

CHICAGO NAVAL DEFENSE HQ

A portion of the Chicago Militia is dedicated to keeping the sweeping waterline protected, since it represents the most vulnerable city front. Countless migrants try to swim into shore, smugglers constantly use the beaches as launch points, and that's not to mention the many chimera and cyberforms Nortec and TLI keep dumping into the lake. Launched from both the Naval HQ and the southern pier, the Navy works tirelessly to keep the waters clean and safe.

CHOPPER'S

Who doesn't love cheering when a cyber-enhanced fighter lands a final blow on another, cracking their skull in half? Even better when you've placed your bet on the winner. Chopper's is the most famous fighting pit in the city, hosting nightly bouts that often end up with one fighter maimed or dead. It can take a few years of fighting in minor clubs around town before a rookie gains enough rep to get a chance at dominating the ring at Chopper's.

FEATHERSTONE NANOTECH

The Chicago HQ for the international Featherstone Nano-tech company, supplying the sprawl with all the terrifyingly tiny robots that make for medical miracles, faster food pro-cessing, and military applications that we try not to think about too often. They're in pretty tight with Ravenlocke and the Chicago Militia, partly because they need the mili-tary defense to protect their premises and keep operations intact. As the use of nanotech is still hotly debated, they continue to have numerous public enemies who would love nothing more than to permanently shut the place down.

FOX LAKE BIO DOME

Fox Lake used to be a popular body of water for Chicago citizens to swim in and sail on. After the war, with the con-sequences of dirty nukes still fresh on everyone's mind, an industrial coalition was formed to build the bio dome that now protects one of the city's main water-processing plants. Several thousand people also live within the bio dome, maintaining processing operations while enjoying sanitary living conditions of far higher quality than most of the rest of the city. There's a several-year-long waiting list to apply for entry.

GOLD COAST

It's all in the name, ami. The Gold Coast is where all the people with too many cryptos for their own good go to spend them all on the high life. Pretty, shiny people living in their pretty, shiny buildings, far away from the muck and mess the rest of us have to trudge through. They've got access to the finest foods, the cleanest beaches, the best fitness facilities, and the jazziest clubs.

Despite most of the sprawl's borders wriggling like worms stuck on the sidewalk, the Gold Coast has kept itself stable. Once you've crossed Lake Shore Drive, North Avenue, South Divisions St., Areas of State St., or Oak St., you've "gone golden" and better be ready to pay some hefty fees in order to stick around long enough to admire the gleam. Monthly rent for even the shabbiest pads would keep most blue platers in the green for a few years. Easiest way to get into the Gold Coast is to be born there. Even if you rack up enough cryptos, most Coasters throw nasty looks at free-lancers with dirty pasts who try to land a pad.

GOLD CITY MEGA BLOCK

Even the 1% has a 1%, and they live in the Gold City Mega Block. Buildings here are usually a combo of living quarters and corp offices, and are so crammed full of amenities you could spend the rest of your life indoors, waited on by sims and server androids. Corporate CEOs live in elaborate penthouses overlooking their invisible empires. This is the golden carrot Chi-town dangles before sprawlanders, who all dream of someday making that big strike that launches them to the heights.

HUNTLEY

Huntley is one of the temporary living quarter subsectors where thousands of migrants are processed into the city every month. From there, many transition over to the McHenry Industrial Sector for quick employment. The Barbarians at the Gates make frequent sweeps through the area, always eager for recruits willing to opt into a more rustic, fulfilling, and violent lifestyle.

MCHENRY INDUSTRIAL SECTOR

This sector is a labyrinth of warehouses, factories, plants, vat farms, cyber mills, and droid shops. It provides one of the larger employment bases for the entire sprawl, drawing in at least two million blue platers to man the pumps, pipes, and vats every day. It also serves as a popular target for drug thugs, and prostitute rings—all ready and willing to give workers a bit of relief during union-mandated lunch breaks.

MALBRAND CORP.

If it's up for sale, it probably has a Malbrand logo on it somewhere. There isn't an industrial pie they don't have their fingers stuck in, catering to the mass of blue platers that make up most of Chicagoland. Their corp tower has an even bigger footprint than the Nortec Tower, though it hardly rises as high. While it serves as offices and a corporate base, it's also a mega-mart that requires riding automated carts to get through within a day. Some folks even use it for cheap entertainment, treating it like an amusement park they can take the whole family.

MORAINE HILLS STATE PARK

One of the few parks in the sprawl that isn't overrun with gangs, it provides a rare oasis for those seeking peace among the chaos of the city—that is, so long as you aren't there when one of many VR domain war reenactments aren't taking place there.

NAVY PIER

Chicago's old Navy Pier is now mostly controlled by Nortec Industries, which uses it to ship in outside resources and staff through a far faster and less dangerous route than the usual city ports. They also rent out pier use to any megacorps who can afford the fees, and the place is stacked high with shipping containers at all times, forming a high-security maze. There's talk of an underwater lab a mile or two off the coast…but hey, talk is just talk until it's proven, ami.

