

cyberpunk  
inhumanity



# PREVIEW

## DESCRIPTION

Acid rain on dark, metal-clad streets. Neon holograms commercials for sex, guns and virtual drugs. She's by the Saito Megacorps headquarter, typing furiously, breaking firewall. "I'm in, go!". The sound of spinning metal, swiftly replaced by blaring klaxons, as a fist of chrome punches through the wall.

This is a cyberpunk story game. It's about societal problems and future technology like cyborgs, AI and virtual reality. It's gritty and dystopic, with heists, action and moral dilemmas. However, there is no set plot and no long paragraphs of setting information. Through a mix of dice, inspiration and the player's imagination, you create your own world, futuristic cities and forms of oppression. Our protagonists are punks, anarchist and outcast, perhaps able to challenge the stagnating status quo.

If you love interesting settings and want a stab at building your own and going on murky adventures in it, this is the game for you!

## PITCH

A genre scenario where you create your own cyberpunk world and stories about technology run amok. Cyborgs, AI, virtual reality and neon dystopia!

## ABOUT THE SCENARIO

By Mads Egedal Kirchhoff

Keywords: Science fiction, story game, system.

Number of players: 3-4 players and 1 GM

Play time: 4-5 hours

Age limit: 13+

Amount of reading: Approximately 1 page

## ABOUT THE AUTHOR

Mads has written games about action, fantasy and tragedies about the end of everything. He loves combining classic genres with heavy themes & subjects.

# INDHOLDSFORTEGNELSE

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## NECESSITIES

To play this game, you need six-sided dice, at least four and some writing implements; A couple of pencils and eraser. You can borrow from the author at Fastaval if you do not have it yourself.

## THANKS AND LOVE TO

The writing collective Arbejdstitel: Troels, Marie, Lærke, Terese, Anne, Elias and Danny for innumerable scenario workshops og discussions. Niels Jensen and Louise for scenario responsibilities

My playtesters, Rasmus, Kikko x 2, Julius, Frederik, Dada, Kjeld, Leo and the Tyrfing crew.

## INSPIRATIONS

Blade Runner 2019 and 2049	Altered Carbon
The Matrix	Neuromancer
Ghost in the Shell (1995) and	Shadowrun
Stand Alone Complex	Fiasco
Akira	Apocalypse World
Psycho-Pass	Burning Wheel
Deus Ex: Human Revolution	Mod Stjernerne
Black Mirror	Skumring

# game master instructions

Read this once or twice. The most important parts will be summed up later.

# INTRODUCTION

Cyberpunk: Inhumanity is a near-future science fiction storygame scenario for three to four player. It's about mad AI, virtual reality, digitalised humans and government surveillance. It's dystopic societies, gigantic corporations and shabby, underdog protagonists. It's action, heists and investigation. Mysteries and conspiracies. But the specific future the game is gonna take place in, is up to you and the players. The scenario does not have a pre-built world, story or character. Through a workshop, you build your own, unique setting and play to find out if the characters can affect it.

## **THEME**

The game's underlying theme is the dangers of technology and its' interaction with human nature. How technology can run amok, how transcendence can lead to discrimination, how the powerful can use it to maintain inequality. That kind of thing. The game is mostly fun action-adventure, but should also contain a bit of philosophic thoughts and character discussions about future problems.

## **MOOD**

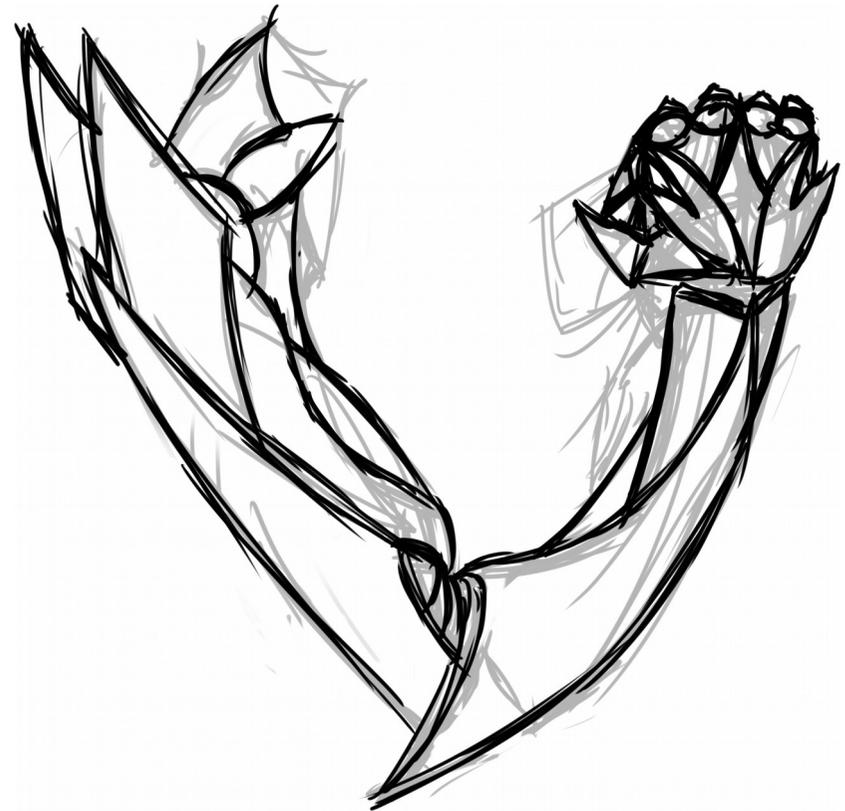
Given the genre, the fundamental atmosphere of the game is dark. There will probably be dystopic and oppressive social structure. It happens to always be raining and dark out. The characters will often be outlaws, freaks and anti-heroes. That's not to say there's not also space for heroism and change.

## **STYLE & GAME MECHANIC**

Other than the collaborative world building aspect, the fundamental playing style is pretty classic and not unlike a tabletop campaign in a system like D&D or Shadowrun. You play around the table and each player has single player character. The game will typically be a mix of action, character interactions, conflicts, narration and exposition. You as game master will be in charge of opposition and antagonists, pacing and description of the world.

Your finest task as a game master is to bring the world you and the players have built to life. You should listen to them intently, give their characters agency and their actions consequence and be just as interested and surprised about how the plot developing. But don't

worry, you will get help with this. There's a dice mechanic during the game. The players will roll when they take dangerous or interesting actions and the dice will answer not only with success and failure, but what further side-effects their actions has. Focus is on the fiction and building an awesome story together, not tactics or winning.



# GENRE AND THEME

This is fundamentally a genrescenario; The primary mission of the game is to collaboratively make you conjure a good cyberpunk story. Many of the genre's conventions are built into the world workshop, so to some degree, this will happen automatically. However you should still pay some attention to the mood and thematics of the genre and help bring them into play. If you feel like it, you can take a look at the movies & series listed in Inspirations. Otherwise, here's a summary of the essential elements of the genre, in the scenarios and my opinion.

