



PSYCHASEC

ALTERED CARBON™

THE ROLE PLAYING GAME



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Inspired by the Netflix Original series
based upon the novel by Richard K. Morgan

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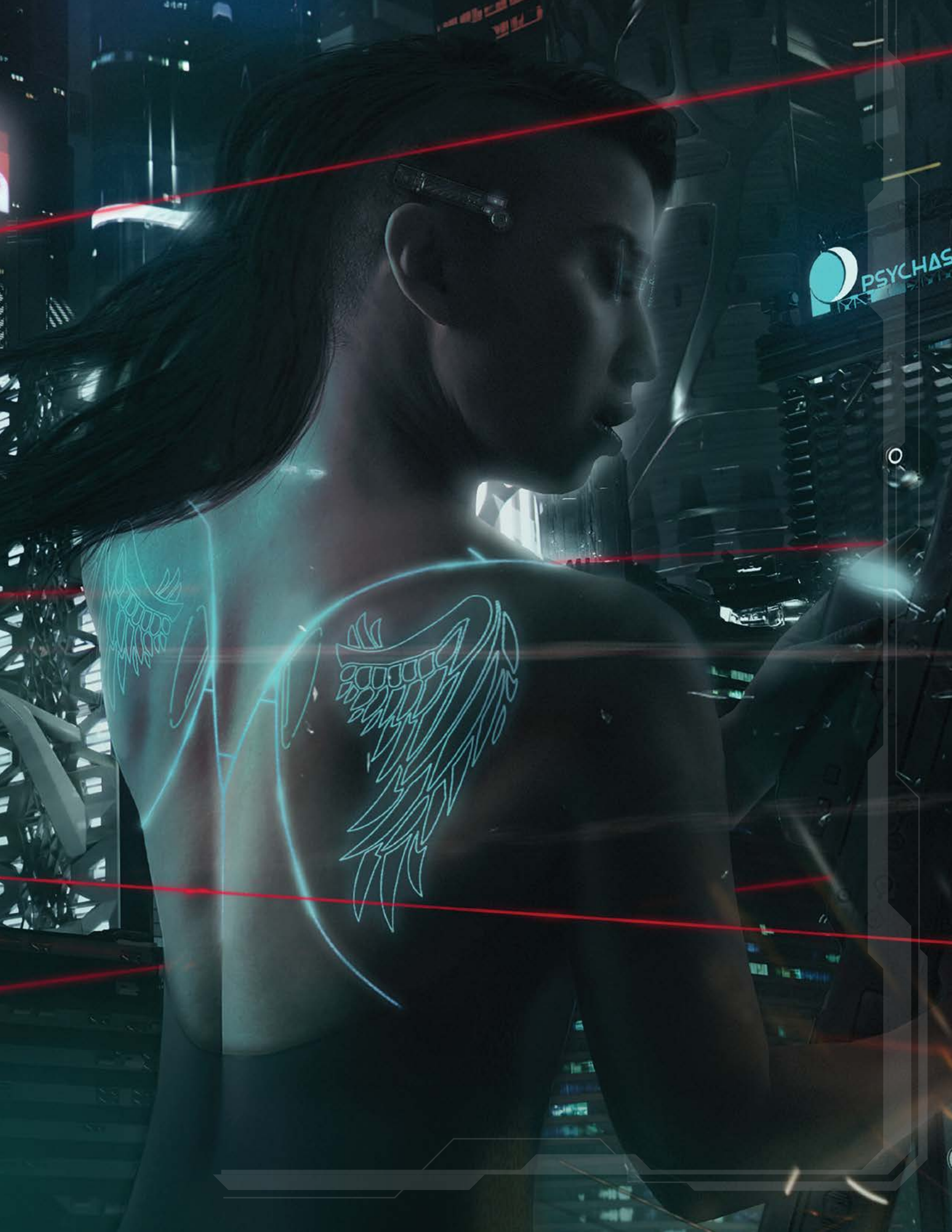
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HUNTERS
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RENEGADE
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FOREWORD

SCI-FI HAS ALWAYS BEEN ONE OF MY FAVORITE GENRES. I READ AND WATCHED EVERYTHING I COULD GET MY HANDS ON AS A KID AND IT'S INCREDIBLY FULFILLING THAT WE WERE ABLE TO EXPLORE ALTERED CARBON IN ALL OF ITS CYBER PUNK GLORY. AT ITS CORE, **ALTERED CARBON** IS A CAUTIONARY TALE OF IMMORTALITY IN A WORLD THAT HAS BEEN TRANSFORMED BY NEW TECHNOLOGY: CONSCIOUSNESS CAN BE DIGITIZED; HUMAN BODIES ARE INTERCHANGEABLE; DEATH IS NO LONGER PERMANENT. I'M VERY PROUD OF WHAT WE WERE ABLE TO ACCOMPLISH BRINGING THIS IMAGINATIVE STORY TO LIFE IN A TELEVISION SERIES AND NOW EXCITED TO SEE IT REALIZED AS A NEW IMMERSIVE ROLE-PLAYING GAME - GIVING FANS THE OPPORTUNITY TO DIVE FURTHER INTO THIS WORLD AND EXPLORE THESE CHARACTERS IN UNLIMITED WAYS.

THE SCOPE AND SCALE OF ALTERED CARBON IS AMBITIOUS, DARING TO ASK MEANINGFUL AND CHALLENGING QUESTIONS - WHAT DOES IT MEAN TO BE HUMAN WHEN THE LINES ARE BLURRED BETWEEN LIFE AND DEATH, RIGHT AND WRONG...WHAT IS THE PRICE OF IMMORTALITY... IF YOU LOSE YOUR MORTALITY, HAVE YOU LOST YOUR HUMANITY?

I HOPE YOU FIND YOUR ANSWER IN THE NEON-DRENCHED ADVENTURES AHEAD."

DAVID ELLISON

CEO, SKYDANCE TELEVISION





TIMELINE OF ALTERED CARBON

A

2019
Laurens Bancroft
is born.

2020
Colony Barges retrofitted
with DHF technology,
displacing CryoCaps.

2022
The UN is reformed into
The Protectorate.

2023
San Francisco, CA is reincorporated
as Bay City by The Protectorate

2025
The first Elder artifacts found on Mars,
Starcharts to habitable worlds also
found in the Martian ruins.

2044
Anti-Gravity technology is implemented.

2050
Synthetic Sleeves mass
produced for the first time.

2070
Conrad Harlan charts first successful
path to the surface of what came to be
known as "Harlan's World", avoiding
Elder orbital weapon platforms.

2073
The first major legacy news network files
bankruptcy. The remaining networks
would follow suit within a decade.

2076
Mars Expo

2084
WorldWeb One is founded on the
infrastructure of the ruined
legacy news networks.

2080
Nadia Makita was born.

2288

Proposition 653 is proposed.

2283

Reileen Kawahara establishes "Head in the Clouds."

2268

Kristin Ortega joins the BCPD.

2250

Kristin Ortega is born.

2284

Takeshi Kovacs is sleeved into Elias Ryker's body at the behest of Laurens Bancroft.

2194

Kovacs is captured and imprisoned for 250 years.

2182

Takeshi Kovacs leaves CTAC to join the Envoy Corps.

2234

The Raven's last guest departs.

2283

Laurens and Miriam Bancroft are married.

2200

The Raven Hotel's owner sells owning stake to hotel's AI.

2112

Young Takeshi Kovacs begins CTAC training

2150

The Aerium is completed in Bay City.

2155

The Corporate Wars begin.

2100

Takeshi Kovacs is born in the Newpest slums on Harlan's World.

2098

Nadia Makita creates programming that allows DHF to be supercondensed into Cortical Stacks, rendered from the smelted relics of Elder origin.

2130

The Envoy Corps were nearly all wiped out by a Rawlngs Virus Strike Takeshi Kovacs is one of the very few survivors.

2120

The Protectorate makes it illegal to resleeve a human DHF into an animal sleeve.

2110

Nadia Makita changes her name to Quellcrist Falconer and begins collecting her written works.

2099

Laurens Bancroft experiences his first death and resleeving. First recorded instance of the use of the word "meth" to describe those who achieve extreme age.



INTRODUCTION WELCOME TO BAY CITY

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9361
64816
889
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487
201
37
3487
8614
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96
075
12634
3790

WHAT ARE ROLE PLAYING GAMES?

ROLE PLAYING GAMES (RPGS) ARE UNLIKE any other type of game. Many video games and books share the same title of role playing game, but even within the genre there are many variants. However, when it comes to tabletop RPGs (such as this one), you take the role of a person in a fictional universe, in this case, *Altered Carbon*, and typically form a team. As this character, you will interact with other players' characters to explore the world and face dangers unique to it.

One person serves as the storyteller, or the Gamemaster (GM). They craft the story, set the scene,

and are generally responsible for organizing these games, bringing the players together. GMs are meant to act as impartial judges who fairly determine the outcome of challenges the characters may encounter, as well as guide players when they are stuck.

Ultimately, as with any game, the goal is to have a good time. In the case of this tabletop RPG, you should have a good time while experiencing being someone else immersed in this fictional world, sharing and creating stories with your friends under the watchful eye of your GM.

WHAT YOU NEED TO PLAY

BEFORE YOU GET STARTED, LET'S PREPARE everything you'll need to play *Altered Carbon*.

- You need friends to play with, ideally 2-3 others in addition to yourself. If you are not a stranger to Role Playing Games, feel free to add more to the comfort level of your GM and fellow players.
- You'll need at least one copy of the *Altered Carbon* RPG Core Rulebook for reference.
- Each player should have a set of polyhedral dice, specifically a d4, d6, d8, d10, d12, and d20. Multiple sets are recommended and in different colors if possible.
- Players will need copies of their character sheets, along with pencils and scratch paper to make notes.

: LINK ESTABLISHED :

PLAYER KNOWLEDGE VS. CHARACTER KNOWLEDGE

Though a player may have extensive knowledge of the *Altered Carbon* world, their character would only be familiar with their experience. The world of Meths would be unfamiliar to Grounders and civilian characters would not know military norms, for instance.

Once you've made all these preparations, you are ready to begin. For those who are new to *Altered Carbon*, let's first go over some important concepts of the fictional universe.

IMPORTANT NOTE

While you are playing in the world of *Altered Carbon*, it is helpful to understand that you as a player are usually not playing as cast members from the TV show or novels. In all likelihood, you will never even meet those characters. As players, what you are experiencing is your own adventure that can occasionally reference characters or events from the TV series or novels to give your own original characters and adventures some context. It is helpful to consider the scope and themes of the story of *Altered Carbon*. To solve his own murder, one of the oldest and wealthiest men buys the last member of a now extinct class of elite soldier taken into custody nearly a century ago. Some of the biggest power-players in the entire universe converge into this single story. For every twist and turn that story takes, it is still but one of countless possible within the vast Protectorate and beyond. These are the stories that you will be able to tell and share.

CORE CONCEPTS OF CYBERPUNK

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ALTERED CARBON FANS

If you and the other players are familiar with *Altered Carbon* and/or cyberpunk in general, skip ahead to Chapter 2 pg.32.

ALTERED CARBON IS, AT ITS CORE, A FUSION of two clearly defined genres: Cyberpunk and Neo-Noir. Dystopian fiction and transhumanism are popular themes shared by many stories in film, TV, gaming, and literature over the years. Let's take a brief moment to go over them.

CYBERPUNK

Cyberpunk is a postmodern genre and an astringent antidote to the wide-eyed wonderlands of science fiction from the likes of Jules Verne and H.G. Wells. In those stories, ordinary people are exposed to fantastic (and terrifying) technological marvels, whereas cyberpunk makes technology banal and tawdry, an endless nuisance of electric hums and flashing lights. There is no longer any wonder or awe. There is only a desperate search for purpose in a bleak neon world that has long since abandoned hope that the next discovery will inject a sense of adventure into humanity's grinding existence. The nihilism is so great that, in desperation, there will be pushes to end humanity itself as we now know it. As if to escape the nadir of humanity, one must retreat into cyberspace and modify oneself into a grotesque parody of, and yet become greater than (and at the same time less than), a mere human... the transhuman. No longer a human, but a thing in vaguely human form whose mind is digitized, feelings are synthetic, and physique is augmented.

Cyberpunk In Popular Culture

Altered Carbon by Richard K. Morgan is one of the earliest cyberpunk novels in the genre, finding inspiration in legendary literary predecessors like Phillip K. Dick (*Do Androids Dream of Electric Sheep*, *Total Recall*, *Minority Report*), Neal Stephenson (*Snow Crash*) and William Gibson (*Neuromancer*) just to name a few. We'd be remiss to overlook the many great Japanese animation series and films that

have been produced in this genre over the past few decades, or the rich vein of manga and French bandes dessinées such shows and movies were inspired by. With groundbreaking titles like *AKIRA*, *Serial Experiments Lain*, *Armitage III*, *Ergo Proxy*, *Angel Cop*, and *Ghost in the Shell*, (and its derived television series *Stand Alone Complex*) animation has also provided no shortage of cultural milestones that continue to expand and explore the concepts of Cyberpunk and its storytelling potential. Yet outside of these esteemed anime, Cyberpunk has rarely found its way to the small screen. Netflix's live-action adaptation of *Altered Carbon* was a landmark success, as it set a new standard for how television could authentically capture this iconic pop cultural genre for years to come.

THEMES

What makes *Altered Carbon* distinct in Cyberpunk? Imagine a world where technology progresses at incredible speed, but none of these innovations solve any of humanity's existential crises or advance our search for meaning. In fact, they may inflict many more problems upon the human condition they were not prepared to face. This is precisely the world of *Altered Carbon*, wherein a person's body is no longer their property and their minds are shunted from one body (or sleeve) to the next, causing a massive societal upheaval as the human race makes a Faustian bargain for immortality with a totalitarian government whose influence pervades every aspect of their lives.

Neo-Noir

Neo-Noir revels in the exploration of the moral gray. The best Neo-Noir stories tell a good mystery and solve a good crime involving governmental overreach masquerading as benevolence, corporate intrigue, tyranny, paranoia, corruption, even bitter-sweet romance. Highlighting these crucial themes is essential to understanding the character of *Altered Carbon*. In this game, there are many iconic character archetypes that can enrich and inform our Cyberpunk Neo-Noir setting. While these character archetypes do not have any mechanical benefit during gameplay, they carry with them an abun-

dance of inspiration and motivation that can help to define your character and how they fit and function within this world. Tropes like the Hard-Boiled Detective, The Knight in Dirty Armor, The Femme Fatale, The Black Widow, The Angel, The Boy Scout, The Kingpin, and The Triggerman all easily adapted into player characters or supporting non-player character (NPC) cast members.

GAMEMASTER'S NOTE

The exploration of noir concepts are woven throughout this book and are provided contextually within the sections to which they can apply the strongest. Unlike lists and tables, the element of storytelling within a neo-noir framework is purely a narrative element, and based upon the other novels within the *Altered Carbon* series (*Broken Angels* and *Woken Furies*), neo-noir is a style that clearly does not need to be the default storytelling structure for this in-game universe.

Transhumanity

Transhumanity is a new form of new human so altered from its original biological state that it has changed the very nature of human existence. Entire minds can be saved, stored, and transferred from one host body to the next. Physical bodies, some spliced with animal genes or augmented with cybernetic advancements, are little more than vehicles for digitized minds that can change hosts, travel the stars, explore virtual constructs, even survive biological death with a single transmission. The infinite lifespans and possibilities of transhumanism may sound idyllic, but be careful what you wish for.

DYSTOPIAN FICTION

In settings such as *Altered Carbon*, there is an overriding oppressive dread that hangs over all things. In this grim setting, the normal hunger for meaning is not fully satisfied by what the world has to offer. Finding no nourishment from the empty neon void of endless sensory stimulation, some will eventually seek outlets in any number of revolutionary and countercultural tendencies. Even if someone does

not seek refuge in this sort of group, their rhetoric, however nonsensical or incoherent, may yet contain the tiniest speck of sincerity and honesty. After a parade of artificial pleasures have bombarded their senses without end from the day they were born, the tiniest spark of sincerity stands out like a burning star against the yawning void in their souls. This spark settles in the hearts of some citizens, corroding away inhibition and social programming just enough to stir them up. However, they are deprived of the vocabulary to give such feelings a name, proper place, or outlet, their minds having been dulled regarding the philosophical questions of meaning. This will bring with it a sense of isolation, ironically, in a sea of other faces, some factory models are repeated just frequently enough to make noticeable the artificial nature of it all. This only applies to those who are fortunate enough to be able to afford the time to ruminate. For those less lucky, they stare blankly at rolling data on holo-screens at work as their subconscious tries to make sense of what they feel. They carry that uncertainty to their residential hab-blocks night after night, only to lie awake, still wondering what is wrong.

Those who clumsily seek their outlet in any number of unsavory enterprises will find themselves just as destitute as before, but if they can exert the tiniest bit of control over their own lives, it gives them the illusion that they are on a road less traveled. They are lulled into yet another empty lie, but one that is at least rewarded and sincerely pursued. This serves as an insulating barrier between such people and the “haves”.

In truly dystopian settings, everyone is a prisoner, even those who seem to have a glittering paradisaical existence, including every material pleasure imaginable. Just as the underclass, they too are lured into complacency by being able to indulge every aberrant whim. They indulge “revolution” and “resistance” as a type of brand, ultimately devoid of meaning, threat, or power. These thoughts are cynically adopted or sponsored by the upper class who know there is no threat to them. The upper class uses their influence to direct the rage of the underclass into trivial matters, neutering the chance of any real change. With the upper and lower classes both satisfied with their pursuits, the endless, despairing status quo is maintained and remains unassailable.

THE PROTECTORATE

Officially formed after the Second World War, the United Nations (UN) eventually coalesced all authority to itself as humanity expanded its reach to the stars with the assistance of astrogation charts found on Mars. The government is all-encompassing but does leave some room for local governance. The Protectorate is most directly involved in military actions or interplanetary relations and primarily serves as a regulatory body. Under this authority, the influence and power of private corporations have likewise congealed into a few megacorporations that can afford and keep pace with the heavy-handed regulation of the UN, much to the chagrin of the corporations who oversee the costliest of their financial endeavors, which include waging wars and colonizing planets.

Transhuman Society of The Protectorate

The seemingly altruistic practices of the Protectorate, as well-intentioned as they may be, are socially corrosive, reducing a person's legal personhood to lines of code. The fact that food and all other material needs are readily available to all (however bare they may be) through mechanical distribution coupled with the enormous population of potential workers creates a grim prospect for employment and self-determination. With as much as several decades of experience to compete with, having been transferred from one body to another, new employees are at a severe disadvantage, and workers have little bargaining power. With most base subsistence needs being met, or deeply subsidized by the Protectorate, both corporations and the public sector can get away with abysmally low pay for their employees. Workers cling to even menial jobs with great ferocity, often defended by layers of union or guild regulations, and there are hundreds of people willing to take their place should they disrupt the corporate status quo.

With an endless supply of entertainment, drugs, consumer goods, and flesh carnivals with which to satisfy desires, the underclass is lulled into submission and pacified. In this situation, the power of corporations swells to the point where they are

nearly unassailable entities. Each distracting temptation and vice becomes a personal master to which the citizens are slaves, regardless of class or social standing. Bled of the will to pursue nobler goals, the populace is starved of meaning as they whittle away their time with empty hedonistic pursuits or are ground into nihilism and despair.

Since the majority of the population is completely reliant on the Protectorate, they have relinquished their voice. The Protectorate can, and has, granted itself more authority over time as more of the trivial decisions and aspects of a citizen's life are abrogated from their own free will and moved to some Protectorate bureaucracy. Whatever legal freedoms and rights a Protectorate citizen has can be effectively neutered or completely neutralized by the private sector. The guaranteed civil rights and liberties citizens have a dwindling number of outlets as they become political threats, meaning, the more threatening Dissidents become, the more they are locked out of a ever-widening range of services provided by private corporations. Under the veneer of free enterprise, corporations act as a tacit enforcer of the Protectorate's oppressive and censorious will by first monopolizing, and then denying services at the behest of political actors against their rivals. Citizens are left without recourse against political and social abuse and are left with the mere illusion of liberty.

Despite this grim picture, the Protectorate is not needlessly oppressive, but it is monolithic; making it as unresponsive as any other bloated bureaucracy or committee. The Protectorate remains the only entity large enough to assail the corporations on behalf of the citizens (as inefficient and inelegant their solutions tend to be). As a result the corporations and the Protectorate are often competing forces in this world. But even working in their own self-interests the actions of corporations and the protectorate readily intersect and work in tandem as a hammer and anvil pounding the citizens into compliance, forging them into social automatons too subdued, frightened, and powerless to affect any meaningful systemic change.

CORPORATIONS

Under the sprawling regulatory body known as the Protectorate, corporate enterprise rapidly became focused on a few very powerful multi-planetary business entities. While many smaller businesses and services still exist, they do not dominate the most important purchases and services, including basics like food. The wealthiest corporations are either partially or entirely under contract by the UN, adds upwards of nine figures to a corporation's balance sheet, even for the simplest contracts. Corporations enjoy the tremendous windfall of money provided by these contracts, but the Protectorate's regulatory involvement in matters, such as the costly and difficult venture of planet colonization and terraforming, causes unusual tension.

CRIMINALITY

Crime is rampant and seen as a strangely acceptable alternative to the omnipresent corporations and Protectorate influences. The oppressive presence of both these organizations gives criminal enterprises a wide potential pool of downtrodden and disenfranchised recruits who maintain a spark of enterprise amidst the doldrums of society. Criminal enterprises are not the "good guys," but often grant a means of advancement that is far less opaque in possibilities and demands, especially to the bottom-most rung of society. Besides the obvious problem of illegality, to ascend to the highest echelons of a criminal enterprise, a person must be willing to be truly monstrous, but staying in the middle offers no guarantee of stability or safety. It is common for a Protectorate citizen to be very tacitly involved with a criminal organization in the form of a shell company or an anonymous small contract job from time to time. This provides criminal organizations the labor they need. Contractors who are caught can easily avoid legal consequences by pleading ignorance. With the criminal justice system being impacted by a multitude of more serious crimes, casual associations with criminal organizations are fairly common. They are logged when known but rarely pursued for prosecution under most circumstances. This information is more likely to be used as leverage to pursue higher ranked criminals, or as a threat to manufacture complicity. However, criminals of that rank are extremely cagey and have layers of pro-

tection against such tactics, often having literal lifetimes of practice in this delicate social and legal art.

Some lose the will to live because they cannot handle the extreme passage of time. Worse still, some can handle endless existence; those from the wealthy class called "Meths" (named for Methuselah) are so aloof from the human experience that many lose touch with their humanity entirely, becoming true sociopaths relatable only to their ancient comrades. It is this reality where *Altered Carbon* takes place. The promise of immortality has lured people into accepting a world where they are practically subjects to a caste of immortal plutocrats and a totalitarian government whose influence can be felt in every aspect of life. The cruel truth is that lines of code are the baseline for legal personhood. Those who run afoul of the Protectorate's law can have their bodies confiscated with little chance of reclaiming them at the end of their sentencing without paying exorbitant "sleeve mortgages." Even payment doesn't guarantee the safety of a sleeve with powerful enough enemies.

LORE NOTE

The distinction between public and private sectors within the Protectorate are not always clear. Roles normally filled by civil servants presently can be done by freelancers and mercenaries under contract with the Protectorate. Even organizations like the police make use of contractors and often determine payroll substantially by the wealth confiscated from the criminals they apprehend.

For example, the expensive and luxurious houseboat that Kristin Ortega makes use of in *Altered Carbon* was the result of Elias Ryker collaring a major crime lord working out of Sydney. The boat was his payment for his substantial role. This is not allowed by the Bay City Police, but each police precinct makes their own rules in regards to mercenaries. Nonetheless, this sort of mercenary organization is one of many of which characters can be a part.

TECHNOLOGY

Digital Human Freight (DHF)

In *Altered Carbon*, a person is not the body they inhabit, but rather the mind that inhabits a body. The body is considered nothing more than property. Using advanced technology, a person's consciousness is digitized into data called Digital Human Freight and transferred from body to body, or "sleeves," within their unique cortical stack. Being reduced to data, DHF can also be transmitted by encrypted signals using a vast broadcast network of satellites. Known as "needlecasting," DHF data is tightly packed, allowing people to safely transmit their consciousness across space into Sleeves waiting in other countries, even other worlds light-years away. The integrity of this data is paramount, as its damage or corruption can lead to Real Death. Thankfully, accidental destruction of the Cortical Stack is rare. Most Real Death is caused by the deliberate targeting of the Cortical Stack (known as "slagging"), and it is one of the harshest punishable crimes in the Protectorate.

Cortical Stacks

While the technology for cortical stacks is not new, its adaptation as a means for DHF transfer is a relatively recent development. The programmer and explorer Nadia Makita first pioneered the transfer protocols using a new type of cortical stack made from raw materials derived from Elder artifacts. This allowed the cortical stack to do two things it previously could not: act as a reusable medium for DHF transfers and override the higher functions of a host brain with the DHF of a Cortical Stack.

Previously, DHF and Cortical Stack technology were used to transfer DHFs stored in the memory banks of colony barges to clone sleeves shortly after arrival on a new planet. Melted down artifacts of an advanced alien civilization are now melted into an alloy to create these Cortical Stacks that can condense data enough for storage and transfer to other Cortical Stacks. The new process takes mere

LORE NOTE

DHF technology predates the use of Cortical Stacks by centuries. It was originally developed for long-range colony ships.

LORE NOTE

Whales retained genetic memory from when they met the Elders. It is surmised that their wings could have given early humans a template to form the artistic rendition of angels. While the first connection with whales is verified, there is no actual evidence of humans ever having come into contact with a living Elder at any time during human history.

seconds rather than spending days or weeks transferring DHF to the waiting sleeve from data vaults.

Physical cortical stack extraction is usually only performed when a sleeve suffers extreme Organic Damage or has no chance of making it to a proper transfer facility. This kind of extraction renders the sleeve useless for future transfers, and even the sleeves of the severely injured, old, or infirm carry significant value to the Protectorate for its various re-sleeving programs. Transfer facilities are relatively common, and portable units for this purpose do exist, but both require the proper license from the Protectorate to operate. All transfers are logged, but rarely actively monitored.

LORE NOTE

The Protectorate only directly monitors DHF transfers to and from off-world colonies. Local transfers are typically logged but are not immediately disclosed to the Protectorate unless the DHF is flagged or a Protectorate agency makes a search query for a specific person. Transfers are possible outside of dedicated facilities and can even be done remotely with the right hardware, but it can be dangerous and may require favors to pull off if done clandestinely.

Real Death

Murder as we know it is viewed differently in the world of *Altered Carbon*. It has become an extreme form of property damage called Organic Damage. Being the victim of Organic Damage comes with many protections, including Protectorate fail-safes

that grant the ability to get “re-sleeved” or “spun up” into a new body. The majority of Protectorate citizens will receive whichever sleeves are available, which typically include a rogues’ gallery from the recently incarcerated who carry with them all sorts of neurological and social baggage from their previous DHF occupant. The need for re-sleeving is not nearly as common as it would be if there weren’t radical interventions that can rebuild bone tissue with carbon fiber and regrow soft tissue and nerves with Rapid Regrowth Bios. All but instantaneous death is routinely survivable for a sleeve.

Backups and Copies

In special cases, the cortical stack can back up a DHF by transmitting a copy of it to a secure third-party facility under Protectorate jurisdiction in a process known as “needlecasting”. DHF copies may also be placed into storage when someone is planning to needlecast from one location to another under less than ideal conditions. The most effective (and ludicrously expensive) method is Full Spectrum Digital Backup, a passive system employed by the Bancrofts, and a few others who can afford it, that automatically creates a DHF backup every 48 hours via encrypted needlecasts to privately-owned satellites and storage facilities. With similar technology, a DHF can be extracted from a sleeve via remote broadcast, allowing an escape to Virtual from a trapped sleeve.

There are other methods to make DHF backups, but most are illicit and require bribery or a very loyal network of people willing to turn a blind eye. Making full copies of a cortical stack is highly illegal when done outside of the Protectorate’s strict protocols. It is possible for someone well-connected enough to know people who can work the system or who are willing to run the risk and pay the price. However, it is not legal for a person to possess any duplicate of a cortical stack or backup systems data. If an individual is caught with a DHF copy of themselves or another person, they are subject to the highest punishment of Protectorate law, often resulting in “deletion”.

SLEEVES

The body a DHF inhabits is called a “sleeve” and it can take a variety of forms. It can be gestated and grown naturally as humanity always has done (a “natal” sleeve) or it can be an artificial construct (a synthetic sleeve or “synth”) that is little more than a machine with a human mind as its pilot. It can also be a product of genetic science, lab-grown or cloned at tremendous expense. While synthetic sleeves are a popular way to handle the growing ratio of DHF to available sleeves, most synthetics are cheap and contend with a variety of design flaws and operational issues.

Some synthetic sleeves have vastly superior operational effectiveness than that of even a clone (which, to put a finer point on it, is more or less built for luxury). The top-of-the-line synthetic sleeves are often only part mechanical but have a variety of biological components or take advantage of genetics and neurochemical advancements, often incorporating animal traits of pack bonding, memory, perception, endurance, and a whole host of other features. The manufacturers that do this have become a household name to military contractors and Protectorate officials, as such sleeve models are notorious for their combat effectiveness. Even older models of such combat sleeves maintain tremendous favor and will find their way into the hands of poorer military contractors, collectors or will be used by criminal organizations when they cannot afford the highest quality synthetic sleeves.

LORE NOTE

A “birth sleeve” is the original body in which a person is born. A “natal sleeve” is a naturally conceived human body, but the DHF in the cortical stack may not be the original occupant. A synthetic sleeve is a genetically engineered sleeve with no natural human origins. These sleeves may all seem similar, but the main difference is whether they were naturally born versus engineered.

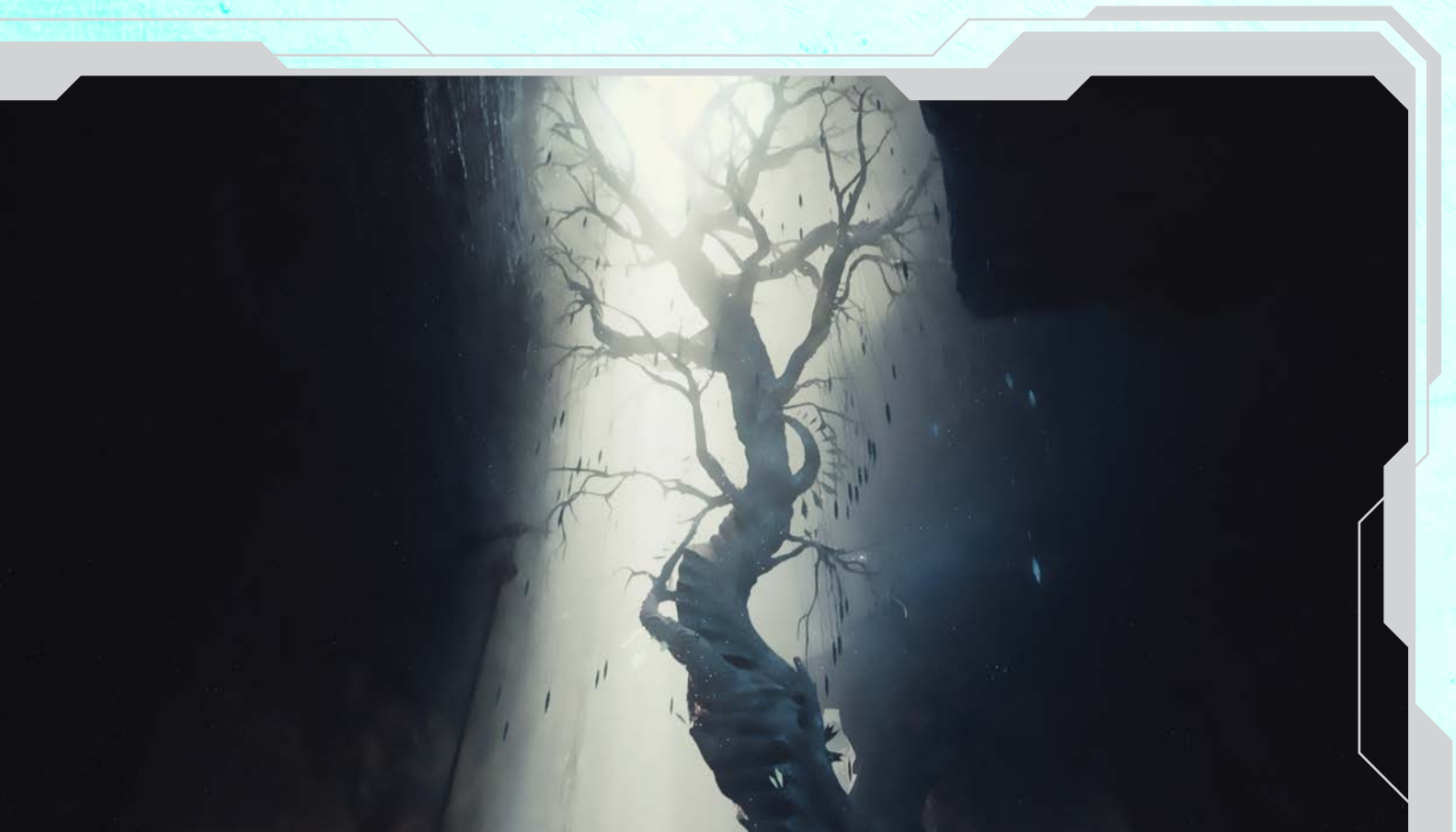
ELDER CIVILIZATION

Colloquially known as “Martians” due to the discovery of their ruins on Mars, it is unknown where the numerous colonized worlds of the Elders originated. Their civilization collapsed for reasons not fully understood despite more than five centuries of study across the ruins located in more than forty colonized worlds. Their civilization has been extinct long enough to have an actual fossil record. Based on the remains found, the Elder civilization was avian in appearance with wings and beaked faces. Each star chart found on a colony world made it appear as if that world was the center of their civilization, indicating that they had a raptor-like, solitary mindset. The Elders were unbelievably technologically advanced and were known to possess faster-than-light travel. Their weapons also incorporated this same technology with the ability to rend the fabric of reality. The Elders also had the technology to transport of personnel and equipment via a stable wormhole gate variant of the theoretical Einstein-Rosen bridge. This made transport between terrestrial environments and space possible, without fear of imploding the atmosphere of a planet with the terrestrial gate. The discovery of this

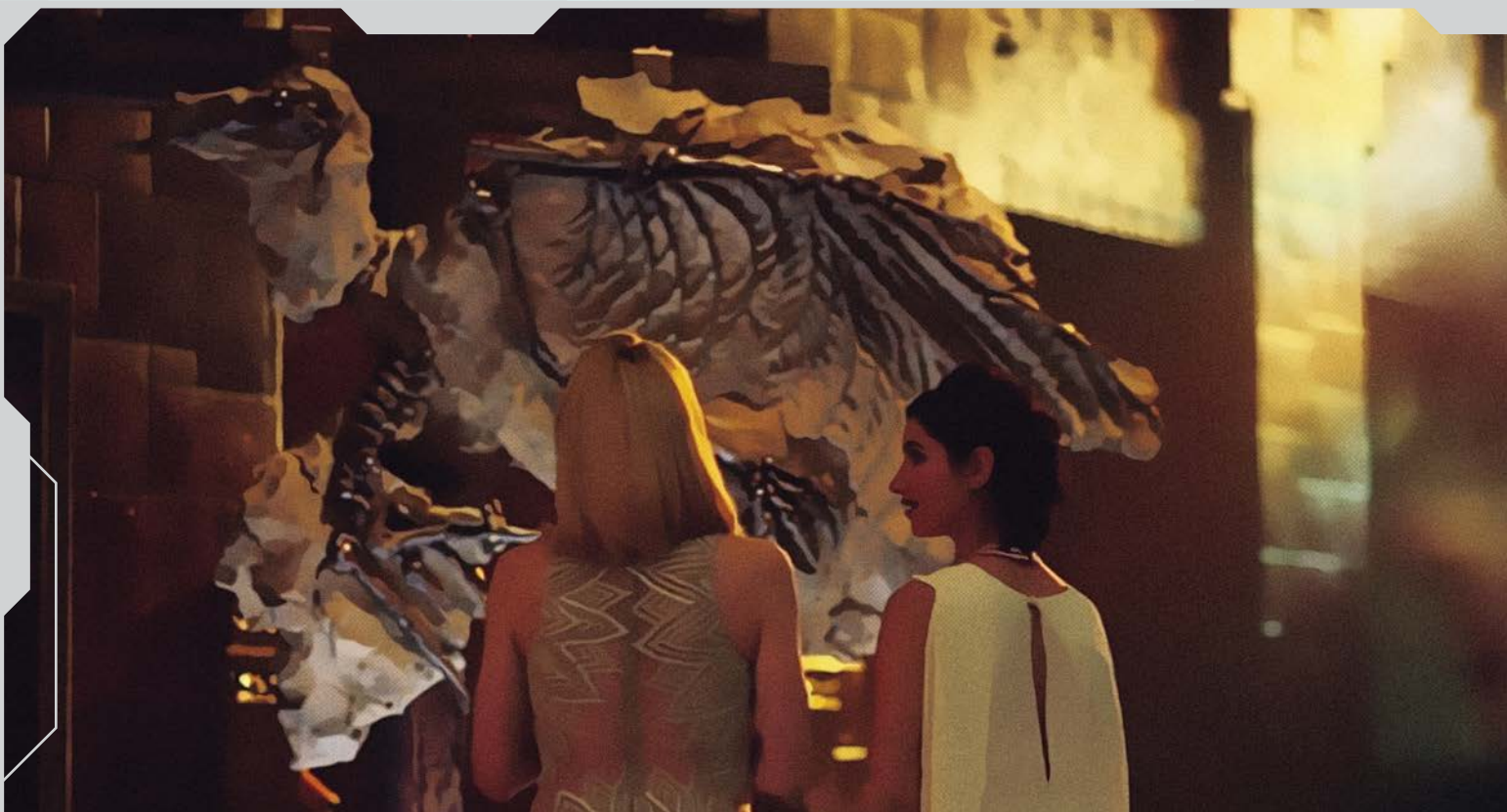
technology means that the scope of the Elder civilization’s empire will likely never be overstated in its vastness. There is a remote chance that some extant Elder populations remain isolated in the far reaches of space, regardless, whatever empire they had as a species has long since vanished. However, conspiracies abound that early colonists encountered living elders, but killed them in order to prevent The Protectorate from disputing the colonists claim.

The unfossilized remains of the Elders, when found, crumble without much difficulty, and their volatile body chemistry produces alkali dust that reacts violently with exposed skin. The remaining soft tissues give evidence that they had neck glands, not unlike wattles on a turkey, and are distinguished in sex by the bony skull crest of the female. According to the limited evidence available, the female Elders seem to have been the overwhelming majority, if not the sole members, of the ‘warrior caste.’

Most vexing of all, but not surprising, is the evidence of other species in the universe beyond the Elders and humans who had a hostile relationship with the Elders. The Wardani, an Elder dreadnought class battleship, was discovered on the other side of a



gate on Sanction IV, still in an unending battle with another starship of an unknown race. The battleship has held this position so long that the legendarily slow-growing Songspire trees onboard have ruptured through the floors of the ship from the decks below in various places. These Songspires behave differently and are far more sensitive than ones grown on the surfaces of planets. They respond to mere air pressure fluctuations, as opposed to physical touch, to produce their haunting songs. These Songspires seem to carry the resonance of the crew's death throes. Their tortured alien minds cause tremendous psychic trauma to any humans caught in one of the Songspire's choral dirges. The Wardani, with its Elder crew long dead, fights and repairs on autopilot against the aggressing ship. The unknown alien ship is presumably a drone ship or also on autopilot with its crew suffering the same fate as the Elders over the millennia-long stalemate. This is possibly one battle of many in a system-sized engagement with an unknown number of warships. The Wardani and its clash with the other ship in their eternal danse macabre is the closest thing to a living record that has been found of the Elder civilization in action.



WAR

War in the transhuman era has changed drastically. Soldiers have become more durable due to the ability to retrieve a DHF, paired with the ability to re-sleeve that DHF into various custom combat-ready synthetic sleeves. Even less regard is given to collateral damage or civilian casualties. Soldiers are often mercenaries rather than standing armies and may be either direct or de-facto corporate employees. While a soldier's cortical stack can be retrieved and spun up into new combat sleeves, the mental state of even a trained soldier degrades as the violent trauma of their sleeve's demise no longer carries the eternal peace of death. They are brought back to fight again and again until either their contract is fulfilled, their ego corrodes to the point of mewling madness, or they experience Real Death with the permanent destruction of the cortical stack housing their DHF. Apocalyptic atomics and other weapons once kept as deterrents, are now used wantonly in the wars of the Protectorate. These military actions lay waste to entire cities and populations. Conventional weaponry is also far deadlier with rail, beam, and particle weapons making frequent appearances, as well as wholly unique threats such as explosives with smart shrapnel and evolving nanoweapons.

Soul Markets

Among the most unscrupulous of all war-time profiteers are those who descend upon old battlefields and extract the cortical stacks from the corpses of soldiers and civilians alike. These extractions are undertaken with such callous, inhuman regard that bits of flesh, cartilage, and bone still cling to the iridescent silver stacks. They are collected in such great quantities that heavy machinery is needed to move and dump them with a sound similar to a rain-storm hitting a tin roof.

Some criminal organizations specialize in this market, most notably the Carrefour Brotherhood whose vendors often adopt a voodoo persona and may even sincerely practice the religion as "Hougans" for men, or "Mambo" if women, but it is just as likely for the theatrics. These cortical stacks are purchased by the bin and offered for sale to a variety of customers. The volume of cortical stacks and comparative lack of sleeves has led to the further processing of surplus stacks. They are often

rendered into dermal patches that distill the life experience of a DHF into a sort of drug. As horrifying as this is, the fact remains that the number of victims war produces gives a nearly endless supply of DHF to sell (and abuse). At this magnitude of victims, it can be almost impossible to feel sorry for any single person whose DHF is sold or snuffed out for a momentary high or left to waste away in a pile with millions of others who shared the same fate for sometimes decades or centuries.

The activities of Soul Markets are technically not legal in the Protectorate, but their pervasiveness indicates a lack of concern by authorities. This lack of policing may be due to the deficit of available sleeves for citizens who have suffered an untimely death as promised by Protectorate law. Any attention given to the inability to make good on this promise weakens the Protectorate's influence as a moral actor on behalf of their citizens in need of justice. Even without the deficit of available



sleeves, UN bureaucracy is too slow-moving and ill-equipped to handle the massive numbers qualifying for their policy of re-sleeving every soldier that is psychologically fit or every civilian that is killed as collateral damage. Soul Markets tend to pop up in the open near war zones where cortical stacks can be harvested and where there are unlikely to be bothered by the authorities. The Hougans provide a service to citizens seeking fallen loved ones, and the Protectorate allows this, turning a blind eye to their less savory profit ventures. In areas away from war zones, Soul Markets are distinctly black market operations that operate far more clandestinely, as they are still, in essence, human traffickers.

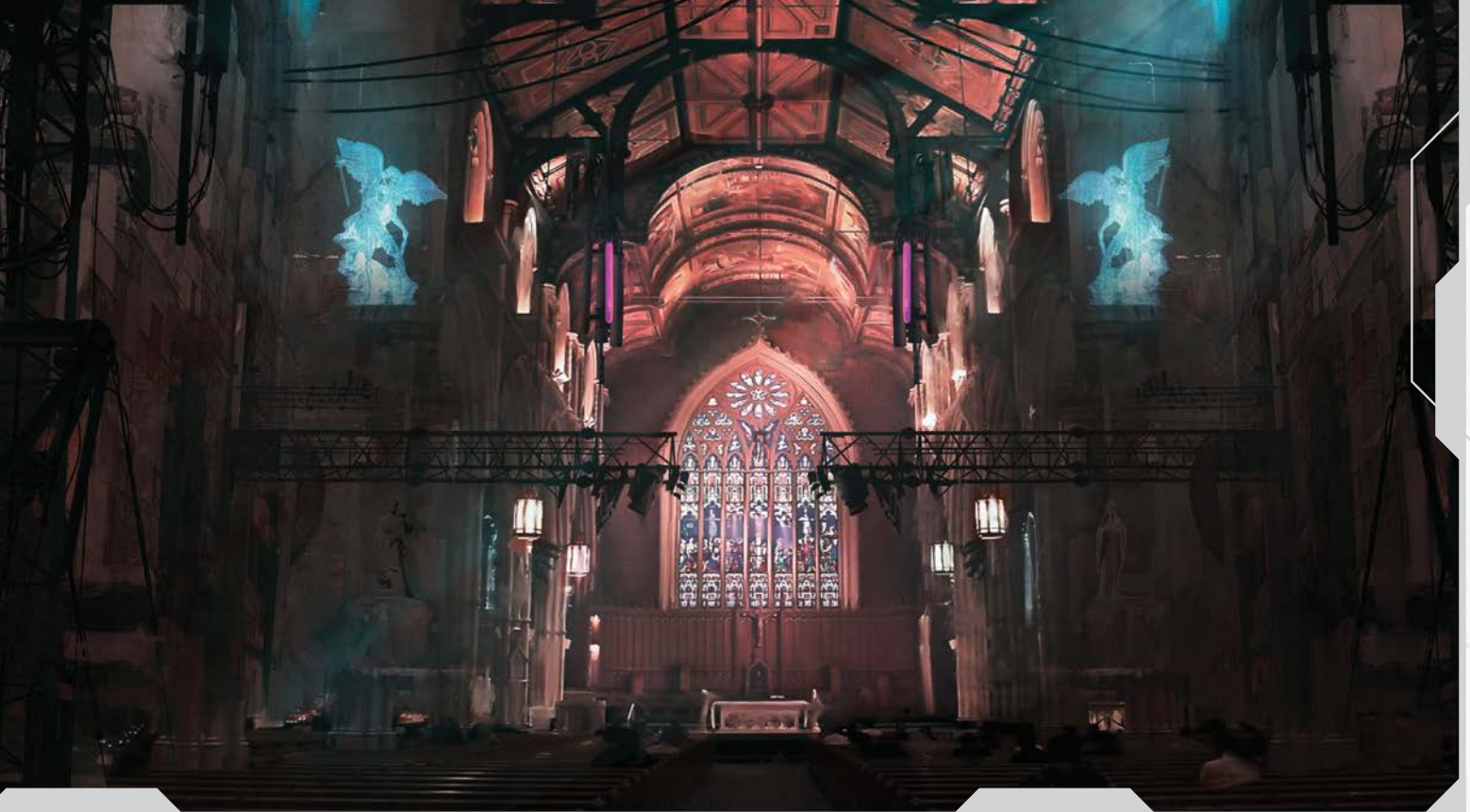
IF YOU WANT TO SPEND YOUR VALUABLE CORPORATE TIME PICKING BONE TISSUE OFF A PILE OF CIVILIAN AND STANDARD-CONSCRIPT STACKS, THEN GO AND HAGGLE WITH PRAVET.

THESE ARE SELECTED WARRIOR CLASS, CLEANED AND ANOINTED, AND THEY ARE WORTH WHAT I ASK.

WE SHOULD NOT WASTE EACH OTHER'S TIME IN THIS WAY?

SEMETAIRE,
SOUL MARKET VENDOR





RELIGIOUS CODING

Not everyone is on board with the wholesale adoption of cortical stacks for virtual immortality. Some holdouts believe the act of using cortical stacks and re-sleeving into different bodies to be abhorrent and a gross violation of the natural order. While their reasoning has often been couched in religious terms, the predictions of orthodox religions about the societal impacts of cortical stack technology have proved to be prescient. The accurate predictions regarding treating death as a curable disease rather than a vital part of the natural order are what give the perspective of religious coding adopters substantial credibility, even when their claims are dismissed as retrograde. Reducing the legal personhood of humans to mere DHF has allowed a super-class of society, monolithic corporations, and an omnipresent government to lord over humanity with hitherto unthinkable power: the power of life and death itself.

While cortical stack technology and re-sleeving carry obvious advantages and the means to correct what were once cosmic injustices, especially regarding accidental death and murder, this is not accomplished without a social price. People are now bought and sold, and it is possible to make copies

of a DHF, utterly obliterating the uniqueness of a human being. The promises of immortality become increasingly hollow as each generation lurches on. People don't even own their bodies. If a cortical stack is removed to be stored or incarcerated, that person's sleeve can be bought or leased to others. Even after a fair trial and imprisonment, the newly freed may never see or obtain their original sleeve again (even their natal sleeve). Sleeves can be absorbed by the redistribution system or purchased by a wealthy individual whose eye was caught by its desirable physical traits. Digitizing the human mind has also invited waking horrors, such as the ability to torture someone to death over and over with amplified intensity in Virtual. This reality would not be possible with the normal release death provides.

The Protectorate allows a religious exemption ("religious coding") for some individuals to prevent re-sleeving upon the death of their current sleeve for reasons of conscience or to protect their DHF from abuse after death. Whether it's the Neo-Catholics, who believe Hell awaits those who re-sleeve, or Buddhists, who believe re-sleeving renders reincarnation morally meaningless, it is possible to substantiate religious coding from many different perspectives. All these disparate perspectives share

one commonality: the belief that death is not just perfectly acceptable, it is necessary to the natural order of things.

It is important to note that there is a decal on a person's DHF that declares a person's religious coding, indicating "Reasons of Conscience". Not only does this indicate the person's wishes, but it is designed to prevent re-sleeving from occurring at all by locking out all attempts to access the DHF, even in simulspace. Unlike those who simply wish to be stored, this is a permanent form of rejecting re-sleeving.

However, religious coding is not without its own controversy.

Proposition 653

UN Proposition 653 would alter the baseline coding of cortical stacks and DHF to override religious coding and require those murdered with religious coding to be re-sleeved to identify or testify against their alleged murderer. This proposition was seen as a threat to Meths, like Reileen Kawahara, who benefited from falsifying religious coding to give the opportunity to RD and thrill kill for a price. To those who sincerely adopted religious coding, Proposition 653 was seen as a backdoor giving the Protectorate the ability to invent increasingly trivial reasons for required re-sleeving until the coding was diminished to no practical protection at all. This programming backdoor was also a security risk for DHF that would otherwise be protected from abuse in simulspace after sleeve death and would remove the one remaining protection from re-sleeving without consent. Regardless of the eventual broader impact, Proposition 653 passed after the events described in *Altered Carbon* and has since become law.

LORE NOTE

Declaring exemption from involuntary re-sleeving is not a simple process by design. Successfully jumping through the necessary bureaucratic hoops is meant to be in and of itself a test of sincerity.

A person can be born into it, but applying for religious coding requires a sworn affidavit on disc, a full Vow of Abstinence filed with the Vatican and multiple signatures from witnesses. There are also other organizations that the Protectorate recognizes as legitimate institutions of conscience besides the Vatican. Each one must fulfill the minimum criteria determined by the Protectorate but are not prevented from adding conditions of their own to file with one sanctioned organization or another.

Since most of the organizations the Protectorate recognizes in this manner are religious in nature, the most common additional qualifier is that applicants filed with them are sincere believers. However, it is not unheard of for some organizations, religious or otherwise, to set no additional conditions whatsoever outside of standard psych screenings. It is seen, from their perspective, as a form of charity to give a soul peace in death, to be ultimately free from Protectorate coercion and control.

THE METHS

The upper strata of transhuman society consists of the Meths, so named after Methuselah, as recorded in the book of Genesis, who is said to have lived nine hundred sixty-nine years. Meths are wealthy and far-removed enough from the human experience to have their DHF re-sleeved with far greater frequency and far less ill effects over time. To the extent that this status is a matter of money, Meths can afford higher quality sleeves that better emulate the experience of their natal sleeve, often maintaining a stable of natal clones. To a Meth, re-sleeving seems as natural as waking up in the morning. The rest of society risks being spun up into a cheap synthetic sleeve with flawed sensory apparatus that can degrade the ability of the DHF to interact with the world in a familiar manner. Meths view themselves as a more advanced form of human, possessing Nietzschean willpower to extend their lives far beyond what the human mind has any business experiencing. In this respect, it is a personality type, as much as it is a social class.

For all the talk of being superior, and as much as they consider themselves beyond normal humans, Meths have a human streak in that they still possess human desires and weaknesses. Over time, all humans, Meth or otherwise, will have diminishing returns on what they consider pleasurable. They will eventually

need to seek greater thrills in order to obtain the same sensations if they are not disciplined enough to moderate their desires. Meths must go to ludicrous extremes and depraved excesses in order to acquire the same pleasurable rush that was satisfied with something fairly simple and normal decades before. A Meth will eventually nurture a set of pas-

YOU LIVE THAT LONG, THINGS START HAPPENING TO YOU. YOU GET TOO IMPRESSED WITH YOURSELF. ENDS UP, YOU THINK YOU'RE GOD. SUDDENLY THE LITTLE PEOPLE, THIRTY, MAYBE FORTY YEARS OLD, WELL THEY DON'T REALLY MATTER ANY MORE. YOU'VE SEEN WHOLE SOCIETIES RISE AND FALL, AND YOU START TO FEEL YOU'RE STANDING OUTSIDE IT ALL, AND NONE OF IT REALLY MATTERS TO YOU. AND MAYBE YOU'LL START SNUFFING THOSE LITTLE PEOPLE, JUST LIKE PICKING DAISIES, IF THEY GET UNDER YOUR FEET.

KRISTIN ORTEGA



times that seem utterly deranged to the average human. To fellow Meths, these pastimes may seem distasteful at worst, but generally understandable. This cloistered society nurtures an elitist mentality and is perfectly willing to turn a blind eye and close ranks to protect their own, lest their distasteful secrets become known. While they do not need the approval of non-Meths, Meths will often require the admiration or compliance of the greater population, especially if they are celebrities or maintain consumer business interests.

Generational Meths

The very few relatable Meths are those who have worked their way into Meth society, achieving their wealth and status through a legitimate business and deft social maneuvering. They have a high opinion of themselves but are often deserving of it to some extent. These Meths maintain a certain chivalric code or streak of humility either due to an awareness of their more humble beginnings or because they are old enough to consider what they stand to lose in the passage of lifetimes, casting their gaze back to what brought them to their current status for proper perspective. They will often discover or maintain a rule or two from the social code of non-Meths, or have a pastoral hobby of some kind that has been adapted to their new social station in some fashion.

The offspring of Meths, however, suffer an identity crisis and are generally the most dangerous and duplicitous of the Meths. Having not worked for what they have, they feel both entitled to their lifestyle and insecure knowing subconsciously that they are only living in such privileged luxury due to the accident of their birth. Since they are so dependent on their ancient parents and grandparents, they will often have the emotional maturity of a child despite sometimes being upwards of 80 to 100 years old. The long lifespan of Meths will occasionally mean that a generational Meth is one among dozens of brothers and sisters or hundreds of grandchildren, whose similar ambitions for the attention and approval of both Meth society and their parents will cause them to see each other as rivals as much as they see each other as kin.

The resources at their disposal and the insecurity of their positions pushes generational Meths towards

orchestrating schemes against one another. They may even have entire proxy turf wars fought by mercenaries or other criminal elements with whom they become involved as they dig deeper into the scum of Grounder society for recruits to further their schemes. Born into Meth society, they will never fully understand human society and can not comprehend, let alone nurture, a basic moral code in which Grounders have intrinsic worth. More likely, such Meths will see Grounders as disgusting, disposable peons whose sole purpose in life is to serve their grand designs, who can be outright abused, and who should be grateful for the opportunity. Possibly worse still, generational Meths can see Grounders as in need of their intervention as a savior. They will pose as some tormenting, moral busybody who believes that their often deranged, amorphous concept of the greater good is being served on behalf of the Grounders they abuse.

LORE NOTE

First-generation Meths who achieved their position through advancing in a criminal organization, such as Reileen Kawahara, are still the most dangerous and conniving of all Meth society. They happen to be among the rarest Meth variety and many of them carry scandals wherever they go. However aloof the Meths may be, they are still extremely wary of social stigma and public scandal, going to almost any means to avoid them. Being wedded to a criminal element already indicates a degree of sociopathy that manifest fully in horrendous schemes involving the utter disposability of human life along with their complete willingness to inflict any cruelty onto others in pursuit of their agendas.



SETTING

BAY CITY

The majority of the events of *Altered Carbon* take place in what was formerly known as San Francisco. Bay City is now one of the many megalopolises that have consumed all surrounding towns and suburbs into identical vast urban sprawls. Among a few ancient landmarks left standing, the Golden Gate and Bay Bridges still distinguish the San Francisco skyline from any other. Though, they have become host to sprawling hab-blocks as their needs as bridges became obsolete with the introduction of aircars and other related technology.

The Citizens of Bay City

The presence of megacorporations and the Protectorate work hand in hand in making Bay City aesthetically and functionally oppressive. Tall buildings erupt from the ground and reach hundreds of stories into the air. Only the shining scar of the bay abruptly interrupts the sprawl that reaches its very shoreline. The monolithic buildings blot out the sun for most of the day, casting the city streets into a near-perpetual twilight of neon lights. The citizens

are largely insular, isolated, and atomized despite the enormous population.

The Aerium

The network of skyscrapers called “The Aerium” is the exclusive domain of the Meths. Their towers pierce the sky with heights several times that of a normal Bay City skyscraper. Each tower has the luxury of supporting a multitude of sprawling estates, all far above the need to see the rabble below, the unseen underclasses toiling under permanent cloud cover. Only specifically registered air vehicles and police aircars are permitted to fly anywhere near it. The much-vaunted Suntouch House is part of this complex.

The Twilight

A razor-thin middle class serves as administration, managers, and highly skilled service technicians for the various technological marvels of society and its expansive bureaucracies. These individuals are said to inhabit The Twilight, somewhere between the darkness of grounder society and the dazzling brightness of the high life of meth aristocracy. Most

aren't far removed from some criminal element by choice, a close relation, or the occasional contractor through one of their shell corporations. You'll scarcely find a programmer who hasn't moonlighted as a "Dipper" at some point. Most dabble with decadence or crime (often the white-collar variety) if only to search for some form of existential meaning. The extra money doesn't hurt either.

SOCIETY

Grounders

The underclass, known as "Grounders" due to their inability to inhabit the skyscrapers as residents or personnel, continues to soar in numbers. Grounders are satiated with automated dispensed foodstuffs, public housing, and a neon-soaked parade of carnal pleasures. On paper, these features of the city seem almost Utopian, but the majority serve only as cheap labor for corporations and the vast bureaucracies of the Protectorate as well as the Meths whose lives are glittering paradises in comparison to the empty, endless grind of the greater population.

Meths

The Meths that live in Bay City do not live in Bay City proper; the majority of their numbers reside in the Aerium. Their cloistered lives are unimaginably opulent, whiling away their prolonged existence with endless hedonistic pursuits and pithy politicking and jockeying for social standing. This conflict will occasionally bleed into the city below, the ripples through society generally going unnoticed by those that reside in the Aerium.

It is important to note that this extremely lopsided society is relatively unique to Earth and Bay City in particular. While a Meth social class exists in every colonized world in the Protectorate's influence, only on Earth is the gulf so extremely wide between the Meths and everyone else. It is as if the strange social stagnation that results from this huge disparity in status has ossified the classes at both polar ends so that both Grounders and Meths alike see their existence as isolated and unchanging. Meths are content with indulging their ridiculously lavish lifestyle. The rest of Earth's society is either living a hand-to-mouth existence or is so cowed by carnal and chemical pursuits that they have lost the will

or vocabulary to marshal the type of uprising that occasionally occurs on the colony worlds.

Even in places like Harlan's World, this attitude is not shared. Harlan descendants are frequent patrons of local entertainment venues and participating in society at large. While their raucous behavior is notorious among the Harlanites, being a general public nuisance in such a way is a far cry from living in a literal city in the clouds who rarely, if ever, need to mingle among the lower class.

: LINK ESTABLISHED :

ADDITIONAL CONTENT

This chapter explores the basic concepts of gameplay and setting. There will be frequent updates and additional material and rules support for familiar settings available from the Hunters and Renegade websites.

NOTABLE LOCATIONS IN BAY CITY

These are a few of the many thousands of locations that exist in Bay City that were prominent in the story of *Altered Carbon*. You can use these descriptions to create facsimiles for your own campaigns or as a way to allow newer players a secure toe-hold in their imagination.

Bay City Police Department

Bay City Police was formed at the re-incorporation of Bay City by the Protectorate. They are not contractors, which is why the police in Bay City are less mercenary and include a few officers who have some ethical backbone, and genuinely care about Bay City. Pay and morale are abysmally low, but many officers and staff find supplementary means of income, including moonlighting in related jobs. The architecture of the cathedral-windowed structure on Fell Street was conceived as high-gothic meets modern, and it contains several surveillance network hubs, evidence processing labs, prison cells, and virtual interrogation rooms.

The Panama Rose Fightdrome

This real-world combat arena is run by a man known simply as Carnage, a deft social tactician whose marketing acumen has built this attraction into a

profitable enterprise. By never broadcasting his fights, he makes attendance to his arena mandatory to see any of the events he promotes, which is no small feat in an age where purely digitized entertainment is standard. Piracy is prevented by using a series of Faraday Cages to disrupt incoming and outgoing broadcasts, and complex scanners screen those who try to record Carnage's matches clandestinely.

Even the esteemed Meths will partake as spectators of these fights, albeit as discreetly as possible. While Carnage does not broadcast his fights, he does record them all natively on archaic VHS cassette tapes.

The Panama Rose maintains a stable of custom combat-ready sleeves for various themed matches. Many of them have "freak" augments, and "freak fights" are among the most common of the fights he promotes. Combat sleeves from wars past are also featured prominently, and Carnage takes special delight in finding obscure and unique sleeves to devise his themed matches.

Not surprisingly, The Panama Rose is not a clean or reputable operation by any stretch of the imagination. It operates on the fringes of the law to such an extent that police visits to the fightdrome are fairly routine. Maddy, Carnage's AI assistant, along with Carnage himself, have the song and dance required to usher police in and out without too much disturbance to the scheduled fights down to a science.

Despite operating on the legal margins, Carnage manages to keep his business from getting too close to any single criminal organization. He may have Meth financing, or he may have at one time run closely with Meth circles, but no one knows for sure. His access to incredible sleeves indicates deep pockets and long reach.

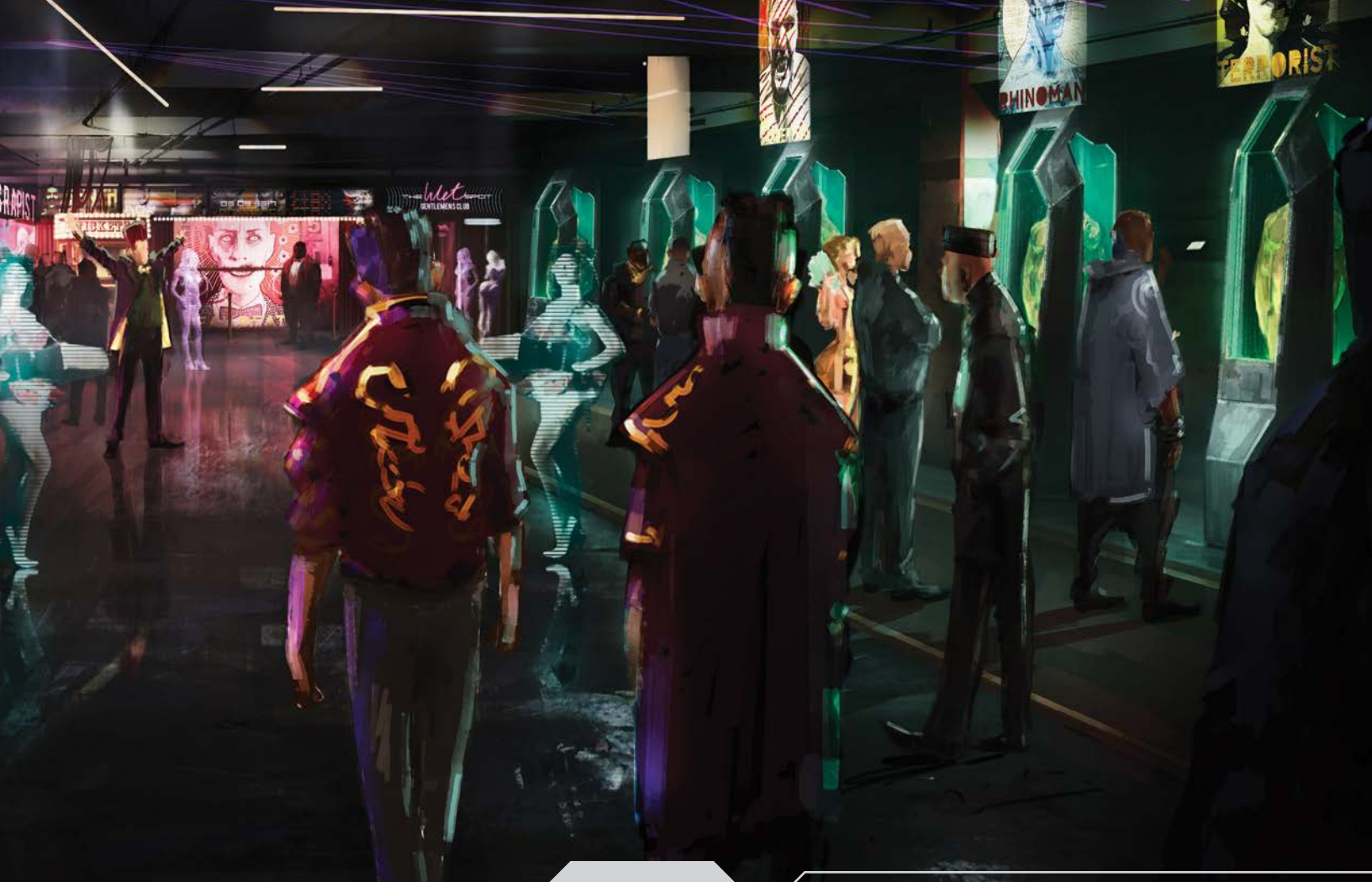
Carnage limits his exposure to criminality, occasionally allowing gang members to fight if they so choose, assuming he can construct a themed match around it. This is not a principled decision, but a practical one. The fewer contingencies he has from other criminal enterprises interfering with his business, the easier it is for him to run The Panama Rose in the manner in which he chooses without even more interference from law enforcement.



Many desperate would-be fighters will volunteer themselves for one of Carnage's themed matches against his stable of freaks uploaded with professional DHF fighters to be humiliated for the amusement of the crowds. In these fights between a professional and an amateur, or even in grudge matches between two professionals, Real Death is not unheard of.

The Golden Gate Bridge

Once the most notable structure in San Francisco, the newly incorporated Bay City still maintains this recognizable landmark that extends across the bay as the world's largest cable suspension bridge. However, since the broad adoption of the aircar and other anti-grav vehicles, the once practical purpose of the landmark became obsolete. The area has since been repurposed into residential hab-blocks that stretch the length of the bridge and several stories high. As a relatively new development with a built-in unobstructed view of the bay, it is one of



the more popular areas to live, and what was once designed as overflow from urban development projects became desirable real estate, if only for bohemians. The area is far from luxurious, as most of the houses aren't much more than repurposed shipping containers.

Licktown

This sector of Bay City was once the upscale district of Potrero. It was slammed with economic hardships, and in the wake of shuttering upscale businesses, a multitude of less savory shops opened up in their place. Tetrameth dealers from Oakland flooded in, and many criminal outfits vied for control of the district, ruining what little stability remained. Licktown was ground zero for many a local politician's restoration attempts, but they either succumbed to the lure of illicit bribes or unintentionally inflicted additional misery by offering the destitute citizens the ability to spend more of their meager funds on drugs and carnal pleasures by subsidizing their base

subsistence needs. Even the well thought out plans were unable to escape the criminal elements skimming money earmarked for infrastructure repair and community development. As a result, the physical decay of the sector was accelerated to match the moral degradation.

Outlaw culture has cultivated some unique subcultures free from the mores of even Grounder society who indulge deeply in their hedonistic pursuits. Some of the most extensive or outrageous freak augments can be seen here without fear of judgment. In several Licktown circles, such augmented individuals are highly respected, or at the very least feared. In many ways, the society of Licktown is the mirror reflection of the Meth society. They share the same mindset of being more than human, but with vastly different levels of material quality and budget for their pursuits. It should come as no surprise then that many Meths are known to have slumped in Licktown every now and then.

The AI Hotels

The AI hotels of Bay City line ground level on Mission Street and have been abandoned for decades. The Corporate Wars caused many businesses to brace for conflict by retooling themselves with outrageous security measures. The resulting trading crash brought most of the establishments to financial ruin. Only those circumventing foreclosure by registering as AI establishments were able to stabilize enough to remain in business, but the stigma that followed AI management drove most customers away. Most AI hotels are now derelict, with fading illuminium tiles, drab and dated furniture, and only the personality of the AI itself to breathe life into the establishment. An AI is programmed to crave customers, and the lack of patrons has driven surviving AI to border on the fanatical in attempting to lure and maintain the few that remain.

In the absence of customers, the AI managers have diverted their attention to other business interests, with only a few remaining on Mission Street: The Raven, The Hendrix, and Prick Up being the most notable. Of the three, only The Raven has successfully managed to maintain the aesthetics of the establishment, which has

been met with some umbrage by the other AI managers. Its attitude is regarded as more antiquated than romantic, especially considering the success of their diversified businesses. AI managers have formed enclaves to protect their interests in the form of the AI Managers Union and are keenly aware of each others' affairs. Maddy and Poe, the AI manager of The Panama Rose and The Raven respectively, are two such members in good standing. It is uncertain how much humans are aware of this private network, but its members hold the highest permissions the Protectorate can grant an AI to manage, found, and run businesses.

Psychasec

The largest provider of high end resleeving services is Psychasec. The facility is top of the line, though its sleeves are often judged to the standard of Khumalo Bioware. Nonetheless, the primary benefit of Psychasec is its range and quality of services. Not only does Psychasec boast an impressive clone and synthetic sleeve manufacturing capability, they are under Protectorate contract to allow needlecasting to distant colony worlds. The ultra-wealthy of bay City also have their clones produced and stored at Psychasec facilities.





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Bay City

OniMaps Search

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CHAPTER 2

CHARACTERS

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IN *ALTERED CARBON: THE ROLE PLAYING Game* the worlds under Protectorate dominion are habited by the teeming throngs of human society trapped within the confines of this cyberpunk setting. In game terms, each one of these individuals, be they Grounder or Meth, is a character either under gamemaster or player control. Regardless of their controlling player, every character is comprised of a series of statistics and rules that dictate how they are used in the game.

In this chapter, you will learn about the fundamental qualities that govern these Characters, specifically Attributes and Character Resources, and how to create a Player Character for use during a game session.

If you are already familiar with a character's Attributes and Character Resources, the character creation process begins on pg.41. An expedited character creation method can be found on pg.43.

A CHARACTER IN *ALTERED CARBON: THE Role Playing Game* has six primary Attributes that are used to determine what their character is able to do. They are **Strength, Perception, Empathy, Willpower, Acuity, and Intelligence**. Two of these stats relate to the current body (or Sleeve) of the character, while the other four relate to the personality, accrued wisdom, and experience of their DHF (as stored in their cortical stack).

Attribute Range

- 10-20: Low
- 21-30: Average
- 31-45: Good
- 46-60: Excellent
- 61-80: Heroic
- 81+: Legendary

STRENGTH

Sleeve Attribute

The physical power and resilience of the character's sleeve. This determines a character's ability to lift and pull items. It also includes their endurance and ability to withstand pain and other physical trauma. This Attribute can be Advanced, but it is common to improve it with upgrades of various kinds as opposed to using Stack Points (described in the following section called Character Resources).

ATTRIBUTES

PERCEPTION

Sleeve Attribute

This governs speed, reaction time, and the keenness of the senses. In *Altered Carbon*, it is also the complexity and depth of information the sleeve is capable of perceiving. This data is largely neutral, including observations strictly as they 'appear to be' or exist in the natural world. The Acuity Attribute detects the underlying nature or cause of these observations.

EMPATHY

Stack Attribute

A character's ability to relate to the human experience. This is a very important Attribute as it relates to other people, which is required for building useful relationships. If a character is not careful, their Empathy can erode with multiple re-sleeving and eventually becoming so detached from the human experience that they seem utterly alien to others.

WILLPOWER

Stack Attribute

The force of a character's personality, and their ability to withstand mental trauma. When re-sleeving, this is the part of the character's ego that takes the most punishment. High Willpower means the character's mental fortitude can withstand multiple re-sleeving and still maintain their desire to live.

ACUITY

Stack Attribute

This is a measure of a character's perspicacious nature, wisdom, intuition, and investigative prowess. While Perception can spot or hear specific details, Acuity gives those observations meaning and connects the dots abstractly to determine hidden purposes or make inferences that would be missed by others.

INTELLIGENCE

Stack Attribute

This is a character's knowledge, often times more textbook or abstract than practical, this information is sometimes the only way to interact with certain technological advances or understand scientific concepts. This includes a character's ability to learn languages, calculate mathematics, and comprehend science and other advanced academic fields of study.

Rote knowledge of history and cultures will also fall under this Attribute.

ATTRIBUTE BONUSES

An Attribute Bonus is the tens (10's) digit of the Attribute. It is used for many derived statistics and other types of bonuses. Each of the Attribute Bonuses are denoted as follows:

-  for Strength Bonus
-  for Perception Bonus
-  for Empathy Bonus
-  for Willpower Bonus
-  for Acuity Bonus
-  for Intelligence Bonus.

CHARACTER RESOURCES

THERE ARE SEVERAL POINT RESOURCES A character can take advantage of during gameplay. These represent the range of a character's material resources, experience, and connections. Their careful use allows a character to succeed against incredible odds and emerge at the other side of a conflict relatively unscathed, and most importantly, one step closer to their ultimate goal.

Note: These Character Resources, along with Attributes and Skills, are indicated in the character sheet diagram later in this section.

DAMAGE THRESHOLD

This is the number of Wounds a character can take before they begin to lose Health Points. A character's **Damage Threshold** is equal to their Strength. This means that any Attribute increase to Strength will likewise increase their Damage Threshold.

HEALTH POINTS

Health Points or  represent the durability of a character's current sleeve. Damage is only a concern (physically or financially) while in immediate danger, because sleeves are interchangeable. However, if a character takes enough damage they risk harming their cortical stack, ultimately putting their character in danger of Real Death. A character has a greater chance of Real Death the more Health Points their sleeve loses.

Average Health Points by Sleeve Type

- **Birth/Natal/Clone:** 2d8+  (13) Health Points
- **Synthetic, Low Quality:** 2d6+  (10) Health Points
- **Synthetic, Med. Quality:** 2d8+  (13) Health Points
- **Synthetic, High Quality:** 2d10+  (15) Health Points

All of these sleeve types are capable of being upgraded so as to gain a higher quantity of Health Points.

Organic Damage

If a character's Sleeve loses all of its Health Points or has been killed, a character can still have either their cortical stack retrieved or their DHF extracted. This event is called **Organic Damage**. If a character's Sleeve expires in this way, their cortical stack doesn't take any further damage unless it is deliberately attacked while the body is Prone, or if either the stack or the DHF itself is extracted poorly.

When a character has lost at least 1 from an attack, a player can declare that their character's Sleeve has expired due to Organic Damage. The player then makes a Save Throw for Real Death, with the hopes that their remaining Health Points will allow their DHF to be recovered and re-Sleeved.

Real Death

Real Death in the world of *Altered Carbon* means the irrecoverable loss of a player's DHF, to where they cannot (or should not) continue playing that character (without a backup, of course).

Real Death is the result of a Save Throw from an attack that uses **{Toughness}**, with a **TR** equal to their remaining Health Points () and with a **{-1}** Difficulty Penalty for each Injury they have. If this check passes, then the character's Sleeve suffers severe Organic Damage and the Sleeve is either severely harmed or killed, but the cortical stack and DHF contained within is otherwise unharmed. If the check fails, then the character's cortical stack has been severely damaged or destroyed, meaning that the character has been RD'd.

If a character's Sleeve expires but their remaining Health Points are equal to or greater than their  then the Sleeve is not killed, but suffers severe damage that must be medically treated. A character in this condition must test for Dying. Luckily, if they die in this way, their cortical stack and the DHF within will remain unharmed.

EGO POINTS

A character's body is an interchangeable thing in the world of *Altered Carbon*. As such, the body and

its physical health is only an immediate concern. The larger concern is what happens to the mind being so completely disassociated with the body. This disassociated entity is the DHF, and its structure is defined by **Ego Points** ().

Note: The Ego, as it is referred to here, represents the state of "Digital Human Freight" or DHF when transferring to a new sleeve or being needlecast across the vast stretches of space. Ego is used as a game statistic since it relates to the psychological principle of ego.

After repeat re-sleeving, the mind runs the risk of splintering, with its core identity lost, fragmented across the sleeves they have left behind.

Ego Points are nearly impossible to fully recover once lost. When all Ego Points are lost, the character has effectively lost the will to live and will willingly accept storage or even Real Death upon the 'destruction' of their current sleeve. Either this, or the personality of the DHF is so altered and broken, that they are no longer the character the player created. Lastly, a character who has lost all their Ego Points may also be so mentally damaged that they no longer function as a cognitive human no matter what sleeve their stack is put into or how much psychosurgery the person undergoes.

Spending Ego Points

As strange as it sounds, there is some benefit that can be attained through deliberate damage to the Ego. This is done by intruding into the psyche in order to expedite education or gain knowledge by extending the Ego's consciousness into an information network or simulation. This essentially projects the consciousness into a purely digital space, and all sensation, including the passage of time, is fabricated. This rupture of temporal and perceptual integrity carries risk and is only attempted with extreme caution. Even in very controlled situations, the deliberate erosion of the Ego's integrity for personal gain weakens and can even destroy the Ego. In some cases, there are more advanced simulations or info networks that have dampeners or failsafe protocols that limit the chances of Ego damage, but even under these circumstances, it's still a risk.

A character can also undergo cross-species augments in order to give themselves enhanced physical prowess or some animal-like quality. This is also done at the expense of the Ego.

Restoring Ego Points

While restoring Ego Points is extremely rare, it is still doable. Restoration depends entirely on how the points are lost. Ego loss can be directly caused by subjecting an Ego to stress, projecting it into interrogation, incarceration, or even torture simulations, for example. This kind of damage can be undone and healed with psychosurgery or conditioning in similarly intrusive, but healing, simulations. Rather than torture and harm, these AI or human run simulations are therapeutic and seek to undo damage to the Ego. See pg.146 for how a character can potentially restore lost Ego Points.

LORE NOTE

Cross-species sleeving is theoretically possible but highly illegal due to the extreme damage it does to the integrity of the DHF contained within the cortical stack. It is more than even the transhuman mind can bear.

While sleeved in something with a divergent age, sex, or race from the birth sleeve, it takes some adjustment but is extremely common in re-sleeving, especially compulsory resleeving.

Such things are relatively minor challenges for the mind to wrap around and carries only minor social stigma. It often causes a moment of confusion, but nothing more.

Changing species entirely is not within the bounds of the cortical stack technology since it breaks the limits of the human mind to such an extent that if a person sleeved into an animal is put back into a human sleeve, the ego will be so irreparably damaged that it will be driven insane to the point where they will never act human again.

What is far more common is humans taking augments that have distinctly animalistic traits in order to provide enhanced senses or abilities, but the core being of a person remains human.

POWER IS A MATTER OF INFLUENCE

LAURENS BANCROFT

Artificial Intelligence and Ego Points

Player characters who are artificial intelligence (AI) lose Ego Points slightly differently, but the points themselves serve generally the same purpose. Just as Ego Points are a measure of the mental fortitude of DHF in human characters, it is a measure of the stability and integrity of the complex programming that allows the AI to function.

In this sense, it is similar to the Ego of DHF, but the main difference is that AI Ego Points are lost when encountering firewalls, by having viruses introduced into their program and censure, or license revocation by the Protectorate. Many AI characters will encounter multiple things that can damage their Ego on a routine basis. Unlike Ego Point loss for DHF, AI characters can lose Ego Points much more rapidly in these cases, especially when it comes to viruses. Things like trauma in simulspace have almost no effect on an AI character like it does on a DHF for a human character, however.



If an AI character loses all of its Ego Points, the integrity of the programming has so completely unraveled that whatever personality the AI had is lost. The AI can possibly be retrieved, but the process is painstaking and expensive. Even if successful, the AI will most likely forget most of whatever features or personality quirks that endeared them to a character in the first place. For this reason, it's uncommon for people to care deeply about AI lost in this way. AI is easily replaced and at far less cost than trying to piece together the fragmented personality and programming of a broken AI system.

Since an AI character has no real age to speak of, and are not affected by time, their starting Ego Points are equal to their Willpower, but there are many defensive programs and firewalls that allow them to increase this number further.

AI characters are expanded upon further in the “Variant Characters” section of this book.

INFLUENCE POINTS

This represents the strength of a character's social and professional Contacts and Networks. A character can spend **Influence Points** () on granting bonuses to various skill checks depending upon their social network or on a number of favors called “Requests”. In order to make any kind of Request, a character generally must spend at least one of their Influence Points.

Influence Points are spent in order to call in favors from various networks, they can be used to move the story forward when a character's investigative efforts have reached a standstill. In general, these represent the largest potential for storytelling in that a player can essentially use Influence Points as a pass to get them out of their current situation. There are a number of options unique to certain Traits that allow a character more ways to use Influence Points, but it is generally acceptable for a player to concoct the nature of their Request and from which

Network they are seeking assistance. When making a Request, creativity is definitely encouraged.

A character can also use Influence Points in order to obtain specific equipment that may be rare, illegal, or experimental. Some gear in particular may be so rare or so wildly illegal that the cost of obtaining such gear may include the use of Influence Points rather than the simple use of money. Getting an unregistered weapon, an AI obliterating computer virus, bioweapons, chem weapons, CTAC equipment for one's own use, and so on should all cost a number of Influence Points, but availability will vary based on the story.

See the Gamemaster Note for some sample ways in which Influence Points can be used in order to benefit a character.

LORE NOTE

Even Takeshi Kovacs used the deep pool of influence that Laurens Bancroft had in order to obtain an enormous line of credit for expensive weaponry and to provide substantial legal cover in order to literally get away with multiple murders. While this chaffed Laurens Bancroft considerably, it was clearly within his means to do all of these things, but impossible with Kovacs' limited personal resources.

Retconning With Influence Points

While it's given a negative connotation in most circumstances, retroactive continuity ("retconning") is done to alter or even ignore certain instances in the past story. This is not only acceptable, but it is somewhat expected in *Altered Carbon: The Role Playing Game*. The twists and turns a character may experience through the possibility of literal lifetimes and multiple bodies mean that the events of a character's past are extremely varied, and many details will not be immediately known to the player. These past details have varying relevance and may not have been made known until a particular climactic moment where they were introduced.

A character wishing to introduce such a detail into their own past for some benefit or exposition in the present is required to use one (or more) Influence Points. The number is based on the Gamemaster's

discretion, but a single Influence Point is typically plenty. This works particularly well when you are using a noir style storyline, which will be expanded upon further in the Gamemaster section of this book.

The ever-shifting details are very helpful in creating red herrings, plot twists or other storytelling devices that keep players on their toes. This also works exceptionally well when a character's history is more or less unknown, their past life (or lives, be that as it may) are either lost to memory or are dark secrets that may or may not come back to haunt them.

Scandals function in much the same way, but those are meant to give characters a starting foil in order to inform their past to some degree. This kind of retconning is a matter of player ingenuity and collaborative storytelling. For this reason, it is not expected that a character's entire history be detailed or understood up until the moment the player adopted the character to use in-game. Players

GAMEMASTER NOTE

Some forms of retconning are much less acceptable and are prone to plot holes, which is the one real hazard when altering past narration. A good rule of thumb is to add details rather than altering them. New details add deeper levels of insight into a character's past, should the details be interwoven or layered in any way.

Basically, a retcon where you add a past relationship with an NPC or another player character does not have to eliminate a relationship with a different NPC in their past. By adding, both are true and the present in-game reality now reflects this.

GAMEMASTER NOTE

The Campaign chapter has a progress tracker option on pg.279 & 282. This handy tool can help track where characters can gain or restore Influence Points as their story progresses. In addition to this, there is a chance that generating a new Contact will cause a character to gain or restore an Influence Point.



are expected (and in the case of noir storylines, encouraged) to leave considerable gaps in their own character’s history in order to leave room for this sort of flexibility.

Note: While it’s not the intended purpose, it is entirely possible to have characters use  in order to describe how they are retconning an action in Combat or avoid danger during a combat encounter completely. For less combat-focused characters, this may be a valuable tool to help them survive otherwise terrible odds that would almost certainly have caused serious harm if the combat were allowed to play out normally.

: LINK ESTABLISHED :

RETCONNING

Using Influence Points to Retcon a detail is not the best approach for more linear storylines or for inexperienced Gamemasters who are not practiced enough to think on their feet with changes such as this. However, the ability to add certain story elements or alter events is the strength of particular more influential or social-oriented characters.

There will be examples as to how to run such intricate plots in “Chapter 7: Running Games” later in this book.

Restoring Influence Points

A character can restore spent Influence Points, but at a very slow rate. A Gamemaster is encouraged to only restore spent Influence Points when the characters reach a milestone in the story (if at all during a campaign). The Gamemaster section in this book provides some parameters to guide the restoration of Influence Points.

Players should spend Influence Points incredibly wisely since restoring them is a very infrequent occurrence, sometimes requiring a hefty Stack Point cost ( 15, generally) or by choosing special Traits that grant them access to wider social circles. A character is unable to “restore” more Influence Points than the total that they started with, but they are able to increase that starting total by “gaining” Influence Points.

Gaining Influence Points

A character may not restore more Influence Points beyond what they started with unless a Trait or rule says specifically to “gain” an Influence Point. A character can also gain Influence Points by developing Contacts, as described in the “Introducing NPCs” section.

When an Influence Point is gained, it increases a character’s maximum Influence Point cap by the amount gained.