NORTEC TOWER

The administrative HQ for Nortec Industries, this massive skyscraper has secured the world record at 4,367 feet—and lower levels are rumored to plunge into the earth as deep as the tower is high. It is a city unto itself, with lockdown mechanisms in place that can seal it off from the outside world for years at a time. Lower echelons are mostly staffed by the very simulacrum Nortec is famous for producing en masse, and the tower is patrolled around the clock by Ravenlocke security forces. The tower is divided up into sim labs and experimental centers, entire floors devoted to R&D, plus offices, executive suites, living quarters, and rec centers for on-the-premises employees.

RAVENLOCKE NORTH SECTOR HQ

The largest of Chi-town's Ravenlocke HQs, the North Sector base not only has the usual armories, golemmech garages, and squad barracks, but also a massive training center for new recruits, a cybernetics plant, R&D labs, and far more than they'll ever reveal to the public. But, hey, at least they keep the streets safe, neh? So long as it's in their interests, of course.

SERENITY TOWER

A popular executive-level recreation center, the Serenity Tower is four dozen stories of lounges, bars, massage parlors, spas, gift shops, jewelry stores, and other top-quality, luxury stores and services—all of which never close. Corporate types often bring clients and vendors here, treating them to the finest treats and treatments to soften them up for the closing sales pitch. No one gets in without a Serenity Titanium Membership, and no one gets out without spending at least a thousand cryptos (required by the fine print).

THE CULT

This faux-religious club draws a crowd by mocking the clothing, teachings, worship, and ceremonial trappings of the "belief of the week." Employees dress as monks, nuns, gurus, and all other manner of clergy or religious officials, while clients are encouraged to engage in all the "sin" they desire. A real priest is even paid to be on the premises and provide absolution (for a few cryptos) for patrons who otherwise might leave with a soul too burdened by guilt. The drink menu offers plenty of sacramental wine.

THE GLITTER LOUNGE

The Glitter Lounge sets itself apart by being mostly staffed by chimeras and hybrids, which draws a crowd of similarly

CHICAGOLAND

spliced beings, as well as baseline humans fascinated by such genetic alterations. The shows put on here are a cavalcade of inhuman strength, agility, and endurance, while the food and drink selection is tweaked to appeal to tongues and noses far more sensitive than your average pair of nostrils.

THE HIVE

The Hive began as an experimental community trying to form a more united, peaceful society through the sharing of inter-connected implants, TAPs, and VR domains. It is one of the few areas in Chi-town where zeeks and other mental freaks are openly welcomed, so long as they lend their peculiar psychic powers to the ongoing—and growing—social experiment. It's difficult to ever gain entrance unless you can prove you buy into their unique philosophy, and most people find the level of data transparency and lack of privacy uncomfortable, if not disturbing.

THE LOOP

What do you get when you cram every major Chi-town business into just under two square miles? The Loop. This downtown corporate sprawl is nicknamed the Ant Farm for a reason. But it got stuck with being called the Loop due more to the eternal hamster wheel grind the employees and managers sprint through in order to meet their daily sales quotas. Day-in, day-out, it's all one big cycle of buying, selling, discounts, markups, violent takeovers, and endless cups of coffee and stim-sticks. In order to pack all these people into one spot, the Loop is constantly undergoing new construction, adding yet another skyscraper to the dozens blocking out the dusty sunlight. All of them pale in comparison, though, to the Nortec Tower, which once more puts Chicago in the world record archives for the tallest office tower. More on it later, ami.

Beyond the hum and mutter of the worker drones in their cubicles and offices, the Loop is known for one major thing—offering every service or product imaginable up for sale. Of course, where cryptos are flowing, there are plenty of opportunists. Hackers and fixers abound, looking to make a quick flip.

THIRD LIFE INDUSTRIES ARCOLOGY

Always on the cutting edge of gene cloning, gene therapy, and DNA recombination, TLI has set up a secure arcology to give its employees and lab departments an expansive facility where its evolutionary gene-hacking and splicing work can continue mostly unmolested. No one but TLI knows exactly what goes on inside the arcology (yes, there are always rumors of alien DNA and inhuman beasts being bred deep in their blackout labs). Lately, there's been numerous employee kidnappings and killings orchestrated by zealous religious groups.

WAUKEGAN

A smaller city swallowed up by Chicagoland after the Wall was built, Waukegan holds a rather large blue plater community alongside a dense unemployment population. The only ones who really benefit are the corporate landlords who are constantly raising rents and kicking entire families to the curb when they miss a single month's payment. As such, Waukegan sees high housing turnover, making it one of the more transitory subsectors.

ZION FOREST PRESERVE

Five miles wide and twenty-five miles long, Zion Forest Preserve not only stands as a testament to biodiversity within the sprawl, but also acts as training grounds for Ravenlocke soldiers preparing for woodland warfare. Dozens of smaller chimera communities hide among the trees here.