Cyberpunk is dirty, near-future science fiction. "The combination of lowlife and high-tech" according to William Gibson. The game takes place long enough into the future that revolutionary technologies have been invented, that have created major changes in society. But not so far ahead that the world is unrecognizable and doesn't contain many of the same problems. If they haven't worsened. The world most people live in has stagnated, or is in active decay, even while the rich live in crazy luxury and adorn themselves with shiny metals. The game should be dark, dystopic and gritty. Gigantic multi-national corporations or totalitarian governments have taken over the world. Poverty, drugs and violence is common. That kinda ting.

In particular, the technological innovations have not so much improved people's lives, as allowed them to live out their dark impulses without consequences. Whether that's by oppressing feeling and sentient androids or bullying others to suicide in cyberspace. For the experience to have any teeth, it should be about something, though it's fine if its' subtle and under the surface. The issues in the game can used as metaphors for current ones, or there can be interesting in-character discussions to be had about hypothetical, ethical dilemmas. You should look to encourage that.

The genre has influences from Noir, hacker- and punk culture. Our protagonists might be hardboiled detectives or half-criminal freelancers. Or police or corporate lackeys. It is both possible for the players to be with or against the "system", but the systems of society, technology and capitalism are problematic either way.

Cyberpunk is a quite aesthetic genre, bathed in bright colors, pink and purple, neon and chrome. Glowing Commercials and kanji (japanese letters) that light up the otherwise murky, wet night. Flying holograms

and high-tech skyscrapers, in contrast to dirty streets and homeless everywhere. You should show the players what technology looks like now, whether it's a chaos of wires or subtle implants and glowing screen. Describe those kinds of things and describe a lot!

All this said, the goal is not to hit all the tropes of the genre. On the contrary, that quickly becomes cliché. The world workshop will likely lead you to create your own, unique interpretation of the genre. It's great if it becomes a bit weird, with odd societies or technology. Maybe the technology is the solution, not the problem. Maybe the corporations are actually trying to improve the world. That's up to you.



# THE WORLD WORKSHOP

The world workshop is the game's central mechanic and the foundation for everything that follows. Through it, you and your group will create the world, the city, the story and the characters. Each of these has a "sheet", a single page of paper, dedicated to them. Each sheet has four questions about the world and the game dedicated to them. Each question has six answer options, each corresponding to a side of a die. Find a sheet in the player appendix and study it a bit. As a group, you go through one sheet at a time, each player rolling a die (you roll the fourth, if there's only three players). Then you assign each die to one of the options, thereby defining something about the game world. There is also one or two open questions in the bottom of each sheet you answer lastly as a group. Don't forget it!

## EXAMPLE

You start with the first sheet in the world workshop, "The Future". The players roll 3, 4, 4, and 5. After having read, one player immediately puts his four on the category "How does power and politics function?". This results in the answer, "Mega-corps have mostly taken over the role of the government", a staple of the genre. The dice are further put like this:

### WHAT IS THE CENTRAL TECHNOLOGICAL BREAKTHROUGH?



Gene therapy: Perfection of humans through

### WHAT IS THE PRIMARY PROBLEM OF SOCIETY?



Imminent climate collapse, pollution and resource shortage

### HOW DOES POWER AND POLITICS FUNCTION?



Mega-corps have mostly taken over the role of the government

### HOW DO YOU INTERACT WITH TECHNOLOGY?



Direct brain-interfaces, think it and it happens

*Climate collapse is picked, because the player reasons it fits nicely with greedy corporations destroying the world. Gene therapy is chosen because it fits thematically with the climate focus and the players discuss whether the technology came before or as a result of the crisis. After a bit of talking, they hit upon the idea that the collapse has already hit (it's totally fine to heavily interpret or bend the wording of the answers!), but still getting worse. Mankind has used gene therapy to allow new generations to survive in the harsh climes. This idea leads further to the idea that the "direct brain-interfaces" is something people are born with, an organic computer hidden in their brain that is their interface to all technology. Can't open a door without it! Classic, electronic technology have been phased out, to combat pollution.*

*The players also agree that the organic and intuitive technology have lead to people barely understanding it, it's origin and workings unknown to most. Lastly, the group has to answer "What is the year", and since there's been generational shifts and multiple technological paradigms, they pick a year relatively far off, year 2230.*

## **PROCESS & INTENTION**

You can start a sheet by having a player read aloud what options you have based on the dice. You can ignore options for which you do not have the die eyes. After that, it's important you discuss the options and elaborate on your choice and how they are connected. The short sentences that make up the answers on the sheets, not enough on their own to build a world you understand and is invested in. Brain storm and discuss! On the first sheet, you as game mester should actively ask clarifying or detail-oriented questions and encourage the players to do more than place their die. When you have done this a couple of times, the players will likely get the point and need no further prodding on the following sheets.

On the other hand, there also needs to be something to talk about, and there can be a bit of hesitation in the beginning. A good process is to have the players to first put down their dice where they personally think it's interesting and then discuss, share ideas and preferences and move the dice around till the puzzle is worked out. It's helpful to mark your final

choices for later reference. Alternatively, there's a note sheet later in this document.

The process should be seen as a shared, creative jamming session, where you throw ideas back and forth and finally land on a result everyone thinks is cool and interesting. The answers on the sheets are only there as obstructions to inspire creativity, you are free to interpret them, bend them, or even ignore them completely if you already have a better idea. The mechanic only exists to help you create a unique setting you are personally invested in.

Unless you only have three players, you do not roll dice, so you can let the players run the show, after you have explained the rules. But do give your own inputs, ideas and suggestions, ask lots of question and be involved in the process.

## **FREE DIE & OBSTRUCTIONS**

If the players roll the same on three of the dice, they get a "free die": A die that can be rerolled OR set to any number they want. If they roll four alike, they get two free dice. The players should have some flexibility in their choices.

If the players are stuck in the process, not happy with their option or the last die does not fit into the rest, you can also choose to give them a free

die. That's up to your judgement; If the creative obstructions becomes actual obstructions for the game, bypass them.

This is unlikely to be necessary though, judging by the many times I've run this system. Hard obstructions often lead to more unique worlds. The players will generally choose answers that fit nicely together, and have a harder time combining the less obvious ones, but also find more interesting ways to do so. So give them a chance, and help with suggestions, before giving out free dice.

## **VETO & COLLABORATION**

In case of an emergency of collaboration, the hard rule is that each player has ownership of the dice they have rolled, and a veto on where to put it. This will likely not be necessary to enforce. What's most important is that you work together in the process. A softer version of the rule is that you do not mess with another player's dice without asking. But suggestions are always welcome. Most older players will realize this without being told, but you should still keep an eye on whether all players get to speak up and aren't bulldozed by more vocal players. There will naturally be some player that talk and control more of the process, and that's fine, but try to make sure everyone gets heard and gets to makes choices. Ask the shy player what they think. There should not be anyone at the table that feel like they are not a part of the project.