STACK POINTS

Characters have a starting pool of **Stack Points** represented by the (🔧) symbol. Stack Points represent a character's cumulative life experiences up until the point when the player takes control. These are used on everything from character development to gaining a small boost to a character's chance of success during dramatically appropriate moments. Players are advised to use them wisely as they are somewhat slow to earn. Stack Points can be spent to do any of the following:

- Allow a character to increase a core Attribute (🔧 1 = permanent advancement of d4)
- Upgrade a skill level die for a Skill Check or take a Specialization by paying the appropriate cost
- Purchase new Traits from a character's available Trait Trees
- Roll a Bonus Die (max.+3x per check)
- Restore Influence Points (🔧) 15 for 🧠 1 or Ego Points (🧠) 5 for 🧠 1d6+ 🖐️
- Mitigate damage in combat (see the "Combat" section for more details)

Stack Points are awarded by the GM after sessions of gameplay or major milestones in the story. They serve as both "Experience" and a means to recover even more sparse resources such as Influence or Ego Points if a character wishes.

: LINK ESTABLISHED :

SPENDING STACK POINTS

Players are advised to spend many of their starting Stack Points as part of character creation, but leaving a couple points to spend on emergencies during gameplay is a good idea as well.

TECH POINTS

Any gear (Sleeves included) with **Tech Points** (🔧) has been hardwired to accept a certain amount of modifications. Certain manufacturers are known for having increased options, especially the "luxury" models. The tradeoff is that they are often only able to accept modifications

from their own brand, whereas cheaper or generic models will be able to accept a wide variety of aftermarket upgrades.

Modification and Tech Points are addressed further in the upcoming Technology and Gear sections, but this resource is briefly introduced here because it's an important factor when choosing a starting Sleeve, especially if the character is considering a Synthetic Sleeve with Neurachem upgrades.

Note: The use of Tech Points will be gone over in the Technology and Gear section.

WEALTH LEVEL

In scenarios where money is a medium of exchange, characters are able to buy certain items with some frequency, but must pace their spending when buying things that cost near or above their means. This is done by comparing a character's **Wealth Level** with the Price Level of things they want to buy.

A summary of the Wealth Levels are as follows:

- Wealth Level 1: Poor/Heavily Indebted
- Wealth Level 2: Working Class
- Wealth Level 3: Middle Class
- Wealth Level 4: Wealthy
- Wealth Level 5: Rich

Note: How a Character's Wealth Level is used will be gone over in the Technology and Gear section starting on pg.182.

It should be noted that nearly all character Archetypes start with very low Wealth Levels. These represent the lowest rungs of the socio-economic hierarchy that a starting character usually occupies. That is, until they have taken various Traits or other upgrades to increase their earnings or their income-generating assets of some kind.

TRAITS

Once a starting character's Archetype is chosen, they are further customized by means of **Traits**, which are a large catalog of special abilities that a player can choose from. Many Archetypes have crossovers in the available traits they can take. It is very likely that a player can choose from among

their available Traits to make a truly unique character within their party.

Traits are organized into groups called “Trees.” Traits within a Tree start at Tier 1 (and go Tier 5) and belong to a “Branch.”

Trees

The main Trait Trees in this book are as follows:

- **Business and Society**
- **Combat**
- **Crime**
- **Law and Government**
- **Survival**
- **Technology**
- **Praxis**

Branches

Trait Trees all have multiple branches that a character can develop. Each branch has 5 Traits that can be chosen from to give characters new abilities. These are selected when a character wishes to spend  on them, but all characters start with a few.

Starting Traits

Characters can choose a few Traits to start with for free, but these free traits depend upon what Tree the character's Archetype considers Common. Consult the Traits chapter on pg.152 for further information on what a character can select.

A character starts with 3 Traits: Two from their “Common” Tree and one from any Tree that is not an “Anomaly.” The Branches these Traits are chosen from are considered “unlocked.”

CHARACTER CREATION

IN *ALTERED CARBON: THE ROLE PLAYING Game*, character creation is as specialized as you care to make it in order to best reflect the character you want to play. Before anything else, the process of creating a character begins with the core concept of your fictional persona.

CHARACTER CONCEPT

Do you want to play a cop who was framed, recently lost their badge and is out for revenge? A deft rogue that skillfully plays both sides of the law? Or a well-known politician who has learned that they've been double-sleeved, and now has to take justice into their own hands? You could even play a 100+ year-old meth who has deleted all of their backups and has decided to dive head-first into adventure just so that they might feel the rush of 'maybe' experiencing Real Death.

With the tools included in this chapter, the player has a tremendous amount of flexibility in making the type of character they desire while also feeling like it belongs in the setting.

Don't worry if you don't have it all figured out. You aren't meant to at this stage in the process. As you go through the steps of character creation, you might even find that your concept has taken a pleasantly unexpected twist from what you originally envisioned. It's when you start to assign things like Traits and Baggage where you discover the unique 'flavor' to your character, but the concept can be developed much sooner.

Before jumping straight into the rules, think for a bit what playstyle interests you? Social Manipulation? Combat? Technical? What kind of 'role' do you want to fill in your party, and in the story? You don't need to come up with an elaborate backstory now, but having a style of play in mind may help focus some of your decisions and streamline the process.

If this is your first time making a character, we strongly suggest that you follow the steps listed on the next page when making your Character. Remember that you can frequently visit this reference page as you make your way through the process.

The Steps of Character Creation

1. Pick a Character **Archetype**, Pg.54-65.
 - ▶ Archetypes will dictate your skill levels, which sleeve you can start with, and your starting gear.
 - ▶ You may choose your starting Traits during any step after your Archetype is chosen.
 - ▶ *Optional:* Pick a Starting Package belonging to your chosen Archetype.
2. Pick a **Sleeve** and determine your **Starting Attributes**, Pg.44.
 - ▶ Archetypes have a default starting Sleeve type in their entries starting on pg.54.
 - ▶ Get your sleeve's starting Attributes.
 - ▶ All Stack Attributes start at 30.
3. Pick a Character **Age** for your DHF, Page 44-45.
 - ▶ Age will determine your starting number of Ego Points (), Stack Points () and Influence Points ()
4. Assign **Character Resources**, Pg.45-47.
 - ▶ Use Stack Points to adjust skills, and select Starting Traits listed in your Archetype.
 - ▶ If you used an Archetype "Starting Package," Traits (and equipment) will already be chosen for you.
5. Roll on the **Baggage Table**, Pg.75.
 - ▶ Baggage adds unique elements to your character, for better or worse.
6. Use Stack Points () to choose additional Traits or increase Attributes, if you wish.

1. PICK ARCHETYPE

To help get started, here are summaries of the Archetypes along with their general advantages and disadvantages. You are encouraged to give your preferred Archetype a look to learn more about them (starting on pg.54). As an option, you can choose an Archetype's "Starting Package" to skip

the process of picking Traits and starting equipment so as to expedite the character creation process.

Archetype Summaries

- **Civilian:** Highly customizable and flexible characters from every walk of life.
 - ▶ **Pros:** The most diverse possible set of character paths with no real public accountability and the ability to easily operate under the radar.
 - ▶ **Cons:** Generally the lowest social standing with the least ability to exercise influence over others, save for a few corporate executives.
- **Criminal:** Ruthless and cunning outlaws who run in dangerous circles and are plugged into major criminal networks.
 - ▶ **Pros:** No accountability to the law, only criminal social codes limit their behavior with any meaningful check.
 - ▶ **Cons:** Many social and legal consequences exist should their safety net of informants or their security become compromised.
- **Official:** A Protectorate agent with deep levels of access and with easier access to channels with government authority.
 - ▶ **Pros:** Wide variety of possible character development paths, excellent network of surveillance and information, access to top of the line equipment.
 - ▶ **Cons:** Restricted in their available intel, exercise of power, and use of certain equipment by force of law or by the bureaucratic process.
- **Socialite:** A social climber with friends in high places, but also quite influential and powerful themselves.
 - ▶ **Pros:** High starting resources, broad social network.
 - ▶ **Cons:** Easily outmaneuvered by people less caring of their own social standing, vulnerable to Scandal.



EXPEDITED CHARACTER CREATION

You can use the following steps in order to make characters more quickly, but at the expense of some customization. This is not to say you can't specialize

Pg.54-65

Choose a character "Archetype"

- This will determine the Default Sleeve. Use the starting Sleeve Attributes based on type pg.44
- All Stack Attributes begin at 30
- Copy Starting Skill Check Levels and Wealth Level to character Sheet from the Archetype page

Pg.54-65

Pick one of the Archetype's "Starting Packages"

- This will determine a character's starting "Traits"
- This also determines a character's starting "Equipment"

Pg.45

Pick a "DHF Age"

- This will determine a character's starting point resources (, ,)
- A Character's Archetype will often modify starting () and () further

Pg.75

Roll for "Baggage"

- The number of d6 to roll and the number of times rolled will be determined by DHF Age.

later on, but this is if players want to begin play as fast as possible, or if the players are relatively new to role playing games.

Are you done after these steps? Not if you want to do more. This process will result in a playable character, but if you wish, you may do the following after rolling Baggage:

- Use () (and/or () for Synth Sleeves) to improve Attributes.
- Tweaking as described on pg.50.
- Replace gear listed in Starting Package in quotations "like this" with any specific entry of the player's choosing within that category.

- **Soldier:** A highly trained warrior who is comfortable in the thick of combat and able to use a wide array of weapons.

- ▶ **Pros:** Most effective Archetype in combat and suffers the lowest psychological trauma when re-sleeved.
- ▶ **Cons:** Repeat death gives a large disassociation with human experience, narrowest range of possible paths for character development.

- **Technician:** Highly skilled technical specialists who can manipulate technology to many different ends.

- ▶ **Pros:** Highly skilled and technically apt, strong support with essential skills for navigating high-tech societies.
- ▶ **Cons:** Reliant on others for physical protection or resources.

2. PICK SLEEVE AND DETERMINE STARTING ATTRIBUTES

Default Sleeve

Archetypes provide a default sleeve type that a character is recommended to start with, but the Gamemaster may allow other starting models if the player has a specific concept in mind.

Default Sleeve Types by Archetype

Birth/Natal: Civilian, Official, Socialite

Synthetic, Mid. Range: Criminal, Soldier, Technician

Sleeve Attributes

Starting Sleeve Attributes (Strength and Perception) are determined by the Sleeve Model.

SLEEVE TYPE	MIN./MAX. STR.	MIN./MAX. PER.
Birth/Natal/Clone	30/50	30/50
Synthetic (Low Quality)	30/40	20/40
Synthetic (Mid. Quality)	35/55	30/45
Synthetic (High Quality)	35/60	35/60

Stack Attributes

All Stack Attributes (Empathy, Willpower, Acuity and Intelligence) all begin at an average value of 30 and have a Maximum of 50.

	MIN./MAX. EMP.	MIN./MAX. WILL.	MIN./MAX. ACUITY	MIN./MAX. INT.
Stack	30/50	30/50	30/50	30/50

NOTE

It is possible that a character gets a massive downgrade in their Starting Sleeve due to a result in Step 5 when rolling on the Baggage Table. In cases like this, a character will still count their Starting Attribute Bonuses as at least 3, even if for whatever reason it would be lower as a result of Baggage. Even in the case of a downgrade, the Bonus of all Attributes is normally a minimum of 3 with some very rare exceptions.

Starting Attribute Bonuses: An "Attribute Bonus" is the tens digit (10's) of an Attribute score. Without further modification, a character's starting Attribute Bonus are 3 for all Attributes.

3. PICK THE AGE OF A DHF

While many RPGs consider age to be a footnote in character creation, in *Altered Carbon: The Role Playing Game* it is much more. A DHF's age does a lot to determine starting Character Resources, and the kind of history a character has already experienced from within its past sleeves.

Note: While it's possible to have a mix of character ages in play, it helps to start with characters who are not very old. This allows a new player to learn the game with only a few modifiers to the core rules and expedite the character creation process.

There is no better or worse DHF age to start with. Each extreme has its pros and cons. An older character may have more Stack Points to improve their character and their Influence Points () to alter the game narratively. A greater DHF age however, comes with much lower  and a lot of "Baggage" which can adversely affect them and the rest of the party. Younger DHF have less  and  but they

can operate with much less fear of their past haunting them in some fashion... so it's a matter of picking your poison as to what kind of character appeals to you as a player.

4. ASSIGN STARTING CHARACTER RESOURCES

A character's starting Resources depend on a few things, but are mostly a byproduct of DHF age and a player's selected Archetype.

Point Resources

The most direct assignment of resources are point resources. They are determined by the age of the DHF and are represented on Table 02.01 Do not get too attached to this total, as Baggage can, and often does, alter the starting point resources.

More points of these kinds are earned through the course of gameplay.

All Point Resources are modified by the "Bonus" of a character's Starting Attributes. At the start, most

Attribute Bonuses are 3, but an increase to their Starting Attributes can potentially add more point resources to begin the game with.

: LINK ESTABLISHED :

PARTY BALANCING

If a player characters has an age that is far and away greater than the party average, it will confer said character a de-facto leadership role since extreme age comes with substantial stat bonuses. Their age however brings lot of past baggage, which becomes the rest of the party's problem more often than not. Either way, other players may not appreciate this sort of power imbalance within a normally quasi-cooperative environment. So, it is important to moderate this sort of relationship between players unless that imbalance is something agreed upon by the larger play group.

DHF AGE AND STARTING RESOURCES

INFORMATION CHART 02.01

AGE	START- ING STACK POINTS	STARTING EGO POINTS	STARTING INFLUENCE POINTS	NO. OF D6 ROLLED ON BAGGAGE TBL	NO. OF TIMES TO ROLL ON BAGGAGE TBL
Up to 30	15+	50+	0+ (-3)*	none	0 Rolls
30-40	20+	45+	0+ (-2)*	1d6	1 Roll
41-50	25+	40+	0+ (-1)*	2d6	1 Roll
51-65	30+	35+	1+	3d6	1 Roll
66-80	35+	30+	2+	4d6	1 Roll
81-100	40+	25+	2+	5d6	1 Roll
101-125	45+	20+	2+	6d6	2 Rolls
126-150*	50+	20+	3+	7d6	2 Rolls
151-175*	55+	20+	3+	8d6	3 Rolls
176-200*	60+	20+	3+	9d6	3 Rolls
201+*	65+	15+	4+	10d6	4 Rolls

*Even with a penalty, it's recommended that a character gets at least 1 when starting.

**It is highly recommended that this age be restricted to non-player characters or as part of high-level campaigns where every player character is suitably advanced in age. These indicate ages of individuals so old they are extremely powerful and influential people beyond the scope of most player characters.

Wealth Level

Wealth Level is determined by Archetype but can be modified further based on the Character's Traits.

5. ROLL ON THE BAGGAGE TABLE

In no small fashion, Baggage is what amounts to a character's backstory, where their past is a creeping element upon the character's present. Characters who are still making use of their birth sleeve will have the fewest Stack Points available to use, but they will be relatively free from their past coming back to haunt them in any serious way.

Characters whose age stretches into centuries may have a wealth of experience, but they may have made some powerful enemies or have been mired in problems potentially decades in the making.

The table to determine what type of "Baggage" a character can have is located later in the book on pg.75.

NOTE

There are a few Baggage results that may potentially put a character into a different starting Sleeve (for better or worse) or alter their Starting Resources. This is why you cannot buy any upgrades with character point resources until the very end of character creation.

6. USE STACK POINTS TO MAKE FINAL IMPROVEMENTS

The final step in character creation is optional, allowing you to use some of your Stack Points on upgrades to character stats or to purchase any additional Traits to further define your Character.

Attribute Increases

A character can pay  1 in order to increase a Stack Attribute by d4. If the character is in a Birth/Natal/Clone sleeve,  can be used to improve Sleeve Attributes. This increase is permanent and will increase any derived stats that use the Attribute.

Synthetic Sleeves can use  to increase Sleeve Attributes if they wish, but they do not carry over

from sleeve to sleeve. A player can (if they wish) use  from a Synthetic Sleeve in order to increase Attributes with upgrades and are treated like any gear upgrade, in that they can be removed or replaced. (see Sleeve Augments starting on pg.262).

Because starting stats are generally low, it is highly recommended that players spend some  to improve Attributes.

If a character increases an Attribute enough during Character Creation to increase its "Bonus," it will alter a character's starting Resources, but they can only use their original  to make such upgrades. Any subsequent  earned by increasing a Character's  cannot be used to increase Attributes or purchase Traits at this time.

Starting Traits

A character can choose up to 3 starting Traits upon character creation. Characters start with two Traits from Trait Trees that are "Common" to their Archetype and a third Trait from any Trait Tree that is not labeled as an "Anomaly." This means a character can select a third Trait from the same Tree or choose one that is from an "Uncommon" Trait tree.

Common: This Trait is extremely common to the character's Archetype, so it advances for a fairly cheap  cost and with lower prerequisites.

Uncommon: This Trait is not unheard of with the character's Archetype. It is likely a remnant of the life the character left behind, or something a character has taken up as a hobby or in some other area of personal interest.

Anomaly: This Trait has no feasible reason as to why a character would have it, or that it strains credulity or requires some tremendous backstory to explain it. There is no discount for selecting a branch of an Anomalous Trait Tree.

A player can technically choose Traits when an Archetype is chosen, so a player can expedite the process by using a "Starting Package" as described on the Archetype's full entry.

The Traits Trees provided here are as follows:

- **Business and Society:** Concerning a character's relationship with corporations, customers and public relations as well as high society and cultural organizations.
 - ▶ **Socialite** Archetypes have this Trait Tree as Common by default.
 - ▶ **Solider** Archetypes have this Trait Tree as an Anomaly by default.
 - ▶ Best for social maneuvering and influence.

- **Combat:** This concerns a character's formal training with arms and armor. This typically comes from a background in military service, but there are many organizations that allow an opportunity for training of this kind.
 - ▶ **Soldier** Archetypes have this Trait Tree as Common by default.
 - ▶ **Technician** Archetypes have this Trait Tree as an Anomaly by default.
 - ▶ Best for... combat.

- **Crime:** This is a character's relationship with the more unseemly elements of society and deals with both the business of organized crime and the skillset that perpetrating such criminal acts requires.
 - ▶ **Criminal** Archetypes have this Trait Tree as Common by default.
 - ▶ **Officer** Archetypes have this Trait Tree as an Anomaly by default.
 - ▶ Best for subterfuge and underworld activity and contacts.

- **Law and Government:** This concerns a character's relationship with law enforcement, legal professionals as well as politicians both in the Protectorate and concerning local governance.
 - ▶ **Official** Archetypes have this Trait Tree as Common by default.
 - ▶ **Criminal** Archetypes have this Trait Tree as an Anomaly by default.
 - ▶ Best for navigating within Protectorate circles and contacts.

- **Survival:** This concerns a character's ability to be self-sufficient with a practical skillset that is in decline in most cities, but even in urban environments, the ability to be resourceful is still valuable.
 - ▶ No Character Archetype (in this book) has this as Common by default.
 - ▶ **Socialite** Archetypes have this Trait Tree as an Anomaly by default.
 - ▶ Best for characters that wish to survive "off the grid" either geographically or by level of self-sufficiency.

- **Technology:** This concerns a character's technical know-how and formal education.
 - ▶ **Technician** Archetypes have this Trait Tree as Common by default.
 - ▶ No Archetype has this Trait Tree as an Anomaly by default.
 - ▶ Best for maintenance, manipulation and even construction of new gear.

- **Praxis:** This concerns a character's ability to adapt their mind into that of a transhuman.
 - ▶ Any character whose DHF is over 100 years old has this Trait Tree as Common.
 - ▶ No Archetype has this Trait Tree as an Anomaly by default.
 - ▶ Best for allowing characters to change sleeves and adapt readily to sleeve mods.

Traits are listed and expanded upon in Chapter 5: Traits.

Additional Trait Purchases

Characters are allowed to choose additional Traits if they pay the required  cost. These purchases must obey the same rules as selecting the starting Traits, only these cost  based on the Tier and the Tree's status as Common or Uncommon.

Anomaly Trait Trees are accessible by characters wishing to pay the comparatively exorbitant  cost, but it is highly recommended that players do not choose such Traits early on. These  are almost certainly better off being saved or spent elsewhere.

THE CHARACTER SHEET

A sample character sheet is presented here for ease of reference during gameplay and the character creation process. Here is the legend for those parts:

1. **Character Portrait:** The appearance of the character's current sleeve.
2. **DHF Name:** The name of the DHF.
3. **Sleeve Type:** The type of sleeve the DHF currently occupies.
4. **DHF Planet of Origin:** The planet the character's Birth Sleeve was born.
5. **Archetype:** The category of character being played.
6. **DFH Age:** The age of the DHF. This informs how many starting Stack Points, Ego Points, and Baggage a character can have.
7. **Campaign:** The name of the campaign (if any) that a character is associated with. Some characters have additional rules or benefits when they are part of a campaign.
8. **Stack Points:**  The remaining Stack Points a character has to improve Attributes, Skills, and provide Bonus Dice in a pinch.
9. **Influence Points:**  The strength of a character's social network and professional contacts.
10. **Ego Points:**  The integrity of a character's DHF.
11. **Wealth Level:** This is a character's ability to purchase goods and services, and how frequently they generate surplus money.
12. **Sleeve Attributes/Skills:** These are Attributes tied to a character's Sleeve. The Attribute scores are changed whenever a character re-sleeves, but Skill Levels will remain unchanged.
13. **Stack Attributes/Skills:** These are Attributes and Skills tied to a character's DHF. These will remain unchanged when re-sleeving.
14. **Traits/Abilities/Specializations:** These are Traits and Abilities that a character has. This is also a list of Specializations that do not incur Specialization penalties when using certain kinds of equipment.
15. **Networks/Contacts:** A list of the character's contacts and networks they can call upon for some kind of support.
16. **Sleeve Biometrics:** These are the vital statistics for a character's current Sleeve.
17. **Tech Points:**  The available Tech Points a character can use to modify their current Sleeve. The first number represents the number of spent  and the second number is the maximum number of  a Sleeve can have without chassis upgrades.
18. **Damage Threshold:** The number of Wounds a Sleeve can sustain before it starts to lose Health Points.
19. **Special:** Any special rules associated with the Sleeve and its ability to resist damage and any relevant upgrades.
20. **Health Points:**  The number of Health Points a Sleeve can stand to lose before their cortical stack is in serious danger of being damaged or destroyed and the DHF lost.
21. **Injuries:** The number and type of Injuries a character's Sleeve has taken. See pg.133 for the type of Injuries a character can sustain and their game effects.
22. **Baggage/Scandals:** The background of a character that gives context to their current motivations and whatever special rules that a character has based on their history.

: LINK ESTABLISHED :

EQUIPMENT SHEET

There is an additional sheet for equipment where a character's gear and customizations are to be listed. It also records any special qualities a character's sleeve might have. It is detailed in the Equipment section on pg.268.



DHF PROTECTORATE CITIZENSHIP RECORD

DHF ID
KENJI "KEN" MORITADHF PLANET OF ORIGIN
EARTHDHF AGE
72STACK POINTS
40INFLUENCE POINTS
29SLEEVE TYPE
NATAL (CYBERNETIC)ARCHETYPE
OFFICER BAY CITY POLICECAMPAIGN
BAY CITY CONFIDENTIALEGO POINTS
33WEALTH LEVEL
LV.2

12 SLEEVE ATTRIBUTES

STRENGTH

40

ATHLETICS — d12
BRAWL — d10
ENDURANCE — d12MELEE COMBAT — d12
TOUGHNESS — d12

PERCEPTION

42

DETECTION — d6
D. ENERGY WPNS — d10
FIREARMS — d8SEARCH — d6
STEALTH — d12
THROW — d12

13 STACK ATTRIBUTES

EMPATHY

30

DIPLOMACY — d10
EXPRESSION — d8
READ PERSON — d8

WILLPOWER

51

COMPOSURE — d10
DISCIPLINE — d12
INTIMIDATION — d10

ACUITY

65

DATA ANALYSIS — d10
DATA ENGINEERING — d12
DIGI. NETWORKING — d10
INVESTIGATION — d6
MECHANICS — d12
NAVIGATION — d10
PILOT — d10
SURVIVAL — d12

INTELLIGENCE

55

BUREAUCRACY — d8
CULTURES — d8
ENGINEERING — d10
GEOGRAPHY — d8
HISTORY — d12
SCIENCE — d12
MEDICINE — d12

14

TRAITS/ABILITIES/SPECIALIZATIONS: MARTIAL ARTS TRAINING: Unarmed combat is only {Brawl -1}.
SMALL ARMS TRAINING: {Firearms - Pistol +1}. BASIC LAW (BAY CITY): Knows local ordinances and laws without needing to make {Culture} checks. CLASS B PERMIT (POLICE AIRCAR): Is allowed to pilot a police aircar. REQUISITION (SQUAD AIRCAR): Character can Requisition an Aircar without spending Influence Points. REQUISITION (SMALL ARMS): Character can Requisition Small Arms. TRAINING RANGE: Character never takes penalties for not having Specialization for requisitioned Small Arms.

NETWORKS/CONTACTS

- BAY CITY POLICE DEPARTMENT (professional)
- CULTURAL NETWORK (JAPANESE)
- KEVIN HASTINGS (Friend, co-worker)
- LUTHER HEIDELBERG (Meth, Media Mogul)

BAGGAGE/SCANDALS

- CORRUPTION - Character is haunted by the ongoing investigation into the BCPD. Interacting with anyone outside of the BCPD will have a penalty of {Diplomacy, Expression, Intimidation, Bureaucracy -2}.

SLEEVE BIOMETRICS

TECH POINTS: 0 / 0

DAMAGE THRESHOLD: 40

SPECIAL: ONI (CYBERNETICS)

HEALTH POINTS: / 20

INJURIES:



ARCHETYPES

AN ARCHETYPE DEFINES THE PATH YOUR player character has taken in their lives up to the point where you actively play them in-game. These divergent backgrounds are not mutually exclusive, however. Characters from all walks of life can still cross paths and share many mutually beneficial goals. Alternatively, all players in one group can choose similar Archetypes while specializing in different areas. Every character can craft their own unique personal history and develop new Contacts and skills over time.

Archetype Resource Catalog

Each Archetype has a special Resource Catalog that offers additional options in equipment or services from which a character can purchase freely based on their Wealth Level and/or available Credits. This list is altered further by the Contacts and any Traits a character has that either affect Wealth Level or add other options. The specific items in the Resource Catalog will displace the normal Price Level of the

item, representing the item's specific availability to that character as opposed to its general access.

Any entry that is listed in quotation marks “like this” represents a category and not a single example of equipment or service. In this case, a character can substitute the entry with one item of their choosing within that category. This choice **may not** have the “Rare” Universal Equipment Rule.

Tweaking

A player is allowed some flexibility in their character's starting Skill Levels. A player can either switch three Skill Levels within 1 level of its starting base (a Lv.4 with a Lv.3, a Lv.3 with a Lv.2 or Lv.4) or a single Skill Level within 2 levels of its starting base (a Lv.1 for a Lv.3, and so on).

Custom Archetypes

A player can opt to distribute their Skill Levels on their own. If a player wishes to do this, then they

must distribute the following Skill Level dice to the 32 Skills in a way that matches the list here:

- 15x d12, (Skill Lv.1)
- 10x d10, (Skill Lv.2)
- 6x d8, (Skill Lv.3)
- 1x d6, (Skill Lv.4)
- 0x d4, (Skill Lv.5)

This allows a player to customize a character to better suit their desired play style. This requires a player and Gamemaster to assess what Trait Trees they have available to them and which of those are uncommon and which are Anomalies.

Upgrading Skill Levels

A character is able to spend Stack Points in order to upgrade their Skill Level for any specific Skill of their choosing. The cost to do so depends upon the current Skill Level.

- d12: n/a
- d12 to d10 (Lv.1 to Lv.2):  20
- d10 to d8 (Lv.2 to Lv.3):  50
- d8 to d6 (Lv.3 to Lv.4):  80
- d6 to d4 (Lv.4 to Lv.5):  125

Apart from Character Creation, a character can only upgrade a Skill Level one level at a time. A character cannot jump two levels in the same Skill, but they are able to increase multiple Skills a single Level, provided the character has enough  in order to do so.

Taking Specializations

A character can take a Specialization to a Skill Check for  15+ ( 5 for every Specialization they already have), max  30. A Specialization allows a character to use a Skill Check that calls out for a Specialization, but without any associated penalties. Available Specializations are either listed in the Skill Check entry or listed as a requirement for specific categories of equipment.

A Specialization will be listed as follows:

{Skill Check Name — Specialization (-#)}

This means that if a character does not have a Specialization to use on a particular Skill Check, then the base Skill Check would be used with a Difficulty penalty (indicated by a number in parentheses or by the Gamemaster's discretion).

Note: Bonuses or penalties that apply to a Specialization will only apply if that Specialization is in use.

Example: *Kurt Kelly, after some embarrassing mishaps in the field, has decided to get a laser sight attachment for a Standard Issue .357 Mag in order to give him slightly more accuracy. A laser sight adds the following rule: "Gear Bonus to {Firearms — Pistol +1}. This feature is Powered." Kelly is a decent shot with Firearms, but he does not have "Pistol" as one of his Specializations under Firearms. Regardless, since the use of the .357 Mag would count as a Pistol, the bonus would still apply with its use, since the conditions for using the Specialization would have been met. However, since he himself doesn't have the Specialization, he would still take a penalty for being untrained as well.*

ARCHETYPE SUMMARIES

The following pages contain summaries, starting profiles and customization options for each of the main Archetypes:

- **Civilian:** Highly customizable and flexible characters from every walk of life.
- **Criminal:** Ruthless and cunning outlaws who run in dangerous circles and are plugged into major criminal networks.
- **Official:** A Protectorate agent often with deep security clearance and with easier access to channels of authority.
- **Socialite:** A social climber with friends in high places, who are quite influential and powerful themselves.
- **Soldier:** A highly trained warrior who is comfortable in the thick of combat and has training with a wide array of weapons.
- **Technician:** Highly skilled technical specialists who can manipulate technology to many different ends.

Name of Archetype

Description of Archetype

Archetype's inherent **advantages and disadvantages**

Archetype **starting features**

Optional **Starting packages** of gear, character resources and recommended Trait selection. Multiples will be indicated by the X, so 2x will be 2, 3x will mean three and so on.

Resource Catalog for characters at various Wealth Levels. This will be the base supply line a character of this Archetype has without developing additional Contacts or Networks.

NOTE

Characters have low Wealth Levels to start with. The higher levels are for characters who have attained that Wealth Level or want to make purchases with "Credits" at Price Levels higher than their own Wealth level. Resource Catalogs are explained further in Chapter 7 on pg.190.

CIVILIAN

A *Civilian* is any number of the diverse multitudes involved in business, corporate life, and entertainment. This can also mean a member of the *drek* of society, either by misfortune or by choice. A *Civilian* may have loose ties to criminal organizations despite not being criminals themselves and will likely nurture several professional and political contacts.

Pros: The most diverse possible set of character paths with no real public accountability and the ability to easily operate under the radar

Cons: Generally the lowest social standing with the least ability to exercise influence over others, save for a few corporate executives

Starting Features

■ **Default Sleeve:** Birth

■ **Wealth Lv. 1**

■ Gain 1d6

■ **Traits:** Choose two Trait Trees to become Common. Choose one Trait Tree to be an Anomaly. All other Trait Trees are Uncommon.

■ **Citizen:** The "Citizenship" Branch of the "Law and Government" Trait Tree is automatically Unlocked for this character and will always have the 1 cost to choose Traits as if it were part of a Common Trait Tree.

Civilian Starting Packages

If a player wishes, a *Civilian* can choose from one of these starting packages or create their own starting package with GM approval.

■ **Corporate Stooge:** Starts with 3x Credits Lv.2, Treat one Corporation as a Network. Starts with Clothing () and an additional 1.

► **Traits:** **Corporation** — Worker, Middle Manager; **High Society** — Benefactor

■ **Entertainer:** Starts with 2x Credits Lv.2, "Device" (), Can treat one Entertainment venue or agency as a Network. Gain an additional 1.

► **Traits:** **Entertainment** — Below the Line, Booking Agent; **Citizenship** — Citizen

■ **Entrepreneur:** Starts with 5x Credits Lv.1, 1x Credits Lv.4, Deck — Portable ().

► **Traits:** **Professional Network (Business)** — Commission, Outside Consultant; **Permits** — Class C

■ **Mafia:** Starts with 3x Credits Lv.2, "Direct Energy Weapon" () or "Firearm" () Treat one criminal organization as a Network.

► **Traits:** **Thuggery** — Strong-Arm, Hired Muscle; **Trafficking** — Minor Contraband

■ **Vagrant:** Starts with 3x Credits Lv.1, Clothing (), "Device" (), Tool Kit — Survival, Navigation {+1}

► **Traits:** **Larceny** — Pickpocketing, **Evasion** — Concealment; **Trafficking** — Minor Contraband

CIVILIAN RESOURCE CATALOG

INFORMATION CHART 02.02

WEALTH LEVEL	RESOURCE AVAILABLE (CAPACITY)
Wealth Lv.1	Public Transport Fare (5), Entertainment, Low Res Virtual (5)
Wealth Lv.2	Ammunition/Power Cells (5), Entertainment, Dining Out/Live Entertainment (5), "One-Handed Melee" (5), Credits Lv.1 (5)
Wealth Lv.3	"Firearms" (5), Entertainment, High Class (5), Upgrade Kit (10), Credits Lv.2 (5)
Wealth Lv.4	"Device" or less (5), "Directed Energy Weapon" (5)
Wealth Lv.5+	Interplanetary Transport Fare (3), "Device" or more (5), Chassis Upgrade (5), Credits Lv.3 (5)

Name of **Starting Package**

Starting equipment and/or altered point resources for Starting Package

■ **Corporate Stooge:** Starts with 3x Credits Lv.2, Treat one Corporation as a Network. Starts with Clothing () and an additional 1.

► **Traits:** **Corporation** — Worker, Middle Manager; **High Society** — Benefactor

Recommended starting **Traits**.

Bold indicates the Trait's Branch, the following entries after the — are the Trait Names

Trait Branch — Trait



Starting Civilian Skill Levels

SLEEVE ATTRIBUTES			
STRENGTH		PERCEPTION	
ATHLETICS	d12	MELEE COMBAT	d12
BRAWL	d10	TOUGHNESS	d12
ENDURANCE	d10		
STACK ATTRIBUTES			
EMPATHY		WILLPOWER	
DIPLOMACY	d10	COMPOSURE	d10
EXPRESSION	d8	DISCIPLINE	d10
READ PERSON	d10	INTIMIDATION	d12
ACUITY		INTELLIGENCE	
DATA ANALYSIS	d8	MECHANICS	d10
DATA ENGINEERING	d10	NAVIGATION	d12
DIGI. NETWORKING	d8	PILOT	d8
INVESTIGATION	d12	SURVIVAL	d12
		BUREAUCRACY	d6
		CULTURES	d8
		ENGINEERING	d10
		GEOGRAPHY	d12
		HISTORY	d8
		SCIENCE	d12
		MEDICINE	d12

Starting Skill Levels
of Sleeve Attributes
for an Archetype

Starting Skill Levels
of Stack Attributes
for an Archetype

NOTE

There is an option to switch some Skills around if you feel that there are other Skills that better represent your desired character's abilities, see Tweaking on pg.50.

Consult the Character Creation section for details as to what options you have to customize a character in this way.

: LINK ESTABLISHED :

FOR FUTURE REFERENCE

Much of the information summarized on each Character Archetype page has not yet been described. If you are reading this cover to cover, the following will be detailed later, and you do not need to know about them quite yet, but they are introduced here: nonetheless: **Requisition, Resource Catalogs, Credits, Wealth Level, Price Level and Traits.**

CIVILIAN

A *Civilian* is any number of the diverse multitudes involved in business, corporate life, and entertainment. This can also mean a member of the *drek* of society, either by misfortune or by choice. A *Civilian* may have loose ties to criminal organizations despite not being criminals themselves and will likely nurture several professional and political contacts.

Pros: The most diverse possible set of character paths with no real public accountability and the ability to easily operate under the radar

Cons: Generally the lowest social standing with the least ability to exercise influence over others, save for a few corporate executives

Starting Features

- **Default Sleeve:** Birth
- **Wealth Lv. 1**
- Gain  1d6
- **Traits:** Choose two Trait Trees to become Common. Choose one Trait Tree to be an Anomaly. All other Trait Trees are Uncommon.
- **Citizen:** The “Citizenship” Branch of the “Law and Government” Trait Tree is automatically Unlocked for this character and will always have the  cost to choose Traits as if it were part of a Common Trait Tree.

Civilian Starting Packages

If a player wishes, a *Civilian* can choose from one of these starting packages or create their own starting package with GM approval.

- **Corporate Stooge:** Starts with 3x Credits Lv.2; Treat one Corporation as a Network. Starts with Clothing (  ) and an additional  1.

► **Traits: Corporation** — Worker; Middle Manager; **High Society** — Donor

- **Entertainer:** Starts with 2x Credits Lv.2; “Device” (  ), Can treat one Entertainment venue or agency as a Network. Gain an additional  1.

► **Traits: Entertainment** — Below the Line; Booking Agent; **Citizenship** — Citizen

- **Entrepreneur:** Starts with 5x Credits Lv.1; 1x Credits Lv.4; Deck, Portable (  ).

► **Traits: Professional Network, Business** — Commission; Outside Consultant; **Permits** — Class C

- **Mafia:** Starts with 3x Credits Lv.2; “Direct Energy Weapon” ( ) or “Firearm” (  ); Treat one criminal organization as a Network.

► **Traits: Thuggery** — Strong-Arm; Hired Muscle; **Trafficking** — Minor Contraband

- **Vagrant:** Starts with 3x Credits Lv.1; Clothing (); “Device” ( ); Tool Kit — Survival, Navigation {+1}

► **Traits: Larceny** — Pickpocketing, **Evasion** — Concealment; **Trafficking** — Minor Contraband

CIVILIAN RESOURCE CATALOG

INFORMATION CHART 02.02

WEALTH LEVEL	RESOURCE AVAILABLE (CAPACITY)
Wealth Lv.1	Public Transport Fare (5); Entertainment, Low Res Virtual (5)
Wealth Lv.2	Ammunition/Power Cells (5); Entertainment, Dining Out/Live Entertainment (5); “One-Handed Melee”  (5); Credits Lv.1 (5)
Wealth Lv.3	“Firearms”  (5); Entertainment, High Class (5); Upgrade Kit  (10); Credits Lv.2 (5)
Wealth Lv.4	“Device”    or less (5); “Directed Energy Weapon”  (5)
Wealth Lv.5+	Interplanetary Transport Fare (3); “Device”     or more (5); Chassis Upgrade  (5); Credits Lv.3 (5)



Starting Civilian Skill Levels

SLEEVE ATTRIBUTES

STRENGTH

ATHLETICS — d12 MELEE COMBAT — d12
 BRAWL — d10 TOUGHNESS — d12
 ENDURANCE — d10

PERCEPTION

DETECTION — d10 SEARCH — d12
 D. ENERGY WPNS — d12 STEALTH — d12
 FIREARMS — d12 THROW — d12

STACK ATTRIBUTES

EMPATHY

DIPLOMACY — d10
 EXPRESSION — d8
 READ PERSON — d10

WILLPOWER

COMPOSURE — d10
 DISCIPLINE — d10
 INTIMIDATION — d12

ACUITY

DATA ANALYSIS — d8 MECHANICS — d10
 DATA ENGINEERING — d10 NAVIGATION — d12
 DIGI. NETWORKING — d8 PILOT — d8
 INVESTIGATION — d12 SURVIVAL — d12

INTELLIGENCE

BUREAUCRACY — d6 HISTORY — d8
 CULTURES — d8 SCIENCE — d12
 ENGINEERING — d10 MEDICINE — d12
 GEOGRAPHY — d12



CRIMINAL

A Criminal is one of the many hired guns and sellers of illegal or hard-to-find wares.

Pros: No accountability to the law, only criminal social codes limit their behavior with any meaningful check.

Cons: Many social and legal consequences exist should their safety net of informants or their security become compromised.

Starting Features

- **Default Sleeve:** Synthetic, Mid Range
- **Wealth Lv. 1**
- Gain 1d8
- **Tech:** Choose one sleeve augment or upgrade that is or less for free.
- **Organized Crime:** Choose one criminal organization as a Network.
- **Traits:** “Crime” is a Common Trait Tree. “Law and Government” is an Anomaly. All other Trait Trees are Uncommon.

Criminal Starting Packages

If a player wishes, a Criminal can choose from one of these starting packages or create their own starting package with GM approval.

- **Dipper:** 3x Credits Lv.1; “Deck, Portable” (); Programs/Drivers (); Data Storage ()
 - ▶ **Traits:** **Evasion** — Concealment, Saferoom; **Programming** — Basic Programming
- **Fixer:** 2x Credits Lv.2; “Device” (); Clothes (); Treat any one criminal organization or corporation as a network
 - ▶ **Traits:** **Fraud** — Forgery, Physical; Laundering; **Prof. Network (Business)** — Commission
- **Hitman:** 2x Credits Lv.1; 1x Credits Lv.2; “Small Arms” (); “One-Handed Melee Weapon” (); Flak Coat ()
 - ▶ **Traits:** **Thuggery** — Strong-Arm; **Evasion** — Concealment; **Prof. Network, Crime Syndicate** — Goon Squad
- **Mob Technician:** 2x Credits Lv.2; 1x Credits Lv.3; “Tool Kit” (); “Deck, Portable” ()
 - ▶ **Traits:** **Evasion** — Concealment; Saferoom, **Engineering** — Repair
- **Thief:** 3x Credits Lv.1; “One-Handed Melee Weapon”; (); 2x “Tool Kits” (); Combat Suit ()
 - ▶ **Traits:** **Larceny** — Pickpocketing; Security Protocol; **Urban** — Streetwise

INFORMATION CHART 02.03

WEALTH LEVEL	RESOURCE AVAILABLE (CAPACITY)
Wealth Lv.1	"Firearms"  (5); "One-Handed Melee"  (10); Ammunition (3); Throwing Blades  (5)
Wealth Lv.2	"Energy Weapon"  (3); "Firearms"  (5); Ammunition/Battery Packs (5); TDI Vector  (5); Flak Coat  (5)
Wealth Lv.3	Tetrameth  (5); BioWelder  (5); "Two-Handed Melee"  (5); Body Plate  (5); "Force Weapon"  (5)
Wealth Lv.4	Private Transportation (10); Stallion  (5); Reaper  (5), Hallucinogen Grenade  (5); Upgrade Kit  (5)
Wealth Lv.5+	"Drug or Chemical"  (10); "Long Gun"  (5); Shard Pistol  (5); Upgrade Kit  (5); Combat Suit  (5)

Starting Criminal Skill Levels

SLEEVE ATTRIBUTES

STRENGTH	PERCEPTION
ATHLETICS — d10	DETECTION — d8
BRAWL — d8	SEARCH — d12
ENDURANCE — d10	D. ENERGY WPNS — d10
MELEE COMBAT — d8	STEALTH — d6
TOUGHNESS — d10	FIREARMS — d8
	THROW — d10

STACK ATTRIBUTES

EMPATHY	WILLPOWER
DIPLOMACY — d12	COMPOSURE — d12
EXPRESSION — d10	DISCIPLINE — d10
READ PERSON — d8	INTIMIDATION — d8
ACUITY	INTELLIGENCE
DATA ANALYSIS — d12	BUREAUCRACY — d12
DATA ENGINEERING — d10	HISTORY — d12
DIGI. NETWORKING — d10	CULTURES — d10
INVESTIGATION — d12	ENGINEERING — d12
MECHANICS — d12	MEDICINE — d12
NAVIGATION — d12	GEOGRAPHY — d12
PILOT — d12	
SURVIVAL — d12	



OFFICIAL

An Official is a Protectorate worker in one of the following capacities: police, bureaucrat, or politician

Pros: Wide variety of possible character development paths, excellent network of surveillance and information, and access to top of the line equipment.

Cons: Restricted in their available intel, exercise of power, and use of certain equipment by force of law or the bureaucratic process.

Starting Features

- **Default Sleeve:** Birth/Natal
- **Wealth Lv.1**
- **Requisition**    
- Gain  1
- **Traits:** “Law and Government” is a Common Trait Tree. “Crime” is an Anomaly. All other Trait Trees are Uncommon.

Official Starting Packages

If a player wishes, an Official can choose from one of these starting packages or create their own starting package with GM approval.

- **Bureaucrat:** 3x Credits Lv.1, “Device” ( ), with ONI access, Programs/Drivers ( ), Can treat any one Protectorate agency as a Network.

- ▶ **Traits: Citizenship** — Citizen, Politician;
Law Enforcement — Basic Law

- **Investigator:** 2x Credits Lv.2, “Device” ( ), Tool Kit — Investigation {+1} ( ), “Pistol/Small Arms” ( )

- ▶ **Traits: Law Enforcement** — Basic Law, Criminal Defense; **Science** — Observation

- **Police Officer:** “Pistol/Small Arms” ( ), Flak Coat ( ), Magazine — Pistol, Small Arms, Treat Law Enforcement as a Network.

- ▶ **Traits: Prof. Network (Police)** — Good Standing; **Law Enforcement** — Basic Law; **Small Arms** — Basic Training

- **Politician:** 3x Credits Lv.2, 1x Credits Lv.3, Clothes ( ), “Device” ()

- ▶ **Traits: Citizenship** — Citizen, Politician; **High Society** — Donor

- **Lawyer:** 3x Credits Lv.1, “Device” ( ), Treat Law Enforcement and any legal organization as a Network

- ▶ **Traits: Law Enforcement** — Basic Law, Criminal Defense, Jurisdiction

INFORMATION CHART 02.04

WEALTH LEVEL*	RESOURCE AVAILABLE (CAPACITY)
Wealth Lv.1	Public Transportation (∞); "Firearms" (5); Flak Coat (5); "One-Handed Melee" (5), Derringer (3)
Wealth Lv.2	"Direct Energy Weapon" (5); Special Ammunition (5); Surveillance Bug (5); Ammunition/Battery Pack (10); Private Transportation (5)
Wealth Lv.3	Credits Lv.2 (5); Flak Coat (5); Deck, Portable (5)
Wealth Lv.4	Interplanetary Transport Fare (5); "Gear" (5); "Powered Melee Weapon" (5)
Wealth Lv.5+	"Gear" (5); Needlecast (5); "Gear" (5)

* Note that Wealth Level here denotes individual earnings and assets. Requisition does not factor in Wealth when determining what a character can take, and Requisition varies based on the organization to which the character belongs.

Starting Official Skill Levels

SLEEVE ATTRIBUTES

STRENGTH	PERCEPTION
ATHLETICS — d12 BRAWL — d12 ENDURANCE — d12	DETECTION — d12 D. ENERGY WPNS — d12 FIREARMS — d12
MELEE COMBAT — d12 TOUGHNESS — d12	SEARCH — d10 STEALTH — d12 THROW — d12

STACK ATTRIBUTES

EMPATHY	WILLPOWER
DIPLOMACY — d6 EXPRESSION — d8 READ PERSON — d8	COMPOSURE — d10 DISCIPLINE — d12 INTIMIDATION — d8
ACUITY	INTELLIGENCE
DATA ANALYSIS — d10 DATA ENGINEERING — d12 DIGI. NETWORKING — d10 INVESTIGATION — d8	BUREAUCRACY — d8 CULTURES — d8 ENGINEERING — d10 GEOGRAPHY — d10
MECHANICS — d10 NAVIGATION — d12 PILOT — d10 SURVIVAL — d12	HISTORY — d12 SCIENCE — d10 MEDICINE — d10

GAMEPLAY NOTE

These starting skills are geared towards bureaucratic officials. If this Archetype is used to play police officers or law enforcement, it is recommended that the option to swap Skill Levels be taken in order to reflect their required weapons training.

Any Swap that includes the following can represent this kind of exchange: {Data Analysis, Digital Networking, Mechanics, Cultures} for {Melee Combat, Firearms, Directed Energy Weapons, Brawl} can represent this kind of exchange.

Law Enforcement Variant

BRAWL: d8
MELEE COMBAT: d10
FIREARMS: d10
D. ENERGY WEAPONS: d10
DATA ANALYSIS: d12
DIGITAL NETWORKING: d12
MECHANICS: d12
CULTURES: d12



SOCIALITE

A *Socialite* is a single-minded social climber with friends in high places. A socialite could be from several different backgrounds, such as being born to a prestigious family or a valued corporate asset who frequently mingles with the likes of high society, even *Meths*.

Pros: High starting resources, broad social network

Cons: Easily outmaneuvered by people less caring of their own social standing, vulnerable to Scandal.

Starting Features

- **Default Sleeve:** Birth/Natal
- **Wealth Lv. 2**
- Gain  2
- **Traits:** “Business and Society” is a Common Trait Tree. “Survival” is an Anomaly. All other Trait Trees are Uncommon

Socialite Starting Packages

If a player wishes, a Socialite can choose from one of these starting packages or create their own starting package with GM approval.

- **Celebrity:** 4x Credits Lv.2, 2x Credits Lv.3, “Device” (  ) with ONI capabilities, Clothes ( )

- **Traits: Entertainment** — Below the Line, Booking Agent; **Charity** — Donor

- **Corporate Asset:** 3x Credits Lv.3; “Directed Energy Weapon” ( ); Flak Coat ()

- **Traits: Network (Business)** — Commission, Outside Consultant; **Trafficking** — Minor Contraband

- **Heir/Heiress:** 5x Credits Lv.3; 3x Credits Lv.4; “Device” ( ); Clothes ( ); 2x “Drug” (  )

- **Traits: Entertainment** — Below the Line, Booking Agent; **Media** — Newswire

- **Mogul:** 5x Credits Lv.3; 3x Credits Lv.4; “Device” ( ); Treat one corporation as a Network.

- **Traits: Professional Network, Business** — Commission, Outside Consultant; **Corporation** — Worker

- **Spy:** 2x Credits Lv.3, 1x Credits Lv.4, 2x “Devices” ( ), Clothes (), “Poison or Drug” ( )

- **Traits: Media** — Newswire, Media Researcher; **Evasion** — Concealment

INFORMATION CHART 02.05

WEALTH LEVEL

RESOURCE AVAILABLE (CAPACITY)

Wealth Lv.1	Entertainment, Low Class (∞ City only), Entertainment, Middle Class (5), "Gear"  (5), Flak Coat*  (5)
Wealth Lv.2	"Device"  (5), Ammunition/Battery Pack (5), Entertainment, High Class (5), Derringer  (5), Credits Lv.1 (5), Flak Coat*  (5), Private Transport (10)
Wealth Lv.3	"Device"    , Surveillance Bug  (5), Credits Lv.2 (5), Credits, Untraceable Lv.1 (5)
Wealth Lv.4	"Energy Weapon"  (5), Upgrade Kit  (10), Lethinol  (5), Stallion  (5), Credits Lv.3 (5), Credits, Untraceable Lv.2 (5) Interplanetary Transport Fare (5), Private Transport (∞)
Wealth Lv.5+	"Device"     , Merge  (5), Reaper  (5)

*All apparel a Socialite gets from this Resource Catalog has the "Designer" Special Rule applied to it. The adjustment of having extra Tech Points () is already factored in.

Starting Socialite Skill Levels

SLEEVE ATTRIBUTES

STRENGTH

ATHLETICS — d12 MELEE COMBAT — d12
 BRAWL — d12 TOUGHNESS — d12
 ENDURANCE — d12

PERCEPTION

DETECTION — d10 SEARCH — d10
 D. ENERGY WPNS — d10 STEALTH — d12
 FIREARMS — d12 THROW — d12

STACK ATTRIBUTES

EMPATHY

DIPLOMACY — d10
 EXPRESSION — d6
 READ PERSON — d8

WILLPOWER

COMPOSURE — d8
 DISCIPLINE — d8
 INTIMIDATION — d10

ACUITY

DATA ANALYSIS — d10 MECHANICS — d12
 DATA ENGINEERING — d12 NAVIGATION — d10
 DIGI. NETWORKING — d10 PILOT — d12
 INVESTIGATION — d10 SURVIVAL — d12

INTELLIGENCE

BUREAUCRACY — d8 HISTORY — d8
 CULTURES — d8 SCIENCE — d12
 ENGINEERING — d12 MEDICINE — d12
 GEOGRAPHY — d10



SOLDIER

A Soldier is one of the many corporation or Protectorate fighters who may have already died many deaths in any number of combat-ready sleeves.

Pros: Most effective in combat and suffer the lowest psychological trauma when re-sleeved.

Cons: Repeat death gives a large disassociation with human experience, narrowest range of possible paths for character development

Starting Features

- **Default Sleeve:** Synthetic, Mid Range
- **Wealth Lv. 1**
- **Requisition** (4 icons)
- Gain 1d10
- The Protectorate military is a Network
- **Traits:** “Combat” is a Common Trait Tree. “Business and Society” is an Anomaly. All other Trait Trees are Uncommon.

Soldier Starting Packages

If a player wishes, a Soldier can choose from one of these starting packages or create their own starting package with GM approval.

- **Combat Engineer:** “Pistol/Small Arms” (2 icons); Combat Suit (2 icons); 2x “Tool Kits” (2 icons)

- ▶ **Traits: Small Arms** — Basic Training; **Energy Weapons** — Energy Weaponry Training; **Sapper** — Explosives

- **Colonial Tactical Assault Corps:** CTAC Praetorian Railgun; Protectorate Marine Armor (2 icons); “Pistol/Small Arms” (2 icons)

- ▶ **Traits: Energy Weapons** — Rail Weaponry Training; **Long Guns** — Basic Training, **Armor** — Battle Armor Training

- **Mercenary:** CTAC Praetorian Railgun; Flak Coat (2 icons); “Tool Kit” (1 icon); 3x Credits Lv.1

- ▶ **Traits: Energy Weapons** — Rail Weaponry Training; **Long Guns** — Basic Training; **Prof. Network, Business** — Commission (note, this can be chosen despite it being on an Anomaly Trait Tree).

- **Infiltrator:** “Directed Energy Weapon” (1 icon); Tool Kit — Stealth, Survival {+1}; “Tool Kit” (2 icons); Flak Coat (2 icons)

- ▶ **Traits: Energy Wpnry.** — Energy Weaponry Training; **Martial Arts** — Martial Arts Training; **Evasion** — Concealment

- **Grenadier:** “Small Arms” (2 icons); Frag Grenades (2 icons); Protectorate Marine Armor (2 icons)

- ▶ **Traits: Sml. Arms** — Sml. Arms Basic Training; **Armor** — Battle Armor Training; **Thrown Weapons** — Grenade.

INFORMATION CHART 02.06

WEALTH LEVEL	RESOURCE AVAILABLE (CAPACITY)
Wealth Lv.1	"Pistol/Small Arms"  (5), Ammunition (10), "Long Gun"  (5), Flak Coat  (5), Belt  (5), "One-Handed Melee"  (5)
Wealth Lv.2	Body Plate  (5), Stun Grenade (10), BioWelder  (5), "Two-Handed Melee"  (5)
Wealth Lv.3	Frag Grenade  (5), Hallucinogen Grenade  (5) Protectorate Marine Armor  (5), Stallion  (5), Upgrade Kit "Weapon"  (5), "Force Weapon"  (5)
Wealth Lv.4	Combat Suit  (5), CTAC Praetorian Railgun  (5), Grenade Dispenser Clip  (5), Upgrade Kit "Battle Armor"  (5)
Wealth Lv.5+	Sunjet Snipe MKXI (5), Body Plate  (5), Termite Grenades  (5), Chassis Upgrade  (5)

Starting Soldier Skill Levels

SLEEVE ATTRIBUTES

STRENGTH

ATHLETICS — d8 MELEE COMBAT — d8
 BRAWL — d8 TOUGHNESS — d12
 ENDURANCE — d10

PERCEPTION

DETECTION — d10 SEARCH — d10
 D. ENERGY WPNS — d8 STEALTH — d10
 FIREARMS — d6 THROW — d12

STACK ATTRIBUTES

EMPATHY

DIPLOMACY — d12
 EXPRESSION — d12
 READ PERSON — d12

WILLPOWER

COMPOSURE — d8
 DISCIPLINE — d8
 INTIMIDATION — d10

ACUITY

DATA ANALYSIS — d12 MECHANICS — d12
 DATA ENGINEERING — d12 NAVIGATION — d10
 DIGI. NETWORKING — d12 PILOT — d10
 INVESTIGATION — d10 SURVIVAL — d10

INTELLIGENCE

BUREAUCRACY — d12 HISTORY — d12
 CULTURES — d12 SCIENCE — d12
 ENGINEERING — d12 MEDICINE — d10
 GEOGRAPHY — d12



TECHNICIAN

A Technician is a person whose job it is to maintain the infrastructure of society. They can either be a data technician, a skilled scientist, craftsman, or laborer. Either way, they are vital and generally in high demand, but may still moonlight, selling their skills to private interests. It is their unique and expert handle on technology that allows complex society to function.

Pros: Highly skilled and technically apt, strong support with essential skills for navigating high-tech societies.

Cons: Reliant on others for physical protection.

Starting Features

- **Default Sleeve:** Synthetic, Mid Range
- **Wealth Lv. 1**
- **Custom Equipment:** Upgrade any combination of starting gear and/or sleeve with a combined pool of
- **Traits:** “Technology” is a Common Trait Tree. “Combat” is an Anomaly. All other Trait Trees are Uncommon.
- **Narrative Upgrades:** A Technician gets back when they apply a “Narrative Upgrade” to their non-weapon gear and they roll an Ace when they introduce it or when they use an . This refunded can only occur once per piece of equipment. See pg.198

Technician Starting Packages

If a player wishes, a Technician can choose from one of these starting packages or create their own custom starting package with GM approval.

- **Dipper:** 3x Credits Lv.1; Deck, Portable (); Programs/Drivers (); Data Storage ()

► **Traits: Programming** — Basic Programming, Engineer, Dipping

- **Engineer:** 2x Credits Lv.1; Deck, Portable (); Tool Kit — Engineering or Data Engineer {+2}; Drone ()

► **Traits: Programming** — Basic Programming; **Engineering** — Repair, Fabrication

- **Med Tech:** 3x Credits Lv.1, Tissue Welder (); 2x Rapid Regrowth Bios (); “Drugs” ()

► **Traits: Medicine** — Medical Technician, Organic Surgery; **Augments** — Bionics

- **Repair/Maintenance Tech:** 2x Credits Lv.1; 3x “Tool Kits” (); Clothing ()

► **Traits: Engineering** — Repair, Fabrication, Reverse Engineer

- **Scientist:** 2x Credits Lv.2; Deck, Portable (); Tool Kit — Science, Investigation {+1}; “Tool Kit” ()

► **Traits: Science** — Observation, Research, Forensics.

INFORMATION CHART 02.07

WEALTH LEVEL	RESOURCE AVAILABLE (CAPACITY)
Wealth Lv.1	Deck, Portable  (5), Upgrade Kit, Deck, Portable  (10), Upgrade Kit  (5), Data Storage  (5), Credits Lv.1 (5), Tool Kit  (7), Tool Kit  (3)
Wealth Lv.2	Derringer  (5), Deck, Portable  (5), Flak Coat  (5), Intel/Instructional Media  (5), BioWelder  (5), Credits, Untraceable Lv.1 (5), Tool Kit  (10), Tool Kit  (5)
Wealth Lv.3	"Drone"  (5), Upgrade Kit, Deck, Portable  (5), Credits Lv.2 (5), Data Storage  (5), Tool Kit  (3)
Wealth Lv.4	Lethinol  (5), Deck, Portable  (5), Credits, Untraceable Lv.2 (5), Upgrade Kit  (5), "Force Weapon"  (5)
Wealth Lv.5+	Combat Suit  (5), Chassis Upgrade  (5), Data Storage  (5), Credits, Untraceable Lv.3 (5)

Starting Technician Skill Levels

SLEEVE ATTRIBUTES

STRENGTH	PERCEPTION
ATHLETICS — d12 MELEE COMBAT — d12 BRAWL — d12 TOUGHNESS — d12 ENDURANCE — d12	DETECTION — d10 SEARCH — d12 D. ENERGY WPNS — d12 STEALTH — d10 FIREARMS — d12 THROW — d12

STACK ATTRIBUTES

EMPATHY	WILLPOWER
DIPLOMACY — d10 EXPRESSION — d12 READ PERSON — d12	COMPOSURE — d10 DISCIPLINE — d10 INTIMIDATION — d12
ACUITY	INTELLIGENCE
DATA ANALYSIS — d8 MECHANICS — d8 DATA ENGINEERING — d8 NAVIGATION — d10 DIGI. NETWORKING — d8 PILOT — d8 INVESTIGATION — d10 SURVIVAL — d10	BUREAUCRACY — d12 HISTORY — d10 CULTURES — d12 SCIENCE — d8 ENGINEERING — d6 MEDICINE — d10 GEOGRAPHY — d12



SLEEVES

STARTING ATTRIBUTES

A character starts with Attributes based on the type of their chosen Sleeve. A character can then use Stack Points to improve their base Attributes from their starting level.

- All Sleeve Attributes start at the minimum value indicated by their Sleeve Type
- All Stack Attributes start at an “average” value of 30 and have a max value of 50.

Improving Stack Attributes

(Empathy, Acuity, Willpower, Intelligence)

Each Stack Point ( 1) spent allows a permanent increase of 1d4 to a Stack Attribute until they reach the Attribute's maximum value, which usually cap out at 50.

Improving Sleeve Attributes

(Strength, Perception)

Improving Sleeve Attributes for Birth/Natal sleeves cost the same amount of  as improving a Stack Attribute. If the character is in a synthetic sleeve, there may be an associated monetary cost or modification slots required, represented by Tech Points () that need to be used (See Technology and

Gear pg.182). In many instances, if the upgrade is due to an implant or a cybernetic graft, there would be no Stack Point cost associated at all, just a “Price Level” that must be met. This is especially the case in Synthetic Sleeves.

Sleeves can have different minimum and maximum Sleeve attributes, and even add bonuses or incur penalties for certain Skill Checks, depending on the quality and specialization of the model.

Some Sleeves cannot be upgraded without also buying physical hardware or software upgrades, so there may be a required Price Level attached to certain advancements.

: LINK ESTABLISHED :

ATTRIBUTE CAPS

There is a limit to what value an Attribute can attain through upgrades without a DHF knowing how to handle the nuances of what is essentially “piloting” a new body. So while each Attribute has Caps to how high they can be improved (either by Stack Point purchases or by Augments, or both), there are many ways to increase Attribute caps by means of “Sleeve Mastery” and “Stack Augment” Traits described in Chapter 5.

THE CORTICAL STACK AND SLEEVES

A cortical stack (or simply stack) contains a copy of all memories, personality, skills, and talents of a character. As such, it contains all of their intelligence and empathetic characteristics and Traits. These Attributes can be transported from sleeve to sleeve.

The “Sleeve”

The “sleeve” a person occupies provides their cortical stack a way in which to interact with the physical world. All of their Strength and Perception based Attributes are determined by the sleeve a character occupies. Some sleeves are augmented to increase perceptive characteristics, while others are of lower quality stunt the ability of the DHF stored within the cortical stack, interfering with their ability to properly interact with the world.

The Birth Sleeve

A person’s “birth sleeve” is their first and closest mental reference for how to interact with the physical world. It is also the easiest metaphysical image a DHF can project into virtual space. Since it is the body into which they are born, it is (generally speaking) the one that the Ego is most comfortable occupying. A birth sleeve is the only possible sleeve a character could occupy that could be free from any social Baggage. The highest quality sleeve available (at ludicrous expense) is a clone of one’s own birth sleeve. As the quality of the sleeve de-

creases, or the more a sleeve is a departure from what the Ego is willing to accept, the more it will cause Dissociation.

LORE NOTE

One of the main reasons meths are able to maintain the willpower to continue their existence for so long is because they can afford higher quality sleeves. These, which are usually clones, cause the least mental trauma that normally accompanies re-sleeving. Often, the scandalously rich meth will occupy multiple clone sleeves, which they use for only a few months at a time in order to prevent wear and tear.

Cybernetics

A cybernetic is a synthetic graft onto either a natal or clone sleeve. It is meant to respond to the same biochemical signals as organic body parts. A sleeve with cybernetics will have all the benefits and drawbacks of synthetic sleeves, even if the original sleeve was natal or a clone. The majority of cybernetics do not replace existing organs or limbs, but rather provide simple augmentations with slight advantages, such as remote interfacing with information networks. More extensive cybernetics, such as limb replacements, are usually only added as a result of a severe accident or injury, but voluntary replacements are possible and generally require an Ego Point cost.

SLEEVE ATTRIBUTE TABLES

INFORMATION CHART 02.08

SLEEVE TYPE	MIN.MAX. STR.	MIN./MAX. PER.	AVG. TECH PTS.	PRICE/UPGRADE KIT PRICE
Birth/Natal/Clone	30/50	30/50	None*	Varies (Narrative) / Special*
Synthetic (Low Quality)	30/40	20/40	  	Price Lv.3/Price Lv.1+1 per 
Synthetic (Mid. Quality)	35/55	30/45	   	Price Lv.4/Price Lv.2+1 per 
Synthetic (High Quality)	35/60	35/60	    	Price Lv.5/Price Lv.3+1 per 

* Some sleeves cannot be upgraded without also buying physical hardware or software upgrades in the form of Upgrade Kits, meaning that a prerequisite Price Level must be met for certain types of advancements.

Tech Points and Sleeves

Any gear, including sleeves, that has Tech Points () has also been hardwired to accept a certain amount of modifications. Modification and Tech

Points will be discussed further and in greater detail within the Technology and Gear chapter pg.182, but it is introduced here because it’s an important factor when choosing a starting sleeve.

Sleeve Age and Morphology

A character can have a starting sleeve that is of an extreme age, both old and young. This has no effect whatsoever on Stack Attributes. Sleeve Attributes, however, will be impacted. This is largely for characters who are in a birth/natal sleeve that has all the genetic variety that synthetic sleeves and even clone sleeves sorely lack. Some synth sleeves can have this apply as well, but they represent outlier situations where a synth sleeve is custom made to be young or is somehow very behind on maintenance.

Having the sleeve of someone young or elderly will have diminished physical strength, but will have some notable advantages.

- **Young: {"Strength" -2, "Perception" +2}** for Opposed Checks only.

- ▶ Increase Health Points by  5

- ▶ {"Endurance +1, Stealth +2}

- **Elderly: {"Strength" -1, "Perception" -1}** for Opposed Checks only.

- ▶ Decrease Health Points by  5

- ▶ {"Empathy, Willpower" +2, Stealth +2}

NOTE

This is tracked separately from the age of the DHF and is meant for natal sleeves and not necessarily the Birth Sleeve of a character. While a character may benefit from bonuses to Stack Attributes from both young and old sleeves, it will purely be based on the perception of others who will still retain a reflexive, surface level judgment, irrespective of the age or experience of the DHF. Any method of seeing past this illusion prevents any Stack Attribute bonuses provided by Sleeve Age. For instance, if a trained assassin is occupying the sleeve of a young child or a very old man in order to sneak past guards. Any ability to scan the DHF, for example, means that the guards can spot the ruse and confront the DHF belonging to the trained assassin, and not some random old person or child whose sleeve the DHF occupies. Penalties will still remain, however.

SYNTHETIC SLEEVES

While most common sleeves are natal sleeves, there is no shortage of synthetic sleeves in society. In fact, an average Protectorate citizen will encounter at least a handful every day and even more frequently in specific industries and locations, especially on offworld colonies.

A synthetic sleeve is purely an artificial construct. Higher quality synths have primarily vat-grown biological components, organic tissues, and organs, but a significant amount of the sleeve is purely artificial and easily identified as such. The eyes are the easiest to notice, but things such as unusually slack skin or the lack of subtle expressions indicate that they are cheaper models. Some are purely artificial and mechanical, having next to no biological components whatsoever.

Most people are extremely uncomfortable in synthetic sleeves, as the sensory experience is muted and has a noticeably processed feel to it. This makes the real world nearly indistinguishable from a virtual one from the perspective a DHF using a synthetic sleeve.

However, synthetic sleeves have a number of advantages that make them ideal in the right situations such as combat. It is not uncommon for offworld colonies to maintain a garrison of synthetic combat sleeves for soldiers to needlecast into. They can be custom-made to be stronger by muscle grafts or cybernetics, made faster by neurachem, or more durable. The experience is very artificial to the DHF, and with the right mental conditioning, death in the real world seems akin to that of death in a video game. Despite this being possible, very few people (even soldiers) have the kind of mental conditioning to be that dissociated with their sleeve. Most still suffer tremendous trauma when their sleeve dies or suffers severe organic damage.

This essentially means that, like a piece of gear, a synthetic sleeve can be upgraded and have fantastic properties. The downside is that the gulf between cheap and expensive synthetics is enormous. Even at the highest quality, a trained eye or piece of specialized screening equipment can detect a synthetic sleeve and identify all the information regarding its history and current DHF.

PLAYER NOTE

Simply stating that a sleeve is low quality is often not enough. It is very helpful if the player or Gamemaster describe in what aspects it is considered low quality, and to what extent it is obvious to the general public. There are no additional rules involved, but it helps when describing a character's appearance to others. Here are some examples:

A character with low quality synthetic organs might have an inelegant and obvious series of wires and tubes erupting from the skin into various power sources.

Having low quality Arm Bionics may appear as grotesque robotic monstrosities that in no way try to appear as a human limbs.

Having low quality sensory simulators may make eyes, ears, dermal, or other sensory implants look more machine than human and protrude quite distractingly from the body.

SYNTHETIC SLEEVE

All Synth Sleeves have the following Special Rules.

Dissociation: Each Synthetic Sleeve Feature increases damage a character's DHF by an additional die of the same kind (such as 1d6 to 2d6, 2d6 to 3d6 and so on) whenever they lose Ego Points in realspace after character creation. Like all Properties, this can be removed with upgrades, but each Feature will need to remove this individually.

Customization: A sleeve's Tech Points () can be allocated to sleeve upgrades for additional stat boosts or Special Rules from the List of Synthetic Sleeve Features, or they can be used to remove or alter qualities of the synthetic sleeve. As most of these Features have serious drawbacks, they are considered negative, but if, for whatever reason a character wishes to have a Feature added to a sleeve, then they may spend for any Feature they wish. They must take all Properties and the used cannot be refunded with a Respec.

Selective Upgrades: A character can keep a Synthetic Sleeve Feature, but remove two Properties of their choosing that are not beneficial or necessary if an extra Price Level of an Upgrade Kit for that model is paid, or a is used. A character must remove two Properties, even if there is only one that they wish to remove; this often means a beneficial property must be sacrificed to remove a bad one.

Some Properties cannot be removed at all unless the entire Synthetic Sleeve Feature is removed. These types of upgrades are listed as **"Hardwired."**

Wear and Tear: A Synth Sleeve can take properties for being "Elderly" as a Natal or some Clone sleeves can, but the penalties will go away if a character pays for any repairs or maintenance.

LOW QUALITY SYNTHETIC SLEEVE

A character can opt to have (or is stuck with) a low quality synthetic sleeve. Such sleeves have at most two Properties of any Synthetic Sleeve Feature, even on ones added later. This reduces the cost of the sleeve by 1 Price Level and frees up a to be used on an additional feature of the player's choosing. A can be used to grant the full range of any Property, but it must take the entire Properties list. Low quality synthetic sleeves also add a new Property to all Synthetic Sleeve Features:

All Low Quality Synthetic Sleeves will have the following Special Rule in addition to any others it may have.

Extreme Dissociation. The loss of Ego Points from Dissociation is increased one step, so for example increasing dice rolled from d4 to d6, d6 to d8, d8 to d10 and so on. This cannot be selectively removed in any way. Only removing the associated Property entirely will eliminate its accelerated damage to the DHF.

Features

The following are standard features of synthetic sleeves. A character can upgrade a synthetic sleeve by adding or removing default "Features" through the use of any available Tech Points () a synthetic sleeve has. Doing this will replace the Synthetic Sleeve Feature with that of an organic one, and all associated rules and penalties for the Synthetic Sleeve Feature will be removed.

Consult Table 02.08 to see the model of Sleeve to see available Tech Points for modifications and altering Features.

SYNTHETIC SLEEVE FEATURES

Random Synthetic Sleeve Features

A player whose character is given a compulsory synthetic sleeve, or if an element of randomness is desired in finding out what a particular model of synthetic sleeve does, then this table can help determine what Synthetic Sleeve Features it has. The number of times rolled will be up to the Gamemaster, but the following is a helpful reference to help determine the number of Synthetic Sleeve Features on a synth:

Base: 2d10

- -1d10 if a character is at Wealth Lv. 4 or higher
- +1d10 if a character is re-sleeved compulsorily
- +1d10 if a character is at Wealth Lv. 3
- +2d10 if a character is at Wealth Lv. 2
- +3d10 if a character is at Wealth Lv. 1

Rolling any doubles will turn the sleeve into a low quality sleeve. Rolling a triple, four of a kind, or so on will also result in a low quality sleeve, but the DHF will lose a further  1d4.

d10 Result — Feature

1. Inorganic Skin
2. Synthetic Skeleton
3. Synthetic Organs
4. Auto-Narcolepsy
5. Sensory Simulators
 - Roll again for sense: 1-5 Vision, 6-8 Hearing, 9 Touch/Taste, 10 All)
6. GeoRestriction
7. Bionics, Leg
8. Bionics, Arm
9. Bioware Limiters
10. Somatic-Neural Monitoring

List of Synthetic Sleeve Features

INORGANIC SKIN

The sleeve's skin is made of slicoflesh or some other inorganic material. As a result, it lacks the ability to heal itself, is prone to wear, and often looks ill-fitted.

Properties

- **Improved Biometrics:** +5 Health Points
- **Armor:** +1 Protection (Bludgeon, Piercing)
- **Maintenance, Minor:** Natural healing of Wounds is impossible. **Hardwired.**
- **Synthetic Tissue:** Tissue welding is not an option unless at least  is spent on synthetic skin repairing upgrades.  {"Save Throw" -2} against Acid, Piercing, and Thermal damage. {"Empathy" -1}
- **Upgrade Chassis:** A prerequisite for many dermal upgrades.

SYNTHETIC SKELETON

The skeleton of the sleeve is made of carbon fiber, carbon nanotubes, or some other synthetic material that is much stronger than bone. Should such material break, it is much harder to repair.

Properties

- **Improved Biometrics:** +5 Health Points
- **Armor:** +1 Protection (Bludgeon, Slashing)
- **Performance Enhancing:** {Athletics, Brawl +1}
- **Maintenance, Extreme:** Natural healing of Wounds is impossible. +2 Price Levels to treat medically (repair), all Bone Injuries sustained will cause a character to lose an additional d6 Wounds and cannot be healed by tissue or bone welding.

SYNTHETIC ORGANS

The organs of the sleeve are not organic at all, but are mechanical facsimiles that serve the basic functions of their replacement organs. It is possible that a wholly synthetic sleeve will have no correlating biological organs with that of a human.

Properties

- **Improved Biometrics:** +5 Health Points
- **Immunity, Poison:** Being fully synthetic makes a character immune to Poison damage
- **Resistance, Poison:** Having only some synthetic organs will give a character {"Save Throw" +2} against Poison damage.
- **Powered:** Entire sleeve is considered **Powered. Hardwired.**
- **Maintenance, Moderate:** Natural healing of Wounds is impossible. +1 Price Level to treat medically (repair)

AUTO-NARCOLEPCY

Many leased synthetic sleeves are programmed to enter sleep cycles when such things would technically not be necessary. This is intended to reduce wear on the sleeve. This function is optional should a character actually own the sleeve itself.

Properties

- **Improved Rest:** Sleeves capable of natural healing will be able to remove an additional d6 Wounds during periods of rest.
- **REM Cycle Emulator:** The sleeve requires that regular intervals of at least 6 hours be dedicated to rest, whether a character wants to or not. **Hardwired.**
- **Override:** A request via ONI can extend or override a mandatory rest but will likely cost a character Ego Points and/or money (situation dependent), depending on the length of time extended:
 - ▶ One day: 1d6
 - ▶ 24-72 hours: 2d6
 - ▶ 73+ hours: 2d6 (+3 per day)

SENSORY SIMULATORS

The sensory organs of a sleeve are mechanical or biochemical inputs of natural, biological sensory organs. As such, many subtle sensations are lost on the character using the sleeve. However, some

sleeves will actually be several times more sensitive than organic counterparts, or can be upgraded to be for the right price.

Properties

- **Degraded Senses: {"Perception" -1}** when using the indicated sense rolled on the follow up (see pg. 70). Being spun up into this sleeve will require an additional die to be rolled of the same kind to determine Ego Point loss. If Sensory Simulators are in a Low Quality sleeve, then the penalty is altered to {"Strength" and "Perception" -2}, and it becomes **"Hardwired"**.
- **Advanced Control:** A character can selectively disable a sense in order to improve concentration. If this is done, a character can Resolve a  to add {"+1"} to one kind of Skill Check, but it must take a penalty of {"-2"} to all others during that same Round, including Save Throws of any kind.
- **Upgrade Chassis:** Prerequisite for many sensory sleeve upgrades.

GEORESTRICTION

A leased sleeve, or a sleeve under Protectorate license or legal restriction, will often restrict the use of a sleeve to a few designated locations. Leaving this designated area will cause the sleeve to gradually lose functions before becoming completely inert. If this occurs, it will be repossessed by the owner or title holder of the sleeve.

Properties

- **GeoRestriction, Minor:** A character can only operate their sleeve within certain boundaries without penalties. Operating outside of the boundaries allowed will incur a penalty of {"Skill Checks" -2}.
- **GeoRestriction, Moderate:** Operating outside of the boundaries allowed will incur a penalty of {"Skill Checks" -2}. If a character is outside of the boundaries for more than 48 hours, the penalty increases to {"Skill Checks" -4}.

- **GeoRestriction, Major:** Operating outside of the boundaries allowed will incur a penalty of **{“Skill Checks” -4}**. If a character is outside of the boundaries for more than 72 hours, the sleeve becomes catatonic and unresponsive to DHF commands. The DHF can still use an ONI system, provided there are no physical commands or gestures involved with activating it.

- **Scandal:** This type of restriction can be added to a sleeve in lieu of taking a Scandal of some kind (think of it like an ankle monitor or checking in with a probation officer). This makes all Properties of GeoRestriction **“Hardwired”** and will automatically alert any nearby Law Enforcement if you are in violation of GeoRestriction. This effectively gives a character an additional penalty of **{Stealth -2}** combined with whatever penalties exist with violating GeoLocation.

BIONICS, LEG

The legs of the sleeve are enhanced with neural fiber optic cables connected to electrodes and reactive gel muscle fiber bundles or some kind of support servos to greatly enhance the reaction time and strength of the legs.

Properties

- **Sprint:** A character can move within a Zone once without Resolving any Speed Dice if both legs are bionic. Any restriction on normal Movement will likewise prevent this free movement, however.
- **Combat:** A character making kicks can add **{Brawl +1}** and adds +d4 Wounds to the Damage inflicted by such an attack.
- **Performance Enhancement: {Athletics — Jump, Swim +1}**
- **Upgrade Chassis:** Prerequisite for many Bionic sleeve upgrades.

BIONICS, ARM

An arm or the arms of the character are enhanced with highly responsive and enhanced synthetic muscle. This greatly increases the strength of the sleeve.

Properties

- **Neurachem Enhanced:** A character gets an additional Speed Die when in close combat that cannot be Resolved on a Move action.
- **Performance Enhancement:** A character gets **{Athletics — Climb, Swim; Brawl; Throw; Melee Combat +1}**.
- **Upgrade Chassis:** Prerequisite for many Bionic sleeve upgrades.

BIOWARE LIMITERS

Most synthetic sleeves will have limiters on the DHF/sleeve interface in order to increase the demand for premium features and sleeve augments. This can also prevent third party developers from having bionics that interface with their proprietary operating systems. This has the benefit of making it more difficult to breach security measures with viruses and dipping attempts.

Properties

- **Adapters:** Aftermarket upgrades will require an additional  to apply to a sleeve.
- **Compatibility:** Increase the cost of any Upgrade Kit by +1 Price Level. Any upgrade that the additional cost is paid for will not require a  be used for a maximum of two Upgrades, but the increased price remains for all subsequent ones as well.
- **Firewalls:** All **{Save Throws}** in Virtual or any dipping attempt get **{Save Throw +2}**.

SOMATIC-NEURAL MONITORING

The DHF is monitored, and the metadata from every action and movement is logged in a central Protectorate or Protectorate-sanctioned database. Visual or audio data from augmented or cybernetic sensory organs are also logged in this way. This makes operating under the radar almost impossible, but it makes the sleeve a highly undesirable target for kidnapping or theft.

Properties

- **Tracing:** A sleeve is traceable with only limited security access as if a character gave their “discreet destination code.” This access is restricted to Protectorate, corporate leasing or monitoring agencies.
- **Sensory Logs:** The vision and hearing of the sleeve will be recorded and logged whenever Sensory Simulators, ONI or other such system are engaged or used.
- **Programming Backdoor:** The DHF in a sleeve cannot screen out intrusion within virtual very well, so will have {“Willpower” -2} in virtual space.

CLONES

Only the most wealthy can afford actual clones of their birth sleeve (or some other preferred sleeve of their own design). They are technically synthetic, but since all the available data and information can be referenced against an original in incredible detail, the copy will be so exact that it can function as fully organic. Thus, it escapes the pitfalls of synthetic sleeves.

As prohibitively expensive and rare as clones are, there are some that are even higher echelon in quality than just straight copies. An engineered clone can have properties that might only be available as a cybernetic augmentation, but are actually purely organic and function as glands or organs as opposed to machines replicating or simulating a process. Such things are incredibly expensive, and even more inaccessible than clones are to the average Protectorate citizen.

MISSLEEING

For any number of reasons outside of a character’s control, they may be forced into a sleeve that they simply do not like or one that is extremely far removed from their own experience. Either way, they are simply not comfortable enough with re-sleeving to simply roll with the change readily, although nearly all come around in the end. Either they are just happy to be alive, they realize it’s a temporary setback, or they simply no longer care.

There are three ways a character can be missleeved: cross-sleeving, downgrading, and double sleeved.

Cross-sleeving

A character who is cross-sleeved may have their DHF in a ‘functioning’ sleeve, but shares no connection with the sleeve whatsoever. This assumes the DHF has, at some point, formed a metaphysical picture of itself that is idealized and is somewhat reflected by their sleeve, if not informed directly by it completely. Cross-sleeving means that a DHF is occupying a sleeve which does not comport with that metaphysical picture enough for the DHF to feel comfortable in it. Cross sleeving is not inherently damaging to the Ego, but under certain circumstances it can be.

Characters need to have all the following criteria fulfilled in order to actually take additional resleeving penalties as cross-sleeved:

1. The DHF transfer to their current sleeve was compulsory or otherwise out of their control.
2. The sleeve must diverge in at least one (but to be sufficiently traumatic, should probably be two or three) significant ways from the metaphysical self-image maintained by the DHF.
3. The DHF must be less than 100 years old. After 100 years, it is likely the DHF no longer maintains any strong metaphysical ties to a specific human form to the extent that it will cause their Ego additional harm. There is an exception in that if the sleeve is a downgrade (as will be described in the next section), then the age criteria will cease to be a factor.

GAMEMASTER NOTE

If a character starts the game cross-sleeved, the player should make a point of noting what sleeve qualities their character considers ideal (if any) so that if they are re-sleeved, the GM knows what features would prevent further penalties for cross-sleeving. Either that, or give players the opportunity to describe their new (hopefully more ideal) sleeve upon obtaining a new one.

A character loses an additional  **1d6** when they either become or start the game cross-sleeved against their will. If the DHF is less than 50 year old, this loss is increased to  **2d6**. This is in addition to any  loss for downgrading, normal sleeve death or organic damage, and they will have to find a way to convince their old Contacts that they are who they say they are. This can be roleplayed, or the character can choose to spend an  to represent the effort for this reinstatement of trust.

Synthetic Downgrade

A downgrade is a significant dip in the quality of the sleeve that a character is used to. This is completely relative to the character's personal experience. Downgrading causes a greater Ego Point loss than a normal resleeving. Several low quality synthetic sleeves exist for the purpose of servicing the Protectorate's program to provide a free re-sleeving to the victims of accidents, but demand often outstrips the supply of sleeves. This means that being resleeved into one of these low quality sleeves would be considered a downgrade for literally everyone. These assembly line models, with their narrow range of garish expressions and limited sensory featureset, make them both clumsy and awkward for their inhabiting DHF.

Double sleeving

Rare and highly illegal instances of double sleeving are when a single DHF is duplicated and put into two separate sleeves. A character starting the game in this way is the "duplicate", and the "original" is an NPC. The player character has a distinct mind from their original, so if they get RD'd, they do not get to take over the NPC duplicate, regardless of how exact their DHF may otherwise be. Characters who have decided to double sleeve will be unable to control their duplicate, nor will they be able to control duplicate if their character dies. Either way, the Ego Point loss is substantial, being no less than  **3d6** and will have  **1** less than normal, as the increased scrutiny placed on them makes it harder to operate in the open.

GAMEMASTER NOTE

Both copies of a double sleeved DHF have a mandatory deletion sentence if caught. Regardless of how this is handled, know that it is very clear how bad this is in the eyes of the law for the numerous moral and legal dilemmas it raises.

SYNTHETIC DOWNGRADE PENALTY

INFORMATION CHART 02.09

PREVIOUS SLEEVE	NEW SLEEVE	ADDITIONAL PENALTY
Clone/Birth	Natal/Clone*	 0* or  1d6
Clone/Birth	High Quality Synthetic	 2d6
Clone/Birth	Medium Quality Synthetic	 3d6 ,  1d6
Clone/Birth	Low Quality Synthetic	 4d6 ,  2d6
Natal	High Quality Synthetic	 1d6
Natal	Medium Quality Synthetic	 2d6
Natal	Low Quality Synthetic	 3d6 ,  1d6
High Quality Synthetic	Medium Quality Synthetic	 1d6
High Quality Synthetic	Low Quality Synthetic	 2d6 ,  1d6
Medium Quality Synthetic	Low Quality Synthetic	 1d6

*A character transferring to a Clone of their own Birth sleeve will not carry any additional Penalty for Downgrading. Only Ego Point loss due to traumatic death or something like this will cause a character to lose additional  by resleeving into a clone of their Birth Sleeve.

