

MEGA
CITY
MAGE
PUNK

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Inspiration for this game includes Dredd, Bright, Mage: the Ascension, Altered Carbon, and Blade Runner.

This game uses the Björning Wheel game engine.

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THE CITY.

Walls.
Filth. Rain. Concrete.
Crime. Violence. Poverty. Despair.
Towers. Skyscrapers. Mega structures.
Roads and highways, clogged with traffic.

Life in the mud is unpredictable and precious. Ordinary people make a living as best they can, squeezed in between gangs, cartels, mage coteries, police, and the fearsome Reckoners. Orcs sit on the thrones of the alleys and streets.

Far above ground the mega rich live in opulence and decadence. They travel in hover cars or helicopters. Elven magic safeguard their havens and maintain their power. Bureaucracy turns a blind eye to the corruption, nepotism, and exploitation of the poor.

This is the setting in which our adventures take place.

MAGES

The Guild is one of the most powerful political institutions in the city. Unlicensed mages are criminals through their very existence, risking life in the iso cubes. Using magic is often under penalty of death.

But the Guild is the power that corrupts; the foot that tramples you and your punk friends; the establishment you rebel against. Their hatred for you is reciprocated in full.

ELVES

Immortal and with innate magical abilities. The ruling class throughout all of known history. They look down from the highest towers and the hovering limousines. All of them ancient and detached from all but decadence, wealth and power.

ORCS

The Cursed People has always been trampled on. Distinguished by physical strength and an aggressive outlook at the world, they are truly fearsome. Great friends, terrible foes. There is a reason the elves and humans have always worked to keep them divided and sow discord among their ranks.

As an orc you will have to prove yourself, again and again. To your clan, to your non-orc friends, to strangers. You're used to being distrusted and doubted, and yearn to set things straight. But sometimes you just

want to throw a car at all those idiots who refuse to acknowledge you.

COPS

You do your best to serve and protect. Or maybe you make a bit of extra money on the side helping the local gangs and clans. Either way, you are the law most of the time and your experience has taught you to be pragmatic and cynical. Even though you and your colleagues do your best the city is still infested with radicals, criminals, corruption, and drugs. Your own future is constantly on the line. At least you can always call for backup. Sometimes – just sometimes – that call is answered by a Reckoner. When that happens you better know which side you're on.

CYBERS

They say there's a limit to how much a human can be augmented before becoming a robot. Cybers challenge that perspective, constantly pushing the boundaries of what's human.

Mages, orcs, and elves are all allergic to augments. The first lose their powers, the second become weak and feeble and the

third become mortal and mundane – like humans with pointy ears – with only a few implants. Humans, it seems, are made to be augmented. It's your destiny; your path to ascending the food chain.

GANGS

Most street gangs and mob organizations in the city are made up of humans and orcs, the latter being the strongest muscles and often mistaken to be dumber than humans. They are often tied to different sub cultures or city blocks, varying wildly in external attributes and internal power structures and behaviours.

RECKONERS

The most dedicated of law enforcement officers, heavily augmented and equipped with state-of-the-art weapons. Precise and cold. Relentless, driven, incorruptible. These are trusted by the Ministry of Justice to carry out the law with impunity; a shortcut through the overloaded judicial system. They enforce the letter of the law and the will of the Ministry without mercy or compromise. Wherever they roam crime rates fall and fear rises.

THE RULES.

ACTION RESOLUTION

When your character attempts an action with an uncertain outcome you roll a pool of 6-sided dice and look for the highest number. If this number is *higher than the difficulty* for the task, set by the Game Master, your character succeeds. Otherwise your character fails, and the Game Master may impose a Condition suitable to the occasion on them.

Determine how many dice to roll:

- ✓ Add one if the attempted feat is *humanly possible* without enhancements or magic.
- ✓ Add one if your character has a Skill Set that is applicable.
- ✓ Add any number of Bonus Dice from your pool.

Bonus Dice added to a roll are expended.

FOLLOWING VALUES

When your character does something that aligns with one of their Values, you get to add a die to your Bonus Dice pool. If the action directly puts your character in trouble or harm's way you get to add another die to your Bonus Dice pool.

When your character acts in a manner that contradicts a Value, the player may choose to remove this Value from the character and in exchange receive three Bonus Dice.

If suitable to the situation a new Value can be added to the character at any time, for the price of three Bonus Dice.

CONDITIONS

Your character's Conditions serve as a reminder of their situation, to guide you and the Game Master as you play.

OUT: your character is lifeless; dead or alive is up to you.

INJURED: they have suffered a debilitating injury and are not at their best.

RATTLED: they are in mental shock.

TIRED means what it sounds like.

SPENT: your character has momentarily run out of juice, whether that is magical power, cybernetics, or supernatural strength.

A Condition is removed by doing a Reset; a short scene in which the characters rest, plan, or discuss their situation. It could also be a short exchange in which past events are played out or questions about the characters' Values are answered.

THE CHARACTERS .

You play cops, gang members, mages, rebels, cybers, or others being trod on by the man. It doesn't so much matter who "the man" is to you; the mighty Guild, the city government, the bigger gangs, or the Ministry of Justice.