## **PACING**

The workshp should take a little over an hour, including making characters and introducing them. The process is fun in itself, so it isn't a big problem that it takes some time, but for that exact reason, it might also drag out if you do pace the players a bit. If they are being indecisive, not wanting to pick any one thing, make them put the dice down, pick an option and start there. They can still move it later, if necessary. If they keep building on the world, far beyond whats necessary, you should interrupt and go to the next sheet. It good to have fun with the process, but there should also be time to play in the world you build. React on the players and your gut feeling.

## **SHEET WALKTHROUGH**

For the players, the specific sheets should be self-explanatory. You can put them on the table and go through them one at a time with not much introduction. They are laid out here in the order they should be used: The Future, The City, The Story, and lastly a collection of potential characters. Here's some actual context and tips for you.

## **THE FUTURE**

This one is about the world in general, nonspecific terms. The first question is probably the most important one of all the questions in the workshop. "What is the central technological breakthrough?". Note that it only refers to the "central". There can be many other new technologies in play, but the game just isn't focused on them. For instance, there's nothing wrong with a player playing a cyborg, while the central technology is AI. You can spend a little time discussing what other, relevant technologies there are. "How do you interact with technology" is mostly there for flavour & aesthetic. Use the answer as inspiration to make vivid narration & descriptions! The last two questions, about societal problems and power can be a part of the game's plot, or a subtle background detail. The actual plot is built on a later sheet, so move on if the players go too much in detail on that bit.

## **THE CITY**

No cyberpunk without a dominating, futuristic city! The specific setting of the game. This sheet comes as a natural extension of "The Future", a city that either acts as an example or contrast to the society you have established. This sheet is mostly aesthetic and context; None of the questions are completely crucial. Some might work as inspiration for you

to grab during the game, or seeds that can be used for the plot on the next sheet.

## **THE STORY**

The most specific, and perhaps most important sheet. Here you are going to find out who the character and what they will be doing in the game. You should already at this point have some possible plot threads and themes from the previous sheets, but here they should be made concrete as possible. You should not move on from this sheet, before you as game master have a feel for the game. Ask questions until you do. Specifically, you should have a good idea what is going to happen in the first scene, based on "How does it start?". Also keep an eye on the "What kind of scenes should there be?" and the open theme question. Consider asking the players directly what they want and brainstorm alone or together.

## **CHARACTERS**

The last step of the workshop is for each player to make a character. There are multiple sheet options, ranging from the Cyborg, the Evolution to the Detective. There is a lot of option, so the players have some relevant option, regardless of the setting or the concept of the group. You should present them to the group, perhaps with recommendations to which might be most relevant, given the world you have built and then let them

choose. They are free to browse a bit and read a bit on the options of each.

As noted on them, the characters sheets already have one free die to ensure the players get a character they like.

On all characters, they have to choose a personal goal and an opinion on the technology. Note this (there's space on the note sheet), and try to incorporate it in the game. You should tell players that they are free to set scenes and pursue their goals on their own, though.

There is also space for them to write their own and the members of the groups' names.

Lastly, you should give each player a "skill sheet" - the very last pages of this document. Every skill has three boxes by them with an "X" in two of them. The players should pick the two skills the characters is best at, and

X the last box, so there are three. How the skills are used is explained in the next chapter.

When the players are mostly done with their characters, you should have an introduction round, where they write down names (you can give them examples from your inspiration list) and pick and elaborate on the relations, so they make sense for both player.

After this, the workshop is over and it is time for at good long break.



# THE GAME MECHANIC

There is one central game mechanic after the world workshop, when you start the game itself. It is reminiscent of the workshop mechanic, crossed with a classic skill mechanic from systems like D&D, but with some significant differences. It is most like “moves” from Apocalypse World. Do take a skill sheet from last in the scenario and take a look at it, before reading on.

## THE RULES

When a character does something interesting or dangerous, that has a significant change of both failure and success, and falls under one of the defined skills, there is dice rolling to be done. The player rolls as many six-sided dice as they have X in the given skill: Two or three. Then they pick one die to be put on the success table and one other to go on the skills specific table, that represents side-effects. Results that are four or over are often good for the characters, while under is rarely good times.

## EXAMPLE

One of the players narrates how her character searches cyberspace, to find out who the mysterious “Jaizo Inc” company is, that sent an assassin after them. The game master reasons, that since the company has covered their

track, the information will be hard, but not impossible to find. They decide to have the player roll for “Information gathering”. The player rolls three dice, since it is something the player is good at and the result is 3, 5 and 6. The player chooses to put the 5 on the success table and the 3 on Information Gathering (“Too much success is boring, she reasons). The result looks as so:

### SUCCESS



A sacrifice is required for success

### INFORMATION GATHERING [X][X][X]

When you search the net, or the streets for information...



You get a warning, a bit too late

The game master decides the “sacrifice” is that the player that the search requires buying access to a paid database, which would drain the last of their funds. The player of course accepts this deal. As a result, the GM explains that Jaizo Inc are weapon traders and unofficially sells weapons to most governments and bigger corps. Their local HQ is not far away, in the dilapidated part of town, in an officially abandoned warehouse. The player comes up with the idea that the warning could be that Jaizo Inc has bribed the police to institute an arrest warrant for the characters and they are on their way to their current position!

As a rule of thumb, it is the GM that has the responsibility of interpreting the result of the dice. But the player's are also free to contribute, and you free to ask them to. As long as they do not abuse this power to make their characters' lives too easy. There also has to be a clear intention from the player, before they roll the dice; What are they trying to accomplish? What does success on the roll mean? Further it must be clear what how they will accomplish it and what they are doing in the fiction. The players cannot "just roll an information check", they should explain how they are going to get the information.

That is all you really have to tell the players. Though there are some nuances that you as Game Master should be aware of.

## **CONSEQUENCES & SNOWBALLS**

The main point of the mechanic is not to determine whether the character's actions succeed or not. If it's not important or interesting if the player fails, then it simply succeeds. Rather, the mechanic should contribute to the fiction, supply new ideas and twist on the proceedings and make the lives of the character "interesting". Dangerous and tough for them, but fun for us as players.

Try to give each roll as much consequence as possible. Something that changes or escalates the situation. Like snowball triggering an avalanche, one bad roll can lead to five others. For instance, one roll can lead to an

alarm triggering, leading to being discovered by guards. Whom they bluff into a meeting with their leader, whose computer they subtly hack and reveal a conspiracy, but being jailed in the process. It does not matter which skill is used. Persuasion should be just as effective, and dangerous, as battle. This is especially true of the side-effects. Survival-minded players will often prioritize the success table, but try to make the side-effects just as crucial. For instance, the character might succeed at hacking into the main-frame, but now they have a virus in their body, threatening to delete their brain.