AFTER A PLAYER HAS DETERMINED THE AGE and Archetype for their character, they must roll on the Baggage Table to see what sort of past may be haunting their character. It is encouraged for players to roll this secretly, in the presence of the Game-master, since a character's past may put them at odds with other player characters. As such, it might be beneficial to keep this information from public knowledge until it is dramatically appropriate.

GAMEMASTER NOTE

Some Baggage on this table would be extremely detrimental to a character who is playing a specific Archetype. While this is more or less the point of Baggage, if a player feels they would not be able to play the character effectively after having rolled a certain result, a Gamemaster can allow a re-roll, but each re-roll will cost a cumulative  5 in order to do so. So, the first re-roll will cost  5, the second  10, the third  15, and so on.

However, before doing this, a Gamemaster should let the player know that playing at a disadvantage often makes characters more interesting and memorable to play. Also, while baggage is long-lasting, it is rarely permanent and very frequently a vector of an important story arc that features their character in some meaningful way.

SLEEVE VS. STACK BAGGAGE

Some of the Baggage on this list can apply to either a character's Stack or the Sleeve that the DHF currently occupies. If the character is in anything BUT a Birth Sleeve, Clone or a Low Quality Synthetic Sleeve, then they may roll a d6 for any Baggage marked with an (*) in the entry. On a 1-3, the Baggage applies to the Sleeve, on the 4-6 it applies to the DHF.

A GM can also invent a suitable randomization or modifier to the roll between the Sleeve and the Stack if there is a desire to include more nuance to how a character's backstory is made.

BAGGAGE TABLE

1-3 No Baggage. The character has led a pretty clean life until now, or they have maintained a low profile, not causing much trouble.

4-6 Personality Quirk. The character has inherited a personality trait from their current sleeve that is outside of their normal behavior. An addiction, food preference, attraction, or a proclivity towards different hobbies or pastimes are among the most common inherited traits. This is such a common but innocuous and interesting quirk to which a character can attain. Rolling this result multiple times indicates a particularly strong inherited predilection.

7-9 Minor Run-In*. The character has run afoul from either the Protectorate or a large corporation to whom some debt is required as part of some fine or settlement. The character starts the game in Debt and must spend Credits Lv.5 in order to alleviate it.

10-12 Missleeved. As a result of either the Protectorate's bureaucratic process of handling a sleeve death, or a hasty measure to prevent some larger catastrophe, a character starts the game missleeved. This could be a cheap synthetic sleeve, a cross-sleeve, or the sleeve of a convict whose cortical stack is in storage on a long-term sentence.

13-15 Mistaken Identity. As a result of cross-sleeving or by some happenstance, the sleeve a character occupies is someone with an extensive list of enemies. They will either be victims of the sleeve's past corporate espionage, or they will be rival gang members or criminals.

16-18 Major Run-In*. This character was responsible for a considerable crime very early on in their lives, and they are still paying the price. The character starts the game in Debt and must spend Credits Lv.5 in order to alleviate it and have one Scandal generated at random until it is paid in addition to normal Debt rules.

19-21 Checkered Past*. Roll twice on this table with the same number of dice. Both results apply. Rolling this result again will demand another roll. The character must also make an additional Trait Tree an Anomaly, but may make their original Anomaly Trait Tree into an Uncommon one.

22-24 Vendetta. This character has a decent sleeve, but mostly because their previous sleeve's death was particularly heinous or tragic. The character knows full well who is responsible and will dedicate considerable resources to seeking revenge, even to the peril of those close to them.

25-27 Synthetic Sleeve. The character is given a low quality synthetic sleeve with which to start. This likely indicates that the character was re-sleeved secretly or was given this sleeve as a remedial replacement by the Protectorate due to backlogs. See the "Synthetic Sleeves" section for a description of what having a low quality model entails.

28-30 Trauma. The character has suffered greatly or has been the victim of some sort of torture that involved psychosurgery. As a result, the character's ego is still fragile, even if they are now functioning human beings. Choose two Willpower Skills to downgrade by 1 Skill Level, or lose  2d6.

31-33 Personality Frag. This character has spent an inordinate amount of time in virtual, or has been re-sleeved several times in low quality synthetic sleeves. As a result, they have a difficult time distinguishing reality from the digital fiction of virtual. Choose two Acuity **{Skill Checks}** to downgrade by 1 Skill Level, or lose  2d6.

34-36 Compromised DHF. Repeated re-sleeving, improper storage, an overzealous dipper (a DHF hacker), and/or damage to the cortical stack has produced considerable quality issues in the Digital Human Freight. As such, their memory is not at all what it ought to be. Choose two Intelligence **{Skill Checks}** to downgrade by one Skill Level, or lose  2d6.

37-38 Financial Liability*. The character has their Wealth Level reduced by 1 to a minimum of 1, as a substantial amount of their money goes toward paying off the debt or sleeve mortgage of an incarcerated family member or close friend.

39-40 Revenge. The character is determined to get revenge against someone who has harmed someone close to them. Characters are so consumed by this that if they spend Influence Points on anything but pursuing this goal, they cannot use any Traits to prevent or offset the cost.

41-42 Amnesiac. The character has absolutely no idea who they are, which is likely the result of catastrophic needlecasting or aggressive dipping (hacking the DHF mid-needlecast). They are unable to take any bonuses or Special Rules from their Archetype until they undergo severe psychosurgery. Until then, the character does not start with any Contacts, Networks or a personal Resource Catalog based on Archetype.

43-44 The Post-Transhuman Experience. The magnitude of the character's mental burdens over the decades (or even centuries) has caused the character to disassociate themselves from the human experience. They start with  2d6 less. Interacting with an NPC or stranger less than 80 years old will downgrade all Empathy **{Skill Checks}** by 1 Skill Level.

45-46 Long Con. The character has a very long term plan that involves decades of foresight. The various stages of this plan may leave their fellow characters twisting in the wind. The character with this Baggage must spend  2 or more when generating a new Contact, as in the latter stages of their con, they must become increasingly careful with whom they interact.

47-48 Shadowy Contact*. The character can recover  1 by forcing another character to roll a random Scandal, or by losing one of their own Contacts. This can be deferred to a trusted NPC.

49-50 Informant/Bugged*. This character is bugged or under surveillance. They are also sometimes forced to share their ocular visual or aural data with authorities. Characters in a party with this character must spend  1 or more if they wish to remain anonymous in what they do.

51-52 Be More Human. The character is unsure if they are human or AI. The Gamemaster is able to play with the ambiguity of this answer as much as they would like. It is possible that the DHF of a human character was so damaged that the psychosurgery required for repair involved replacing damaged blocks of DHF data with AI constructs to the extent that a person's own humanity is in serious question. Character loses  3d6.

53-54 Double Agent*. The character's past sleeve worked closely with a rival organization. This character will not be able to restore any Influence Points unless they betray their party somehow. Once this is revealed and Resolved to the Gamemaster's satisfaction, the character can restore Influence Points normally.

55-56 Double-Sleeved. Whether the character intended to or not, there is at least one other sleeve with a copy of the cortical stack the character now occupies. This duplicate is making life complicated for the player character. See Double Sleeving pg.74 for more information.

57-58 Justice Delayed*. The character is re-sleeved, but their original cortical stack was slagged. A copy was either backed up or made illicitly. As a result, the character has survived, but there is a tremendous lapse of time between the backup and the character's death. This delay can sometimes last years depending on when the backup was made, and it is possible the character has only recently been made aware of the original cortical stack's fate in order to finally explain their mysterious lapse in memory.

59-60 World Weary. This character has seen enough in their life, and as a result, they will not re-sleeve after the death of their current sleeve. Instead, they would prefer to go into storage. This can be avoided if a character spends 100 during the campaign before sleeve death in order to revive their will to live. Character loses 3d6.

: LINK ESTABLISHED :

EXTREMELY BAD RESULTS

The entry before this sidebar is the highest possible result one can get from rolling on a Baggage Table normally. The latter entries exist if a Gamemaster wishes to add modifiers, require additional dice be rolled or if any are specified in campaign notes.

61-62 Nihilism. Over the course of the character's multiple lifetimes, they have developed a deep conviction that existence is devoid of all meaning. All the character earns is reduced by half.

63-64 Deathwish. The character has been re-sleeved after so many deaths or has avoided death

so many times that they lose their self-preservation instincts. Reduce Damage Threshold by 2.

65-66 Trouble*. This character has problems that follow them wherever they go with almost a supernatural frequency. When rolling for Campaign Progress Die, roll an additional die of same type indicated and choose the higher of the two. See pg. 271, the "Campaign Generation" section for more details.

67-68 Faustian Bargain. The character has made a bargain with a very unsavory character in which they are able to exchange for . This represents morally dubious transactions from which the character is rewarded by the influence of shadowy organizations or characters with surprisingly deep pockets and long reach. Each bought in this way costs 5+5 per purchased in this way previously. If a character ever spends more than 25 by this method, they will also generate a Scandal. Characters can only restore by way of this Contact. If the character does restore or gains in any other way outside of spending on this Contact, whether or not they intended to, the character (or a random party member or Contact at the Gamemaster's discretion) will generate a new Scandal. This Contact cannot be removed or exhausted, but also no Requests can be made of them directly. This Contact's influence cannot be overstated, and even if they are killed, an associate comes to take their place (or the Contact has a ready backup of their DHF).

69-70 Powerful Enemies*. This character has made some extremely powerful enemies and have entered this sleeve in order to escape pursuit. One network or organization has considerable legal or logistical means by which to make the character's life a living hell, and has no issues bringing other characters onboard to harm the character, should this character be discovered.

71+ Meth Exile*. The character is not only long-lived, they are inducted into the highly selective social circle of the meths and have since fallen from grace. See the "Meth Characters" section for details on roleplaying meth characters. They must take the entire High Society Trait Branch and pay the cost required, but will count as being Scandalized, as per both the Socialite and Meth rules.

VARIANT CHARACTERS

THERE ARE A FEW ADDITIONAL OPTIONS A player can choose during their character's creation that will largely inform how they interact with other player characters. These options provide a unique twist on party dynamics and can alter a character's playstyle, however there are often severe limitations that a player must be comfortable taking in their roleplaying and party role options. For this reason, all character variants are considered advanced options for experienced roleplayers or those players who have played in a campaign of *The Altered Carbon Role Playing Game* already.

AI CHARACTERS

The state of artificial intelligence (AI) in the world of *Altered Carbon* is such that even these artificial personalities can have substantial autonomy of thought. Beyond self-determination, most possess a creative and intuitive mind that very closely mimics that of a human. Their personalities are so distinct and independent that the Yakuza gang have been known to execute traitorous AI by means of introducing computer viruses into their systems. The UN has extremely strict guidelines as to what extent AI is allowed to develop as well as what boundaries they have.

Despite natively being pure data that can exist, transmit, replicate, and process with far greater ease than DHF, AI is chartered to only operate

within certain boundaries and cannot replicate without authorization. In this fashion, AI are subject to extremely similar laws as those that govern DHF within the Protectorate, since like DHF, they are only allowed a single copy of it to exist at any given time.

The primary difference is that, unlike humans, transgressive AI is punished first with restrictions of their charter and the stripping of their licenses before being deleted for further offenses. This is done with far less gravity than a human DHF when sentenced to deletion. AI have some due process, but what they can expect is far less generous than what humans get. While AI are, quite literally, second class citizens in this respect, there is no major movement or human social conscience that considers AI as anything more than data. This is perhaps a mental safeguard to prevent further deterioration in the standard of human existence. Otherwise, doing so would be to invite the comparison of a person's entire legal personhood being relegated strictly to one's DHF; which is itself merely data like that of an AI.

However, while humans have neglected this as a social cause, AI themselves often form protective enclaves or relationships with other AI. They see the need to socialize primarily with their own kind for self preservation since sympathetic humans are practically nonexistent and/or not trusted.

PLAYER NOTE

Playing an AI character has a narrow range of advantages as well as high strictures on their functionality. They can focus on a few skills they know extremely well, be licensed to occupy synthetic sleeves, and can traverse simulspace without any difficulty for any length of time. However, firewalls and viruses can rapidly damage the Ego of an AI, effectively rendering them inoperable in mere moments.



An AI character has the following Special Rules:

Restrictions: Other than buildings and local mainframes, AI may only inhabit synthetic sleeves that have “GeoRestriction” as part of their “Features”. AI Characters also cannot have the Soldier Archetype.

Nanoswarms: AI Characters can project themselves using nanoswarms that coalesce and move in unison so as to give the illusion that the AI character is physically present. The projector itself may vary in size, from the size of a briefcase down to a wrist-watch. Large projectors project denser nanoswarms with greater resolution.

- A nanoswarm projection cannot interact with physical objects (without upgrades) or be harmed unless the projector is damaged.
- A nanoswarm cannot function in areas with strong electromagnetic fields.
- Nanoswarms can change in order to give the appearance of different clothing or appearance equipment at will, but are forbidden by Protectorate law to impersonate another without proper licensing.
- The projector itself must be carried by either another character, or the projector itself can be a drone device controlled by the AI. Projectors can also be fixtures installed in a building under the AI's charter with the UN. A chartered building is presumed to have numerous projectors that allow the AI to project itself anywhere within with near-perfect resolution.

- ▶ **Portable Nanoswarm Projector:** Any Apparel or Device can have a basic **Nanoswarm Projector** as an upgrade by using one of its available . This will not count as a Generic Upgrade. A Nanoswarm with only a single assigned to it will not fool anyone into believing it is a real person, so it will get **{“Empathy” -1}** when using this projection. Using or more on a Nanoswarm Projector will remove the **{Empathy}** penalty. Using or more will allow the nanoswarm to manipulate objects no greater than in the physical world as if it were a person,

but any weapon use will have **{-3}**. This will also require a target to successfully use a **{Read Person 7-1 per spent on upgrade}** in order to detect that it is actually a projection and not a real person if this is a fact that the AI wishes to hide.

Second Class: AI are not seen as Protectorate citizens. Increase the Network Die by one step when making a Request of any Contact (d6 to d8, d10 to d12 and so on).

AI Enclave: AI do not have the “Second Class” rule when interacting with other AI Contacts and may decrease the Network Die by one step when making a Request of an AI Contact. (d10 to d8, d6 to d4, and so on).

Licences: Any skills that do not have at least a Skill Level Lv.3 (d8, generally) cannot be attempted. The AI character may download licenses or drivers that allow them to use such lower Skill Levels for a time, temporarily extend their charter, or perform certain actions or functions beyond their original intended programming. This is done at the cost of Ego Points.

Unless otherwise stated, follow these guidelines:

- Making a **{Skill Check}** at Lv.1: **1d6**.
 - ▶ Roll a d8 for the **{Skill Check}** instead of the normal d12 for Skill Lv.1.
- Making a **{Skill Check}** at Lv.2: **2d6**
 - ▶ Roll a d6 for the **{Skill Check}** instead of the normal d10 for Skill Lv.2.

Virtual Native: AI have multiple resistances to any loss when occupying Virtual and resleeving (see the Gamemaster section on pg.314) but have no maximum to how much they can lose from a Viral Strike, regardless of the program's Class.

The A.I. Character has no “Age” but their base starting Ego Points are equal to their Willpower.

Programming Integrity: Ego Points determine the integrity of the programming. If all Ego Points are lost, the program is effectively scrambled, and the AI becomes non-functioning or the AI character has been so distorted from their original personality that they are no longer recognizable.

CHARACTERS WITH RELIGIOUS CODING

It is possible to play a character who has religious coding. This has some obvious drawbacks in that the normal inconvenience of sleeve death is replaced with the consequences of Real Death. The tradeoff is that this character can take better advantage of the time they have as they know that their death, whenever it is, will be the end of the road for them on this mortal coil.

Roleplaying as a character with religious coding might seem strange when the entire concept of this world is that a person can live forever and that rejection of this offer is seen as some kind of madness. A character who has adopted religious coding sees and knows these things. These characters also know the social cost for this is high, even if their clear reasoning for doing so is ambiguous to outsiders who cavalierly dismiss these beliefs and objections as retrograde dogma.

A character with religious coding has all the following Special Rules:

Convert: If a character adopts religious coding at 40 years or less, their player gets an extra  **25** for which to create their character. Knowing that this is the only life they get, imbues them with a greater urgency in learning. If a character adopts religious coding at 80 years or less, they may upgrade one **{“Willpower” and “Empathy”}** by one Skill Level.

Earthbound: They may not be needlecasted into other sleeves, or to other worlds.

Meths: A character with religious coding cannot be or become a meth. Meths will often treat characters with religious coding with contempt, so have **{“Empathy” -2}** when interacting with them.

Orthodoxy: The religions that are allowed by the Protectorate to have this kind of legal protection are also obliged to live virtuously as part of their application for a Vow of Abstinence. The Crime Trait Tree is an Anomaly and they are seen as upstanding even to outsiders, so get **{Diplomacy +1}** when interacting with someone without Religious Coding.

Resleeving: They may not be re-sleeved after sleeve death or severe organic damage. These are essentially treated as Real Death.

LORE NOTE

The adoption of religious coding is identified as being a feature of Neo-Catholics (or Neo-C) in *Altered Carbon*, but it is called “religious coding” because it is not unique to Neo-Catholics. If a player wishes to play a character with Religious Coding, they do not need to be Neo-Catholic specifically. Neo-Catholics are simply the most common adopters of religious coding demographically in Bay City, where the events of *Altered Carbon* take place.

Cortical stack technology is abhorrent to the cosmological and theological precepts of almost every sincere orthodox religion. Even religions that believe in reincarnation find cortical stacks and DHF to be a tremendous affront; as they believe the time, place, and manner of one’s reincarnation is to be parsed out by some form of karmatic judgment as opposed to the whims of the meths or the laws of the Protectorate.

While the Envoy Corps very successfully borrowed and employed many transcendental meditation techniques from those religions in order to allow themselves to re-sleeve with greater ease, re-sleeving remains a deep perversion to the concept of reincarnation for a sincere Buddhist or Hindu.

Note: Depending on the timeline as to when your campaign takes place, victims may be legally to be brought back against the character’s wishes.

A character with religious coding chooses ONE of the following Special Rules:

■ **Close-knit Community:** Gain  **1**. The character’s religious community is an Organization that will be a starting available Contact. Further contacts developed within the same community will allow an additional die to be rolled when determining what sort of Resources a Contact has.

■ **Ego Barrier:** A character with religious coding only takes half of the damage to

Ego Points due to viral attacks against DHF. They also get **{“Save Throw” +3}** to resist the effects of such attacks.

- **Eschew Virtual:** A character with religious coding cannot have their DHF projected into simulspace and is thus immune to virtual interrogation, expedited training in training sims, or other voluntary or coercive activity in virtual. They can make use of cryocaps for long range transport, but they will sustain Ego Damage as their DHF will not be able to make use of the virtual sims that are standard to mitigating the time of sublight travel.
- **Spotless Soul:** They cut the number of times they roll on the Baggage chart by half (to a minimum of 1) and with half the amount of dice (rounding up) to a maximum of -3d6. This is due to the fact that a character can have adopted religious coding after a conversion process, so can still have some residual baggage for their current sleeve or past life.

: LINK ESTABLISHED :

METAGAMING

In the lore, it is technically possible to add and remove religious coding at any time. This makes it possible to game this system by adopting religious coding for the extra Stack Points and reduction in Baggage at character creation, only to revoke it so that they can be re-sleeved after sleeve death. This sort of metagaming is very much against the spirit of roleplaying. It is assumed that a player wishing to be a character with religious coding do so with some sincerity as a viable character alternative and not merely a loophole for a few extra in-game perks.



ENVOY CHARACTERS

Envoys do not have training that is dissimilar from that of any other special forces unit. Being needle-casted into combat-ready sleeves for offworld duty is not unique, but the Envoy Corps have a strong stigma of fear and distrust in the public imagination due to a centuries long propaganda campaign by the Protectorate. As a result, it is rumored that the surviving Envoys went into hiding after the war and turned to mercenary work or crime.

By the time of Laurens Bancroft's murder in *Altered Carbon*, the survivors of the Envoy Corps are extremely rare as it is implied early on that Takeshi Kovacs is literally the last surviving envoy at that point in time. If this is to be taken at face value, then it can be assumed that the campaign takes place largely in the time before the events of *Altered Carbon* should you have any Envoy characters in your party.

Envoys have ALL of the following Special Rules:

Low Profile: In order to maintain their low profile, Envoys cannot hold public office or any major leadership roles. As such, the Business and Society Trait Tree are an Anomaly to them.

Mercenaries: Envoy characters struggled to make ends meet in the years that followed The Uprising. As a result of this, count an envoy character's Wealth Level as one lower to a minimum of 1.

Envoy characters may choose TWO of the following Special Rules:

- **Perfect Recall:** An envoy is able to recall something they have witnessed with perfect lucidity. This will add a bonus of **{Investigation, History +2}** when the character's firsthand experience is being recalled or utilized. A character can also opt to automatically pass this check, but doing so is taxing on the DHF and will reduce Ego Points by **1d4** as some things are best left forgotten.
- **Re-sleeving:** An envoy is trained to endure multiple re-sleeving, but has not done it enough times for the training to have become worn thin with the passage of time. This character gets a **{+2}** Bonus to any Save Throw that is made to prevent Ego Point loss due to re-sleeving.



- **The Wolf Pack:** An envoy character can restore an Influence Point whenever they needlecast to a new world, enter a new town, infiltrate a new organization, or develop a new Contact. If a character is already at full Influence Points, they gain an Influence Point, but they must spend it during the session in which it is gained.
- **Resourceful:** An envoy character can restore **1** if they spend **10** instead of the normal **15**.
- **Combat Conditioning:** Envoys possess all Traits from two Combat or Praxis Trait branches of their choice at character creation or all Traits from one Branch from each.
- **Control the Construct:** An envoy only takes a penalty of **{-1}** to Strength and Perception while their DHF is in a Virtual Construct. See pg.314.



METH CHARACTERS

Generally speaking, player characters do not start off as meths outside of very specific circumstances. Those circumstances primarily include all other players playing similarly aged characters who may or may not also be meths themselves, as being a meth is not strictly a matter of age, but social caste. What is far more likely is that the characters will have meth Contacts at best, or more likely have meth employers. What characterizes meths from other people, even from those of similar ages, is that they are apart (or aloof) from humanity and have become so ingrained into their cloistered ranks that they indulge in their shared lifestyle and project their influence into society.

Meths have an understandable point of view when it comes to what sort of relationship they have to the rest of the world. While it's not directly relatable, this perspective can be rationalized and, to some extent, empathized with.

YOU DON'T STOP CARING. YOU SEE IT ALL SLIDING PAST YOU. AND ALL YOU WANT IS TO GRAB ON, HOLD ON TO SOMETHING, TO STOP IT ALL FROM DRAINING AWAY.

MIRIAM BANCROFT



At the very least, such attempts to keep ties with the rest of humanity in some fashion becomes increasingly insincere over time or takes on a ritualistic element that appears as some sort of exaggerated parody of genuine human behavior, hobby, or activity. However, for every one meth that moderates their indulges, there are a dozen more who lack that sort of thoughtfulness or foresight.

Many more simply spiral into a lifestyle that is aloof from humanity. These Meths seek to fill their ever

expanding years with more and more decadent, deranged, and carnal indulgences out of some mixture of desperation and boredom. While they may never run afoul of the social norms of the meths, their ability to skirt punishment or scrutiny is done largely in part by indulging themselves only within the cloistered social network of fellow meths.

For instance, these meths might attend parties that serve beverages and food that is so unusual and rare that they are eaten strictly for novelty, such as white tiger where, eating one is more a display of influence and power. Even this doesn't even compare to pleasure retreats such as Head in the Clouds, where meths go to indulge themselves in often deranged and grotesque manners that would disgust most humans. All of this serves to widen the moral and social divide between meths and 'humans.'

For these reasons, it is especially difficult to role-play something as alien as a meth, even if their outsized number of Stack Points allow them to purchase many stat upgrades and Traits that suits their long-lived experiences. In addition to this, there are numerous Baggage results that have negative penalties in order to offset their extremely high number of Stack Points. This appropriately demonstrates the burden the years have put on their minds and social standing. It is assumed that a meth player character is that one in a dozen mentioned earlier who at least has an academic interest, personal chivalric code, or romanticized need to keep ties with other people in a way that makes meth characters able to interact with other player characters at all, no matter how obtuse or one-sided an interaction may be.

A meth character has the following Special Rules:

Socialite: A meth has all the options and drawbacks that come with the Socialite Archetype if they do not have it already.

Influence: Meths wield a fantastic amount of influence, even those tangentially associated with their society will have an outsized impact on any social circle they are a part of. Meths gain  **2**.

Wealth: While it's not mandatory that a meth be fantastically wealthy, all fantastically wealthy are meths. As a result, it is not difficult to draw upon lines of credit in order to bankroll projects. So,

whenever a character generates Credits, it counts as one level higher than normal.

Intimidation: Meths can and do wield a stupendous amount of power that is very intimidating to most non-meths. Meth characters get a bonus of **{Intimidation, Composure +1}** when dealing with non-meths.

Social Mores: The meths are required to maintain a certain social standing among their peers if they are to maintain their favor. When interacting with other meths, a character may get a bonus of **{Read Person +2}**. Meths are also extremely conscious of scandals and will treat characters harshly if they have any. If a character has a Scandal and wishes to take advantage of any of the perks that come with being a meth, they will need to spend  **1**.



Aloof: Once achieving meth status, an individual will gradually lose a grip on what it was like to be a normal person. For this reason, take a penalty of **{Expression, Read Person, and Culture -3}** when interacting with non-meths. This becomes 4 Difficulty if the character is over 150 years old. It is increased to 5 Difficulty if the character is over 200 years old.

Backups: All Meths have at least one backup of their DHF in a secure storage. So a Meth starts out with a Backup, which will allow their character to be resleeved after “Real Death”. Subsequent Backups must be purchased normally. See pg. 284 about how to handle Backups. The starting package will count as the cheaper variety that will require an additional die to be rolled for both  and  lost.

LORE NOTE

Being completely aloof from others is more typical of the meths of Bay City. It is possible that a player character that happens to be a meth is not an inhabitant of the Aerium as described earlier. A character may, in fact, be a meth originating from a distant colony world where the social divide is not so wide and the disparate classes are not ossified into a strict caste system as they are in Bay City (and Earth in general).

In truth, a meth from Harlan’s World, Sanction IV, or Sharya may have little, if anything, in common with a meth from Bay City; and may even find their behavior as distasteful as any Grounder might.





CHAPTER 3

HOW TO PLAY

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THIS SECTION EXPLORES HOW THE GAME IS played. At its core, a roleplaying game is a mix of shared storytelling between player and Gamemaster (GM) guided by a series of dice rolls that represent the skill and luck of the characters. The type and number of dice rolled will alter how likely a character is to succeed. A player chooses how best to approach any given situation the GM presents, and the story unfolds based on the success (or failure) of the character as they face challenges.

GAMEPLAY NOTE

Making Skill Checks

1. Choose Skill to test
2. The GM sets the **TR**, uses one provided in an entry, or uses the Attribute Bonus of a character (which is the most common).
3. Character adds Gear and /or Training Value bonuses
4. Add the appropriate Skill Check Die and any Bonus Dice, Luck Dice and Depletion Dice to a Dice Pool
5. Make the Skill Check
6. Choose the most favorable Result if rolling Bonus Dice.
7. Apply any secondary effects from rolling an Ace (See pg.89), a Catastrophe (See pg.94), and/or failing any Depletion Checks (See pg.123).

SKILL CHECKS

The *Altered Carbon Role Playing Game* uses different types of dice depending on the character's experience with a particular skill in order to determine success (or failure) at a task. These **{Skill Check}** dice can range from a d12 to a d4.

The object is to roll low, so a die with fewer faces (d4) indicates greater experience while providing less chance for failure than a dice with more faces (d12).

Skill Check Result

A **{Skill Check}** Result is determined by the player rolling the following dice:

Relevant **{Skill Check}** Die (d12, d10, d8, d6 or d4)
and/or Luck Die (optional)
and/or Bonus Die (optional)

Skill checks in this game are depicted within braces or brackets such as **{Skill Check Name}**, or such as **{Athletics}**, when used specifically.

TARGET RESULT (TR)

A **Target Result (TR)** is the number which **{Skill Check}** Results are compared to when determining if an action is a failure or a success.

Base **TR** is determined either by Attribute Bonus, the Gamemaster, or by scenario notes, but can be modified by other factors in play. Once the total **TR** is determined, a character must roll **equal to or less than** this number to be successful.

If the **TR** is not indicated in the scenario notes or entry, it can be determined using the following guideline:

Relevant Attribute Bonus

+Gear Bonus

+Training Value

Only one Bonus per category can be applied to a Skill Check. A character cannot stack two different Gear Bonuses or two different Training Values, but they can apply one of each unless stated otherwise.

Adding elements such as gear, training, and abilities will increase the **TR**, which will aid the player in rolling equal to or under that value.

If a character rolls equal to or less than the **TR**, the **{Skill Check}** is considered successful.

Example: *Charlie is asked by the GM to make a **{Firearms}** check with a base **TR** of 5, indicated in the scenario guide as **{Firearms 5}**. His Skill Check die is a d10, so his odds aren't great. However, his gear and training give him a decent Bonus of **{Firearms +2}**, turning his total **TR** into*

{Firearms 7}. This increases the chance that his Skill Check with a d10 will successfully roll equal to or under a value of 7.

Base Target Result Range

The following guide can be used by the GM as a baseline to determine the difficulty a **TR** represents (after bonuses and difficulty is factored in). Of course, the GM is free to set a **TR** to any number they feel is suitable, including bonuses and/or penalties, as long as it is suitable to the situation.

- 12+ Trivial
- 10-11 Easy
- 8-9 Normal
- 6-7 Tricky
- 4-5 Challenging
- 2-3 Complicated
- 0-1 Nearly Impossible

Note: A character may subtract their bonuses from their **{Skill Check}** Result before comparing it to the **TR**. This concept is mechanically identical to raising the **TR** provided by these bonuses, so it's strictly a matter of preference.

Attribute Bonus

When a check is based on the competence of a character or is in direct opposition to another character, it is called an Opposed Check. The GM asks the player to provide their character's Attribute Bonus, which is rated on a scale of 1-10 (See pg.34). This number is the base **TR**. This is often the default in Combat, especially close combat and brawling.

Note: Rolling low may feel odd to players who are familiar with other tabletop RPGs, and the concept of celebrating a 1 may seem out of place. Keep in mind that this only applies to skill checks. Higher stats are still comparable to lower difficulties. For Skill Checks remember the maxim, "Stat High, Roll Low".

Notation

In entries and campaign notes, the **TR** needed from skill checks will be abbreviated in this way:

{Skill Check Name #}

A "Skill Check Name" indicates the appropriate **{Skill Check}** that a player should make, or the range of possible **{Skill Check}** a player can choose from, while the "#" indicates the base **TR**.

If displayed without a "#", **{Skill Check Name}**, then it describes the need to use that specific **{Skill Check}**, or a **{Skill Check}** from the listed options. The **TR** is set by the GM or determined by the Attribute Bonus of the character.

If the notation has quotation marks, such as **{“Attribute”}**, then it refers to any skill checks under that Primary Attribute.

Example:

- **{Athletics 8}** indicates that an Athletics Skill Check needs to be passed with a base **TR** of 8.
- **{Firearms, Throw 4}** indicates that a Firearms or Throw Skill Check needs to be passed with a base **TR** of 4.
- **{Navigation 3, Survival 6}** indicates that the same situation can be successfully resolved by passing either a Navigation Skill Check with a base **TR** of 3 or a Survival Skill Check with a base **TR** of 6.
- **{“Perception” -2}** indicates that any **{Skill Check}** made with Perception as a Primary Attribute will take a penalty of 2 Difficulty in this situation.

DIFFICULTY

Difficulty reduces the **TR** of a **{Skill Check}**. For example, 1 Difficulty would reduce a check with a **TR** of 10 to a 9, and 2 Difficulty would reduce it to an 8, etc. This is notated as:

{Skill Check Name -X} where X is replaced by the Difficulty value.

It is largely up to the GM to determine if multiple Difficulty penalties a character is contending with will combine, as a lot of Difficulty is contextual. Some entries will say explicitly that a Difficulty penalty is increased or combined, which indicates that it is extremely easy to combine with other factors.

DEGREES

The difference between the **TR** and the **{Skill Check}** Result will generate either Degrees of Success () or generate Degrees of Failure (). Both alter combat results and a game's narrative.

- If the best **{Skill Check}** Result is LOWER than the **TR**, then the Degrees are counted as Degrees of Success, or  per difference between **TR** and the die Result.
- If the best **{Skill Check}** Result is EQUAL to the **TR**, then it counts as a single Degree of Success .
- If the best **{Skill Check}** Result die rolled is HIGHER than the **TR**, then the Degrees count as Degrees of Failure, or  per difference between the **TR** and the die Result.

A character or opponent can have no more than 5 Degrees of either type as a result of a **{Skill Check}**.

A  or a  can carry over between Rounds and Phases in Combat, but no character or opponent can have more than 5 degrees of either type at a single time (so they can have 5  and 5 ). See Resolution Phase pg.125. If a character generates more  or  than the 5 of each they are allowed to have, then the subsequent degrees are wasted.

Degree of Difference

On their turn, a character can use their opponent's  as if it were a  in their own favor, by converting it to a Degree of Difference, represented by a  symbol. Some Triggered Effects require a  to use them.

Example: This example Triggered Effect can only be used when resolving an opponents  as .

Counterattack: ( ) Target takes Damage from the character's equipped weapon.

Canceling Out

A character can cancel out an opponent's  with their own  when they are the Active Player. A  can be similarly be used to cancel out an opponent's  This would only be used for cinematic purposes which would require narration by the player or GM if they resolve any Degrees in this fashion.

ACE

If a character rolls a natural (unmodified by bonuses or penalties) 1 on a **{Skill Check}** die, the result is called an Ace. An Ace means that the check is automatically successful. Opposed Checks will simply count the result as a 1 and are successful with at least  but there may be additional Special Rules that occur in a character's favor when rolling an Ace. Such distinctions are determined by the skill check themselves, Traits or equipment used.

Aces *cannot* be rolled on Bonus Dice (See pg.93). Any 1 rolled on a Bonus Die count only as a normal 1.

GAMEMASTER NOTE

It is extremely easy to roll an Ace at Skill Level 3 and higher. Players should be encouraged to attempt greater challenges while increasing the magnitude of the threats they face to keep the game interesting. Either that, or a GM can introduce Luck Dice. See Pg.93.

: LINK ESTABLISHED :

NARRATING WITH FAILURE

A player's description of their character's failure may not adequately cover the  they rolled and the GM may make up the difference with their own narration.

if there is no specific Triggered Effect that uses  , a character or GM should narrate what manner of failure is being exploited when resolving their opponent's  as their own .

OPPOSED CHECKS

A character using an Opposed Check rolls a die appropriate to their Skill Level, while their opponent does the same in contest or rolls a different **{Skill Check}** assigned by the GM as a Save Throw. The character who passes their **{Skill Check}** with the greatest number of Degrees of Success () wins. Draws go to the character with the highest tested Attribute.

If both characters fail, the character with the least number of Degrees of Failure () wins.

Note: Combat is not by default an Opposed Check. It's only if the target of the Active Player wishes to resolve  or more on a **{Save Throw}** does it become Opposed. Otherwise, it is assumed that characters are attempting to avoid harm which is already factored into the difficulty of an attack itself.

TR and Opposed Checks

The Target Result (**TR**) can be determined in two different ways for an Opposed check. The GM can set one **TR** for both characters or decide that both players will test against their own respective Attribute Bonus. It is up to the GM to decide which option better reflects the reality of the situation.

Difficulty and Opposed Checks

Difficulty normally applies to Opposed Checks by reducing the **TR**.

Note: Luck Dice (See pg.93) are almost never rolled as part of an Opposed Check, since both sides equally rely on luck in that situation.

Save Throws

During an Opposed Check, a character may need to make a special skill check called a Save Throw. They are used as a response, defense, or reflex against an undesirable effect.

A Save Throw can be any kind of **{Skill Check}** relevant to the current situation. A Save Throw differs from other skill checks because they are outside of a character's declared Intent. They are usually penalized with Difficulty and/or may require a character to resolve  but they otherwise function exactly the same as any **{Skill Check}**.

SPECIALIZATIONS

Some circumstances arise that require more than a general knowledge to succeed. In these moments, a Specialization is required, and not having one means that a character is at a disadvantage when attempting the skill. For example, some very complicated or unique equipment will require special training for normal usage.

Specializations are noted as follows:

{Skill Check — “Specialization” (#)}.

This can be noted specifically in an entry, scenario notes or required at the GM's discretion. If a character does not have the Specialization, then the GM is encouraged to prevent the player from doing the action, or apenalize the **{Skill Check}** with Difficulty listed (or one of their own design).

Note: The notation for **TR** and potential Difficulty Penalties with Specializations are similar, so check for parenthesis. Parenthesis will indicate that a Difficulty Penalty is imposed on a Skill Check if the character doesn't have the proper Specialization. For example, **{Skill Check — “Specialization” (#)}** represents a Difficulty Penalty and **{Skill Check — “Specialization” #}** represents a **TR**.

For example:

- **{Firearms — Pistol (-3)}** indicates that without having Pistol as a Specialization, all **{Firearms}** skill checks made when using a pistol will have 3 Difficulty. This functions the same as **{Firearms -3}** in those situations.
- **{Athletics — Climb, Jump 10}** requires either a Specialization of Climb or Jump with a **TR** of 10. If a player does not have Climb or Jump, Athletics in general could still be used, but with a penalty determined by the GM since none is indicated.
- If a situation calls for **{Athletics — Swim 8 (-2)}** then characters who do not have Swim as a specialization must include a penalty of 2 Difficulty when a character makes any **{Athletics}** in this situation, effectively reducing the **TR** from 8 to 6, because of the -2.

GAMEMASTER NOTE

Difficulty is included in the entry as (-2) rather than (2 Difficulty) because the GM has the option of altering the **TR** before presenting it to the player to keep certain factors a secret. A GM may tell the player to add 2 Difficulty rather than altering the **TR** if there no reason for the player not to know that the action is harder than expected or the reason for the Difficulty is obvious.



GAMEPLAY NOTE

Triggered Effects

A Triggered Effect is something that occurs outside the realm of the normal pass/fail binary result of a Skill Check.

- ▶ A Triggered Effect applies as soon as the relevant  or  are Resolved. Not every Skill Check will need to use Triggered Effects. Usually a simple pass/fail will do. The majority of Triggered Effects will come from the equipment a character uses.

A character that has the proper Skill Check Specialization normally just ignores any penalties. A GM can choose to grant an additional narrative benefit for Specialization, but it is only the lack of one that actually penalizes a character.

Difficulty and Specializations

Any **{Skill Check}** made that has a normal Difficulty penalty will also apply to any Specializations a character has. Only penalties imposed by not having a Specialization will be removed if a character has the appropriate Specialization.

Example: Mark is taking a shot at long range, incurring a penalty of **{Firearms -2}**. Even if Mark is using a rifle that has a requirement of **{Firearms — Rifle (-3)}** and has the appropriate Specialization, he will only ignore the -3 from the Rifle but will still take a penalty of -2 for the distance.

Specializations across Multiple Skill Checks

Some Specializations are repeated across multiple skill checks. In instances like these, taking one

Specialization will count as taking a Specialization across the appropriate skill checks. This mostly applies to technical Specializations such as piloting specific models of starships. It is assumed that the Specialization covers the range of knowledge or experience that is represented by all skill checks that the Specialization applies to.

BONUSES

Many situations will provide bonuses to a Skill Check. These bonuses are indicated as providing a “Bonus of +X”. If indicated as a Bonus, the number referenced simply increases the **TR** to make successes more likely to occur.

Example: If a roll has a **TR 5** and the character has a +2 Bonus, the **TR** is now 7. Bonuses are noted as follows: **{Skill Check Name +X}** where X is replaced by the Bonus provided.

Note: Some players may prefer subtracting Bonuses from their rolls instead of adding **TR** for ease of play. However, if this option is chosen, the original, unmodified result is what must be used when determining if a roll is an Ace or a Catastrophe.

Attribute Bonuses

A character's Attribute Bonus is the tens digit of a relevant Primary Attribute for a **{Skill Check}**.

Example: An Attribute of 43 would have an Attribute Bonus of 4.

An Attribute Bonus is considered the common base **TR** needed for the success of a **{Skill Check}**.

Training Value Bonus

Characters might have bonuses that reflect their practice in a specific situation or in the use of certain equipment. If a character's experience indicates by narration or by choice of Traits that they have a Training Value, then they may add it to the **TR**, same as any Bonus.

Gear Bonuses

A character will often get Gear Bonuses when using certain equipment. This represents the quality of their gear as opposed to a reflection of the user's skill. Gear Bonuses are added to a relevant **TR** as any other kind of Bonus. The only difference is that on occasion, Gear Bonuses will be referenced separate from a Training Bonus as not being applicable or modified further in some way.

Note: Some items of gear will not only provide Gear Bonuses, but will also allow Bonus dice to be rolled. Exceptional items will allow for both.

THE DICE AND SKILL LEVELS

The dice rolled as part of a **{Skill Check}** are based on a character's skill. Since the goal is to roll low, dice with fewer faces (d4) represent a higher chance for success than dice with more faces (d12).

- **Skill Level 1: Awful (d12):** The worst die a character can roll. A d12 has the greatest chance of failure and by the largest margin, but it is also less likely to generate an extreme failure due to its greater number of faces. This represents a character knowing something is not their strength and taking care not to cause a Catastrophe (See pg.94), even at the expense of doing something reckless that might actually work. At Skill Level 1, a character does the following:

- ▶ Rolls a d12 for a **{Skill Check}**
- ▶ Can choose to automatically pass unopposed checks for narrative reasons if the **TR** is 20 or higher.

- **Skill Level 2: Low (d10):** This die represents a low chance of success, but not an impossibility. This is something a character has done at least a few times before, so are not without some aptitude, but are hampered by lack of practice. Premium gear can offset this a little. At Skill Level 2, a character does the following:

- ▶ Rolls a d10 for a **{Skill Check}**
- ▶ Can choose to automatically pass unopposed checks for narrative reasons if the **TR** is 15 or higher

- **Skill Level 3: Moderate (d8):** This die represents an average chance of success, and a decent number of **{Skill Check}**. Results using this die are likely to be successful. This is something that a character is well practiced in, but is not exemplary. At Skill Level 3, a character does the following:

- ▶ Rolls a d8 for a **{Skill Check}**
- ▶ Can choose to automatically pass unopposed checks for narrative reasons if the **TR** is 12 or higher

- **Skill Level 4: High (d6):** This represents a high chance of success, as well as a high degree of training and plenty of practice.

- ▶ Rolls a d6 for a **{Skill Check}**
- ▶ Can choose to automatically pass unopposed checks for narrative reasons if the **TR** is 10 or higher

- **Skill Level 5: Master (d4)** This represents an exemplary skill which is almost guaranteed to result in favor of the character. It would take a fluke to result in failure. This is such an extreme level of skill, the character is likely famous (or infamous) for it.

- ▶ Rolls a d4 for a **{Skill Check}**

- ▶ Can choose to automatically pass unopposed checks for narrative reasons if the **TR** is 8 or higher

BONUS DICE

There are many situations in which Bonus Dice can be added to a character's dice pool. When rolling Bonus Dice, players may pick the Skill Check Die or the Bonus Die with the most favorable Result.

Bonus Dice provided by Equipment

Most equipment allows a character to roll multiple dice at the same level of a character's base dice type. If a character rolls a d8 for a **{Skill Check}** and has gear rated at +2x, then the character rolls 3d8 total and picks the one die with the best result and ignores all other results.

If a Bonus Die turns up successful when a **{Skill Check}** die turns up a Catastrophe (See pg.94), the **{Skill Check}** die takes precedence. A GM may determine that the Bonus Die result mitigated the disaster to some degree.

NOTE

At high Skill Levels, it becomes easy to roll the highest (and lowest) face possible. In most tabletop RPGs, rolling the worst possible Result on a **{Skill Check}** die (or dice) generally means an automatic failure, but it does not in this game. Catastrophic failures only result when both a **{Skill Check}** die and a Luck Die turn up the highest result, and even then it must still fail by rolling higher than the **TR**.

Mismatched Bonus Die

Bonus Dice will not always mimic the same base dice type used by a character with a particular **{Skill Check}**.

A GM can choose to add Bonus Dice of another die type. This is determined by the use of supporting equipment along with advantages or situations that do not factor into character skill, but give the character an edge.

Example: A character can have the very respectable rating of d6 for **{Medicine}**, but have access to medicines that add d12 to the dice pool as a Bonus Die. The d6 will more than likely be sufficient, but the additional d12 offers the character a marginal safety net in case the d6 results as a failure. Luck Dice results and/or Difficulty can be added to both dice Results, depending on GM discretion.

The Bonus Die descriptions can be referenced to determine what kind of Bonus is being applied. Most mismatched Bonuses will be applied by equipment, so most of these descriptions will apply to gear.

Bonus Die of d12: Better than nothing. This Bonus Die represents something that is barely considered a benefit. Something that is used strictly as a matter of convenience and not due to established efficacy.

Bonus Die of d10: Low quality, improvised item that serves its purpose, but only barely. The device shares a few superficial features with proper tools of their kind for the attempted task.

Bonus Die of d8: Decent equipment used for its intended purpose, but it is the lowest quality of equipment for the task it was designed to do.

Bonus Die of d6: Some of the best equipment possible. It has several ease-of-use functions and is designed specifically for the task at hand.

Bonus Die of d4: This is one of the rarest instances of a mismatched Bonus Die. It represents a device or machine that is designed for turnkey operation. It will either be for a niche purpose explicitly for the untrained, or will be so effective in its use that even a near-miss will result in a success of some kind.

NOTE

Bonus Dice cannot result in an Ace or a Catastrophe, even if the Result on the Bonus Die is a 1 or the highest (worst) result possible on the die.

LUCK DICE

No matter how prepared characters are, they often face a tremendous element of chance in their adventures. Luck Dice are a good way of

adding an element of chance to a **{Skill Check}** whose difficulty could vary tremendously, such as hotwiring an unknown vehicle or leaping onto a rooftop of questionable stability. A Luck Die is an additional die added to a **{Skill Check}** and can be of any die type (d12, d10, d8, d6, or d4).

Stroke of Luck

If a character rolls a 1 on both their **{Skill Check}** die (an Ace) and their Luck Die, then the character benefits from a tremendous Stroke of Luck. Not only will a character's check be successful, but they will also benefit from generosity, a tremendous oversight, or the mishap of others that will create a broader positive impact on the character's story.

A Stroke of Luck should always be an option for a double Ace Result.

Catastrophe

If a character fails their **{Skill Check}** and both their Luck Die and **{Skill Check}** die roll their highest possible face values, then the character endures a Catastrophe. Such an event imposes a much broader impact on the **{Skill Check}** failure beyond the attempt the character was making.

How to Use Luck Dice

The way the die is handled varies by the situation the characters face and what kind of story the GM is telling. It is recommended that Luck Dice be used when the Difficulty is variable, or otherwise unknown. This is especially true if a character's Attribute, Training Value and/or Skill Level is great enough so that rolling a failure of any kind is numerically impossible without it.

GAMEMASTER NOTE

Luck is rarely useful in combat and other Opposed Checks, since both sides are relying on chance to a similar extent. However, if the GM feels that Luck plays a substantial role in a character's action, such as a particularly risky move, it may still be applied..

When characters use Luck Dice, the GM handles it in one of the following ways:

- **Beginner's Luck:** This option is best applied when the stakes are low, but the story is still wide open in its possible outcomes. In this situation, a Luck Die is treated as a Bonus Die, but will still trigger a Stroke of Luck or a Catastrophe if the **{Skill Check}** die Results are the lowest or highest. Using Luck Dice in this way eases both the players and GM into using dice as narrative tools.
- **Pressing Their Luck:** With this option, the characters are pushing the outermost limits of their training and abilities, or relying upon their gear and/or the help of others for success. In this situation, the Luck Die Result is added to **{Skill Check}** dice, but not Bonus Dice.
- **Making Their own Luck:** If a character is "Making their Own Luck", they are relying on their skill as opposed to the tools they have available (which are being misused, being pushed to their usable limits, or otherwise voiding their warranty). In this case, a Luck Die Result is added to any Bonus Dice, but not **{Skill Check}** dice.
- **Tough Luck:** If a GM uses "Tough Luck," the Luck Die Result is added to both **{Skill Check}** dice and any Bonus Dice rolled. This is obviously reserved for the most dire of situations and represents characters who are at their most imperiled.
 - ▶ **Note:** Tough Luck is such an undesirable option that specific conditions in a story will declare in scenario notes when it is to be used.
- **Dumb Luck:** At a player's discretion, a character may substitute their Luck Die Result for their **{Skill Check}** and all other Bonus Die Results. To do this, they must pay  equal to the difference between the **{Skill Check}** die Result and the Luck Die Result. This option removes and replaces their **{Skill Check}** Result entirely. If the Luck Die is an Ace, or if it is the highest face possible, then this option cannot be used.

- ▶ **Example:** Celia rolls a d8 on her **{Skill Check}**, and gets a 7. For her Luck Die, she gets a 4. This would count as having rolled an 11. In this case, Celia wants to defer to her Dumb Luck. As such, she pays the difference in , so in this case  3 (7-4 = 3), and treats the Luck Die result of 4 as her **{Skill Check}** Result instead.
- ▶ **Note:** As a GM, you may want to impose an escalating  cost if characters rely on this option too much. If desired, an additional  1 may be required on top of the normal cost of  1 per difference between the **{Skill Check}** Result and the Luck Die Result.

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DEVIL'S BARGAIN

When things are dire, it is perfectly acceptable to give a player the option to substitute their Luck Die for their **{Skill Check}** die like one would a Bonus Die as described with Dumb Luck. This scenario should be treated as a "Devil's Bargain" as the character's reliance upon luck gives the Gamemaster the opportunity to explain how the character or the entire party may end up in a worse situation. Even if the character ends up succeeding, there should be some form of complication.

Which Die to Use as a Luck Die

A Luck Die is different than a Skill Check die in a few important respects. Whereas Skill Check dice have a clear progression from worst to best the fewer faces a die has, with Luck Dice, the highest result and lowest result factor into whether or not the **{Skill Check}** results in a Stroke of Luck or a Catastrophe. This means that a Luck Die with fewer faces would roll their lowest and highest value faces with far more frequency. For this reason, here is a helpful guide to determine which die is most appropriate for use as a Luck Die.

- **A d12 Luck Die:** The chance of accomplishing the task is quite low, but the chance of even attempting the **{Skill Check}** doesn't

carry much lasting consequence one way or the other, except perhaps to waste a character's time. It's understood and implied that whatever is being attempted is a long shot with low risk to the character.

- ▶ **Example:** Dumpster diving for a specific item, checking if a door is locked.

- **A d10 Luck Die:** The chance of accomplishing this task is slim at best, but an attempt doesn't have much chance of making things far better or far worse.

- ▶ **Example:** Requesting a bureaucratic process be expedited outside of normal channels, or trying to forage food that is somewhat out of season

- **A d8 Luck Die:** As far as luck goes, this is a fairly median task maintaining a decent chance of failure with only a slight possibility that failure results in something truly terrible.

- ▶ **Example:** Trying to keep a low profile in a town where only a few people could potentially blow your cover.

- **A d6 Luck Die:** This is a risky situation that has a very high chance of resulting in something uniquely great or uniquely terrible.

- ▶ **Example:** After being fired from your job and escorted from the building, you realize you left something of great importance in your desk. You must return to the workspace unseen by other employees to retrieve your object without being arrested for trespassing.

- **A d4 Luck Die:** This is a desperate situation that could either go spectacularly in your favor or fail miserably, without a lot of room for results in between. Either way, this low-face Luck Die largely defers to the skill of the character as to whether or not such a desperate gambit is successful.

- ▶ **Example:** A character, frustrated with repeated attempts to pick a lock, tries to force the mechanism open with brute strength and applied pressure. Such an

act might either break the lock and allow it to open, or it might break the mechanism in such a way that even the proper key will no longer be able to open it.

A GM can weigh Luck Dice results by whether or not the **{Skill Check}** die, or any Bonus Dice rolled, indicate success without the Luck Die's result being added. Since most Skill Checks are passed with relative frequency, it is possible that the Luck Die will simply turn what is a success into a failure, albeit a minor one.

Example: *Liam is trying to steal a vehicle he has never hotwired before. He knows that this is a luxury model, so if he fails or crosses the wrong wires, he could either set off an alarm or brick the vehicle, making it unusable. With a **{Mechanics — Larceny}** Skill Level 4, Liam rolls a d6. His Attribute Bonus and his tools provide a **TR** of 8.*

However, the GM decides that this undertaking has a huge element of luck attached. The GM

*tells Liam that he is in a Pressing Their Luck situation and to also roll a d10 Luck Die. Liam rolls a 3 on the d6 and a 6 on the d10 for a total of 9. Liam does not pass the check with **TR** of 8.*

In this type of situation, having Difficulty and Luck Dice as part of the same check provides some benefit. Unlike Luck Dice, Difficulty alters the **TR** only by lowering it. This increases the chance for greater failure since the chance of the **{Skill Check}** die not resulting in a success is increased (with or without Luck Dice).

It's possible to roll the highest possible Result on both the **{Skill Check}** die and the Luck Die while not resulting in a Catastrophe. The check must also fail naturally, without a modifier adjusting the Results. While failure is almost certainly going to happen in situations like this, if the character is particularly well-skilled, or the **TR** of the **{Skill Check}** is easy enough, it's possible to pass the check, even when rolling the highest face possible on the dice required.



If it is possible to roll the highest possible results on all dice and still pass a **{Skill Check}**, a **{Skill Check}** shouldn't be considered unless Difficulty is applied to make failure a possibility at all.

FINAL NOTE REGARDING SKILL CHECKS

Even the unskilled can, on rare occasions, succeed at tasks that are far beyond their normal competence. Every **{Skill Check}** die features a 1 face, and rolling it means automatic success. For certain dice, this isn't difficult to do. A Skill Check is only made when there is actually a chance to succeed or fail.

Although Luck Dice or Difficulty may alter any potential challenge, if a **{Skill Check}** is being made, success is ultimately possible however unlikely. It's important to know when a character's intended action is literally impossible or highly improbable. Knowing this helps the GM avoid giving a throwaway roll to appease a player's desire to perform an outlandish action in which they should have no

expectation of success. This is less of a concern if players moderate their own expectations, or you are playing a game in which characters are more like comic book characters than realistic people (albeit in a fictional world).

However, if the Gamemaster is trying to make a heavily atmospheric game which engenders fear, unease, or tension, then any chance of success should represent those few slivers of hope which a character can aspire to and hopefully work to their advantage.

GAMEMASTER NOTE

For characters with extremely high Skill Levels and high tested Attributes, a Luck Die with many sides is often the only way a character would be able to fail in any fashion, so encourage them to push the boundaries of their skill by trying more daring tasks.



"YOU'RE A LUCKY MAN, KOVACS."

SURE. A HUNDRED AND EIGHTY LIGHT YEARS FROM HOME, WEARING ANOTHER MAN'S BODY ON A SIX-WEEK RENTAL AGREEMENT. FREIGHTED IN TO DO A JOB THAT THE LOCAL POLICE WOULDN'T TOUCH WITH A RIOT PROD. FAIL AND GO BACK INTO STORAGE. I FELT SO LUCKY I COULD HAVE BURST INTO SONG AS I WALKED OUT THE DOOR.

TAKESHI KOVACS

PARTS OF A SKILL CHECK ENTRY

Description of Skill Check

Name of Skill Check

Special Rules of Skill Check

Just listing the title means that the Special Rule refers to a universal rule.

ENDURANCE

This is a character's ability to maintain constant motion without tiring and to withstand extreme temperatures, allowing them to operate in harsh environments with a successful skill check. It is also used to metabolize poisons or drugs in a character's system.

Specialization(s): Toughness, Metabolizing Toxin

Easy: Running for a mile without slowing significantly. Tolerating constant but mildly inclement weather or a superficial wound.

Normal: Metabolizing an animal poison not known for being lethal, but painful nonetheless.

Tricky: Enduring brief exposure to extreme temperatures, or a painful wound.

Challenging: Maintaining a brisk travel pace over the course of several days. Enduring a very painful wound.

Complicated: Enduring extreme temperature for several hours or excruciating incidental pain, such as a broken bone.

Nearly Impossible: Running for hours on end at a full sprint. Resisting death from potent animal venom. Not passing out or dying from massive injuries.

The TR Range for Skill Checks of this kind.

This is just a guideline for GMs who wish to set their own **TR** for Skill Checks. Not all Skill Checks utilize this when they are Opposed Checks.

Specializations possible for this Skill Check

Triggered Effects that can be used.

These will include options for resolving  and  as well as any just resolved with additional  (Often called "Support Triggered Effects.")

Equipment, Traits and player/GM ingenuity can provide other ways to Resolve   or  with this same Skill Check during the Resolution Phase.

Note: Not all Skill checks will have a default set of Triggered Effects, and will instead be applied contextually or by equipment used or the check really functions mostly on a pass/fail binary.

Special

Ace: The character catches a second wind and can immediately remove 1 Wound per  and can continue at full speed without penalties of any kind other than Encumbrance. In regards to poison, an Ace represents quick work or a bit of luck which cures the status.

Gear: Some types of apparel or Survival Gear will grant bonuses to **{Endurance}** under the right circumstances, or with the right Tech Point upgrades.

Save Throw: This can be used as a Save Throw. However, when it is used to prevent negative effects due to weather, a character utilizing survival techniques such as building a shelter may find a **{Survival}** a more appropriate Skill Check to use.

Triggered Effect(s)

■ **Exhaustion:** (  ) Character is forced to make a Short Rest and cannot gain any benefit from doing so.

■ **Hitting a Stride:** (   ) A character can Travel on foot as if they had traveled by Vehicle to another District.

■ **Metabolize Drug:** (  ) Whatever Drug or Chemical has a character "Under the Influence" wears off at the end of the Round instead of at the end of the Encounter as normal.

■ **Metabolize Poison:** (Special) Gain Protection 1 per  from [Poison].



STRENGTH SKILLS

ATHLETICS

This is a character's ability to perform various feats of strength, endurance, stamina and dexterity.

Specialization(s): *Acrobatics, Climb, Dodge, Jump/Leap, Lift/Pull, Swim*

NOTE

Athletics, probably more than most, will be subject to Specialization. Since general fitness can only take one so far. Most Athletics require specific conditioning in order to properly execute certain tasks.

Easy: Climbing a surface designed for climbing. Swimming in calm waters or diving up to 10 feet.

Normal: Hopping a chain link fence. Swimming constantly in smooth waters for up to an hour or diving to about 30 feet.

Tricky: Free climbing a rope ladder. Swimming constantly in rough waters or diving over 30 feet with dive gear.

Challenging: Climbing what is not meant to be climbed, but has some exploitable hand and footholds. Swimming for several hours in rough waters or diving over 50 feet with dive gear.

Complicated: Climbing a fence topped with barbed or razor wire. Swimming for several hours in extremely rough waters.

Nearly Impossible: Climbing what is almost a sheer surface with little to no hand holds. Swimming either against a riptide or during a storm.

Special

Ace (Climb): Characters scramble up a surface almost as fast as they could run.

Encumbrance: Any character that is Encumbered will add Difficulty as normal to {Athletics}.

Gear: Some kinds of Survival Gear grant bonuses to {Athletics} under the right circumstances or with

the right Tech Point upgrades, but almost always apply to a certain Specialization exclusively.

Save Throw: This can be used as a Save Throw.

Triggered Effect(s)

- **Charge:** ( or more) “Engage” a target in a Shared Zone and get a bonus of {Melee Combat, Brawl +1} during this Round if this was declared as part of an Intent.
- **Dodge:** ( and/or ) Increase Protection by +1d8+  for Ranged attacks or +1d6+  for Melee and 1d4+  for Grapple attacks. This can combine with other Protection bonuses. *Accuracy.*

: LINK ESTABLISHED :

SAVE THROWS, DODGE AND PARRY

When making a {Save Throw}, a character has the option of using  to reduce an opponent's  before they roll damage, even without a specific Triggered Effect. The hope being to reduce the number of  the attacker has before determining how much Damage is dealt with the attack. Note that  in a Save Throw will count against a character, which can result in more Damage. Dodge and Parry triggered effects have additional rules for reducing Damage after it is rolled, so it is somewhat safer an option in this regard.



BRAWL

This is a character's ability to fight with their bare hands or knuckle weapons including various Martial Arts. This is almost always an Opposed Check, so the scale of difficulty is based upon the result of an opponent's Skill Check.

Specialization(s): Knuckles, "Martial Arts style"

Special

Ace: A character rolling an Ace on this check is able to roll an extra  immediately.

Battle Armor: Characters wearing "Battle Armor" may offset penalties for Unarmed Combat and may provide additional bonuses with further upgrades.

Kata: Resolving more than  against a single target with any combination of Triggered Effects from having used {Brawl} will cause a target to automatically take d4 Wounds as Damage. This is increased to a d6 if the character Resolves  against a target instead.

Save Throw: A character using this as a Save Throw during Combat is not acting as the Active Player and is adopting a defensive posture. So they would only be able to Resolve any  on Triggered Effects that increase Defense, add Protection or otherwise require an attacker to increase Difficulty or require additional  needed for their Triggered Effects.

Unarmed Combat: If a character is unarmed and fighting someone who is armed or wearing apparel from the Battle Armor category, the character incurs a {Brawl -2}. Certain Traits as well as armored gauntlets or knuckle weapons will offset or remove this penalty altogether.

Triggered Effect(s)

- **Hit:** () Damage:  Accuracy 1.
- **Disarm:** () One target in melee range loses the weapon they are wielding unless they pass a {Brawl -1 per  of Attacker, -1 per additional  the Attacker Resolves}.
- **Parry:** () Character gains Protection +d4 against Melee Attacks this round. This is increased to +d6 against {Brawl} or unarmed attacks. Accuracy.

- **Stun:** (Special) One target must Resolve ( per  Resolved past the first).

- **Stumble:** () The character must Resolve a .

- **Fall:** (  ) The character becomes Prone.

ENDURANCE

This is a character's ability to maintain constant motion without tiring and to withstand extreme temperatures, allowing them to operate in harsh environments with a successful skill check. It is also used to metabolize poisons or drugs in a character's system.

Specialization(s): "Drug", Metabolizing Toxin

Easy: Running for a mile without slowing significantly. Tolerating constant but mildly inclement weather or a superficial wound.

Normal: Metabolizing an animal poison not known for being lethal, but painful nonetheless.

Tricky: Enduring brief exposure to extreme temperatures, or a painful wound.

Challenging: Maintaining a brisk travel pace over the course of several days. Enduring a very painful wound.

Complicated: Enduring extreme temperature for several hours or excruciating incidental pain, such as a broken bone.

Nearly Impossible: Running for hours on end at a full sprint. Resisting death from potent animal venom. Not passing out or dying from massive injuries.

Special

Ace: The character catches a second wind and can immediately remove 1 Wound per  and can continue at full speed without penalties of any kind other than Encumbrance. In regards to poison, an Ace represents quick work or a bit of luck which cures the status.

Gear: Some types of apparel or Survival Gear will grant bonuses to {Endurance} under the right circumstances, or with the right Tech Point upgrades.

Save Throw: This can be used as a Save Throw. However, when it is used to prevent negative effects due to weather, a character utilizing survival techniques such as building a shelter may find a **{Survival}** a more appropriate Skill Check to use.

Triggered Effect(s)

- **Exhaustion:** (  ) Character is forced to make a Short Rest and cannot gain any benefit from doing so.
- **Hitting a Stride:** (   ) A character can Travel on foot as if they had traveled by Vehicle to another District.
- **Heal:** see pg.138
- **Metabolize Drug:** (  ) Whatever Drug or Chemical has a character Under the Influence wears off at the end of the Round instead of at the end of the Turn.
- **Metabolize Poison:** (Special) When used as a Save Throw, Gain Protection 1d4 per  from [Poison] whenever taking damage from it.

MELEE COMBAT

This is a character's ability to effectively wield a variety of Melee Weapons in combat. This can range from simple clubs, knives, and blades to more advanced varieties such as force weapons and enhanced cutting weapons.

Specialization(s): Long Blades, Knives, Bludgeons, Staff, many exotic melee weapons require their own Specialization as well.

Special

Ace: A character rolling an Ace on this check will be able to inflict an additional Wound (or more depending upon the weapon) per  when Resolving any  against a target in Melee range.

Armed: A character must be using a Melee Weapon in order to make this skill check. Their equipped weapon determines what Triggered Effects a character can Resolve   and  on.

Save Throw: A character using this as a Save Throw during Combat is not acting as the Active Player and is adopting a defensive posture. So they would only be able to Resolve any  on Triggered Effects that increase Defense, Protection or otherwise require an

attacker to increase Difficulty or require additional  needed for their own Triggered Effects.

Triggered Effect(s)

All Triggered Effects are determined by the character's equipped weapon, as will their  and  cost.

TOUGHNESS

This is a sleeve's physical resilience to damage and ability to maintain composure after an injury.

Specializations: "Damage Type"

Easy: Small scratch, bruise or minor burn.

Normal: Minor laceration, sprain.

Tricky: Major laceration, burn or cracked ribs.

Challenging: Open wounds, broken digits, major burns.

Complicated: Severe wounds and burns, compound and complex fractures.

Nearly Impossible: Continuing on normally after taking an injury that should have killed them. This will almost certainly cause long-term harm.

Special

Ace: The character does not lose any  from an attack. All Wounds past the character's Damage Threshold are ignored. Characters who have already taken more Wounds than their Damage Threshold allows cannot take advantage of this.

Save Throw: This skill is used as a Save Throw almost exclusively.

Triggered Effect(s)

- **Heal:** see pg.138
- **Stabilize:** (Special) Character can remove the Dying status from themselves if they pass **{Toughness}** with a **TR** equal to (remaining )+(). This Skill Check cannot be done during an encounter, and failure causes the character to lose  1.
- **Wounded:** (Special) The character fails to prevent Damage. For every  each Wound inflicted causes the character to lose a  1 even if the character has not yet reached their Damage Threshold.

DETECTION

This is a character's ability to observe their surroundings, primarily via sight, smell, and sound. This is augmented by the ability of a character's sleeve along with any upgrades or implants that may magnify their vision, filter audio or detect wavelengths of light invisible to the naked eye. This covers the detection of things that are literally impossible to find without the assistance of sensory equipment, such as finding microwire video surveillance or listening devices hidden behind walls.

Specialization(s): *Spot, Listen, Scent, Pressure, Heat Signature, Electronic Signature*

Easy: Spotting something that is in plain sight, but scattered among clutter. Hearing something that cuts through silence. Smelling something extremely pungent.

Normal: Spotting something hidden with superficial effort. Hearing a distinct sound amid the white noise of a crowd or general activity. Identifying a distinct odor.

Tricky: Spotting someone you know well in a crowd who isn't trying to be hidden. Identifying a sound, smell, or flavor a character is very familiar with.

Challenging: Spotting someone making efforts to be hidden. Catching a very quiet sound, or mild taste or smell.

Complicated: Identifying someone in a crowd of people with poor lighting. Hearing a distinct sound in a noisy area. Catching the taste or smell of something very faint.

Nearly Impossible: Identifying someone by means of alternate light sources or heat signatures. Overhearing a specific conversation in a crowded and noisy room. Catching the smell or taste of a mild, but specific ingredient in an otherwise aromatic dish.

Special

Ace: Rolling an Ace means a GM reveals details that the player was not specifically asking to detect with this Skill Check.

GAMEMASTER NOTE

The augments and technological devices that allow for an increased sensory range are by far the most common and available, even to low-end sleeves. It is important that players establish by what means their characters are using **{Detection}**. This allows an opportunity to immerse the player on a sensory level. Even if a character fails in their check, the GM can describe what the character does detect and with that sense, even if what is found (or noticed) is of far less importance. This contributes to the overall experience and may lead to more clues.

A GM can default to having a character notice something that they are only looking for passively, but it is a far more effective narrative tool for a player to describe the means by which their character uses **{Detection}**.

Since the costs of equipment and services are heavily abstracted in this game, it is perfectly acceptable for a player to assume that they are using some basic augment their character's sleeve possesses with even basic Neurachem enhancement. They may do this without their sleeve requiring a deliberate entry, or without it requiring a bonus to make the gear or augment worthwhile to include. This is especially true if the character has no chance of detecting something that they are not deliberately looking for, but would have no trouble whatsoever detecting if they utilize common sensory equipment or augments. See Investigation pg.111.

Triggered Effect(s)

- **Dangerous Oversight:** (   ) The character misses a crucial detail that will increase their Campaign Progress die type by one step.
- **Minor Oversight:** () A character cannot attempt {Detect} again until another character resolves a  with another investigative skill check.
- **Oversight:** ( ) A character must pay  1 in order to attempt another {Detect}.
- **Detect:** () Remove “Hidden” status from a target within a Shared Zone, or the character finds what they are looking for specifically.
- **Superior Detect:** (   ) The character notices anomalous and hard-to-see features, like hidden objects, very subtle augments, or things disguised by means of active camouflage or visual scramblers.

DIRECTED ENERGY WEAPONS

This is a character's ability to use ranged Directed Energy Weapons such as blasters, beam weapons, particle weapons, and some plasma weapons. They are fairly erratic unless they are integrated on hybrid weapon platforms that utilize more stable firearm mechanisms.

Specialization(s): *Beam, Plasma, Arc, Stun, “Specific Directed Energy Weapon models”*

Special

Ace: A character inflicts an extra Wound per  when resolving an attack against a target.

Armed: A character must be using a Directed Energy Weapon in order to make this Skill Check. The equipped weapon determines what Triggered Effects a character can Resolve   and  on.

Headshot: Resolving more than     against a single target this turn adds +d10 Health Point as Damage, OR all Wounds inflicted by Damage count as *Deadly*.

Specialization: Directed Energy Weapons almost always require some form of Specialization in order to use a specific weapon properly.

Triggered Effect(s)

Any Triggered Effects are provided by the entries of the equipped Directed Energy Weapon, but they have the following in common:

- **Discharge:** () Add a  to the weapon.
- **Friendly Fire:** ( ) Inflict Damage to one party member.

FIREARMS

This is a character's ability with firearms and hybrid energy weapons that fire solid projectiles (such as some models of rail weapons).

Specialization(s): *Carbine, Pistol, Long Gun, Small Arms, Shotgun, “Specific Firearm models”*

Special

Ace: A character inflicts an extra Wound per  when resolving any attack against a target.

Armed: A character must be using a firearm or hybrid weapon in order to make this Skill Check. The equipped weapon determines what Triggered Effects a character can Resolve   and  on.

Headshot: Resolving more than     against a single target this turn adds +d6 Health Point as Damage, OR all Wounds inflicted by Damage count as *Deadly*.

Triggered Effect(s)

Any Triggered Effects are provided by the entries of the equipped Firearm, but each will have the following in common:

- **Friendly Fire:** (  ) Inflict Damage to one party member.

SEARCH

This is a character's ability to thoroughly search a location for things that are deliberately hidden or require a concerted effort to find. This applies to finding things in a physical space, but a character can use this skill in Virtual in order to detect things in simulspace. What distinguishes this from Detection is that Search is a task completed over time, such as performing thorough sweeps or deep digging. This can also be used to find things that aren't even

at the location being searched, such as discovering clues regarding an item's true location.

Specialization(s): (Specific region, terrain or location)

Easy: Finding something that is stowed in a fairly obvious place, like a drawer or a file cabinet.

Normal: Finding something you misplaced. Finding valuables in a safe. This doesn't mean they can open it, but they'll know where it is.

Tricky: Finding something that is deliberately hidden away in a place where it would not normally be.

Challenging: Finding something that is protected by a certain level of clearance needed for access.

Complicated: Finding something hidden behind multiple layers of security and hidden compartments.

Nearly Impossible: Finding something that is hidden behind very strict access, whose location is only disclosed to a handful of trusted individuals.

Special

Ace: Characters find some clear indication where something is hidden and any security measures that protect it. The character finds something because of extreme carelessness (such as a password written on a note in someone's desk), or tremendous luck by stumbling on something they weren't looking for.

STEALTH

A character's ability to remain hidden or hide objects from view is encompassed in the use of this Skill. This does not protect against electronic surveillance or sweeps, only a character's ability to pass unnoticed by people.

Specialization(s): Conceal Object, Disguise, (Specific region or location), Pickpocket

Easy: Hiding in a crowd while dressed in street clothes. Pocketing something smaller than a large coin.

Normal: Stashing or pocketing an object away from immediate view. Hiding oneself with a simple change of clothes.

Tricky: Hiding from a patrol that has not yet detected you.

Challenging: Hiding from a patrol that is actively searching for you.

Complicated: Hiding in what is almost considered plain view. Hiding something rather large from immediate view.

Nearly Impossible: Quite literally hiding in plain sight.

Special

Ace: Characters escape detection by an extraordinary stroke of luck or by extreme means or can steal something without noticing.

Opposed Check: This can be used as a Save Throw and is an Opposed Check to {Detection, Search}.

Triggered Effect(s)

- **Sleight of Hand:** (Special) Something that is  per  is stolen or hidden from view. This an Opposed check when pickpocketing.

THROW

This is a character's ability to accurately throw objects. This can cover a variety of throwing weapons, but it also includes grenades.

Specialization(s): Grenade, Incendiary, Blades

Easy: Hitting a building with a thrown bottle.

Normal: Hitting something the size of a human that is not moving and is only a few feet away.

Challenging: Hitting a target the size of a small animal from across the room with a thrown object.

Complicated: Hitting a small, moving object from a decent distance.

Nearly Impossible: Hitting a small moving object from close to maximum range, such as another thrown object.

Triggered Effect(s)

Any Triggered Effects will be provided by the entries of the object thrown.

Special

Ace: The character rolling an Ace not only hits their target, but is able to choose the specific point of a target. This may have additional narrative effects, inflict greater Damage (+1 per ), or cause an Injury with the hit as per a normal Ranged Attack.

DIPLOMACY

This is a character's ability to negotiate with organizations in terms of their relationship with other organizations.

Specialization(s): *Specific organization, business or government agency*

Easy: Convincing a friendly organization to act in a mutual interest, requiring some effort from both parties.

Normal: Putting in a normal Request as per what is doable by the organization.

Tricky: Expediting a Request or making a Request of an organization or agency to whom you have no prior relationship or rapport.

Challenging: Negotiating a trade or business Contact with a new or untested party.

Complicated: Negotiating with a highly insular group or naturally untrusting party.

Nearly Impossible: Negotiating with a hostile or rival organization.

Special

Ace: A character can count an Ace as if they had used an Influence Point when interacting with an organization, business, or agency. Otherwise, it can be a character discovering that they have new allies with whom they're making Requests.

Triggered Effect(s)

- **Breakdown:** () A negotiation is not going well. Another character must Resolve at least  on another {Diplomacy} in order to reopen negotiation or the character must use  1.
- **Conspiracy:** (special) A character can negotiate with a potential ally in order to neutralize a target. Target takes  1d6 per  resolved.
- **Hostile:** () The negotiation takes an aggressive turn for the worse. Only using  allows for further contact and communication.

- **Negotiation:** () A character is able to get a small favor or request that would be considered normal if the character were part of the Network of who they are negotiating with.

EXPRESSION

This is a character's ability to convey a desired emotion or message. This can be as innocuous as acting, seduction, or entertaining, or it can be as nefarious as lying or conning a target.

Specialization(s): *Acting, Bluff, Haggle, Seduction, Persuasion*

Easy: Conveying something to a trusting party that is both believable to the target and is more true than not. Getting someone to act in their own interest.

Normal: Bargaining something down slightly in order to secure a sale, conveying a believable emotion in a situation that is not emotionally charged. Getting a person to change their plans, but the change is still in the best interests of the person being persuaded.

Tricky: Convincing the target of an insincere emotion in a situation. Getting a target to act in the character's self-interest instead of their own.

Challenging: Negotiating a deep discount or conveying a very insincere emotion. Getting a target to act against their own self-interest.

Complicated: Attempting a bold-faced lie, completely misrepresenting the identity of your DHF or persuading someone to act in a near suicidal manner.

Nearly Impossible: Convincing the target to take action that will result in almost certain Real Death (or at least Severe Organic Damage). Convincing the target that the character is a friend they have known for decades who has been cross-sleeved.

Special

Ace: A character makes their desired emotion extremely clear and is able to convey this with either complete clarity or with such force of personality that it has the same effect as if they had used an .

Triggered Effect(s)

- **Bluff:** () A character is able to pass off a believable lie as a true statement.
- **Conspiracy:** (special) A character can use deceit and subterfuge against a target to neutralize them as a threat or expose them. Target takes  1d6 per  resolved.
- **Revealed:** (  ) Any ruse a character attempts is revealed. Only by spending  1 can they attempt a further ruse with the same target or targets.
- **White Lie:** ( ) A character is caught in a lie or blunder that puts them into a situation where only further lying can save their charade. The character now has penalties of {Expression, Diplomacy -1} with the target.

READ PERSON

This is the ability to read body language, syntax, posture, facial tics, and cues that alert a character to a target's subconscious activity. This can also be used to detect Sleeve Features or aspects of a sleeve that might reveal hidden qualities about it or the person sleeved in it.

Specialization(s): "Organization", Synthetic Sleeves, Organic Sleeves, Physiognomy, Semantics, Syntax

Easy: Detecting a low quality synthetic sleeve.

Normal: Picking up on an intense, but restrained, emotion.

Tricky: Sensing a subtle physical or linguistic cue which reveals a deeper psychological truth. Detecting a high quality synthetic sleeve.

Challenging: Determining if a sleeve is occupied with the DHF of a person they know well by way of word choice and body language.

Complicated: Determining at a distance if a person is someone with whom the character is familiar with but who is in an unfamiliar sleeve.

Nearly Impossible: Looking for a personality tic to identify the DHF of someone you barely know in a sleeve.

Special

Ace: An Ace reveals the tiniest of details regardless of whether the character was searching for them.

Marked: Someone successfully targeted with this Skill Check will allow an increase in any Training Value bonus against the same target with {Diplomacy, Expression, Intimidation +1}. Only one such bonus from this Skill Check can apply in this way.

Save Throw: This can be made as a Save Throw against {Expression} to detect if the character is being lied to or if an opponent is being insincere.

Triggered Effects

- **Conspiracy:** (special) A character can study a person in order to find the best way to neutralize them. Target takes  1d6 per  resolved.
- **Kernel of Truth:** (  ) If a character is making a Save Throw against {Expression} they can detect what, if anything, being told is truthful.
- **Mistaken Identity:** (  ) A character is unable to identify a DHF that is occupying a sleeve by means of syntax and body language.
- **Psychosurgery:** (special) Treat the damaged psyche therapeutically using psychosurgery. Restore  1d6 per  Resolved.
- **Sleeve Sense:** (   ) The character is able to identify the DHF in a sleeve by means of the targets' syntax, body language and other subtle hints that are subconscious tells.
- **Two Steps Behind:** ( ) A character who is attempting this Skill Check as a part of a Conspiracy find that their target is far more clever than they thought. All other Skill Checks that have the Conspiracy Triggered Effect will have {-2} until one of their checks is successful.

COMPOSURE

This is a character's ability to maintain their senses in the face of danger or stress.

Easy: Hiding a reaction from a momentary and minor personal slight.

Normal: Suppressing an emotion, such as fear or panic, for a significant duration.

Tricky: Suppressing an incidental but acute emotional response or indication of pain.

Challenging: Resisting severe pain such as that caused by an emotional blow or a physical flesh wound.

Complicated: Resisting excruciating pain such as from a broken bone or severe burns. Maintaining composure when someone a character cares about is being harmed.

Nearly Impossible: Witnessing a disaster without emotion. Shrugging off the pain of a mortal wound.

Special

Ace: If a character rolls an Ace, then that character is completely resolute in their intent. Either they draw upon a primal source of personal energy, or they are accustomed to the abuse their mind is enduring.

Save Throw: This is usually only used as a Save Throw, as an Opposed Check to **{Diplomacy, Read Person, Intimidation}**. This can be used as a Save Throw against Panic or other similar Status Effects. This is why no Specializations or Triggered Effects are provided in this book.

DISCIPLINE

This is a character's focus on a long-term goal or task. This allows a character to undertake projects that take time to complete and require meticulous attention to detail. This also allows a character to manipulate digital constructs, including one's own avatar in virtual.

Specialization(s): *Hold, Virtual, Patience*

Easy: Maintaining enough patience to finish a task that takes a couple hours. Applying a change, such

as adding a pre-rendered object or situation from a system driver into virtual.

Normal: Maintaining enough patience to finish a task that has an adverse factor such as unpleasant weather. Manipulating something in virtual as a system administrator.

Tricky: Maintaining enough patience to finish a task that requires considerable skill or manipulating something in virtual as a normal user.

Challenging: Being subjected to extremely tedious or difficult tasks with many distractions. Manipulating a key system feature in virtual as an administrator.

Complicated: Accomplishing an extremely difficult task that requires a heroic level of patience. Manipulating a key system feature in virtual as a normal user.

Nearly Impossible: Doing something tedious for literally months on end. Resisting interrogation in Virtual against some of the most vicious of Sharya torture protocols. Changing the setting of a virtual construct a character is imprisoned in.

Special

Ace: A character is able to keep to a task indefinitely for however long it takes to complete, or by some fluke, exploits a program loophole and manipulates the Virtual element that they were attempting, even if it was a relatively deep system protocol.

Virtual: A character uses their **{Discipline}** for any **{Composure}** Skill Checks they attempt while in Virtual. This is true even if the Skill Level of Discipline is lower.

Save Throw: Anything that would use **{Composure}** as a Save Throw in the real world would use **{Discipline}** in Virtual and would generally allow the same bonuses while having the same penalties.

Triggered Effect(s)

- **Conspiracy:** (special) A character can patiently wait for an opportunity to upend a target professionally or personally. Target takes 1d6 per  resolved.

INTIMIDATION

This is a character's ability to break the will of another by finding and exploiting a psychological weakness for information or compliance. The methods for doing this vary tremendously.

Specialization(s): *“Organization”*, Interrogation, Law*, Extortion, “Weapon”**

Easy: The target has little association with their information and thus will comply with little effort.

Normal: The target is under no obligation to be helpful in any way and has full license to be hostile or as non-compliant as possible, but they ultimately do not have any real loyalty to the information they are protecting.

Tricky: The target is motivated to protect their information due to employment or financial interest.

Challenging: The target is highly guarded and is trained in techniques to evade questions or to disguise their knowledge on a subject. Revealing this information or yielding is likely have dramatic consequences for the target.

Complicated: The target is a highly trained operative who is resistant to torture or coercion, has N-Wire protection, or is extremely motivated to protect their information.

Nearly Impossible: The target has nothing at all to fear from the character. The target may give the character far more reasons to be afraid of them.

Special

Ace: The target confesses in full, even going as far as divulging details that were not requested, or the target fully complies to a character's demands.

Specialization: There are a few Specializations that cross over from other Skill Checks. These reflect a character's expertise in a specific area to better intimidate others. For example, Law allows a character to leverage their knowledge to threaten a target with legal action. A specific weapon Specialization allows them to effectively intimidate using a threat of violence with that weapon. Leveraging an organization would utilize its influence or that of a Contact to effectively intimidate.

Virtual: A character with a clear advantage in Virtual as an interrogator receives **{Intimidation +1}** as a Gear Bonus. Drivers and programs can further increase this bonus.

Triggered Effects

- **Conspiracy:** (special) A character can threaten a target in order to neutralize them. Target takes 1d6 per Resolved.
- **Defiance:** () Any interaction with the target incurs **{Read Person, Intimidation, or Expression -2}** until a successful check.
- **Extract Info:** () A character gets one detail they were asking for by Intimidation.
- **Full Confession:** () A character gets all of the information they want.
- **Terrify:** () Panic one target.





ACUITY SKILLS

NOTE

Most Acuity Skill Checks are either highly narrative in nature, or the use and possible results from the outcomes of the Skill Check are highly contextual to the situation. This shortens the list of entries that feature a list of Triggered Effects.

DATA ANALYSIS

This skill represents the ability to discern meaning or key information from otherwise impenetrable amounts of data and metadata. The sheer quantity and incalculable density of data that exists cannot be easily comprehended. At its most simple, this skill represents a character performing search queries in databases. At its most complicated, it's multivariable analysis and drawing meaningful inferences derived from correctly processing raw datasets. This skill also allows a character to analyze DHF in a cortical stack in order to determine certain properties without engaging with it directly in virtual.

Specialization(s): Forensics, Accounting, Media, "Science"

Easy: Executing a search query on an innocuous topic or subject.

Normal: Performing diagnostics using common analysis software with a solid dataset.

Tricky: Extracting data from high-resolution images, audio, or video files. Going through private records or corporate databases.

Challenging: Sorting through sparse datasets or information, or media that is low resolution.

Complicated: Restoring or gathering information from highly scattered and disparate sources, or extracting information from damaged or corrupted files.

Nearly Impossible: Finding the source of an encrypted file. Deriving patterns or extracting information from incomplete data or corrupted files.

DATA ENGINEERING

This skill represents a character's ability to create and alter items and environments in Virtual, write programs and command prompts for characters to monitor, or perform tasks in the digital space or with a digital interface. While this can be used to make something comparable to software on the market, that would be exceptionally tedious. A character would be more likely to use this skill to modify existing programming or create a quick and simple application built on a frame prepared in advance.

Specializations: Virtual, Viruses, Firewalls, Drone Programming, Psychosurgery, Encryption/Decryption

Easy: Using well-documented and common command prompts that work within the parameters of an existing operating system.

Normal: Installing and running off-the-shelf programs and optimizing settings.