SOUTH CHICAGO

Urban Hell summarizes this area perfectly. These are all neighborhoods and cities that, for whatever reasons, have become overpopulated, but failed as desirable places to live over time. Now it's all mostly gangland…Mostly. Some of the corps have set up shop here. Maybe it's because of the low property value, maybe it's because they don't want other megacorps and law enforcement agencies looking too hard at what they're doing here. It's hard to say for sure why they're here, but more than a few peeps have posted Media of strange things prowling the Gary Hell Zone at night.

BIOSOLUTIONS INC.

A CHIMERA subsidiary, Biosolutions Inc. has a minor presence in the sprawl, offering an array of biomedical services and simulacrum production tech. Much of their work is linked to Nortec, and the more suspicious Hashtaggers out there have tried to establish a stronger link between the two corporations, suggesting Biosolutions is just another front for Nortec operations.

BURBANK

Tired of gnawing on the same old vat-produced, cloned food blocks? Get on down to Burbank and take your pick of the hundreds of restaurants vying for business. Sure, most of what they serve is the same old foodpaste if you wanna dither about the actual ingredients. But the cooks and chefs in this sector must perform some kind of dark ritual magic in their kitchens, because the dishes they serve will have you salivating for the rest of the day. Top-ranked dives for the week include the Gnawzone, Veggiefreakz, and La Chatte Noire.

CHICAGO HEIGHTS

Did you know this area used to be known as the "Crossroads of the Nation" before the Second Civil War? Funny thing, considering nowadays they might as well have an invisible force field surrounding this neighborhood for as welcoming as they are. Practically every citizen in the area is decked out with weaponry, from fist packs to the latest plasma blasters. And if they spot someone who they decide doesn't "belong" in their precious protected community, or who might be endangering the peace, they aren't shy about escorting them out.

DES PLAINS RECYC SECTOR

Most city waste and water gets funneled through the recycling sector, where it's purified and sent out for another cycle through the mouths of the masses. Most people try to ignore the fact that they're guzzling their own sanitized waste, and that the food paste in the tube they just bought was in their stomachs a week earlier. The main recycling plant also processes most of the city's trash and cybernetic castoffs, reducing to elemental components for resale.

GARY HELL ZONE

Welcome to Hell, ami. All your nightmares of a burnt-out, bombed-out, gang-infested wasteland are realized in this strip of devastation. It's a zone only the most hardened survivors should ever wander into, as the roving predators (human and otherwise) will make short work of any unwary ronin. At this point, the sector is so bad, no security force wants to even bother with it, which just lets the bodies keep piling up in the streets.

GYY

Business workers, executives, military operatives, and political figures looking to get into Chicagoland without worrying about all the port dynamic can fly directly into Gary International Airport—but the area has its risks. The whole surrounding sector is almost fully gang controlled, so you don't want to be stuck there for long. GYY is fully walled off to public access, and most travelers use VTOL transport to get from the terminals to the city proper.

KENTA CYBER DYNAMICS ARCOLOGY

The world's premier cyber-tech developer and manufacturer, KCD has established a thriving business in its Chicago

CHICAGOLAND

arcology, providing all grade of implants to civilians and military clients alike. This branch is responsible for their more primo streetware products, whereas their gutterware lines (carefully devoid of any identifying logo or registry tag) are handled off the premises.

LITTLE CUBA

Little Cuba is one of the few areas where the Mexican Mafia's influence is entrenched beyond the penal sector. Here, they're represented by a splinter group called Muerto 13, identified by the bone-handled daggers always strapped to their bared arms. In fact, the gang's presence in this Hispanic-dominated community has given rise to rumors about a series of tunnels and prisoner smuggling routes that stretch from this southern portion of Chi-town all the way up to Chicago's Penal Sector itself.

After a recent rash of prison riots, several big-time crooks went missing in the chaos, while word circulated on the news feeds that they'd been spotted down in Little Cuba before disappearing again. The coordination and resources required to pull off this sort of operation would be staggering, but the Militia apparently gave enough credence to these tips that they marched in and shook down the whole area.

So far, neighborhood sweeps have turned up nothing but legitimate storefronts and restaurants, which only makes it more suspicious if you think about it long enough.

LOCK PORT

When migrants get signed on by the megacorps and processed through the Plainfield Port, their next stop is Lock Port. This is where they get temporary quarters, a decent vat-grown meal, sanitizing showers, and paperwork finalized for their new lives as Chicagoland citizens. The sector is mostly processing agent offices, trying to help people get accustomed to their new environment with orientation sessions, a few cryptos to get them started, and a map that marks out the sectors they shouldn't go anywhere near unless heavily armed.

NORTEC SIMULACRA PRODUCTION CENTRE

This is the center where Nortec produces its top-of-the-line simulacra. These are the bioforms sold to the highest bidder, custom jar-grown and specialized for individual buyers' exclusive tastes. More labor-intensive and common-build sims are outsourced to its LIVEfacs across the rest of the city. But here is where you go if you're looking for a puppet crafted just for you and no one else

OAK FOREST

You won't see a single blade of grass in Oak Forest, much less a tree. The sector is the primary residential area for blue platers who work in the Oak Lawn Warehouse District, giving them a short commute and a decently secure neighborhood, thanks to heightened Ravenlocke presence. The homes and apartment complexes are far from pretty, but they function well enough, and that's all that counts in the end, neh?