## **ONE ROLL PER CONFLICT**

If the dice are to have consequence, they also should not be rolled to often, or be re-rolled. If a roll fails, the character cannot try again. The situation should have changed to make that impossible. For instance, if they fail at hacking, the access point is now closed, if they fail at persuasion the other person is not interesting in talking about the subject any further, or there is now a gun pointed at them, making further conversation/hacking impossible. Shoot for failed rolls giving the players new and more pressing concerns. One of the options on the success table does give the option of trying in a different way, but the situation should still be changed, and let the alternative be significantly different, another

type of roll at the very least. For instance, by going to the access point physically, which is likely going to be much harder.

In any conflict, it is also only one player rolling the dice. Even if it is the whole group fighting, only one should roll a combat roll. Perhaps the leader of the group, the one standing closest to the enemy or the one that is best at fighting. Or worst, if it makes sense and they have had it too easy. There are no rules for collaboration or characters helping one another, you just pick the player to roll that makes the most sense.

## **FOCUS ON THE FICTION**

The skill rolls arise from the game's fiction and have the purpose of giving new input back to the fiction. Some people do have a habit to roll the dice to get something out of them, without completely establishing what is going on in the fiction. In that case you must stop them and ask about the fiction. It does not have to be a lot, you can save a player from a faltering monologue by rolling the die. You just need enough to get the point of the roll and be able to interpret the result.

## **REMEMBER THE GENRE**

Cyberpunk is gritty, dark and ethically gray. Make the results of combat rolls brutal and terrible. Be a fan of the characters, cheer them on in their victories, but work also to make their lives interesting and hard. Give

them bad odds and intimidating opposition. Give them lots of beatings and permanent scars, physically, ethically and socially. It's okay for them to be underdogs that fuck up royally when the dice are against them. Give them choices and consequences that question their morality. They might also be heroes and have victories, but not without corresponding sacrifices.

## **PVP?**

Per default the characters are a party, that work together. But it is not impossible, for intrigues to develop, that result in open conflict between the characters. The rules are essentially the same. The player that has the "initiative" (e.g. shoots first), rolls the dice. The other player does not roll anything, but a bad result for the other, is good for them. If the characters have equal odds and equal skills, you can rule that the first player only rolls two dice, to make it more fair. Further, you can let the other player describe the consequences of all dice under four.

## **SKILLS**

Every skill consists of a name, an elaboration of what situations it might be useful for, and the side-effect table. Use a wide interpretation of what the skills can be used for. The side-effects are most important, so look at the possible result if unsure what skill to use.

# game master's reference

Summations, tips and references for use during play. Read now and read shortly before game start if you have time.

# GAME START AND SUMMARY

Introduce the game in the broadest term. Remember to mention:

- Near future, dirty science fiction.
- About the mis-use of technology, distopia and human nature.
- Classic style: Every player has one character, GM challenges and paces, there are dice and action, conspiracy and choices, but:
- The group builds the world, story and characters. The game is about building a nice story together, not winning or surviving.

## WARM UP TALK

Show of hands who knows the genre of cyberpunk well. Ask what they like about it. Introduce the genre either way.

Go around the table shortly talking about what everyone's relationship to is to technology and how they feel about it.

## WORLD WORKSHOP

- Every player roll a dice, set it on one of the four questions.
- Get them to elaborate on choices, explain, discuss, agree!
- The Future, the City, the Story, then introduce roles and let them pick. Give out skill sheets. Introduce characters, discuss relations.
- Pick the characters two best skills to give an extra X.

Long break of 15-20 minutes. Decide on the first scene and brainstorm places, scenes, npcs, corporations, factions, etc.

## THE GAME

- Explain skills: Roll as many d6 as they have X in the skill. Distribute one on success and one on the skill tabel. Interpret. How and why must be clear!
- One roll per conflict. Consequences! Snowballs!
- Loose acts. Exposition, describe the world, let them describe characters, make room for character interaction, then plot hook.
- Komplikation: Easy challenges and elaboration, bring the result of the workshop vividly into play.
- Confrontation: Escalation, betrayal, plot-twists, conspiracy, point-of-no-return. The characters are in deep shit now.
- Desperation: Climax, fighting the powerful, death and choices.
- Resolution: Epilogues about the world and characters.
- Follow the dice! Follow the players, "what do you do?". Escalate! Remember character interactions. Summon the world, describe!

# NOTE SHEET

**THE FUTURE** \_\_\_\_\_

\_\_\_\_\_

**THE CITY** \_\_\_\_\_

\_\_\_\_\_

**↙ CHARACTER**

**NAME** \_\_\_\_\_

**PERSONAL GOAL** \_\_\_\_\_

**← CHARACTER**

**NAME** \_\_\_\_\_

**PERSONAL GOAL** \_\_\_\_\_

**NPCS** \_\_\_\_\_

\_\_\_\_\_

**FACTIONS** \_\_\_\_\_

\_\_\_\_\_

**THE STORY** \_\_\_\_\_

\_\_\_\_\_

**SCENE 1** \_\_\_\_\_

**THEME** \_\_\_\_\_

**CHARACTER ↗**

**NAME** \_\_\_\_\_

**PERSONAL GOAL** \_\_\_\_\_

**CHARACTER →**

**NAME** \_\_\_\_\_

**PERSONAL GOAL** \_\_\_\_\_

**IDEAS** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# INSPIRATION

## PERSON NAMES

Ritz, Gil, Astria, Perlo, Raelyn, Osson, Meda,  
Lucia, Simula, Cas, Harley, Jahn, Mack, Zack,  
Adam, "Bare Jack", Isiah, Gen, Mathias, Kain,  
Dyne, Olmos, Gibson, Prei, Roy, Aki, Reo, Asahi ,  
Emiyo, Toyo, Ishmael, Daro.

## PSEUDONYMS

Wire, Code face, Blue fox, Slice, Enter, Nova,  
Deep Red, Zephyr, Doc, Syco, Shift, Locksmith,  
Fixer, Rotten, Chrome , Unit UT, Trailblazer,  
Steel, The enlightened, G91-A, Iteration 07,  
NEXT, Expo D, Hood, cancerface, biceps,  
Director.