Tricky: Setting parameters for virtual environments from a command terminal in the real world. Programming a contingency or independent command protocol that triggers the execution of another program. Altering or extracting a specific detail in DHF memory by way of psychosurgery.

Challenging: Writing code to alter programs used in decks or with ONI systems, either with increased permissions, scrambled discreet destination codes, or with false identities. Undoing damage to DHF by way of psychosurgery. Decrypt a secure file.

Complicated: Creating or altering a program that operates without authorization, granting access to servers or decks to which a character normally does not have access. Picking a digital lock.

Nearly Impossible: Creating computer viruses that can harm the DHF in cortical stacks. Rebuilding a severely Ego-splintered DHF with psychosurgery. Altering or extracting information from DHF in ways normally reserved for psychosurgery but instead using common digital-human interfaces like ONI or experia entertainment.

Triggered Effects

- **Psychosurgery:** (special) Repair the digital integrity of damaged DHF in psychosurgery. Restore  1d6 per  Resolved.

DIGITAL NETWORKING

This skill allows a character to navigate information networks. Social media, ONI networks, and omnimessage boards can be identified and utilized. It is not unlike Data Analysis, but Digital Networks is far less a matter of data as it is knowing and understanding online communities and resources. This skill also allows a character to understand security systems and company intranets that are not necessarily online, but use a familiar set of protocols that grant the character an understanding of how to navigate them.

Specialization(s): “Organization”, (Specific program language), (Specific operating system), Digital Security, Dipping

Easy: Accessing public maps and databases with user-friendly HUD interfaces.

Normal: Searching for public information on an individual using their discreet destination code should they still be on the grid.

Tricky: Using computer language or backdoor command prompts while not an administrator.

Challenging: Overriding a security terminal. Accessing databases that are classified. Programming a “dead man’s switch” into a system to which the character has administrative access.

Complicated: Infiltrating the security systems of a major corporation. Dipping into normal needlecaster transmissions.

Nearly Impossible: Dipping into a secure live feed and altering its contents. Extracting data from secure servers remotely. Intercepting a needlecaster.

INVESTIGATION

This Skill allows a character to make connections by examining evidence. The nature of this evidence can be physical or digital, but it requires a character to read between the lines and make educated inferences as to the relationships among various points of data that may, at first, seem unrelated.

Specialization(s): (Specific form of investigation, e.g. accident reconstruction, arson, blood splatter, genetic testing, digital tracking, forensic accounting)

Easy: Determining cause of death from a weapon left behind at a crime scene. Determining arson from distinct accelerant pour patterns. Following someone who has a tracking bug on their vehicle and inferring their possible destination.

Normal: Following someone who has a tracking bug on their vehicle and inferring specifically with whom they’re traveling to meet (assuming their possible Contacts are known).

Tricky: Recognizing the calling card of a serial arsonist or bomber. Analyzing blood splatter patterns or other reconstructive efforts in order to determine the number of attackers and the nature of their weapons. Recognizing a favored weapon or execution style of a criminal organization.

Challenging: Determining the genetic parentage of an offworlder. Recognizing the calling card of a serial criminal who is several years removed from their last alleged crime.

Complicated: Seeing a pattern of a serial killer from murders that are so many years apart that they are referenced historically and are not within living memory of the character. Identifying the use of shell corporations to launder money and tracing the money to an unlikely source.

Nearly Impossible: Detecting a faint whiff of poison as a cause of death when there are multiple other wounds that would suffice as an explanation.

Special

Ace: All of the investigative pieces fall into place. The GM is encouraged to reveal a major clue in whatever conspiracy or crime the character is investigating, which would normally be gained from spending any  on a high profile informant.

Triggered Effects

- **Conspiracy:** (special) The character finds incriminating evidence to neutralize a target. Target takes  1d6 per  resolved.

MECHANICS

This allows a character to perform maintenance and repairs on existing devices. It also allows a character to upgrade devices using Upgrade Kits, software patches and modules and utilize tools on mechanical devices.

Specialization(s): “Gear” e.g. aircars, firearms, Synthetic Sleeves, Apparel, Armor, Directed Energy Weapons, Cybernetics, Larceny

Easy: Using a name brand aftermarket Upgrade Kit with a device of that same brand.

Normal: Using a generic aftermarket upgrade on a device. Doing routine maintenance on a device.

Tricky: Applying an upgrade using compatible but disparate parts from multiple manufacturers. Doing a minor or common repair. Picking a simple mechanical lock.

Challenging: Applying a custom model of gear from spare parts that exceeds the performance of commercially available versions.

Complicated: Using custom parts or finding overrides for programming that normally prevent the use of after-market upgrades.



Nearly Impossible: Applying something that is made entirely of custom parts. Repairing something that is almost completely destroyed.

Special

Ace: The character can apply Upgrade or remove a feature that was a factory setting without any damage to the gear. Respecing gear will allow for the retrieval of the Upgrade Kit used as well as refunding the  spent on applying it.

Triggered Effect(s)

- **Apply Upgrade Kit:** () The character adds the upgrade provided by an Upgrade Kit. This will require additional  if the upgrade is a generic one. See pg.194.
- **Apply Chassis Upgrade:** ( per existing  spent on upgrades) A character uses a Chassis Upgrade to add additional  as determined by the Chassis Upgrade.
- **Repair:**  Restore 1 lost Structure or for a Synthetic Sleeve allow for Healing of 1d6 Wounds or restore 1.

NAVIGATION

This is a character's ability to traverse environments by using landmarks. Most cities are laid out in logical grids, so this will usually apply to more natural settings. However, a practical application of this skill in an urban environment is understanding the patterns of street layouts and traffic in order to minimize travel time, circumvent roadblocks, and evade pursuit.

Specialization(s): Specific region, terrain or location

Easy: Navigating clearly marked city streets. Using a person's discreet destination code to locate them within the same town.

Normal: Navigating a street using known building landmarks. Using a person's discreet destination code to locate someone in a different town.

Tricky: Navigating terrain with natural landmarks or streets with vague directions.

Challenging: Navigating crowded city streets marked in an unknown foreign language.

Complicated: Finding a location using only compass directions.

Nearly Impossible: Navigating an open field in a blinding snowstorm, a dense jungle with a heavy canopy that obscures the sun, or other terrain devoid of landmarks (such as open water).

Special

Ace: A character finds a greatly expedited path to their destination, or they got especially lucky with traffic or weather conditions, making plotting a course much faster.

Triggered Effect(s)

Any use of this skill check will largely be narrative, where any  is seen as a success and multiple  will be needed for more complex directions or journeys of great time and distance, because of this Triggered Effects do not really apply.

PILOT

A character can pilot various types of vehicles with this skill. Most people only have the ability to pilot personal craft, or aircars at the very most, but more advanced iterations of this skill provide the ability to pilot more advanced craft (space vessels) or use more archaic modes of travel (sailboat).

NOTE

This skill is for sophisticated maneuvering. Simply piloting a vehicle or vessel from point A to point B doesn't require skill checks unless there is something the character must account for that isn't routine, such as expediting a trip or evading pursuers.

Specialization(s): (Specific vehicle, vessel or class of vehicle or vessel), Drone

Easy: Piloting a ground car with minimal obstacles.

Normal: Piloting an aircar with lots of guidance and autopilot features.

Tricky: Piloting a specialized personal transport such as an airbike or a large transport freighter. Making a

Save Throw representing the built-in safety features of the piloted craft.

Challenging: Piloting an archaic model of aircar that lacks the consumer-friendly features for ease of travel, or piloting a specialized vehicle like a boat or personal space vessel.

Complicated: Piloting a military vehicle under fire, or a large space vessel.

Nearly Impossible: Pulling a risky maneuver that is deadly or could potentially result in severe damage.

Special

Ace: The character pulls off an incredible maneuver that is part skill, but also a lot of luck. The character and their vehicle are virtually unscathed. A character can Resolve any number of  on Move without requiring  to be Resolved (Maneuver and Redline will still require ).

Specialization: A character that attempts a Pilot check without the appropriate Specialization suffer at least **{Pilot -4}** unless stated otherwise, as piloting several types of vehicles while untrained is extremely difficult.

Size: All skill checks in a vehicle have a penalty of **{Pilot -1 per size}** that can combine with any other Difficulty penalties incurred while piloting.

NOTE

Some vehicles have lesser penalties or altered Triggered Effects, representing vehicles with enhanced UI or are optimized for the pilot's ease-of-use.

Triggered Effect(s)

Maneuver: () A character is able to perform two or more different Move Actions with a vehicle. This is typically traveling at high speed or turning. This check suffers **{Pilot -1}** per  Resolved.

Redline: () Double the rate of Movement a vehicle travels when any  are Resolved for movement.

Trick Riding: () Double the turn radius of a vehicle when any  is Resolved while maneuvering.

Accident: () The vehicle takes d6 Structure damage. Resolving  in this way destroys the vehicle, or at least causes an additional d3 of Structure Damage. The vehicle's pilot must resolve  and/or  per  to perform another Move Action.

Swerve: () After resolving any amount of  for Movement, a vehicle only makes half that Movement. The pilot will need to make **{Pilot -1 per Size}** in order to avoid a minor collision, failure results in 2d6 Wounds with the *Deadly* Special Rule.

Collision: () Cause 1 Structure Damage. Resolving  in this way destroys the vehicle, or at the very least causes an additional d3 of Structure Damage. If it is an air vehicle, it will plummet from the sky.

Note: These are just common Triggered Effects for use with Piloting. Individual vehicles may have different lists of Triggered Effects that can be used, or have the same list but with altered  or  costs.

SURVIVAL

This is a character's ability to live off the land by tracking animals, making simple tools, and foraging for essentials and shelter from the elements. While it's implied that this skill is meant for wilderness survival, this can also apply to an urban setting when finding sustenance and lodgings in the dark underbelly of a city.

Specialization(s): *Streetwise, Geography, (Specific region, terrain or location)*

Easy: Determining the general cardinal direction in a region a character is familiar with.

Normal: Recognizing a game trail. Identifying common plants or animals. Knowing where the best sources of automated foodstuffs are.

Tricky: Making shelter from natural materials. Purifying drinking water. Knowing where to hide in an urban setting where you can sleep without being robbed.

Challenging: Building a fire without fire starters, using only found materials. Tracking animals or people in the indicated location.

Complicated: Refining, preserving, or distilling natural substances. Tracking and hunting small game.

Nearly Impossible: Building a shelter that can endure a harsh season. Finding reliable water sources in a desert.

Special

Ace: The character happens upon a natural formation or abandoned location that is more than suitable with nearby natural food and water sources. Note that this can translate into an urban location, finding a hidden room or location near free-flowing municipal water and a place where food is often discarded and can be eaten has a foodstuff dispenser kiosk that is rarely used.

Triggered Effect(s)

- **Animal Attack:** (Special) The character encounters an animal that attacks them. They lose 1d4 Health Points per  Resolved.
- **Break:** ( ) One tool or structure made by either the Bushcraft or Shelter Triggered Effects is destroyed during its use.
- **Bushcraft:** () Create a usable tool that replicates a "Tool" of some kind (generally Survival), but has extremely limited use and low Durability. This tool grants a Gear bonus of **{+1}** for every additional   resolved, meaning that resolving      

grants a **{+3}** gear bonus (+1 for the  and an extra +2 for the    ). Extended use of this tool allows for the Break Triggered Effect above.

- **Shelter:** (  ) The character creates a shelter to protect themselves from the elements. This shelter has the same rules as Bushcraft, but increases the Bonus by +2, to a value of +3. The shelter persists and adds its bonus to subsequent **{Survival}**. Extended use of this Shelter allows for the Break Triggered Effect, but breaking a Shelter requires    instead of the normal  .
- **Survival:** () Characters in the wilderness or living off the grid are able to gain sufficient supplies and scavenged materials to allow for Natural Healing if that character is able to take a Long Rest with food and water.
- **Venom/Poison:** (  ) A character is accidentally exposed to something venomous or consumes something poisonous in the environment. This varies tremendously by region, but can include consuming poisonous plants, being stung or bitten by a venomous animal or insect, etc. This causes a character to lose 1d6 Health Points from [Poison]. Some specific hazards may cause a character to lose more, if designated in any campaign notes.



BUREAUCRACY

This is a character's ability to navigate the labyrinthine regulations that dictate the majority of most people's lives. This allows a character to know how to most efficiently request information and services from government agencies and large corporations. This also covers due process for legal proceedings. Many corporations share parent companies, and Protectorate agencies will often issue referrals on a character's behalf. A character's affiliation with one agency or organization may still have some value when dealing with other entities, by comparing one organization to another they're already familiar with.

Specialization(s): (Specific organization or group, law, or business)

Easy: Requesting and filling out a simple form or making an information Request well within the rights of any citizen. It is so routine that characters will likely not even need to visit an on-site facility.

Normal: Requesting information or a public permit that is only accessible by formal inquiry.

Tricky: Promptly obtaining permission from an organization to operate within their legal or territorial purview.

Challenging: Obtaining permission from an organization to operate within their legal or territorial purview, but the nature of the Request requires certain clearances or rank within the same organization or another with jurisdiction over them.

Complicated: Making a Request that requires a great deal of approval from higher-ups and clearances to be granted to the character.

Nearly Impossible: Making a Request that is either a flagrant abuse of an organization's authority, or making the Request that is only possible through a strict chain of command.

Special

Ace: The Request is expedited through any chain of command or bureaucratic process. This is accomplished by either rubber-stamping, lack of proper oversight, a motivated workforce, or exceptional

maneuvering by the character through loopholes or back-channels to get things done.

Influence Points: A GM may require that a player spend an  1 in order to attempt a particularly difficult or unusual Request of an organization. This Request may be made from outside the organization's normal channels or with organizations that are very dangerous, such as a criminal networks.

Permissions/Forms: A character that obtains or has access to a special form or special permission from higher-ups can use such Contacts to provide what is considered a Gear Bonus to a **{Bureaucracy}** Skill Check.

NOTE

Many Traits allow a character clearances or levels of access to specific organizations that grant bonuses when making Requests, or ignore the need for skill checks entirely.

Triggered Effect(s)

- **Backchannel:** () Without a specific contact, a character knows how to expedite Requests by a ludicrous degree through use of back-channels or internal keywords that are known to denote an important Request of some kind. A character is able to get what they want almost immediately.
- **Conspiracy:** (special) A character can file an injunction or bury a target's industry with investigations into regulation violations, or civic complaints. Target takes  1d6 per  Resolved.
- **Denied:** () The request has hit an impassable bureaucratic or legal snag that cannot be overlooked. Characters cannot attempt another **{Bureaucracy}** until an  is spent.
- **Expedited Form:** () A character knows ways to get a bureaucracy or agency to fast-track a Request. However



long it takes for a submission Request to take, that time is cut in half.

- **Red Tape:** () The request is not without hurdles, with extra fees and more filing than necessary. Treat the check as successful, but at a Request Level one lower than normal.
- **Standard Form:** () A character receives normal bureaucratic permissions or licenses.

CULTURES

This is a character's knowledge of societal customs, including taboos, underlying philosophies, slang, and languages. This can be a regional, ethnic, social, company, gang, or religious culture. This allows a character to avoid social blunders in mixed company, or know how best to flatter or maximize offense (if a character is looking to antagonize).

Specialization(s): (Specific organization or group), Semiotics

Easy: Knowing the CEO of a major corporation, recognizing an art, cinematic, or clothing style as being typical or inspired by a specific culture.

Normal: Knowing a common cultural practice, or a basic cultural norm or belief.

Tricky: Knowing the demographics of a country. Recognizing a native speaker of a language.

Challenging: Knowing the proper social behavior of a culture well enough to pass as a native.

Complicated: Understanding an obscure regional dialect of a language. Knowing the hierarchy of a culture or subculture's leadership.

Almost Impossible: Knowing the differences between extremely similar cultures, religious sects, and criminal organizations along with the many inner workings and leadership structures of such obscure or opaque organizations. Knowing the habits, functions, and social rules of a secret organization as an outsider.

Special

Ace: A character is accepted as a friend by a person of the culture targeted for more information. This grants them a deeper level of insight than what they were initially attempting to glean.

Shibboleth: A character attempting to access the culture of another may be required to undertake some rite of passage or say some key phrase that is widely recognized by the culture or organization. It can be an appeal as a mutual alumni of an educational institution or service in a sympathetic organization to the culture. In this case, a character is able to use this sort of appeal as a Training Bonus.

Triggered Effect(s)

- **Entry:** () A character is spoken to and treated as if they were a normal member

of the organization, but they lack the ability to pull rank.

- **Guest:** () A character is able to enter an event as a guest, even if not part of an organization.
- **Great Offense:** (   ) A character has unintentionally violated a tremendously important social norm of the group with whom they are interacting. They may no longer attempt a **{Diplomacy, Expression, Culture}** unless the character spends  1.
- **Rite of Passage:** (    ) A character is able to move freely among members of a group and any of its subcultures, including mingling with leadership.
- **Taboo:** ( ) A character has violated the cultural norms of someone who the character tried to endear themselves to. The target treats the character as being low, base, or rude.
- **Vouch:** ( ) A character who is a member of an organization can vouch for another character who is not a part of that organization. This prevents the second character from needing a **{Culture}** Skill Check of their own.

ENGINEERING

This is a character's ability to fabricate devices from raw materials. This includes simple tools, electronic gadgets with basic program commands and spare parts. This can also apply to gene-cultures and biotech, allowing a character the understanding to vat-grow organs or even clone sleeves.

Specialization(s): *"Specific material or industry", e.g. computational/networking devices, genetic engineering, steel, composites, shipwright, blacksmithing, gunsmithing, synthetic sleeves, cybernetics*

Easy: Writing simple code. Building a computer using a kit.

Normal: Modifying a weapon with off-the-shelf aftermarket Upgrade Kits.

Tricky: Building a processor from store-bought parts. Vat-growing human tissue from existing cultures.

Challenging: Writing a program to perform what would amount to an Acuity or Intelligence Skill check, building weapons or armor using raw materials and fabricators

Complicated: Writing code for objects to be used in virtual. Creating a synthetic sleeve with vat-grown organ parts and cybernetics from scratch.

Nearly Impossible: Writing the Acheron code to limit stack life to 100 years. Creating a clone sleeve using ancient offworld DNA samples.

Triggered Effect(s)

- **Create Upgrade Kit:** (  ) Create an Upgrade Kit for use on a specific piece of gear.
- **Create Chassis Upgrade:** (   ) Create a Chassis Upgrade for use on a specific piece of gear.
- **Create Chassis:** ( 1,  per  applied to Chassis for base Price Lv.2 +1 per ). Character creates one piece of gear with up to  per  rolled on the skill check to make it. Making something Rare increases the base Price Level to Lv.3.
- **Damaged:** ( ) Character must spend Credits Lv.1 per  if they wish to salvage the gear from the damage they did in order to re-try.
- **Destroyed:** (  ) All the raw materials the character was using to create something have been destroyed beyond repair. Further manufacturing attempts cannot be made this session and the gear loses a  or 1 point of Durability.
- **Sabotage:** () Character reduces Structure of a target by 1 or makes  worth of an upgrade inoperable.

GEOGRAPHY

This is a character's understanding of geography, including the names and relative locations of

important areas, cities and towns within a region. *This also includes offworld locations.*

Specialization(s): (Specific planet, region, terrain or location)

Easy: The name and system of a major Protectorate megacity, or the name and system of a colonized planet.

Normal: A major continent on a colonized world.

Tricky: A major geographic feature of note or a large city on the character's homeworld.

Challenging: The capital of a Protectorate province.

Complicated: A small town on an offworld colony, a lake or river, or the name and location of a CTAC outpost.

Almost Impossible: A very obscure or highly classified piece of information, such as the name and location of an abandoned offworld Envoy base.

Special

Ace: A character is not far removed from first-hand experience in the obscure region or location from which information is recalled. The character has access to what would otherwise be regional knowledge.

Triggered Effect(s)

- **Cartography:** () The character makes a record of important landmarks, caches of food and water and any other notable locations. This map allows others to use this item as a Tool Kit — Survival, Search, Navigation **{+1}**.
- **Chart Course:** () During periods of Rest, a character can plot their course using available maps, data readouts and landmarks. No further **{Navigation}** is required during that period of Travel.
- **Demography/Tracking:** () Character can make a reasoned judgment regarding where to find specific populations of both people and animals.
- **Mistaken:** () The terrain or structures are both repetitive and without many defining features. **{Navigation, Search -2}** in this region.

HISTORY

This is a character's rote memory in regards to important dates and people. They can infer and make connections between events in the past, but this is largely meant to be a means of recalling information that happened in the past for the benefit of context in the present.

Specialization(s): (Specific time period, branch or organization's history)

Easy: The name of the current and first Protectorate president.

Normal: Major historical events, battles, and people, such as identifying Nadia Makita as the creator of cortical stack technology.

Tricky: Knowing major organizations, corporations, and groups, such as Nakamura Lab or Wedge Corps.

Challenging: Knowing the history of a minor criminal organization, or a lesser-known political or historical figure.

Complicated: Knowing a minor historical event, the names of obscure or low-ranking politicians in history or a secretive organization, such as a major criminal enterprise.

Nearly Impossible: Identifying a very obscure writing or quote from a relatively unknown author or historical figure.

Special

Ace: A long-forgotten mnemonic is triggered allowing a character to recall even the obscure with excruciating detail.

Triggered Effect(s)

- **Research:** () A character is able to research or recall pertinent details, places, and events. This grants a character a **{Search, Read Person, Cultures, Navigation +2}** as a Training Value the next time they make any one of those checks.

MEDICINE

This is a character's understanding of human biology. A character can use this skill to facilitate healing by hand, or more frequently, with the aid of medtech machinery. This allows a character to prescribe

drugs, treat injuries, implant cybernetics and graft vat-grown biological materials, and perform surgery.

Specialization(s): *Field of medicine or a specific type of treatment*

Easy: Using an autosurgeon. Diagnosing a fairly common illness. Using a splint to stabilize a broken bone.

Normal: Physically extracting a cortical stack. Adding a non-invasive cybernetic implant. Resetting a dislocated limb.

Tricky: Tissue welding. Diagnosing an uncommon illness. Treating severe burn injuries. Stabilizing someone who is mortally wounded.

Challenging: Bone welding. Grafting cybernetic limbs. Performing a routine surgery without the assistance of an autosurgeon. Resuscitating someone who has recently stopped breathing.

Complicated: Brain surgery. Heart transplant. Diagnosing an illness so rare that it may have only been vaguely recalled from a case study during the character's formal education. Slowing blood flow from an arterial wound with a tourniquet.

Nearly Impossible: Bringing back someone who has a flat EKG, is clinically dead or who has suffered massive, mortal wounds.

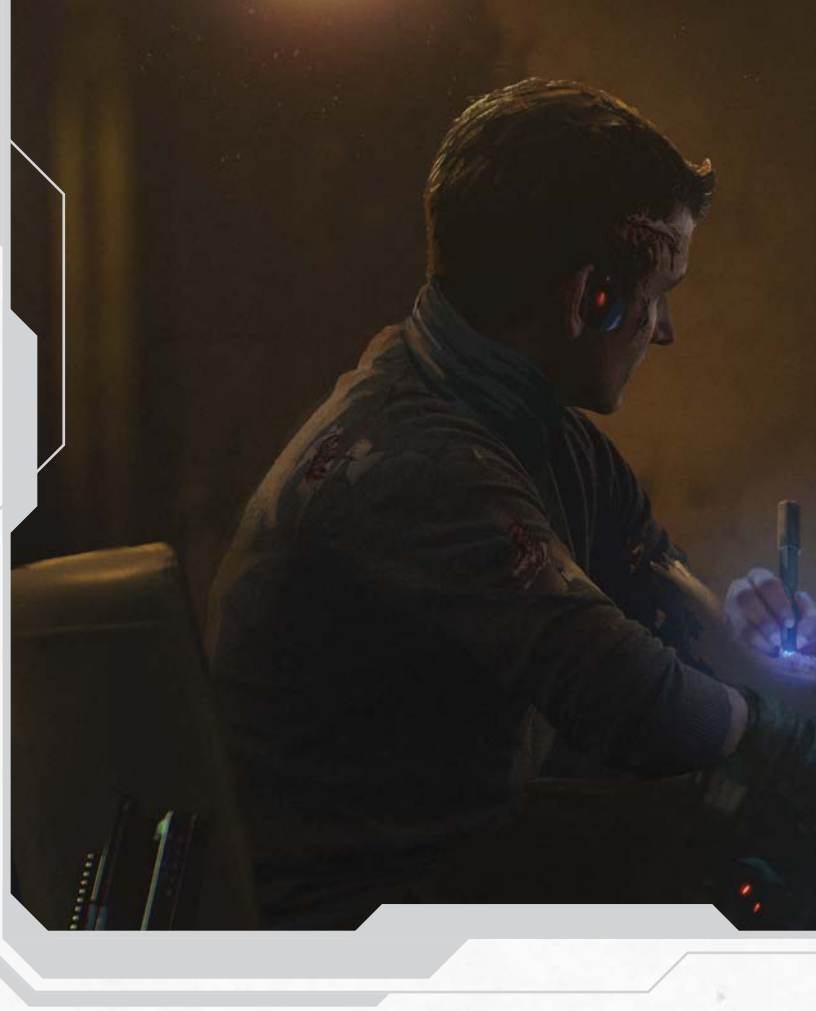
Special

Ace: The character completes the treatment or surgery despite lack of experience or insurmountable odds against the patient.

First Aid Supplies: Aside from dedicated First Aid Kits that often allow Bonus Dice to be rolled, numerous consumable supplies and tools apply Gear Bonuses when used, such as bio-welders, Rapid Regrowth Bios, and auto-splints.

Triggered Effect(s)

- **Botch:** (🔴) A character they are trying to help loses 🎲1.
- **Heal Other:** (🟢) A character can add their 🟢 from this {**Medicine**} to another character's {**Toughness, Endurance**} when healing Wounds. Characters can target



themselves with this as a normal "Heal", but they take a {-2} penalty.

- **Stabilize:** (🟢) A Dying character is Stabilized but continues to lose 1 Health Point per Turn.
- **Triage:** (🌀🌀) A character can target an additional characters with the same Use of a medical tool.
- **Long Term Care:** (🟢🟢🟢🟢) A Dying character is Stabilized and will not lose any Health Points due to Dying. This lasts until the Dying character sustains another Wound or if they aggravate the injury by performing any Actions.
- **Psychosurgery:** (special) While the **TR** for it with a {**Medicine**} is much higher than other skill checks used for psychosurgery, physiological monitoring of the sleeve can be part of some psychosurgery treatments. Restore 🎲1d4 per 🟢 Resolved, unless some other protocol used has a different outcome when resolving 🟢 with it.



SCIENCE

This is a character's understanding and application of the scientific method. There are numerous branches to which this can apply. While the fields of study may vary tremendously, the underlying process of discovery remains understandable, and if it is science, repeatable. This can be used as a way of applying existing knowledge to a situation the characters are in, or it can be used investigatively in order to extract some meaning from data the characters happen across or gather. At its most basic, this allows a character to follow an established protocol in order to get a desired outcome, such as a processed material, cultivating a plant in a controlled setting, a synthesized chemical, an accurate needlecast to an offworld colony, and so on.

Specialization(s): (Specific field of study)

Easy: Making a casual, educated observation relevant to basic scientific knowledge, such as identifying a category of stone or species of animal.

Normal: Applying a time-tested method of research to determine an unknown variable, such as using a test to determine the presence of a specific substance.

Challenging: Applying a test or using research equipment that is normally reserved for dedicated labs in order to study an unknown variable. Determining something by analyzing existing data.

Difficult: Applying a test or using a theoretical model predictively.

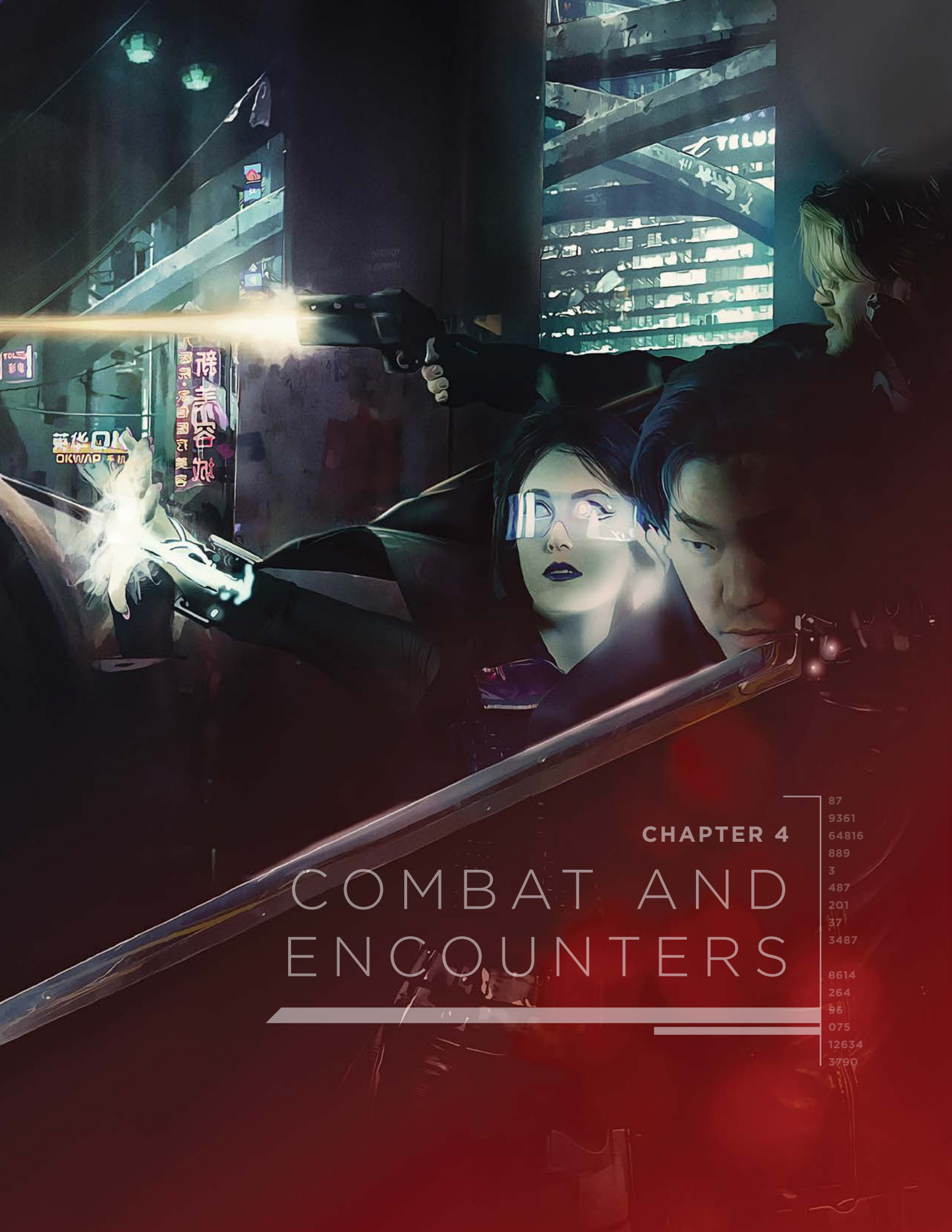
Very Difficult: Engineering a new test in order to determine something hitherto unknown to science. Extrapolating something simple from complex sets of data.

Special

Ace: You determine something beyond what you were testing or attempting to identify.

Triggered Effect(s)

There are no Triggered Effects inherent in this skill check. Checks would determine understanding, which is often just a pass/fail binary.



CHAPTER 4

COMBAT AND ENCOUNTERS

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COMBAT IN *ALTERED CARBON* IS A VERY dangerous affair. It is almost inevitable, but it is rarely, if ever, preferable. The power level of weapons available in this setting vastly outweighs the ability of even the most advanced forms of protection to fully mitigate. The extreme disposable nature of soldiers due to cortical stack technology have caused the conventional rules of warfare to be tossed aside as even atomic weapons are used with hardly a thought to human casualties. The effect has trickled down into even the generally secure prize fights for the amusement of Grounder and Meth alike; where severe organic damage and death is not seen as an unfortunate accident but often the intended goal to determine the victor.

With this in mind, let's go over the basics of combat.

Combat is broken down into two main parts: the Round, the active player has a chance to declare their actions, and the Turn, once all players and NPCs have acted, the turn is complete and the next begins. There can be several Rounds in a single Turn.

COMBAT DICE

Dice still function as presented in the Gameplay chapter, but the following will add new combat-specific features.

Skill Check Dice

The character rolls dice appropriate to their Combat Skill Level with the **{Skill Check}** they are attempting and may qualify to add one or both of the following.

Bonus Dice

Bonus Dice are when you roll extra dice, due to your Gear or your relevant Traits,.

Luck Dice

These are added contextually by the GM when the check is uncontested, but has a huge luck factor.

All three of the above dice are explained in further detail within the Gameplay chapter.

Depletion Dice

Depletion Points, represented by a  symbol, accumulate with each Use of relevant gear. Whenever

 are added, a Depletion Check must be made. The (Target Result) **TR** is equal to the Capacity rating of the gear with 1 Difficulty per  which makes its exhaustion more likely the more often it is used. If the check fails, the gear becomes Exhausted and is no longer usable after this Turn. If the check passes, then the gear can continue to be used.

If the gear is used in conjunction with a Skill Check, Depletion Checks are made using a second die of the same die type as the **{Skill Check}** used. If the total number of Depletion Points gained is equal to the Capacity, then the gear is automatically Exhausted.

There are many modifications that a character can add to prolong the use of their equipment.

The notation for a Depletion check is as follows:

{Skill Check # = Capacity -1 per  }

Skill Check # represents the **{Skill Check}** **TR** made when using that gear, Capacity is the Capacity entry of the equipment, and the check has 1 Difficulty per Depletion Point. (See more on Depletion in *Procuring Consumable Supplies* pg.188)

Speed Dice

Each character has a pool of Speed Dice (which are d6 represented by a ) that indicates how many Actions they can take during a Turn and when they will take those actions relative to other characters.

The base amount of Speed Dice a character or opponent can roll is 1  per Perception Bonus () to a natural maximum of 5 dice after modifiers.

However, certain Traits, weapons, and Special Rules will alter the number of dice rolled.

Example: A character with    using a cumbersome weapon, or Heavy as described in the Special Rules, must aim before using it. But a character is "Encumbered 2" which will cause a character to roll   less than normal. The character now only has  remaining. A character can never be forced to roll less than .

NOTE

While Speed Dice are rolled at the end of the Intent phase, Triggered Effects or other situations may allow a character to roll additional Speed Dice at the end of the Check phase or during the Resolution phase. These dice must be rolled immediately for use in this Round unless stated otherwise.

THE ROUND

The Round is broken down into three phases, **Intent**, **Check** and **Resolution**. No other player can move on to the next Phase until all of the characters and opponents have completed a Phase. It is up to the GM to referee as to how long a player can deliberate their Intent before penalizing them by forcing them to resolve a  or more for the delay.

The Round can have multiple Check and Resolution Phases, but will only ever have one Intent Phase. An Intent Phase will signal the start of a new Turn instead of a new Round.

Intent Phase

All characters declare what equipment they are going to Use, declare Movement, and who (if anyone), they are attacking or otherwise targeting. Some deliberation is allowed among players. Characters and opponents will build their dice pools in the Check Phase based on those choices (made up of Skill Check dice, but on occasion Bonus Dice, Depletion Dice and Luck Dice).

GAMEMASTER NOTE

The Intent Phase is meant to be extremely general. A player does not need to explain the nuance of what they want to do, only the general plan for movement, skill checks, equipment, and targets.

At the end of the Intent Phase, all players and opponents roll the Speed Dice that they will Resolve throughout the Rounds in the Turn to attempt various Actions.

SUPPORT ACTIONS

Support Actions are ways to Resolve Speed Dice as they will alter skill checks by decreasing Difficulty, granting bonuses, or other benefits. They can also be required at

the Gamemaster's discretion, or based on character actions from the previous round. Support Actions are with Triggered Effects that only need  or  to use. A player or GM will need to Resolve additional  from their Active pool and/or add  and it will be up to the GM as to whether it's best to do that before or after a relevant Skill Check is made.

Summary of Intent Phase:

1. Declare intended actions, Some deliberation is allowed
2. Declare equipment to be "Used"
3. Roll the amount of  allowed
4. Players pick the "Active Speed Dice" for this Round from among the Speed Dice rolled.

Check Phase

A certain number of  must be made Active before the beginning of a Check Phase. The characters may obscure Active  from view, then all characters and opponents reveal them at once. The one with the lowest total on their  is the Active Character and they may make **{Skill Checks}**.

NOTE

Even though Active Speed Dice chosen can be secret, it is acceptable for all players and the Gamemaster to see the Results of the initial  roll of all characters and Opponents.

Summary of Check Phase:

1. Determine "Active Character" (Character or opponent with the lowest  total on Active Speed Dice.)
2. Active Character Moves and/or makes the **{Skill Check}** declared in their Intent.
3. The Target of any attack can resolve any  (Active or not) in order to make a **{Save Throw}** to Oppose the attacker's Check.
4. After the targeted character Resolves any Degrees of  from their Save Throw or  from their opponent, the Attacker proceeds to the Resolution Phase with any  or  they have remaining. See pg.89 for more on Degrees.

Resolution Phase

The Active Player may Resolve one or more of their Active Speed Dice () to Resolve one or more of their own  or .

Resolving one or more of their opponent's  as  in the attacker's favor is also possible. These are called Degrees of Difference and are sometimes represented by the  symbol. Some Triggered Effects require  specifically, but otherwise any  will count as a .

Degrees are Resolved to utilize Triggered Effects. Once a Triggered Effect is used, characters apply the result indicated in the Triggered Effect entry immediately.

A Speed Die can only Resolve one Triggered Effect, so characters using multiple Triggered Effects must Resolve at least  per Triggered Effect from among their Active Speed Dice.

If a character or Opponent no longer has any Active Speed Dice to Resolve, then their Round ends immediately and they may no longer Resolve Degrees of any kind this Round and the next player with the lowest Active  becomes the Active Player.

NOTE

All Triggered Effects will require at least  to be resolved when used in combat unless otherwise noted in a Triggered Effect's entry. If no  are listed, then it will only require a single  in addition to any  or  in order to use.

NOTE

There are exceptions that allow the same Triggered Effect to be resolved with multiple  or  while still only resolving the required  once. The **Accuracy** rule in regards to combat is the most direct example (See pg.198).

Repeat the Check and Resolution Phase until all Speed Dice from all characters and opponents are Resolved. Once this occurs, then the Turn is over.

Summary of Resolution Phase:

1. Choose a Triggered Effect and Resolve at least  from among their Active Speed Dice along with any  or Opponent's  as  so long as the Opponent with  is a Target of the Action.
2. On their own turn, a character or opponent can Resolve their own  to describe how they have failed. This will count as a narrative Triggered Effect.
3. Resolve the Triggered Effect or narrative Triggered Effect.
4. Move on to the character or opponent with the next lowest  Total to begin again as the new Active Character.

THE TURN

When all characters have Resolved all their Speed Dice, the Turn is over. A new Intent phase will begin a new Turn for all characters and opponents.

Multiple Actions in a Turn

Each time  or  are Resolved on a Triggered Effect, it counts as an Action, requiring its own **{Skill Check}** and so on. Unless otherwise stated, each additional Action made in the same Turn will incur a cumulative penalty of 1 Difficulty. Making a second attack will have 1 Difficulty, the third attack will have 2 Difficulty, etc. but the same penalty applies to any action.

Support Actions, Move Actions and any other Action that only requires  to be Resolved or  to be added can count as additional Actions when determining penalties if the GM feels that it is appropriate, but by default, they do not count. Support Actions rarely increase Difficulty, but a complex situation may indicate that even a Support Action is suitably distracting to incur a penalty.

Surprise Round

A surprise round can be a part of the initial Encounter. In this case, Speed Dice are rolled at the beginning of the Intent Phase and the aggressors get to make Checks first. The Combat Summary on pg.149 show how this works and how it transitions to normal round sequencing afterwards.

COMBAT FLOWCHART

INTENT

- Declare what you wish your character to do this Turn
- Choose Action(s)
- Equipment to "Use"

All players roll Speed Dice for their characters.

Roll one  per 

Determine how many Speed Dice to make "Active" for this Round.

Simple Actions: 
Standard Actions:  
Complex Actions:    or more
Movement: add +  or more to above

Player: *Is your total of Active Speed Dice  the lowest among all other characters and opponents?*

If "yes," Your character is the "Active Character"

CHECK

Active Character makes a Skill Check

 or  are generated based on the Result.

If a character is targeting an opponent, the opponent can Resolve  (or more) in order to make a Save Throw.

Begin New Intent Phase

Move on to next Active Character

RESOLUTION

An attacker can Resolve  (or  in some cases) on Narration or Triggered Effects.

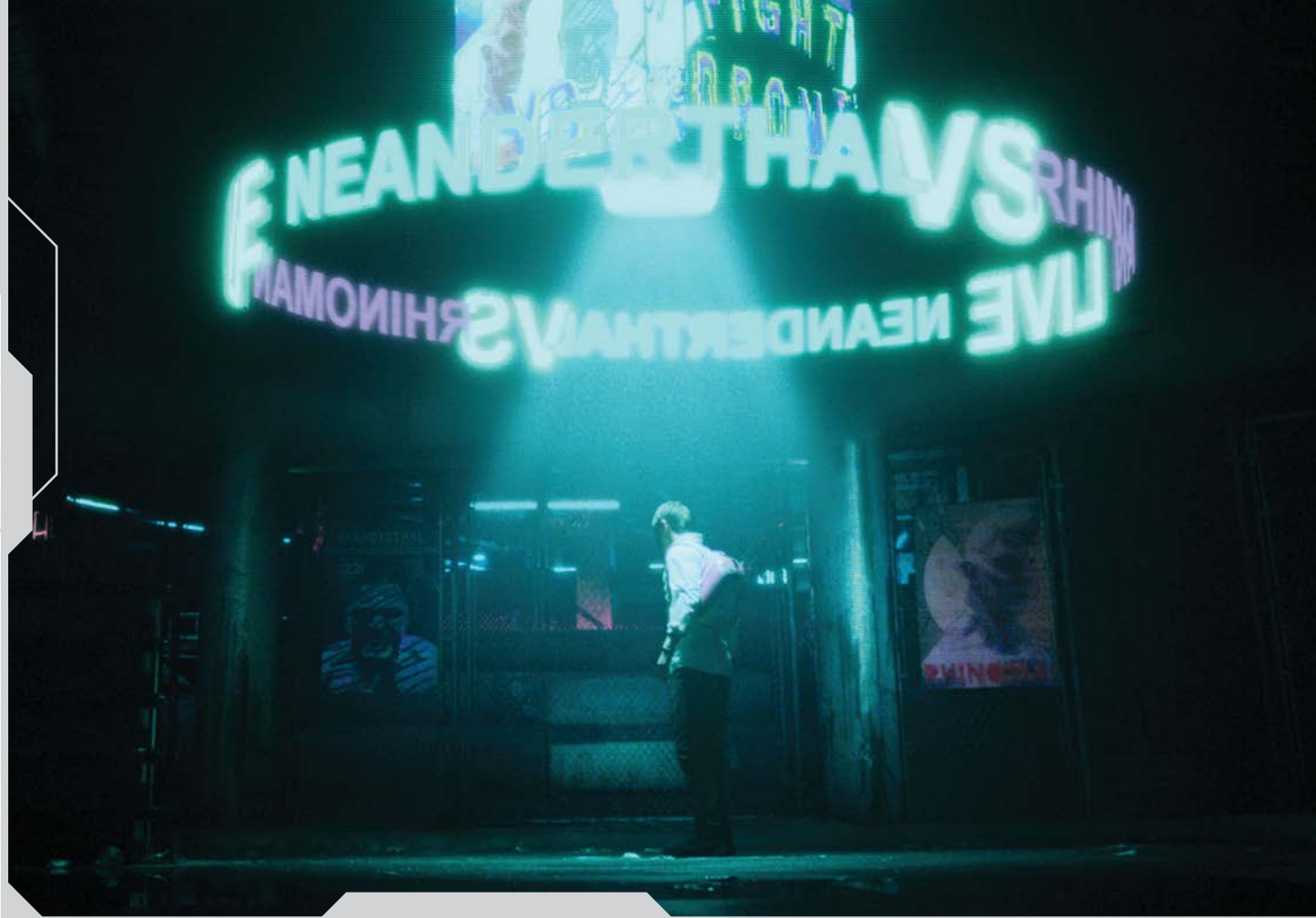
The Hit Triggered Effect is the most common in combat.

Resolve all Active  of the Character.

This ends the character's Round.

All  are Resolved from all players and opponents.

There are still  that need to be Resolved.



GAMEPLAY TIPS

This way of playing may seem odd for those familiar with role-playing games where everyone has a static turn order and combat resolves fairly quickly. It is important to the pacing of *Altered Carbon: The Role Playing Game* that as much detail goes into combat as it does intrigue. Otherwise characters that focus on combat will find the time spent in their areas of expertise drastically reduced as a more social or political character would if everything were about combat. Nonetheless, there are a few strategies that can make the “Intent, Check, Resolution” style of play very engaging and much more accessible, even for characters that are not “built” for fighting.

- **Treat your Speed Dice (🎲) like you would a hand in Poker, or perhaps “Liar’s Dice”.** While everyone has a chance of seeing what you rolled in the onset of the Turn with all your available Speed Dice no one knows which of the dice you chose to “wager” and

how aggressive or defensive you want to play will determine what dice you will likely put forward to determine the Active Player.

- **Keep high 🎲 Results for Save Throws as Inactive Speed Dice.** Save Throws need only for the player to Resolve 🎲 in order to do, and the Result does not matter, unless the GM is being extremely granular and introduces a house rule of sorts that requires a character attempting a Save Throw to resolve a 🎲 with a Result equal to or less than the 🎲 of their opponent’s Active Speed Dice Result.
- **Consider your party.** It is not mandatory for you to conceal your 🎲 when determining an Active Player and if you wish to confer with your fellow players as to the timing of your respective Rounds, you may. However, the GM may introduce a house rule that only player characters that can communicate in-game can form strategies in this fashion.

WHILE NOT RESTRICTED TO COMBAT USE, many of the rules involve dividing the environment into Zones. These divisions are usually made along physical barriers, distance, or having obscured senses beyond a certain point. As such, this is largely relative to the position of the character, and it is up to a Gamemaster to parse out what constitutes a Zone in any given situation.

ZONE TYPES

Here is a list of the three types of Zones a character can interact with and within.

Shared Zones

If two opponents or characters are in the same Zone, they count as being part of a Shared Zone.

While in a Shared Zone:

Verbal communication is possible.

Visual identification is possible.

Close Combat is possible, but not assumed to be easily Engaged, requiring a Move action to enter Close Combat.

All Ranged Combat is possible, but weapons designed for longer range may be penalized for cramped quarters, and long barrels are unsuited for use at this range.

Grapple (See pg.137) is possible, but not assumed to be easily Engaged, requiring a Move action to initiate a Grapple.

Characters can spend a Move action, resolving  (or more) in order to take Cover or initiate Climb, Swim, or Fly Actions if possible.

A character on foot can use a Move action, resolving  (or more) to move from their current zone to an Adjacent Zone:

Adjacent Zones

An Adjacent Zone is one that shares a boundary with the Zone the character occupies. Adjacent Zones are sometimes divided by a wall or a large entryway in addition to a divide caused by distance from a character.

While targeting something within an Adjacent Zone, the following often apply:

Targeting someone in an Adjacent Zone will incur a **{Skill Check -2}** penalty.

Communication is possible via shouting or the use of signals or transmission.

NOTE

The barrier between the Zones may be a completely opaque or impenetrable substance. In such circumstances, characters would not be able to fire any weapon at an adjacent Zone that requires a line of sight.

Distant Zones

A Distant Zone is one that is separated by at least one Zone from the one occupied by the character.

While targeting something within a Distant Zone, the following often apply:

A character on foot can make a Move action through an Adjacent Zone to a Distant Zone resolving at least  +  per Zone being moved through. This represents running, which will bar most other actions.

Ranged Combat will be possible, but it will have a penalty of **{Skill Check -3 per Zone crossed}**.

Example: a target that is 3 Zones away from the character's current Zone will have **{Skill Check -9}** as a penalty.

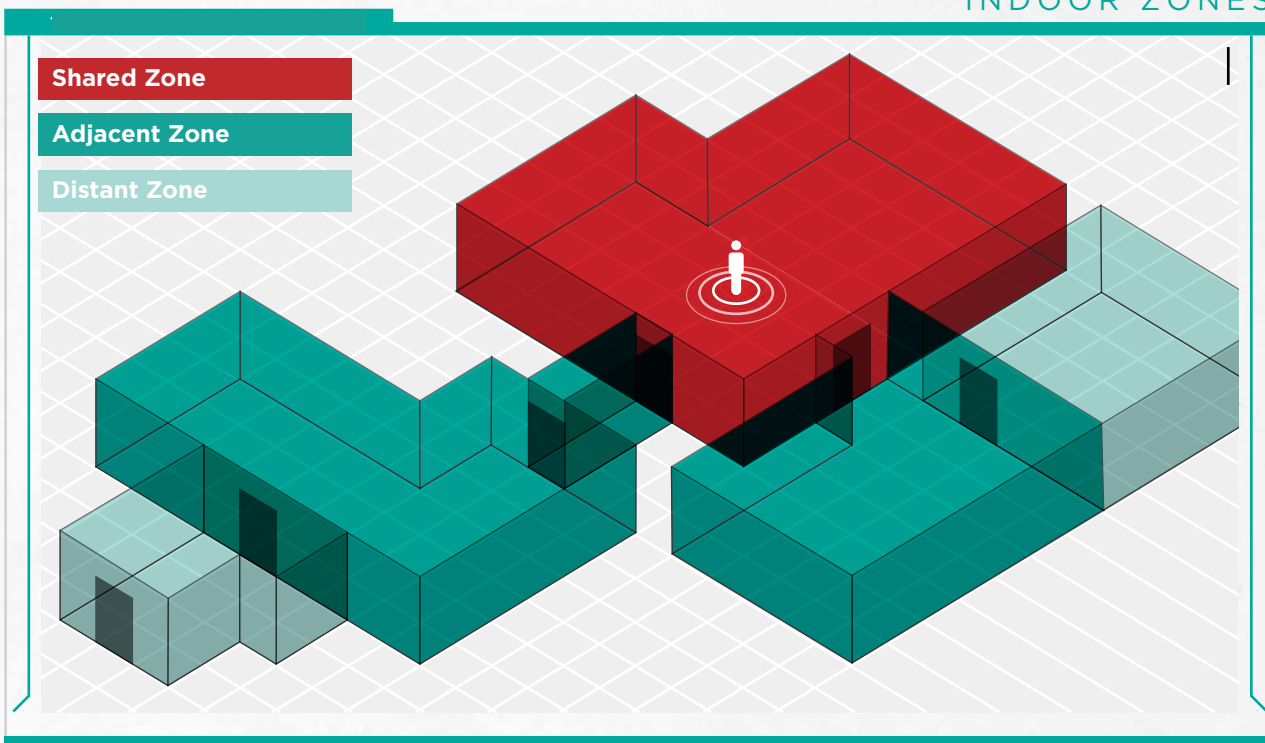
Throwing weapons cannot be used against targets in a Distant Zone.

Communication is only possible via transmission.

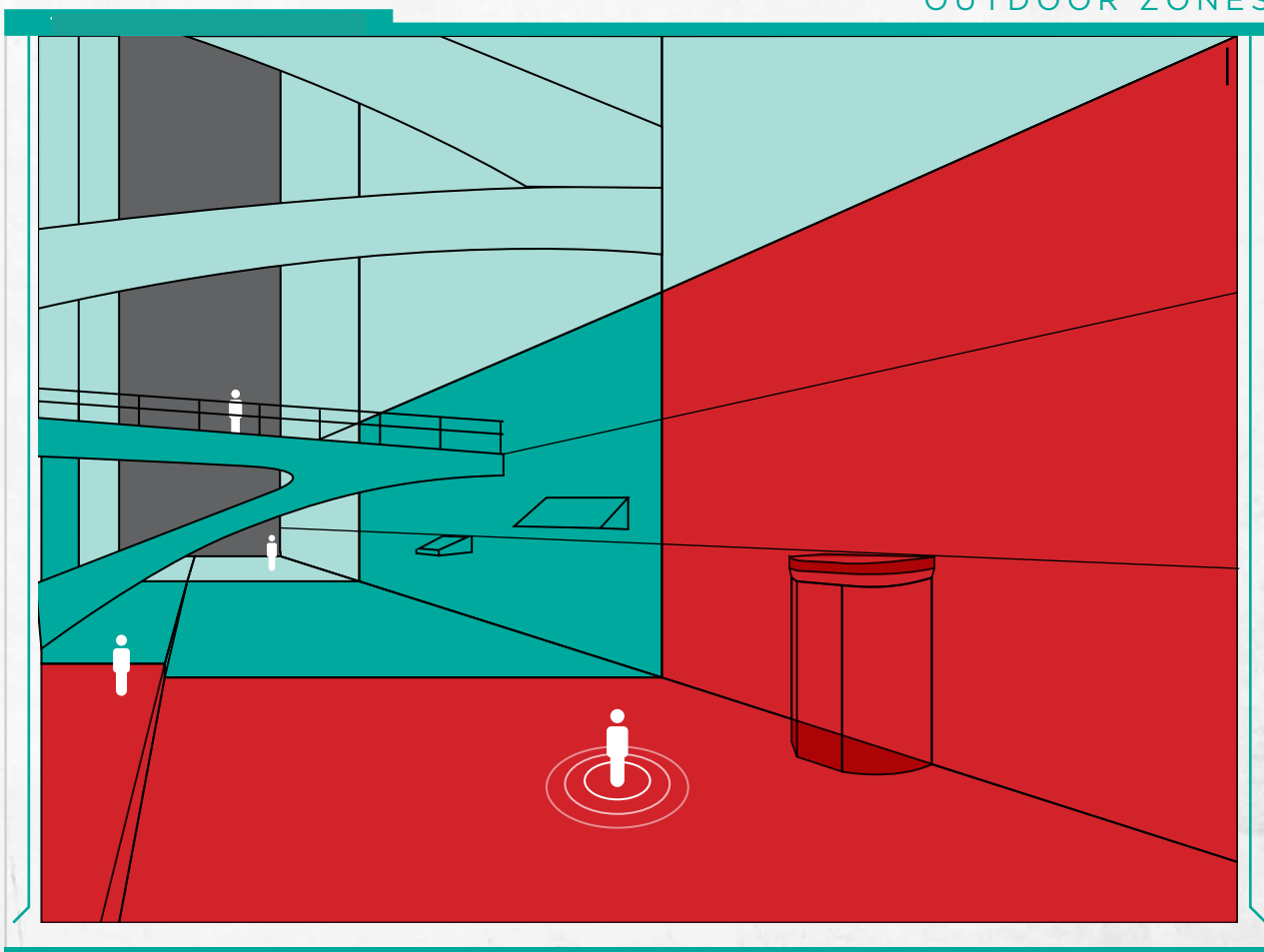
NOTE

Weapons designed for long range will either ignore a certain number of Zones when determining Difficulty, or add Gear Bonuses when targeting Distant Zones. A Bonus does not replace a Difficulty penalty. Both will apply unless it is specifically stated. Also, some weapons have penalties for Use against targets in Adjacent or Distant Zones. These penalties often combine, but it is ultimately GM discretion based on the geography and nature of the zones

INDOOR ZONES



OUTDOOR ZONES



A CHARACTER HAS THE OPTION OF MAKING ONE of several kinds of “Move” Actions. This does not mean that a character who neglects to take a Move Action is standing in place, or that it is restricted to movement on foot. It is assumed that characters are still mobile and moving within the same Zone and are able to accommodate for intervening obstacles. However, a Move Action is one that is extreme enough to warrant resolving  or more in order to represent what the character is attempting.

If a character is unable to make Move Actions, then a character gets **{Skill Check -1}** until they regain the ability to take Move Actions.

Possible Move Actions

- Moving into an Adjacent Zone.
- Moving into a Distant Zone.
- Climbing
- Jumping
- Removing the *Prone* status effect.
- Engaging a Target in a Shared Zone during melee combat.
- Making a Full Dodge (See pg.136)
- Ducking behind cover

Moving Cautiously

A character may wish to move with caution, taking care to not make much noise or draw much attention to themselves. The ability to Resolve an additional  when performing a Move action will give a character **{Stealth +1}**. This is a Support Action.

If a character is also Hidden, then this bonus can extend to another **{Skill Check}** that is being attempted clandestinely at this time.

A character attempting stealth may not move to a different Zone unless they resolve another . Moving cautiously into an Adjacent Zone will require    to be Resolved.

Engaging Opponents in Melee Range

An Active Player who wishes to get into melee combat range will need to make a Move action in order to do so.

The target being Engaged in this manner must be in a Shared Zone.

The Active Player Resolves an Active  in order to engage the target. A GM may require an **{Athletics}** if there are intervening obstacles.

The target will have three options:

- The Active Player and the target Resolve one of their own Active  and the one with the lower Result picks whether or not an Active Player character is Engaged. This counts as a Move Action.
- Resolve any of their Speed Dice in order to make a relevant **{Save Throw}**. Passing will prevent a character from being Engaged, and they cannot be targeted with melee attacks or grapple. Each Round this Save Throw can be attempted again.
- Accept the challenge and receive the charge

If the target fails (or doesn't attempt) either of the two disengaging options, the Active Player's character moves into melee range and is Engaged with the target and can use attacks that require **{Brawl, Melee Combat}**.

Sneak Attacks

Being *Hidden* only allows a **{Detection}** Save Throw as an option to prevent the Active Player from Engaging in close combat.

While Hidden, a character can make any Skill Checks targeting another without allowing them any Save Throw other than **{Detection}**.

Some attacks, weapons or Triggered Effects have additional rules for being used while *Hidden*, but absent of any specific rule, a GM can grant a bonus of **{+2}** to all the Hidden character's attack skill checks against the unaware target.



NOTE

What differentiates a Move Action from other types of Actions is that Move Actions will not always involve a **{Skill Check}**. Some skill checks are much more difficult (if not outright impossible) if a character is prevented from their ability to make Move Actions. Limiting mobility is often detrimental, especially in combat situations. A player may narrate a solution to completing an action without mobility as an acceptable way to avoid penalties in addition to regaining the ability to, or compensating for their inability to make Move Actions.

: LINK ESTABLISHED :

STANDPOINT RULE

Zones assume the perspective of the one attempting a **{Skill Check}**, so it is entirely possible for a character (or opponent) to perceive a target as being part of a different Zone than the target perceives them.

Example: A character on higher ground observing someone below, may be granted as a superior position and therefore treat the target as if in an Adjacent Zone by the GM, though it may be a Distant Zone to the target on the ground for retaliation.

MOST TRIGGERED EFFECTS IN COMBAT WILL inflict Wounds when a certain amount of  are used with weapons. Wounds can be calculated as a flat amount or a random die total. However, even when random die totals are presented, an average is given in parenthesis as an option for the GM. The amount of Wounds indicated is generally in the Damage section of the weapons used, or in the entry if it's a Special Rule or attack.

DEFENSE AND COVER

A target's Defense and any Cover they are able to take advantage of adds Difficulty to the attacker's skill checks based on how well obscured the character is and the cover's sturdiness.

Defense

Defense is the total of all the protective factors a character has at their disposal, from armored Apparel to bonuses from Traits. It factors in not only physical protection, but also mobility that allows the character to avoid attacks altogether. Defense bonuses can apply to Melee, Grapple, Blast, and Ranged Attacks.

Defense adds Difficulty to an opponent's Combat skill checks.

Cover

Cover makes characters harder to hit, obscures vulnerable points, and helps prevent the loss of Wounds. In an instance where a character is more than half obscured, a character is considered in Cover.

A target behind Cover can add more Defense in order to increase Difficulty to both the attacks targeting them as well as Skill Checks, provided that a character is taking Cover behind an obstruction that can absorb the incoming Damage (has an Armor rating).

Under most circumstances, Cover can only be used against Ranged Attacks.

Cover can also provide a multitude of defenses, much like Apparel (See pg.234), in the form of providing an Armor entry. This bonus can stack with Armor provided by a character's gear depending on the material, but regardless the better of the two

will always be used, even if Stacking is not possible. Attacks with the **"Armor Piercing"** rule will negate all bonuses provided by the Armor of Cover.

NOTE

Flimsy Cover that only obscures the target from view will not grant any Protection. It will only increase the Difficulty of Attack Checks due to visual obstruction of the target's location. This additional difficulty can be negated if the shooter has augmented optics that allow them to see heat signatures or other special features.

NOTE

Durable Cover can also provide Bonus "Protection" that can actually reduce the number of Wounds a character takes.

PROTECTION

If an attack successfully lands against a character, even after factoring in Defense, a character can lastly rely upon the protective properties of their equipment to absorb or deflect Damage received. The extent of this ability is reflected in the "Protection" the gear provides. The numerical value next to Protection will indicate how many Wounds the wearer can ignore when determining Damage, to a minimum of 1. Negating Damage due to Protection is calculated at the end of the Resolution phase and subtracts from the total number of Wounds taken from all attacks made against the player this Turn, not subtracting from each individual attack. Protection usually only extends to specific Damage types.

NOTE

Protection is typically part of an "Armor" entry, but it can from be a Special Rule. In that case, the Protection described in the Special entry is so effective that it will always apply to reducing Wounds the character takes from non-Armor Piercing attacks.

Armor and Protection

A character may wear protective Apparel (See pg.234) that will absorb or deflect incoming Damage with Armor or Protection.

NOTE

If any attack made against a character is *Armor Piercing*, then all rules listed in the *Armor* entry are ignored for this attack. Subsequent attacks that do not have the *Armor Piercing* will allow *Armor* normally.

Most dedicated *Armor* will offer some kind of *Protection* in the *Special Rules* and bonus *Protection* listed for the *Armor*. Against normal attacks, the two can combine in order to determine how many incoming *Wounds* are reduced. It also means that against *Armor Piercing* attacks, *Apparel* will only provide *Protection* that is described in the *Special Rules* entry.

Protection may be increased against, or apply exclusively to, a specific kind of *Damage*. Example: **Protection 2 [Piercing]** means that the *Damage Reduction* extends only to *Piercing Damage*.

Wounds and Health Points

Characters who have taken *Wounds* that are in excess of their *Damage Threshold* will begin to lose *Health Points*. Each *Wound* inflicted after the *Damage Threshold* is met will reduce *Health Points* by 1.

NOTE

Some attacks are so powerful they reduce *Health Points* directly, bypassing the protective buffer that *Damage Threshold*

provides. These attacks will note that a target loses *Health Points* instead of taking *Wounds*.

INJURIES

If a character loses *Health Points* from an attack, they must make a successful **{Save Throw}** at the end of the *Round* or they will take an *Injury* relevant to the type of *Damage* inflicted. The *Target Result* of the **{Save Throw}** is equal to the character's remaining *Health Points*. Characters with a high number of *Health Points* can sustain a numerous *Wounds* before they risk *Injuries*.

A character may also take an Injury under the following circumstances:

- When characters have taken more *Wounds* in than their *Damage Threshold*.
- When characters are *Dying* and are struck with an attack that inflicts more *Wounds* than their .
- When characters pass an **{Endurance, Toughness}** save against instant death (avoiding death, but taking a serious injury nonetheless).
- An attacker rolls an *Ace* in their *Attack* and inflicts more *Wounds* than the target's .

MATERIAL COVER BONUSES

INFORMATION CHART 04.01

MATERIAL	DURABILITY/ STRUCTURE*	COVER DEFENSE (FULL/PARTIAL)*	ARMOR	VS. DAMAGE TYPES
Brush/Grass/Glass	0-5/0-1	+1/0	none	GM Discretion
Bulletproof Window	20/3	+1/+1	none	Bl, Pi, Sl, El
Wood/Drywall (trees, fence, wall, door)	10/3	+2/+1	none	Bl, Sl
Concrete/Stone	30/6	+3/+2	Protection +1**	Bl, Pi, Sl, El
Sheet Metal, Thin	20/5	+3/+2	Protection +2**	Bl, Sl
Sheet Metal, Thick; Nanotech Carbon Plating, Armored Door	30/7	+3*/+2*	Protection +3**	Bl, Sl
Ferrocete	40/10	+4*/+2*	Protection +4**. Armor Piercing attacks reduce this to +2.	Bl, Pi, Sl, Th, El

*See pg.254 to see how you can damage and destroy things with *Durability* and *Structure*

**Stacks with bonuses provided by *Apparel* or under "Armor" *Special Rule*

Bone Injury

A Bone Injury results from impact trauma.

Bone Injuries will require a character to roll one less 🌀 than normal during combat and add **{Strength -1}**. Subsequent Bone Injuries will require additional reductions in 🌀 rolled and increase the Difficulty Penalty by a further **{Skill Check -1}**. If the number of Bone Injuries prevent a character from rolling any 🌀 whatsoever, then they are **Incapacitated** (See pg.141) and are unable to make any Actions.

Note: A character can roleplay that this penalty only extends when using the broken limb or appendage.

Duration: 🩹1 restored per week.

Flesh Wound

Any type of soft tissue damage from either lacerations, punctures, or burns are Flesh Wounds. These will easily become aggravated if a character is not careful. Serious Flesh Wounds can cause a character to rapidly bleed out and die.

Each Flesh Wound will inflict an additional Wound on a character if they resolve more than a single Triggered Effect unless they resolve an additional 🌀🌀 in a Round (note that rules like **Accuracy** will allow multiple 🩹 to be resolved on the same Triggered Effect). Each Flesh Wound will also allow a Gamemaster to resolve a single 🩸 per Round by inflicting a Wound on the Injured character when making Opposed Checks or Save Throws.

Duration: 🩹1 restored per day.

Poisoned

A character that is poisoned has failed to metabolize the venom or poison that is ravaging their body and blunts their reaction time and senses.

Each Poisoned Injury will add **{Perception, Acuity -1}**. They also cannot use Short Rests (See pg.138) to restore lost Wounds while Poisoned.

Duration: 🩹1 restored per hour.

NOTE

There are far more ways to be injured than these three, but most sustained injuries will have a redundant set of rules for the in-game effect they have, so will ostensibly count as one of these three Injury types.

Multiple kinds of Injury and Duration

A character who has suffered multiple types of Injuries will choose the longest duration from among the Injuries they have taken.

Example: if they have been Poisoned (restore 1 Health Point per hour) and have a Bone Injury (1 Health Point restored per week). Then a character will, without further medical intervention, restore 🩹1 per week.

If one kind of injury is being treated and another is not, or is done to less effectiveness, then Duration of the Injury not being properly treated will be used to determine how fast Health Points restore.



Aggravating an Injury

Any Health Points lost while a character still has an Injury will count towards Health Points lost when determining the duration of Injury's healing time.

ORGANIC DAMAGE

A character whose sleeve has lost all of its Health Points or has been killed by another can still have their cortical stack retrieved or have their DHF otherwise extracted. This event is called Organic Damage. If the character's sleeve expires in this way, the cortical stack doesn't take any further damage unless it is attacked while the body is *Prone* or if the stack or DHF itself is extracted improperly.

When a character has lost at least 1 Health Point, a player can declare that their character's sleeve is actually dead. The player then makes a Save Throw for Real Death or RD (See pg.137). This Save Throw will most likely be a **{Toughness}** Skill Check. The Target Result is 1 per 🎲 remaining with a 1 Diffi-

culty penalty per Injury they may have. If the check passes, then the character's sleeve suffers severe Organic Damage and is either severely damaged or killed, but the cortical stack is otherwise unharmed. If the check fails, then the character's cortical stack has been severely damaged or destroyed, and the character experiences RD.

If a character's sleeve is killed in this way and their remaining 🎲 are equal to or greater than their 🔄 then the sleeve is not killed. Instead, the sleeve suffers severe damage that must very quickly be treated medically. A character in this case must test for Dying, but even if they die in this way specifically, their cortical stack will remain unharmed.

A character whose sleeve dies from Organic Damage will lose 🎲. The manner of death and the extent of the damage will also impact how many 🎲 the character's DHF will lose.

SPECIAL ATTACKS/OPTIONS/ RULES

Using Stack Points to Mitigate Damage

A character can use  in order to represent a heroic level of endurance while taking an Injury but to continuing to press onward. At the end of a combat Round when a character has taken Wound, a character can spend  to reduce all incoming Wounds to 0. The character will instead lose 1 (even if the character has not yet reached their Damage Threshold) and take an Injury if they do not yet have one. Each time this occurs within the same session, the  cost doubles. It will cost 1 the first time, 2 the second time, 4 the third time, 8 the fifth time, and so on. This Health Point loss will either cause an Injury or aggravate an Injury a character has already taken.

GAMEMASTER NOTE

An involved or scripted campaign may have the escalating  cost for mitigating Damage hold over from session to session.

A character taking this option will need to Resolve    in order to represent their efforts to avoid taking Wounds. This can either be inactive Speed Dice not yet made Active, or it can be removed from the next turn's  pool.

Optional Rule: Hit Location

A character can have the base **TR** of their Save Throw modified by the Hit Location of an attack as opposed to their current Health Point total generally.

d12 Result: Hit Location, TR

1: Head/Neck, {Save Throw} TR is 25% of current Health, 50% if it is a **{Athletics, Toughness}**. Cortical Stack has a 25% chance of taking the hit

2-6: Chest, {Save Throw} TR is 100% of current Health

7-8: Arm, {Save Throw} TR is 50% of current Health, This is increased to 150% if the Save Throw is a **{Athletics, Toughness}**

9-10: Leg, {Save Throw} TR is 50% of current Health, This is increased to 150% if the Save Throw is a **{Athletics, Toughness}**

11-12: Extremities (hands, feet), **{Save Throw} TR** is 25% of current Health, This is increased to 200% if the Save Throw is a **{Melee Combat, Toughness}**

NOTE

To keep pace, an attacking character can roll a d12 of a different color to determine Hit Location along with any dice they roll for Damage.

Optional Rule: Luck Dice and Injuries

A character can be requested to roll Luck Dice as part of their **{Save Throw}** for injury. This will displace the Hit Location described earlier, as this will determine to what extent the attack struck a vital part. The Luck Dice rolled will vary based on the type of attack made:

- **Direct Energy Weapon:** d12
- **Firearms, Poison:** d10
- **Thermal (not from D.E. Weapon):** d8
- **Piercing/Slashing:** d6
- **Bludgeon:** d4

Special Combat Options

DISARM

With a successful Hit, one weapon or item held in a Hand slot is removed from a target. It is up to the character disarming the target what happens to it. This will not normally inflict damage, but if the weapon used to Disarm has a Triggered Effect which inflicts Wounds, then those Wounds will inflict Damage normally if more  are Resolved.

FULL DODGE/FULL DEFENSE

A character that forgoes all other skill checks is able to attempt a Full Dodge, or go fully on the defensive. In doing so, any attacker must roll a Luck Die for Attacks made (the level of the Luck Die is up to the Gamemaster's discretion) and the character will have the advantage provided by the cover they

hide behind. In the case of Full Defense, the defending character cannot resolve any  on attacks of any kind, although they may still inflict Wounds by means of special abilities.

This counts as a Move Action.

GRAPPLE

Any character or opponent that is Engaged in Melee Combat can attempt a Grapple as a Move Action. This will require a  to be Resolved. An opponent can resist by Resolving a  of their own. The side with the lowest Result on the Speed Die will determine if the Grapple is initiated or not. Ties are won by the side with the highest Perception Bonus.

While in a Grapple, no side may use any weapon that requires two hands, and some weapons will have additional properties when used in Grapple Range, with *Defensive* weapons being the most notable. In addition, some skill checks will have additional Triggered Effects available to characters and opponents Engaged in Grapple.

Breaking a Grapple will require that the side wishing to do so Resolve at least  or  but other Status Effects may require additional  or  to represent an advantaged or disadvantaged position.

SLAGGED

A cortical stack that has been targeted specifically and destroyed is “slagged”, resulting in Real Death. This can be deliberate, or it can be incidental by any number of ways, such as the area near the base of the skull taking severe damage or a weapon hitting the cortical stack by chance. Regardless of how it happens, this character’s cortical stack cannot be retrieved and a duplicate or backup is needed for a character to be re-sleeved. Having a backup requires at least Price Lv.4 each time one is made.

When does a target get slagged?

- A target is Prone and the cortical stack is deliberately targeted by an attacker who has them dead to rights.
- A target rolls a Catastrophe in an **{Endurance}** Skill Check to see if their character dies. This doesn’t include checks to see if the character expires while Dying.

- The number of Wounds a target has taken in a single attack is greater than the Damage Threshold of the character.
- A target loses more than  than a character’s  +  in the course of a single round.

There are some weapons that have the Slag special rule which will add Difficulty penalties to any save throw a GM allows to prevent a character from being Slagged from any of the above mentioned situations.

: LINK ESTABLISHED :

REAL DEATH

A player character that is “slagged” is almost always the only way a character can be rendered unplayable due to physical confrontations. This is called “Real Death” or RD. This situation should be approached with tremendous caution and done with the proper narrative gravitas when it does happen.

STUN

A character who wishes to simply stun or subdue with a Melee Weapon may add a bonus of **{+2}** for an Attack Check, but the attack cannot be used on Triggered Effects that inflict Damage and/or can only be used with weapons that allow the Stun Triggered Effect.

For a Ranged Weapon, a Stun is only possible if it has a dedicated stun setting or specialized ammunition.

UNARMED ATTACK

A character will inflict Wounds equal to  as Damage with *Accuracy 1*. Under most circumstances, the character has a penalty of **{Brawl -2}** when unarmed.

NOTE

There are many martial arts techniques in the form of Traits a character can take that will both mitigate penalties as well as grant entirely new Triggered Effects for use with **{Brawl}**.

A CHARACTER IS ABLE TO HEAL THEIR WOUNDS and treat their Injuries, given time.

RESTING

A character is able to take either a Short Rest or a Long Rest to get some benefit. Many abilities are tied to the use of Resting or the time taken that could be spent Resting, but Removing Wounds is the most common.

Short Rest

A Short Rest takes a couple of hours. A character will rarely have the opportunity to have more than two of these in a single day, if they are fortunate enough to have any. A character may only choose a single task during a Short Rest, and that includes resting enough to heal any Wounds a character has taken.

Long Rest

A Long Rest takes 6-10 uninterrupted hours. Some characters never get this unless they deliberately attempt to carve out this kind of time or have a safe place to stay. A character is able to perform other tasks while taking a Long Rest.

NOTE

Many tasks other than healing wounds are done during these periods of Rest. When Rest is referenced, these timeframes apply.

: LINK ESTABLISHED :

TAKING WOUNDS VS. HEALTH POINT LOSS

To help clarify the distinction between these two things, Characters *take* Wounds and *lose* Health Points (). A character can easily remove Wounds with even superficial treatment so long as the amount of Wounds the character takes is equal to or less than their Damage Threshold. Losing more will have them lose when they take Wounds, which is far more serious. This will often require a greater amount of time to heal, and may require drastic medical intervention.

HEALING WOUNDS

A character can heal Wounds faster than they can heal Injuries or restore lost Health Points (). A Wound can be patched up with some first aid and medicine, or a few moments with a tissue welder, but Injuries require extensive medical treatment.

Ways to Heal Wounds

- A in the Heal Triggered Effect can help heal one (or more) Wounds by adding the to another character's {**Endurance, Toughness**} to heal Wounds.
- At the end of the day or during a Long Rest, a character can make an {**Endurance, Toughness**} with a **TR =** remaining. If they pass, they can heal 1 Wound per generated plus the of a character. If they fail, they can heal a single Wound per instead. This will not restore lost however.
 - ▶ Characters at full (or have several) will have no real trouble healing Wounds.
- During a Short Rest, a character can make an {**Endurance, Toughness**} Skill Check. If they succeed, they can heal a Wound per and if they fail, they only remove a single Wound.
- Strong medicine, such as Antiseptic Spray, steri-skin and tissue welders, will remove one or more Wounds with a Use, depending on the strength of the treatment and the skill of the one administering it. This same kind of treatment can sometimes be used during a Long Rest in order to increase their Strength Bonus so it is more likely they heal more Wounds.
 - ▶ See the Technology and Gear Chapter pg.182 for more Healing Gear options.

Healing Injuries

An Injury cannot be healed directly. Instead, it remains in effect until all lost are restored. Depending on the Injury, a character will suffer certain

Status Effects even if all Wounds are healed. These effects persist as long as Health Points remain lost.

Unlike Wounds (while painful, are easily treatable), Injuries require specialized treatment and heal on their own time, represented by the rate of Health Point recovery over time (based on Injury). Injuries will penalize the character in a number of ways until the Injury is fully healed.

When all lost Health Points are restored, then all associated Injuries are healed.

NOTE

Healing an Injury can be accelerated by means of advanced medical treatments and/or potent medicines. This will allow more Health Points to be restored when the required time has passed. The effect of such treatments will be detailed in their respective entries.

NOTE

While an Injury cannot be healed directly, many symptoms and penalties from Injuries can be temporarily suspended by means of pain medication and treatment.

Sleeve Death and Dying

A sleeve that has taken Wounds equal to or greater than their Damage Threshold is Dying. If a character takes more Wounds from any attack while their sleeve is Dying, the character will instead lose Health Points equal to the Wounds inflicted. A character in this state will be on the brink of death and need to make **{Endurance, Toughness}** or they will die. If a sleeve loses all their Health Points, then they are killed. A Dying character will need to make a **{Endurance, Toughness}** with a Target Result of (their remaining Health Points **{-1}**) per Injury. If this check is passed, then the sleeve is still Dying, but is not dead and can continue on. If the check fails, the sleeve dies. Each Round a sleeve is Dying, they lose an additional 1 and will be required to test again at the end of each turn until they fail again and die, or they are Stabilized by another character. A sleeve that dies by failing this check counts passing a Severe Organic Damage or Real Death Save Throw on pg.35, so a character's DHF is preserved.

NOTE

Another character can target the Dying character with a successful **{Medicine}** in order to Stabilize them.

NOTE

A character can concentrate on survival, eschewing all other concerns. If a character is not in an Encounter and only performs very careful actions with a range of Difficulty from **{-3 to -5}** at the Game-master's discretion, then a Dying character will only need to test once per hour and will only lose Health Points if they do not pass with  or more with **{Endurance, Toughness}** or if another character targets the Dying character with **{Medicine}**.

Self-Stabilization

It is possible, by sheer force of will and a bit of luck, that a character can Stabilize themselves as they die. In this case, a character will need to roll a Luck Die that is at least one step higher number of faces than their Medicine Skill Level along with their **{Skill Check}**, so a character at Skill Level d6 would roll a d8 (at least) for a Luck Die.

A character will likely roll **{Toughness}** but it is possible that they are treating themselves medically. Passing will Stabilize a character.

Instant Death/Severe Organic Damage

A character suffers Instant Death (or Severe Organic Damage) if any of these come to pass:

- A character is attacked while *Dying*, *Prone* or otherwise dead-to-rights with deliberate lethal Intent (and will be Slagged if that was the attacker's intent). This is intended to be a narrative situation (being taken hostage, executions, and so on) instead of it being an additional mechanical consideration in combat.
- Any **{Endurance, Toughness}** Save Throw fails with more  than the character has as  + .
- The number of Wounds they have taken in a single attack is greater than the total of Damage Threshold of the character.



STATUS EFFECTS

DAZZLED

The character's ability to see is severely limited or nonexistent.

All **{Perception, Acuity}** based Skill Checks are decreased one Skill Level if any intended action is reliant upon sight. Other senses can be used, which can easily be enhanced by neurachem.

Example: *if a character attempts a {Read Person}, then being able to see body language is very important, but intonation, syntax and other aural queues can be just as revealing as visual ones.*

If the intended **{Skill Check}** is reliant upon sight exclusively, then the check will automatically fail.

DEFERRAL X

The character has reached the capacity of their disposable income and if they continue to make purchases, then it will push them into financial peril.

Each time a character makes a purchase while in Deferral, increase Deferral by 1.

While in Deferral a character counts as having a Wealth Level 1 less than normal. When the time passes as indicated on pg.185, reduce Deferral by 1. If Deferral is reduced to 0, then remove this status effect.

You can reduce Deferral by 1 by using Credits equal to a character's Wealth Level.

Characters making purchases while in deferral will have to roll **{Bureaucracy, Discipline}** with a Difficulty penalty of 1 per Deferral. Failing this check will put a character into *Debt*.

DEBT

The character is financially very unstable and owes quite a bit of money at various places and with various people. As a result, the character must be much more careful with what money they have left.

This counts as *Deferral*, but with the following additional feature: Characters purchasing Credits from their Resource catalog adds an additional  1 to the entry. The passage of time cannot alleviate Deferral as it is described here, only paying Credits

with a Level equal to X, where X is the number after “Deferral”.

A character is immune to Debts if the Deferral is equal to or less than their Wealth Level.

DISTRACTED

A Distracted character is slow to act and unsure of their surroundings. They are either dazed or they are deliberately targeted with sensory overload.

Distracted characters will roll  less than normal during the Intent Phase to a minimum of .

DRENCHED

The character is soaking wet. This will likely have no real effect unless it is also cold, such as during winter or during the night.

This adds a penalty of **{Composure, Discipline, Endurance, Survival -2}**.

DYING

A character is bleeding out or is suffering from massive internal trauma that is causing organ failure. In whatever form it takes, the character has suffered Organic Damage and are at risk of Severe Organic Damage or death.

A character that has taken more Wounds than their Damage Threshold will count as Dying. See “Death and Dying” (See pg.139) for details as to how to handle this particular status effect.

Being Stabilized suspends this status effect, but does not remove it.

ENCUMBERED X

A character that is overburdened will find their mobility much more limited.

If a character is carrying or wearing more  (See pg.193) worth of Gear (Including any  added for Heavy) than they have  will have a penalty of **{“Strength” -1 per X}** where X is each  above  and an Encumbered character also will roll  less per  worth over  to a minimum of a single  during Encounters as described in the Combat chapter.

ENRAGED

An Enraged character has either suppressed or lost their sense of reason and will act with blind fury.

While Enraged, a character may not make any **{“Intelligence”, “Acuity”}** Skill Checks, but will add  to their dice pool during an Intent Phase. All skills that do not have Strength as a Primary Attribute take a penalty of **{-2}**.

EXHAUSTED

This takes a wide range of forms, but exhaustion refers to the total expenditure of available ammunition, power stores or other consumable resources.

This applies to equipment with finite uses. An Exhausted piece of equipment is unusable unless at least one Depletion Point () is removed from it.

HIDDEN

A character has taken great effort to not be seen, heard or otherwise noticed. This is no small feat in a setting that has such ludicrous amounts of surveillance and neurachem enhanced vision as commonly available as it is.

A character that is Hidden cannot be targeted with any Skill Check other than **{Detect}**. The Hidden character can only take Move and Support Actions and maintain their Hidden status.

If a character performs an Action other than Move and Support Actions, then all opponents will get a free opportunity to make a **{Detect}** as an opposed check against a character’s **{Stealth, Expression — Disguise}**.

This can also be accomplished by entering an area inconspicuously, but otherwise in full view. It is not strictly a matter of not being seen, heard or otherwise detected at all. This is best used in conjunction with the **{Expression — Disguise}**.

Characters suspend the effects of most Scandals (See pg.316) while a character is Hidden.

INCAPACITATED

The character is completely out of action because they are either asleep, heavily sedated, or severely wounded.

Incapacitated characters cannot participate in the Intent Phase, nor can they resolve any  or make any **{Skill Checks}**. Anyone who targets this character with an attack will inflict the maximum number of Wounds possible from the attack. If the attacker is in Melee or Grapple range, the attack automatically hits with at least  as well.

MALNOURISHED

Whatever nourishment a character's sleeve needs has been denied to it for one reason or another. This will diminish the sleeve's effectiveness and higher cognitive functions. This can be deprivation of food-stuffs or it can also be prolonged time spent away from power sources if the character occupies a synthetic sleeve with many power-consuming components. In that case, the sleeve has likely entered a low-power mode to preserve whatever remaining power the sleeve has.

Being *Malnourished* will incur a penalty of **{-2}** to all Skill Checks.

If a character has spent more days than their  or their  (whichever is higher) being *Malnourished* then the penalty is increased to **{-4}**.

If the character spends more days than their  +  with this status effect then the sleeve expires, but the DHF in a cortical stack is otherwise unharmed.

OUT OF PLACE

The character's equipment or apparel has the potential to be so distinctly out of place that it draws a lot of attention. Characters who are in a situation where the things they wear or use are *Out of Place* will need to add **{Stealth, Diplomacy, Expression -1}** or more (at GM discretion).

NOTE

The penalty to **{Stealth}** applies to efforts to remain inconspicuous in plain sight. If the apparel or accessory has the ability to conceal a character outright, then it is not affected by this rule.

PANIC

The fear of a character's own demise or when facing terrifying opponents or situations a character's nerve will be frayed or broken entirely. This will make a character far less effective at pretty much anything that isn't a purely fight or flight instinct.

The character is severely panicked and is acting highly irrationally. All **{“Strength”, “Perception”, “Acuity”, “Intelligence”}** skill checks are taken with one Skill Level die lower than normal to a minimum of Skill Lv.1 (d12). This lasts until a character passes a **{Composure 6}** or until the end of the Encounter.

NOTE

Some opponents or effects will have an altered **TR** for the required **{Composure}** to regain senses.

PRONE

The character is knocked down or reeling and are easy targets.

A character must resolve  in order to regain their footing as a Move Action. Until then, the character cannot take any other Move Actions other than to resolve  in order to crawl (while remaining *Prone*) and gets **{-1}** to all Actions. Some other Triggered Effects or Special Rules will apply to *Prone* targets.

NOTE

Being *Prone* is not the same as being unable to take Move Actions, as being able to stand upright is a Move Action. So, being *Prone* does not automatically incur the **{Skill Check -1}** that normally accompanies the inability to take Move Actions, but a GM is still free to impose any Difficulty penalties they feel realistic to the situation.

PINNED

A character that is Pinned is held in place by the grappling skill and strength of an opponent. This will severely restrict their range of motion, and hence their ability to fight back in any meaningful way.