Your character has three groups of technical characteristics:

- Skill Sets
- Values
- Conditions

You, the player, also have a set of Bonus Dice. You start with one, but may have as many as three at once during the game.

MAKING CHARACTERS

Talk through how you want the characters to relate to each other within the group. Bear in mind that a well-rounded team is diverse, and there is a better chance for

drama if values collide, both within each character and between characters.

With this in mind you may freely choose three Skill Sets consistent with the setting and factions you've agreed upon. Be conscious about the wording, as this determines the level of expertise your character holds, and ultimately which situations their Skill Sets apply to.

Now choose three Values that guide your character, and stand a good chance of forcing your character to make tough choices.

GETTING BETTER

In the beginning of a new session, take a moment to ponder whether your character's Skill Sets have changed through their experiences during the campaign. Discuss with your fellow players and agree on suitable changes, if any.

RUNNING THE GAME.

THE METHOD

- Don't plan; react and be mindful of when obstacles can be introduced into the game.
- Listen actively to the players. Ask leading and pointed questions that demand answers: "Your colleague once again sees you with rebels, what does she think about that?", "What are you risking when you try to hack the corporate system?", "The last time you met X you parted on bad terms, why?"
- Check the characters' Values often, and remind players when the Values are put in question or force choices.
- Check the characters' Conditions often, to remind yourself what their status is. Impose Conditions, and be generous with opportunities to reset them.
- Let the characters succeed, unless a failure may be interesting.
- Make non-player characters memorable. If they deserve a name, they deserve a personality.

NAME SUGGESTIONS

COMMON NAMES

Alexander Hayden, Anthony Moon, Ava Boyd, Becky Hurst, Brett Nguyen, Bryan Lewis, Carla Morris, Cora Owens, Danny Day, Darrell Jarvis, Dean Gardner, Gregory Porter, Jeremy Phelps, Joni Norton, Joy Lucas, Kayla Murphy, Ladonna Griffith, Lakisha Ortiz, Lynn Stokes, Mandy Miller, Melissa Hines, Michael Hughes, Pamela Cordova, Rosanna Tanner, Rosanne Schaefer, Sabrina Benton, Thomas Mcgee, Traci Horne, Veronica Rasmussen, Zachary Branch.

MAGE NICKNAMES

Angel, Aurora, Blossom, Cain, Chili, Doom, Enigma, Fly, Hyde, Iris, Jekyll, Killbox, Maelstrom, Monarch, Nostromo, Raven, Sepia, Scarecrow, Shakespeare, Shark, Spiral, Storm, Tenebris, Ursin, Void, Warlock, Wasp.

ELF NAMES

Adrienne, Bethel, Caesar, Daavon, Engel, Fabion, Fabiona, Galadon, Galadriel,

Helion, Himmel, Isaiah, Isalea, Isobel, Layla, Legolas, Leniel, Malia, Mao, Neyo, Ouani, Oyon, Seyenne, Sola, Venya.

ORC NAMES

Arch, Borq, Brock, Carr, Crou, Darsh, Erch, Fraqq, Garsh, Gorro, Haar, H'roq, Kuur, Kwosh, Lors, Lurt, Ock, Orrosh, Purk, Sqrall, Trosk, Turs, Urchin, War.

GANG NAMES

Aces of Clubs, Alejandros, Apex Apes, Bishops, Blade Masters, Bots, Casino Royals, Crystals, Divers, Guards of the Revolution, Gunslingers, Hell Riders, Knifers, Longteeth, Methers, Murder Hobos, Orc Blood, Pain Dealers, Puppeteers, Red Tide, Roaches, Steel Boots, Telegraphists, Zippos.

GANG MEMBER NICK NAMES

These are often combined with the person's actual name, as a prefix or suffix.

Acid, Angry, Bootstrap, Cascade, Crash, Death, Devil, Duster, Headless, Headshot, Knob, Knuckle, Lifer, Meat, Meth, Mojito, Nefarious, Nuclear, Override, Pop, Popsicle, Rodent, Shaker, Spike, Trusty, Two Lip, Zero.

CYBER NICK NAMES

Apache, Arpa, Bash, Boron, Circuit, Cyclops, Fedora, Flask, Go, Oracle, Oxide, Parasite, Quantum, Ruby, Rust, Shell, Trojan, Virus, Wicket, Zane.

FAMOUS RECKONERS

Arbiter, Ballens, Dee Cap, Justitia, Shoq.

MAKING ADVENTURES

- Figure out a starting situation. Preferably something tense and exciting to start off with.
- Give them a motive, a mission, or some other sort of direction. Don't expect them to follow it.
- List a number of plausible obstacles to throw in; wrenches in their machinations, so to speak. These will help you when you're feeling a bit stuck.
- Think about situations that could cause Values to oppose each other. You don't need to insert any of these situations, but when you've thought of a few it's easier to spot those that actually come up.
- If you're so inclined you may list a few suggestions for Skill Sets and/or Values that may work for the adventure you had in mind, or later in your campaign.

ADVENTURE : ARTEFACT .