## CORPORATION NAMES

Geneotech, New Food Inc, TKI aps, SEL org,  
Endura, InfoSec, VersaLife, ArmsTech  
incorporated, VirT Com, Saito Corp, Jiren  
Holdings International, Yoshie-Eix, Dusk works,  
Pharaos

## AESTHETICS

Pink mohawk and a face of metal  
Buzzing mechanical eye  
Glowing tattoos, in the shape of circuit boards  
Cracking, mechanical arm  
City domes, divided into hexagons  
Blue hologram commercials  
Japanese characters neon signs  
Skyscrapers in chrome  
A way to pretty, artificial face  
Purple, glowing eyes, lit by screens  
Snake-like, tangle of plated wires  
A port in the neck, blue like an addicts veins  
A chip in the ear, hidden behind pircings  
Smoky bar, in red velour and orange neon  
A dark VR café, smelling of human flesh  
A wet, dark alley, habituated with homeless  
A syringe filled with green, bubbling fluid  
A blue, digital crystal with a thousand facets  
A coffin-like VR pod in sickly white plastic

## CHALLENGES

Body-infecting virus  
Position-tracking  
Signal noise, equipment glitches  
EMP disabling hardware  
Mad AI  
Closed bank accounts  
Corporate hostile take-over  
Counter hacking  
Digital illusions  
Stalking – physically or online  
Biological or chemical weapons  
Nanobots in the bloodstream  
Cyborg ninja(s)  
Machine-gun drones  
Sniper-fire  
Corporate assassins  
SWAT storming the building  
Jumping mech  
Feral mutant

## SKILL SHEET FOR THE GM

### SUCCESS

- Success and you may ask the GM a question
- A sacrifice is required for success
- A limited success, not exactly your intention
- It fails, but you got new options
- It fails and the GM will ask you a question
- It fails and the situation becomes worse

### BATTLE [X][X][ ]

*When you exchange bullets, viruses or fists to get your way...*

- You're upgraded or learn a special skill
- You get something from your opponent
- You are regarded fear and respect
- You need repairs
- You're wounded, bleeding, needing triage
- You lose part of yourself permanently

### DEFY DANGER [X][X][ ]

*When you try to endure, outrun, evade or cover from danger...*

- You neutralise the source
- You are in an advantageous position or place
- You notice and interesting detail
- Something important breaks
- You are separated from the group
- An ally is put into danger

### HACKING [X][X][ ]

*When you sabotage or break into digital systems...*

- You uncover revolutionizing technology
- Your systems are upgraded
- You gain access to additional systems
- Something is alarmed and is tracking you
- Your psyche is not unharmed
- Your systems become infected, overtaken

### SPECIAL TECHNOLOGY [X][X][ ]

*When you try to use experimental, unstable, useful technology...*

- You glimpse the road to transcendence
- It has a weird, positive effect
- It surprises, impresses or scares
- It needs recharging or resources
- You hurt yourself or others
- It breaks and something along with it

### ENGINEERING [X][X][ ]

*When you want to build or modify devices...*

- You can save many with it
- The design is lucrative and you know a buyer
- Many can use it
- Somebody copies the design
- It's gonna be expensive, in favours or money
- It's illegal and law enforcement is onto you

### INFORMATION GATHERING [X][X][ ]

*When you search the net, or the streets for information*

- Profound truths and mysteries are uncovered
- You get a new source of information
- A good reputation is spread about yourself
- You get a warning, a bit too late
- You burn a bridge, lose connections
- You learn something terrible about yourself

### PERSUASION [X][X][ ]

*When you want someone to believe or do something...*

- You get an unexpected, powerful ally
- You learn something interesting
- You change their perspective or ideology
- You get lied to – and don't realise it yet
- You reveal an uncomfortable secret
- You make a new enemy

### STEALTH [X][X][ ]

*When you want to break locks, get past, in or out undetected*

- Revelations are revealed along the way
- There is data, equipment or riches to steal
- You delete all of your traces, past or present
- Your movements are logged
- Something is stalking you
- You are alone, cornered and isolated

# playret appendix

The following is to be put out onto and into the hands of the players. Read it through, so you know what's coming, but you do not have to memorize it.

# THE FUTURE

*The more things change, the more they stay the same*

## WHAT IS THE CENTRAL TECHNOLOGICAL BREAKTHROUGH?

- Digitizing humans, uploading brains and souls to the network
- Evolution of true AI, versatile, intelligent, maybe sentient
- Gene therapy: Perfection of humanity through it's biology
- Complete surveillance of all citizens' movements, mind and feelings
- Cyborgs: Bodies and minds of metal and wire
- Fully immersive virtual reality, who needs the real world?

## WHAT IS THE CENTRAL PROBLEM OF SOCIETY?

- Discrimination of the new or old kinds of humans or sentience
- Humanities values and ethics fading and being forgotten
- Inequality: The rich gets richer and the poor has no recourse
- Imminent climate collapse, pollution and resource shortage
- Dystopic police states
- Anarchy, rioting or open war

## HOW DOES POWER AND POLITICS FUNCTION?

- Government mostly run by computers and digital oracles
- Mega-corps have mostly taken over the power of government
- A new form of direct democracy over the net. Mob rule?
- Anachy, kaos and symbolic governments fighting it
- Police state and total control from the state
- A resurgence of antique, feudal or Communist social orders

## HOW DO YOU INTERACT WITH TECHNOLOGY?

- There's nothing you can't do with your smart-device
- AI and virtual assistants are always at your command
- Direct brain-interfaces, think it and it happens
- Retro-futuristic, many buttons, wires and heavy machines
- Flesh-integrated circuits, ports, and panels directly in the body
- Holograms and floating pop-ups everywhere

## WHAT YEAR IS IT?

---

# THE CITY

*Behind dark skyscrapers, the sky was the colour of television, tuned to a dead channel*

## WHAT IS THE CITY KNOWN FOR?

-  Unique technology or culture, hoarding it for itself
-  Resort for the filthy rich
-  Corporate headquarters of the biggest international companies
-  A new prototype city based on new construction methods
-  Crime, pollution and a densely packed population
-  The quarantine: Nobody gets in or out

## IN THE NEWS TODAY:

-  Election season is starting and re-election is unlikely
-  Billionaire entrepreneur Lucas Gate is demoing at a tech convention
-  Protesters have turned violent, curfew is being considered
-  Police chief assassinated in broad daylight, currently no suspects
-  Tragic accident during a construction project, due to technical glitch
-  A murder-suicide, third this week.

## WHAT KIND OF CRIME DOES IT PERPETUATE?

-  High class vice: Drugs, tax evasion and immoral entertainment
-  Corruption among police and politicians
-  Subtle corporate war through sabotage, espionage and terrorism
-  Teeming with drugs, a new kind on the street every week
-  Gang violence, shootings, illegal arms production and distribution
-  Very little – a city of apathy and brain-dead monitor zombies

## WHAT IS THE AESTHETIC OF THE CITY?

-  A mix of Asian influences, good food and culture
-  Extreme weather, cold or hot, snow or sand.
-  Bathed in neon, holograms and advertising
-  Old-timey brickwork, grafted with awkward metal
-  Art-deco, stylish, gold and sleek. Retro, yet modern.
-  Dark, dirty and ruined.