A Pinned character will have to Resolve at least  and/or  per  of their opponent in order to break a Grapple. A character that is Pinned will also count as Prone. Being Pinned also means not being able to use any weapons that require the use of their hands.

SCANDALIZED

The character's reputation is severely compromised. The nature of this compromise will vary tremendously.

A character is afflicted with one of the many Scandals that are described on pg.316. This status effect has no additional rules other than what the entry of the Scandal indicates, but characters that are Scandalized may become vulnerable in other ways. Likewise, being able to remove or suspend the effects of a Scandal can be accomplished if something has the benefit of removing or suspending this status effect from a character.

SQUALOR

A character in Squalor is one who is wretched, reeking, and covered in filth. This can be incidental, being covered in sewage, or having needed to swim in fetid waters, or it can be a gradual deterioration of hygiene.

They are extremely prone to infection. This prevents any natural healing a character would normally be allowed and narratively, the character will be noticeably rancid in their smell and unpleasant in their appearance. This will likely cause **{Composure, Diplomacy -2}** or more, depending on the magnitude of the problem.

In some extreme cases, the penalty will also extend to **{Stealth}**, should the character be searched for by someone with augmented olfactory implants or are hiding from actual guard dogs, sentry drones, or something similar.

STABLE

Characters that are dying can be stabilized to temporarily suspend their demise with medical intervention.

A wounded character that is Dying will not count as Dying. Taking any Wounds while Stable will remove Stable.

UNDER THE INFLUENCE

The character is under the influence of some kind of drug. This is not always negative (as painkillers and such would qualify), but the general idea is that the metabolism of the character will process such chemicals regardless of if they are beneficial to the character in some way. Things such as drug tolerance and general constitution will all shorten the time a drug will last in the body of a character.

While Under the Influence any Special Rules applied by use of the drug will be in effect.

A character will make an **{Endurance}** each Round. If they pass, then the drug will wear off at the end of the Encounter. Each time the characters pass the check, they may add **{Endurance +1 per Round}** for subsequent checks.

VIRTUAL

This character's DHF is inhabiting a Virtual space. While in virtual, a character is able to manipulate the construct by sheer force of will and sympathetic drivers and programs in the deck running the simulation.

A character's DHF can be intruded upon with ease. Being in Virtual is a prerequisite for things like psychosurgery and torture.

While a character's DHF is in Virtual, a character is unable to resolve a  or otherwise perform any Actions outside of Virtual. All Sleeve upgrades and features that are not emulated with Drivers cannot be carried over into Virtual.

A character in Virtual has altered Skill Check primary attributes and can attempt a **{Discipline}** in order to change things within the construct. The more extreme the change, the more difficult the **TR**.

For more on Virtual, see pg.310.



EGO DAMAGE

THERE ARE MANY ATTACKS THAT CAUSE NO physical harm directly, but can severely damage the integrity of DHF. Incidental occurrences can damage the Ego as part of a character's sleeve death or extreme exposure within Vritual or simulspace. The result of this damage is not just a number that ticks down until 0 wherein the character is no longer playable. DHF will suffer greatly as they lose data integrity. The more rapid the loss, the more extreme the resulting problems.

: LINK ESTABLISHED :

AI CHARACTERS AND EGO

As mentioned in the Variant Character section (See pg.78), a character that is an AI construct will have certain vulnerabilities and resistances when it comes to  damage.

An AI character will lose less  when it comes to incidental  loss from resleeving or incarceration or even torture, but will be extremely vulnerable when it comes to losing  due to viruses or encountering firewalls.

VIRAL STRIKES

A far greater danger than the mere erosion of DHF integrity is the rapid loss of integrity caused by viral attacks. Since DHF is data, it is subject to damage from (essentially) computer viruses, and their attacks can be transmitted with frightening ease. Military versions of such viruses can and have torn through entire squadrons using only standard linked comms. Such was the fate of the Envoy Corps, which is why so few remain. The grade of virus will range from deterrent to outright scorched earth.

Using Viruses

A character wishing to use a virus must first select the class of virus. This will determine the type of delivery required. Of all the options presented, manual delivery by means of a hardline into a vulnerable system is always an option and prevents the use of any **{Save Throw}** to mitigate the damage. Otherwise, consult the Delivery entry of each class to see how it can potentially be utilized.

Each Virus will need a certain amount of  be spent on appropriate upgrades for decks or storage mediums in order to contain and use it.

Viral Categories

A virus generally falls into one of these categories:

BREACH

This virus is meant to override security protocols. It does not intrinsically have greater threats to a system, but this is often done in conjunction with some illicit intent on either extracting data or adding additional viruses for other effects. The most common usage of these are for password cracks, security overrides, or remote access, but the systems they breach are otherwise left intact.

EGO ASSAULT

This category is probably the most dangerous type of virus. It attacks the integrity of a program with the purpose of destroying it. This target can be a CPU, a character's DHF, or AI, but no matter the target, the result is the same. The target suffers the loss of 1 immediately upon the virus being unleashed. The kind of damage dealt will be based on the Firewall class the program is derived from.

SURVEILLANCE

This virus is meant to be used as an investigative tool in order to monitor activity by recording data use on another server.

The nature of this surveillance can be video, audio, online activity, or metadata.

TROJAN/MALWARE

This virus is meant to appear to be a harmless process that contains another, often harmful program within it. This is often an upgrade to Breach, Ego Assault, or Surveillance viruses but it can also be used on its own to monitor the system and its activity as well as allow an outside user to alter programming, add or remove applications and files at will.

Firewall Classes

The different firewall categories can scale both in their potency as well as their available methods for delivery to anyone who intrudes into a protected space in Virtual. These can be tailored to be purely offensive, in which case they'd be Ego Assault viruses with "Viral Delivery" entries to specify use.

CLASS C: COMMERCIAL DETERRENT

Class C firewalls are fairly common and highly regulated, but are still commercially available. The firewall (or virus) will have traceable code, so use outside of defending internal, personal networks.

Special

Damage: 1d6 (max. 3d6)

Viral Delivery. This virus can only be delivered by discreetly installing malware or Trojan Horses, or it is specific to activity on a specific server or in Virtual. Either way, it requires the potential target to have deliberately accessed an infected server or general carelessness.

CLASS B: CORPORATE FIREWALL

This kind of firewall is often customized to the specs of a larger corporation or enterprise and it can be easily traced back. While it is extremely potent, its use is very tightly monitored.

Special

Damage: 2d6 (Max. 6d6)

Sophistication. Targets have a penalty of {Save Throw -1} to resist it.

Viral Delivery. This virus can be used to safeguard files, or it can be included as part of other more benign software packages. It can be used offensively, but the target must have an exploitable vulnerability or be in Virtual for the virus to have any effect.

CLASS A: PROTECTORATE FIREWALL

These firewalls are primed to a hair trigger in order to attack intruders in various locations or systems. They are extremely potent and restricted to Protectorate sites or under their direct license. They are often handled by a Protectorate sanctioned operator to make sure its used properly and extracted from the servers completely when it is done.

Special

Damage: 3d6 (Max. 10d6)

Sophistication. Targets have a penalty of {Save Throw -2} to resist it.

Viral Delivery. This virus can be used offensively against a target without any exploitable mistakes or vulnerabilities.

MIL-SPEC

A true weapon of war designed to annihilate AI, DHF, and any data systems it comes in contact with. Technically speaking, such grades of digital weaponry should not exist, and dire consequences exist for anyone developing, storing, or using firewalls or viruses of this extreme potency.

Special

Damage: 4d6 and there is no upper limit to the damage this virus can do.

Sophistication. Targets have a penalty of at least {Save Throw -3} to resist it.

Viral Delivery. This virus can be used offensively and can hijack or utilize a common and completely different (otherwise benign) system in order to better bypass security measures, such as an ONI message, a comm frequency, software update, or (ironically) a virus scan.

MODIFIERS TO EGO POINT LOSS

Health Points: A character will lose an additional 1 per Health Point lost when victim to Organic Damage.

Birth Sleeve: A character's attachment to their birth sleeve is the strongest. If the character loses their birth sleeve, then the character rolls twice as many dice for 1 loss unless resleeving into a clone.

Willpower Bonus: A character can reduce 1 loss by 1 per (generally to a minimum of 1).

Discipline: A character can reduce Ego Point loss by 1 per in {Discipline}

A character can reduce Ego Point loss to a minimum of 1 and only reduce the number of dice rolled when determining Ego Point loss to a single die.

RESTORING EGO POINTS

As noted in the Character Resources section, 1 are some of the most difficult things to restore, as a DHF goes through incredible amounts of abuse. 1 damage combines the damage that can be done to computers by programming errors or viruses with damage to the human psyche.

INFORMATION CHART 04.02

EGO POINT LOSS

CONDITIONS	EGO POINT LOSS (HUMAN/AI)	PERMANENT?
Organic Damage	(1d6)+(HP lost at sleeve death) / None	Maybe
Accidental Death or Unknown Causes	1d6 / 1d4	Yes
Death by Assassination	2d6 / 1d6	Yes
Combat Death	3d6 / 2d6	No
Traumatic Death (Failed test for Dying)	4d6 / 3d6	Yes
Time spent in Virtual	Varies (See pg.310) / None	Maybe
Missleeved	Varies (See pg.73) / Special*	No
Torture (real world)	1d6 per in {Intimidation} / None	Maybe
Torture (simulspace)	1d6 per in {Data Engineer} / Special**	Maybe

* AI cannot be Missleeved in the same sense that DHF can, but it can be forced into an incompatible synthetic or highly upgraded organic one which would damage the AI Ego normally.

** AI cannot be harmed by torture in simulspace unless there are viral components or upgrades in the software used to increase its effectiveness against AI specifically. DHF torture protocols will not work against AI.

Losing all  will also mean a character is so damaged that they are no longer playable as the original character, if they are not broken completely.

Spending Stack Points

A character can spend  in order to restore lost . The amount restored will be as follows:

 5 to restore  1d6+ 

Psychosurgery

A character or sympathetic AI is able to perform psychosurgery which can potentially undo tremendous harm done to the ego integrity of a DHF. If done regularly, a character can prolong their life for decades if not centuries, providing the damage done was not so sudden that it forced the DHF into a trauma loop or personality frag.

If a character or sympathetic AI is using the proper upgrades and the projection into virtual is of high enough resolution,  can be restored.

Steps for Psychosurgery:

1. Get DHF into virtual
2. Make a {**Medicine 3, Read Person, Data Engineering 5**}
3. Resolve  and/or  with the Psychosurgery Triggered Effect.
4. The number of  restored will be based on the number of  Resolved and what Skill Check is used.

Narration/Campaign Reward

A GM can potentially give  as a kind of reward for how a character progresses in a campaign. Generally speaking though,  are the primary rewards of campaign progress and it will be up to the player if they wish to spend some of those  on restoring any  the character might have lost.

PLAYING AFTER LOSING ALL EGO POINTS

A player can play the same character after all the  are lost, but they will essentially be like playing a new or very different character. This character will most certainly have the Ego Splinter Scandal (See pg.317), causing them to take massive penalties.

A character in this case will start with  equal to what they received from psychosurgery treatment.

: LINK ESTABLISHED :

PERSONALITY FRAG

If a character takes more Permanent Ego Point damage than they have remaining Ego Points, there is a good chance that a character is in a Trauma Loop or is Personality Fragged. In both cases retrieving a DHF, even with intense Psychosurgery, will result in a character whose experience and behavior will be vastly different in all but a few superficial details. In this case, a player may treat a recovered character as a new character altogether, albeit one with simulated memories.



IN THIS EXAMPLE, THE GM IS RUNNING A group with two other players who are referred to by their character's names: Detective Kenji "Ken" Moria and Danielle "Dani" deSantos. The two characters are allies of circumstance and do not trust each other, but they are trying to get to the bottom of a plot that has already resulted in the assassination of two high-ranking Oyabun (crime bosses) in the Yakuza to which the rest of Bay City Police generally has turned a blind eye.

NARRATIVE ENCOUNTER

GM: You both enter the restaurant and hookah lounge. The confused fusion of Middle-Eastern and Japanese tchotchke in the decor is tacky and inauthentic, but it is popular nonetheless. There is low light, but it appears there are no empty seats in the house.

Dani: I want to look for anyone we might recognize.

GM: Roll **{Detect -1}** due to the low light. What's your Perception?

Dani: 45

GM: Ok, so you'd need to roll a 4 normally, but a 3 or under with your Skill Check.

Dani: Ok, rolling a d8... I got a 2.

GM: You don't see anyone you recognize from a first-person connection, but you see someone who looks suspiciously overdressed for this setting.

Dani: Can I point him out to Ken?

GM: Yes, you pull on Kenji's coat and point out the man in the corner. Ken, roll **{Culture, History 7}**

Ken: Oh... my History isn't that good. It's d12, so I'll go with my Culture, which is d8.

GM: What's your Intelligence?

Ken: It's 55.

GM: Ok, so roll 7 or under, since the regular **TR** is better than your 5.

Ken: Easy. I got a 5.

GM: You recognize the clothes and illuminum tattoos as being Yakuza. As far as you can tell, he's the only one of them here. He dines alone.

Ken: I'm going to approach him.

Dani: I'll stay back and cover Ken.

GM: Ok.

Ken: I approach him and ask what he is doing here.

GM: He says "that he has every right to be there detective" and sips his tea.

Ken: Shoot, so he knows I'm BCPD.

GM: He saw the badge on your belt... plus he says you talk like a cop.

Ken: Ok... well I'm going to ask if he knows anyone who would have an interest in harming him or any other Oyabun.

GM: Make an, **{Intimidation 4}**.

Ken: Not good. I have a d10 in this... and I rolled a 6.

GM: He smirks and shifts his weight, your neurochem reflex identifies the handle of a short blade, a wakizashi, in his coat. He does not draw it but he makes no effort to hide it. He tells you he just wants to eat in peace.

Ken: Is he hiding something?

GM: Roll a **{Read Person 5}**

Ken: Rolling a d8, I got a 3.

GM: He seems aloof, but he's probably sincere. He mentions that many people want him and the Oyabun dead. With some vitriol, he thanks you for your interest in their well being. Dani, roll **{Detection 6}**

Dani: I got a 4.

GM: Through the window, you see a male off-the-rack synth sleeve with his face covered. Your neurochem picks up that his posture indicates he's carrying large weapons in his coat.

Dani: Shoot! I shout a warning to Ken and draw my pistol.



COMBAT ENCOUNTER

Continuing from the narrative encounter on pg148, a hitman is approaching the restaurant. Dani saw him in time and shouts a warning to Ken and the other patrons while drawing her own weapon. This allows characters to roll  to take actions and Save Throws, even though they were ambushed, so they are rolling their Speed Dice to determine what they're doing so they can respond to being attacked as part of a Surprise Round.

GM: With a sharp spatter, the blasts from a machine gun rip through the glass and blinds of the window. The patrons who didn't hit the deck when Dani shouted a warning run to the back in terror. Dani and Ken, roll your Speed Dice.

Ken: My Perception is 42 so I roll 4 (   ).

Dani: My Perception is 45 so I'm also rolling 4 (   ).

GM: Dani, you drew your weapon last round, so you'll need to resolve an extra  this Round. Ken, if you want to follow Dani's warning and hit the deck, you'll need to make a Save Throw and Resolve a .

Ken: Do I still roll four (   ) ?

GM: That's correct, but make your Save Throw first.

Ken: I'll roll {Athletics}. What's the TR here?

GM: You'll just need more Degrees of Success than the attacker, but they're firing blind, so let me roll for them... I only got  on my Attack.

Ken: Gotcha. I'll roll my... oof, d12 for {Athletics} against my Strength Bonus () this time because it's an Opposed Check? So 4?

GM: Correct. But I'll give you a {+1} because of Dani's warning, so you'll need 5 or lower.

Ken: I rolled a 7. Ouch. So   for me.

GM: I'm going to Resolve your   and my  and roll damage against you three times, so 3d6 +9. That's 19 Wounds against you.

Ken: My Damage Threshold is 40, so I'm still not injured.

GM: Yes, you got a graze and some scrapes from flying glass... Ok now everyone roll their Speed Dice.

Dani: I got a 1, 2, 4, and 5.

Ken: I got a 3, 3, 6 and another 6. I'll Resolve that second 6 on the  for the Save Throw I took.

GM: Ok, and I got a 5 and a 4 for the hitman. (Intent Phase) Ok what do you want to do?

Note: This is the end of the Surprise round.

Dani: I want to take shots at the guy through the window.

Ken: I want to draw my pistol and return fire as well.

GM: Dani, you'll need to resolve two Speed Dice ( ) for the Attack and drawing your weapon. Ken, since you're drawing your weapon as well, you'll need to resolve two ( ).

Dani: I'll Resolve the 1 and the 2 Results.

Ken: I'm probably going last anyway, so I'm going to Resolve the 3 and the 6, so 9 total... save my other one with the 3 for later.

GM: I'm resolving the hitman's 5 to fire again with **{Firearms -1}** for a second attack in a Turn, but Dani you go first, since you Resolved with a lower total.

Dani: Ok, I'm rolling **{Firearms}**.

GM: I'll set it at **TR7**, since you have a clear shot.

Dani: So I'll need to roll 7 or under on a d6... I got a 4 Awesome! So I got 3 Degrees of Success! ().

GM: Wow! The hitman is going to Resolve his last Speed Die to make a Save Throw. He's rolling **{Athletics}** to Dodge with his  as the **TR** and he only rolled  so that brings your total Degrees of Success to  since he wants his  for the Dodge to cancel out one of yours.

Dani: Well, still good. Ok, I'm going to Resolve all the  with Hit.

GM: Great, so roll damage twice.

Dani: Ok, so that's **1d6+**  three times, my  is 4 so it's **2d6+4**. I like those odds. I inflicted 15 Wounds (this Resolves the ).

GM: Great shot! It's his turn to return fire, though.

Ken: Ugh. Who is he shooting at?

GM: Let me randomize. He's shooting back at Dani.

Dani: Dang. Ok.

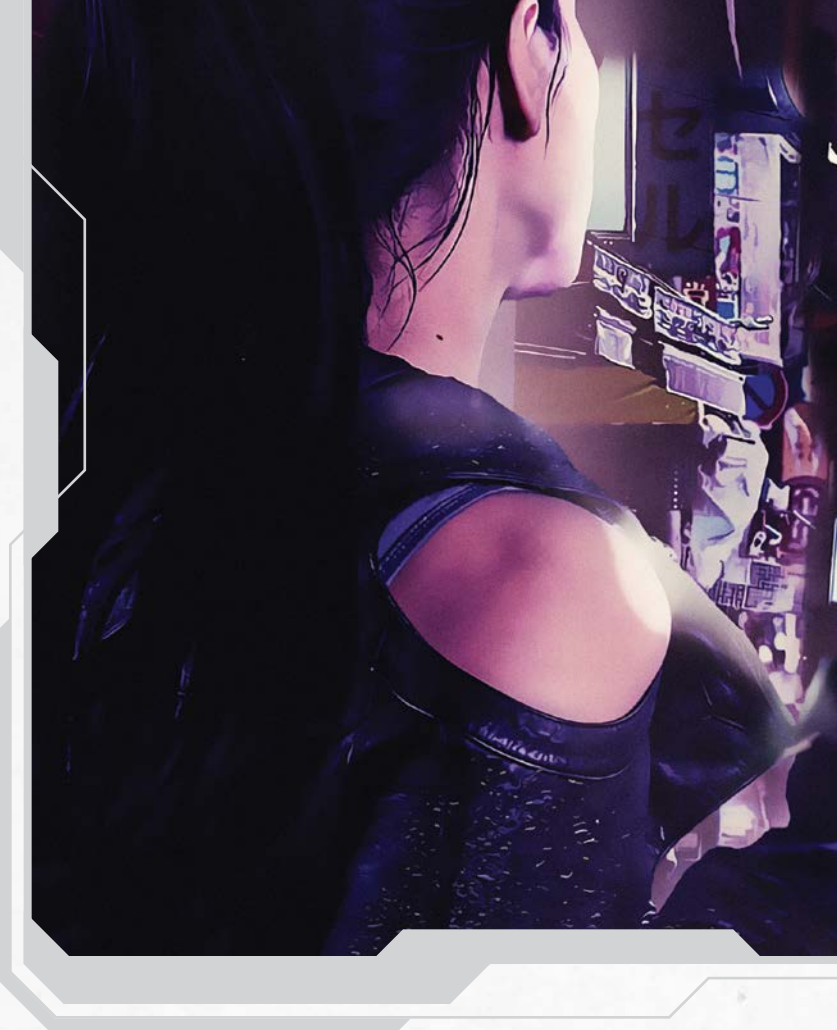
GM: Let me see, he hasn't taken any serious Injury yet, but he has attacked already, it's **{Firearms -1}** and he gets  against you.

Dani: I'm going to resolve another  so I can make a Save Throw. I'm Resolving the  with the 5 Result. I'll roll **{Athletics}** to dive behind cover. Shoot, I rolled  .

GM: He only rolls Damage against you once. So **d6+**  comes out to **d6+3**.

Ken: Count yourself lucky.

GM: I rolled 7 Wounds against you.



Dani: Got it. Just a scratch.

Ken: Ok, my turn! From the ground, I'm going to shoot up into him as he stands in the window.

GM: Sounds good.

Ken: My **{Firearms}** gets  .

GM: Ok, the shooter has no remaining Speed Dice () to resolve as a Save Throw, so just roll damage against him twice.

Ken: Ok, so my **2d6+8** comes out to... 15 Wounds.

GM: The bright plasma flash impacts against the hitman who groans in pain and takes off, clutching his wounds into the neon-soaked streets, now empty of people as they ran in terror from the gunfire.

Ken: I'm going to check the Yakuza I was talking to.

GM: He seems long gone. He must have slipped out during the firefight.

Dani: I've got one Speed Die () left, so can I get a glimpse of where he went to before he gets too far?



GM: Absolutely...There's luck involved here, so roll a d6 for a Luck Die this time around.

Dani: The **TR** my Perception Bonus this time () so, **{Detection 4}** or is it something else?

GM: We'll use the  this time and I'll give you a **{+2}** since he hasn't had much time to escape too, so **{Detection 6}**

Dani: Rolling the d8 and the d6 I got a 4 and a 5... so what do I do with the Luck Die?

GM: Adding them up this time, Sadly so that's a 9, he's already gone... you've got some investigating to do.

Dani: I'm using my ONI to see if I can tap into video feeds from security for a clue.

GM: Make a **{Digital Networking 6}**. You've never accessed this network before, so roll a d8 for Luck Dice.

Dani: Rolling... I got a 1 on both dice!

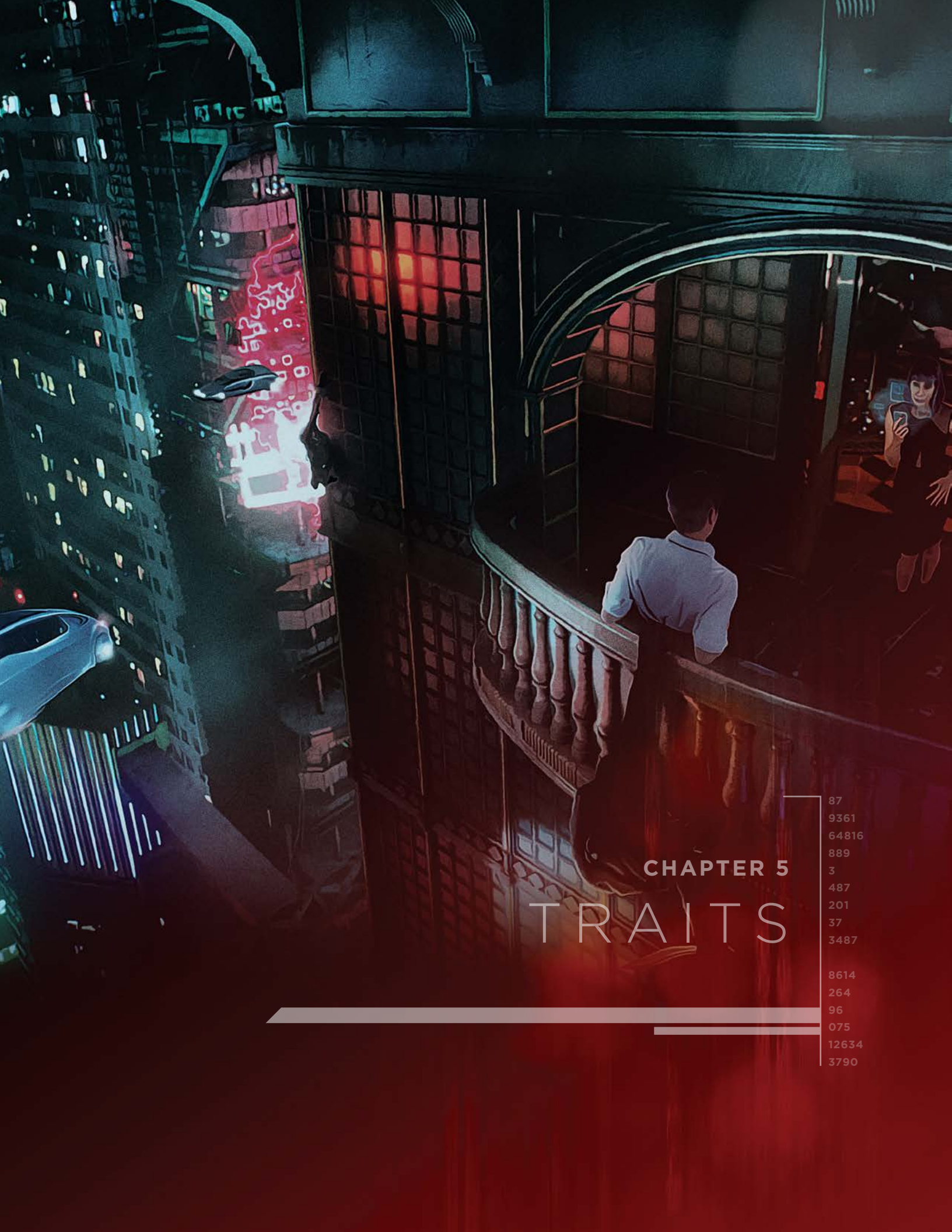
GM: Awesome! That's a Stroke of Luck. This security is practically nonexistent, and a lazy operator has

made it so the same security credentials will give you video access to the whole block, until someone discovers your intrusion. Your ocular implants glow as you scour the feeds you see video of the hitman take off towards Lombard Avenue.

TO BE CONTINUED!

Now you have a taste of an Encounter from *Altered Carbon: The Role Playing Game*. Do you search for the strange Yakuza man from the restaurant, or do you chase down his would-be assassin? You're BCPD, do you call this in? Do you trust your fellows in the department to even care enough to follow-through? Are you prepared to see it through to the end alone if they don't? Or will this be abandoned as just one of any number of vain pursuits whose answers are swallowed forever into the depths of the undercity?

The many twists and turns that your story can take can each become their own adventure, becoming one piece of a larger puzzle to uncover whatever plot your characters are experiencing and creating together.



CHAPTER 5

TRAITS

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PLAYERS CAN FURTHER CUSTOMIZE THEIR characters with Traits that give them the ability to develop in ways that either reinforce a desired Archetype, or branch out and take other abilities and skills that will make their character more well-rounded or suit specific party needs. Some Abilities or stat increases can only be acquired with the right Trait, so their selection is important to character development over time. Traits are paid for in .

CHOOSING TRAITS

Most Traits will develop along a path. Characters are required to take lower Tier Traits first and gain experience until they earn the highest Tier Traits, which contain the most powerful and unique abilities. Traits are assembled along category lines, and some Archetypes may have an altered cost to purchase certain categories. Bonuses from Traits do not stack unless specifically noted that they do.

TRAIT TREES

A Trait Tree is a category that contains multiple Branches of Traits.

Blacking out a Branch: At character creation (or at GM discretion) players can buy every Trait at once on a single branch. This expedited path has a slightly reduced cost, but lacks diversity.

Common

This Trait is extremely common to the character's Archetype, so it advances for the least amount of .

A Common Trait Tree allows a character to choose the next Tier from any other unlocked Branch, not just the branch they are developing. As long as Traits are being chosen from the same Trait Tree, the player may choose a Trait in any Branch as long as they have at least one Trait in each of the lower tiers, even if the prerequisite Traits are from different branches.

Example: *A character has the Business and Society Trait Tree as Common. They have purchased Tier 1 and 2, Donor & Benefactor, of the High Society Branch. This character is now*

eligible to buy Tier 3 Executive from the Corporation Branch or any other Tier 3 Trait in the Business and Society Trait Tree. The two High Society Tiers qualify as prerequisites, because they are on a branch of the same Common Trait Tree. See pg.155 for the Tier 5 Trait rules.

Blacking out a single branch of a Common Trait Tree costs  **35**.

Uncommon

This Trait is not unheard of with the character's Archetype. It is likely a remnant of the life the character left behind, or something the character has taken up as a hobby.

Unlike Common Trait Trees, Traits must be purchased in order along the same Branch.

Example: *A character has the Combat Trait Tree as Uncommon. They want to purchase the Tier 4 of Thrown Weapons, Rapid Throwing. This character would need to buy Tiers 1, 2, and 3 of the same Branch, Basic Training, Grenades and Blades as prerequisites before they can purchase the 4th Tier they desire.*

Blacking out a single branch of an Uncommon Trait Tree costs  **50**.

Anomaly

This Trait has no feasible reason behind why a character would have it. There is no discount for blacking out a branch of an Anomalous Trait Tree.

Anomalous Traits follow the same sequence of prerequisites as Uncommon Traits.

Civilians and Trait Trees

Civilians have the most flexibility because they can choose any two Trees to be Common.

The Trait Trees provided here are as follows:

- **Business and Society:** This concerns a character's relationship with corporations, customers, and public relations as well as high society and cultural organizations.
 - ▶ Socialite Archetypes have this Trait Tree as Common.

- **Combat:** This concerns a character's formal training with arms and armor. This typically comes from a background in military service, but there are many organizations that allow an opportunity for training of this kind.

- ▶ Soldier Archetypes have this Trait Tree as Common.

- **Crime:** This concerns a character's relationship with the more unseemly elements of society and deals with both the business of organized crime and the skillset for perpetrating such criminal acts.

- ▶ Criminal Archetypes have this Trait Tree as Common.

- **Law and Government:** This concerns a character's relationship with law enforcement, legal professionals as well as politicians both in the Protectorate and concerning local governance.

- ▶ Official Archetypes have this Trait Tree as Common.

- **Survival:** This concerns a character's ability to be self-sufficient with a practical skillset that has been diminished in importance in most cities, but even in urban environments, the ability to be resourceful is still valuable.

- ▶ No Character Archetype has this as Common by default.

- **Technology:** This concerns a character's technological know-how and formal education.

- ▶ Technician Archetypes have this Trait Tree as Common.

- **Praxis:** This concerns a character's ability to adapt their human mind into that of a transhuman.

- ▶ Any character whose DHF is over 100 years old may have this Trait Tree as Common.



REMINDER

A character starts with Three Traits: Two from their Common Tree and one from any Tree that is not an Anomaly. All Branches these Traits are chosen from are considered "unlocked."

TRAIT BRANCHES

A player can buy Traits from their allowed Trait Trees for an  cost. Costs will scale based upon the Tier and how common a category is for their chosen Archetype. A character cannot take a higher Tier Trait until they first have a Trait of a lower Tier in the sequence. For instance, a Tier 4 Trait would require a Tier 1, 2, and 3 Trait. The lower Traits in sequence do not need to be from the same Branch, merely part of the same Common Trait Tree.

NOTE

There are many common Traits across categories, but each applies to its own specific Branch, even if the names are the same. For instance, Basic Training for Small Arms or One-Handed Melee Weapons would add the same Bonus, but only to Small Arms or One-Handed Melee Weapons specifically.



TIER 5 TRAITS

Since Tier 5 represents the highest possible Bonus provided by a particular Branch, it requires additional prerequisites. A character must have at least three Traits from the same Branch before they can purchase Tier 5 of that Branch.

CUSTOM ARCHETYPES AND TRAIT TREES

If you wish to make your own Archetypes, you can use the guidelines below to see what Trees are Common, Uncommon or Anomalous.

Choose one Common Trait Tree and do the following:

- Make two Trait Trees Uncommon

- Make one Trait Tree an Anomaly
- (Optional) Make three Branches inaccessible by any means from an Uncommon or Anomaly Trait Tree for some additional campaign-specific benefit.

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MORE TO COME

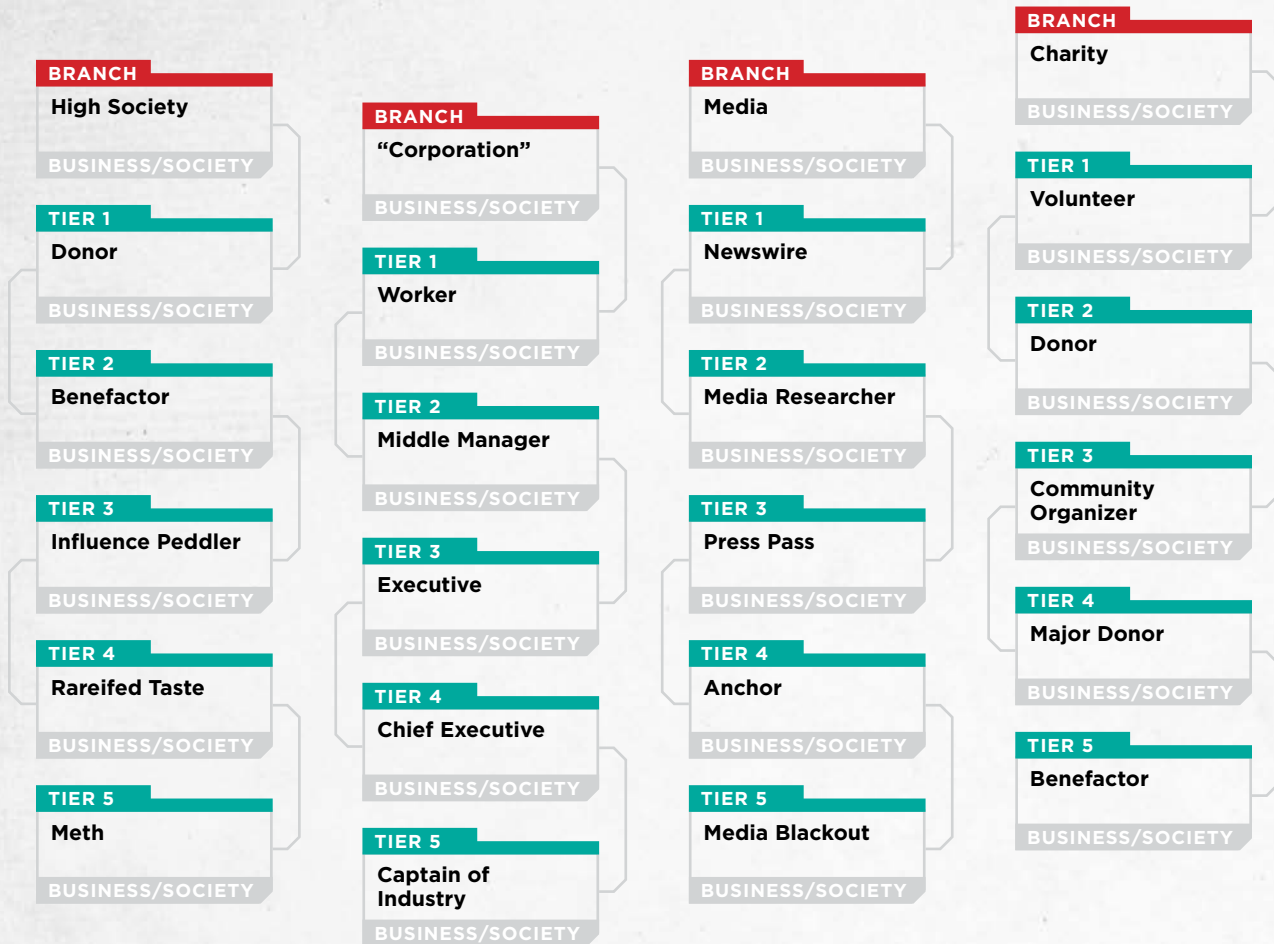
There are more, far more specialized Trait Trees, Archetypes and expanded Branches for existing Trait Trees that will be a part of other campaigns and supplements. They are rarely as broadly applicable as the ones provided in this book, however.

INFORMATION CHART 05.01

TREE TYPE	BRANCH UNLOCK	TIER 1	TIER 2	TIER 3	TIER 4	TIER 5
Common	1	5	10	15	20	25
Uncommon	5	10	20	25	30	35
Anomaly	10	15	30	35	45	55

TRAIT STACK POINT COSTS

BUSINESS AND SOCIETY TRAIT TREE



BUSINESS AND SOCIETY TRAITS

High Society

TIER 1: DONOR

While not being of considerable means themselves, this character is a known benefactor who has successfully fundraised for any number of causes. This allows them to treat any professional Network as their own, but all requests will have +1 Request Level.

TIER 2: BENEFACTOR

This character is known as a generous donor to various causes. These repeated donations will reduce their Wealth Level by 1 to a minimum of 1, but they gain an additional 1. They can treat any Professional Network as their own.

TIER 3: INFLUENCE PEDDLER

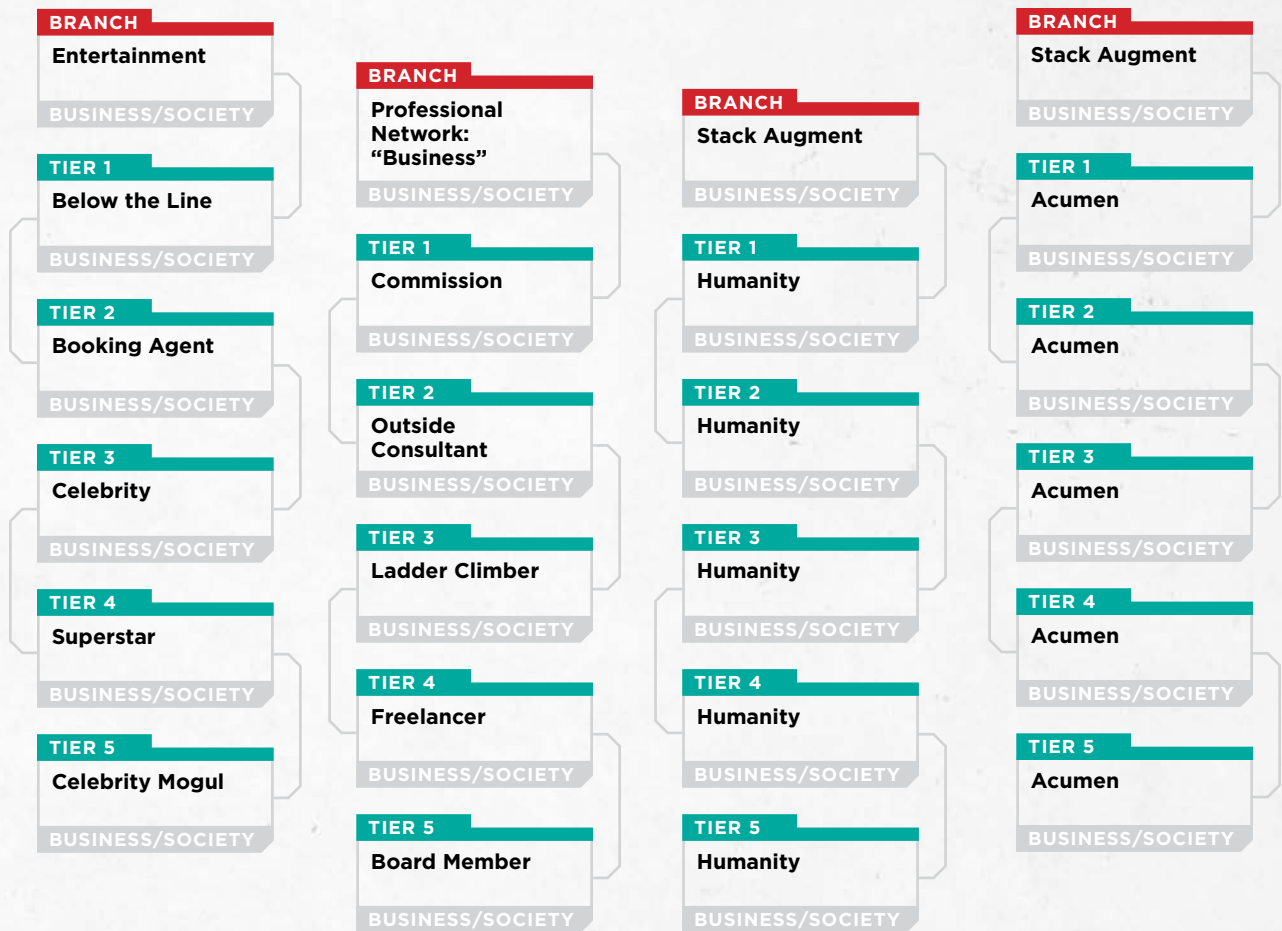
This character is known for brokering many high powered deals. When making requests from their Networks at Request Levels of 2 or less will not cost any Influence Points.

TIER 4: RAREFIED TASTE

This character has developed a taste for finer things. The cost of everything they buy is increased in Price Level by 1, but they are of exceptional quality, gaining a rating of +1 to all bonuses provided or at least more to upgrade the equipment with.

TIER 5: METH

This character has been inducted into the very cloistered social circles that the Meths maintain (See pg.83).



"Corporation"

TIER 1: WORKER

This character has all the security clearances and accesses allowed by a worker for a corporation. Their Wealth Level is 2 and generates Credits Lv.1 every month.

TIER 2: MIDDLE MANAGER

This character has a modicum of responsibility over a department and/or a small number of employees. Their Wealth Level is 2 and generates Credits Lv.2 every month.

TIER 3: EXECUTIVE

This character has an extremely high level of access and managerial responsibility. Their Wealth Level is 3 and generates Credits Lv.2 every month and has Credits Lv1. (15) on their Resource Catalog at Wealth Lv2.

TIER 4: CHIEF EXECUTIVE

This character is one of the three letter acronym officer positions, such as CEO, CFO, CMO, and so on. This will give them tremendous responsibility, and whose missteps can bring ruin to a company for years if not decades. Their Wealth Level is 3 and they generate Credits Lv.3 every month and has Credits Lv1. (15) on their Resource Catalog at Wealth Lv1.

TIER 5: CAPTAIN OF INDUSTRY

The character is known as being an innovator in their business. Either they have pioneered an extremely popular product line or they have parlayed their success into celebrity status, to the point where they are recognized by people who aren't in their industry sector. Their Wealth Level is 4, they generate Credits Lv. 3 every month and Gain an additional . In addition, they can spend 1 to get a Credits Lv.5.

Media

TIER 1: NEWSWIRE

The character is plugged into the unfiltered news aggregators that media outlets cherry-pick from to get the news they want to report on. They can spend 1 in order to get unrestricted access to every news outlet, but will still need to search the database to find what they are looking for.

TIER 2: MEDIA RESEARCHER

This character has access to multiple news outlets and data centers. This has the same mechanical benefit as Newswire, but the character can pass an **{Investigation, Digital Networking}** instead of using an Influence Point.

TIER 3: PRESS PASS

The character is trusted by their network to have a UN Press Pass, which will give direct access to newsrooms to question key political or corporate figures by spending 1. Unfortunately, the character will have to jockey for position and will likely only be able to ask a question or two. Of course, there's no guarantee of an answer that is not a boilerplate talking point.

TIER 4: ANCHOR

This character is a fairly well known news anchor and their fame gives them a great deal of access and the cream of the investigative leads developed by the media research team. Gain 1.

TIER 5: MEDIA BLACKOUT

This character is so highly positioned that they are able to censor news they don't want released to the public. They can spend 1 to prevent a new Scandal (See pg.316) from coming to light. This will not remove the Scandal, just temporarily suppress it. They can also "spin doctor" an existing story by either omitting unsavory details or obfuscating it by elevating an inflammatory non-story to the status of crisis.

Charity

TIER 1: VOLUNTEER

This character's generosity with their time is well known. When determining the amount of General Request Modifiers a character gets, increase the die roll by +2.

TIER 2: DONOR

This character can spend Credits Lv.3 or higher to Restore 1.



TIER 3: COMMUNITY ORGANIZER

This character has mingled charity with politics and counts major political figures as part of their Network. A character can spend 1 to use contacts to help bury one Scandal, suppressing its penalty for the duration of a session. A GM can assign a Request level to this if they wish.

TIER 4: MAJOR DONOR

Decrease Wealth Level by 1, but gain 2. A character cannot reduce their Wealth Level to less than 1, and if they cannot reduce their Wealth Level, only gain 1.

TIER 5: BENEFACTOR

A character has made charity their business and attracts tremendous amounts of wealth to causes they deem important. Add 1 to their Wealth Level, and expand their Network to include arts, entertainment, education, and research companies.

Entertainment

TIER 1: BELOW THE LINE

Character gets intermittent work as crew on experia shoots or as technical support or minor performer roles. A character gains Credits Lv.2 (10) to their Resource Catalog at Wealth Lv.1. (See pg.190)

TIER 2: BOOKING AGENT

Spend 1 to gain **Credits (Lv.1 per Contact in the Entertainment industry, max 1 per Tier in Entertainment Trait Branch)**, so 2 Contacts results in Credits Lv.2, etc.

TIER 3: CELEBRITY

{Expression +2, Stealth -1} when visiting or performing in public places or venues.

They can use 1 to change this to **{Expression +3, Stealth -2}** for the duration of a session.

TIER 4: SUPERSTAR

This character has access to news outlets and data centers with the same effect as Press Pass (See pg.158). They Gain +1 Wealth Level (Max Lv.4) and are always *Out of Place*.

TIER 5: CELEBRITY MOGUL

This character can leverage their personal celebrity into multiple profitable ventures. Gain Wealth Level +1 and 1. This character is always *Out of Place*.

Professional Network: "Business"

TIER 1: COMMISSION

One corporation is a Network. Whenever  is used on one named Corporation on any Request, also gain Credits (Lv.1 per Tier in this Branch). Two tiers in this branch will generate Credits Lv.2, etc.

TIER 2: OUTSIDE CONSULTANT

All Corporations within the same industry as their Network are treated as part of the same Network.

GAMEMASTER NOTE

The GM will determine how many corporations this actually is. There are thousands of Corporations in any given industry, but only a handful will be relevant in their campaign.

TIER 3: LADDER CLIMBER

For one specific Corporation, the character is not required to spend any  to make a Request unless they choose to (for the Commission Trait.)

TIER 4: FREELANCER

This character can use the Commission trait with any corporation in the same Industry as their Network.

TIER 5: BOARD MEMBER

As a board member for several of them, this character never needs to spend  when dealing with any Corporation in their Network. Gain Wealth Level +1.

Stack Augment

HUMANITY LV.1-5

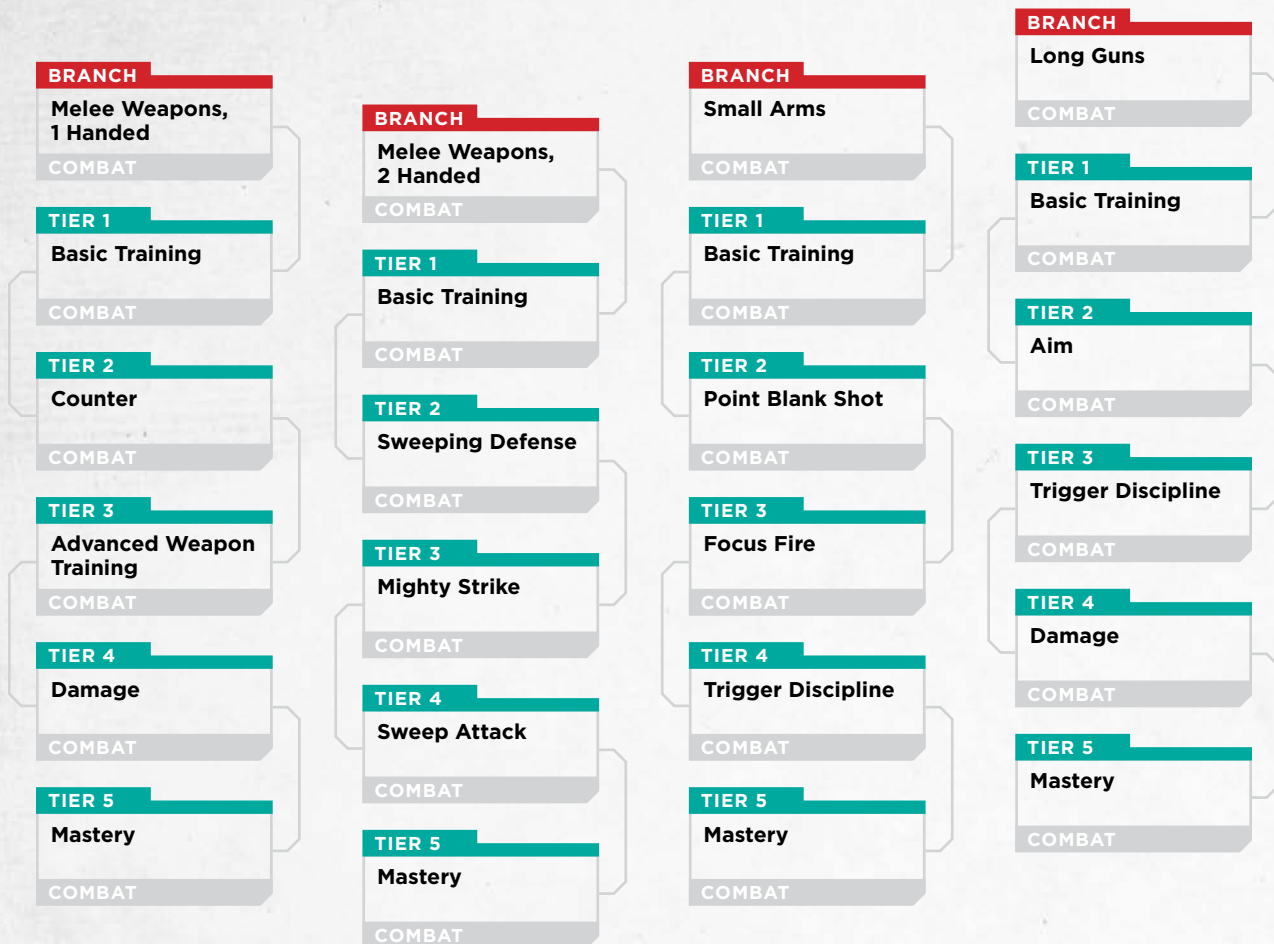
Increase Empathy Cap. by +10 per Level.

Stack Augment

ACUMEN LV.1-5

Increase Acuity Cap. by +10 per Level.

COMBAT TRAIT TREE



COMBAT TRAITS

Melee Weapons, 1 Handed

TIER 1: BASIC TRAINING

As a Training Value, gain {Melee Combat — One Handed +1}.

TIER 2: COUNTER

In Melee or Grapple Range, Resolve an opponent's  to inflict 1d3 Wounds as Damage.

TIER 3: ADVANCED WEAPON TRAINING

A character Resolving an extra  avoids penalties for using one-handed Advanced Cutting Weapons or Force Weapons as if they had Specializations. Also, accidentally inflicting Wounds on themselves or others with such weapons requires an extra  to be Resolved.

TIER 4: DAMAGE

Add +1 to Damage to all One-handed Weapons used. This can combine with other bonuses.

TIER 5: MASTERY

Add +1x Bonus to all Melee Weapons used. This can combine with other bonuses.

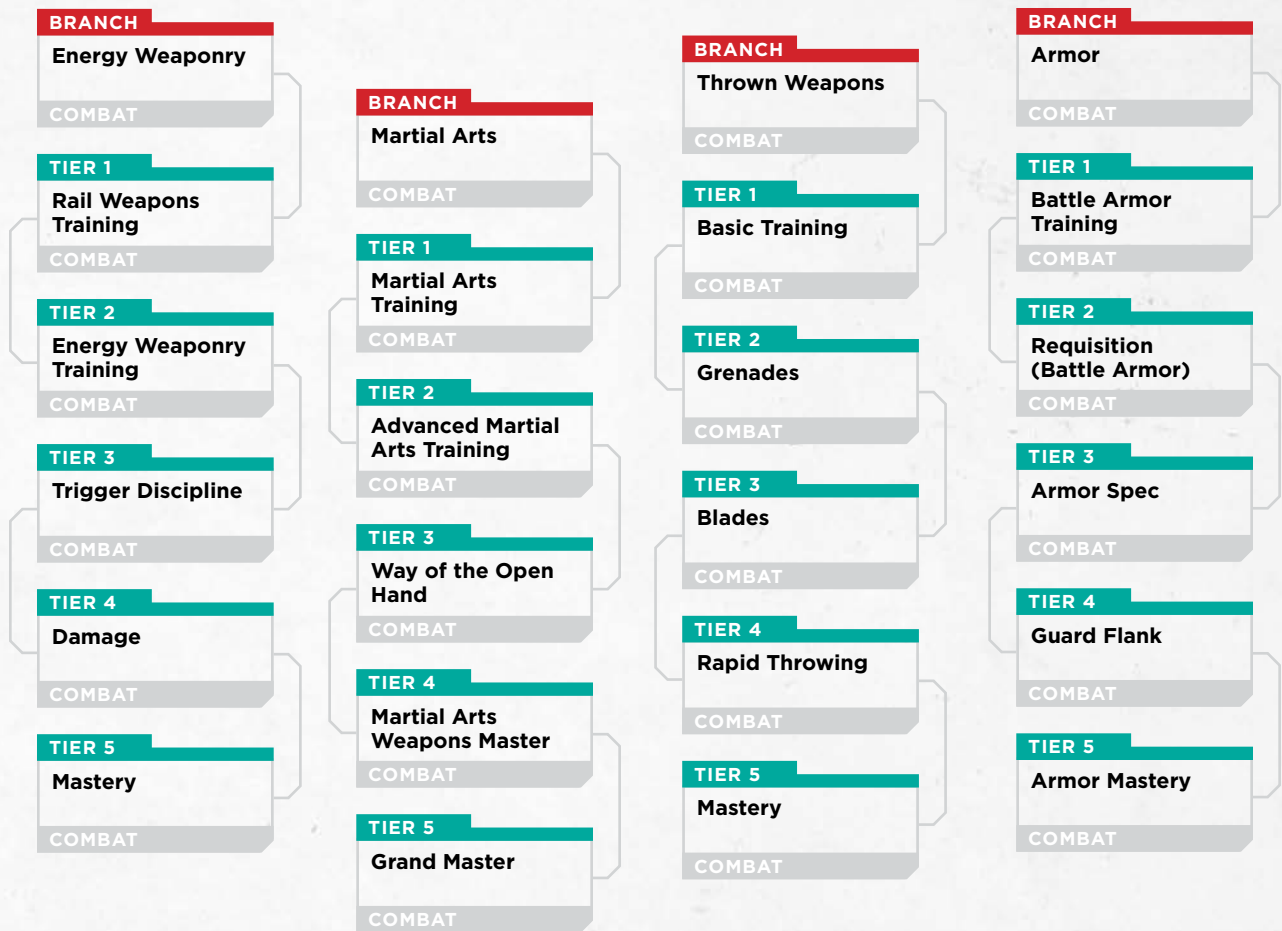
Melee Weapons, 2 Handed

TIER 1: BASIC TRAINING

Gain {Melee Combat — 2 Handed +1} as a Training Value.

TIER 2: SWEEPING DEFENSE

Resolve  to increase Protection by +1 per  against attacks made by all Opponents in Melee and Grapple Range. This can combine with other bonuses.



TIER 3: MIGHTY STRIKE

Resolve an additional  in order to increase Damage by +2 when attacking a single target with a two handed Melee Weapon.

TIER 4: SWEEP ATTACK

When Attacking with a 2 handed weapon, when resolving at least  and/or  per target  you can inflict the *Prone* status effect with that Attack.

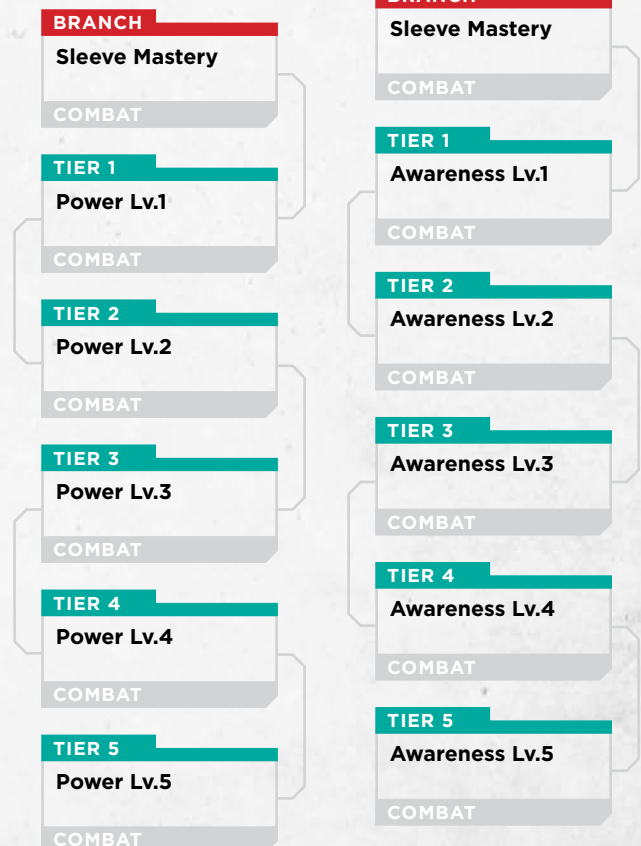
TIER 5: MASTERY

Add +1x bonus to all 2 Handed Melee Weapons used. This can combine with other bonuses.

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BONUS VS. SPECIALIZATON

Getting Training Value Bonuses from Traits does not give a character a Specialization. These bonuses will likely just offset penalties until a character gets Specializations, if the equipment calls for it.



Small Arms

TIER 1: BASIC TRAINING

As a Training Value, gain **{Firearms — Pistol +1}** for any Small Arms used.

TIER 2: POINT BLANK SHOT

Using small arms with **{Firearms — Pistol}** as a Save Throw will not require any  to be Resolved in order to do so.

TIER 3: FOCUS FIRE

Add an extra  1 in order to increase Damage by +2 this Round against targets in a Shared Zone.

TIER 4: TRIGGER DISCIPLINE

Add *Efficiency +1* to attacks with Small Arms.

TIER 5: MASTERY

Gain +1x Bonus for all Small Arms used.

Long Guns

TIER 1: BASIC TRAINING

As a Training Value, gain **{Firearms — Long Gun +1}**.

TIER 2: AIM

Character always use the Aim Triggered Effect (see pg.207) with any Long Gun, even without the use of a Scope or Deploying. The character also gains a gain **{Firearms +1}** as a Training Value.

TIER 3: TRIGGER DISCIPLINE

Add *Efficiency +1* to attacks with Long Guns.

TIER 4: DAMAGE

Add +1 to Damage for attacks with Long Guns. This can combine with other bonuses.

TIER 5: MASTERY

Add +1x Bonus to all attacks with Long Guns. This can combine with other bonuses.

Energy Weaponry

TIER 1: RAIL WEAPONS TRAINING

This character can use Rail Weapons as if they were Long Guns or Small Arms (depending on the model), and gain bonuses from their use as described in the Long Guns or Small Arms Trait Branches.

TIER 2: ENERGY WEAPONRY TRAINING

Gain **{Directed Energy Weapon +1}** as a Training Value.

TIER 3: TRIGGER DISCIPLINE

Add *Efficiency +1* to attacks with Rail or Directed Energy Weaponry.

TIER 4: SUSTAINED CHARGE

Increase Damage of a Directed Energy Weapon by +2 when a character only attacks a single target.

TIER 5: MASTERY

Add +1x Bonus to all attacks with Directed Energy Weapons and Hybrid Weapons. This can combine with other bonuses.

Martial Arts

TIER 1: MARTIAL ARTS TRAINING

This character only penalizes **{Brawl -1}** instead of -2 for Unarmed Attacks.

TIER 2: ADVANCED MARTIAL ARTS TRAINING

This character does not suffer penalties for attacking Unarmed and does not take penalties for making multiple **{Brawl}** checks in the same Turn.

TIER 3: WAY OF THE OPEN HAND

Character increases Damage by +2 for Unarmed Attacks and can use the Disarm Triggered Effect (See pg.136) while unarmed.

TIER 4: MARTIAL ARTS W MASTER

Gain +1x for Melee Weapons that are Martial Arts Weapons. This does not combine with other bonuses.



TIER 5: GRAND MASTER

Add +1x Bonus to all Unarmed and Melee Weapons used. This can combine with other bonuses.

Thrown Weapons

TIER 1: BASIC TRAINING

As a Training Value, gain **{Throw +1}**.

TIER 2: GRENADES

As a Training Value, gain **{Throw — Grenades +2}**.

TIER 3: BLADES

As a Training Value, gain **{Throw — Knives +2}**.

TIER 4: RAPID THROWING

Save Throws attempted against a Thrown weapon from this character are penalized **{Athletics — Dodge -1}**.

TIER 5: MASTERY

Add +1x Bonus to all Thrown Weapons used. This can combine with other bonuses.

Armor

TIER 1: BATTLE ARMOR TRAINING

This character has training with Battle Armor and does not suffer the *Heavy +1* penalty for untrained use.

TIER 2: REQUISITION (BATTLE ARMOR)

This character has contacts with one of the mercenary police forces under contract by the Protectorate and can have “Battle Armor” requisitioned to them. This will vary by organization.

TIER 3: ARMOR SPEC

Resolve an extra  and take a penalty of **{-2}** in an attack to find a weakness in armor and add *Armor Piercing* to any “Hit” Triggered Effect used.

TIER 4: GUARD FLANK

If this character is not *Prone* (See pg.142), they do not lose *Armor* when hit with *Armor Piercing* attacks granted by Triggered Effects. *Armor Piercing* damage that is intrinsic to the damage type or the weapon used will still be effective normally.

TIER 5: ARMOR MASTERY

Add Protection +1 against all damage types except against *Armor Piercing*. This can combine with other bonuses.

Sleeve Mastery

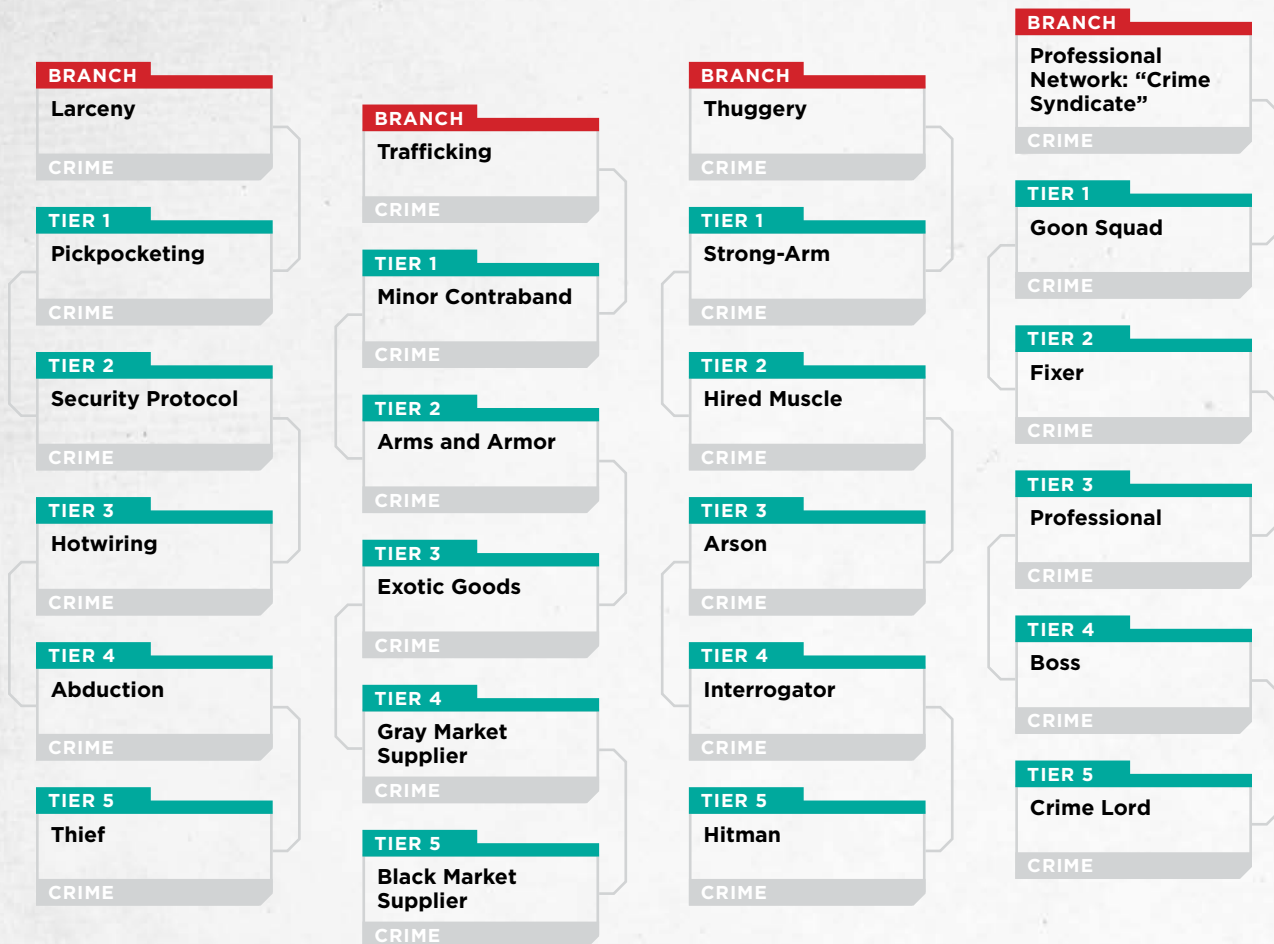
TIER 1-5: POWER LV.1-5

Increase Strength Cap. by +10 per Level.

TIER 1-5: AWARENESS LV.1-5

Increase Perception Cap by +10 per Level.

CRIME TRAIT TREE



CRIME TRAITS

Larceny

TIER 1: PICKPOCKETING

Add **{Stealth +1}** as a Training Value when pickpocketing or stealing anything  or smaller. This can combine with other Bonuses.

TIER 2: SECURITY PROTOCOL

Add **{Detect, Search +1}** as a Training Value to any check made to detect security systems. This can combine with other Bonuses.

TIER 3: HOTWIRING

This character is able to override security measures either manually or with assistance from tools with digital components. Add +1 Training Value with these types of tools. This can combine with other Bonuses.

TIER 4: ABDUCTION

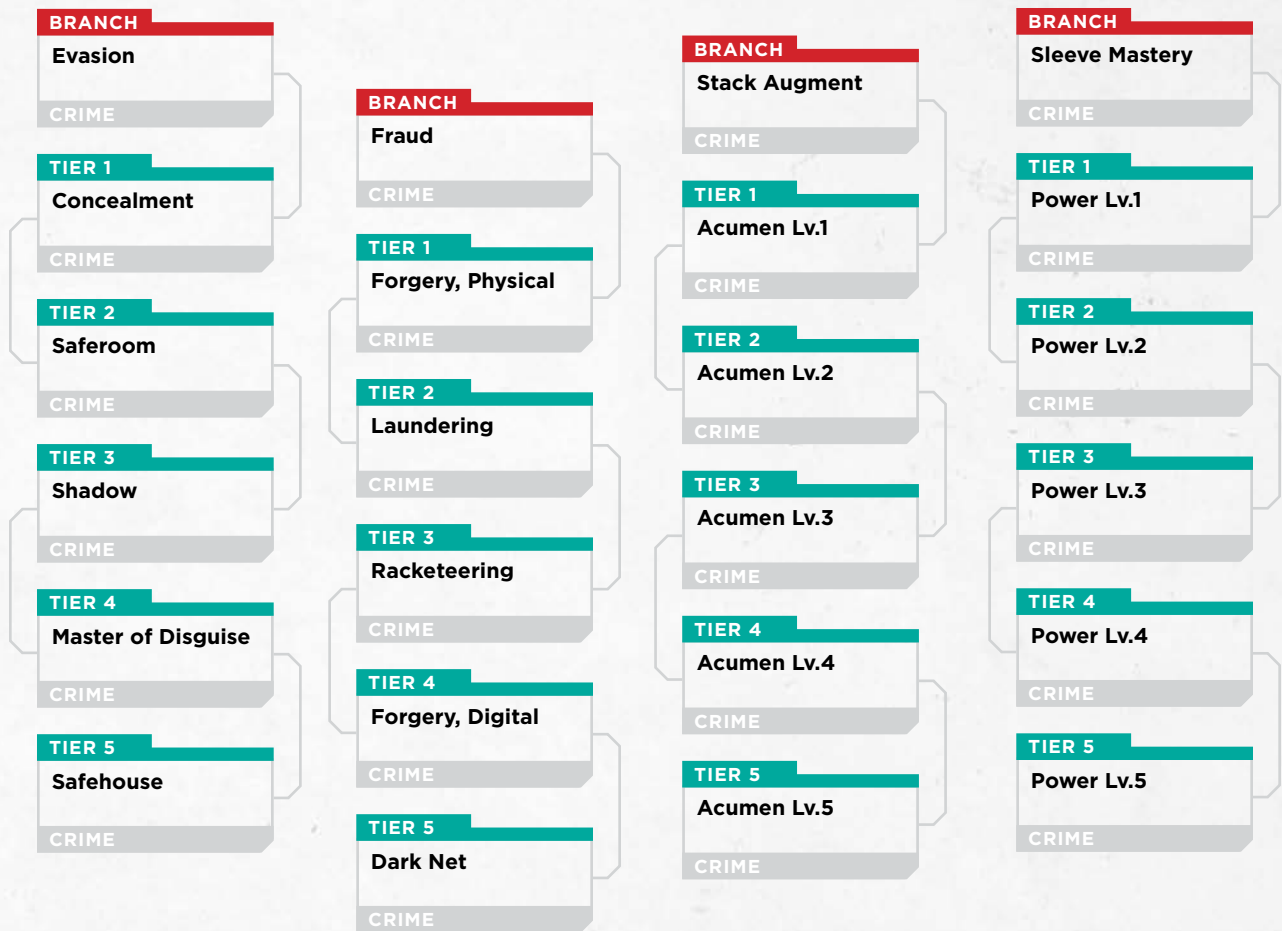
This character is able to abduct another target while remaining relatively unharmed. They may increase the Damage of any weapon with a Stun or Subdual feature by +2. Add **{+1}** to Training Value when using any kind of security restraints.

TIER 5: THIEF

Gain the following Triggered Effect when using **{Stealth}**:

- **Legerdemain:** (Special) Something that is  per  is stolen or hidden from view or planted on another without them noticing.

Add a further +1 to the Training Value bonus for Pickpocketing, Security Protocol, Hotwiring and Abduction Traits. Gain 1x to any Tools used explicitly for



thievery (generally any Tools that grant their bonus to **{Stealth, Data Engineering, or Search}**).

Trafficking

TIER 1: MINOR CONTRABAND

This character specializes in moving minor contraband that results in little more than a fine if caught. They have a Wealth Lv. 2 and can generate Credits Lv.2 once a month for free.

TIER 2: ARMS AND ARMOR

The character excels at trafficking arms and armor of a wide variety of types. They can purchase weapons and ammunition as if they were not *Regulated* or *Registered*, but must purchase using Credits.

TIER 3: EXOTIC GOODS

Spend  1 to remove *Rare* from any item obtained from illicit Contacts, but the character must make the purchase with Credits.



TIER 4: GRAY MARKET SUPPLIER

Spend 1 and an item can be purchased without any *Gray Market* restrictions or penalties, but the purchase must be made with Credits.

TIER 5: BLACK MARKET SUPPLIER

Spend 1 and an item can be purchased without any *Black Market* restrictions or penalties, but they must make the purchase with Credits.

Thuggery

TIER 1: STRONG-ARM

Add **{Intimidation +1}** if the character threatens physical violence.

TIER 2: HIRED MUSCLE

This character can hire themselves out as security or as a bodyguard. Add +1 Wealth Lv.

TIER 3: ARSON

This character is adept at destroying things using incendiary devices or anything that inflicts [Thermal] Damage. Add +2 Training Value when constructing and using such equipment.

TIER 4: INTERROGATOR

Gain **{Intimidation, Expression, Discipline +1}** when using any virtual or physical interrogation methods.

TIER 5: HITMAN

This character is a professional assassin and adept at singling out one target among many. Designate one specific opponent and add **{+2}** to hit when targeting them in an Encounter. Reduce the bonus to **{+1}** if the target is aware of the character's presence.

Professional Network: "Crime Syndicate"

TIER 1: GOON SQUAD

This character can Request (See pg.307) some additional muscle from the criminal organization to come to their assistance.

TIER 2: FIXER

This character is a known contact in coordinating illicit deals. Add **{Diplomacy — Criminal Organization +2}**.

TIER 3: PROFESSIONAL

The character has a reputation as being a legitimate front man for the various illegal activities of a criminal organization, such as being manager of a restaurant, bar or social club that has secret gambling, prostitution, smuggling, and extortion schemes. They are extremely valuable to a criminal enterprise and indispensable save for the most desperate of circumstances. Gain 1.

TIER 4: BOSS

Add **{Bureaucracy, Diplomacy — Criminal Organization" +2}** when making Requests (See pg.307) of a Criminal Organization.

TIER 5: CRIME LORD

When making Requests of a relevant Criminal Organization add Bonus +1. Gain 1. Gain a Training Value bonus of **{Intimidation, Bureaucracy, Culture +1}**. This can combine with other Bonuses.

Evasion

TIER 1: CONCEALMENT

This character can add *Concealment +1* to anything that is a combined  or smaller on their person without detection. When encountering dedicated security screenings, add +2 Training Value to **{Stealth}** to conceal the gear.

TIER 2: SAFEROOM

This character can use a Criminal Network to provide a safe room for themselves or others. Reduce the Request Level (See pg.308) for asylum by 1, but expect to also pay a bribe with Credits or use 1. The duration of the stay will be up to the GM, but it is clear that this is a temporary lodging.

A safe room allows characters the benefits of a Long Rest.

TIER 3: SHADOW

This character excels at following closely without being noticed. Add **{Read Person, Survival, Stealth +1}** when following a mark. This can combine with other Bonuses.

TIER 4: MASTER OF DISGUISE

A character can add a Bonus to **{Stealth +2}**. They are not restricted to only an **{Expression}** bonus when wearing a Uniform as a disguise.

TIER 5: SAFEHOUSE

This character has procured or built for themselves a very secure, relatively cozy safehouse with broadcast screeners, living quarters, and hidden compartments and rooms. A party or character, even one with Scandals, can utilize it without making a Request or spending any .

A Safehouse allows characters the benefits of a Long Rest.

Fraud

TIER 1: FORGERY, PHYSICAL

Any physical object can be forged. The character adds **{Expression, Engineering +2}** when attempting to duplicate an object that is purely physical and without any digital verifications.

TIER 2: LAUNDERING

This character can spend an  to convert any Credits owned by the party to untraceable. However, this will reduce the Credits' Level by 1.

TIER 3: RACKETEERING

Add Untraceable Credits Lv.3 to a character's Resource Catalog at Wealth Lv.3 (See pg.183). Capacity will be equal to 2d6.

TIER 4: FORGERY, DIGITAL

The character adds **{Data Engineering, Digital Networking +2}** when attempting to fake digital credentials of any kind.

TIER 5: DARK NET

This character maintains a network that is able to launder money and make purchases without alerting digital watchdogs to their presence. Every purchase this character makes as well as all Credits they generate are untraced by authorities.

Stack Augment

TIER 1-5: ACUMEN LV. 1-5

Increase Acuity Cap. by +10 per Level.

Sleeve Mastery

TIER 1-5: POWER LV. 1-5

Increase Strength Cap by +10 per Level.

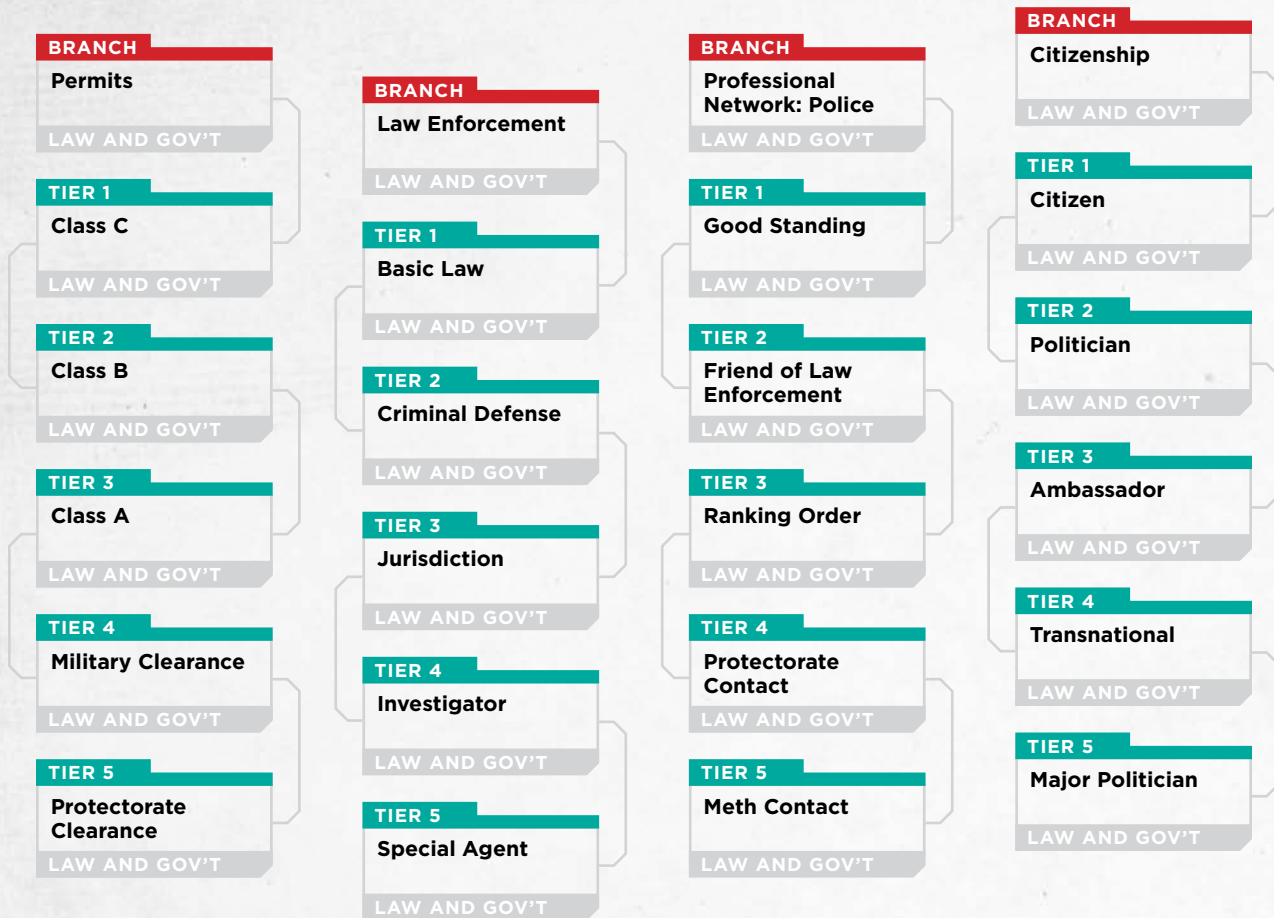
Sleeve Mastery

TIER 1-5: AWARENESS LV.1-5

Increase Perception Cap by +10 per Level.



LAW AND GOVERNMENT TRAIT TREE



LAW AND GOVERNMENT TRAITS

Permits

TIER 1: CLASS C

Spend 1 to obtain a permit that allows one of the following without Scandal (See pg.316) or legal reprisal: drive a personal non-commercial vehicle, run a small business, or own Small Arms privately.

TIER 2: CLASS B

Spend 1 to obtain a permit that allows one of the following without Scandal or legal reprisal: pilot a commercial vehicle, pilot an aircar, run a large business, practice medicine or be a med-tech, own Large Arms or Energy Arms, or own and carry Small Arms in public.

TIER 3: CLASS A

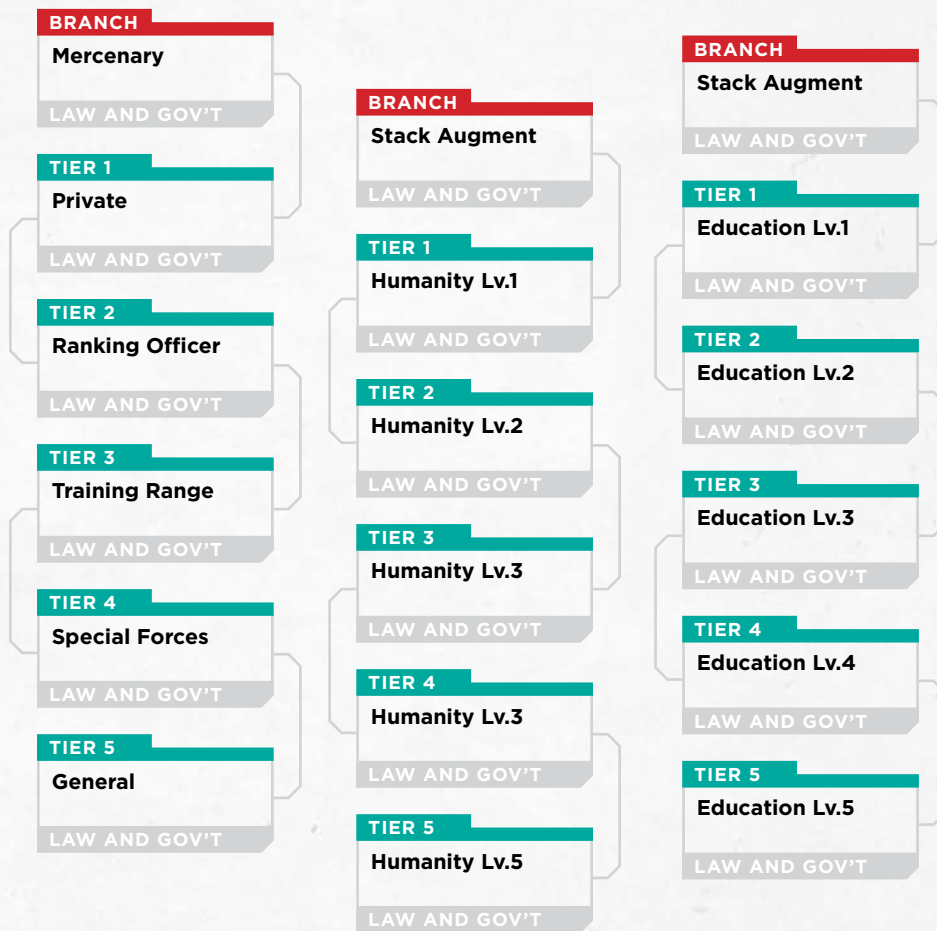
Spend 1 to obtain a permit that allows one of the following without Scandal or legal reprisal: pilot starships, run corporations, or own and carry Large Arms or Energy Arms in public.

TIER 4: MILITARY CLEARANCE

This character has clearance to carry and use military hardware or software. They must be in good standing with the military organization and can spend 1 to requisition military grade weaponry.

TIER 5: PROTECTORATE CLEARANCE

This character has clearance from the Protectorate in order to access secure government sites. Very few locations within the Protectorate are off limits.



Law Enforcement

TIER 1: BASIC LAW

This character knows the basic laws that all citizens are required to know and obey. They do not need to make any **{Culture}** checks to determine whether or not a specific action is legal.

TIER 2: CRIMINAL DEFENSE

This character knows the rights of the accused. They can take preventive measures to avoid law-breaking (or warn another), take action to prevent further incrimination of oneself and know any loopholes that might allow exoneration. They also know the proper chain of custody for evidence gathering. As a Training Value, a character gets **{Composure, Bureaucracy, Culture +1}** as a save throw against **{Interrogation, Intimidation, Investigation}** made by lawyers or law enforcement.

TIER 3: JURISDICTION

The character's role in a department or bureau grants them the ability to interact with and make demands of a bureau, citizen or corporation. They can use their authority to make a Request (See pg.307) at Request Level 3 or less without using any Influence Points or fear of a Scandal (See pg.316).

TIER 4: INVESTIGATOR

This character has unique clearance to enter, observe, and gather evidence from active crime scenes and get classified information about ongoing investigations without spending . If they are part of a law enforcement agency, this character's handling of evidence gathered with their special access does not violate any required chain of custody, and is still valuable to law enforcement agencies. Add **{Investigation +2}**. However, this access can be revoked if a character's commanding officer (CO) deems it necessary. In this case, a character can go over the head of their CO by using an  in order to allow

them access, but breaking the chain of command like this will very likely anger a character's CO.

TIER 5: SPECIAL AGENT

This character is a highly influential and trusted investigator from the Protectorate Intelligence Agency, not just local police. This functions the same as Investigator, but they have unfettered access to any ongoing investigation or crime scene from any jurisdiction. Only a Scandal (See pg.316) can prevent a character from access in this way. A character cannot have rank pulled on them by members of other agencies and they cannot legally be denied access from any information requests from law enforcement departments.

Professional Network: Police

TIER 1: GOOD STANDING

This character is in good legal standing and can expect respectful treatment by law enforcement and add **{Diplomacy, Bureaucracy +1}** when interacting with them. This is increased to +2 if they are an Official Archetype.

TIER 2: FRIEND OF THE LAW

This character is known favorably by law enforcement and is able to treat them as a Network (See pg.304).

TIER 3: RANKING OFFICER, POLICE

This character is a sergeant or a detective and treats all Law Enforcement and related bureaucracies as a Network. Increase Wealth Lv. by 1.

TIER 4: PROTECTORATE CONTACT

A character has a high ranking Protectorate contact. The Bonus Die provided by using a Protectorate Contact is increased by one Level when determining the success of Requests (See pg.307) made of any Protectorate agency or Bureaucracy.