ORLANDO PARK LIVEFACS

Another simulacrum vat factory under the jurisdiction of Nortec Industries. Nortec apparently has also struck a deal with TLI for this factory usage, allowing them to produce hybrid life forms and reestablished species that have been approved for public exposure.

RAVENLOCKE SOUTH SECTOR HQ

This Ravenlocke HQ doesn't handle as many live patrols, but acts as the private security corps' surveillance center. It's here that they monitor, record, and analyze millions of hours of video LIVEfeeds, keeping an eye on the many arcologies, industrial sectors, and megaplexes they're contracted to protect. There's enough material in their archives to blackmail half the city!

ROSELAND

What's in a name, ami? Call Roseland by any other name, and would it smell so sweet? Nope, 'cause this neighborhood plain ol' stinks through and through. This place is just one step above Gary Hell Zone, and that's not saying much. Settled by Dutch immigrants in the 1840s, Roseland tried to fashion itself into quite the cosmopolitan community—until the gangs took over. And that's where they've stayed until this very day, looting, shooting, and generally making living conditions as uncomfortable as possible for folks just trying to get by.

THE MAZE

With its snarl of streets, the Maze is one of the more popular areas for JUMP bike racing, road wars, and any other illegal motorsport competition—far enough away from Ravenlocke-patrolled regions and close enough to Gary Hell Zone that no one bothers trying to refurbish the area. Get down there early if you want to get your bets in before the deaths and crashes start piling up.

THE STEELYARDS

The Steelyards used to be the main waterfront industrial center, providing materials import, export, and storage; however, it is currently an unviable location due to its proximity to the Gary Hell Zone. With its cranes and warehouses now overrun by gangs, the Steelyard is now a constant battle zone, with countless corpses shoved into the waters surrounding the docks every day.

WEST CHICAGO

The west side of Chicago isn't as inherently hostile to the average sprawler as the south side is, but it still has its share of rough areas. This is a place you can go to earn some real cryptos, if you don't mind negotiating through the gangs and devastated areas. This area is full of large communities that have grown together over time, like devastated Aurora, or the affluent Naperville.

AURORA BARRENS

What used to be one of Chicago's more affluent areas was drilled back down to dirt during the civil war bombings. Now, it's a patchwork place, with blue platers stitched up alongside more affluent folks who brush shoulders with starving gangsters—with enough brewing animosity between them all that the Militia keeps a watchful eye should it ever boil over. Its defining feature is the ever-popular Paramount Theater, which broadcasts Deep-augmented films to this day.

CDF HEADQUARTERS

The NAC maintains a presence in Chicago through its control of the Congregational Doctrine of Faith; a religious watchdog group. Their theocratic ideals put them at odds with many megacorps that eschew morality in place of profits, especially Nortec, as they decry the soulless manufacturing of simulacra. As such, the CDF is believed to be behind many of the industrial bombings and sabotage that plagues these ungodly companies.

CHIMERA ARCOLOGY

The CHIMERA megacorp is globally famous for pioneering simulacrum engineering, making the genetic-manipulation breakthroughs and laying the technological foundations for the many artificial life forms we bump shoulders with and work alongside today. Like Nortec and Third Life Industries, it faces ongoing opposition to its operations, especially from anti-sim military factions or highly religious organizations such as CDF.

To keep scientific progress safe from the ignorant masses and protect its valuable (and often brilliant) employees, CHIMERA built this arcology with high-security housing, entertainment facilities, and social centers. As one of the most powerful megacorps in the world, they spare no expense in protecting their staffing investments, and should anyone be foolish enough to try and take one of their workers for ransom, CHIMERA will go out of its way to turn the would-be-kidnapper into a decisive and violent statement.

ELGIN

Once a small city, Elgin has been subsumed by the Chicagoland sprawl. Elgin has some of the oldest original architecture around, with multi-generational families embedded in the area for nearly a hundred years. Needless to say, there's a lot of pride and general dislike of outsiders. Hybrids are particularly unwelcome in this sector, and the local reputation has been sullied by a spate of specism hate crimes in the past few years.

THE FLESH POT

Anything goes at the Flesh Pot, so long as it happens in meat-space. If you're visiting this establishment, you're either going to enjoy the parade of gorgeous, surgically-altered prostitutes, perhaps pick one out of the lineup for a back-room dalliance, or you're heading there to get your own body tweaked and transformed in a variety of exotic options. So long as you've got the cryptos, the Flesh Pot has the right company to keep you warm and tingly all night—or for a few minutes, however long you need. Call ahead for private reservations or for group rates.

HOFFMAN ESTATES LIVEFACS

One of the primary simulacrum factories owned by Nortec, Hoffman Estates LIVEfacs has recently suffered numerous production setbacks due to internal sabotage and external opposition. Seems like every day, this massive clone vat center is the site of another protest group of varying degrees of vehemence and violence. Many point to CDF as the main culprit, given their anti-clone extremism, but no proof has been confirmed.