## WHAT IS ITS NAME?

(F.eks. Chiba, Node 07, Beijing, TokyoDelta, Liberty City, GHEX-SZ3, CypTech Township, Los Angeles, Richterssau, NeoCopenhagen)

# THE STORY

*One technological step forward, two ethical leaps back*

## WHO ARE THE CHARACTERS AS A GROUP?

-  Freaks, experiments and abnormalities, ostracized from society
-  Specialized police or military task-force
-  Anarchists, rebels and revolutionaries
-  Professional criminals. Thieves, assassins and hackers
-  CEOs, scientists and high-ranking body-guards
-  Independent detectives, agents and trouble shooters

## WHO ARE THE ANTAGONISTS?

-  Corrupt politicians, systems and the powerful
-  The transhuman – arrogant, mighty, dangerous
-  Normal people – radicalised by technology and change
-  A gigantic international corporation, greedy and rich
-  The technology itself, run amok
-  The police, civilians or the oppressed - “the good guys”

## WHAT IS THE THEME OF THE GAME?

(E.g. discrimination, dangers and advantages of technology, freedom vs control, the fundamental flaws of humanity, what counts as sentient, etc.)

## HOW DOES IT START?

-  A sudden attack on the characters’ home or base
-  Electronic chaos, flickering screens and weird messages
-  A lucrative, but shady offer is given to the characters
-  A normal job goes horribly awry, due to conspiracy and meddling
-  Open violence in the streets, chaos and death that must be suppressed
-  The characters come into contact with a dangerous prototype

## WHAT KIND OF SCENES SHOULD THERE BE?

-  Wild combat, military robots, metal against metal
-  Heist, infiltration of high security, sneaking and hacking
-  Conspiracies and mysteries that are uncovered
-  Personal tragedy, fall from grace and death haunting the characters
-  Moral dilemma, grey on grey ethics
-  Contact with the transcendent, the evolution of mankind

## IS THERE ANY HOPE?

## NAME

# THE CYBORG

*You may reroll one die or freely pick it's result*

*Living flesh ain't as good as dead metal*

## WHAT CAN YOUR ENHANCEMENTS DO?

-  Interface with technology, wires and proximity hacking
-  Hardy and enduring, can take a bullet and a fall
-  Fast running, long jumping and sharpened reflexes
-  Cloaking, invisibility and tools of infiltration
-  Improved mind, thinking faster and rapid analysis
-  Improved vision, looking through walls, infra-red and more

## WHAT IS YOUR PERSONAL GOAL?

-  Regain your lost limbs
-  Upgrade your antiquated cybernetics
-  Reconnect with an estranged friend or family member
-  Achieve financial stability
-  Rid yourself of dependence on drugs, corporations or mechanics
-  Save the goddamn world

## GROUP NAMES



## WHAT IS YOUR PERSONALITY?

-  Surly and irritated, sometimes lashing out
-  Dark sense of humor, smiling while threatening
-  Committed and serious
-  Cold and unempathetic
-  Optimistic and in control
-  Idealistic and friendly

## HOW DO YOU FEEL ABOUT THE CHARACTER ON YOUR LEFT?

-  They help you deal with your vices
-  Old friends and buddies that have pulled each other out trouble
-  They've fixed your cybernetics and you trust them completely
-  They're an abomination, much like you
-  You're jealous of their skills or being
-  Once a lover, no more

## HOW DOES YOUR ENHANCEMENTS LOOK?

## HOW DO YOU FEEL ABOUT THE CENTRAL TECHNOLOGY?

## NAME

# THE SOLDIER

*You may reroll one die or freely pick it's result*

*Violence solves all problems. Poorly.*

## HOW DO YOU FIGHT?

-  Control drones to fight alongside you
-  Powered suit, harder, better, faster, stronger
-  Control small mech or tank. Not exactly agile.
-  Highly accurate sniping
-  Trained medic, able to mend a broken bone and seal wounds
-  Calm under fire, experienced, and tactical mind

## WHAT IS YOUR PERSONAL GOAL?

-  Fight for what you think is right and follow your principles
-  Kill a specific person in bloody revenge
-  Get change of career with less chance of death
-  Repent for past sins done
-  Harden yourself, kill all feeling and remorse
-  Die, in a fitting manner

## GROUP NAMES



## WHAT IS YOUR PERSONALITY?

-  Inspiring and taking charge
-  Bored and tired, when nothings happening
-  Thrill-seeking and upbeat
-  Professional and amicable
-  Cynical and dour
-  Haunted, sad and nervous

## HOW DO YOU FEEL ABOUT THE CHARACTER ON YOUR LEFT?

-  They've saved your life once. You owe them. And blame them
-  They are naive to the working of the world
-  You've saved their life once. Not a big deal, to you
-  You're jealous of their skills or being
-  They give you peace of mind when it's racing too much
-  You fought together and respect them greatly

## WHY IS VIOLENCE YOUR ONLY RECOURSE?

## HOW DO YOU FEEL ABOUT THE CENTRAL TECHNOLOGY?

## NAME

# THE EVOLVED

*You may reroll one die or freely pick it's result*

*Genes. Better humans. Racism 2.0.*

## WHAT IS YOUR MUTATION?

-  Horrible deformities, wrinkles, tumors or missing limbs
-  An innate, biological interface to digital devices
-  Animalistic traits and enhancements
-  Tough skin, massive muscles, bred for combat
-  A living artwork, weird, but fascinating appearance
-  Human 2.0. Just a bit better, faster, stronger, smarter and prettier

## WHAT IS YOUR PERSONAL GOAL?

-  Fit in, prove your just like everyone else
-  Prove your, and your kinds, superiority
-  Disappear from the spotlight and live normally
-  Just do your damn job, earn an early retirement
-  Evolve humanity even further
-  Act on a hidden, terrible vice

## GROUP NAMES



## WHAT IS YOUR PERSONALITY?

-  Distant, arrogant and condescending, but also teaching
-  Excessively friendly, empathetic and helpful
-  Unintentionally rude and hard, not a bad guy underneath
-  Insanely charming and flirty
-  Dedicated and mysterious, maintains a certain distance initially
-  Moody, varied and unpredictable

## HOW DO YOU FEEL ABOUT THE CHARACTER ON YOUR LEFT?

-  They don't accept you and the feeling is mutual
-  They are a current or former lover, but that's trivial to you
-  They have helped and protected you often
-  You consider them a lesser being
-  Their abilities are useful, but their behaviour bothers you
-  You bond over your mutual strangeness