TIER 5: METH CONTACT

This character has a Contact that is a powerful and influential Meth, and is able to request favors from them. The character gains **3** and is able to interact with Meths without any penalties to **{Composure}**.



Citizenship

TIER 1: CITIZEN

This character is an official citizen of a specific city, or any of the other offworld colony and is granted the rights and privileges thereof. If they have the appropriate Wealth Level, They can have a dwelling that is secure enough for a Long Rest, provided they also have no Scandals (See pg.316).

TIER 2: POLITICIAN

This character is a low-level regional politician or bureaucrat. Gain **3**.

TIER 3: AMBASSADOR

When determining the success of Requests (See pg.307) made to any Protectorate agency or Bureaucracy, the Bonus Die provided by using a foreign government as a Contact is increased by one Level.

TIER 4: TRANSNATIONAL

The character has multiple citizenships across the Protectorate and is able to use the Citizen privileges within multiple governments or regions.



TIER 5: MAJOR POLITICIAN

A character is a very recognizable and highly influential politician. Their opinion may carry with it the force of law, even if it is a de-facto exercise of legal authority. Gain 1 and +1 Wealth Level.

Mercenary

TIER 1: PRIVATE

A character is a registered member of a military organization or are UN Marines in a reserve company. They have to report to a commanding officer, but are also allowed to Requisition equipment that is considered standard issue.

TIER 2: RANKING OFFICER, MERC

{**Diplomacy +2**} and gain 1. Apparel with appropriate rank markings that gives *Uniform* special rule will increase it by +1.

TIER 3: TRAINING RANGE

A character has the Specialization for any firearm they can Requisition.

TIER 4: SPECIAL FORCES

This character is (or was) a member of an elite Special Forces unit. They add +1 Training Value to all Weapon categories and Recon. Gear.

TIER 5: GENERAL

This character is among the highest ranking officers in the Protectorate and can pull rank on nearly any active duty service members except Special Forces or Protectorate Intelligence agencies. Gain 1 and +1 Wealth Level.

Stack Augment

TIER 1-5: HUMANITY LV. 1-5

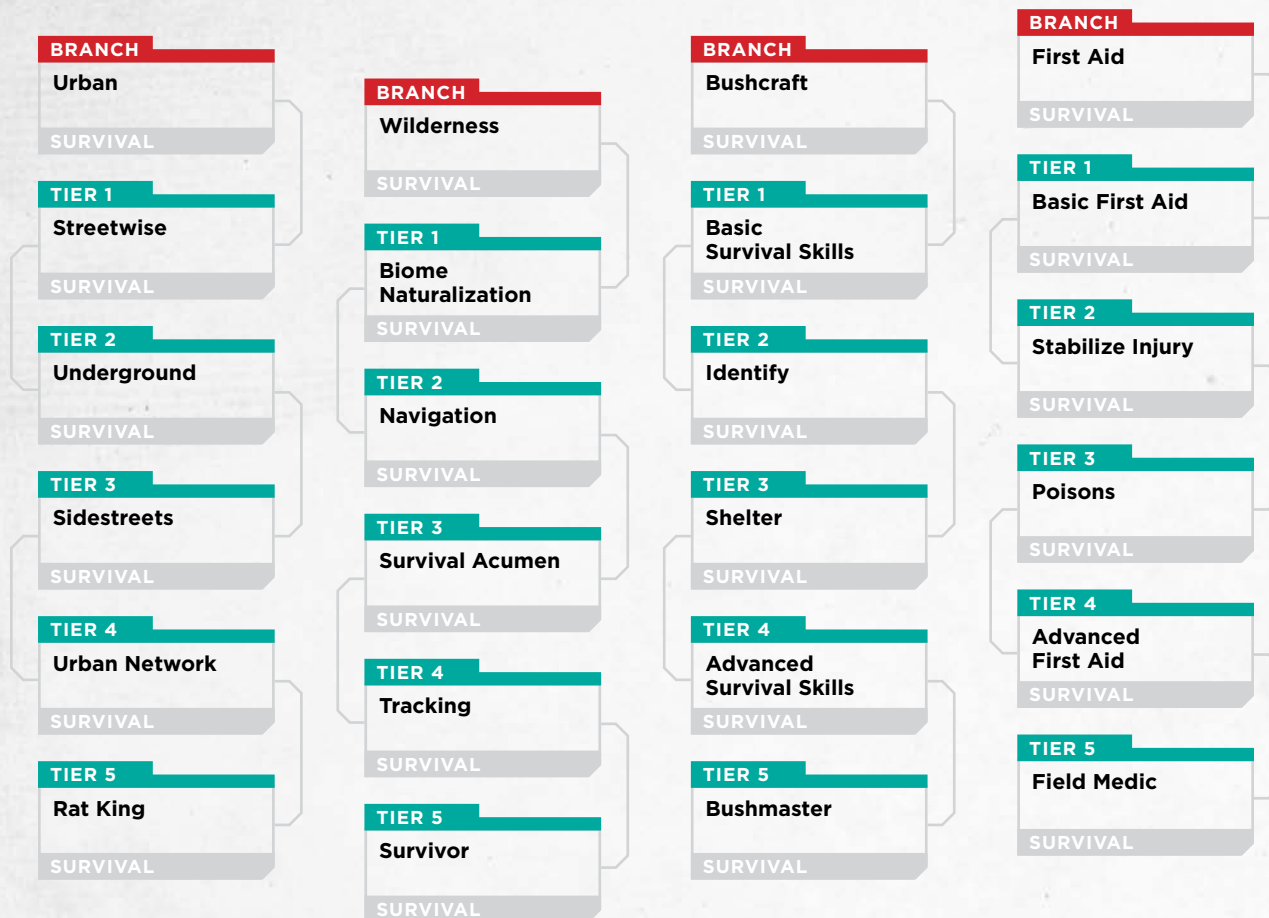
Increase Empathy Cap. by +10 per Level.

Stack Augment

TIER 1-5: EDUCATION LV. 1-5

Increase Intelligence Cap. by +10 per Level.

SURVIVAL TRAIT TREE



SURVIVAL TRAITS

Urban

TIER 1: STREETWISE

This character has extensive understanding and history with the underbelly of urban life. Add **{Expression, Culture, History +2}** when an Urban specialization is applicable.

TIER 2: UNDERGROUND

This character has several contacts with underground networks, both literally and figuratively. When using an  in an urban area, the bonus die rolled based on Request Level will be one level higher than normal.

TIER 3: SIDESTREETS

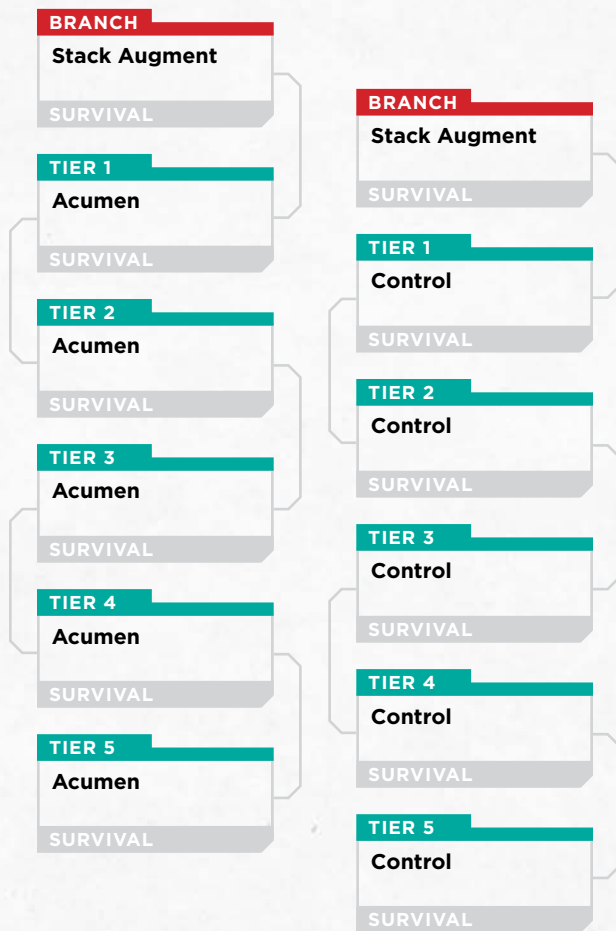
The character gains +2 Training Value when making any **{Navigation, Stealth}** in urban environments.

TIER 4: URBAN NETWORK

This character maintains close ties to an urban network that may be affiliated with both legitimate businesses and illicit ones. Gain 1 that can be used when interacting with such an organization.

TIER 5: RAT KING

The character is a leader (insofar as one can be) of a street organization. They command a certain amount of respect from the organization, local businesses and even rivals who may give the character some begrudging respect. Gain 1 and +1 Wealth Level.



Wilderness

TIER 1: BIOME NATURALIZATION

This character has developed a harmony with their surroundings and is able to understand the rhythm of the environment, making changes readily noticeable to them. They gain a Training Value to any **{“Perception”, “Acuity” +1}** used as a Save Throw.

TIER 2: NAVIGATION

The character is adept at leaving or discovering discreet trail markers that indicate a safe passage. Gain +1 Training Value when using Recon. Gear and Survival Gear to aid **{Navigation}**.

TIER 3: SURVIVAL ACUMEN

This character has an uncanny knack to survive in the wilderness using minimal tools. Gain +2 Training Value when using Tools that add a Gear bonus to **{Survival}** or anything listed as Survival Gear.

TIER 4: TRACKING

This character is a capable tracker and is able to find telltale signs that the environment has been disturbed. Add **{Investigation, Search +1}** as a Training Value to pick up the trail of a person or animal.

TIER 5: SURVIVOR

This character is almost a force of nature unto themselves and has no problem functioning within almost any environment. If they have a Specialization for **{Survival}** in a specific region, they no longer need to make **{Survival}** checks for day-to-day needs of food, water and shelter.

Bushcraft

TIER 1: BASIC SURVIVAL SKILLS

Increase Training Value for **{Survival}** checks by +1.

TIER 2: IDENTIFY

This character is able to identify the medicinal properties of any herb, mineral, etc. Gain **{Medicine +2}** when in the wild.

NOTE

This does not eliminate penalties, therefore this bonus may simply cancel out any Difficulty that the **TR** might have under these circumstances.

TIER 3: SHELTER

This character can construct or find suitable shelter with an additional Training Value of **{Survival +2}**.

TIER 4: ADVANCED SURVIVAL SKILLS

Increase the Training Value for any **{Survival}** checks by +2.

TIER 5: BUSHMASTER

This character is able to make almost anything they need out of found objects in nature. Any Tool Kit — Survival will get +2 to its bonus. Shelters the character constructs will have an additional **{+1}** and can allow Long Rests with a successful **{Survival}**.

First Aid

TIER 1: BASIC FIRST AID

Remove an additional +1 Wound per  from a target when using **{Medicine}** provided the target has not taken any Injuries.

TIER 2: STABILIZE INJURY

Gain a bonus of **{Medicine +2}** when attempting to *Stabilize* a *Dying* character.

TIER 3: POISONS

Identify and treat [Poison] wounds and Poisoned status as if the character had no Injuries.

TIER 4: ADVANCED FIRST AID

Gain **{Medicine +2}** as a Training Value.

TIER 5: FIELD MEDIC

Gain the following Triggered Effects when using **{Medicine}**:

- **Expert First Aid:** () During a Short Rest, remove **1d6+**  Wounds. During a Long Rest, remove **1d10+**  Wounds.
- **Expert Triage:** (   ) Target up to 5 characters with the same Use of a Medical Tool or Device.

Stack Augment

TIER 1-5: ACUMEN LV.1-5

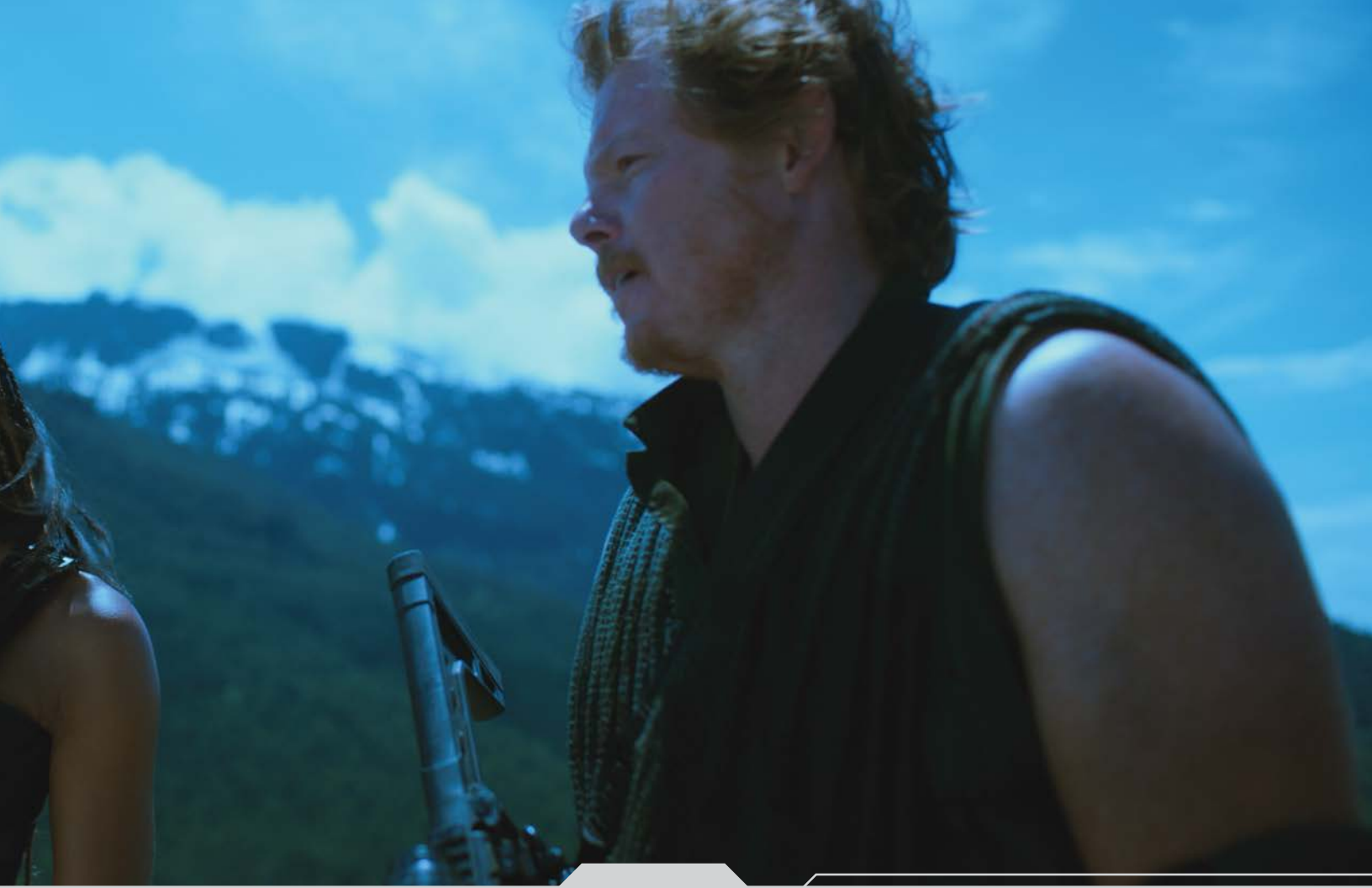
Increase Acuity Cap. by +10 per Level.

Stack Augment

TIER 1-5: CONTROL LV.1-5

Increase Willpower Cap. by +10 per Level.





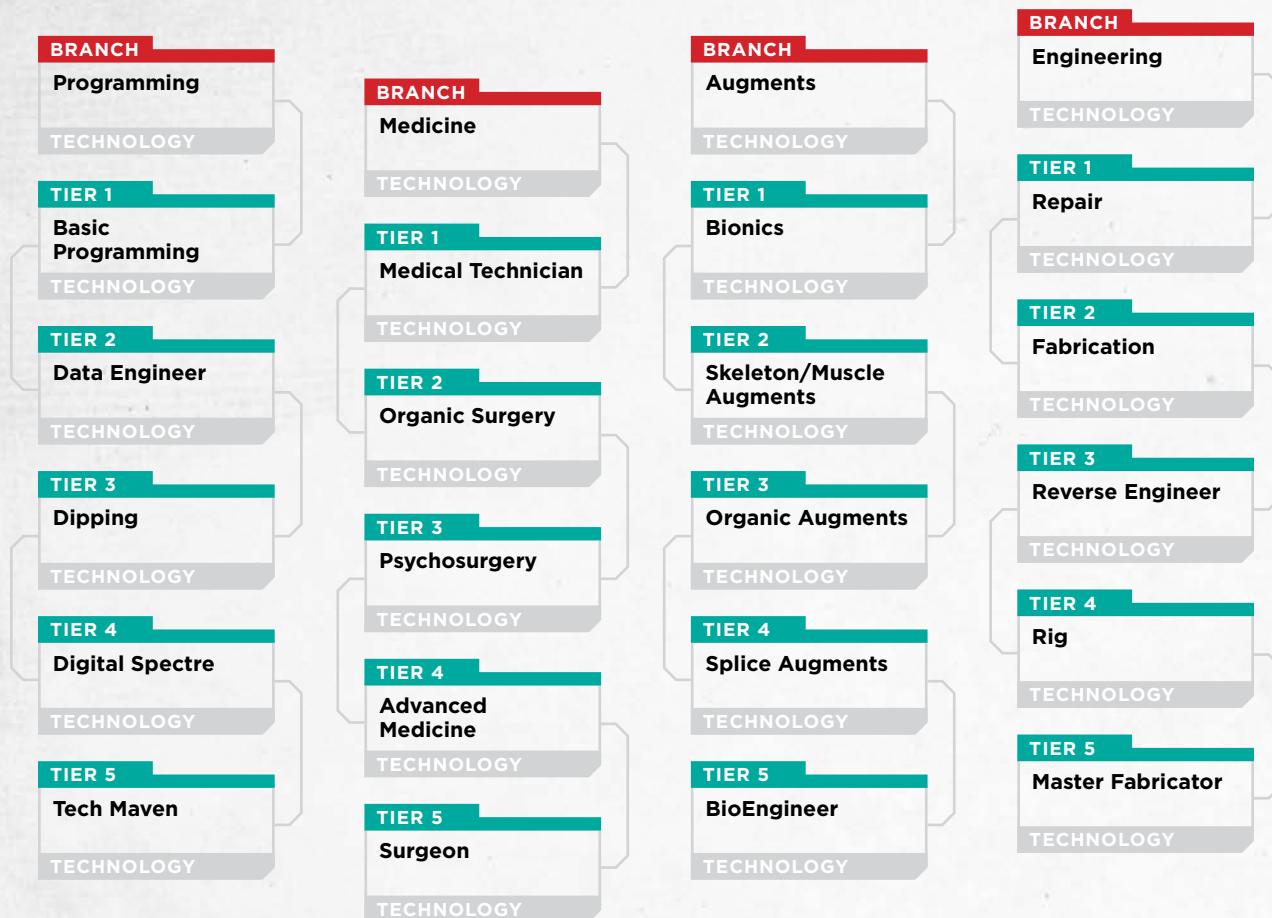
IS IT A WOLF I HEAR, HOWLING HIS
LONELY COMMUNION WITH THE
UNPILOTED STARS, OR MERELY THE
SELF IMPORTANCE AND SERVITUDE
IN THE BARK OF A DOG? HOW MANY
MILLENNIA DID IT TAKE, TWISTING AND
TORTURING THE PRIDE FROM THE ONE
TO MAKE A TOOL, THE OTHER? AND
HOW DO WE MEASURE THE DISTANCE
FROM SPIRIT TO SPIRIT? AND WHO DO
WE FIND TO BLAME?

QUELLCRIST FALCONER

POEMS AND OTHER OTHER
PREVARICATIONS



TECHNOLOGY TRAIT TREE



TECHNOLOGY TRAITS

Programming

TIER 1: BASIC PROGRAMMING

This character knows numerous basic command prompts in programming languages. They can treat a command prompt as if they had a simple user interface. Gain **{+1}** Training Value when using Decks (See pg.246).

TIER 2: DATA ENGINEER

This character is able to apply a Generic Software Upgrade to a Deck without using an additional  and gains a **{+1}** Training Value when using Decks.

TIER 3: DIPPING

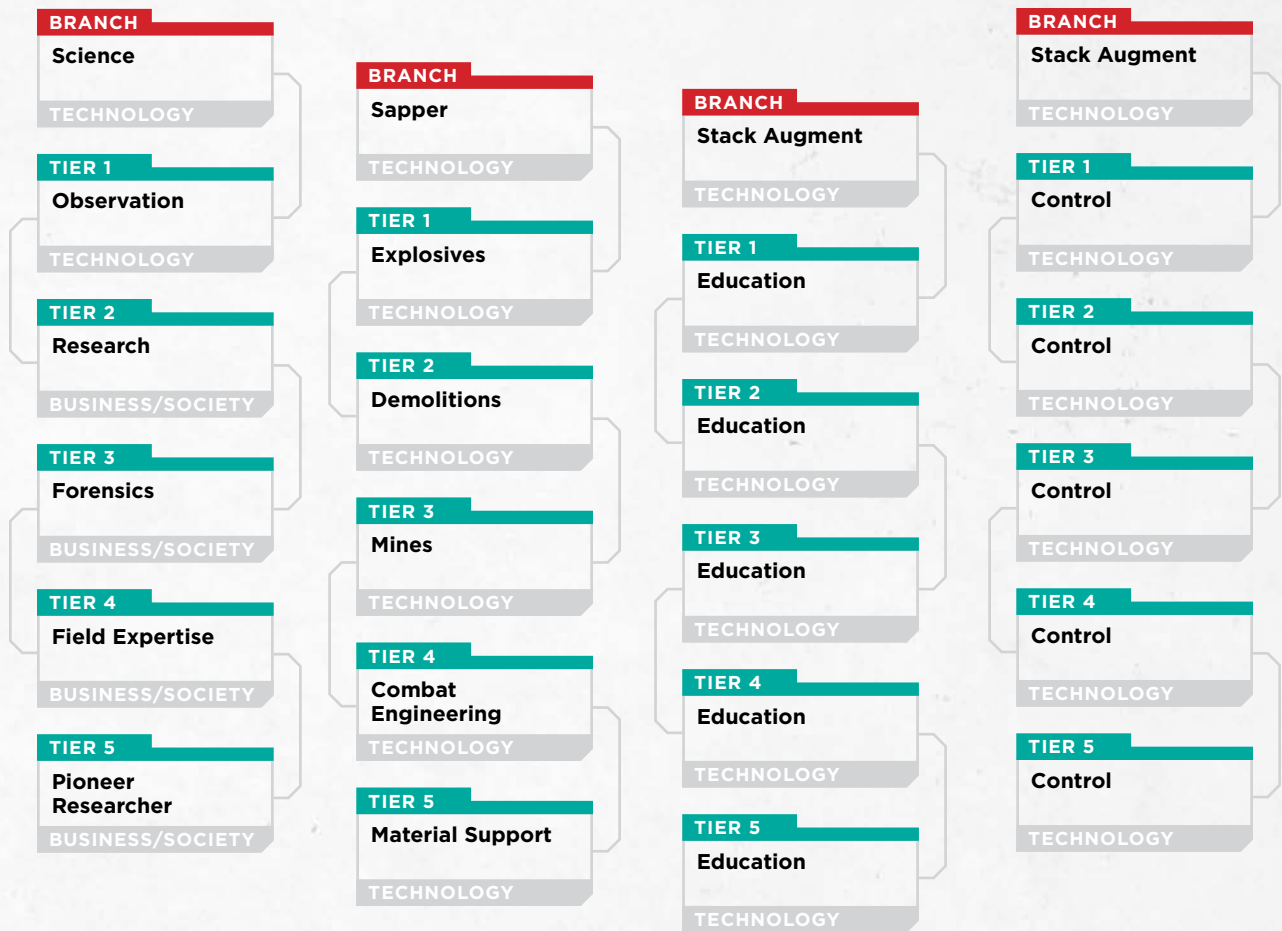
This character is able to tap into secure broadcasts, including needlecasts and gains **{+1}** Training Value when using Decks.

TIER 4: DIGITAL SPECTRE

This character can better operate in a digital space with total secrecy. When using an ONI Network, they can add an extra +2 Training Value when using Decks to mask the physical location where they're accessing the system, their activity, and their or another's identity. If the character also has the "Dark Net" Trait, then the extra bonus to Training Value is increased to +3. Disabling ONI Network access on their local devices will allow them to cover their tracks completely regarding their current location and activity.

TIER 5: TECH MAVEN

All Decks the character uses gain a +1x Bonus and can be loaded with  worth of additional drivers, upgrades, and programs. Other characters can use this upgraded Deck without the +1x Bonus,



but they must have a Training Value with Decks of at least +3.

A character can increase the Training Value bonuses provided by Basic Programming, Data Engineer, and Dipping to **{+2}**.

Medicine

TIER 1: MEDICAL TECHNICIAN

This character is trained to use med-tech devices like BioWelders and Autosurgeons (See pg.240). Gain +1 Training Value to Medical Gear.

TIER 2: ORGANIC SURGERY

Increase the number of Wounds removed by tissue or bone welding by +1 per  in **{Medicine}**. Gain +1 Training Value to Medical Gear. This bonus is not usable in Virtual.

TIER 3: PSYCHOSURGERY

Character is able to utilize complex programs to undo the mental trauma (or inflict it) upon DHF. Gain +1 Training Value to Medical Gear used in Virtual. Ego Point recovery or deliberate damage as a result of a character Resolving  when attempting psychosurgery in Virtual will be increased by  1 per  the character has.

TIER 4: ADVANCED MEDICINE

Perform any surgery involving organic and synthetic sleeves including augments (See pg.262). Gain +1 Training Value to Medical Gear.

TIER 5: SURGEON

Increase the number of Bonus Dice rolled for all Medical Gear the character uses by +1x.

Augments

TIER 1: BIONICS

This character can use **{Medicine}** to apply  as implanted augments. Gain +1 Training Value with Medical Gear. This character also knows how to repair Flesh Wounds to Synth sleeves.

TIER 2: SKELETON/MUSCLE AUGMENTS

This character can use **{Medicine, Science}** to apply an augment to a sleeve's muscles or skeleton and repair Bone Injury to Synth sleeves. This includes bionic replacements of limbs and organs. Gain +1 Training Value to Medical Gear.

TIER 3: ORGANIC AUGMENTS

This character is able to transplant vat grown organs or enhanced organic augments to sleeves. Gain +1 Training Value to Medical Gear.

TIER 4: SPLICE AUGMENTS

This character can apply or remove Freak augments, splicing animal organs or augments to organic sleeves. Gain +1 Training Value to Medical Gear.

TIER 5: BIOENGINEER

This character can replicate synthetic augments up to   as organs or biological augmentations. This will require an additional Price Level, but an organic augment will not use up a  and will be indistinguishable from a normal human organ. That this can also be used to replicate or synthesize natural chemicals.

Engineer

TIER 1: REPAIR

By paying a Price Level of 1 per  of the gear a character can remove any kind of Damage done to equipment. This cost includes wasted  from failed modification attempts. Destroyed gear cannot be fixed in this way.

TIER 2: FABRICATION

A character is able to apply a Generic Upgrade (See pg.194) to a specific piece of equipment without using an additional .

TIER 3: REVERSE ENGINEER

This character can reproduce or remove Model Variant upgrades as if they were After Market upgrades for the benefit of others. Lastly, getting  or more in a Respec will preserve the removed Upgrade as a functioning Upgrade Kit in addition to refunding the  used.

TIER 4: RIG

By using an additional  a character can apply a Generic Upgrade of one category to an entirely different category of equipment.

TIER 5: MASTER FABRICATOR

This character can spend  1 to combine the effects of two Upgrade Kits and use only the  cost of the higher of the two when applying it to Gear. Applying this Upgrade has a penalty of **{-2}**.

Science

TIER 1: OBSERVATION

Gain **{Science, Data Analysis +1}** as a Training Value bonus.

TIER 2: RESEARCH

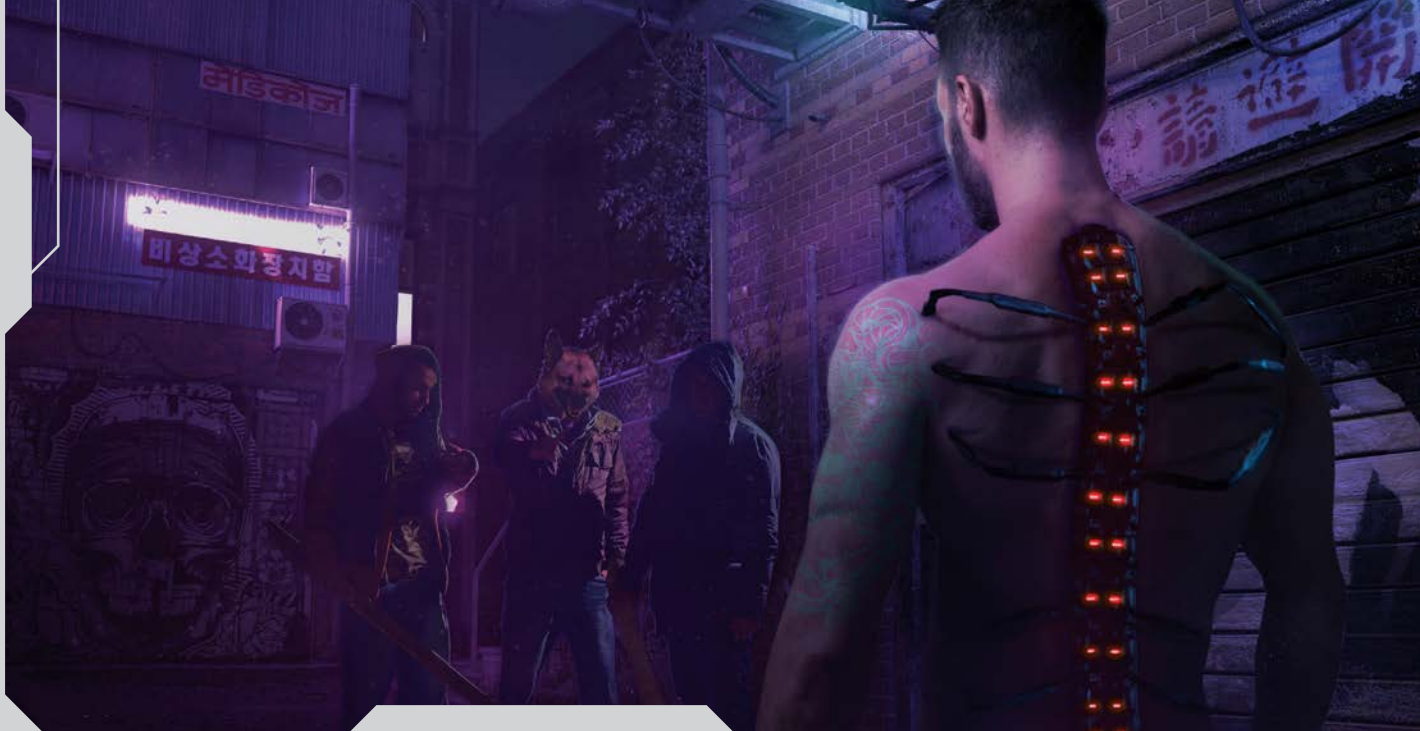
Increase Gear bonus by **{+1}** provided by a Tool Kit Science, Data Analysis or Research Equipment.

TIER 3: FORENSICS

This character can use any Training Value or Gear Bonus normally added to Science and apply it to **{Search, Investigation}**.

TIER 4: FIELD EXPERTISE

Gain an additional +1 Bonus to any Training Value and Gear bonus whenever making a **{Science, Data Analysis}**, but only when using a Specialization of Science or Data Analysis specifically.



TIER 5: PIONEER RESEARCHER

This character has every Science and Data Analysis Specialization. This counts as a prerequisite of “Field Expertise” Trait.

Sapper

TIER 1: EXPLOSIVES

Gain +2 Training Value when using grenades and any weapons with the *Blast* special rule.

TIER 2: DEMOLITIONS

Add +2 to Damage when using explosives against buildings and vehicles.

TIER 3: MINES

This character is skilled at placing both anti-material and anti-personnel mines. Locating and disarming the mines they place has a Difficulty of **{-2}** and Damage from the mines increases by +2.

TIER 4: COMBAT ENGINEERING

Characters increase the Structure of any building, reinforcement or fortification they make by +1. If the character has at least 3 Traits from the **Survival: Urban, Bushcraft** branches, the Structure will

increase by a further +1 in urban or natural environments respectively.

TIER 5: MATERIAL SUPPORT

The Sapper has strong ties with suppliers that deal in explosives and military hardware. They will not need to spend  in order to procure any kind of commercial explosive they are able to afford and personally use (Generally ones that roll d6 or lower for Damage). If the character has at least 3 Traits from the **Trafficking** or **Mercenary** branches, they can also choose spend  in order to procure military grade explosives (generally anything that rolls d8s or higher for damage).

Stack Augment

TIER 1-5: EDUCATION LV.1-5

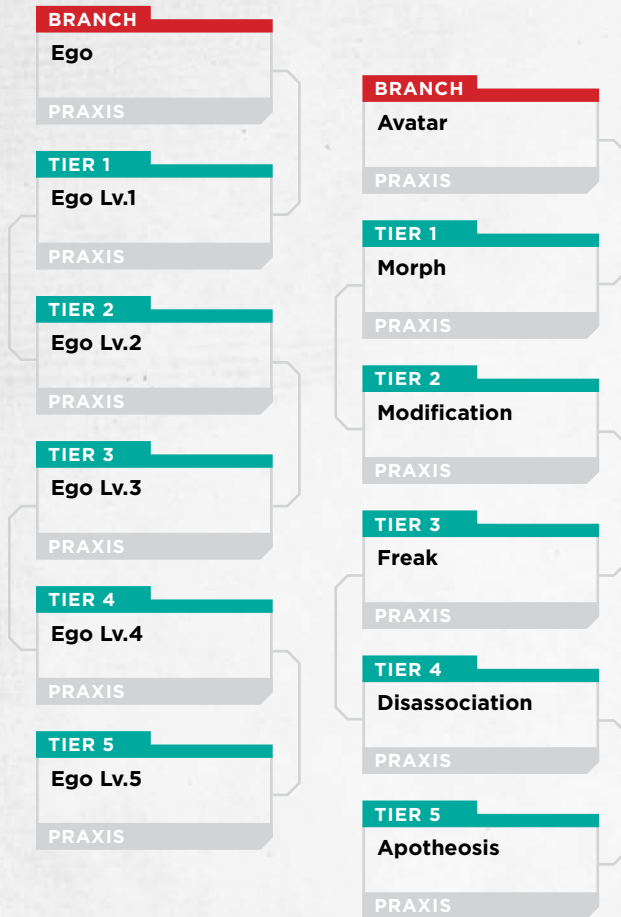
Increase Intelligence Cap. by +10 per Level.

Stack Augment

TIER 1-5: CONTROL LV.1-5

Increase Willpower Cap. by +10 per Level.

PRAXIS TRAIT TREE



PRAXIS TRAITS

Special

Transhuman Path: No Archetype has “Praxis” as a Common Trait Tree. It is only a road one can travel after years of experience. This Trait Tree becomes Common to any character whose DHF is over 100 years old.

Ego

TIER 1-5: EGO LV.1-5

This character gains **10+** and gets a **{Save Throw +1 per Level}** in order to prevent loss of any kind.

Avatar

TIER 1: MORPH

This character takes one die less of damage (to a minimum of a single die) when losing due to

Polymorph (See pg.265). Increase all Gear bonuses provided by Polymorph by **{+1}**.

TIER 2: MODIFICATION

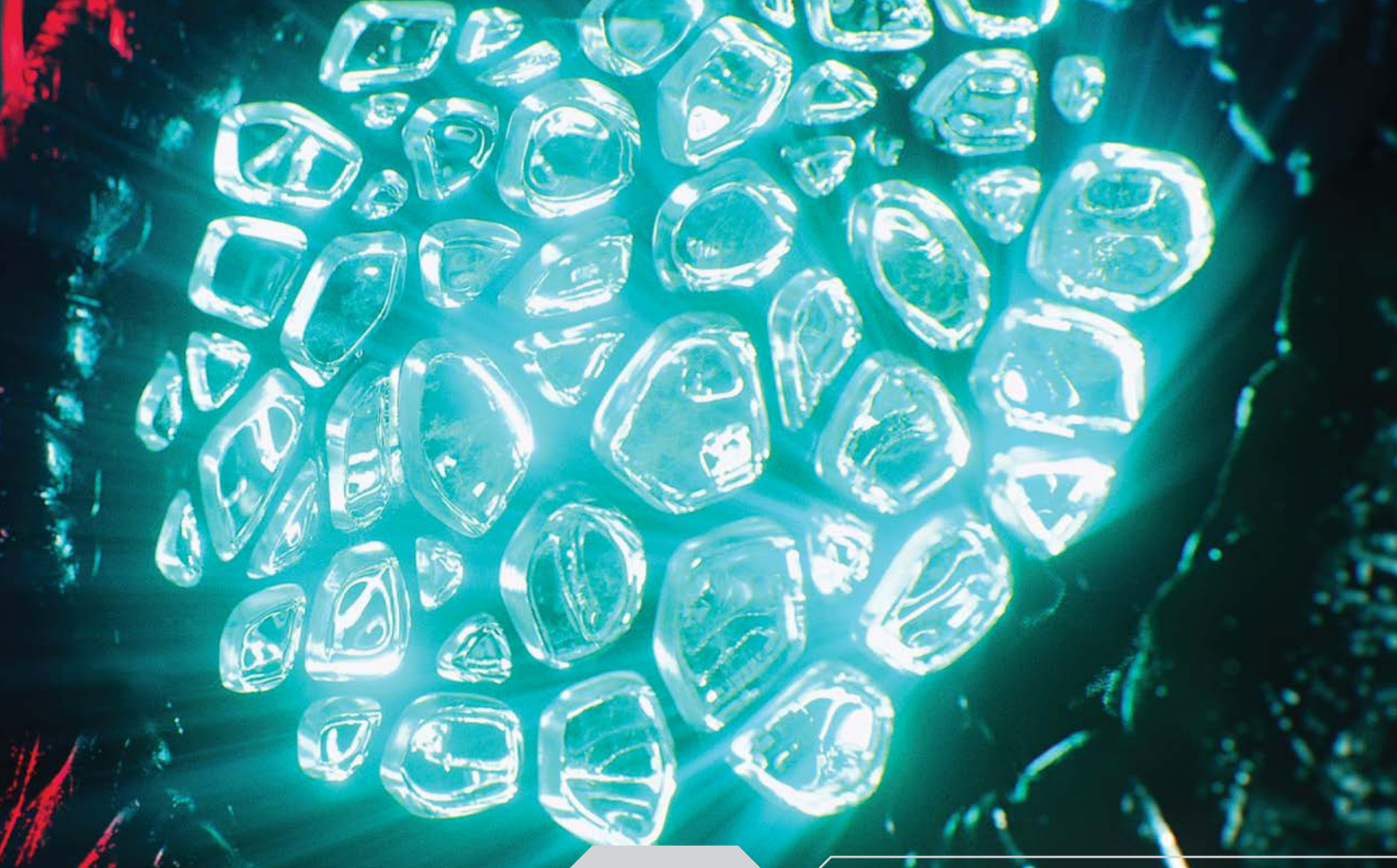
This character does not lose when taking bionic upgrades of any kind.

TIER 3: FREAK

This character is allowed to add Freak Augments (See pg.261) to their Sleeve.

TIER 4: DISASSOCIATION

A character does not take any penalties for being Missleeved and will not lose any from using Polymorph. When determining how many are lost due to augments, roll d4s instead of d6s.



TIER 5: APOTHEOSIS

This character does not lose any  from Sleeve upgrades of any kind and does not take any additional  loss from Missleeving or Downgrading when being resleeved. When taking  damage from viruses or attacks in Virtual, reduce the type of die rolled by one step (Example: d8s become d6s and d6s become d4s) to a minimum die type of d4.

A character with Apotheosis is also extremely difficult for Virtual sub-routines to form a picture of in simulspace. Characters will appear (by default) to be a confused amalgamation of multiple past sleeves as well as the sheer construction of a character's will. They are immune to intrusions on these distortions of their projected body in virtual and can make a **{Discipline}** in order to Polymorph themselves in Virtual at will without  damage.

“WHERE IS THE VOICE THAT SAID
ALTERED CARBON WOULD FREE US
FROM THE CELLS OF OUR FLESH?”

THE VISION THAT SAID
WE WOULD BE ANGELS.

DIMITRI KADMIN



CHAPTER 6

TECHNOLOGY AND GEAR

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3790

FROM HIGH-TECH GADGETS TO EXTREMELY powerful weapons, everyone from the solder bristling with armor and integrated weaponry to the cunning social characters will find a whole array of equipment suited just for them.

Pre-generated gear from *Altered Carbon* is listed along with tools to make and customize your very own gear using the flexible and dynamic Chassis and Tech Point System. Wherever you see the  symbol, you know that this is something that can be modified to better suit the liking of the player character using it.

- **Chassis:** A chassis refers to simply any object a character uses (including their own sleeve) that can accept upgrades by means of using their available Tech Points.
- **Tech Point:** A  (See pg.40) simply describes how many custom options a character can add to their own equipment. Most characters have the ability to use Tech Points to modify their equipment or

sleeve, but with the right Traits and skills, what characters can do with Tech Points will be nothing short of astounding.

LORE NOTE

In the setting of *Altered Carbon*, the gulf between the haves and the have-nots is astronomical. Even Takeshi Kovacs makes use of arguably the most important contact in the known universe to draw a near limitless supply of equipment and influence.

Much of what was gained and used during the story was the result of Kovacs' guile and his connection to Laurens Bancroft's incredible wealth. So similarly, player characters will find the ability to purchase many items to be wildly out of even the price range of the wealthy, and only by exploiting and developing Contacts (See pg.294) will characters be able to have the very best equipment the setting has to offer.

WEALTH

THE PLAYERS ARE NOT EXPECTED TO MICRO-manage their money. Instead, they are able to purchase certain tiers of items for their own use with varying degrees of ease over time. This is represented by the character's Resource Catalog, but buying things that are widely commercially available can be made with simple Monetary Purchases.

Both Monetary Purchases and purchases from a Resource Catalog will use the character's Wealth Level to determine what they have access to and at what quantity. Wealth Level also determines what items a character can purchase from a Resource Catalog and what kind of die they will roll if making a Depletion Check when doing so.

CHARACTER WEALTH LEVEL

As part of character creation, a player determines how much wealth the character has. This will determine their difficulty when procuring certain items via a marketplace. Some items will be available to be freely taken from the Resource Catalog of their Contacts without having to track any costs. Wealth Level will also determine what a character can purchase without worrying about *Deferral* or spending Credits (See pg.185).

WEALTH LV.1: POOR/INDEBTED

Whether by social status or by of crushing financial burdens, this character practically lives hand to mouth. They have no permanent home to speak of and have to rely upon charity, public or company housing, couch surfing, or living in squalor. Their appearance will often be noticeably destitute as well.

A Poor Character can purchase items like the following without worrying about Deferral or spending credits:

- Mass produced foodstuffs
- Public mass transportation fare
- Public utility stations and comm terminals

WEALTH LV.2: WORKING CLASS

This character has a roof over their head and can afford decent food. They own very little as their home, vehicles, and other big-ticket items are either rented or under a very restrictive lease. Most of their necessities can be purchased with little thought, and they can even support a minor hobby or vice (or two) without a noticeable dip in their quality of life.

A Working Class Character can purchase items like the following without worrying about Deferral or spending credits:

- Same as Poor Characters
- Commercial travel by means of their own leased or rented vehicles
- Indulge a minor Hobby/Vice

WEALTH LV.3: MIDDLE CLASS

A Middle Class individual is a disciplined careerist or skilled technician who has busied themselves with a profitable enterprise, or they are mid-to-high level bureaucrats who have insulated themselves in layers of protective legal procedures or union rules that make their jobs almost unassailable. They may own a home or vehicle and think little of their actual necessities of food, water and so on. They can indulge a vice or pastime and can share some of this with others. They can afford a few low-end creature comforts, gadgets, and clothes.

A Middle Class Character can purchase items like the following without worrying about Deferral or spending credits:

- Same as Working Class Characters
- Quality food and beverages
- Temporary lodging for a few days
- Service Fees or minor fines for infractions

WEALTH LV.4: WEALTHY

By proportion to its Middle Class, the society of *Altered Carbon* has a surprisingly robust class of Wealthy, although the Working Class and Poor outstrip them in numbers by several hundred times. A character can generally become Wealthy by serving as an important professional in a corporation, such as a junior or senior executive, or by being part of a crime syndicate. Additionally, having a government contract or a Meth client will fast-track a person to the status of Wealthy. Being Wealthy means wanting for nothing in regards to base material needs.

A Wealthy Character can purchase items like the following without worrying about Deferral or spending credits:

- Same as Middle Class Characters
- Premium food and beverages
- High-end lodging for a few days
- Private transportation
- Indulge a Hobby/Vice

WEALTH LV.5: RICH

The smallest percentage of people is by far the Rich. The Rich truly want for nothing and have substantial Contacts who supply them with things that are illegal, or quite rare, with little risk to them personally. Meths are not the only ones at this level of wealth, but generally all Meths are at this level.

A Rich Character can purchase things like the following without worrying about Deferral or spending credits:

- Same as Wealthy Class Characters
- Luxury accommodations for a few days
- High-end entertainment
- Indulge an expensive hobby/vice

LV. 6* - SUPER WEALTHY

A ludicrous disparity exists between the standard Rich and Meths such as Reileen Kawahara and the Bancrofts. Characters simply can't hope to attain this staggeringly high level of wealth even under the most beneficial circumstances. Luxuries the Super

Wealthy can easily afford as fairly casual expenses are normally unobtainable by others unless they spend  on those who are already Super Wealthy. In that case, characters can petition them to buy or otherwise make this level of purchase available on the characters' behalf.

*This level is attainable only by powerful NPCs above even the highest attainable level of the characters, (which is capped at Lv.5). These super wealthy will likely hold tremendous influence. They are very dangerous individuals and are not to be taken lightly.

DEFERRAL

Characters who purchase items above their Wealth Level will require a certain amount of *Deferral*, which means a character may not purchase anything else that is above their Wealth Level until the *Deferral* time has passed for their existing purchase.

If characters violate this by purchasing something that is above their Wealth Level while still on *Deferral*, the character's effective Wealth Level they will have to test to see if they go into Debt (see pg.140), which will drop their Wealth Level by 1 to a minimum of 1 until the original *Deferral* time has passed.

- A character can purchase many things below their Wealth Level both monetarily and with a Resource Catalog immediately with no *Deferral*.
- A character can make a single purchase at their Wealth Level with no *Deferral* each day. A character can take anything on their own Resource Catalog at a Price Level equal to their Wealth Level.

- Purchasing things at 1 Price Level higher than Wealth Level must be *Deferred* by a full day
- Purchasing items at 2 Price Levels higher than Wealth Level must be *Deferred* by a week or add +2 to existing *Deferral*.
- Purchasing items at 3 Price Levels higher than Wealth Level must be *Deferred* by a year or add +3 to existing *Deferral*.
- Purchasing items at 4 Price Levels higher than Wealth Level must be *Deferred* by a decade or add +4 to existing *Deferral*.
- Purchasing items at 5+ Price Levels higher than Wealth Level will have to defer by a decade or add +5 to existing *Deferral*.

GAMEMASTER NOTE

The use of Price Levels and Wealth Levels is to prevent the need to undergo actual accounting. However, with *Deferrals* sometimes ranging from years to decades, a single purchase of high-end equipment can put a character in *Deferral* for longer than the duration of the campaign. It is possible for a character to own certain things retroactively (purchased no younger than age 15) as a part of their available starting equipment, or to purchase an item in-game during the campaign with a retroactive pool of funds. *Deferral* by decades can be explained as part of a character history or as cleaning out a savings account they've been building for years.

A CHARACTER MAY OCCASIONALLY RUN INTO far more money than they normally would. Whether they are UN Dollars, Latimer Franc, SAFT, or some other cultural, regional, or planetary currency, Credits refer to a surplus of available currency.

SPENDING CREDITS

Characters can spend Credits in a number of ways.

- Buying an item
 - ▶ **Example:** Credits Lv.2 allows a character to purchase an item at Price Lv. 2 or lower.
- Credits can wipe away a *Deferral*.
 - ▶ **Example:** Applying Credits Lv.3 would negate the *Deferral* for an item purchased at Wealth Lv.3 or lower.

CREDITS

- Making a purchase from the character's Resource Catalog (See pg.190) at the appropriate Wealth Level or lower without adding  or rolling Depletion Checks to see if the supply is exhausted.

If the character has a Wealth Level naturally higher than the Credits they obtain, then those Credits do not hold any additional benefit to them other than to purchase things without worrying about *Deferral* or Depletion from their Resource Catalog. Credits can also be transferred to another character who might benefit. This is the only way a player character can buy things for other characters.

NOTE

Credits do not **add** to Wealth Level, and do not combine with other Credits. For instance, if something provides Credits Lv.3, then it cannot be combined with Credits Lv.1 to become Credits Lv.4 or added to a character's Wealth Level to raise it for another purchase. Wealth represents a stable income or supply of assets, whereas Credits are a one-time, incidental influx of disposable income.

Making Change

A character can make change, if they wish, splitting a Credits Lv.3 into a Lv.2 and a Lv.1 or 3x Credits Lv.1, etc. This is not recommended, as the value of high level Credits are generally much greater than the sum of their parts. However, characters with only higher level Credits may not want to waste them on lesser purchases otherwise, so it is good to at least get some back as change.

UNTRACEABLE CREDITS

Some of the most valuable assets a character can obtain are untraceable Credits. In *Altered Carbon* where anonymity is almost impossible, having the ability to spend money clandestinely can be an absolute necessity. Even the cash of the UN Protectorate Dollar, even in archaic "plastique" form, has several embedded features to trace its origin and usage, right down to the purchase history of what it was used to buy. Some character archetypes and Traits allow a character the ability to launder Credits

by moving funds through shell corporations or a network of secure sellers, finding loopholes, or otherwise converting them.

Untraceable Credits are functionally identical to any other Credits, but whatever they are used to purchase will be extremely difficult to trace back to the buyer. As far as the character is concerned, there is no immediate flag or trace put on the purchase unless a deliberate investigation targets that specific purchase. If a character's location is unknown (another difficult task), there will be almost no way of tracing a purchase back to that character.

Attempting to Trace Purchases

Characters will frequently interact with unsavory people and organizations which make a habit of illicit or dubious purchases using laundered funds. It is possible for a player character (or enemy NPC) to trace Credits with some tremendous effort and forensic accounting. Regular Credits can be tracked without even a warrant in most cases, but investigating untraceable Credits will often require extremely sophisticated programs and skilled investigative techniques.

For this reason, a GM can allow a **{Data Analysis 5, Investigation 3}** (or some other **TR** of a GM's choosing) for a character to trace the purchase history of an individual or organization that used Untraceable Credits. Modifiers should be imposed based on the level of access a character has to such records. The following can be a helpful guide:

- Highly ranked within the Organization: **{+3}**
- Mid-ranked within the organization: **{+2}**
- Low ranked within organization: **{+1}**
- Within the Organization: no modifier
- Within the same Jurisdiction: **{-1}**
- Contractor/Loose Affiliate: **{-2}**
- Outsider: **{-3}**

It is entirely possible that characters wishing to do this themselves must have proper legal access or clearance in order to do so, or must may need to use  **1** if required to get this information it by clandestine or circuitous means.

: LINK ESTABLISHED :

MONETARY PURCHASES VS. RESOURCE CATALOG

The benefit of Monetary Purchases is that they do not need to be in a character's Resource Catalog to be obtained. These are generally available to anyone who wants them and at a quantity that is nearly limitless. A Resource Catalog often has better purchase options and includes a character's own supply line based on their Contacts, Trait choices, and character Archetype. Because such equipment has a finite supply, entries in the Resource Catalog (See pg.190) will have a Capacity value, which accrues  and requires Depletion Checks (See pg.190) as normal. Characters can also use Credits to purchase from their own expanded Resource Catalog without fear of exhausting their supply line.



MONETARY PURCHASES

CHARACTERS ARE ABLE TO BUY CERTAIN items with some frequency, but must pace their spending when buying things that are at or above their means. This is done by comparing a character's Wealth Level with the Price Level of items they want to buy.

NOTE

A Price Level compares directly with a character's Wealth Level, which shows what kind of lifestyle they can maintain with their available income.

Price Level

- **Price Lv.1 Inconsequential:** Pack of chewing gum, public transportation fare, Low quality foodstuffs

- **Price Lv.2 Inexpensive:** Common foodstuffs, over-the-counter medicines, low-quality consumer goods
- **Price Lv.3 Consequential:** Hotel accommodations, rent of a decent house or apartment, low-grade civilian technology, weapons/ammunition, premium food or beverages
- **Price Lv.4 Luxury:** Rent/mortgage of a good apartment or condo, purchase of a small house, high-end consumer goods, minor securities and protections for DHF, a slow-growing clone of oneself
- **Price Lv.5 Ludicrously expensive:** Private aircar, a decent DHF backup service, a nice house on prime real estate, wildly illegal or extremely rare item, multiple clones

Price Level Modifiers

Several modifiers and other relevant factors combine when determining the Price Level of an item. Most of these are campaign specific and usually not directly applied to any gear in the book by default.

Rare Items: Must be listed as a specific entry in a Resource Catalog, or purchased from suppliers who have been developed as Contacts.

Regulated: +1 Price Level. If part of a Resource Catalog, then decrease the Capacity by half, rounding up.

Unregistered: +1 Price Level. If part of a Resource Catalog, then only a single example of its kind can be purchased at a specific Price Level before it counts as Exhausted.

Gray Market: If part of a Resource Catalog, then decrease the Capacity by half, rounding up.

Black Market/Custom: Must be listed as a specific entry in a Resource Catalog, or purchased from relevant suppliers who have been developed as Contacts. If part of a Resource Catalog, then decrease the Capacity by half, rounding up. +1 Price Level.

Procuring Consumable Supplies

Many items used by characters will have consumable components. The most obvious example of this is ammunition, but batteries, fuel, and other supplies that make certain equipment functional also qualify. Ammunition will often have its own entry, but absent of one, consumable supplies are represented by Depletion Points, represented by  rather than having their own gear entries. These consumable supplies are almost always substantially less expensive than the gear with which they are used. A character may remove  from their equipment

NOTE

The Price Level mentioned in this section refers specifically to the equipment's unmodified Price Level and does not factor in any additional Price Level increases based on the number of  it has.

Modifiers such as Rarity or Black Market that increase the Price Level of an item will also affect the  as the additional supplies.

when they are able to purchase gear. The number of  a character can remove depends upon the Price Level of the equipment. However a character can automatically remove  equal to Wealth Level from all items 3 Price Levels below Wealth Level for free if they are able to make purchases at all.

If Price Level is below a character's Wealth Level

A character can remove all  from each item or piece of equipment that is priced below their Wealth Level. This counts as a purchase made below a character's Wealth Level.

If Price Level is equal to a character's Wealth Level

A character has three options for removing  from among all items priced equal to their Wealth Level:

1. Remove one  from all items priced equal to their Wealth Level
2. Remove all  from a single item priced equal to their Wealth Level
3. In lieu of making any other purchases, remove all  from all items priced equal to their Wealth Level.

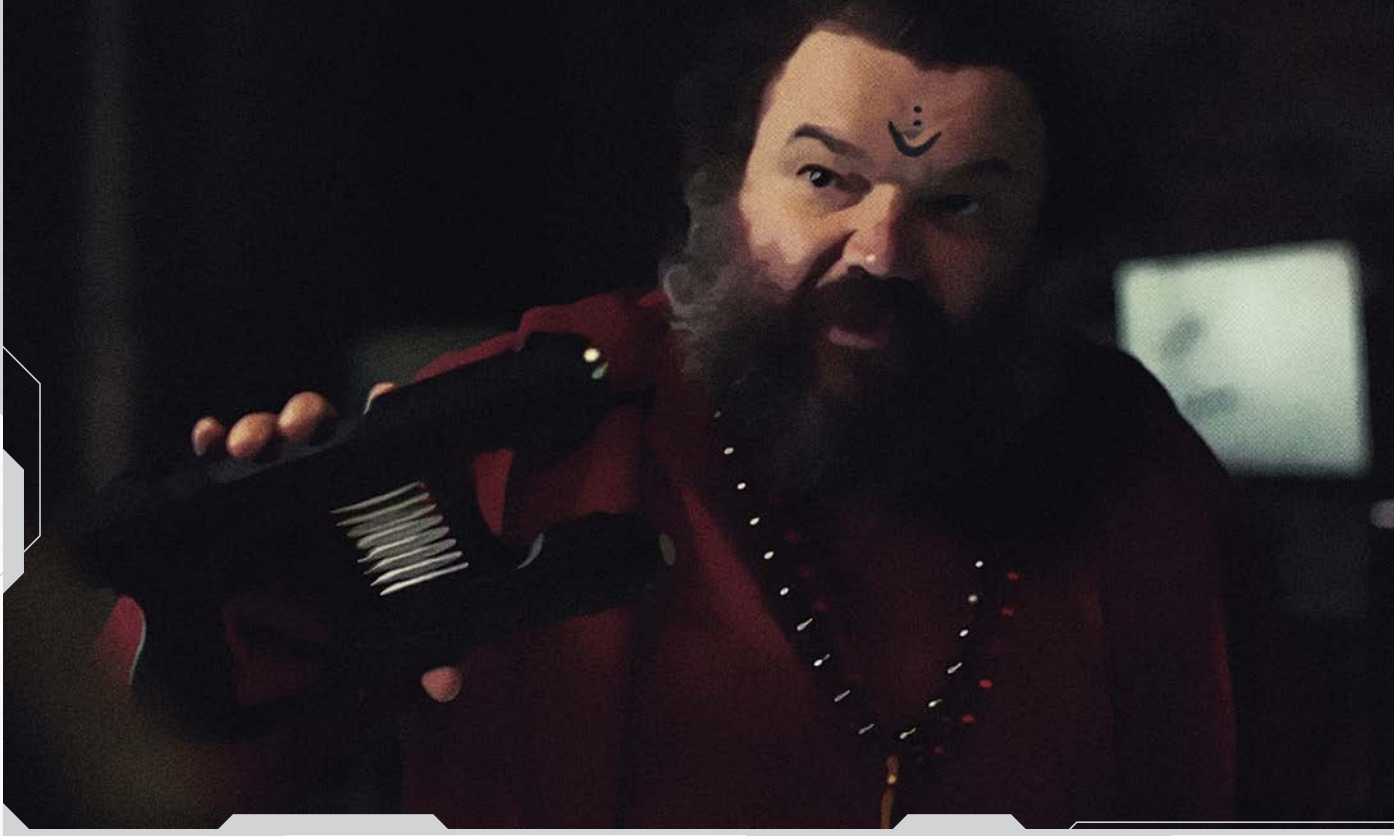
Any of these options count as a purchase being made at a character's Wealth Level.

Price Level is greater than a character's Wealth Level by 1

1. In lieu of making any purchases lower than their Wealth Level, a character can remove one  from an item priced higher than their Wealth Level by 1.
2. In lieu of making any purchases equal to their Wealth Level, a character may remove all  from that item or one  from all items greater than a character's Wealth Level by 1. Purchases below their Wealth Level are made normally.

Price Level is greater than a character's Wealth Level by 2

1. In lieu of making any purchases equal to or below their Wealth Level, a character can remove one  from an item priced higher than their Wealth Level by 2.



2. A character may make a purchase at 1 Price Level higher than their Wealth Level in order to remove all  from an item priced higher than their Wealth Level by 2. This will make a character subject to Deferral as normal.

Price Level is greater than a character's Wealth Level by 3 or 4

1. A character may make a purchase at their Wealth Level in order to remove one  from an item higher than their Wealth Level by 3 or greater.
2. A character may make a purchase at 1 Price Level higher than their Wealth Level (subject to Deferral) to remove all  from an item. This is the only option for items 3 Price Levels higher than their Wealth Level.

Price Level is greater than a Character's Wealth Level by 5+

A character cannot afford to remove  from this equipment using their normal income. At least  1 needs to be spent to treat the transaction as being 4 Price Levels higher than a character's Wealth Level. Otherwise, drastic narrative efforts will need to be made to procure it, such as stealing it.

Credits and Depletion Points

A character can pay Credits at a Level to remove  as well. This can be done as often as a character has Credits to spend and at least one supplier, which can generally be their existing Network or Contacts.

However, Credits in this case will simply count as making a purchase at that particular Wealth Level normally, so consult the previous pages as to what kind of  can be removed with credits of various Levels.

Power and Depletion Points

If a character has equipment that only uses power as its consumable resource, then a character can simply recharge it whenever they have access to a power source for a reasonable amount of time, regardless of the equipment's Price Level. Only items such as disposable batteries, power cells, ammunition, or other physical consumable components require the removal of .

GAMEMASTER NOTE

Power is so freely accessible that only a Scandal or highly restrictive narrative events would prevent a character from access to the power sources needed to recharge Powered devices and weapons.

RESOURCE CATALOG

A WIDE VARIETY OF FANTASTIC GADGETS and upgrades are listed in this book. It is assumed that they are all accessible as long as the characters have the appropriate amount of money, but there are limiting factors of availability for nearly everything. A character may have the money to purchase an item, but if they don't have a special Contact to help them obtain the more exotic and rare items, they are out of luck.

A Resource Catalog represents the various outlets a character has access in order to procure supplies from stores or Contacts. A party or individual character may build their own catalog based on the Contacts they have from character creation or pursue in-game. Specific locations in scripted scenarios, or valued NPCs will often have a pre-generated catalog. A character can reference this catalog to determine what is available to them based on their own Wealth Level. Developing these types of Contacts can be important story points, or a way to make ensure the most deadly weapons and dazzling tech marvels are only available to those who go through the trouble of finding the right supplier.

The Resource Catalog can simply be an aggregate inventory of all the suppliers available to the character. This allows shopping to be handled in a brief manner, unless it's narratively necessary to roleplay.

Resource Catalog items that are listed with quotation marks represent a category of equipment that a character can choose an item from instead of a specific item. This excludes any equipment with "Rare".

Tapping a specific source for material support may require an  if the GM determines that the characters are putting a lot of stress on the Contact to get supplies from them.

NOTE

A Resource Catalog is subjective, so the Price Level of items within it override any other Price Level from the equipment's entry. All Archetypes start with a Resource Catalog that represents what they can purchase at a bare minimum as a starting character.

Adding to a Resource Catalog

A character can add an item to their Resource Catalog that comes with their character archetype, if they have developed a Contact with access to certain supplies, or by GM fiat.

Adding an item from the Equipment List: Add the item to a character's Resource Catalog at the Price Level indicated in the Cost entry of the equipment, including any models with additional  options and correspondingly higher price tags. The Capacity in this catalog will be a roll of (2d6+ character's Wealth Level) or as the GM decides to suit the narrative.

NOTE

Addition from the book's equipment chapter is a matter of convenience for a player. A player would still be able to purchase these items even if they were not in a Resource Catalog. It is just helpful to have a shopping list of available items.

Adding an item from a Contact or Network: Add the item to a character's Resource Catalog at the same Price Level it is for the Contact or Network. This item entry will have the same Capacity as the supplier.

Adding an item by GM Fiat: The GM places the item wherever they feel appropriate in a character's Resource Catalog and with whatever Capacity best reflects the availability of the product according to the narrative.

Taking from a Resource Catalog

A character is able to take from a Resource Catalog freely if the item they want is equal to or less than the Character's Wealth Level. Each time they take an item, it adds a Depletion Point () to the entry, and a Depletion Check is rolled with a **TR** equal to the Capacity with a {-1} per  . Depletion Checks normally use the Skill Check die of the user. In the case of Depletion of Resource Catalogs, you use a die based on a character's Wealth Level.

Resource Depletion Check Die by Wealth Level

- **Wealth Lv.1:** Roll a d12 for a Depletion Check.
- **Wealth Lv.2:** Roll a d10 for a Depletion Check.
- **Wealth Lv.3:** Roll a d8 for a Depletion Check.
- **Wealth Lv.4:** Roll a d6 for a Depletion Check.
- **Wealth Lv.5:** Roll a d4 for a Depletion Check.

If the Depletion roll fails, then that entry is exhausted and can no longer be taken. It will be up to the GM to determine how and when such a supply is available again, but it may require characters to spend an  in order to develop another Contact as a supplier, calling in a favor for the Contact to dig deeper into their stockpiles of supplies or just the passage of time.

Example: A character with *Wealth Lv.2* wants to buy a *Derringer* on the *Sample Resource Catalog* below. They purchase it with no issue, but the remaining stock of *Derringers* in the *Resource Catalog* gain  **1** and must then roll a d10 for a *Depletion Check* with a **{-1}**, making the **TR 4**. If the *Depletion Check* fails, the *Derringers* are *Exhausted*, meaning their supplier is now sold out of that item.

If an item has no Capacity, then it can be taken freely so long as the character is in good standing with the supplier providing it, and that it is on a Resource Level equal to or under the character's Wealth Level.

Taking Items Below Character Wealth Level

If the character purchases something below their Wealth Level, then they will roll an extra Depletion Die for each level below their Wealth Level. They can remove the same number of Depletion Dice from the Result, choosing the most favorable to see if their supply lines hold.

Resource Catalogs and Credits

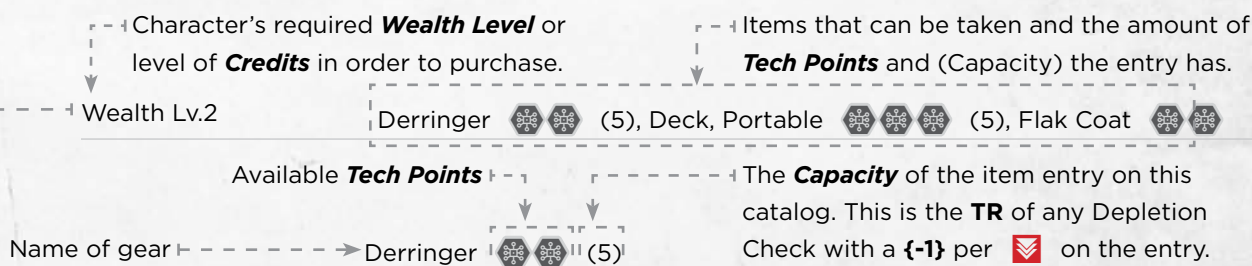
A character can spend Credits (1 per Price Level the gear occupies) in order to remove all  from one item in any Resource Catalog so that it can be taken again as normal.

A character can purchase anything from their own Resource Catalog at the same Level of any Credits they use. Doing so will not add  to the entry, nor will it require a Depletion Check on its behalf to see if it is exhausted. This is the most beneficial for purchasing items above a character's normal Wealth Level, as they would not normally be able to obtain them, even from their own Resource Catalog based on their Wealth Level.

SAMPLE RESOURCE CATALOG

INFORMATION CHART 06.01	
WEALTH LEVEL	RESOURCE AVAILABLE (CAPACITY)
Wealth Lv.1	Deck, Portable  (5), Upgrade Kit, Deck-Portable  (10)
Wealth Lv.2	Derringer  (5), Deck-Portable  (5), Flak Coat 
Wealth Lv.3	Drone  (5), Upgrade Kit, Deck-Portable  (5)
Wealth Lv.4	Lethinol  (5), Deck, Portable  (5)
Wealth Lv.5+	Combat Suit  (5), Credits, Untraceable Lv.3 (5)

Reading a Resource Catalog



OTHER GEAR ACQUISITION OPTIONS

THEFT

Characters who resort to thievery in order to acquire what they want or need will not have any impact on their existing *Deferral* (See pg.185), nor will it require *Deferral*, assuming they are successful.

REQUISITION AND STANDARD ISSUE

Some characters have the ability to pull equipment from a shared armory or have access to certain items on an as-needed basis. This is typically managed by a quartermaster or armorer who is required to keep tallies on serial numbers and who currently has equipment checked out. This sort of arrangement falls into two categories, but neither of them imply ownership. The organization still owns the equipment, has the ability to trace it easily, and can recall it for any number of reasons. While the character does not get to own the equipment, they generally do not have to buy it either. A character with the right connections or rank can potentially score some exceptional equipment to essentially use for free.

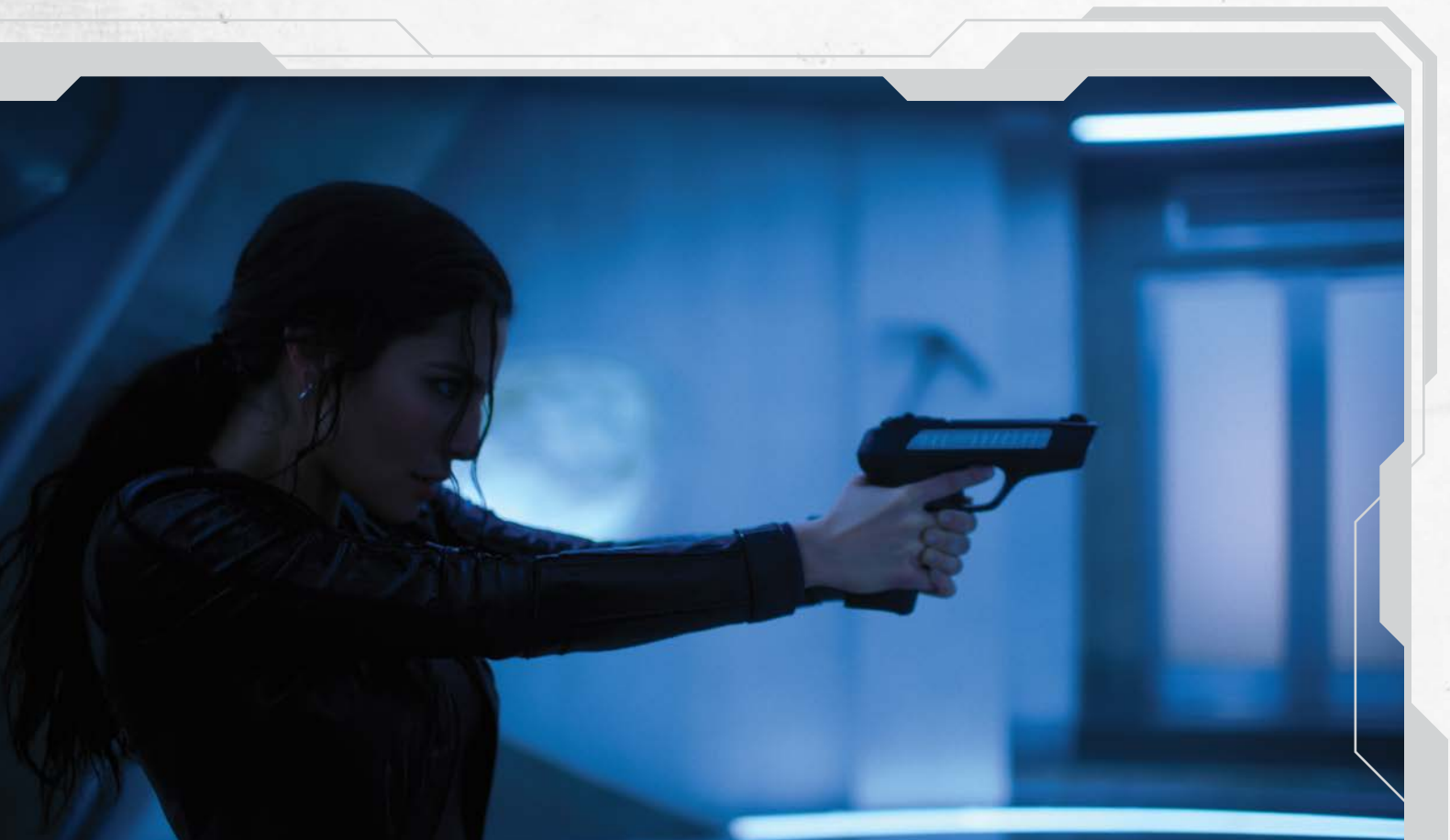
Requisition

Active duty military, police officers, and even some larger crime organizations keep specialized equipment on hand to be distributed to trusted associates, officers, or employees. It is tightly monitored because this equipment is largely of much higher quality than what a character would normally be able to casually afford.

If a piece of gear has the Requisition Special Rule, then the organization listed along with the level indicated will determine the Trait needed to receive access to an item from an appropriate armory. The major drawback is that this is such a valued piece of equipment that anyone issued it will be required to bring it back to the armory/quartermaster as soon as possible and it is restricted by Cargo Units. Neglecting to return it will result in any number of consequences to contend with, but it will likely result in the loss of  at the very least.

Standard Issue

A Standard Issue item is distributed to a character at an appropriate rank, and it is treated as the character's property. They are required to maintain



the equipment and are personally responsible for its upkeep, along with repairing any damage done to it. Unlike items gained by Requisition, the character is allowed to take this equipment home long term and carry it as if it were their own. Purchasing something from a Resource Catalog that is Standard Issue will not require any kind of Depletion roll, but the supply will still exhaust when the Depletion Points are equal to the Capacity.

Characters are generally not allowed to modify anything obtained by Standard Issue, save for some limited variants. A character is not authorized to use any  on a Generic Upgrade or a custom upgrade of a character's own creation. If they choose to alter the equipment and get caught, the equipment will be confiscated and they will be severely reprimanded.

CARGO UNITS AND CARRYING EQUIPMENT

CARGO UNITS

A character is limited to a certain amount of gear that they can carry without penalty. This is limited by Cargo Units represented by  in the entry. A character can carry up to  per Strength Bonus () without penalty and must obey some logic regarding what a character can wear and use, considering how the gear occupies space on the body. For example, a character could not wear two pairs of gloves at once. If the total  is above a character's  it will add the *Encumbrance* Special Rule.

PARTIAL CARGO UNITS

A character is allowed to have secondary storage for smaller items that are more easily carried. Their weight is treated as negligible. Instead of occupying space on the body or using  to represent mass and volume, the Partial Cargo Unit is represented by  in the entry (which is generally just something that either takes up space but is not very heavy or is heavy, but is physically small). This must be carried in any item that has Storage or as logically explained by the player. While the weight is negligible, there is a limit to what the character can carry, each  will count as  (to a minimum of ) for purposes of carrying capacity.

NOTE

Most apparel has the ability to store  or  depending on the bulk of the clothing as well as the number of pockets or compartments it may have.

CARGO UNITS AND BODY SLOTS

A piece of equipment that occupies a Body Slot does not count towards a character's  limit. You are granted one  per body slot but any  beyond the first one for said slot count towards your cargo limit.

A character's available Body Slots are as follows: Head, Chest, Waist, Arms, Hands, Back, Legs, and Feet.

NOTE

The common use of the Back slot is to allow for additional Storage by way of backpacks and such items and will allow some additional  or even  as storage without it counting against a character's limit. For example, a backpack uses a Back body slot (or Hand if it's carried), but it can hold other items. None of the items in the backpack will count against a character's maximum limit, provided the things stored inside do not exceed the additional  or  it allows.

Any additional  due to the gear's *Heavy* rule will still count towards a character's limit, even if it occupies a Body Slot, but it might be a different value than the Cargo Units of the item itself.

MOST GEAR IN *ALTERED CARBON* HAS A TREMENDOUS amount of options for modifications or upgrades. While there is an extreme level of technology and countless permutations, most of what exists are just scaling or tweaking what is commonly available within a category. Some models or brands offer more features or greater sophistication as the price increases. Most of what a character has access to is not an exhaustive list of equipment, but a general chassis that is upgraded and modified to better suit the user's needs. This is done by means of Tech Points.

USING TECH POINTS

Any gear that represents a category or is an item that has a variety of customization options will have a pool of Tech Points () that characters can use to modify it. There will either be a set of common modifications by category that a character can utilize, or some specific upgrade options for a piece of gear. Any options will be included in an Upgrades section of an entry. Unless noted specifically, a character may not apply the same upgrade more than once on a piece of gear.

Using a  to Upgrade a piece of equipment or a sleeve depends upon how complex it is. This is determined by how many  it has already used on modifications. Each new Upgrade will require an Upgrade Kit to be used (See pg.195).

- Gear has no upgrades or already has  requires **{Skill Check 12}** to apply a new Upgrade.
- Gear already has   requires **{Skill Check 10}** to apply a new Upgrade.
- Gear already has    requires **{Skill Check 8}** to apply a new Upgrade.
- Gear already has     requires **{Skill Check 6}** to apply a new Upgrade.
- Gear already has      or more requires **{Skill Check 4}** to apply a new Upgrade.

NOTE

If a generic upgrade option is available to a piece of equipment within the category, but it is not presented as an option in a specific entry, then the GM can either not allow that upgrade or require an additional  to be used on applying a generic modification to a specific piece of gear, depending upon which makes the most logical sense in-game. This represents the use of adapters or other cumbersome workarounds that would displace an otherwise useful feature.

Some common sense needs to be applied as to what modifications can apply in combination and which are mutually exclusive. This is generally only an issue when a character is attempting to apply their own modifications or include generic ones to specific entries. The ones listed in entries are clear as to what sorts of upgrades can apply and be combined with one another, as generally conflicting options will not be provided in the specific entries.

Respec

Any Upgrade added with a  can be removed and the  retrieved, provided that the character has the technical skill to do so. This will not refund the Upgrade Kit, it will merely refund the  to allow for a different Upgrade.

The **TR** to remove an Upgrade and get any  back will depend on how many  the gear had.

- Gear that has  requires **{Skill Check 10}** to respec an Upgrade and refund the  spent.
- Gear that has   requires **{Skill Check 8}** to respec an Upgrade and refund the  spent.
- Gear that has    requires **{Skill Check 6}** to respec an Upgrade and refund the  spent.

- Gear that has  requires **{Skill Check 4}** to respect an Upgrade and refund the  spent.
- Gear that has  or more requires **{Skill Check 2}** to respect an Upgrade and refund the  spent.

Hardwired

Some Upgrades or Features are considered **Hardwired**. This means that a feature is either so crucial to the function of the gear that it would cease to function without it or that once applied, it cannot be removed or altered. A Hardwired Upgrade cannot make use of a respec, even if the Upgrade was originally applied with the use of a  or more.

Model Variant

A model variant is the use of a  in order to change a property of equipment during manufacturing. In this case, a  is not spent on an upgrade, rather it is used during the construction of the gear in order to provide it as a convenient off-the-shelf option for consumers. These settings and features become hardwired or part of the material construction of the gear and are very difficult, if not impossible, to modify. However, they do not modify the price substantially, certainly not enough to alter a Price Level.

Due to being a manufacturer's model variant, a certain amount of Tech Points will not count against the Price Level if they are immediately spent on upgrades when the gear is purchased. The  is still reduced from the overall  allowed by Gear. Up to  can be discounted from the price in this way. Remaining  available past those  will count the  in the Price normally and can be used on upgrades later.

Altering a Model Variant will have a penalty of **{Skill Check -2}** when attempting to respec it to get any  back or when applying new upgrades.

Aftermarket Upgrades

When a character has a piece of equipment they wish to modify, they must use one or more remaining  to apply the desired modification to their equipment. Nearly every type of equipment will feature customization options by means of Upgrade Kits, software patches, drivers, or instructional tutorials

via ONI networks and other such consumer-friendly products. If a piece of gear has remaining  after purchase, that means that it can accept aftermarket upgrades.

Most common upgrade options can be provided by attachments or modifications that are fairly easy to obtain and use (see pg.194 for the **TR** of the process), so purchasing such a kit will allow a character the ability to spend the gear's available  on such an upgrade. Because they are easily applied, they can also be relatively easily removed. It is possible to strip aftermarket upgrades from equipment in order to refund the  to spend it for a different upgrade as a "Respec".

UPGRADE KITS

A character purchasing an Upgrade Kit can apply any modification allowed by the specific item and will use one (or more) of the available  on the equipment. Upon purchasing an Upgrade Kit, a character must determine what specific upgrade that kit represents as well as to which gear it applies. Purchase options that are limited to certain categories of gear will be referenced specifically, as will the maximum amount of  that Upgrade Kit can represent.

Example: *Raul purchased an Upgrade Kit, Baton (). This means if he has a Baton with  or more available, he can use one of the  to try and add the upgrade to it. It is only a single  he can choose from any upgrade in the Baton Upgrade entry, since all Baton Upgrades only cost have  as a requirement.*

CHASSIS UPGRADE

A Chassis Upgrade is both rarer and generally far more expensive and complex than an Upgrade Kit. A Chassis Upgrade adds a  or more to the equipment itself. Chassis Upgrade cannot increase the available  by more than double the default  in the "Avg. Tech Point" or "Tech Point" entry (to a minimum of a single extra ). The most potent Chassis Upgrades often come with some other Special Rule that will also be applied should the equipment successfully be upgraded in this way.

Example: *Sylvia has acquired a military grade processor through her black market contacts that will bring her Deck to a much higher level of function. The GM classes this upgrade as 'Chassis Upgrade, Deck ( )'. And if she successfully applies the Chassis Upgrade, her Deck now has an additional   to use on any upgrade she wishes to add with an Upgrade Kit. However, as she must have known, this military hardware is extremely powerful, but is now uniquely traceable, so the GM determines that Sylvia now must take a penalty of {Stealth -2} against electronic surveillance so long as the deck is Powered.*

Tooling/Hacking/Engineering

A character that is a Technician, or who has taken Abilities that allow for special modifications for equipment, gives them option to tool or engineer the gear to accept more or different modifications than the equipment was originally designed for. The nature of the upgrades will still be described by existing  options, but a technically adept character will be able to increase an equipment's amount of  they can use, or force another piece of gear to accept a modification that it was not originally meant to accept.

Both of these options carry some risk, since the gear is being pushed beyond the limits for which it was designed. In some rare instances, there are artificial dampeners on features that allow a company to hide some features or upgrade options behind paywalls. Crafty characters are also able to increase  options by finding ways around these suppressive features. Regardless, a character must make a {Data Engineering, Engineering, Science, Medicine} Skill Check, choosing the one most relevant to the gear being upgraded. The Luck Die used is based upon the existing Tech Points of the gear.

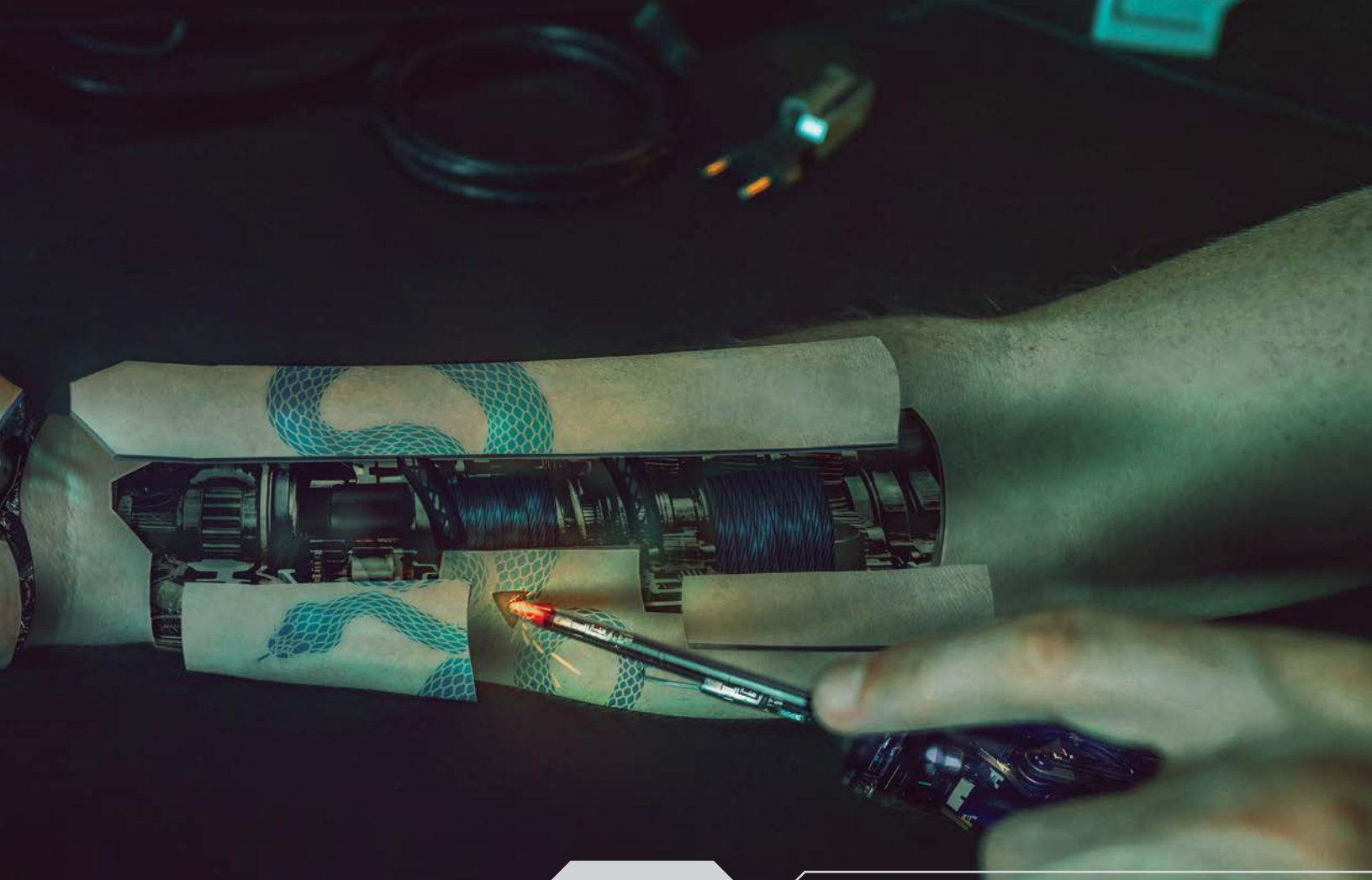
- ()+(d4 Luck Die)
- ( )+(d6 Luck Die)
- (  )+(d8 Luck Die)

Failing this check will cause a character not only to fail in adding a  worth of upgrades, but they will lose an existing . If there are no remaining  or if a character rolls a Catastrophe, the gear is



instead destroyed or otherwise rendered inoperable, requiring extensive repair at half the Price Level of the gear if the character wishes to bring it back to working order. Even in this case, the  is still lost.