GALAXY ENTERTAINMENT

Want to get the latest simulation seared straight into your optical nerves? Ready to experience a full-sensory VR domain? Want to spend every last credit you have on the latest and greatest entertainment tech? Galaxy Entertainment is all too happy to oblige. This here's their Chicagoland headquarters, where they produce and develop any sort of media for the eager masses. Movies, Deep channels, digital overlays, and every illegal gutter flick unleashed on humanity…you name it, they make and sell it. This center acts as admin offices, production studios, and even has a subsector devoted to sensory immersion chambers.

MEISSNER

Would you believe Orthodox Judaism has survived this long, after so much persecution? While many religious communities have settled up in Antioch, Meissner is distinguished by having Chicago's largest Jewish population. It's one of the more insular subsectors around, but so long as they stay quiet, no one's complaining.

NORTH AURORA

Aurora got hit hard in the war, and even though there's been some rebuilding in the area, it keeps getting knocked down by the near-constant local gang warfare. Not exactly where you want to invest in real estate, neh? Mostly, it's an

CHICAGOLAND

inhospitable stretch that daring smugglers or freelancers use as a shortcut when they want to avoid Militia patrols. It's claimed by the Aurora Angels of Death, one of the more infamous sprawlander gangs.

NORTH AURORA AGROFACS

There's plenty of food around town, but most of it's crap. You've got the North Aurora AgroFacs to thank for much of that. Their accelerated agricultural factory never actually factors in things like taste or visual appeal as it works to churn out and clone enough bland food paste, vat chum, and fake meat to keep the masses from starving.

RAVENLOCKE WEST SECTOR HQ

Ravenlocke makes sure to keep a clear presence in most Chi-town sectors, and the Westside is no exception. This is where they launch all local patrols, transfer criminals to the Chicago Penal Sector, or any number of their unmarked "rehabilitation" centers, and present a positive public face so citizens are assured the private security corp always has their best interests at heart.

CENTRAL CHICAGO

Central Chi-town is a sector of contrasts. Some of the largest megacorps in the plex are based in central Chicago. That, along with the Space Elevator and the Chicago Defense Force (CDF), means heavy security, fast response times, and general more pain and hell than most freelancers are willing to deal with. All that said, there are fringe areas where you'll find some of the hardest blasters and razors to walk the plex. The Lombard projects, Coffin City, and other places will grind you to dust if you aren't careful. The Triads, Russian mafia Tongs and other crime syndicates base their operations in central Chicago where they can influence the city's political and corporate leaders. Tread carefully here ami.

BLACK KNIGHT ARMAMENTS

HQ and main market for the Black Knight Armaments weapons and armor manufacturing company. Getting ready to make a hit on the nearest corp skyscraper or wanting to push a competitor ronin out of your territory? It's in your favor to stock up here, ami, assuming you've got the cryptos. Word on the street is they're the best in the business, but you should never believe everything you hear. Most of their popularity is due to savvy marketing rather than the quality of their gear. Still, their stock can help you get the job done, and bangers might think twice before attacking if they see you striding along with titanium plate armor strapped to your chest.

CHICAGO MEDICAL DISTRICT

It's no coincidence Chi-town's largest medical sector popped up alongside the O'Hare Military Sector. Many of the clinics and borg shops here are owned by Ravenlocke or the Militia, giving soldiers and mercs a steep discount whenever they need patching up. Civilians can solicit here, but unless your life's on the line, prices are gonna make you wonder if any cure is worth the deduction to your credit account. Oh, and none of that "chakra alignment" or other mystic healing bullcrap here. All services are robot or flesh-based. You want some chants and crystals? I know a place in Korea Town...

CHICAGOLAND STADIUM

The original Chicago Stadium only remained open until 1994, having been an indoor sports arena, theater, and community center. In the 2020s, the new Chicagoland Stadium was constructed for similar purposes, through on a far grander scale, and it hosted countless concerts, rodeos, political rallies, and war protests.

These days, this stadium is the epicenter of one of the largest ongoing black market operations in the sprawl. Illegal sim and virtual domains are sold side-by-side with drugs that'll have you foaming at the mouth for a week. Gangs can get their hands on plenty of glitched weaponry, and even the local militia has been seen strolling through in civvies, eyeing the wares. It's all overseen by a woman named Merc Matron who takes a significant cut from the vendors—profits she then uses to fund private security and keep the peace.

CHINATOWN

There's a reason Chinatown clings close to the Loop and the Gold Coast. The Chinese have made some heavy investments in Chicagoland's post-war development, and they're sticking around for good to make sure they see decent returns on their deposits. The Chinatown population keeps the culture thriving with curio shops, restaurants, automated needle carts, and souvenir joints. They've got their fair share of gangs too, but fortunately the mile-long civilian region—the single largest in Chicago, if you'd believe it—at least gives them room to hash out their street-side battles with minimal innocents getting caught in the crossfire.