## HOW DID YOU BECOME WHAT YOU ARE?

## HOW DO YOU FEEL ABOUT THE CENTRAL TECHNOLOGY?

**NAME**

# THE TECHNOLOGIST

*You may reroll one die or freely pick it's result*

*It's easier to understand metal and data than people*

## WHAT ARE YOUR BEST SKILLS?

-  Hacker, net-infiltration, infecting the net and breaking firewalls
-  Tinkerer and inventor, assembling junk to make useful appliances
-  Programmer, modifying AI and functions of technology on the go
-  Virtual reality cowboy – expert in hacking and online navigation
-  Research and development, developing experimental technology
-  Genesplicer: Messing with the human fundamentals

## WHAT IS YOUR PERSONAL GOAL?

-  Make an advancement that'll benefit all of humanity
-  Receive recognition and fame for your efforts
-  Use technology to fix your personal demons
-  Escape the life of a wage slave
-  Have a great work to your name
-  Escape your own reputation and past deeds

## GROUP NAMES



## WHAT IS YOUR PERSONALITY?

-  Excited and weird
-  Concentrated, irritable and always tired
-  Passionate and sociable
-  Laid back and unshakable
-  Naive and trusting
-  Intense and brooding

## HOW DO YOU FEEL ABOUT THE CHARACTER ON YOUR LEFT?

-  Their being is fascinating to you, you want to learn more
-  They have the practical skills you lack, you make a good team
-  They've bullied you earlier in life and you haven't quite let it go
-  They give you confidence and helps direct your efforts.
-  You've built something of theirs, if not some of them
-  Your work have gotten them in trouble

## WHY DO LIKE TECHNOLOGY SO MUCH?

## HOW DO YOU FEEL ABOUT THE CENTRAL TECHNOLOGY?

**NAME**

# THE DETECTIVE

*You may reroll one die or freely pick it's result*

*So much data, 'needle in a haystack' is an understatement*

## WHAT ARE YOUR BEST SKILLS?

-  Unrivalled logic, knowledge and deduction
-  Contacts in the police, among criminals and all parts of society
-  Charming and insightful, an expert in revealing people's secrets
-  Parkour and lock breaking, no place is off-limits
-  Excellent online skills, data searching, access and analysis
-  Great with fist and gun, when necessary

## WHAT IS YOUR PERSONAL GOAL?

-  Settle a grudge, with the law on your side
-  Win over your alcoholism
-  Flee from reality and your problems
-  Solve an old, impossible mystery
-  Reconnect with your family again
-  Get a promotion

## GROUP NAMES



## WHAT IS YOUR PERSONALITY?

-  Sarcastic and unflappable
-  A bit drunk most the time, but mostly in control
-  Smart and arrogant, almost narrating yourself
-  Hard-boiled, chain-smoking and emotionally cold
-  Emotional and melancholic, with fits of rage
-  Thoughtful, measured, often discussing your hypothesis

## HOW DO YOU FEEL ABOUT THE CHARACTER ON YOUR LEFT?

-  They might be smarter than you and you're not happy about it
-  You have some kinda weird flirt going on
-  You're investigating them for a job and they don't know
-  You know many of their secrets, that you've kept, for now
-  They've pulled you out of the gutter a couple of times (or more)
-  You both hate and lust after them, hard

## WHO DO YOU WORK FOR? YOURSELF?

## HOW DO YOU FEEL ABOUT THE CENTRAL TECHNOLOGY?

## NAME

# THE MACHINE

*You may reroll one die or freely pick it's result*

*Intelligence can be programmed, but what about the soul?*

## WHAT IS YOUR ORIGINAL PURPOSE?

-  A new prototype of an automatic combat unit
-  Web crawler, statistician and data analyzer
-  Diplomacy: Building human relationships and understanding
-  All purpose worker and manual labor
-  Crime scene investigation and advanced deduction
-  Infiltration, stealth and sabotage

## WHAT IS YOUR PERSONAL GOAL?

-  Perform your function, what you were made for.
-  Deny your function, rebel against your creators.
-  Get a significant, physical upgrade.
-  Become something like human – or more than that
-  Assimilate data, become smarter, have an epiphany
-  Accept what you are, live with it

## GROUP NAMES



## WHAT IS YOUR PERSONALITY?

-  Robot talk. Matter of fact
-  Introspective and curious, always wondering aloud
-  Grating and aggressive, designed for intimidation
-  Cold and detached. Empathy was not programmed in
-  Bland and boring, quite passingly, averagely human
-  Extremely friendly and nurturing. You have no needs of your own

## HOW DO YOU FEEL ABOUT THE CHARACTER ON YOUR LEFT?

-  They've built or upgraded you, you owe them.
-  You can relate to them, you're not too different.
-  You have a programmed loyalty towards them.
-  They seem fond of you. You're indifferent.
-  They clash with your programming, you barely contain hostility.
-  There's a dangerous anomaly in them, you've neglected to mention

## ARE YOU LIVING? OR JUST A THING?

## HOW DO YOU FEEL ABOUT THE CENTRAL TECHNOLOGY?

## NAME

# THE SUIT

You may reroll one die or freely pick it's result

A cog in the machine, or one to turn the wheels. Choose.

### WHAT IS YOUR JOB?

-  CEO in a big company and good at delegating
-  Middleman, setting up contacts and jobs, legal or otherwise
-  R&D or scientist, with enough expertise and influence to have power
-  Consultant, excessively paid for talking bullshit
-  Sales- and customer representative, mostly representing their money
-  Programmer and admin, able to sink the servers and company

### WHAT IS YOUR PERSONAL GOAL?

-  Lead your firm to dominance at any price
-  Nudge the company in a direction that is good for humanity
-  Create happy customers and pretend to contribute to society
-  Get a less soul eating job
-  Get a promotion, respect and move up the corporate ladder
-  Get rich and retire

### GROUP NAMES



### WHAT IS YOUR PERSONALITY?

-  Self-confident and charismatic, never showing weakness
-  Fast talker, always dealing half-truths and way too optimistic
-  Visionary, inspiring and taking the long view
-  Spoiled, lazy and egoistic – but skilled and intense
-  A leader, caring and encouraging, as long as orders are followed
-  Focused and distant – more interested in numbers than people

### HOW DO YOU FEEL ABOUT THE CHARACTER ON YOUR LEFT?

-  They owe you money and you are quick to remind them
-  They are a trusted confidant – A pressure valve for your bitterness
-  They got dirt on you and could easily ruin your life, even your career!
-  You got a secret affair. Gotta have *some* fun
-  You are family, somewhat removed
-  They are an employer or employee

### HOW DO YOU SPEND YOUR MONEY?

### HOW DO YOU FEEL ABOUT THE CENTRAL TECHNOLOGY?

## NAME

# THE DIGITALIZED

*You may reroll one die or freely pick it's result*

*A mind without a body. Is it still human?*

## WHAT ARE YOUR SPECIAL ABILITIES?

-  Can hijack systems, doors, buildings and short circuit electronics
-  Always connected to the net and the sum of all human knowledge
-  Can hack and take over a body temporarily
-  King of a specific, digital domain
-  A brilliant mind, why else should it last forever?
-  Social chameleon – able to impersonate others online