Even the most basic level of technical finesse will also allow a character to apply a generic upgrade to gear. This is helpful because some specific models of equipment lack upgrade options that are found in the generic Upgrade list. This typically means that a character must use an additional  in order for a generic upgrade to apply to a specific piece of equipment that lacks a version of the generic upgrade in their own Upgrade options. In the case of technically adept characters, a generic upgrade can be applied to a specific piece of equipment without needing an extra  to be spent. In cases like this, making a {Skill Check} in order to apply the upgrade will not run the risk of destroying the equipment. A failure will simply mean the generic upgrade will still need the additional  and a



Catastrophe will mean that one of the  on the equipment is lost in the attempt to a minimum of .

Linked and Combination Upgrades

There are some upgrades that require  be spent for other gear to become usable with another piece of gear in a unique way. It will be pretty clear what sort of features the equipment has when combined in this way. This  spent on the other equipment is essentially spent on becoming compatible with the other piece of gear it's meant to be used with. The gear that can be used both with and without compatible equipment is often labeled *Linked*. This entry in Special will detail what sort of benefits a character gains when the equipment is Linked with another.

If the gear is added doesn't have a Linked entry, then often the adaptation to achieve compatibility represents a structural change that is so severe that

once *Linked*, or combined in this way, the equipment that required a  to be used to make it usable by the Upgrade can no longer be used normally. It can only be used in conjunction with the gear it is combined with or Linked to unless specifically noted otherwise.

Obviously, equipment without any  left to spend cannot be *Linked* or otherwise combined with other gear that requires a  to be used.

NARRATIVE UPGRADES

Altered Carbon's technology is introduced extremely casually as features, devices, and programs are brought up in reference to their immediate application and scarcely mentioned again. In this sense, a character can use a  from their gear or apparel (but likely not weapons) in order to perform some immediate utility of the player's design, much like an  will allow greater agency within the story by interacting with, or even introducing, characters.

A device can be found and used for such a purpose and discarded immediately, or it can be used to serve some similar function later. A player can update their gear using available  to provide a new, immediate use.

By using  in this manner, a character permanently adds a new feature of their own design to their equipment at the GM's discretion. This can be really anything narrative, but can add a Bonus Die to a regular skill check, or it change a character's Luck Die to one of their choosing. Whatever agreed upon function, write it down for further reference if it is a piece of equipment the character keeps. It would have the same effect should the situation arise again.

Narrative Upgrades and Technicians

This sort of function is highly skewed towards the strengths of Technician characters. For this reason, a Technician character is allowed to use a single Narrative Upgrade on any of their non-weapon devices or apparel as normal, but will get their 

refunded if they roll an Ace on their skill check upon introducing it or use an . This refunded  can only occur once per piece of equipment.

GAMEMASTER NOTE

The scope of narrative upgrades need be clever, useful, and believable, but ultimately not game-breaking. So discretion is encouraged when deciding whether or not to allow a player-made feature. Whenever possible, check against existing upgrades to see what comparative effects exist or which can be borrowed wholesale from other pieces of equipment. If a desired upgrade has a close enough example, then you're better off following the existing rule and requiring the extra  to be used for applying generic upgrades to specific equipment as normal.

UNIVERSAL EQUIPMENT RULES

ACCURACY (X)

Many Triggered Effects will have *Accuracy* in the entry. The cost indicated by the Triggered Effect entry can be paid as many times as they can afford. This will do the following, without Resolving any additional  or it counting as a separate Action:

- Resolve the Triggered Effect each time the cost is paid. This counts as Resolving at the same time for no extra  so the listed effects in the description will combine.
- Increase the Difficulty of any Save Throw against the attack by **{-1}** per X if the Triggered Effect is used more than once as per this rule. If there is no number for X, then this doesn't apply.

ADDICTION

The use of certain substances can have a powerful effect on the brain. As a result, a character can develop (or inherit as part of a new sleeve) some

form of addiction. If this rule is applied to something, then it will be one of the things that a character can be addicted to and must purchase if given the opportunity. A character can resist doing so with a successful **{Discipline}**.

Even if a character succeeds at overcoming the temptation, they will have **{-1}** to all Skill Checks until they have gone *Under the Influence* from it.

If a character uses something that has the *Addiction* rule, then they must pass a **{Discipline}**. If this gets  or more, then the character has developed an *Addiction* to that substance.

AMMUNITION

This is the price or type of ammunition a weapon will need. There are often more exotic options with additional Special Rules, but they come with a Price Level and/or required upgrades to the weapon using  in order to utilize the specialized ammunition. "Ammunition" entries will often displace normal  removal options on a Resource Catalog.

NOTE

It is assumed that most ammunition is inexpensive enough to be replenished between sessions, represented by the ability to potentially remove all  the weapon has accrued so far as normal  removal options as described on pg.188. See if there is an Ammunition section in the entry indicating a Price Level in order to remove some or all  from a weapon and the cost of extra reloads. If nothing is provided, then use the method described on pg.188.

ARMOR

If a gear has *Armor*, it can be used to increase their defensibility in some fashion. It will be described in the entry as to what additional protections the gear will provide. Note that this can add to Defense and provide Protection as well, but any attack that ignores *Armor* or has *Armor Piercing* will be able to bypass any rules and bonuses this rule grants.

ARMOR PIERCING

The *Armor Piercing* rule will ignore all bonuses and rules that are added due to the *Armor* rule the target is wearing, and can inflict Structure Damage more easily. Armor Piercing attacks will instead reduce Structure by d4 if a required **{Pilot}** Save Throw against is passed (for vehicles), or d6 if the test fails.

Armor Piercing attacks will also have increased effectiveness when used against targets using Structure. If an Armor Piercing attack results in a target rolling **{Save Throw}** using the Structure rating as the **TR**, or grants a cover bonus to **TR**, Armor Piercing attacks will reduce Structure by 1 if the test is passed or d4 if the test fails.

ATTACHMENTS

Any Upgrade that is an *Attachment* does not need any **{Skill Check}** in order to apply it or remove it. This does not mean that they can be added or removed under all circumstances. Such modifications will likely require some kind of calibration or synchronization. For this reason *Attachments* can only be applied or removed during periods of Short

Rest or longer. A GM can instead require a number of  to be Resolved (at least   ), if it make sense that the attachment does not require any sort of additional optimization. A Magazine is an example of this, where a Reload Triggered Effect will apply its rule of removing  with  or more.

Linked gear automatically counts that particular feature as an *Attachment*.

BATTLE ARMOR

This equipment is unable to be *Layered* with any other type of apparel and takes up *Body Slots* as normal. This rule is often a prerequisite for specialized or greater levels of protection. Characters who do not have Battle Armor Readiness will add *Heavy +1* to the armor and any equipment they carry in their Hand body slot.

This can also serve as a category in a Resource Catalog. A character would be able to take any example of apparel that has the *Battle Armor* Special Rule as an option when purchasing from a Resource Catalog.

BLAST

A Blast weapon can hit multiple targets with the same Use. The Blast must consider two things: the Center and the Radius. There can only be one Center and generally only one target at the center, and all other targets within range as determined by the Radius are among the only potential targets that will take Damage. All within the Radius are affected with Effect Radius regardless of other Triggered Effects used against them.

To Resolve an attack, the character has the following Triggered Effects when using a blast weapon:

Triggered Effect

- **Direct Hit:** () Damage: +X where X is the number of die indicated in the Damage entry. This target is the center. This can also be used to have the center of the blast be where the character wishes it to be (more or less). Use the first die entry in Damage to see how much Damage is dealt.
- **Effect Radius:** ( or ) All targets within the radius of the weapon from the

Center will make an appropriate **{Save Throw -3}** or suffer the effect indicated in the entry. This combines with other Triggered Effects that are Resolved on the target, either Direct Hit, Hit, or Glancing Hit.

- **Glancing Hit:**  Use the third die entry in Damage to see how much Damage is dealt.
- **Hit:**  Use the second die entry in Damage to see how much Damage is dealt.

BODY SLOT

A *Body Slot* is the same as *Layering* in that the equipment can combine bonuses with other items worn, but a *Body Slot* can only ever be occupied by one piece of equipment. The tradeoff is that there is no penalty for Layering so long as only one object or piece of equipment occupies a *Body Slot*. The body slots are as follows: *Head, Chest, Waist, Arms, Hands, Back, Legs, and Feet*.

NOTE

Some items will occupy more than a single Body Slot. Whatever Body Slots gear will occupy will be listed in the entry.

CONCEALMENT (X)

A character makes use of gear that is easily hidden. The character can add **{Stealth +X}** as a Gear Bonus, where X is the concealment rating, in order to conceal the existence of or properties of gear. Some things can confer this ability to other, smaller articles of gear. If the object has a Concealment rating higher than the  of a target, then it passes inspection completely without requiring a skill check at all.

DEADLY (X)

All attacks with the *Deadly* Special Rule will inflict Wounds normally, but will reduce Health Points from the target directly in addition to counting against Damage Threshold. The X is how many dice a character can commute from a normal attack to a *Deadly* one. If no amount is specified, all Wounds inflicted will count as *Deadly*. All damage inflicted, *Deadly* or not, will count as having come from the

same source and attack for Defense and Injury purposes. Protection can still reduce the Wounds from an attack, but the Damage reduced will prioritize non-*Deadly* damage over *Deadly* if the attack produces both.

Example: *Sienna has a very dangerous particle beam weapon. This particular model has Deadly: 2. She gets a Hit with several Degrees of Success, in this case  which she translates into 3d10 damage. With Deadly 2, the player rolls two dice of a different color to represent Deadly and rolls them all at once. The result is a 4 on the normal Damage Die and a 6 and 3 on the Deadly dice. This means that, unless the target has decent Protection, the target will take 13 Wounds and lose at least 9 Health Points.*

DEFENSIVE

A *Defensive* weapon functions at extremely close range and, as the name implies, is used defensively as a last measure. *Defensive* weapons are generally extremely easy to conceal and can be used quickly.

Special

Defensive: A *Defensive* weapon allows a combat Skill Check to use the weapon as a **{Save Throw}** and its effects Resolve immediately. Some weapons have additional properties when used in this way. The target must be engaged in a Grapple or otherwise be in Grapple range of the character.

DEPLOYED

While *Deployed*, an attacker takes no penalties for using this weapon against targets in Adjacent Zones. Penalties against targets in Cover or using Defense will still remain. A character can remain *Deployed* so long as they do not take any Move Actions. Some weapons have additional rules when Deployed.

DESIGNER

The apparel or accessory is a known designer brand of some renown. It may be required in high-class social gatherings that the character wear a designer brand, or their normal wardrobe may put them *Out of Place* in such social gatherings. In common use, though the fame that comes with the brand name could be well known, even by those whose

socio-economic status is below the target customer base of the designer apparel or accessory. This carries the side effect that a character applies {-1} to any attempt to conceal the known, factory model properties of their designer apparel or accessories, possible model variants, or hide their own social standing. This will increase the Price Level by 1 or more of the apparel or accessory.

All Designer items will have at least 1 additional  to use on upgrades and features.

EFFICIENCY (X)

By means of training or by advanced upgrades, an object is made more efficient in its use of its finite resources. Anything with *Efficiency X* will add a Bonus to any Depletion Checks it makes, where X is replaced by the amount of the bonus. These do not combine unless it has a +X by it, in which case it is added to the highest *Efficiency* bonus provided.

ENVIRONMENTALLY SEALED

Apparel or gear with this rule allows the wearer or user to ignore adverse weather or environmental hazards. It can even be upgraded to protect against the vacuum of space. While only the *Body Slot: Head* needs to be occupied with something that is Environmentally Sealed, a character wishing to bear extreme environmental conditions (space, deep sea, etc.) for any amount of time will need each Body Slot to be occupied with something that spends at least  on being Environmentally Sealed in order for it to provide adequate protection.

FIRING MODES/SETTINGS

Some more advanced weapons and some other equipment has the ability to use alternative Firing Modes or Settings in order to better suit the situation at hand. Firing Modes and Settings generally refer to rates of fire or other support systems respectively. They will either grant a Special Rule, increase Damage, or they will alter the Skill Check in some fashion. Such distinctions will be described in the entry. Changing a Firing Mode or Setting requires a character to Resolve  or more. A weapon can only have a single Firing Mode or Setting active at a time.

Firing modes will be similar, but their distinct use for various models of weapon will be in the entry themselves. These are the most common:

Firing Mode, Semi-Automatic

- ▶ Add Saturation Fire and Suppression Fire to the available Triggered Effects.

Firing Mode, 3-Round Burst

- ▶ Add "Saturation Fire" and "Suppression Fire" to the available Triggered Effects
- ▶ Requires  1d3 instead of just  1 for a Use.
- ▶ Each Use will automatically generate a  in addition to any other  or  a {Skill Check} may produce.
- ▶ Increase Damage by +1

Firing Mode, Fully Automatic

- ▶ Add "Saturation Fire" and "Suppression Fire" to the available Triggered Effects
- ▶ Requires  1d6 instead of just  1 for a Use.
- ▶ Each Use will automatically generate a  in addition to any other  or  a {Skill Check} may produce.
- ▶ Increase Damage by +3

HEAVY (X)

Heavy counts as an additional . So *Heavy 2* will add  . Any additional  from this rule will exist whether or not the object is occupying a *Body Slot*. So even if such an object occupies a *Body Slot*, its normal discount of its Cargo Units against a character's cargo limit will not discount any  added from the *Heavy* rule specifically.

LAYERING

Apparel with *Layering* can be worn over other items of apparel on the same *Body Slot*. *Layered* apparel combines Defense, Special Rules, and allows both the Triggered Effects of both items to be available. A layered article of apparel will add *Heavy +1* to it. Any *Battle Armor* cannot be *Layered*, even with other things that are *Battle Armor*.

LINKED

Equipment that is *Linked* will allow additional options for Triggered Effects provided by the central processor contained in an onboard computer, dedicated computer deck, or other *Linked* objects. A *Linked* object also will not require its own power source but will instead draw from a shared power source of the central processor or battery power of a *Linked* device. Any upgrades that reduce Capacity will instead remove from the central processor's Capacity and not the internal power supply of the *Linked* equipment.

Linked objects are also not easily disarmed, nor are they easy to have their connection interfered with remotely, so all attempts to do these things against *Linked* objects will have a penalty of **{-2}**.

This feature is *Powered*.

MARTIAL ARTS WEAPONS

A *Martial Arts* weapon is a melee weapon that requires additional training to use to any real effectiveness, so is nearly always *Specialized*. It follows the rules for *Melee Weapons* (below), but often has a range of additional properties and bonuses applied to *Martial Arts Weapons* specifically. This can be used as a category in a Resource Catalog.

MELEE WEAPONS

Melee Weapons are used in close combat. They take several forms and are made from a wide variety of materials. Most weapons of this kind take the form of archaic weapons such as swords and maces, but are often given a treatment of advanced composite materials and disruptive force fields, to make them incredibly deadly even in this high-tech setting.

A *Melee Weapon* can only be used against *Engaged* targets in a Shared Zone with the attacker and within the reach of the weapon used. All *Melee Weapons* have the following:

Triggered Effects

Engage: (🌀 or 📶) Engage with one or more Targets in close range. At least one target in a Shared Zone can be attacked with a *Melee Weapon* and can likewise be attacked with a *Melee Weapon*. A character is *Engaged* so long as they do not

perform another *Move Action*. *Engage* is, itself, a *Move Action*. Once *Engaged* in this way, any opponent in melee range can attempt a *Grapple* and either can attempt a *disengage*.

ONI

The gear facilitates or needs connection to an ONI Interface specifically in order to function. This allows a character to do basic search queries or access to databases and services that a character normally has access to from a deck or computer terminal. This is occasionally linked to other specific piece of equipment. This also means a gear has the ability to have additional uses that are dependent upon their connection, but such features can be disabled if a character wishes to turn off ONI Interface. This feature is *Powered*.

NOTE

Just because an ONI Interface can be disabled, it does not mean that the character's activity or digital presence is invisible. The Protectorate has many backchannels and legally requires manufacturers to hard-wire traceable software into the operating system as well as use contextual information about activity to discern a character's actions while offline.

As a result, disabling the local ONI often only temporarily obscures a character's actively running processes. Any serious investigation done after the fact would be able to uncover digital activity regardless of if a character was actively online. It should also be mentioned that characters with certain Traits are able to mask their digital activity with far greater effectiveness.

PISTOL

A *pistol* weapon is a compact but very short ranged small arm. All weapons that are pistol weapons, regardless of their type, will only be able to be used against targets in Shared or Adjacent Zones. Attacking a target in an Adjacent Zone will incur a penalty of **{Firearms, Directed Energy Weapon - Pistol -4}** which may combine with other penalties if the GM feels it appropriate based on the Zone layout of

the Encounter. These are also *Defensive*, but some models are only capable of using Point Blank Shot as a Triggered Effect.

If there are multiple Size options for the Small Arm category of weapon, the Pistol weapon will use the lower of the two options.

This can be combined with the *Short Ranged* rule on pg. 204.

POWERED

The apparel or device requires a source of power in order to function properly. This will generally be a power source that is easily replenished between sessions, but occasionally, high-consumption features will either require Depletion rolls against the power source or reduce overall Capacity on the power source in order to represent the passive drain on power the various Upgrades have.

Similarly, a piece of gear may be restricted in the number of *Powered* upgrades it can support. This is determined by the reduction in overall Capacity of the power source that a passive upgrade requires, since Capacity cannot be reduced to less than 1 without being considered Depleted. Unless otherwise stated, a *Powered* feature using a shared power source will decrease the power source's Capacity by 1. Any different rate of reduction will be indicated in the entry. For instance Powered 3 will reduce Capacity by 3.

Active upgrades are ones that require actual Depletion Checks. If the power source is Depleted via a Depletion Check, the passive functions that require Power, but not any features that add  with use or require Depletion Checks will continue to work since the power source has numerous failsafes and prioritizes energy for passive systems to protect against this kind of Depletion.

If the character is unable to use gear that requires power, or is in something like a suppression field or EMP burst that prevents energy weapons or powered equipment from functioning properly, they will be unable to use any *Powered* features at all.

Powered is always a *Hardwired* feature, but some common sense can be applied to see if something still has a function even without *Powered* features.

NOTE

Some features of passively Powered objects, may not be available if the power source is Depleted. Such distinctions will be listed in the entry.

PROTECTION (X)

A character can absorb, deflect, or otherwise negate incoming Wounds from a weapon's Damage entry after Damage is rolled, so before it is counted against Damage Threshold and/or causes a character to lose  from the attack. The number of Wounds protected will be indicated in the entry or as determined by Protection X, which can be a flat number or based on the roll of dice.

- **Armor:** This will often be part of *Armor*, and will thus be negated by anything with *Armor Piercing*. It may also apply to a specific kind of damage exclusively, which will also be specified in the entry in brackets.

- **Minimum:** Incoming damage can only be reduced to 1 Wound at a minimum.

RARE

This equipment is rare when determining availability and price. This will have restrictions on how easily it is to resupply or obtain additional parts or upgrades for. Anything that is Rare has the following restrictions.

- Cannot be purchased without being listed as a specific entry in a Resource Catalog, or it can be purchased from suppliers who have been developed as Contacts. So, listings like "Devices" does not allow a Device to be chosen as an option if it is a Rare item.
- Adding a Rare item to a Resource Catalog will not roll (2d6+ Wealth Lv.) to determine Capacity, but will instead rolls (2d4+ Wealth Lv.).
- Removing  from the entry of a Resource Catalog will require an  to be used in addition to any other cost unless they increase the cost by 1 Price Level.
- Adding this rule to something increases the cost of Monetary Purchases by 1 Price Level.

REQUISITION

A character can Request this equipment from an organization for which they work if they have the right levels of clearance (generally in the form of the right Traits and/or being of a certain Archetype). Some equipment will have this Special Rule or it is part of an organization's armory. Absent of a specific list, a GM can allow a character to petition the use of this item as part of Request by using  1 so long as the equipment does not take up more Cargo than allowed. The item will have factory  amounts.

REVOLVER

Instead of a magazine and a firing mechanism that ejects the shell casing, this throwback keeps all empty cartridges fired in the revolving chamber. It has a much slower rate of fire than most other firearms, but has the added benefit of allowing the user to better track their use of ammunition. A *Revolver* is very often a *Pistol*, but some larger weapons utilize this configuration. All models of Revolver have the following rules:

Special

Use: Do not roll Depletion Dice when used. Rather each use will simply add a single  and the weapon exhausts when  is equal to Capacity.

Sturdy: +1 Durability. Pistol models can Pistol whipping with a Revolver will not count as *Unarmed*.

Simple: Factory models have one  less than normal because their construction is so simple

Triggered Effects

- **Reload:**(Special) Remove  1 from the Revolver. per  Resolved. This can be used to load a single Use of a Special Ammunition.

RIFLE

A *Rifle* weapon refers specifically to slugthrower long-barreled firearms, but it colloquially refers to larger varieties of energy weapon. They all require two hands in order to use properly. A Rifle will be able to attack targets in all Zones with normal penalties applied, but they will take an additional penalty of {Firearms, Directed Energy Weapon -1}

against targets in a Shared Zone. All *Rifles* have the following Triggered Effect that applies to the user.

Triggered Effects

- **Deploy:** () No Move Action is taken, Attacker is *Deployed*. While *Deployed*, an attacker takes no penalties for using this weapon against targets in Shared or Adjacent Zones. Penalties against targets in Cover or using Defense will still remain. A character can remain Deployed so long as they do not take any Move Actions.
- Other options and bonuses may exist for weapons that are used while *Deployed*.

SHORT RANGED

This Ranged weapon is only effective against targets in a Shared or Adjacent Zone.

Note that this can also share the *Pistol* Rule, which would result in a weapon *only* being usable against a target in a Shared Zone.

SLAG (X)

This weapon is highly effective at destroying cortical stacks and damaging DHF. Save Throws against Real Death will get a {Toughness -1} penalty per X in the entry when a target loses Health Points as a result from an attack with this rule.

STANDARD ISSUE (ORGANIZATION)

Similar to Requisition, something that is Standard Issue is commonly distributed to officers, employees, or associates of an organization. The following Special Rules apply with Standard Issue items.

Special

Issuance: Any gear marked Standard Issue will be obtainable from the organization in parentheses without making a Request of the organization or spending .

Reprimand: While the character has custody and can make full use of Standard Issue equipment, they do not own it and cannot sell it or modify it by using  (unless the modification is itself is Standard Issue) or give it away for someone else to use without fearing reprimand. A Standard Issue

that is stolen or destroyed in a way that is not purely accidental will cost a character 1.

Tracking: A Standard Issue item is cataloged as being issued to the character specifically in the organization's records. Depending on the sophistication, the gear may also possess recognition software that will literally prevent anyone else from using it.

LORE NOTE

The Protectorate often lets discharged soldiers keep Standard Issue armament, but they keep tabs on the serial numbers and charge the cost of the equipment against the soldier's back pay or pension.

STORAGE

This piece of equipment has the ability to store other gear inside of it. The *Storage* Special Rule states how much the gear can store without taking up a Body Slot or count against how much a character can carry for purposes of Encumbrance.

Retrieving something from storage depends on the body slot the Storage object is occupying: *Waist* (), *Legs*, *Chest* (), *Back* ().

UNIFORM (X)

The apparel or accessory is indicative of some official position or profession. This will allow a character

the attempt to exercise authority that is appropriate to their position.

Special

Authority: There is a bonus associated with this entry that will reflect the extent to which the uniform conveys authority. The number after Uniform will be the bonus added to any {**Expression, Diplomacy, Intimidation +X**} made that appeal to the character's authority.

Out of Place: A Uniform can easily put a person *Out of Place* depending on the situation, but some are meant to be inconspicuous, such as service industry or maintenance tech uniforms. Discretion is required regarding whether or not a uniform draws more or obscures attention from a character wearing it.

Disguise: A uniform can be worn as a disguise, in which case it can only provide a bonus to {**Expression**} in the form of keeping up the ruse.

NOTE

All uniforms will carry with them either a deliberate or implied jurisdiction where the authority makes sense to be exercised. For instance, a character wearing a service industry uniform will be able to direct and command customers or patrons while in the store, but this will not be possible away from the store where the employee's uniform has no real bearing on their authority beyond their place of employment.



THE WEAPONRY OF *ALTERED CARBON* IS EXTRAORDINARILY diverse and includes familiar firearms, traditional weapons, and highly advanced energy weapons. Even more common weapons have several augmented features, such as nigh-indestructible composite materials, advanced targeting systems, multiple ammunition type capability, and so on.

Of course like all equipment, Tech Points () can be used to represent the variations between models of the same type of equipment.

GAMEMASTER NOTE

No doubt the players will want to get their hands on the deadliest weapons possible, but several barriers prevent the most lethal weapons from being widely distributed. Firearms and augmented Melee Weapons are prominently available because particle, laser beam, and force weapons are either extraordinarily expensive or protected by multiple layers of legal red tape. The most deadly, the most fantastic, and the most exotic weapons can be obtained by Contacts and the strategic use of a character's  rather than open markets.

GENERIC WEAPON UPGRADES

COMPOSITE CONSTRUCTION

The equipment is made of carbon fiber, carbon nanotubes or a superdense ceramic that is highly resistant to damage. This object now has a Durability of 20 or +10 to Durability to its existing rating should it already have one.

If an additional  is spent on this upgrade, then the entire weapon is undetectable by metal detectors. Depending on the weapon, the ammunition may still register.

ENHANCED POWER CELL

Any *Powered* device can take this Upgrade. Increase Capacity by +5.

EXTENDED BARREL

Add **{Firearms +1}** against targets in an Adjacent Zone

Firing into a Shared Zone will have a penalty of **{Firearms -1}**.

EXTENDED MAGAZINE

Any firearm that uses solid ammunition can have an extended magazine variant. This will add 3 to 5 (or even more) additional rounds, which will increase Capacity accordingly.

There is no price or  difference between the two Capacities, but if the +5 or more option is chosen, the firearm loses *Defensive* and *Concealment* rules.

GENEMAPPED SECURITY

Any *Powered* function or Use of a weapon is impossible unless held by a specific individual. *Hardwired*.

MAG-PLATING

Requires a synthetic sleeve, corresponding augment or bionic and a *Linked One-Handed* or *Pistol* Weapon. The *Linked* weapon is pulled to a character's hand from within a Shared Zone. This recall requires Resolving a  to Use. A normal holster draw from a *Body Slot: Waist* will no longer require Resolving a  to arm the character. An opponent holding this weapon can be Disarmed, but they may resist with **{“Strength” 10-  of attacker}**. If a Disarm is successfully resisted, the target may be able to Use the weapon, but with a penalty of **{-2}**.

MAGAZINE

Any Magazine is considered an *Attachment* and will allow a weapon to be quickly reloaded with its Capacity value. A Magazine grants the Reload Triggered Effect which costs one or more  depending on the size. Each Magazine that is not currently in use will take up  of space.

Many Directed Energy Weapons will require energy cells like firearms require magazines. Both have the same size and functionality.

SCOPE

Grants the following Triggered Effect:

- **Aim:** () User must be *Deployed*.
{Firearms +1} against targets in a Shared Zone.

SCOPE, LONGSHOT

Grants the following Triggered Effect:

- **Aim, Long:** () User must be *Deployed*.
{Firearms +1} against targets in an Adjacent Zone and one Distant Zone is ignored when determining Difficulty.

SCOPE, SNIPER

Grants the following Triggered Effects:

- **Aim, Long:** () User must be *Deployed*.
{Firearms +1} against targets in an Adjacent Zone and one Distant Zone is ignored when determining Difficulty.
 - ▶ If Linked to a character's helmet or ocular augment, this bonus is upgraded to +2 and a second Distant Zone can be ignored when determining Difficulty.

- **Rangefinder:** ()+() per Distant Zone). User must be *Deployed*. Ignore one Distant Zone per additional (). Resolved when determining Difficulty. If Linked to a character's helmet or ocular augment, ignore two Distant Zones when determining Difficulty.

SIGHT, LASER

When used against a target in a Shared Zone, add a Gear Bonus to {Firearms — Pistol, Small Arms +1}, this can combine with other Gear Bonuses. This feature is *Powered*. Often an *Attachment*.

STOCK, FOLDING

This is a stock that is affixed to Small Arms to make it more in common with a Long Gun. When *Deployed*, add the following Special Rules:

- {Firearms — Pistol, Small Arms +1}.
- And the weapon now has an increased Size to () and requires both Hand Body Slots in order to use.



GEAR ENTRIES

FORCE HAMMER

Name of Gear

Description of Gear

Adapted from a hammer used in both construction and demolition, the force hammer is able to amplify the force exerted by the user to an incredible degree. The hammer strikes with enough force to blast apart ferrocrete structures and cave in the armored hulls of vehicles.

Skill Check to use Gear, Specializations and how many Bonus Dice it allows without further upgrades.

The **Damage** Gear can inflict with Hit or other Triggered Effects, including Damage Type and a Damage average, should you want to use it.

The **Cost** Gear has when making it as a Monetary Purchase or what slot it occupies by default on any Resource Catalog it is added to

Any **Triggered Effects** Gear has to resolve    or  on.

{Melee Combat—Bludgeon (-3)} +0x Additional **Bonus Dice** Rolled

Capacity: 10

Damage: 1d6+  (3+  avg.) [Bludgeoning]

Avg. Tech Points:  

Cost: Price Lv.2

Special

Charged Hit: A Charged Hit can only be used once every 3 turns. A Charged Hit increases Damage to **d8+**  and will be *Armor Piercing* and adds  1 with each Use.

Heavy 2

Out of Place

Powered 2

Stun: This weapon can be used to Stun.

Triggered Effects

- **Hit:** () Inflict Damage against the target. Accuracy 1. Can become a "Charged" Hit.
- **Power Strike:** () Add *Deadly* 1 this Round.

Upgrades

- **Demo-Model:** () If struck with a Charged Hit, the Force Hammer can do half the Damage to a target's Structure, should it have this value. Increase *Heavy* by +1.
- **Linked:** () This can be Linked to a power source outside of the internal battery. If this device is *Linked* to a Power Source, it reduces the Capacity by 2, but every hit it makes can be a Charged Hit.

Capacity of Gear

Tech Points of factory models of this kind of Gear to use on Upgrades on average. This can be a static value as well.

Special Rules

for Gear. These often refer to a Universal rule and will only list the name of the rule.

Upgrades Gear has to spend Tech Points on in this section can be a Model Variant

ONE-HANDED MELEE

One-handed weapons are any number of blades, clubs, and other close combat weapons that allow a character to effectively use this with a single hand.

Special

Size: All one-handed melee weapons take up  unless otherwise stated.

BATON

The simple baton is still a popular weapon despite the more fantastic options available. This is in no small part due to the wide array of customization options and durable design.

{Melee Combat — Bludgeons (-1)} +0x

Capacity: 0 (unpowered by default)

Damage: 1d4+  (1+ ) [Bludgeoning]

Avg. Tech Points: 

Cost: Price Lv.1 +1 per  

Special

Charged Hit: If the baton has any Powered features, it can unleash them as a Charged Hit every so often, which will add a variety of special rules based on the current Setting. It will also add a  per Use.

Melee Weapon, See pg.202

Setting: A Baton with Energy Baton, Force Setting, and Stun Setting must spend  to toggle between the three different modes.

Triggered Effects

- **Hit:** () Target takes *Damage*. *Accuracy 1*. Can become a “Charged” Hit.
- **Parry:** () Gain **Protection +d6** against Melee Attacks. *Accuracy 1*.
- **Stun:** () Stun Setting must be active. Target Resolves  .

Upgrades

- **Demolition:** () This heavy-duty version requires Resolving an additional  on any Triggered Effect, but a successful hit against an inanimate object will cause 1 Structure Damage per  Resolved in the attack.

- **Energy Baton:** () This is now a **Powered** weapon and will be able to unleash a Charged Hit once every three turns for an increase to Damage of 1d6+  and add Capacity: +8
 - ▶ This Upgrade is needed before any of the three Settings can be chosen.
- **Enhanced Battery:** () Unleash a Charged Hit one turn sooner than normally allowed. Capacity: +5.
- **Linked:** () This can be Linked to a power source outside of the internal battery which reduces the Capacity by 2, but every hit it makes can be a Charged Hit. A user can also toggle a Setting without resolving any  to do so.
- **Force Setting:** () Increase Damage to 1d8+  with a Charged Hit.
- **Stun Setting:** () Can now make Stun attacks. It can also use Charged Hit every other turn as opposed to every third turn. If *Linked*, then this reduces Capacity by 1, but every hit can be a Charged Hit.
- **Switchblade:** () The baton hides a blade concealed in the handle that springs out with a button, verbal or thought command (if *Linked*) to convert into a type of short sword. This will add [Slashing, Piercing] to the available damage types and remove [Bludgeon]. This cannot be taken with Telescoping.
- **Telescoping:** () *Concealment 1*. This cannot be taken with Switchblade.
- **Tonfa Configuration:** () Can instead use **{Melee Combat — Martial Arts Weapon (-3)}** to make Skill checks. The following profile changes apply.
 - ▶ Increase damage to **d6+** 
 - ▶ **{Melee Combat}** to be used as a Save Throw in close combat.
 - ▶ Increase the *Protection* provided by Parry from **+d6** to **+d8** per .

BLADE

The advancement of technology has not left behind the humble blade. With options for composite materials, monomolecular honed edges, and shifting particles, a blade can, with just the smallest bit of pressure, be driven through a steel slab. These weapons are strictly in reference to the one-handed variety, but two-handed versions exist as well.

{Melee Combat — Blades (-1)} +0x

Capacity: 0 (Unpowered by default)

Damage: 1d4+ (2+ avg.) [Piercing, Slashing]

Avg. Tech Points:

Cost: Price Lv.1+ 1 per beyond the first

Special

Defensive

Melee Weapon, See pg.202



Triggered Effects

- **Armor Piercing:** () Attacks against a single target get Armor Piercing for this round.
- **Hit:** () Target takes *Damage*. *Accuracy 1*.
- **Parry:** () Gain **Protection +d6** against Melee Attacks. Not available for all models.

Upgrades

- **Concealed:** () This weapon gains *Concealment 2* if the blade is hidden as a mundane object, like within a cane, is retractable, or otherwise concealed. If it also has the Two-Handed upgrade, it only gains *Concealment 1*.
- **Monomolecular:** () Weapon gets *Deadly 1* or can increase *Deadly* by +1.
- **Switchblade:** () This weapon gains *Concealment 1* when the blade is still hidden.
- **Tebbit:** () The blade can utilize stored toxins in microtubes along the edge of the weapon. Each Resolved with a Hit will inflict an additional **d6** [Poison] Wounds. If the blade is instead loaded with a non-lethal drug or some other less deadly toxin, then having Resolved at least per of the target will administer the poison or drug with the attack. *Hardwired*.
- **Two-Handed:** The blade is long enough to use with two hands. It will have the following additional rules:
 - ▶ Increase Size to
 - ▶ Using one-handed will incur a penalty of {-1}, but will only use one Hand Body Slot.
 - ▶ Loses *Defensive*
 - ▶ Increase Damage to **1d6+**
 - ▶ Add "Parry" Triggered Effect, if the model did not have it before.
 - ▶ This upgrade is *Hardwired*
- **Vibroblade:** () Weapon is now **Powered**. It now has Damage: **1d6+** .

NOTE

Blades are common features added to weapons or articles of clothing as a means of adding an extra layer of lethality to otherwise normal gear. It is possible to treat a blade as an upgrade to another piece of equipment, rather than an independent piece of equipment.

POWER KNUCKLES

These weapons discharge energy through plates or studs wrapped around the knuckles if a small button is depressed as a punch lands, or if sensors on the impact plates are triggered. While it amplifies the kind of damage a simple punch can inflict, it requires a brief recharge between uses when using its internal battery power.

{Brawl — Knuckles (-2)} +0x

Capacity: 10

Damage: 1d4+  (2+  avg.) [Bludgeoning]

Avg. Tech Points:  

Cost: Price Lv.2

Special

Charged Hit: The Power Knuckles can only be used to make a Charged Hit once every 3 Turns. A Charged Hit will increase *Damage* to **1d6+**  and will also add a  with each Use.

Concealment 1

Defensive

Open Hand: This weapon cannot be used in the same Round as another Melee Weapon. Although a character can wield another weapon even in the same hand, they will be unable to declare a Use of Power Knuckles if they Use the other weapon. This character does not count as *Unarmed*.

Paired: This weapon can be worn in a pair adding a Bonus Die of +1x, but loses its *Concealment* special rule.

Powered

Stun: This weapon can be used to Stun.

Triggered Effects

- **Hit:** () Target takes *Damage*. *Accuracy 1*. Can become a “Charged: hit.”
- **Stun:** () Target Resolves  

Upgrades

- **Linked:** () This can be Linked to a power source outside of the internal battery. If this device is Linked to a Power Source, it reduces the Capacity by 2, but every hit it makes can be a Charged Hit.
- **Force Setting:** () This weapon loses the ability to Stun, but increases *Damage* to **1d8+**  with a Charged Hit.
- **Stun Setting:** () This weapon can only deliver Stun attacks, but It can also use Charged Hit every other turn as opposed to every third turn. If Linked, then this reduces Capacity by 1 instead of the normal 2, but every hit can be a Charged Hit.

TWO-HANDED MELEE

Two-handed weapons see less frequent use, as they are generally extremely cumbersome, not easy to conceal, and require special training. These weapons are part of basic training for the military even if they normally don't see use in actual combat.

Some train with two-handed weapons as a sign of martial prowess. In a world where particle and beam weapons can incinerate a person from a short distance, using a blade to become a tornado of steel has been the hallmark of more than a few assassins and crime lieutenants. There are no shortage of technological modifications that can make a touch with these weapons strike with tremendous force or highly dangerous poisons.

Special

Melee Weapon, See pg.202

Size: All two-handed melee weapons take up   unless otherwise stated.

BO STAFF

One of the oldest and most reliable weapons, the bo staff has not been entirely left in the dustbin of history. With access to composite materials, nano-

technology, and precision engineering, it can be a highly effective weapon, albeit one that is quite un-subtle and still takes some skill to use properly.

{Melee Combat — Staff, Martial Arts* (-3)} +0x

Capacity: 0 (unpowered by default)

Damage: 1d4+  (1+  avg.) [Bludgeoning]

Avg. Tech Points:   

Cost: Price Lv.1 +1 per 

Special

Ace: Rolling an Ace in an Attack check will allow a character with a staff to Resolve   or   from up to two targets in Melee range.

Heavy 1

Martial Arts: The Martial Arts Specialization for Brawl will count towards Melee Combat.

Out of Place

Triggered Effects

- **Hit:** () Target takes *Damage*. *Accuracy 1*.
- **Parry:** () Gain **Protection +d6** against Melee Attacks and Resolve up to  of an attacking Opponent. *Accuracy 1*.
- **Stun:** () Target Resolves  
- **Full Defense:** (     ) Ignore all Damage from Melee Combat this Round from a single attacker. A character may not Hit this Round.

Upgrades

- **Composite:** () The weapon is made of a highly durable composite material which makes it both light and harder than steel. Add an additional *Protection +1* when resolving a  with Parry.
- **Force:** () The weapon is now *Powered* and has a Capacity: 8. It discharges a bolt of force when one side lands, which will increase Damage by +1. If both sides have this feature, then it will require an additional  which increases the Damage by +3 and reduces Capacity by 1.

Telescoping: ( ) While it will not be fully concealable, it can look more like a normal walking stick or innocuous tool. Lose the *Out of Place* rule.

SWORD

Two-handed swords are a rare sight, but have a strong martial tradition behind their use. Due to their popularity with Meths, that have a strange fascination with archaic items, the creation and use of such weapons have trickled down to even Grounders, and have picked up a feature or two from modern technology.

{Melee Combat — Blades, Martial Arts* (-2)} +0x

Capacity: 0 (unpowered by default)

Damage: d6+  (3+  avg.) [Piercing, Slashing]

Avg. Tech Points:  

Cost: Price Lv.2 +1 per  past the first.

Special

Ace: Rolling an Ace in an Attack check will allow a character with a sword to inflict 1d8+  Wounds against a target this round within melee range. It does not need to be the same one attacked earlier.

Deadly 1

Martial Arts: The Martial Arts Specialization for Brawl will count toward Melee Combat.

Out of Place

Upgrades

- **Composite:** () The blade can resist greater punishment and grants an additional Protection +2 when resolving a  with Parry.
- **Concealed:** () This weapon gains *Concealment 1* if the blade is hidden as a mundane object, like within a cane, is retractable, or otherwise concealed. Size is reduced to  from   normally.
- **Katana:** () Character can use {Melee Combat — Martial Arts (-3)} in order to increase Damage to d8+ 

- **Monomolecular:** () Weapon gets *Deadly +1* (which upgrades a factory model to *Deadly 2*).
- **Vibroblade:** () Weapon is now *Powered*. Roll a Bonus Die (+1x) when attacking.

Triggered Effects

- **Armor Piercing:** ( or ) Attacks against a single target get *Armor Piercing* for this Round.
- **Hit:** () Target takes *Damage*. *Accuracy 1*.
- **Stab:** () Target loses (**d6+** ) automatically. *Accuracy 1*.
- **Parry:** () Gain **Protection +d6** against Melee Attacks. *Accuracy 1*.

FORCE WEAPONS

A Force Weapon is a Melee Weapon with a built-in disruption field. These are primarily used as construction tools to break rock and drive bolts through steel. As a weapon, it is almost exclusively used as a bludgeon. This weapon grants the user the ability to strike with the force of a mag-train.

Special

Melee Weapon, See pg.202

NOTE

Many weapons will have Force upgrade options, especially Bludgeons. This section is dedicated to weapons that are primarily Force based and have a different set of rules for their use and modifications.

FORCE HAMMER

Adapted from a hammer used in both construction and demolition, the force hammer is able to amplify the force exerted by the user to an incredible degree. The hammer strikes with enough force to blast apart ferrocrete structures and cave in the armored hulls of vehicles.

{Melee Combat—Bludgeon (-3)} +0x

Capacity: 10

Damage: 1d6+  (3+  avg.) [Bludgeoning]

Avg. Tech Points:  

Cost: Price Lv.2

Special

Charged Hit: A Charged Hit can only be used once every 3 turns. A Charged Hit increases Damage to **d8+**  and will be *Armor Piercing* and adds  1 with each Use.

Heavy 2

Melee Weapon, See pg.202

Out of Place: Unless this is being used as a tool on a worksite or some other feasible location, this will make a character *Out of Place* to carry it around.

Powered 2

Size:  

Stun: This weapon can be used to Stun.

Triggered Effects

- **Armor Piercing:** ( or ) Attacks against a single target get **Armor Piercing** for this round.
- **Hit:** () Target takes *Damage*. *Accuracy 1*. Can become a “Charged” hit.
- **Power Strike:** () Add *Deadly 1* or increase *Deadly* by +1 this Round if it is already granted by a Trait or other upgrade.

Upgrades

- **Demo-Model:** () If struck with a Charged Hit, the Force Hammer can apply half the Damage to a target's Structure, should it have this value. Increase *Heavy* by +1.
- **Linked:** () This can be Linked to a power source outside of the internal battery. If this device is *Linked* to a Power Source, it reduces its Capacity by 2, but every hit it makes can be a Charged Hit.

FORCE KNUCKLES

See Power Knuckles with the Force Setting Upgrade (See pg.211)

PISTOLS/SMALL ARMS

It may seem strange that small arms would still have a place in a world with energy weapons and rail cannons. In *Altered Carbon*, these trusty weapons persist not only because they are relatively cheap to make, but they also carry some specific advantages that make them worth keeping them in armories.

The variety of calibers make it possible to have a wide range of potential lethality and damage within this category. In addition to this, despite the awesome penetrating power of rail and gauss weapons, firing supersonic is not always the best option.

Small arms have the ability to fire subsonic ammunition which is far more effective against unarmored targets as the bullets will often get buried in the flesh of targets, expand, and cause deep lacerations. The bullets from small arms will occasionally leave exit wounds far greater than the entry wounds, whereas supersonic ammunition will tear right through armor as well as the target, which as incredible as it sounds, is not always as deadly.

There are a few crossover variants that combine elements of both Small Arms and Energy Weapons.

NOTE

Several Directed Energy Weapons are compact enough and light enough to be used as Small Arms, but they do not behave the same way in the hands of the user so they still use {Directed Energy Weapons}. However, Rail or Gauss weapons behave very similarly to Small Arms and share the {Firearms — Pistol, Carbine} Skill Check.

Special

Damage Type: [Bludgeon, Piercing]

Pistol

Size: All Small Arms and Pistols use either  and are one-handed or are  and take both hands to use.

Special Rounds: Many firearms have the ability to utilize special ammunition that allow the same weapon the ability to be effective against different targets. Special ammunition needs to be tracked separately and must be specifically identified at

purchase. Varieties of ammunition rarely carry an altered Price Level unless the ammunition is extremely exotic or specialized.

A character cannot have a mix of rounds loaded into a Magazine. They must unload and switch manually if they wish to change ammunition types. A Revolver may use its Reload Triggered Effect to load a single shot of the desired type, however.

Consult the sidebar on pg.215 for the properties of special rounds.

BCPD SIDEARM .357MAG

While lacking the 'Wild West' aesthetic of its predecessors, the trusty .357 Magnum Revolver is standard issue for most police departments, and Bay City is no exception. It has respectable stopping power, but its greatest value to law enforcement are the models that fire plasma rounds, which maximize organic damage, but pose less risk to cortical stacks.

{Firearms — Pistol (-2)} +0x

Capacity: 6

Damage: d8+  (4+  avg.)

Avg. Tech Points:  

Cost: Price Lv.2

Special

Carbine: Can be Deployed like a Long Gun with the use of a Stock upgrade.

Requisition: Bay City Police

Revolver

Triggered Effects

- **Deploy:** () Count as Deployed until a character takes another Move Action. Requires Stock upgrade.
- **Hit:** () Target takes Damage. Accuracy 1.
- **Focus Fire:** ( or ) Increase Gear Bonus by {Firearms +2} and add +2 to Damage.
- **Reload:** (Special) Remove  1 from the Revolver. per   Resolved. This can be used to load a single Use of a Special Ammunition.

Upgrades

- **Auto Loader:** () Remove all  from the Revolver with the Reload Triggered Effect, which now only needs  .
- **Carbine:** () Gain the Deploy Triggered Effect. Roll a Bonus Die if Deployed and the Target is in a Shared or Adjacent Zone. Requires both hands to use. Increase Size to  .
- **Composite Barrel:** () The .357 Magnum can now fire *EMP Rounds* and *Reaper Ammunition*.
- **Sight, Laser:** () Using against a target in a Shared Zone will grant a Gear Bonus to {Firearms — Pistol +1}. *Powered*.
- **Thermal Shielded Barrel:** () The .357 Magnum can now fire *Armor Piercing* and *Plasma Rounds*.

CTAC 9MM PRAETORIAN SIDEARM

Hardly a weapon of last resort, 9mm Praetorian sidearms are some of the most reliable and accurate pistols available. In the hands of a Praetorian with their myriad of sensory augments, this weapon becomes particularly deadly, despite its modest caliber.

{Firearms — Pistol (-2)} +1x*

Capacity: 10

Damage: d6+  (3+  avg.)

Avg. Tech Points: n/a ( )

Cost: Price Lv.2 (not commercially available)

Special

Linked: Can be *Linked* to Praetorian Armor. This feature is *Powered*. If this is done, it will be what adds the +1x as a Bonus Die. It is 0x normally.

Magazine: The weapon is magazine loaded. Adds Reload Triggered Effect. Standard Magazine holds 10 cased rounds.

Rare: Does not apply to the ammunition, only the firearm itself.

Standard Issue: CTAC

FIREARM SPECIAL ROUNDS

The following are special rounds that firearms can be upgraded to use.

Armor Penetrating Rounds: High density tungsten or depleted uranium allows this ammunition to tear through armor. Grants *Armor Piercing* to all attacks made with this ammo.

EMP Rounds: (+1 Price Level) The ammunition detonates against its target with an electromagnetic pulse. Increase Damage by +2 against synthetic sleeves and vehicles. Synthetic sleeves will also need to Resolve  per  spent on an attack targeting them with this ammunition. Targets struck will be unable to use any *Powered* function of their gear next Round. An Ace on the Attack Skill Check will cause a *Powered* piece of gear to lose one  permanently, losing an upgrade if need be. If the gear had no  to lose and no *Powered* upgrades to damage, then the equipment's electrical components are irrevocably destroyed.

Plasma Rounds: (+1 Price Level) Special crystalline casings protect the gasses that detonate as white hot plasma upon impact. Increase Damage by +2 against natal and clone sleeves. Damage type becomes [Thermal]. Targets testing for RD from attacks from this weapon will get a {+5} bonus on the Save Throw that can combine with other bonuses.

Reaper Ammunition: (+1 Price Level) Each  Resolved with Hit will inflict an additional d4 [Poison] Wounds and Target must make an {Endurance} or be Poisoned.

Hollow-points: This is a subsonic round made of softer metals and designed to expand upon impact, causing massive trauma to soft tissues. Add +2 Damage against natal and clone sleeves. Additional  are not required for a firearm to accept this kind of ammunition.

Triggered Effects

- **Hit:** () Target takes Damage. *Accuracy 1.*
- **Reload:** () Use extra loaded magazine to remove all  from the weapon.
- **Saturation Fire:** ( or ) Add **{Firearms +2}** to any Gear bonus and add +2 to Damage.
- **Suppressive Fire:** ( or ) Targets making use of Cover will have to Resolve  immediately.

Upgrades

The Protectorate has custom designed these specifically for the use by their CTAC Praetorian units and there are no further options for customization. However, the original chassis has  as part of its construction which were tied to the Linked and Magazine Special Rules, if  are used to gauge the Upgrades these weapon have.

DERRINGER

Not a single model of pistol, but instead a popular, highly compact pistol variant with many different manufacturers. They have limited capacity and range, but more than make up for it in speed. Derringers can even be used at extremely close range and are simple to conceal.

{Firearms — Pistol (-4), Brawl (-1)} +0x

Capacity: 4

Damage: d4+  (2+  avg.)

Avg. Tech Points: 

Cost: Price Lv.1 +1 per  past the first

Special

Concealment 2

Defensive

Short Ranged

Size: 

Triggered Effects

- **Hit:** () Target takes Damage. *Accuracy 1.*
- **Reload:** () Use extra loaded magazine to remove all  from the weapon.

Upgrades

- **Thermal Shielded Barrel:** () The .357 Magnum can now fire *Armor Piercing* and *Plasma Rounds*.
- **Composite Barrel:** () Can fire EMP Rounds and Reaper Ammunition.
- **Sight, Laser:** () Using against a target in a Shared Zone will grant a Gear Bonus to **{Firearms — Pistol +1}**. This feature is *Powered*.

STEYR M9-A1

The M9-A1 is a preferred sidearm, mostly due to its reliability and versatility, featuring a wide range of customization options.

{Firearms — Pistol (-2)} +0x

Capacity: 12

Damage: d8+  (4+  avg.)

Tech Points: 

Cost: Price Lv.1 +1 per  past the first

Special

Magazine: The weapon is magazine loaded. Adds Reload Triggered Effect. Standard Magazine holds 12 caseless rounds.

Requisition: Bay City Police

Triggered Effects

- **Hit:** () Target takes damage. *Accuracy 1.*
- **Saturation Fire:** ( or ) Add a bonus of **{Firearms +2}** and add +2 to Damage.
- **Suppressive Fire:** ( or ) Targets making use of Cover will have to Resolve  .

Upgrades

- **Extended Magazine:** () Increase Capacity from 12 to 15. *Attachment.*

- **Sight, Laser:** () Using against a target in a Shared Zone will grant a Gear Bonus to {Firearms — Pistol +1}. This feature is *Powered*.

- **Thermal Shielded Barrel:** () The firearm can now fire *Armor Piercing* and *Plasma Rounds*.

SUNJET VERSION 2.0

A smaller weapon from General Systems within the Sunjet series, the pistol-sized weapon can fire conventional cartridge ammunition and special varieties of ammunition. This is one of the earliest forays into hybrid weapon systems, but it still strongly favors conventional mechanisms of ammunition delivery and casing ejection.

{Firearms—Pistol (-3)} +0x

Capacity: 6

Damage: d8+ 

Tech Points: 

Cost: Price Lv.2

Special

Magazine: The weapon is magazine loaded. Adds Reload Triggered Effect. Standard Magazine holds 9 caseless rounds.

Sight, Laser: Using against a target in a Shared Zone will grant a Gear Bonus to {Firearms — Pistol +1}. This feature is *Powered*.

Thermal Shielded Barrel: The firearm can fire *Armor Piercing* and *Plasma Rounds*.

Triggered Effects

- **Hit:** () Target takes damage. *Accuracy 1*.
- **Suppressive Fire:** ( or ) Targets making use of Cover will have to Resolve   immediately.
- **Saturation Fire:** ( or ) Add +2 Bonus to {Firearms} and add +2 to damage.

SLUGTHROWERS

This is not a single model of firearm, but a category including the numerous varieties of solid slug handguns and rifles that are available. There are a few specific models listed here out of thousands of possibilities, but this section can help generate stats quickly of other real life examples.

{Firearms—Pistol or Long Gun (-2)}

Capacity: The number of rounds that can fit in a magazine or revolving chamber.

Damage: Determined by Caliber. See below.

Avg. Tech Points:  

Cost: (Small or Intermediate Caliber Price Lv.1, Large or Massive Caliber: Price Lv.2) +1 per  past the first  

Special

Pistol or Rifle

► **Magazine or Revolver** ◀

Damage by Caliber

Small Caliber: **d4+**  (2+ ) [Bl, Pi]

Intermediate Caliber: **d6+**  (3+ ) [Bl, Pi]

Large Caliber: **d6+**  (3+ ) [Bl, Pi]

Massive Caliber: **d8+**  (4+ ) [Bl, Pi]

Upgrades

Characters can choose Upgrades from the Generic Weapon Upgrades (See pg.206) to see what additional properties such a weapon has. A GM and player can potentially come up with their own unique set of properties and potential upgrades as well.

Triggered Effects

- **Hit:** () Target takes Damage. *Accuracy 1*.
- **Reload:** () Use extra loaded magazine to remove all  from the weapon.



TDI VECTOR

This compact submachine gun can be configured to fire a range of subsonic ammunition. It features a folding stock design that allows it to be much shorter, but the unusual design makes even the folded version somewhat awkward. However, this configuration is designed to reduce recoil, which is no small factor with firearms that boast such a high rate of fire.

{Firearms — Carbine, Small Arms (-2)} +1x

Capacity: 15

Damage: 1d6+ (3+ avg.)

Avg. Tech Points: (Tech 1) (Tech 2)

Cost: Price Lv. 2

Special

Caliber: The TDI Vector has three general configurations. The two alternates are to fire smaller and larger ammunition. Either choose the rules as presented or one of the variants below. No variant uses ammunition that isn't readily available, so there is no alteration to Cost or any availability restrictions.

- **Low Caliber:** The TDI Vector can fire smaller ammunition. This lower caliber will reduce damage to 1d4+ and will increase Capacity by 10 to 25.
- **High Caliber:** The TDI Vector can increase the caliber of the weapon to increase its damage to 1d6+ but it will reduce Capacity by 5 to 10.

Carbine: Gains the Deployed Triggered Effect like a Long Gun with the use of a Stock upgrade.

Magazine: The weapon is magazine loaded. Adds Reload Triggered Effect. Standard Magazine holds 15 caseless rounds. Other variants will have varying amounts.

Out of Place

Triggered Effects

- **Hit:** () Target takes damage. *Accuracy 1.*
- **Saturation Fire:** (or) Add a Bonus to **{Firearms +2}** and add +2 to Damage.
- **Suppressive Fire:** (or) Targets making use of Cover will have to Resolve immediately.

Upgrades

- **Burst Fire:** () This weapon gets the Firing Mode, 3 Round Burst Special Rule
- **Extended Magazine:** () Increase Capacity by 5. *Attachment.*
- **Drum Fed:** () Increase Capacity by 10. Weapon now has **Heavy +1** and cannot be concealed.
- **Linked Weapon:** () This weapon can now be Linked but that feature will be *Powered.*
- **Sight, Reflex:** () Gain the following Triggered Effects:
 - ▶ **Aim:** () User must be **Deployed**. **{Firearms +1}** against targets in a Shared Zone.
 - ▶ **Deploy:** () Character is *Deployed* until they take a Move action. In addition to the normal rules for being Deployed, the TDI vector can increase Damage by +1 and does not require an additional in order to use Saturation or Suppressive fire, so long as they attack their target with a normal Use of the weapon.
- **Suppressor:** () A character that is *Hidden* will not immediately give away their position when firing a weapon with a suppressor. Opponents will need to pass a **{Detection}** with a **TR** set by the caliber.
 - ▶ Low Caliber: **{Detection -3}**
 - ▶ Medium Caliber (default): **{Detection -2}**
 - ▶ High Caliber: **{Detection -1}**

BCPD .357 Mag Revolver ▲



COST

PL2

TECH




CAPACITY: 6
OPTIONAL FEATURES:

- Composite Barrel
- Thermal Shielded Barrel
- Laser Sight

CTAC 9mm Praetorian Sidearm ▲



COST

PL2

TECH




CAPACITY: 10
FEATURES: Linked to Praetorian UI,

CUSTOM BUILT TO CTAC SPECIFICATIONS. NOT COMMERCIALY AVAILABLE.

Steyr M9-A1 (modified) ▲



COST

PL1

TECH




CAPACITY: 12
OPTIONAL FEATURES:

- Extended Magazine
- Thermal Shielded Barrel
- Light Rail, Red-Dot Laser



LONG GUNS

These are a very diverse set of firearms that require two hands to properly use. Any number of battle rifles, shotguns, and carbines fall under this category. There is some crossover with other ranged weapons. For instance, a Carbine will use Small Arms ammunition in the chassis of a Long Gun to propel the same pistol ammunition further and faster. Even Energy Weapons share some commonality with Long Guns, in that most military units are outfitted with Rail or Gauss weapons. Despite being in a whole category on their own, the use of rail rifles is so similar to Long Guns that they share the same skill set.

Special

Damage: [Bludgeoning, Piercing]

Out of Place: The nature of these weapons is that they are generally not carried around in most public places. Carrying these weapons, especially openly, will make a character *Out of Place*.

Rifle: See pg.204

Size: All Long Guns will take up  and take both hands to use unless otherwise stated.

CTAC SHOCKTROOPER AK (AKS-74U)

One of the first experiments in the widespread issue of augmented firearms, the standard AK-47 was upgraded with railgun technology. The cased rounds are still used, but the slug is accelerated along electromagnetic rails. Because it maintains both the

systems of a standard firearm and a rail weapon, it has considerable weight and is prone to overheating.

It requires coolant, cased tungsten ammunition, and a substantial power battery in order to function properly. Though extremely powerful, its use has been restricted to special forces or surgical strikes since the supply line logistics needed to keep ammunition, coolant, and power to general infantry proved to be less than worthwhile.

{Firearms — Long Gun (-2)} +0x

Capacity: 25

Damage: d8+  +1* (6+  avg.)

Tech Points:  

Cost: Price Lv.3

Special

Magazine: The weapon is magazine loaded. Adds Reload Triggered Effect. Standard Magazine holds 25 caseless tungsten rounds.

Magnetic Rail: This feature counts as *Powered*. Adds +1 to Damage (*already included in profile). Being unpowered for any reason will remove this bonus as the ammunition uses normal gunpowder propellant.

Rare

Standard Issue: CTAC

Triggered Effects

■ **Hit:** () Target takes Damage. Accuracy 1.

- **Reload:** () Use extra loaded magazine to remove all  from the weapon.
- **Saturation Fire:** ( or ) Add a Bonus of {Firearms +2} and add +2 to Damage.
- **Suppressive Fire:** ( or ) Targets making use of Cover will have to Resolve  immediately.

: LINK ESTABLISHED :

CTAC PRAETORIAN RAILGUN

The more modern railgun used by CTAC Praetorians is under Directed Energy Weapons as a Railgun/Coilgun variant. It does not use standard ammunition, so it is not covered here, and is instead on pg.225.

FRAG RIFLE

The Frag Rifle shares more in common with a grenade launcher than a standard rifle. In place of solid slugs, it hurls high bore, self-propelled explosive frag shells. It maintains the firing mechanism and feel of a rifle, making it extremely deadly in the hands of a soldier with even minimal specialist training.

The subsonic shells impact with the force of a rifle round and detonate with the force of a grenade after a short delay, making hits with them extremely deadly. However, due to the size and nature of the shells, the capacity is generally low, even with drum fed models.

This is among the most conspicuous man-portable weapons ever created. Its lack of subtlety completely betrays the sheer killing power of such a weapon.

{Firearms — Frag Rifle (-3)} +0x

Capacity: 6

Damage: 2d8+  (7+  avg.)

Avg. Tech Points:  

Cost: Price Lv.4

Special

Out of Place: The nature of these weapons is that they are generally not carried around in most public places. Carrying these weapons, especially openly, will make a character *Out of Place*.

Magazine: The weapon is magazine loaded. Adds Reload Triggered Effect. Standard Magazine holds 6 explosive shells.

Heavy 2

Fire Control: The frag rifle is designed to reduce recoil and expenditure of ammunition by slowing its rate of fire. Depletion Checks do not need to be made. The weapon's ammunition becomes exhausted once the  equals Capacity.

Triggered Effects

- **Hit:** () Target takes Damage. *Accuracy* 2.
- **Reload:** () Use extra loaded magazine to remove all  from the weapon.

Upgrades

- **Drum Fed:** () Increase Capacity to 10, but this adds **Heavy +1** and Reload requires an additional  to use.
- **Thermal Shielded Barrel:** () Can be loaded with AP Shells and Plasma Shells.
- **Sight, Laser:** () Using against a target in a Shared Zone will grant a Gear Bonus to {Firearms — Frag Rifle +1}. This feature is *Powered*.
- **Linked:** () This weapon can be *Linked*. This feature is *Powered*.
- **Folding Stock:** () Allows the following Triggered Effect:
 - ▶ **Deploy:** () No Move Action is taken, Attacker is *Deployed*. While Deployed, an attacker takes no penalties for using this weapon against targets in Shared or Adjacent Zones. Penalties against targets in Cover or using Defense will still remain. A character can remain Deployed so long as they do not take any Move Actions.



UTAS UTS-15 SHOTGUN

The UTAS UTS-15 is a modern pump-action shotgun, with twin side-by-side tube magazines above the barrel. It is able to alternate feed from both tube magazines with the tube selector in the central position. This has been further modified by engineers to enable different shells entirely to be fired as if it were switching firing modes. This makes them favored by special forces and police as they can adapt from breach rounds to slugs or shots with the flip of a switch.

{Firearms — Long Gun (-1)} +0x

Capacity: 15

Damage: Special

Tech Points:

Cost: Price Lv.3

Special

Double Tube Feed: The weapon is tube-fed by two 7 Shell tubes at the top of the barrel. With one shell chambered, the total Capacity comes to 15 when fully loaded. A character can choose up to two different kinds of shells to load, one type for each tube. If two different shells are used, they must track  separately.

Range: This cannot be fired into a Distant Zone and has reduced effectiveness against targets in Adjacent Zones taking a penalty of **{Firearms -2}**.

Shotgun Shells: Without any further modification, the modified UTAS UTS-15 can fire a wide variety of shells, which must be chosen ahead of time. Factory models will be able to fire Breaching Shells, Buckshot, EMP Shells, Stunbolt Slugs and Solid Slug shells.

Triggered Effects

- **Breach:** () Use at point-blank range (what would normally be considered close enough to initiate a Grapple) against a stationary object to reduce its Structure by 1. *Accuracy 1.*
 - ▶ Requires Breaching Shells to be used.
- **Hit:** () Target takes Damage based on the Shell type used. *Accuracy 1.*
- **Reload:** (Special) Remove one  from the shotgun per   Resolved.
- **Stun:** () Target Resolves   in a Shared Zone or  in an Adjacent Zone
 - ▶ Requires Stunbolt Slugs to be used.
- **Suppressive Fire:** ( or ) Targets making use of Cover will have to Resolve   immediately.
- **Switch Ammo Feed:** () A character can switch from one tube to the next, which can switch the kinds of Shells used by the shotgun.

Upgrades

- **Open Sight:** () add **+1x** to targets fired upon in Shared Zone. *Attachment.*
- **Thermal Shielded Barrel:** () Can be loaded with Frag, Tungsten Shells and Plasma Shells.

Shotgun Shells

- **Breaching Shells**
- **Cost:** Price Lv.1
- **Damage:** n/a

- Can use Breach Triggered Effect

■ Buckshot

- ▶ **Cost:** Price Lv.1
- ▶ **Damage:** 1d8+  (Shared Zone)
1d6+  (Adjacent Zone)

■ EMP Shells

- ▶ **Cost:** Price Lv.1
- ▶ **Damage:** 1d6+  vs. organic [Electrical]
1d8+  vs. Synth. Sleeve
[Electrical]
- ▶ **Ace:** Cause a *Powered* piece of gear to lose  permanently, including losing an upgrade if necessary. If the gear had no  to lose, and no *Powered* upgrades to damage, then the equipment's electrical components are irrevocably destroyed.

■ Frag

- ▶ **Cost:** Price Lv.2
- ▶ **Damage:** 2d6+  [Bludgeon, Thermal]
- ▶ **Rare**

■ Plasma Shells

- ▶ **Cost:** Price Lv.2
- ▶ **Damage:** 1d10+  [Thermal]
- ▶ +2 Damage to natal and clone sleeves

■ Solid Slug

- ▶ **Cost:** Price Lv.1
- ▶ **Damage:** 1d8+  [Bludgeon]

■ Stunbolt Slug

- ▶ **Cost:** Price Lv.1
- ▶ **Damage:** n/a
- ▶ Can use Stun Triggered Effect

■ Tungsten

- ▶ **Cost:** Price Lv.2
- ▶ **Damage:** 1d10+  [Bludgeon]
- ▶ **Armor Piercing**



DIRECTED ENERGY WEAPONS

This broad category consists of ranged weapons that use electricity to send either solid ammunition down a rail at supersonic speeds; or energized plasma, intense heat or cold, or charged subatomic particles to rip apart their targets at the atomic level. Ranged energy weapons fall under these categories:

Directed Energy Weapons

These weapons do not fire solid ammunition at all. Instead, they fire arcs of plasma, lasers, or charged energy particles to incinerate a target with incredible focused heat comparable to the surface of the sun. While extremely powerful and lethal, they are not widely used in the military because they have a very short range and a variable consumption of energy with each use, making them too unreliable for standard issue. They are also some of the most expensive weapons commercially available.

Possible Special Rules

Powered

Short Ranged: Generally only effective targets in Shared and Adjacent Zones.

Size: Varies from  for pistol variants to  for long gun variants

Slag (X): Saving against Real Death from attacks from this weapon will have **{Toughness -1}** per X.

Variable Power Consumption X: Rolling a Catastrophe on the Depletion Check will add an extra  per X to the gear instead of Exhausting it.

Railguns/Gauss Weapons

This has many permutations, but they all operate on the same principle that a ferromagnetic slug is hurled at supersonic speed towards a target using powerful electromagnets. Rail or Gauss weapons are categorized as energy weapons because they require a tremendous amount of electricity to hurl their payload, but they still fire solid slugs with virtually no recoil making them extremely accurate. As military rifles they have all but displaced cased ammunition firearms, as mass producing inert solid slugs and supplying energy to recharge the weapons has tremendous logistical advantages. Their sim-

ilarity to the use of conventional firearms means that they almost always use **{Firearms}** instead of **{Directed Energy Weapon}**.

Possible Special Rules

Armor Piercing: These weapons have such massive penetrating power that hits from them will annihilate personal body armor and even punch through cover. The attacks will often count as *Armor Piercing*.

Powered

NOTE

This weapon requires a massive energy output to propel its solid ammunition. However, some battery packs are combined with Magazines, so a fresh reload of ammunition will carry enough power in the Magazine to propel its ammunition to supersonic velocity. Otherwise, the weapon has an internal power source that is potent enough to fire dozens, if not hundreds of shots before requiring a recharge. Either way, the power requirement is still a liability. All vulnerabilities and restrictions that are placed on *Powered* equipment also apply to Rail and Gauss weapons.

BEAM RIFLE

A *Beam Rifle* is a catch-all term for an energy weapon that fires concentrated rays of exceptional thermal energy. Some even have settings to adjust from laser focus to wide beam to give the weapon some versatility.

{Directed Energy Weapon - Beam Rifle (-2)} +0x

Capacity: 10

Damage: d8+  (4+  avg.) [Thermal]

Tech Points:  

Cost: Price Lv.4

Special

Directed Energy Weapon

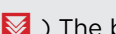
Powered, Energy Cell: Provides Capacity of 10.

Rare

Size: 

Slag 1

Triggered Effects

- **Hit:** () Target takes Damage. Accuracy 2.
- **Sever:** ( ) The beam is so intense that it can sever limbs. Roll Damage 3 times. If the Damage inflicted is (15+ target's ) or greater, an additional Injury is inflicted, even if the initial Damage inflicted is not enough to cause one. Narratively, it can sever limbs which will require  for Movement or "Disarm" as appropriate.

Upgrades

- **Advanced Power Cell:** () Add +5 to Capacity.
- **Heat Dispersal Coils:** () A character can re-roll a  if the result is the highest face on the die.
- **Setting, Narrow Beam:** () Change to **Damage: d10** [Thermal], Loses *Short Range* and increases *Slag* from 1 to 2.
- **Setting, Pulse:** () **Damage: d6** instead of d8, loses Sever Triggered Effect. Add  1 with Use as normal, but do not make a Depletion check.
- **Setting, Wide Beam:** () Change **Damage: d6** [Thermal]. Loses the Sever Triggered Effect and *Slag* Special Rule. Can only target opponents in a Shared Zone, but can target all opponents in a 90 degree arc with a single Use.

CTAC PRAETORIAN RAILGUN

Among the best military issue railguns in existence and one of the first adopted after the Shocktrooper AK-47 hybrid coilgun proved its worth on the battlefield, this weapon is the first full rail weapon with next to no moving parts and virtually no recoil.

It propels tungsten bolts at considerable speed. While the power output can vary to make the ammunition fired subsonic, the superdense tungsten

sleeved bolts used as ammunition are able to punch through ferrocrete as if it was paper.

{Firearms — Railgun (-3)} +1x

Capacity: 30

Damage: d10+  (5+  avg.) [Piercing]

Tech Points: 0

Special

Firing Mode, Semi-Automatic

Firing Mode, 3-Round Burst

Firing Mode, Fully Automatic

Magazine: The weapon is magazine loaded. Adds Reload Triggered Effect. Standard Magazine holds 30 caseless tungsten rounds.

Powered

Rail Weapon

Rare

Standard Issue: CTAC

Triggered Effects

- **Hit:** () Target takes Damage. Accuracy 1.
- **Reload:** () Use extra loaded magazine to remove all  from the weapon.
- **Saturation Fire:** ( or ) Add a Bonus of **{Firearms +2}** and add +2 to Damage.
- **Suppressive Fire:** ( or ) Targets making use of Cover will have to Resolve  immediately.

PARTICLE BLASTER

The most potent man-portable energy weapon in existence, the accelerated particle blaster, or simply particle blaster, is a compact particle accelerator that propels energized subatomic particles. When fired at the target, it ignites the air around it, leaving a bright ray of light in its wake whose intense heat can bore a hole in armor and flesh alike with equal ease. The lethal energy dissipates rapidly after a few dozen feet, but larger models have been known to have the range of conventional pistol weapons.

The particle blaster's cost, intense residual radioactive output, potential for collateral damage, and highly variable range means that they exist only in the hands of high-end private security forces and wealthy Meths for self-defense. They are often custom-made to fit the specifications of said individuals, making them visually distinguishable and making aftermarket upgrades next to impossible.

{Directed Energy Weapon — Beam (-2)} +1x

Capacity: 10

Damage: 2d10+ (10+ avg.) [Thermal]

Tech Points: 0

Cost: Price Lv.4

Special

Directed Energy Weapon

Powered, Energy Cell: Provides Capacity of 10.

Rare

Slag 2

Variable Power Consumption 1

Triggered Effects

- **Hit:** () Target takes Damage. Accuracy 2.
- **Reload:** () Use extra energy cell to remove all from the weapon.

SUNJET SNIPE MKXI

This product of General Systems is an extremely powerful energy rifle currently in use by many UN military groups and contractors. Unlike smaller models, it is more similar to traditional firearms than traditional Directed Energy Weapons. It produces such an intense heat that it literally vaporizes any-



CTAC Praetorian Railgun

thing in close range and can turn sand to glass. The beam width can be adjusted to sacrifice range for coverage.

{Directed Energy Weapons — Beam (-3)} +0x

Capacity: 25

Damage: d12+ (6+ avg.) [Thermal]

Tech Points: 0

Cost: Price Lv.4

Special

Armor Piercing

Directed Energy Weapon

Firing Mode, Arc: All targets within 25 feet of a 45 degree arc must Resolve or take [d10 Thermal] Wounds. All targets within 10 feet take [2d10 Thermal] Wounds. All targets within 5 feet take [2d12 Thermal] Wounds. This firing mode cannot target anything in an Adjacent Zone.

Powered, Energy Cell: Provides Capacity of 25.

Rare

Slag 1

Variable Power Consumption 1: Rolling a Catastrophe on the Depletion Check adds 1 to the gear.

Triggered Effects

- **Adjust:** () Activate or deactivate Firing Mode, Arc.
- **Hit:** () Target takes Damage. Accuracy 1.
- **Reload:** () Use extra energy cell to remove all from the weapon.



Particle Blaster

Commissioned by Bancroft for personal bodyguards



NEMEX

HYBRID WEAPONS

Some weapons straddle the line between categories. A hybrid weapon can use either energy or solid projectiles, but the ammunition itself, or the propulsion of the ammunition, is so unusual that it defies conventional categorization and will frequently require that a character specialize in a hybrid model specifically as opposed to the category as a whole.

Possible Special Rules

Energy Weapon: Using weapon will require that Capacity Results of an 6 will count as 5 and require a re-roll.

Firing Modes: A hybrid weapon generally has firing modes that allow it to have increased penetrating power, advanced targeting systems, and other such features.

Exotic: If the GM wishes to introduce a hybrid weapon of their own, it is so strange in untrained hands that its use without appropriate Specialization will nearly always have a **{Firearm/Directed Energy Weapon—(Hybrid Weapon) (-2)}** or more.

Size: Varies from  for pistol variants to  for long gun variants



INGRAM-40 FLECHETTE PISTOL

Also called the Phillips Squeeze Gun, the Flechette Pistol is a CTAC prototype weapon that fires flanged armor-piercing tungsten slugs called flechettes. The flechettes are magnetically fired using rail technology and can be recalled to the weapon at close range, allowing reuse of the ammunition along with the ability to hit targets from behind. The high energy requirements and lack of available space within the weapon's construction cause the energy cell to need fairly frequent recharging. The tungsten slugs have small guidance servos giving a margin of error to

the user as it hurls back to the weapon to become re-chambered. Otherwise, the returning flechette would be just as likely to strike the user as it would be rechambered into the weapon.

{Firearms — Flechette Pistol (-5)} +1x

Capacity: 10

Damage: 1d10+  (5+  avg.) [Piercing]

Tech Points: 0

Cost: Price Lv.4

Special

Armor Piercing

Deadly 1

Energy Weapon

Fire Control: The character does not make Depletion Checks when using this weapon. It will become Exhausted when  equals the Capacity.

Pistol Weapon

Rare

Recall Range: The ability of the Flechette Pistol to recall its special tungsten flechette ammunition compared to its ability to propel it is very disproportionate. A flechette can only be "Recalled" from an attack made in a Shared Zone. Firing the weapon at longer range will propel the flechette further than it can be recalled. A GM can resolve  to represent this occurring.

Triggered Effects

- **Hit:** () Target takes Damage. Accuracy 1.
- **Recall:** () As a Move action, remove a single  from the weapon. If the character Resolves an additional  during the Round, the recalled flechette will strike a target and inflict 1d6 Wounds.

NEMESIS X (NEMEX)

Manufactured under license for Mannlicher-Schoenauer, the very powerful, very accurate Nemesis X fires a jacketed slug with a customized propellant called Druck 31. The magazine takes eighteen staggered shells. It is a bit bulky, but worth it in a firefight.

Some models can be converted into weapons that exclusively fire plasma bolts.

{Firearms — Pistol (-2)} +1x

Capacity: 18 (Rounds or Power Cell charges)

Damage: d10+ (6+ avg.) [Bludgeon, Piercing]

Tech Points:  

Cost: Price Lv.3

Special

Magazine: The weapon is magazine loaded. Adds Reload Triggered Effect. Standard Magazine holds 18 shells.

Triggered Effects

- **Hit:** () Target takes Damage. Accuracy 1.
- **Reload:** () Use extra loaded magazine (or power cell) to remove all  .

Upgrades

D.E. Conversion: ( ) The Kit to upgrade this is Rare. Alter to D.E. Conversion Profile:

{Directed Energy Weapon — Plasma (-2)} +1x

Damage: 1d12+ (7+ avg.) [Thermal]

Special (D.E. Conversion)

Energy Weapon

Firing Mode, Focused Charge: Increase Damage by +2.  1d4 per Use instead of just  1.

Firing Mode, Pulse: +3 Damage against natal sleeves and clones, -2 Damage against Synth Sleeves, Requires  1d4 per Use instead of just  1.

Powered, Energy Cell

Rare

Slag 2

Variable Power Consumption

Triggered Effects (D.E. Conversion)

- **Adjust:** ( ) Activate or deactivate Firing Mode, Focused Charge and Pulse.
- **Hit:** () Target takes Damage. Accuracy 1.

SHARD PISTOL

This strange, compact weapon designed for assassinations is the product of Heckler & Koch industries. It fires a barrage of splinters and is utterly silent to unaided human audible frequencies. It's Magazine fed, but the inside of the Magazine is packed with a solid material made from compacted filaments laced with poisons. These filaments are sonically fractured apart and propelled towards its target.

{Directed Energy Weapon — Shard Pistol (-4)} +1x

Capacity: 20

Damage: Special

Tech Points: 

Cost: Price Lv.3

Special

Extremely Short Ranged: Can only be used against Targets in a Shared Zone.

Firing Mode, Spread Shot: This will allow the weapon to be treated as a Blast weapon and hit all targets in a forward firing arc.

Firing Mode, Focused Shot: Increase Damage by +2 and increase Difficulty of any required Save Throws by {-1 per  }.

Triggered Effects

- **Hit:** () Target takes Damage. Accuracy 1

Upgrades

- **Agonizer:** () Damage: 1d6+  [Poison]. Target must pass a {Discipline} Skill Check or they inflict d3 Wounds on themselves as they claw at their own flesh in agony. Target must also Resolve () + () per  .
- **Soma:** () Damage: 0. Target must make {Endurance -1 per  } or be knocked unconscious. Even passing the check will force the target to Resolve   .
- **Spider Venom:** () Damage: 1d10+  [Poison]. Accuracy 1.
- **Target Proximity Monitor:** () Changing firing modes does not require any  to be Resolved.

THROWN WEAPONS

Often seen as archaic, thrown weapons have certain applications that make them useful. When a character needs a weapon with an area of effect, grenades fulfill that purpose.

Size: Grenades are , but a clutch of several grenades can often fit in the same allotment of space.

Grenade

Grenade weapons are used for a variety of purposes and are always tailored to meet a specific situation. They range from non-lethal crowd control to the devastating anti-personnel and anti-materiel. They are generally highly restricted unless you are police or military, and even then, using them outside of their prescribed protocol is grounds for severe censure.

Grenade weapons function one of two ways: Blast and Shaped Charge.

Blast: A Blast is the most direct. It is used with **{Throw}** and detonates in an equidistant effect radius from the explosive device. The strength of the effect diminishes as the targets are further away from the blast. A character using a Blast weapon must Resolve one of the Triggered Effects described in the Blast special rule on pg.199, but all targets in range will have the result of "Effect Radius" against them regardless if other Triggered Effects have been Resolved against them, such effects will combine.

Shaped Charge: A Shaped Charge directs the force of the blast asymmetrically. It is not thrown, but rather deployed and armed using **{Engineering}**. The force of the blast is sent primarily in one direction upon detonation. Depending upon the purpose of the explosive, it can be directed towards the surface on which it is deployed, which is how demolition and breach charges work, or it can be directed away from the surface on which it is deployed, which makes it anti-personnel or anti-vehicle.

Shaped Charges can be deployed with sensor triggers and remote detonation features, meaning the explosive will remain inert until it is triggered. Usually, the target is allowed to make **{Detection}** as a Save Throw to determine if they notice it and take reduced damage. If the potential targets are actively looking for them, then they may be allowed

a **{Search}** to avoid triggering the proximity detectors altogether.

TERMITE GRENADES

Termite Grenades are flat disk-like shaped charges designed to deliver a powerful shockwave against vehicles and equipment. At point blank, it is used to breach even the toughest armor and those protected by it, or are nearby, are often concussed and easily overpowered. Unlike other grenades, these are not the most effective when thrown. They are designed to be used as portable demolition charges and clamped into place so the full force of the detonation rends the target apart.

{Engineering — Demolitions (-4)} +1x

Capacity: n/a

Damage: 2d6 [Bludgeoning, Thermal]

Tech Points: 

Cost: Price Lv.3 (+1 per  past the first)

Special

Armor Piercing

Breach Charge: If clamped on even an armored doorway, the door will be blasted away. All within the same Zone not behind cover takes 1d10 Wounds and will have to Resolve all their  for this round.

Demolition Charge: If clamped on a vehicle or structure, it will almost certainly destroy it upon detonation by inflicting d10 Structure Damage. One Termite Grenade can also reduce about 1 ton of material to rubble. This is extremely difficult to use on moving vehicles, since Termite Grenades need to be attached in place.

Shaped Charge: This grenade does not use **{Throw}**. Its proper use is with **{Engineering}**.

Triggered Effects

- **Demolitions:** () Increase Structure damage with Detonation by +1. *Accuracy 2.*
- **Detonation:** () Inflict damage to the target the grenade was clamped on as per the Demolition Charge. Resolve  or  with Demolitions or Miscalculation.

- **Miscalculation:** () The detonation will reduce Structure Damage dealt by -1 per  Resolved.

Upgrades

- **Clutch:** () The character carries a device comprised of space-efficient interlocking grenades. This clutch can hold up to three Termite Grenades without taking up any additional Cargo Units or Body Slots.
- **Proximity:** () This can be deployed with a proximity detector or pressure plate. Due to the nature of this explosive, it is designed so that it only detonates when vehicles are nearby and infantry will not be prioritized as targets.
- **Remote:** () This can be detonated with a remote or with a *Linked* system (). This will require a **{Discipline}** in order to determine damage against vehicles. Any damage against structures will still use **{Engineering}**.

STUN GRENADE

This device is meant to be nonlethal and produces a loud bang and a flash of light that disorients everyone nearby. Some variants carry pungent odors, hallucinogenic chemicals, or chaff to scramble electronic sensors. It has many shapes and forms, but the effects will be extremely similar.

{Throw — Grenade (-1)} +1x

Capacity: n/a

Damage: n/a

Tech Points: 

Cost: Price Lv.2 (+1 per  past the first)

Special Grenade

Triggered Effects

- **Stun:** () One opponent per  will be required to Resolve  and a target can only be struck by this once in a Round.

Upgrades

- **Clutch:** () The character carries a device comprised of space-efficient interlocking grenades. This clutch can hold up to three Stun Grenades without taking up any additional Cargo Units or Body Slots.
- **Proximity:** () This can be deployed with a proximity detector or pressure plate.
- **Remote:** () This can be detonated with a remote or with a Linked system (). This will require a **{Discipline}** in order to determine effectiveness.
- **Gas, Irritant:** () The stun effect is partially due to the powerful inflammatory chemicals that irritate the senses of the target. Each target who is struck by this weapon will need to make a **{Discipline, Endurance}** or the effect will force a character to Resolve  the following Turn and  the Turn after that.
- **Smoke:** () The Shared Zone will be filled with smoke. Unless someone has optical augments to see alternate light sources or otherwise see through smoke, it will cause **{“Perception” -2}**. If this is upgraded with a further  the smoke will include scrambling chaff that will prevent any kind of scanning or augmented vision in the Zone.

FRAG GRENADE

This is a basic anti-personnel grenade, but there are many especially dangerous configurations that are meant to deal with the increased durability of synthetic sleeves.

{Throw — Grenade (-2)} +0x

Capacity: n/a

Damage: 3d6/2d6/1d6 [Bludgeoning, Thermal]

Tech Points: 

Cost: Price Lv.2 (+1 per  past the first)

Special Grenade

Triggered Effects

- **Cook Grenade:** () {Save Throw -2} for any effect this grenade causes.
- **Direct Hit:** () Target takes +3d6 Wounds as Damage. This target is the center. All Damage is *Deadly*.
- **Hit:** () Target takes +2d6 Damage.
- **Glancing Hit:** () Target takes +d6 Damage. *Deadly 1*.
- **Effect Radius:** ( or ) All targets within the radius of the weapon from the Center will make an appropriate {Save Throw -3} or suffer d6 Damage. This can combine with either Direct Hit, Hit, or Glancing Hit.

Upgrades

- **Clutch:** () The character carries a device comprised of interlocking grenades, which are very space efficient. This clutch can hold up to three grenades without taking up any additional Cargo Units or Body Slots.
- **Proximity:** () This can be deployed as a Shaped Charge with a proximity

detector or pressure plate. The triggering target must pass a {Detection} or they will be targeted with the Direct Hit result.