COFFIN CITY

Twenty-three years ago, architects and city planners, looking to solve the growing problem of over-crowding, delved deep into the guts of the earth and built Eden, an underground LIVEfac unlike anything anyone had ever seen.

They had high hopes, marketing Eden with the catchy meme; "Down is the new up!" Hoping to attract affluent members of society, they spared no expense to ensure

the sector was both safe and fun to live in. The place had expansive subterranean housing complexes, agro-domes; even restaurants, media theaters, roadways, EDUfacilities and shopping malls. To top it off, they coded a state-of-the-art AI (Ophelia-9) to handle the infrastructure.

It backfired.

Nobody…well none of the right people…bought into the propaganda. The rich simply preferred to live above ground, as high above ground as possible, and billions of cryptos in development couldn't convince them to move underground. The media feed hyped Coffin City as the wave of the future. Coffin City was supposed to be this slick, shiny sub-sector. Instead, Coffin City devolved into a ghetto filled with some of the worst criminal elements in the megasprawl after the developers, looking to make at least some of their money back, slashed the cost of living space to a fraction of the original price. Personally, I wouldn't set foot in the place… Check that. I'd go down into the coffin if I was being paid. Gotta make your scratch anyway ya can, neh? The place is a death trap Ami, and that's the straight truth.

DOWNERS GROVE

A huge swath of urban sprawl, Downers Grove is a mishmash of housing, industrial factories, and gang hovels that somehow escaped the war relatively intact. It's a popular area for those looking for work, but the concentrated and diverse population makes for a volatile stew of crime. The atmosphere can turn from safe to deadly from block-to-block, so be sure you know where you're heading if you ever traverse this sector.

HOLY CROSS HOSPITAL

Nothing holy about it, ami—unless you mean the patients praying they'll be discharged with all the parts they came in with. The docs here do a good job, don't doubt it, but they're always looking for ways to line their pockets. If you're in to get a nasty gut shot treated, and then a blinger gets shuttled in needing a heart transplant and you just so happen to match his blood type…capisce? In the southern portion of Chicago's Medical District, this is the largest medical center independent of any military, corp, or private sec control.

FUNKY BUDDHA LOUNGE

Better bring a personal air filter when you visit this establishment. Equal doses of enlightenment and entertainment are found in the Funky Buddha Lounge, which purports to hold the city's widest selection of drugs and stims (legal and illegal both). From the moment you pay the reasonable cover charge, you're enveloped in a haze of psychotropic smoke, and if you aren't careful you soon won't be able to tell the floor from the ceiling as you hand over your last credit just to continue floating along a rainbow river.

Every surface is designed to offer a cozy pad for clients to sink into as their latest hit takes hold, while the chaotic color scheme confuses where reality begins and the trip ends even more. They've even got some padded back rooms where patrons can safely sample some of the edgier batches without anyone getting hurt. The place is watched over by the bloodshot eyes of one self-named Guru Bashki, a man of indefinable ethnic background who likes to trap people in long, rambling conversations about "doors of the mind" and the "transformative power of music."

JAXES

Jaxes isn't your typical dance-and-drink dive. Nothing even close, ami, and best you be warned of that upfront for two big reasons. First, you don't want to be the sprawler dumb enough to get lured in here, promised a heaping plate of hot food and easy cryptos. Second, you don't want to work for the sickos who go here for "fun."

Once you get past the cozy front, an incredibly disturbing reality lurks in the back rooms. Want to whip someone bloody? Want to taunt a prisoner while they're tortured to death in a cage? Pay up and enjoy having your most twisted appetites sated. Most clients are wealthy psychos with anger management issues who get off on the pain and suffering of others weaker than them. Everything from psychological to nerve-scarring torment is on the menu, and the club employs the latest in stim-tech to keep prisoners conscious and screaming in agony for as long as possible.

Plenty of folks wouldn't mind seeing the place burned to the ground, and the sociopathic owner along with it… but the dude has the muscle and cryptos to successfully defend against any legal or physical threats so far. Some say he's even funneling Nortec Industries funds to keep things running smooth, seeing as his pappy's the CEO.

KOREATOWN

Don't let the name fool you here. Koreatown is actually the most racially and ethnically diverse sector around. Plenty of migrants who don't have roots elsewhere tend to get funneled into this area, adding more spice to the mix. Vestiges of the original Korean population still exist if you know where to look.

This doesn't stop the place from being a hotbed of gang warfare. In fact, because no particular group can lay a solid claim to the area, it only encourages even the smallest gang to try and take its cut. Practically every gang in Chicagoland keeps sniffing around here, getting into countless scraps, trying to somehow prove they've got the cojones to take and keep control. My advice? Keep your nose out of their business and the Seoulpa rings will tend to ignore you in return. That's how most of the area's denizens avoid getting bullet-riddled on a daily basis.

CHICAGOLAND

LINCOLN PARK

City planners have done their best to cling to the few parks this sprawl has left, trying to keep the industrial expansion from taking over fully. Lincoln Park is their biggest success so far, partly because it's so close to the Gold Coast City Mega Block, with the elite living there willing to pony up to keep "their" park looking nice. Just like the nearby beaches, access requires either an annual (1,000 cryptos) or daily pass (100 a head). Ravenlocke patrols and battlebots are a constant presence, but that doesn't stop opportunists from trying to abduct people from the area, since they know it's lousy with CEOs and others worth a ransom.