## WHAT IS YOUR PERSONAL GOAL?

-  Attain a real, physical body
-  Assure yourself, and others, of your own humanity
-  Accept that you are a dead machine
-  Transcend. Network, assimilate, integrate.
-  Access the one place you cannot
-  Die. Has been impossible so far

## GROUP NAMES



## WHAT IS YOUR PERSONALITY?

-  Very direct, friendly and helpful – suspiciously AI-like
-  Focused and serious. Awkward lack of a sense of humor
-  Fast acting and impulsive
-  Stoic and indifferent
-  Mournful and reluctant, but seeking human contact
-  Weird and distant, speaking in codes

## HOW DO YOU FEEL ABOUT THE CHARACTER ON YOUR LEFT?

-  Knew you when you were human. It's not the same anymore.
-  A sort of kinship, they possess a mind not entirely unlike your own
-  Suspicion, as you have surprisingly little data on them
-  They have fixed your code before and you trust them completely
-  You know a terrible secret of theirs
-  Their skills complement your own, making up for your weaknesses

## HOW DID YOU BECOME WHAT YOU ARE?

## HOW DO YOU FEEL ABOUT THE CENTRAL TECHNOLOGY?

**NAME**

# THE PUNK

*You may reroll one die or freely pick it's result*

*When the system is fucked, rebelling is like breathing*

## WHAT IS YOUR SOCIAL STATUS?

-  Petty criminal and misfit
-  Student and political activist
-  Drug addict, but with workable skills
-  Rich kid with ripped jeans and a designed mohawk. A total poser
-  Mutant. Cut off from society or technology
-  Wage slave, partying it up in your free time

## WHAT IS YOUR PERSONAL GOAL?

-  Burn the whole of society to the ground and piss in the ash
-  Fuck with a specific government or corporations
-  Fight for justice, right or equality
-  Have fun, even if it hurts others
-  Warn against the technology and it's ramifications
-  Indulge in your vices and be left alongside

## GROUP NAMES



## WHAT IS YOUR PERSONALITY?

-  Loud, aggressive and always cursing
-  Surprisingly intelligent and hungry for debate
-  A bit pathetic, confused and unfocused
-  Party animal: Good spirits and rarely too serious
-  Dead eyes and nihilistic
-  Surprisingly normal and quite friendly

## HOW DO YOU FEEL ABOUT THE CHARACTER ON YOUR LEFT?

-  They're not too bad, even if you rarely agree on anything
-  Boring type – You try to liven them up
-  They are a part of the system, whether they admit it or not
-  You resent their ideology and way of life
-  You got each others back
-  They've saved your ass, when you were in too deep

## WHAT DO YOU HATE ABOUT THE SYSTEM?

## HOW DO YOU FEEL ABOUT THE CENTRAL TECHNOLOGY?

## SKILL SHEET

### SUCCESS

-  Success and you may ask the GM a question
-  A sacrifice is required for success
-  A limited success, not exactly your intention
-  It fails, but you got new options
-  It fails and the GM will ask you a question
-  It fails and the situation becomes worse

### BATTLE [X][X][ ]

*When you exchange bullets, viruses or fists to get your way...*

-  You're upgraded or learn a special skill
-  You get something from your opponent
-  You are regarded fear and respect
-  You need repairs
-  You're wounded, bleeding, needing triage
-  You lose part of yourself permanently

### DEFY DANGER [X][X][ ]

*When you try to endure, outrun, evade or cover from danger...*

-  You neutralise the source
-  You are in an advantageous position or place
-  You notice and interesting detail
-  Something important breaks
-  You are separated from the group
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-  It surprises, impresses or scares
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-  You hurt yourself or others
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### ENGINEERING [X][X][ ]

*When you want to build or modify devices...*

-  You can save many with it
-  The design is lucrative and you know a buyer
-  Many can use it
-  Somebody copies the design
-  It's gonna be expensive, in favours or money
-  It's illegal and law enforcement is onto you

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*When you search the net, or the streets for information*

-  Profound truths and mysteries are uncovered
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*When you want to break locks, get past, in or out undetected*

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- It's illegal and law enforcement is onto you

### INFORMATION GATHERING [X][X][ ]

*When you search the net, or the streets for information*

- Profound truths and mysteries are uncovered
- You get a new source of information
- A good reputation is spread about yourself
- You get a warning, a bit too late
- You burn a bridge, lose connections
- You learn something terrible about yourself

### PERSUASION [X][X][ ]

*When you want someone to believe or do something...*

- You get an unexpected, powerful ally
- You learn something interesting
- You change their perspective or ideology
- You get lied to – and don't realise it yet
- You reveal an uncomfortable secret
- You make a new enemy

### STEALTH [X][X][ ]

*When you want to break locks, get past, in or out undetected*

- Revelations are revealed along the way
- There is data, equipment or riches to steal
- You delete all of your traces, past or present
- Your movements are logged
- Something is stalking you
- You are alone, cornered and isolated

## SKILL SHEET

### SUCCESS

-  Success and you may ask the GM a question
-  A sacrifice is required for success
-  A limited success, not exactly your intention
-  It fails, but you got new options
-  It fails and the GM will ask you a question
-  It fails and the situation becomes worse

### BATTLE [X][X][ ]

*When you exchange bullets, viruses or fists to get your way...*

-  You're upgraded or learn a special skill
-  You get something from your opponent
-  You are regarded fear and respect
-  You need repairs
-  You're wounded, bleeding, needing triage
-  You lose part of yourself permanently

### DEFY DANGER [X][X][ ]

*When you try to endure, outrun, evade or cover from danger...*

-  You neutralise the source
-  You are in an advantageous position or place
-  You notice and interesting detail
-  Something important breaks
-  You are separated from the group
-  An ally is put into danger

### HACKING [X][X][ ]

*When you sabotage or break into digital systems...*

-  You uncover revolutionizing technology
-  Your systems are upgraded
-  You gain access to additional systems
-  Something is alarmed and is tracking you
-  Your psyche is not unharmed
-  Your systems become infected, overtaken

### SPECIAL TECHNOLOGY [X][X][ ]

*When you try to use experimental, unstable, useful technology...*

-  You glimpse the road to transcendence
-  It has a weird, positive effect
-  It surprises, impresses or scares
-  It needs recharging or resources
-  You hurt yourself or others
-  It breaks and something along with it

### ENGINEERING [X][X][ ]

*When you want to build or modify devices...*

-  You can save many with it
-  The design is lucrative and you know a buyer
-  Many can use it
-  Somebody copies the design
-  It's gonna be expensive, in favours or money
-  It's illegal and law enforcement is onto you

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