You're sitting in a dark cellar in a dangerous part of the City. Boots are running down the stairs outside the room. Rain is spattering a small window.

Troqq and Moon came to make a drug deal. Terry and Ace came for justice. Chrome came for the money.

The bodies around you show just how wrong everything went. The open duffle bag in the middle of the room shows why. It's not drugs. It's not money. It's dreams. It's power. It's love, hate, war, peace, and a pink unicorn pony without radiation injuries.

An Artefact is magic in its purest form. The Guild has the power to handle it. The Guild wants it. And because the Guild wants it, everyone wants it.

THE ARTEFACT

Its value is immense, of course, if you can broker a deal with the Guild. But they might as well kill you and take it. Either way the Ministry of Justice wants to lock it in for safe keeping.

And every corrupt, ambitious, desperate, or brave individual who think they can get a better deal from it – or use it themselves – will want it for their own ends.

When someone touches the Artefact for the first time, roll 1d6: 1-4 causes the person to explode, 5-6 means the person lives. If attempting to use magic Skill Sets while holding it, add a d20 to your dice pool for the action.

OBSTACLES

Gun fights (against gangs, cops, security guards): difficulty 3 to take out an opponent or run away. **Negotiating** with The Hunters of Mulch gang leader, Analine the Elf sergeant, or up-standing member of other faction: difficulty 2-5 depending on leverage. **Car chase** on mega highway: difficulty 3. **Flying chase** between the towers and mega structures: difficulty 4. **Avoiding attack from** China the Storm Mage or Reckoner Feir: difficulty 6.

NEW VALUES

Loyal to some faction, In love with someone, Afraid of someone/something, Dutiful, Hateful, Ambition

Terry Kindle.

Disillusioned cop, waiting for retirement

SKILL SETS

Walked the beat

You know people and places in the neighbourhood

Expert shot

Best marksman in the district

Temporal displacer

You've learned the basics of Time Magic

Skill Set

Short description of the skill set

VALUES

Pretends to be a good guy

You don't care any more, but people must still think you do!

Protect your people

Colleagues, friends, temporary companions; you assume the role of protector in any group.

Must hide your magic!

You could never get a license to practice.

Value

Short description of the value

CONDITIONS

OUT

INJURED

RATTLED

TIRED

SPENT

Ace Donovan.

Street thug turned police candidate

SKILL SETS

Mob fighter extraordinaire

You're skilled in using your body as a deadly weapon.

Driver/Pilot

In your former life you tried most types of vehicle.

Home security expert

You know how to defeat most home alarm systems. Because of... err... police training!

Skill Set

Short description of the skill set

VALUES

Want to prove yourself

Your self-worth hinges on being accepted by your peers.

Drug addiction

Every now and then you need a fix. Troqq is your dealer.

Honest to a fault

Truth matters to you, almost to the point of compulsion.

Value

Short description of the value

CONDITIONS

OUT

INJURED

RATTLED

TIRED

SPENT

Troqq.

Orcish youth trying to be someone

SKILL SETS

Orc strength

Lifting a mini van is daily workout. You're strong even by orc standards.

Relatable people person

The life of the party and joy of the gang. You understand people, and people like you.

Pretty handy

You're good with tools and fixing things in general.

Skill Set

Short description of the skill set

VALUES

Dislikes the law

Police, feds and Reckoners tend to treat your people unfairly, in your mind.

Hate/fear of magic

It's dangerous and volatile! You've lost friends to it.

Loyal Wolf of Hades

The Wolves of Hades is your gang, even if you don't like them all.

Value

Short description of the value

CONDITIONS

OUT

INJURED

RATTLED

TIRED

SPENT

Moon .

Mage gang member with Guild ambitions

SKILL SETS

Experienced fire mage

The Salamander has awoken in you, and you love the flame!

Dabbling telekinetic

Not exactly your biggest talent, but you can move small stuff with your mind.

Amateur medic

Not really your thing, but you know your way in a med kit or clinic.

Skill Set

Short description of the skill set

VALUES

Need to make things right

You burned people when finding your powers and need to redeem yourself somehow

Succumb to the fire

Fire magic is hard to resist. It calls on you; it wants you to burn more.

Ambitious Wolf of Hades

You run with the same gang as Troqq, but you want more.

Value

Short description of the value

CONDITIONS

OUT

INJURED

RATTLED

TIRED

SPENT

Chrome .

Former police cyber, now freelance

SKILL SETS

Big, heavy, armoured

*Your body is a state of the art
Dual-purpose combat/
industrial body refit.*

Data broker

*Whatever the network, you can
connect. Data is tangible and
accessible to you.*

Powers of observation

*You have the hardware needed
to find most things.*

Skill Set

Short description of the skill set

VALUES

Need more upgrades

*You need more money, to get
more upgrades. Maybe one day
you'll be good enough...*

Reckoner envy

*You could be a Reckoner! If
given a chance, you'll show
them!*

Friends with the gangs

*Yeah, they're bad. But most of
your new friends are members
since you left the force.*

Value

Short description of the value

CONDITIONS

OUT

INJURED

RATTLED

TIRED

SPENT