LITTLE ITALY

Technology evolves faster than we can comprehend. Cities get nuked to dust, one megacorp swallows another whole, but despite the chaos, Little Italy is still the best place to find primo pizza when you need a sauce fix. Sure, the neighborhood is a bit more of a demographic mingle, thanks to the Second Civil War and migrant influx, but the Italian culture has never exactly been known for closing up shop and quietly slipping away, even when technically outnumbered by its new tenants. Two hundred years of Italian settlement leaves a deep footprint here, bolstered by a sense of national pride. The area may not be as wealthy as it once was, but glory days come and go. Aggressive preservation attempts have kept a few landmarks intact, including Arrigo Park, Our Lady of Pompeii church, and the Italian-American Sports Hall of Fame.

LOMBARD PROJECTS

Hastily constructed in the wake of the Second Civil War when refugees streamed out of newly irradiated sectors, the Lombard Projects now provide some of the cheapest dwellings in the Chicago sprawl. As always, you get what you pay for, ami. Crowded, dank, and dirty, with plumbing that could be described as "fickle" at best, these crammed-together complexes always look like they're just a heavy wind away from toppling into heaps of brick and lumber. Only a matter of time before someone lobs a Molotov cocktail in the wrong direction and the whole neighborhood goes up in kindling, taking thousands of families and squatters with it.

MELROSE PARK

A gorgeous strip of heavily wooded lawn, Melrose Park is home to several hybrid and chimera gangs that have bought into the idea of tapping into their animalistic "totems" by sticking closer to nature. Odd thing is, these gangs have proven relatively harmless so far, being more about living alongside humanity (which they no longer see themselves as part of) in harmony. In fact, their guardianship of the park makes it one of the more peaceful spots you'll find, and most nights you can walk its paths without worrying about being mugged—but if you ever disrespect the Spirit of Nature (whatever that means) these gangs revere or significantly damage the trees and brush, you'll become so much plant food.

NAPERVILLE

Some might make you think the only living options in Chi-town are the Gold Coast megaplexes or the slums. Not true! Naperville is a thirty-five-square mile, primarily residential area that has pooled its resources enough to keep most gangs at bay, providing a comfortable, upper-middle class experience for those living there. There are a decent number of corporate offices established there as well, which are more the source of any espionage or sabotage that happens in the area.

O'HARE MILSEC

O'Hare has turned into one big army base, and most of this sector marches to the beat of the military drum. It's HQ for the Chicago Defense Force, and even if you live there without donning a uniform and rank, likelihood is you still take orders from these war dogs, whether you want to or not. One perk of sticking close to the guys with the guns and keeping their boots polished is they tend to return the favor by providing decently safe living arrangements compared to the rest of the sprawl —until the bomb sirens start wailing, that is. United Nations troops are also bunked here, 20,000 troops strong. In other words, ami, do not stroll in there carrying an unregistered weapon (or at least don't get caught doing so) unless you want to bring the full wrath of the rank-and-file upon your head.

SPACE ELEVATOR

Up and away, ami! The Space Elevator and surrounding Chicago Spaceport is one of the main reasons the sprawl has stayed independent from outside control. A steady stream of workers, cargo, and gear is shuttled along to the orbital station at its top, serviced by space-optimized robots and sims. Being one of only a handful of functioning space elevators in the world, plenty of private corps and nations are willing to hand over fistfuls of cryptos to use our direct line to zero gravity and back.

The elevator itself is like a mini-city, full of restaurants, shops, and even temporary living quarters. At the same time, it's such a tempting target that plenty of terrorists have set their sights on it, hoping to topple the whole pipeline. Guess it's a good thing the Chicago Militia is camped right on its doorstep where they can keep a close eye on potential troublemakers, neh? If you're ever looking to break free from the sprawl, the Space Elevator is your quickest ticket off-planet—assuming you can afford the ride, that is.

SUGAR GROVE

Ravenlocke has grown far beyond the private sec services that made it famous. Not only does Ravenlocke own Nortec Industries, but the corp has become highly diversified, to the point where it even started dabbling in the candy-making business. Sugar Grove is home to one such candy factory, with products being successful enough that they've come under scrutiny for potentially addictive ingredients. A concrete jungle of prefab housing and homeless warrens surrounds this factory.

SUNNY HEIGHTS CONDOPLEX

If you were born in this hellish Condoplex, you've likely spent most of your life trying to escape it. Sad to say, ami, this pit has a nastier reputation than quicksand for dragging people down and suffocating them before they even have a chance to make good.

It's like someone took 100 stories of the cheapest housing around and crammed tens of thousands of Chi-town's least upstanding citizens into the same square footage. Gang rule is law here, though which gang will depend on what floor you stumbled into. If you took the Gold City Mega Block and engineered its evil twin, Sunny Heights Condoplex would be the vile result. Its nickname is "The Candy Factory" for a reason, too. Got an itch that can't quite be scratched? An urge you need purged? A lust that must…eh, you get the point. Anything and everything can be bought and sold in this Condoplex, including your sanity and soul.

THE UNDERGROUND

Can't afford to have your implants tuned up in Chicago's Medical District? Want to avoid having to scan your biometrics at Holy Cross Hospital? Get on over to the Underground, the best-known private chop shop in town. The prices are right (cheap) and the service is stellar (fast and confidential). Just remember they tend to get all their medical supplies by raiding supply caravans, while many of their extra organs and implants aren't grown on the premises, but bought off chrome chopper gangs.

UKRAINIAN VILLAGE

The Ukrainian Village started out as a promisingly peaceful community back when the original settlers established its industrial borders—but it's been all a slide into the gutter ever since. The ethnic Ukrainians who once dominated the population charts have been slowly pushed out while plenty of gangs and criminal hives have replaced the businesses that supported the region. To grind a little salt into the wound, all the abandoned factories surrounding the area have been left to rust and rot. Toxic manufacturing waste has seeped into the landscape and buildings over the years, adding mutants, disease, and large swaths of contaminated earth to the mix.

YORKTOWN SHOPPING CENTER

Is it payday already? Time to hit up Yorktown Shopping Center, two million square feet of all the cheap clothes,

SHANTY TOWNS

Miles upon miles of shanty towns have sprung up outside the Wall, crowded with millions of immigrants hoping to someday be lucky enough to secure an official pass into Chicagoland. These towns are hopeless tangles of starvation, disease, theft, murder, territory warfare, and plain old chaos. In other words, there are times you should be glad the Wall still stands strong. And if you ever plan on leaving by road, best be sure to hire the best armored car you can find to keep from being stripped to the bone within your first hour outside the ports.

The Hampshire shanty town offers the main military presence outside of the Wall. It's where most migrants get processed into the sprawl, and is a heavily-secured community constantly under attack by the roving gangs that infest the surrounding shanty towns. Assignment there from the Chicago Militia or a private sec corp is often considered a punishment for screwing up a job or a place to stick new recruits to test their mettle.

food, and VR domains you can buy. You could spend days in the center and not see everything it has for sale. From the cyber to the virtual to the real, you'll find any amenity you need there, and then some.

PORTS OF ENTRY

Lookin to make a home in the walled city? Read on for a list of the major entry points in and out. I'm not saying these are all the ways to get in and out of Chicago, but they are the only legal ways in.

HAMPSHIRE PORT OF ENTRY

The main entry port into the sprawl, watched over by Chicago Militia and private security forces alike. Most official migrants are processed through here and given a handful of basic supplies, a TAP if they need it, and a quick orientation session so they can avoid getting killed their first day on the inside.

NORTH CHICAGO PORT OF ENTRY

Thanks to its proximity to the Ravenlocke North Sector HQ, this port acts as a primary military ingress and the port of choice for visiting political and corporate representatives looking for safe passage into Chi-town.

CREST HILL IMMIGRATION ZONE

The second-highest concentration of would-be immigrants beyond Hampshire, the Crest Hill Immigration Zone is overseen by numerous megacorp representatives searching for new labor and particular skills among the rabble. Lucky migrants are often approached with contracts ready for signing, offering them streamlined entry so long as they sign over at least the first ten years of their new lives to one corp or another.

PLAINFIELD PORT OF ENTRY

One of two main ports servicing the Crest Hill Immigration Zone, the Plainfield Port is most often privately employed by megacorps who have successfully rounded up a new crop of employees from the shanty towns beyond the Wall. These are shuttled through to sanitization clinics and undergo employee orientation within their first twenty-four hours of city life. Welcome to the grind, ami.

JOLIET PORT OF ENTRY

The other main port used for the Crest Hill Immigration Zone, the Joliet port is more used by migrants who enter the sprawl without any sort of corporate sponsor. These get no welcoming committee. Just a couple food paste tubes and a "good luck" slap on the backside.

GARY PORT OF ENTRY

The Gary Port of Entry is the wretched sewer the desperate can crawl through to get into Chi-town while dodging official channels. This winds them up straight into Gary Hell Zone, where plenty of gangs and scroungers are waiting with broad smiles, open arms, and sharpened razors, ready to dice up the fresh meat. This port has been subjected to numerous bombings over the years, so even getting through the half-collapsed tunnel is a treacherous option.

I-88 PORT OF ENTRY

Chicagoland does a good job of generating all necessary goods and services its citizens might desire from within, but that doesn't mean it refuses any trade with the outside world. Merchant runners use the I-88 port for trafficking goods into the sprawl—and this, of course, has fostered a heavily-entrenched smuggling ring that operates within the port's processing center, diverting select shipments.

INDEX

CHICAGOLAND

CHICAGOLAND

CHICAGOLAND

CHICAGOLAND

W

Z

TABLES

CHICAGOLAND

15. COPYRIGHT NOTICE