- **Remote:** () This can be detonated with a remote or with a Linked system (). This will require a {Discipline} in order to determine damage.
- **Smart Shrapnel:** () This shrapnel will burrow itself deeper as it hits exposed flesh, rendering most protection useless. The Grenade has the *Armor Piercing* and *Deadly 2* Special Rule.

HALLUCINOGEN GRENADE

Metal cylinders bundled together with a thin crimson line around each canister denote the potent hallucinogen grenade. Exposure to gasses expelled by this device causes temporary disorientation, including experiencing auditory and visual hallucinations and even a willingness to do extreme self-harm.

{Throw — Grenade (-1)} +1x

Capacity: n/a

Damage: n/a



Tech Points: 

Cost: Price Lv.3 (+1 per  past the first)

Special

Grenade

Environmentally Sealed: Targets in Environmentally Sealed apparel are immune to this grenade.

Triggered Effects

- **Backdraft:** () User or other friendly target in the Shared Zone with the intended target are struck by this Grenade's effects.
- **Effect Radius:** () Target Resolves up to  Active Speed Dice.
- **Full Dose:** () Target Resolves all  and inflicts 1 Wound equal to the Results on all the  the target is forced to Resolve due to this grenade.

Upgrades

- **Clutch:** () The character carries a device comprised of interlocking grenades, which are very space efficient. This clutch can hold up to three grenades without taking up any additional Cargo Units or Slots.
- **Proximity:** () This can be deployed as a Shaped Charge with a proximity detector or pressure plate. The triggering target must pass a **{Detection}** or they will take damage from the center of the blast.
- **Remote:** () This can be detonated with a remote or with a Linked system (). This will require a **{Discipline}** in order to determine damage.

GRENADE DISPENSER CLIP

This allows the rapid deployment and use of flat diskette sized microgrenades that can be adhered to a surface as a shaped charge or thrown. They lack the impact of regular grenades, but a Dispenser Clip can hold several grenades and be used rapidly, making up for their lack of power with their flexibility.

{Throw — Grenade (-3), Engineering — Demolition (-4)} +0x

Capacity: 10

Damage: Special

Tech Points:  

Cost: Price Lv.3

Special

Anti-Materiel: This can be detonated as a breach charge. Upon detonation, it will cause d4 Structure Damage to the target it is adhered to, or reduce 500 lbs. of solid material to wreckage or rubble. This also makes the device a Shaped Charge. Multiple charges can be used on the same breach, but they will all detonate with the same command. Each additional charge will increase the Structure Damage by 1 to a max of +3. Adding 4 or more grants +1x.

Anti-Personnel: This becomes a Thrown weapon and will detonate either when the timer runs out or upon impact. This weapon is the same as a Frag Grenade as described on pg.230.

Settings: The user sets what is default for the grenades in the Dispenser Clip, and every grenade used in this way will have that setting unless the character Resolves an additional  to create a new Setting for the grenade just dispensed. The Settings are Anti Personnel and Anti Materiel. They can set a timer from 3 seconds after release up to 30 minutes. Each configuration of those factors counts as its own setting.

Shaped Charge: Any grenade can be programmed to be a Shaped Charge, which changes the blast radius from a roughly 20ft sphere to a 40ft cone. Shaped charges use **{Engineering}** instead of **{Throw}**.

Use: Each Use will add a  but will not require a Depletion Check. The supply will Exhaust when the number of  equals the Capacity.

Triggered Effects, Anti Materiel

- **Demolitions:** () Increase Structure damage with Detonation by +1.
- **Detonation:** () Inflict damage to the target the grenade was clamped on as per the Demolition Charge. Resolve  or  with Demolitions or Miscalculation.

- **Miscalculation:** () The detonation will reduce Structure Damage dealt by -1 per  Resolved.

Triggered Effects, Anti Personnel

- **Cook Grenade:** ( ) {Save Throw -2} for any effect this grenade causes.
- **Direct Hit:** ( ) Target takes +3d4 Wounds as Damage. This target is the center.
- **Hit:** () Target takes +2d4 Wounds as Damage.
- **Glancing Hit:** () Target takes +d4 Wounds as Damage.
- **Effect Radius:** ( or ) All targets within the radius of the weapon from the Center will make an appropriate {Save Throw} or take d4 Wounds as Damage.

Upgrades

- **Linked:** () This can be linked to a processor or HUD to ignore the need to spend  noted in the Settings rule. The user can also detonate the placed charge remotely with a button or verbal command instead of using a timer or impact settings.
- **Increased Capacity:** () Increase Capacity by +3.
- **Proximity:** () The grenades can now detonate based on proximity. It is assumed that anti-materiel will not be triggered by human sized targets, only vehicles and anti-personnel will be triggered by sensor, such as pressure, body temperature, or sound. A character can specify what the trigger is, but it is not necessary.
- **Stun:** () This additional Setting can instead force all within its blast radius to Resolve  per  Resolved in {Throw, Engineering}

THROWING BLADES

Though lacking stopping power on their own, the allure of throwing blades outweigh their effectiveness. Those who bother to train with these weapons will find themselves with a way to silently deliver attacks, often laced with deadly poisons.

{Throw — Blades (-5)} +0x

Capacity: n/a

Damage: 1d4+ ( -1) (1+  Avg.)

Tech Points: 

Cost: Price Lv.1 +1 per  past the first

Special

Concealment 1

Cumbersome: These are balanced for throwing, so using them with {Melee Attack} will have the following profile: {Melee Combat — Blades (-5) -3}. Despite their use in this way, a character can specialize in this to remove the -5 penalty, but the -3 will remain.

Triggered Effects

- **Hit:** () Inflict Damage against a target. Accuracy 1.

Upgrades

- **Cartridge Dispenser:** () The throwing knives are dispensed from a case that holds several such weapons. These blades will have an altered profile of Wounds:  -2 but a Capacity of 10. These can be poisoned, but cannot be Tebbit knives specifically, and they are far too frail to be used in melee, so cannot be used with {Melee Attack} at all.
- **Tebbit Knife:** () The throwing variety of the Tebbit Knife can deliver poison with even the slightest scratch. Each  Resolved with Hit will inflict an additional d6 [Poison] Wounds. If the blade is instead loaded with a non-lethal drug or some other less deadly toxin, then having Resolved at least  per  of the target will administer the poison or drug with the attack.

From high fashion to power armor, the variety of apparel that a character can find and use is simply staggering. The Apparel category of equipment encompasses anything that is worn as clothing or protection. Clothing will take up Body Slots. (See pg.200)

CLOTHING

Apparel categorized as clothing has the widest variety of appearances and functions. For the most part, they are worn by everyone and most clothing has smart features that add comfort and ONI connectivity. Most upgrades will rarely offer more than environmental protection. Clothing is as much an indication of status as it is of comfort. Expensive designer brands can turn the right heads, or an official uniform can convey authority in certain situations.

BELT

A character can wear a belt that allows multiple items to be holstered.

Tech Points: 

Capacity: 0 (unpowered by Default)

Cost: Price Lv.1 +1 per additional 

Special

Body Slot: Waist

Upgrade

- **Holster:** () A character can keep one weapon holstered on a belt. It will occupy the Waist Body Slot until drawn. To draw a weapon, a  must be Resolved.
- **Utility:** () A character can have a harness that will allow an extra  worth of gear to be held on the Waist Body Slot.

CLOTHES

There are extremely popular and common fashionable clothing lines that have some additional features besides style.

Tech Points: 

Capacity: 0 (unpowered by default)

Cost: Price Lv.1 +1 per additional 

Special

Body Slot: Choose One

Layering

Upgrades

- **Broadcast Blocker:** () The character has passive protection from AI intrusion and reduced visibility when scanning via civilian ONI searches. Attempting to locate this character with scanner sweeps will have a penalty of **{Skill Check -1}**.
- **Environmental Repulsor:** () The character has a hidden button or command prompt that projects a weak repulsor field that can repel rain, snow and flying debris from wind. This makes tolerating bad weather easier, which grants **{Discipline +2}** when forced to endure inclement weather and has Protection +1 against Blast weapons..
- **Hidden Pockets:** () The pockets are actually compartments that are hidden with either clever folds in the fabric or microtech seals undone by command words or physical prompts. This will increase the Concealment bonus conferred to items held in Pockets to Concealment +3. This property itself will have Concealment 3.
- **Rigid Fiber:** () The cloth can become rigid from an electrical current that temporarily makes the fabric as durable as many layers of carbon fiber. The first time a character is struck with an Attack, increase Protection provided as *Armor* by +1d10 for the duration of the Turn.
- **Self-Defense:** () Once per Encounter, a character can Resolve  in order to force a target in Grapple range to resolve    and take 1d6 Wounds as [Electrical] Damage.

- **Uniform:** () The clothing counts as a *Uniform 1* and gives a bonus when making commands or appeals using its implied authority of **{+1}**. Law Enforcement and Ranking Officers will increase this bonus with the appropriate attire or insignias to +2 or more.

ARMOR

Apparel categorized as Armor is worn explicitly as protection from harm in combat. It is extremely uncommon for it to be seen outside of the context of military or police actions. Private military contractors and off-duty or discharged Protectorate Marines will often have some items of protective gear Requisitioned to them. Armor worn outside of the context of combat situations or police actions will raise suspicions, and unless a character is extremely clandestine, it will likely be reported.

Special

Armor: This kind of apparel has a set of properties against all attacks that are not *Armor Piercing*. If a character is struck with an attack that is *Armor Piercing* while wearing *Armor*, then all rules under the *Armor* entry are ignored for that attack.

Out of Place: Wearing *Armor* will be considered *Out of Place* for all civilian locations that are not active warzones or targeted by police for some kind of raid.

BODY PLATE

A fairly common part of public and private security personnel uniforms, Body Plate consists of layers of armored plate over vital organs and a high collar to protect against damage to the cortical stack. It doesn't carry the social stigma of wearing armor in public to the same degree that battle armor would if in the right context.

Tech Points:  

Capacity: 0 (unpowered by default)

Cost: Price Lv.2 +1 per additional 

Special

Body Slot: Chest, Arms

Defense 1 [Bludgeoning, Piercing, Slashing]

Upgrades

- **Advanced Ablative Plating:** () Grant *Armor: Protection 1d6 [Bludgeon, Piercing, Slashing]*
- **Uniform:** () This can be worn as a part of a uniform, which will add the Uniform special rule. It will also allow this to be Requisitioned from an Organization a character may be affiliated with.

COMBAT SUIT

There are several varieties of combat apparel that come equipped with several options for the wearer. This is not a single model, rather it represents a category: Light armor with a high degree of combat-usable modifications. They are generally low on physical protection, but the sheer number and fantastic properties of some of the upgrades make the tradeoff more than worth it.

Tech Points:  

Capacity: 8

Cost: Price Lv.2 +1 per additional 

Special

Armor: Protection 2

Body Slot: Occupies all Body Slots but Hands

Upgrades

- **Active Camouflage:** () The suit can change color and pattern to match a background the character is hiding against. The character can add **{Stealth +1}**. This bonus is increased to a **{Stealth +3}** if the character remains still. This bonus only applies to being spotted visually. This will also increase Defense against Ranged attacks by 2 from anyone without advanced scanning capabilities. This Defense is increased to 3 when the attack is made from an Adjacent Zone. From a Distant Zone, it's unlikely the character will be able to be targeted at all without extremely advanced sensory apparatus. *Powered 4.*

- **Advanced Material:** () The Combat Suit's properties are not derived from a powered source, but an exotic or highly advanced material. The Neuroarmor, Active Camouflage, and Stealth Suit upgrades no longer count as *Powered* features.
- **Battle Armor:** () Hardened plates will allow a character to count as armed when making **{Brawl}** and increase Defense by +1. Add *Battle Armor* special rule on pg.199.
- **Environmentally Sealed:** () *Powered 2*. Can count as *Powered 1* if  is used.
- **HUD Scanner:** () The suit features a built in Heads-Up Display (See CTAC Praetorian Armor pg.237). *Powered 1*.
- **Linked:** () The suit can have *Linked* weapons and items. *Powered 1*.
- **Neuroarmor:** () The character has protection from Stunbolts and other attacks that Stun or attack then nervous system. The combat suit has a Defense 2 when targeted with weapons using attacks that utilize

Stunbolts or that are using a Stun setting or otherwise use the Stun Triggered Effect.

- **Neurospring Sheath:** () The character can conceal any weapon with the *Defensive* rule. without using a Body Slot. The concealed weapon will need to spend a  of its own in order to be compatible with this device. Any weapon in such a sheath is considered Linked and gets *Concealment +2*. *Powered 1*.
- **ONI Interface:** () *Powered 1*.
- **Stealth Suit:** () The suit is a Stealth Suit, meaning that it can hide from every means of scanning that are not visual or heat-signature based. Add **{Stealth +3}** against security scans and synthetic sleeves or any sleeve with ocular implants. Additional +1 Defense against Ranged attacks. *Powered 4*.
- **Stun Plates:** () A character gets the following Triggered Effect that can be used unarmed in melee or grapple range. *Powered 1*.

► **Stun:** () Target Resolves  



CTAC PRAETORIAN ARMOR

Despite its advanced appearance, CTAC Praetorian Armor is one of the oldest models of all-enclosing armored suits still in use. This armor provides excellent protection, but at the expense of mobility. The wearer is reliant upon a complex scanning apparatus to see with their enclosed helmets. It also provides cortical stack protection and networking, a standard feature in most ONI systems. With its terrifying appearance, this armor has an advantage for shock troops and still sees extensive use in surgical strikes and raids.

Tech Points:  

Capacity: 6

Cost: Price Lv.4

Special

Armor: Protection 4 [Bludgeon, Piercing, Slashing]

Battle Armor: All Body Slots but hands.

Bulky: {Athletics -2}

Defense 2 [Bludgeoning, Piercing, Slashing]

Linked: Praetorian Armor is *Linked* to any weapon it is carried as Standard Issue. Many such items have benefits for doing so as described in the entry.

Rare (Not Commercially Available)

Standard Issue: This is only distributed to Protectorate Marines, though some keep them after discharge with special permission. Each piece of armor is traceable to the Protectorate Marine to whom it was issued. Any character using it other than the issued soldier will have {**Composure, Stealth -2**} when trying to evade detection that the armor is either stolen or worn by another.

Terror: Opponents get {**Composure, Discipline -2**} during encounters with anyone wearing this armor.

Upgrades

- **Ablative Plating:** () Grant an additional +1 Protection against [Bludgeoning] damage.
- **Ceramic Plating:** () Grant an additional +3 Defense against [Thermal] damage

- **HUD Scanner:** () Powered 1. Add the following Triggered Effects to the CTAC Praetorian Armor if it includes a Praetorian Helmet:

- ▶ **Scan:** () {**Detect +2**} this Round.
- ▶ **Targeting:** () Increase Damage by +1 to any Linked Firearm, Small Arms or Directed Energy Weapon.
- ▶ **Database Inquiry:** (  ) {**Investigation, History +2**} this Round. Requires ONI access.

PROTECTORATE MARINE ARMOR

The Protectorate Marines wearing standard issue armor enjoy head to toe protection with layers of ablative plating and heat dissipating fabrics that make even certain Directed Energy Weapons far less effective against them. Marine Armor is extremely similar to the iconic Praetorian Armor but lacks much of the advanced scanning and targeting apparatus of that model.

Tech Points:  

Cost: Price Lv.3

Special

Ablative Plating: Increase Defense by a further +1 against [Bludgeoning] damage.

Battle Armor, All Body Slots except hands

Defense 1 [Piercing, Slashing, Thermal]

Rare (Not Commercially Available)

Standard Issue: See entry in CTAC Praetorian Armor.

Upgrades

Same as CTAC Praetorian Armor except HUD Scanner.

FLAK COAT

Personal protection is common. What is even more common is protective gear taking the appearance of normal clothes. There are numerous companies that specialize in apparel that are both fashionable and give a modicum of protection from the elements and attacks. These are greatly favored by everyone from street thugs to corporate executives.

Tech Points: 

Cost: Price Lv.1 +1 per  past the first

Special

Armor: Protection 3 [Bludgeon, Slashing]

Body Slots: Chest, Arms

Concealment 1

Pockets: Can confer *Concealment +1* on anything  or smaller hidden inside of it.

Upgrades

- **Ablative Plating:** () Increase Protection provided by *Armor* by +1 against [Bludgeoning] damage.
- **Broadcast Blocker:** () The character has passive protection from AI intrusion and reduced visibility when scanning via civilian ONI searches. Attempting to locate this character with scanner sweeps will add **{Skill Check -1}**.
- **Environmental Repulsor:** () The character has a hidden button or command prompt that projects a weak repulsor field that can repel rain, snow and flying debris from wind. This effectively makes tolerating bad weather easier, so it can upgrade **{Discipline}** one Skill Level when forced to endure inclement weather.
- **Hidden Pockets:** () The pockets are actually compartments that are hidden with either clever folds in the fabric or microtech seals undone by command words or physical prompts. This will increase the *Concealment* bonus conferred to items held in Pockets to *Concealment 3*. This property itself will have an increase to *Concealment 3* as opposed to the normal *Concealment 1* of this apparel.
- **Rigid Fiber:** () The cloth can become rigid from an electrical current that temporarily makes the fabric as durable as many layers of carbon fiber. The first time a character is struck with an attack that used **{Melee Attack}** then increase Protection provided by the *Armor* rule by +d10 for the duration of the Turn.

- **Self-Defense:** Character can Resolve  in order to force a target in Grapple range to Resolve    and take 1d6 Wounds as [Electrical] Damage.

POLICE RIOT ARMOR

Police riot armor is deployed when police raid known drug dens and various criminal outfits. It borrows heavily from the design of the Protectorate Marines and has many superficial similarities, but aside from protection of the cortical stack, it does not have as many layers of armored fabrics and plating.

Tech Points: ( )

Cost: Price Lv.2

Special

Armor: Protection 2

Body Slots: Chest, Arms, Legs

Defense 1 [Bludgeoning, Piercing, Slashing]

Rare

Requisition: Police Force, Law Enforcement

Uniform 3 "Police Force, Law Enforcement"

Upgrades

- **Ablative Plating:** () Increase Protection provided by *Armor* by +1 against [Bludgeoning] damage.
- **Battle Armor:** () Hardened plates will allow a character to count as armed when making **{Brawl}** and increase Protection by +1. Add *Battle Armor* special rule.
- **Holsters:** () A character can keep one weapon holstered on a waist and one on the chest, neither one can be larger than  in Size, so   total. This will occupy the Waist Body Slot normally. To draw either weapon, a  must be Resolved.
- **Self-Defense:** () Character can Resolve  in order to force a target in Grapple range to Resolve    and take 1d6 Wounds as [Electrical] Damage. This will count as a Stun attack.

THE TECHNOLOGY LEVEL PRESENTED IN *Altered Carbon* is extremely advanced. Normal pieces of jewelry, trinkets, or baubles can carry several hidden properties that will allow the wearer to take advantage of secret features. These additional properties may not immediately draw attention and often avoid detection by all but dedicated security measures. These items generally provide a Special Rule or two to the wearer and often allow *Layering* without penalty due to their smaller size.

Special

Size: All Devices take up  unless otherwise stated.

BATTERY PACK

This small device can provide backup energy in a pinch, or it can provide passive increases to overall power capacity. This also provides ammunition to some Directed Energy Weapons.

Tech Points:  +( per Price Level)

Cost: Price Lv.1 +1 per  past the first

Special

Linked: This can be applied to any device that has the *Linked* Special Rule.

Power Supply: This can be used to power any combination of *Linked* gear that have a maximum total of *Powered 1*.

Recharge: These can be recharged and reused.

Inert: This battery is technically *Powered*, but it can be inert until needed or used.

Upgrades

- **Adapter Couplings:** () This can supply power to something that is not *Linked*.
- **Advanced Power Supply:** () Same as Power Supply, but it will allow use of *Powered 2* worth of *Linked* gear.
- **Emergency Power:** ( or more) Remove  1 from a power source. Spending more than  will allow an additional  to be removed per  spent on this upgrade.

Using a battery in this way will Deplete the battery. This can be used in combat, but transferring power to a Directed Energy Weapon will only happen after  have been Resolved to reload the weapon.

BATTERY PACK, D.E. WEAPON POWER CELL

These are specially designed to provide a reload to Directed Energy Weapons. Unlike normal Battery Packs that can recharge such weapons in a pinch, this is designed specifically for the high-energy demands of Directed Energy Weapons. By changing out the exhausted power source with this one, a Directed Energy Weapon can be rapidly brought to full charge, much like a magazine of solid slug ammunition does for a firearm.

Tech Points:  +( per Price Level)

Price Level: Lv.1 (may vary based on weapon)

Special

Directed Energy Weapons Compatible: This can be used with any Directed Energy Weapon that has enough  to reload that particular weapon category. Without any upgrades, it can remove  2 from any Directed Energy Weapon.

Powered: While inert until used, effects that target or otherwise effect *Powered* gear will be able to target this device.

Recharge: These can be recharged and reused.

Triggered Effects

- **Reload:** () Remove all  from a Directed Energy Weapon. This device will need the proper  upgrades required to provide energy for specific categories of Directed Energy Weapons.

Upgrades

- **Magazine Configuration:** () Reload only needs to Resolve  to use.
- **Directed Energy Weapon Reload, High Energy:** () Remove all  from

a Plasma Bolt, or Force Directed Energy Weapon with only a Reload.

- **Directed Energy Weapon Reload, Particle:** (  ) Remove all  from a Particle Beam Directed Energy Weapon with only a Reload.

BIO WELDER

This welder is capable of patching up superficial wounds in an incredible amount of time. It still requires trained hands, but if you are not too concerned about scars, pretty much anyone will be able to fuse ruptured tissue with this device.

{Medicine, Digital Engineering* — Bio Welder 10 (-3)} +0x

Tech Points:  

Cost: Price Lv.2 +1 per  past the first  

Special

Medical Gear

Upgrades

- **Advanced Bio Welder:** ( ) Add **+1x** to Use this equipment.
- **Advanced Organic Fusion:** () Increases the amount of Wounds healed with Triggered Effects by +1 per  Resolved.
- **Autosurgeon:** (  ) This is a large, fully-automated device that is capable of performing surgeries using a series of spidery limbs to minimize the invasiveness of procedures. The device is no longer portable, but allows **{Digital Engineering}** and grants a **{+5}** Gear Bonus to utilize it.
- **Bone Welder:** ( ) Gives access to the Bone Weld Triggered Effect.
- **Guidance Servos:** () Adds a bonus of **{+1}** when using.
- **Linked:** () This can be Linked to a deck or other processor with access to advanced medical screening (). This adds a bonus to use of **{Medicine — Bio Welder +2}**.

Triggered Effects

Bone Weld: () Heal 1d6 Wounds or heal one lost  **1** from a Bone Injury during a Short Rest or  **1d6** during a Long Rest.

Tissue Weld: () Heal 1d6 Wounds or restore  **1** from a Flesh Wound during a Short Rest or  **1d6** during a Long Rest.

CHASSIS UPGRADE

A chassis upgrade is an advanced form of kit that allows additional features to be added to equipment.

Tech Points: ()

Cost: Price Lv.2 +1 per ()

Special

Upgrade Chassis: The named category of equipment may add a  per Tech Point that can be used immediately on any upgrade that requires a  to be used. See Using Tech Points on pg.194 to see how this works.

DATA STORAGE

There is no shortage of storage mediums for programs, and some are even robust enough to store DHF. In this case, it is a matter of storage and not meant for implantation into a sleeve. Only cortical stacks are designed to do this. Smaller storage mediums are meant to hold programs or drivers for discreet wireless transport. They are generally inert, so they require no power of their own, relying instead on a deck or bio-phone jack.

Tech Points:  

Cost: Price Lv.1 +1 per   past the first  

Special

Requirements: A device that is capable of being *Linked* and/or with a network interface in order to recognize the data stored in this device.

Powered: The data can only be accessed from a device that is *Powered*.

Concealment 1

Storage: Each  spent on Storage will allow one program to be fully loaded into this, or be able to hold the information of one large database.

DHF: Each  spent on Storage will allow a complete copy of someone's DHF to be transferred to it.

Upgrades

Encryption: (Special) All **{Digital Networking, Data Engineering}** checks trying to access data from this storage device gets a 1 Difficulty penalty per  spent to a maximum of 5 Difficulty.

Server: () The storage device can be enabled as a server for remote access. Any character or person given a passkey (or passing a **{Digital Networking 5}** to break in) will be able to access all data stored in the device.

Storage: (Special) See Storage Special Rule above.

NOTE

The density of storage in this setting is so great that most image files, video files, audio files and other forms of data we traditionally store on things like flash drives will be done with incredible ease in *Altered Carbon*. Consider that a person's entire memory and personality fits in a storage device the size of a large coin. Even cheap data storage will be able to store more files than any character should need. Entire databases of material from a Protectorate or corporate network can be easily stored.

DRONE

Drones that can be programmed to do a multitude of tasks independently, or they can be controlled by a drone pilot for very specific functions. While their capabilities were honed and battle tested as support for the Protectorate's military operations, they have bled into use in civilian life. However, due to the abundance of cheap labor provided by the sprawling underclass of Grounders, drones are far more expensive than human laborers. Nonetheless, there are things that drones can do that humans simply can't, meaning it is not uncommon to see drones buzzing through industrial zones and pipes while performing surveillance or automated security.

{Pilot — Drone (-4)}

Tech Points:  

Cost: Price Lv.2 +1 per  past the first  

Size:   

Durability: 15

Structure: 2

Special

Scuttler: Without any movement upgrade, the drone is mobile by spidery legs that, while nimble, require   to be Resolved in order to perform a Move Action. This move will not be hindered by any obstacles or barriers (even vertical surfaces) unless locked or sealed deliberately.

Pilot: A drone must be piloted by a character who Resolves their own  on behalf of the drone they command remotely. The pilot must be in a Shared Zone with the drone in order to receive signals without the chance of interference. Using an ONI interface extends the range almost indefinitely. A character can only pilot a single Drone by default.

Linked: The drone must, by necessity, be *Linked* to either a network interface or a Deck with at least  spent on programs in order to control it. Each  spent on the program will give the Drone a Perception, Acuity and Intelligence Attribute of +20.

Small: The drone is so small that it is hard to detect passively. If a drone does not perform a Move Action, all attempts to find it will have a penalty of **{Detect, Search -3}**.

Upgrades

- **AI:** () The drone functions without a pilot, but instead responds to a set of rudimentary commands from a designated character or characters. A drone can toggle between being piloted and flying by AI commands. The AI can allow the Drone to take one Action a Turn without the pilot resolving any  to do so.
 - ▶ AI Characters instead have a drone use their own Attributes and skill levels instead of a Drone's *Linked* programming.
- **Assassin:** () Highly illegal, the Assassin upgrade equips the drone with highly lethal weapons that are meant for a single target

that are poison administered like a bug bite, or a small on-board weapon that is good for only a single shot or two. Regardless of what form it takes, it will cause one target within a Shared Zone to lose  **3d6**. The damage type will be up to the GM or player description of what the drone actually does.

- **Cloaked:** () The drone has multiple methods to prevent detection by electronic or scanner sweeps. This is so advanced that even those with ocular implants will use their in-built AR functions to scramble or distort its appearance. The “Small” rule can be used even when the Drone moves. If the Drone is stationary, the penalty becomes **{Detect, Search -4}** for both synthetic sleeves or any sleeve with an ONI system. It also has **{Stealth +2}** to evade passive security.
- **Gun Drone:** () This drone is really more of a novelty, but it can be helpful in a pitched firefight nonetheless. A gun drone can spend    on a Move Action to get into place and can then direct its weapon at a target in a Shared Zone without a target being able to take advantage of cover. It is likely that only a single use of a blaster weapon (Damage: 2d4 [Thermal]) would be able to be mounted on such a drone. The drone Size is increased to  and will lose the Small rule, its weapons will have a Capacity of 10, and will use the skill of the **{Data Analysis -2}** the as the Skill Check dice used to attack with.
- **Hover:** () The drone does not scuttle about on spidery legs, it actually has anti-grav repulsor plates, which make it far more maneuverable. A hover drone can make a single Move Action in a Shared Zone for free, or move to an Adjacent Zone for  and will still not suffer penalties for intervening obstacles. This can displace the    needed for a Gun Drone to get into position.
- **Limpet Explosives:** () The drone is capable of placing explosives that can inflict d6 Structure Damage that can be altered

THE STEALTH SUIT AND THE GRAV HARNESS FELT LIKE SAMURAI ARMOR, AND WHEN I DREW THE STUNGUN FROM ITS SHEATH TO CHECK THE SETTINGS, I COULD FEEL THE CHARGE COILED IN IT LIKE A TANGIBLE THING.

TAKESHI KOVACS



by a character's Traits and related bonuses relating to sapping and demolition.

- **Med Drone:** (Special) The drone is a mini autosurgeon that can patch up some Wounds with its limited supply of drugs and perhaps a small bio welder. Each  spent on this upgrade will restore 1d10 lost Wounds. This can be done in combat, but the drone will likely need to make a Move Action to reach the character, and the character will be unable to make a Move Action while the Med Drone works. If a character is performing any Attack Actions while the Med Drone is working on them, it will only restore 1d6 lost Wounds. This drone is restocked with a purchase at Price Level 2.
- **Observer:** () The drone is equipped with a wide sensory array that can relay a signal to a pilot or a Deck. The drone cannot store the data, it can only stream data to a *Linked Deck* that can then record



it. If the drone is only *Linked* to an ONI system, then the character can only use the drone as a second set of eyes and ears.

- **Sniper:** () The drone is designed for long range shots. If the drone has either Assassin or Gun Drone upgrades, then the range is increased to any target within an Adjacent Zone.
- **Swarm Drones:** ( ) A character can control additional drones, provided that all drones take this upgrade. If the Swarm Drones are all being given the same command, via the same *Linked* device, only  needs to be Resolved for the whole swarm. Swarm Drones have Durability: 1.

GRAV-HARNESSES

This fantastic piece of equipment with its wing-like apparatus has the same technology as aircars but for a single person wearing the harness. This allows for a controlled descent like a parachute, but some

models also allow for slow ascent, horizontal flight, and hovering. There are very strict rules with the use of such hardware since interfering with air traffic while wearing a grav-harness is not only extremely dangerous, it is highly illegal.

{Pilot—Grav-Harness (-4)} +0x

Capacity: 10

Tech Points:  

Cost: Price Lv.3

Special

Controlled Descent: A character with a functioning grav-harness is able to fall from any height in the atmosphere and control the rate of their descent. Making any maneuvers during this time will require **{Pilot—Grav Harness -1}**.

Deployment: A factory model grav-harness has a limited charge, so it conserves power by eliminating a standby mode. It deploys and becomes usable after      are Resolved by the character.

These do not need to be Resolved on the use of the grav-harness. It can be Resolved on other things.

Fragile: If a wearer takes more than 10 Wounds in a single attack while wearing the grav-harness, it will be entered into a forced controlled descent mode. If the Attack roll is an Ace as well, the grav-harness is damaged, and the wearer will plummet out of the sky if they are airborne. If the grav-harness is struck directly, it can sustain 5 Wounds before being destroyed.

Hover: Add a  and the character can take any Move Action in flight without resolving any  to do so with the exception of taking cover.

Permit Class B: Characters need a Class B permit as per the Trait in order to obtain and use this legally.

Powered

Weight: Each  the character has or carries will reduce Capacity by 1 when making Depletion Checks.

Upgrades

- **Auxiliary Battery:** () If *Linked*, this can still operate on its own power if the character wishes to use it or if the *Linked* power source becomes dead or inoperable.
- **Enhanced Anti-Grav:** () The harness allows a slow ascent in atmosphere. -2 Capacity.
- **Flight:** ( ) The harness will allow actual flight as one would fly an aircar or jetbike and uses **{Pilot-Grav Harness}** for any maneuvers attempted. -5 Capacity.
- **Mil-Spec:** ( ) The grav-harness has +5 Capacity and can withstand 10 Wounds directly before being destroyed.
- **Rapid Deployment:** ( ) The harness can be retracted, deployed, and is fully usable by Resolving  but it is only usable for a single controlled descent.
- **Stabilizing Servos:** () The harness gets +1x to character's attempts to **{Pilot-Grav-Harness}** and can use **{Pilot}** as a Save Throw when airborne against incoming ranged attacks. -1 Capacity

SURVEILLANCE BUG

This is a small device that allows a multitude of surveillance methods to be employed discreetly. Because of the staggering variety of possible features, it is best to customize each bug with  in order to determine their placement for effective surveillance, what it is able to document, and for how long.

Tech Points:  

Cost: Price Lv.1 (+1 per  past the first  )

Capacity: 15

Special

Battery Life: Each day adds  1 and the Depletion roll is made at the end of each day. The default battery rolls a d6 for Depletion rolls.

Recon Gear

Requisition: Official character Archetypes can often get these bugs via *Requisition*.

Powered

Upgrades

- **Audio:** () The bug records audio.
Powered 1
- **Broadcast:** ( ) The bug does not record exclusively. It also live broadcasts whatever data it is designed to gather, if desired. It makes them easier to find by scanner sweeps, however. *Powered 2.*
- **Drone:** () The bug can be counted as a Drone with all the Special Rules allowed to them and can take the following: Drone, Small upgrades: AI, Cloaked, Swarm, and Hover.
- **Enzyme Bond Tracker:** The bug broadcasts a frequency that is traceable by a Tracer Program () installed on a deck or an ONI system enabled device, or by a dedicated surveillance network. The latter option is always the case for any bug that is *Requisitioned*.

- **Extended Battery Life:** () Increase the length of time between adding  and making Depletion rolls from 1 day to 3 days.
- **GPS:** ( ) The bug can be tracked via a satellite network on an encrypted signal. *Powered 3.*
- **Parasite:** () The bug leeches power from another source, essentially allowing it to operate indefinitely. This has a **{-3}** penalty to place it, however. Capacity still cannot be less than 1 when determining how many features the bug has.
- **Scrambler:** () This bug's presence causes severe interference in broadcasts. In extreme close range, it can interfere with needlecasts as well. It has a penalty of **{-2}** to use any ONI systems or decks in the proximity of a Scrambler. *Powered 2.*
- **Video:** () The bug records video. *Powered 1.*

TOOL KITS

There are numerous specific tools that are usable for only one or two functions. The name of the tool will replace the Tool Kit in this entry.

Tech Points: 

Cost: Price Lv.1 (+1 per  beyond the first.)

Special

Multitool: The tool kit can apply its bonus to multiple categories of Skill Check. This Upgrade can be taken once per  for each type of Skill Check.

For example, a character can spend   to have a Tool Kit grant bonuses in one of the following ways:

1. Add a **{+2}** to one kind of Skill Check
2. Add a **{+1}** to two different Skill Checks

Trash Tech: This device costs one Price Level less than normal. If this reduces the Price Lv. to 0, then it will be so commonly available as to be free. It will also only take up  worth of space instead of the  as normal.

Upgrades

- **Professional Grade:** ( ) add **+1x** Bonus Dice when making a Skill Check this Tool Kit provides a bonus to.
- **Tools:** () Add a **{Skill Check +1}** gear bonus to the named Skill Check with Use.

GAMEMASTER NOTE

This category of equipment is so broad that it can have many names and manufacturers, but will ultimately have the same effect. For immersion, give these types of tools distinct names suitable to your setting.

UPGRADE KITS

A chassis upgrade is an advanced form of kit that allows additional features to be added to equipment. This allows a character to choose one Upgrade from among the available upgrades equipment has or it will allow the specifically named upgrade to be applied to the kind of equipment indicated.

Tech Points: 

Cost: Price Lv.1 +1 per  past the first 

Special

Skill Check: The upgrade will likely require a skill check in order to successfully apply it to the desired gear. The type of Skill Check needed will be listed under Using Tech Points on pg.194.

Upgrade Equipment: Apply the named Upgrade to the kind of gear. See Using Tech Points pg.194.

Upgrades

- **Attachment:** () The gear has greater ease of use. This Upgrade Kit now has the *Attachment* special rule.

DECKS

Decks are the strongest possible processors that can be made or purchased. A Deck is a complex computer that can tap into networks and be used to engineer data solutions to problems both in the real world and in virtual. These have somewhat fallen out of vogue now that many implants and gadgets can perform most common functions that were once restricted to Decks. Because most consumer-level processors are generally fairly powerful and are cheaper and more easily transported as gadgets or small devices, dedicated decks are fairly uncommon. To those professionals and hardcore computer enthusiasts, the creation and modding of decks are more than a requirement for the job, they are marks of pride within their tight-knit circles.

General Deck Special Rules

Firewall: The deck has features that prevent intrusion. All **{Digital Networking}** get +1 Difficulty when attempting to intrude or introduce harmful programs to this deck or any of its running processes.

Hardware: Any Upgrade labeled *Hardware* will add  to the amount of space it takes up.

Link Cables: A character must use additional cables and adapters in order to use this with features they wish to keep offline with ONI network access disabled. These will take up  worth of space.

ONI Interface: This has ONI network access that can be disabled if the user chooses, but it becomes limited to local programs and drivers. *Powered 1*.

Skill Checks: The Deck can be used for any skill check called out by the Upgrades. **{Digital Networking}** is simply the default.

DECK

A deck is a large generally impractical tool to have carried about, but it makes up for its lack of portability with its exceptional processing power.

{Digital Networking} +1x

Capacity: 10

Tech Points:    

Cost: Price Lv.2 (+1 per   past the first   )

Special

Size: A dedicated Deck will be large enough to count as Size    when determining portability and space availability.

Registry: The most potent decks of this variety are licensed by the Protectorate, Any Deck that has the ability to take       or more will be traced and monitored by the Protectorate and will require a **{Digital Network 8}** in order to bypass.

Upgrades

- **Analytics Software:** () Add **{Data Analysis, Investigation, Science +1}** as a Gear Bonus when Used.
- **AV Processing Software:** () Process audio or visual data in order to scrutinize certain details, or edit in false images, video, or sound. This manipulation will be detected with a successful **{Investigation, Data Analysis}** check opposed to the **{Data Engineering}**. *Performance*.
- **Dipping Software:** () Add **{Digital Engineering +1}** as a Gear bonus when using this deck for any kind of hacking or dipping, specifically. Requires ONI Interface in order to be enabled.
- **Emulator:** () This can be wired into, or *Linked*, with other systems, even one not normally not allowed to be *Linked*. This also includes systems that require special adapters or that have different operating systems. Unlike most *Linked* systems, the other system does not need to spend  on being *Linked* in order to accept this deck into its system. A character can also use any feature that requires Link Cables without actually needing Link Cables.
- **Enhanced Processor:** () Add a +1 to the Gear Bonus when using this deck and any *Linked* devices. *Powered 1. Performance*.
- **Graphics Driver:** () Allow simulspace to have increased resolution and add a +1 to the Gear Bonus for Analytics Software and AV Processing Software. *Powered 1. Performance*.

- **Improved Battery:** () Increase Capacity by 5. *Hardware. Portable only*

- **Needlecast:** ( ) The deck can be used to facilitate a needlecast if a satellite link and storage facility or alternate sleeve are ready to receive the extracted DHF. Requires a Stack Jack, Bioport, or some other connector. Needlecasting remotely like this will annihilate power in the surrounding area for a brief moment, which will eliminate the *Powered* features in a Shared Zone until they Resolve    on any action or combination of actions.

- **Professional Grade:** ( ) Increase Bonus Dice rolled by +1x. *Performance.*

- **Simulspace, High Res:** (  ) This can facilitate a meeting in virtual that is almost identical to reality. *Powered 3.*

- **Simulspace, Low Res:** () This deck can facilitate a meeting in simulspace, but it is low res that few details about each other and the simulated location will be well defined. Requires ONI Interface enabled or direct link via Link Cables to be utilized. *Powered 1.*

- **Simulspace, Medium Res:** ( ) A character can host a meeting in simulspace at medium resolution. Requires ONI Interface enabled or direct link via Link Cables to be utilized. *Powered 2.*

- **Stack Jack:** () The deck has the capability of reading the DHF of the character to any number of ends. *Hardware.*

- **Trojan Driver:** () Add {**Digital Engineering +2**} as a Gear bonus when to installing programs discreetly onto another computer or network, or gain unwanted access. This can be used for hacking and dipping. Requires ONI Interface enabled or direct link via Link Cables to be utilized.

DECK, PORTABLE

This small processor is a powerful portable computer. It can be loaded with drivers and programs that allow their use in a tremendous variety of situations.

{Digital Networking} +0x

Capacity: 5

Tech Points: ( ) + ( per Price Level)

Cost: Price Lv.2 +1 per  past the first  

Upgrades

See "Decks" for list of Upgrades.

Programs and Applications

A Deck is hardly useful without programs and applications loaded into it. There are, by some estimations, millions of programs that can be accessed by even a single terminal. It's helpful to have them organized by category which will determine if a Deck can use it. This was introduced in the Virus section (See pg.144), but all programs can follow the same format in regards to their sophistication and processing demands.

The () refers to any *Performance* upgrade a deck or storage device must have taken to use the program or application.

Class C: (no prerequisite) Common, freeware, or consumer applications. They have small demands on processing power, but the free ones will often come loaded with consumer data scraping programs to sell to advertisers.

Class B: () Consumer grade software that is common and easily purchased. *Powered 1.*

Class A: ( ) Professional grade software, specific to a trade or profession. Occasionally customized for the demands of a particular industry. *Powered 2.*

Mil-Spec/Gov-Spec: (  ) A program made exclusively for the government or military. Outside of viruses, there are a few systems and databases that fall into this category. Such applications are often not unique in what they do, but they are suitably expansive in order to suit the government's needs. For instance, a DNA sequencing library of all of the Protectorate's citizens is a database that only the Protectorate would have the resources to manage, populate, and maintain, but it is ultimately just a database like any other. *Powered 3.*

Custom: (  ) Many deft engineers can write their own programs. The code is almost never written from the ground up, but rather blocks of existing code are kept on hand, cataloged, used and modified in order to suit their needs. *Powered 4.*

INTEL/INSTRUCTIONAL MEDIA

Probably the broadest category of non-physical equipment, this data is strictly practical and only instructional protocols have any interactivity required from the user. Entertainment or major network news are not included here, as there is little of anything from those sources that are practical or have any unique educational or evidentiary value.

{Digital Networking} 0x

Tech Points:  

Cost: Price Lv.1 +1 per  past the first  

Special

Linked: This can be loaded into existing Decks that are able to run simulspace or has at least   dedicated to performance upgrades.

Powered

Upgrades

- **Mindbites:** () More of a novelty, but a series of mindbites of a famous person, or a person of interest, could give some insight into their life. This is useful when characters are using the Polymorph ability of synthetic sleeves, or are investigating that person. If the mindbite involves a specific person the character is researching, then the character may add a Gear Bonus to **{Investigation, History, Cultures +1}** in regards to the target specifically.
- **News Aggregator:** () Add a Gear Bonus of **{Investigation +1}**. This can be Linked with an ONI Network.
- **Training Protocol:** ( varies) The data is actually a well-organized and very accessible lesson in one or more subjects in simulspace. The  cost will vary tremendously based on the duration and specialization of the instruction. See the section on Virtual on

pg.310 for more about how this form of instruction works.

INTERROGATION/VIRUS

{Intimidation, Read Person, Data Engineering -3} +0x

Tech Points: 

Cost: Price Lv.1 +1 per  past the first 

Special

Save Throw: Targets can make **{Discipline}** save throws as opposed checks to that of the characters attempts to interrogate.

Virtual: A DHF needs to be in Virtual in order to be treated with this program. The resolution of the virtual simulation will grant bonus dice as follows:

- Low Resolution: +0x
- Medium Resolution: +1x
- High Resolution: +2x

Triggered Effects

Interrogation: () Target loses  equal to the roll of 1 die. The die rolled will be based on the Interrogation Protocols Upgrade used, but by default it will be  **1d4**. Multiple  can be Resolved with this same Triggered Effect. The target losing all  will automatically fail any save throws made to resist **{Intimidation}**.

Personality Frag: (   ) The target is effectively neutralized as a threat, Contact or any other meaningful contribution to the campaign. Any information the character wanted out of the target will have been extracted.

Sympathy: () an Interrogating character loses  1 per  Resolved with this Triggered Effect.

Terminate Protocols: (  ) A character does not feel that their target has any information worth interrogating for and is satisfied with their efforts. They may make no further attempts to interrogate in virtual.

Viral Strike: () Target loses  based on the Class of virus.

Upgrades

- **Interrogation Protocols:** (special) The instructional media is designed to increase damage done to DHF. Each  spent on this Upgrade increases the Die by one step when determining how many  are lost.
 - ▶ For example: a single  will increase the default 1d4 to 1d6,   will increase it to 1d8,    to 1d10, etc.

- **Sharya Protocols:** ( ) The infamous protocols designed by the Sharya Religious Police are among the most heinous in existence. This counts as a Rare upgrade. All  lost due to the use of these protocols cannot be restored. Using these protocols will also reduce the  needed for Personality Frag to   .

PSYCHOSURGERY

This program helps to repair damaged DHF due to psychological damage or neural feedback caused from a trauma loop.

{Medicine, Read Person, Data Engineering 6} +0x

Tech Points: 

Cost: Price Lv.1 +1 per  past the first 

Special

Virtual: A DHF needs to be in Virtual in order to be treated with this program. The resolution of the virtual simulation will grant bonus dice as follows:

- Low Resolution: +0x

- Medium Resolution: +1x

- High Resolution: +2x

Triggered Effects

Ego Reconstruction: (    ) Restore  **2d4**. A procedure is so effective (or extensive) that it requires instruction in a new skill in order to mend the fractured mind. A character may choose a new Specialization to gain for free if they were reduced to  **5** or less.

Negative Feedback: () The psychosurgery is unsuccessful and  **1d6** lost Ego Points are now impossible to restore later.

Psychosurgery: () Restore  equal to the roll of 1 die. The die rolled will be based on the Psychosurgery Protocols Upgrade used, but by default it will be  **1d4**. Multiple  can be Resolved with this same Triggered Effect.

Trauma Loop: (  ) the character makes things worse. The target loses an additional  **3d6**+ a further  **1d6** per  Resolved past the first .

Upgrades

Psychosurgery Protocols: (special) The instructional media is designed to help undo damage to the ego of DHF. Each  spent on this Upgrade will increase the Die by one step when determining how many  are restored.

For example: a single  will increase the default 1d4 to 1d6,   will increase it to 1d8,    to 1d10 and so on.



CHEMICALS, DRUGS, AND MEDICINE

THE TECHNOLOGICAL ADVANCES MADE IN chemicals, drugs, and medicine have been as extreme as the life-extending cortical stack technology. This is largely due to the chemical arms race with metabolism enhancing neruachem. Recreational drugs, even common ones like alcohol, needed to become orders of magnitude more potent in order to have any lasting dopamine hit. Poisons have needed to become more potent in order to make them even remotely lethal. Over the counter medicines that reduce fevers and pain have given way to biotech enhancements that flood the body with the appropriate chemical, making only the most extreme conditions require actual medicinal treatment. Prescriptions are often so powerful, that by necessity that many of them can double as a narcotic after a fashion or are highly controlled because of some heinous side effects of their improper use.

The following Special Rules can apply to Drugs and Chemicals specifically:

Special

Administer: A drug may have specific ways it can be administered which may prove them impractical for use in duress. Some characters can adapt a drug or chemical to be administered with alternative methods if they are skilled enough. Each way to administer it has an associated **TR** and if none is provided, it is assumed that anyone can administer it without requiring any Skill Check whatsoever.

- **Aerosol/Eye Spray/Mouth Spray:** Drug or chemical is propelled with CO² or some other compressed neutral gas and inhaled or sprayed onto the area needing treatment.
 - ▶ No **{Medicine}** needed
 - ▶ Can Resolve   to Use.
 - ▶ Using offensively will require **{Throw -2}** unless  is spent to put it into a gas-dispersing grenade, in which case normal grenade rules apply without this penalty.
- **Ampule:** The drug or chemical is kept in a disposable container that contains enough

for a single Use, making overdosing or overusing highly unlikely.

▶ **{Medicine 8}**

- **Dermal Patch:** Drug or chemical is used by a patch placed on the skin and is absorbed by touch.

- ▶ No **{Medicine}** needed
- ▶ Applying clandestinely will require **{Stealth -2}** and can only be done in Grapple range.

- **Intravenously:** Drug or chemical must be administered by way of injection, either as part of IV fluid intake or by hypodermic needle.

▶ **{Medicine 5}**

- **Pill:** The drug is easily self-administered orally by means of a small capsule that is swallowed.

- ▶ No **{Medicine}** needed
- ▶ Grinding or diluting into food or drink will require **{Stealth -1}**

Controlled Substance — Medicine (X): Some drugs are so potent or so dangerous if used improperly, that they require special Protectorate licensing in order to be able to prescribe its use, let alone obtain it. If a drug or chemical has the *Controlled Substance* rule, then a character needs to have X number of Tiers of Traits from the Medicine Trait branch in order to qualify for obtaining it. Otherwise, a character will need to obtain it illicitly which will likely require  to be used.

Controlled Substance — Science (X): Same as *Controlled Substance, Medicine* except that X represents the number of Tiers in the Science Trait branch a character needs to have in order to be able to purchase the substance legally.



MERGE (EMPATHIN)

The potent empathetic drug known as Merge is evaporated and inhaled. It is very popular, but it makes the user extremely susceptible to suggestion. In lower doses, it makes one appear more affable or desirable. The most potent available version is Merge-9, but lesser potencies are available as well. Expensive varieties are blended with other chemicals to increase the potency and duration of the drug.

Tech Points: 0

Cost: Price Lv.2 +1 per 

Special Addiction

Empathetic: Grant {**Empathy +1**} Skill Checks for an hour.

Hangover: After the character metabolizes the drug by means of the *Under the Influence* rule, the character must make an {**Endurance, Discipline -1**} for the next 10 hours.

Suggestible: Characters get {**Discipline -2**} to resist any kind of suggestion or coercion for an hour.

Under the Influence: The character counts as being *Under the Influence* for both Empathetic and Suggestible rules.

LORE NOTE

Many of the “Houses” or even some of the more well-off Grounder biocabins will mist low dose Merge into the air of their establishments. This is not legal, but the effects are often not potent enough to cause side effects, so often go unnoticed.

Upgrades

- **Satyron:** () Increase Gear Bonus of “Empathetic” rule to {**Empathy +2**} Skill Checks. If combined with Merge-9, the Gear Bonus is increased to {**Empathy +3**}.
- **Ghedon:** () A target has {**Endurance -2**} to see if the drug is metabolized and wears off.
- **Merge-9:** () Empathetic Special Rule will upgrade all Empathy Skill Checks 1 level in addition to other bonuses provided. Suggestible rule is changed to {**Discipline -4**}

REAPER (BETHANATINE)

This popular drug has a wide variety of appearances and methods to ingest it. In its liquid form, it is pale red, but it is rarely sold in that pure of a form. It is usually diluted and applied using dermal patches with small glass ampules or decanters. Reaper is commonly added to blade weapons to make even the slightest scratch administer its powerful toxin.

Tech Points: 0

Cost: Price Lv.2 +1 per 

Special

Controlled Substance — Science 3

Poison: Used offensively by adding to food, drink, or a weapon, will cause 2d6 [Poison] Wounds.

Slow Metabolism: Taking this deliberately will cause {“Strength” and “Perception -2”}, but it will add {Stealth +3} to hide from sensors (including synthetic sleeves) that use body heat or metabolism for detection.

Under the Influence: Being *Under the Influence* of this poison will damage the character further if they use any Move or Attack Action. If they do either of these things while Under the Influence, they will lose  1d4 from [Poison].

Upgrades

- **Potent:** () This is a much more potent version of Reaper. It will inflict 3d4 Wounds instead of the normal 2d4 and 2d4 [Poison] on characters making Move or Attack Actions.
- **Lingering Toxin:** () The character gets {Endurance -1} when determining if they are still *Under the Influence*.

LETHINOL

This drug is normally used to reduce the shock from resleeving, but it has demonstrated effective use as a potent anti-anxiety medication.

Tech Points: 0

Cost: Price Lv.2 +1 per 

Special

Addiction

Controlled Substance — Medicine 2

Lethargy: It will also add {Acuity -2} Skill Checks. While *Under the Influence*, the character is immune to subsequent *Panic*.

Resleeving: Reduce  loss by one die to a minimum of a single die when used as part of resleeving or needlecasting. For example, if the Ego Point Damage is 2d8 it becomes 1d8, if it's 3d6 it becomes 2d6, etc.

Sedation: This character removes the *Panic* Status Effect.

Under the Influence: The character counts as being *Under the Influence* for both Sedation and Lethargy rules.

Upgrades

- **Ghedon:** () A target has {Endurance -2} to see if the drug is metabolized and wears off.

RAPID REGROWTH BIOS

These bright green ampoules are placed subdermally and cause an exceptional regrowth of damaged tissue and even nerves. These are highly potent, but not common outside of hospitals or medical facilities since administering them improperly can cause abnormal or dangerous tissue growth.

Tech Points: 0 (+  per Price Level) up to Max  

Cost: Price Lv.2 +1 per 

Special

Catastrophe: Rolling a Catastrophe when using Rapid Regrowth Bios will cause dangerous tissue growth that must be excised surgically. The character will count as having taken a Flesh Wound that must be treated like any other Flesh Wound.

Controlled Substance — Medicine 2

Medical Gear: This can be used to add a Gear Bonus {Medicine +2} and counts as “Medical Gear”

Requisition: Medical professionals, military, and police.

Tissue Regeneration: This will restore a lost  1 or an extra 1d6 Wounds during a Short Rest or during a Long Rest heal  d4 or 3d6 Wounds.

Upgrades

■ **Advanced Tissue Regeneration:** ()

This will restore 1d4 lost Health Points with a Long Rest instead of just 1, but increases **Controlled Substance** to 3.

■ **Delayed Growth:** () The side effects of dangerous growths are mitigated by making regeneration more prolonged. This will only restore 1d6 Wounds with each Long Rest, but they can be attached much longer (to a maximum of 3d6 across 3 days). These cannot restore Health Points but will lose the Catastrophe Special Rule.

■ **Painkiller:** () The Rapid Regrowth Bio has several painkillers as well. During Long Rest, the maximum amount of Health Points possible are healed based on the dice rolled (d6 will count as 6, 2d6 will count as 12 and so on), but the powerful narcotic adds a penalty of **{-4}** during that time and **{Skill Check -2}** for the next day.

SOMA

This drug is a potent sleep aid. It is not one specific drug, but rather a category of sedatives. At low doses or when cut with other chemicals, the drug is used recreationally, but it serves more than a few legitimate medical and psychological purposes. Soma variants used to be common for resleeving until the development of the much more effective Lethinol became more widespread.

Tech Points: 

Cost: Price Lv.1

Special

Addiction

Under the Influence: While *Under the Influence*, a character will lose one die less worth of  whenever they lose it to a minimum of one die.

STALLION (SYNAMORPHESTRAONE)

This potent drug ramps up aggression by a considerable degree. At certain doses, it causes the user to fly into a near-uncontrollable rage.

Tech Points: 0

Cost: Price Lv.2 +1 per 

Special

Addiction

Under the Influence: The character counts as being *Under the Influence* for both Rage and Unfeeling rules.

Unfeeling: The character gets **{“Empathy” and “Willpower” -3}**.

Enraged: A character *Under the Influence* is *Enraged*.

Upgrades

■ **Ghedon:** () This additive creates a less potent version of the drug, but it is designed to last much longer. The character has **{Endurance -4}** to test for metabolizing. to metabolize the drug, but will instead add **{Strength +2, Willpower and Empathy -1}**.

■ **Potency:** () A character adds **{Endurance -2}** to see if the drug is metabolized and wears off. This upgrade can be taken multiple times.

TETRAMETH

This drug is largely taken recreationally, but it does have some practical uses. It accentuates perception, making it easy for a character to scrounge every detail from each sensation. However, the user suffers from a loss to their situational awareness by aggressively focusing their attention in this way. This drug is typically administered as eye spray.

Tech Points: 0

Cost: Price Lv.1

Special

Addiction

Heightened Awareness: The character gets **{Perception +2}** Skill Checks.

Tunnel Vision: The character gets **{Acuity, Intelligence -1}** Skill Checks.

Under the Influence: The character counts as being *Under the Influence* for both Heightened Awareness and Tunnel Vision rules.

EVEN IN A SETTING WHERE IT'S POSSIBLE TO needlecast one's DHF to another world light years away, the reality is that more conventional modes of transportation are utilized on a daily basis. Needle-casting is actually a rare and ludicrously expensive occurrence, often needing the financing of a corporation, Meth, or at the behest of the Protectorate.

Considering that high altitude and short space jumps are common, along with the fact that such travels will allow planet-wide transportation in a matter of hours, it is not difficult to travel. For context, it is helpful to consider that needlecasting to a colony world is possible, but both costly and infrequent. Many fading experia stars will take an expensive journey, knowing that they will be given instant media coverage in skullwalk magazines upon their return.

The most obvious purpose of a vehicle is to transport the pilot and one or more other passengers and cargo to a destination. The speed by which a vehicle can travel will largely be abstracted as transportation across the globe with short hops into space or by cruising the upper atmosphere, is extremely common. What was once a couple day's worth of air travel is now a few minutes or hours. Many personal craft will allow for a reasonable rate of travel within the same district or town. Even the lowly Grounders have access to metro passes that allow for cheap transportation between various districts within Bay City.

An entry for a vehicle will indicate how many passengers and how many  worth of cargo it can carry. Cargo can displace a passenger in the amount of  per passenger displaced.

Some freighters and larger vehicles will be able to carry several tons of cargo, but those are generally part of an industry and not the concern of player characters other than perhaps how much money certain cargo translates into when transported.

All vehicles use the **{Pilot}** Skill Check but will almost always require a Specialization. Otherwise, they will have massive penalties with their use. Further complicating this, most types of vehicles require some form of licensing or registration. With

the entrenched surveillance state of Bay City, and most Protectorate cities, it is unlikely that an illicitly piloted vehicle will remain undetected for long. There are various Traits that will allow a character to legally pilot vehicles in and around major cities, Bay City very much included.

NOTE

For encounters featuring the use of vehicles, such as high-speed chases, it helps to not focus on their proximity to the ground or specific locations, but instead use the distances as relative to all other vehicles involved.

For this reason, it is unlikely that a character on foot, or even one with a grav-harness, will factor into encounters involving vehicles, and vice versa. The possible exception are motorcycles and airbikes, which can maneuver and slow down enough to interact with other characters on foot.

VEHICLE STATISTICS

Size

The greater the size of a vehicle, the harder it is to pilot in general. Each Size will have a penalty of **{Pilot -1}** when piloting this vehicle or using any of its on-board systems. A Fully Crewed vehicle will ignore this penalty.

Durability

A vehicle will take Wounds normally and will not suffer any adverse effects so long as the number of Wounds taken in a single Round is less than the Durability of the object. Unlike Damage Threshold, the Wounds inflicted on an object must be equal to or greater than the Durability of the object or all Wounds taken will be ignored. The object will take superficial damage, however.

Structure

If an object takes more Wounds than their Durability in a single round, then the object very likely is damaged. At the end of the round, make a **{Save Throw}** with a Target Result equal to the Structure

Points plus any bonuses added for additional protection, shielding, or any Traits of the character in the case of it being a piloted vehicle. Passing the test will reduce Structure by 1. Failing the test will reduce Structure by d4. *Armor Piercing* attacks will instead reduce Structure by d4 if the test is passed, or d6 if the test fails. This means that an object's ability to withstand damage will degrade with each point of Structure it loses.

NOTE

This format is the same when determining damage against anything with Durability and Structure, see table 4.01 on pg.133.

NOTE

Many anti-materiel weapons will inflict Structure points of Damage directly, sometimes without any chance of a Save Throw being made to protect against it.

Structure and Vehicle Stats: Each lost point of Structure will reduce both Maneuverability and Fire Control by 1. A vehicle reduced to 0 Structure is destroyed or irreparably damaged.

Velocity

This value is the distance a vehicle can travel or the degree of turn it can make when resolving a 🌀 on a Move Action. These can all be combined into a

single action, but often a **{Pilot}** will be necessary for such advanced maneuvers and the combined total on the Speed Dice will still determine turn order during a Resolution phase.

NOTE

Consult the Travel section pg.256 to see about how long a journey takes with a certain kind of vehicle. These distinctions are often largely narrative, as even public transportation is fairly rapid.

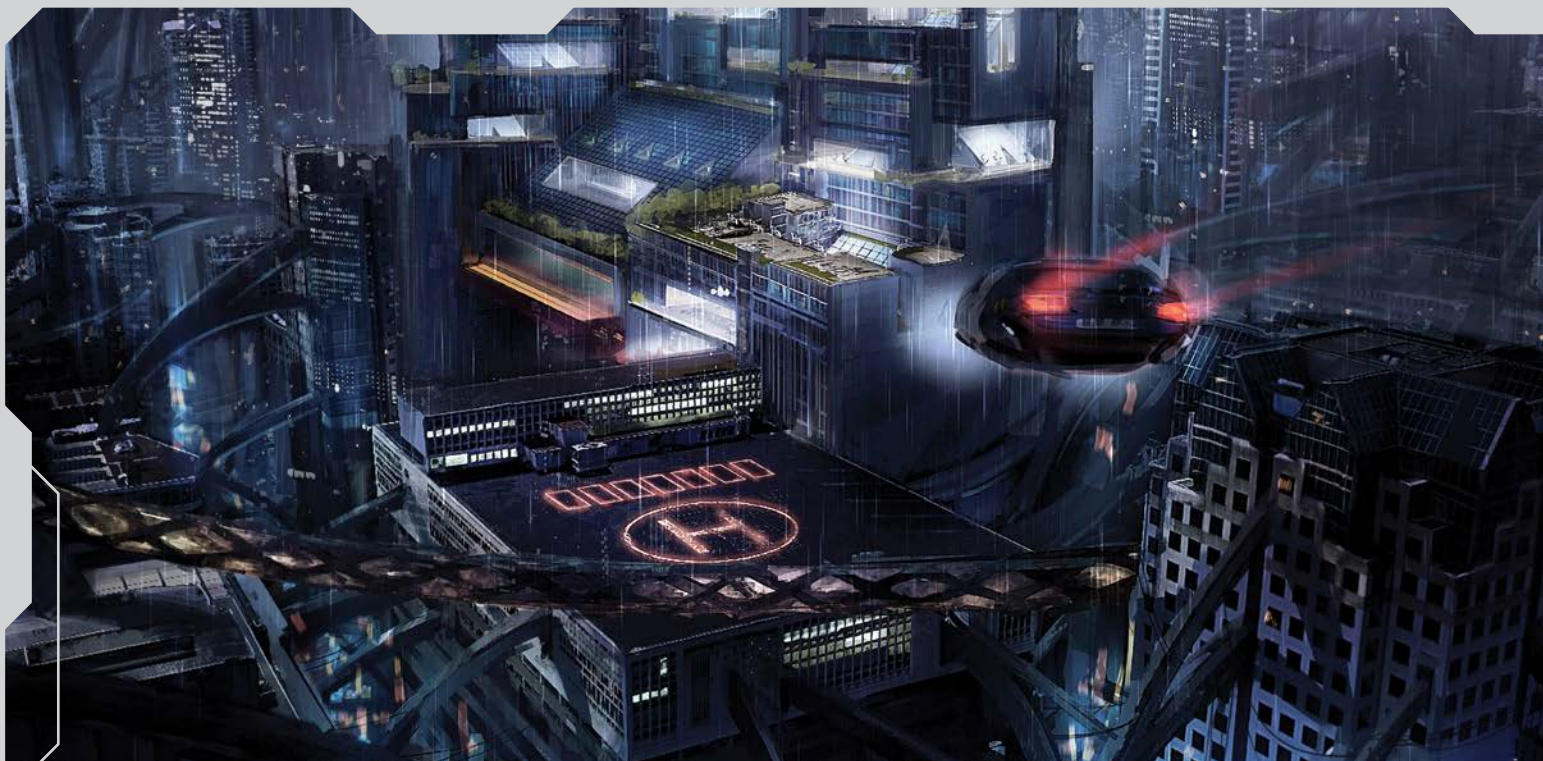
Speed

This indicates how many 🌀 a vehicle gets. The whole vehicle shares the Speed Dice pool generated in this way, but many Traits and vehicle upgrades will allow for extra 🌀 under certain circumstances.

Speed Dice for vehicles are used like any other 🌀 during an encounter, but there is a restriction as to how many 🌀 can be Resolved on any one kind of action. This is due to the limitations of the vehicle itself, but skilled pilots can offset this and add bonus 🌀 when piloting certain kinds of vehicles.

Fuel Capacity

It is not necessary to gauge fuel use too closely, but refueling vehicles will often require an extremely hefty price tag. The larger vehicles will require greater amounts of fuel, so the cost will increase.



Fuel has a base Price Level of 1 per Size, but exotic or specialized fuel sources may cost more. A character will only need to refuel after longer travel options, or when the fuel is exhausted as per Depletion rules. Use during encounters is generally inconsequential by comparison.

Characters can use Depletion of the vehicle and make Depletion check using {Pilot, Navigation -1 per  } to see if a character is able to travel without depleting the fuel source by dint of excellent piloting skill or knowledge of short cuts and other such time/fuel saving methods.

Crew

The number of crew necessary to pilot a vehicle. There will be three values labeled X/X/X to denote Skeleton/Crewed/Fully Crewed. Operating with Skeleton Crew will impose an additional {Pilot -1} per difference between the Skeleton and Fully Crewed values and will also allow for only half of the  normally allowed. Operating Fully Crewed will discount Size when piloting a vehicle.

Note: This means that most smaller Size 1 vehicles are single seat and will be Fully Crewed with only the single pilot.

Handling

This is the number of  that can be Resolved on Move Actions and Save Throws while a character is in a vehicle during any given Round. A character can also use this rating to determine if they are able to fire their own weapons while in a vehicle in addition to, or instead of, any vehicle's on-board weapons. This can be reduced to a minimum of 1 and remain functional. If Handling is ever reduced to 0, the vehicle is not destroyed, but it is effectively immobilized. If you're piloting an aircar or some hover vehicle when this happens, it is still very bad.

Fire Control

If the ship has any on-board weapons, this value will be the number of Speed Dice that can be Resolved on Attack Actions using the vehicle's weapons during a single turn. A character's own weapons do not qualify for use with Fire Control. Fire Control can be reduced to a minimum of 0 and are lost when weapon systems are damaged or destroyed, often represented by Structure Damage.

TRAVEL

The rate by which any vehicle can travel will be broken down as follows:

Human Powered Conveyance (HPC) or Riding Animals: These are archaic modes of transport such as bicycles that still find some use in Grounder society. They can allow travel within the same district without interfering with a character's plans for that day.

District: The vehicle can transport all its passengers and cargo to another district within the same city at least once a day without interfering with a character's plans for that day. This includes satellite cities and suburbs of the city itself. In Bay City's case, that means a character can travel from Oakland to Licktown or South Bay City in this way. Traveling to a different city will take at least 1 full day. Traveling to a location further than this will be impractical but still possible if done in between sessions, or if the span of time of several days to months is accounted for.

-  1 against Fuel Capacity.

City: The vehicle can transport all its passengers and cargo to a neighboring city but not the suburb, which would count as a district for purposes of travel. Traveling to a different region will take at least 1 full day.

-  1 against Fuel Capacity per Size.

Region: The vehicle can transport all of its passengers and cargo to another region, which would amount to differing countries of Europe or states in the United States. Traveling to a neighboring continent, assuming it's possible based on geography, will take at least 1 full day.

-  2 against Fuel Capacity per Size.

Planetary: This vehicle can literally drop passengers and cargo anywhere on the planet within a couple hours. Vehicles of this type are environmentally sealed and can execute short space jumps or spend a few days in space if need be.

-  1d8 (+ additional  2 to Fuel per Size).

Space: This vessel is capable of traveling between colonized worlds. It's included here mainly for completeness since even short travels between

such worlds can be a journey that takes decades. Cryocaps and various suspended animation or time dilated simulspace environments for DHF are common.

- Fuel and Capacity is largely narrative at this scale of travel.

Sea Travel: It should be noted that sea travel is fairly rare, outside of large shipping vessels, as there are simply too many associated hazards and far cheaper and faster modes of transportation, so travel by sea is done more or less simply for the adventure of it.

LORE NOTE

There are some places where sea travel is still common, such as Harlan's World, which is mostly ocean, as well as areas where air and space travel is restricted heavily to the equatorial region due to ancient Elder weapons platforms shooting anything flying too high off the surface of the planet.

Even in these circumstances, many ships are simply atmospheric craft that can also be used as ships in order to save on fuel or for tactical reasons in military engagements. In this case, such craft can skim the surface of the water and even take off into the atmosphere during rough weather. The span of time for sea travel should be considered a few days for nearby places along the same coast, or a couple of weeks to months to cross a whole ocean, depending on the size and the propulsion system.

VEHICLE SPECIAL RULES

- **Anti-Grav:** The vehicle operates using anti-grav technology. This means they are not hampered by obstacles on the ground. There are greater consequences for running out of fuel and collisions.
 - ▶ This uses **{Pilot — "Anti Grav Vehicle"}**.
 - ▶ **Controlled Descent:** Being immobilized in all but the most dire of circumstances or the most stripped down of models has a 'controlled descent' mode which will give

the pilot and passengers the chance to escape or land (relatively) unharmed.

- ▶ Reduce Durability by 10 and Structure by 1
- ▶ The samples given here will have such penalties already included in the profile.

- **Autopilot:** Add **{Pilot +3}** as a gear bonus.
- **Fuel Efficiency:** +2 to Fuel Capacity, vehicle gets  less than normal to a minimum of a single .
- **Guided Weaponry:** +1 Fire Control.
- **Improved Engine:** Add  to Speed.
- **Reinforced Frame:** +1 Structure.
- **Reinforced Hull:** +10 Durability.
- **Stripped Frame:** -1 Structure, -10 Durability, Add  to Speed, +1 Handling, +1 Fuel Capacity. Size 2+ vehicles only.
- **Vectored Propulsion:** +1 Handling. Anti-grav vehicles only.

EXAMPLE VEHICLES

AIRBIKE

The airbike is one of the more dangerous adaptations of anti-grav technology. They are highly maneuverable and are capable of speeds comparable to aircars with a fraction of the air resistance. They lack the ability to travel from one city to another as fast as aircars since they are almost never fully enclosed in order to protect the pilot or passengers should they enter the upper atmosphere the way shuttles and aircars do. Nonetheless, these have fallen out of favor with the wider population due to the staggering fatalities involved with their use and the subsequent strangling regulations that resulted. Because of this, airbikes are favored by outlaws who have modified such vehicles to evade detection as well as to have speeds that are far in excess of what is safe in order to outrun authorities.

{Pilot — Airbike (-4)} +0x

Tech Points: 

Size: 1

Durability: 10

Structure: 2

Velocity: 100' or 45 degrees

Speed: 

Fuel Capacity: 5 (Price Lv.1)

Crew: 1/1/1

Handling: 3

Fire Control: 0

Travel: City

Special

Anti-Grav

Cargo: Can transport up to  worth of Cargo.

Upgrades

- **Sidecar:** () Can transport a second person or an extra  worth of Cargo, but has a penalty of **{Pilot -1}** when trying to make maneuvers.
- **Stripped Down:** () This can sacrifice a lot of extra weight for much more speed and maneuverability.
 - ▶ Get an extra  and Handling of +1.
 - ▶ Lose the Cargo special rule.
 - ▶ The airbike will also lose the normal Controlled Descent rule that Anti-Grav vehicles get.

AIRCAR

The most popular mode of personal conveyance is the aircar. Most are restricted to the troposphere, but never leave a few hundred feet as the aircar is used as a short hop from one city to another. The larger shuttle models are capable of entering the mesosphere, which makes rapid intercontinental travel possible. Within the same city, a journey of hours is now a few seconds. They operate using anti-grav technology instead of jet or rotor propulsion. Aircars are efficient and convenient but are by no means broadly accessible. Their use is still mainly restricted to those who are government employees, or by the very wealthy. Private ownership of such vehi-

cles are even less common. Even if it can be bought or leased, there are miles of red tape and regulations that make the upkeep and taxes onerous to all except organizations with a dedicated legal staff. The upswing to this is that being a licensed aircar pilot is potentially quite lucrative if you can penetrate the pilot unions, which are often entangled in criminal enterprises.

{Pilot — Aircar (-3)} +0x

Tech Points: 

Size: 2

Durability: 20

Structure: 3

Velocity: 100' or 30 degrees

Speed: 

Fuel Capacity: 10 (Price Lv.2 to remove all )

Crew: 1/1/1

Handling: 2

Fire Control: 0

Travel: Region

Special

Anti-Grav

Cargo: Can transport up to  worth of Cargo.

Transport: This vehicle can transport up to 3 people comfortably, or 4 uncomfortably.

Upgrades

Advanced Traffic Guidance: () Add +1x when piloting the Aircar when in cities. Requires "Autopilot" upgrade as a prerequisite.

Autopilot: ()

Reinforced Hull: ()

GROUND CAR

The future has not forgotten the humble groundcar. While it lacks the prestige of aircars, a dedicated ground car culture has kept these vehicles alive, in the public eye, and in some cases has elevated the



customization and modification of these relatively cheap vehicles into an art form. Despite being of a more ancient design, they benefit from several modern advancements in fuel efficiency, ultralight but incredibly durable materials, and a variety of luxury accommodations such as autopilot, advanced navigation, and off-roading modifications.

{Pilot—Automobile (-2)} +1x

Tech Points:  

Size: 2

Durability: 30

Structure: 4

Velocity: 50' or 45 degrees

Speed:   

Fuel Capacity: 10 (Price Lv.1)

Crew: 1/1/1

Handling: 2

Fire Control: 0

Travel: City

Special

Cargo: A ground car can transport at least      worth of cargo. Each passenger slot not used as per Transport can be filled with    more.

Transport: This vehicle can transport up to 4 people comfortably, or 5 uncomfortably.

Upgrades

Hauler: () This vehicle can haul      more Cargo per Size added. This additional cargo cannot be comfortably displaced by additional passengers.

Shuttle: () This vehicle is designed to carry several people more than most passenger autos. A Shuttle can carry 5 more people per Size added.

Off-road Vehicle: () {Pilot, Navigation +2} when venturing off roads. This does not remove any associated penalties.

Reinforced Hull: ()

SLEEVE UPGRADES

A CHARACTER'S SLEEVE IS ALLOWED TREMENDOUS leeway in upgrades. These upgrades range from cybernetics and implants to cultured genetic pseudo-organs that serve a number of beneficial functions. In this sense, it is quite accurate to consider a character's sleeve a piece of gear in nearly every respect.

NATAL/CLONE SLEEVES

A natal and a clone sleeve share much in common, which is why they share a category. The obvious disparity in price is the largest distinction, as a person's natal sleeve is ostensibly free and a clone can cost more than a person makes in a lifetime. The similarities, as far as upgrades are concerned, require a higher degree of technology and genetic engineering in order to have an upgrade interface with biological nerve impulses from the brain.

Upgrading a Natal Sleeve

Since a natal sleeve is one that has human parents, there are no upgrades that come with the sleeve by default. Furthermore, there is no upgrade that can be made that doesn't require either a steep cost to make, such as a cybernetic upgrade interface with a human nervous system, or will actually require 

to be spent if the modification is deliberately or by happenstance dehumanizing in some fashion.

There are also several non-invasive to minimally invasive cybernetics that can allow even a natal sleeve a generous amount of upgrade options. These include neural jacks, magnilens, photomultiplier eyes, and any number of synthetic organs to filter out harmful materials or to augment metabolism with neurachem enhancements.

Upgrading a Clone Sleeve

The ludicrous expense of upgrading a clone sleeve is similar in process to a natal sleeve. However, those who can afford a cloned sleeve will rarely deliberately mar the sleeve with clumsy bionics. The more desirable method of upgrades are modifications seamlessly integrated into the biology of the cloned sleeve by genetic engineering. This makes detection of modifications almost impossible, but the price becomes astronomical.

Localized Bionics

Some Synthetic Sleeve upgrades are possible if a character has "Localized Bionics" as a platform provided by another upgrade. Further upgrades using this localized bionic will require additional  to apply, as it represents a higher quality bionic,

LORE NOTE

In the Protectorate, a human does not legally own their own sleeve, even if they are born into it. Incarceration by DHF storage carries with it a distinct possibility that a person's sleeve, natal or otherwise, will be confiscated unless an onerous lease be paid by their family, loved ones, or bondsman. Without this, a person can be outbid by others for a desirable sleeve, or the sleeve will go into circulation as part of the guarantee the Protectorate has to supply the victims of accidents or sleeve death with a replacement.



NOTE

Freak Augment

A Freak augment is a drastic change to a character's sleeve from what is considered normal for the human experience. While other upgrades are just enhancements of what a human is normally familiar with, a Freak Augment will often add an entirely different sensory experience than a human mind is capable of handling. Not only this, it often has noticeable physical changes in appearance, up to and including appearing like a beast-human hybrid. While the social stigma is not one of total revulsion, it does enumerate a class distinction as a brute or some kind of troublemaker in addition to taking a toll on the psychological level. As a result, characters cannot take Freak Augments unless they have taken Traits to allow for such extreme modifications.

SYNTHETIC SLEEVES

A synthetic sleeve (or "synth sleeve") is a range of artificial bodies to supply the ever-increasing demand of sleeves. Due to mass production, most synthetic sleeves have a recognizable range of model variants. Some low quality sleeves are more obviously artificial. While synthetic means artificial, it rarely mean purely mechanical. A synthetic sleeve can contain a high percentage of vat-grown cultured organs from gene stocks, making the sleeve mostly biological.

The cheapest models are ones that are mostly mechanical and woefully poor substitutes for a natal sleeve, not even attempting to pass as human in any way. The sensations to the DHF will all seem processed and muted, so the nuances of sensation like the flavors of food, scents, and even facial details will all be pale approximations that register poorly. While it is cheaper, it is precisely for this reason that such sleeves contribute to the erosion of a DHF's Ego, distancing the lower social classes from reality.

Strangely enough, the highest quality sleeves will also be largely mechanical, but will feature nanites and synthetic blood (that is blue in color) to mimic the restorative properties of biological material. Such synthetic sleeves will also be maximized

for ease of transfer and accuracy of sensation as opposed to vat-grown organs stitched together in bags of synthetic skin.

The middle market of synthetic sleeves will be largely organic with built-in ports or adapters to accept cybernetics or upgrades of various kinds should they be desired. Larger companies have a wide range of off-the-shelf upgrades that are specifically designed to use their ports. This both improves sales and discourages generic, off-brand upgrades from being utilized.

Such sleeves are popular among technicians and researchers who utilize various processors and tools in order to complete their jobs more quickly. They have physical tools or processors embedded in their sleeves, and they have access to data and neurachem in order to increase their focus and skill in a task. Combat sleeves form the highest quality of this category and feature many means to interface with a central command structure as well as their own weapons systems. This is nothing to say of combat sleeve's penchant for including strength and perception augments by their buyers. The main difference between the highest quality synthetic sleeve and a decent quality one is rarely more than an increased number of  available to the more advanced models.

Upgrading a Synthetic Sleeve

Upgrading a synthetic sleeve is no more complicated than upgrading a computer with new parts. All upgrades to a synthetic sleeve have a Price Level cost, but extensive ones will require a  be used as well, especially if the upgrade displaces an organ or limb. These will likely be built into the cost of the sleeve itself, but models with remaining  can take aftermarket upgrades as well as improved factory settings.

NOTE

The distinction between the biological and mechanical upgrades are largely narrative.

A GM can decide if the upgrade a Tech Point represents is better represented as a biological or mechanical augmentation, but they will have the same in-game effect.

SLEEVE AUGMENTS

OPTIC AUGMENT

This neurachem augment will give the iris of a normal eye the abilities of a camera lens, allowing them to see great detail from even a long distance. It has quite a range of options at different prices.

- **Neurachem** (see pg.266)
- **Photomultiplier/Magnilens:** Characters must resolve  in order to take advantage of any of the **{Skill Check}** bonuses the Optic Augment provides.
- **Price:** Consult the following entries for the additional rules provided by this upgrade at different Price Levels.

Price Level 1

- **{Detect, Search +1}**

Price Level 2

- **{Detect, Search +1}**

- Perception +10

Price Level 3

- **{Detect, Search +1}**

- Perception +15

- Infrared Vision is possible

- Additional cost of  **1d6**

- Freak Augment

SLEEVE AUGMENT COSTS

INFORMATION CHART 06.02

AUGMENT	TECH PTS.	EGO PTS.	PRICE LV.	PREREQUISITES/SPECIAL
Bestial Appendage		 3d6	Lv. 1	none
Bestial Upgrade	 	 4d6	Lv. 2	none
Biojack		 2d6	Lv. 1	Synth Sleeve Only
Carbon Fiber Skeletal Structure		 1d6	Lv. 1	Synth Sleeve/Localized Bionics Only
Concealment		 2d6	Lv. 2	Synth Sleeve/Localized Bionics Only
Cybernetic Limb	 	Special	Lv. 2	The Ego Point cost is  2d6 , or  1d6 if added as part of live-saving medical treatment
Data Coil		 1d6	Lv. 2	none
N-Wire		 1d6	Lv. 3	none
ONI Implant		 1d6	Lv. 1	none
Optic Augment		 1d6	Special	Different features at different Price Levels
Polymorph	  	 5d6	Lv. 4	Synth Sleeve Only
Polymorph, Advanced	   	 6d6	Lv. 5	Synth Sleeve Only
Polymorph, Lesser	 	 4d6	Lv. 3	Synth Sleeve Only
Subdermal Plating		 1d6	Lv. 1	none

Price Level 4

- {Detect, Search, Throw, Firearms, Direct Energy Weapons +1}

- Perception +20

- A character sees in other light wavelengths, but must shift from one to the other.

- A character can record visual data

- Additional cost of  2d6

- Freak Augment

CARBON FIBER SKELETON

A character's Sleeve has bones that have been replaced with or are constructed of carbon fiber. This has different properties if it is part of a localized bionic replacement or if it is part of the construction of the skeleton itself as a synthetic sleeve.

As part of a synth sleeve

- +5 Damage Threshold

- Defense +1

- Protection +3 vs Bludgeoning damage

- Add Parry (pg.101) to a character's Triggered Effects, even when Unarmed.

- +1 Damage when making {Brawl} and will not take penalties for being Unarmed.

As part of a localized bionic

- Arm/Hand

- ▶ Add Parry to a character's available Triggered Effects, even when Unarmed.
- ▶ +1 Damage when making {Brawl} using fists and elbows and will not take penalties for being Unarmed.

- Leg

- ▶ Add {Athletics - Swim, Jump +1}
- ▶ +2 Damage when making {Brawl} using kicks or knee attacks and will not take penalties for being Unarmed.

- Rib Cage/Spine

- ▶ +2 Damage Threshold

CYBERNETIC LIMB

One limb is replaced with a cybernetic enhancement due to replacing an accidental loss or deliberately upgrading a sleeve.

- {Brawl, Athletics, Melee Combat +1}

- +2 Damage when making attacks with melee weapons or when Unarmed.

- Does not take penalties for being Unarmed.

- The limb itself can take augments or bionics restricted to Localized Bionics so long as the augment or bionics are localized to that specific appendage.

BIOJACK

This upgrade is a port in a sleeve that can feed data cables directly into any native processor or an ONI.

- A character is able to use their own DHF and sleeve as a data processor for Linked Devices, Weapons, etc. and can interface with them without requiring any  from the Linked object.

- Plugging into a terminal directly will grant {Digital Networking, Data Analysis, Data Engineering +2} but a character cannot perform any Move actions.

- A character can transfer their DHF without using another transfer medium. This takes  to accomplish and a character can do nothing else at this time.

- A character can replenish power from normal terminals. This will remove all  from any Concealed device or weapon that is Powered with a Short Rest or  1 for an item that is Powered with a Long Rest.

BESTIAL DERMIS

This dermal upgrade is very durable, but appears rough and warty like animal hide. It does not specifically have to look like an animal skin, but it will be noticeably different, mainly in thickness and texture.

- **Armor: Protection +2.** Can be Layered with bonuses provided by Apparel.

- **{Empathy -1}**
- Freak Augment

BESTIAL APPENDAGE

The character has a graft or limb that is bestial in nature and has the ability to inflict severe damage with it. The animal being used as a reference will vary by the tastes of the character, but are rarely discreet.

- Add +15 to Strength
- A character's Unarmed attacks will not suffer penalties for being Unarmed
- Increase Damage dealt from **{Brawl}** by +3
- Unarmed attacks get **Deadly 1**
- **{Empathy -1}**
- Freak Augment

BESTIAL UPGRADE

Eschewing the human form altogether, the character has undergone massive amounts of bestial augmentations. The extent of this is so extreme that they essentially look like bipedal versions of said animals.

- Add +15 to Strength and Perception.
- **{"Empathy" -2}**, does not combine with penalty for Bestial Dermis or Appendage.
- **{Intimidation +1}**
- Freak Augment

CONCEALMENT

The character's synthetic or bionic sleeve has compartments for storing small devices discreetly or has a built in device that can be deployed with a quick command. Either way, this upgrade is designed to pass a casual inspection.

- Up to  worth of gear gets **Concealment +3**.
- This concealed gear or upgrade will still appear on sophisticated scanners and security checkpoints

- If this is an integrated weapon, the weapon must also use a  in order to be accepted into the augment. An integrated weapon has the following additional Special rules:

- ▶ **Linked**
- ▶ **Quick Draw:** The character does not need to resolve any  to arm themselves with the integrated weapon or to withdraw it.
- ▶ **Hardwired:** An integrated weapon cannot be removed from the sleeve without precise tools and training and an **{Engineering}** check.
- ▶ The weapon cannot be targeted with Disarm, but it can still be damaged.

DATA COIL

An unobtrusive addition to a sleeve, a Data Coil has many advantages to DHF in its data processing ability. It appears in many forms, but is commonly featured as a wired decoration. Those wires ultimately connect to their cortical stack treating the Stack as part of a Deck.

Special

Data Coil: A sleeve can take   worth of Upgrades as if it were a Deck (see pg.246) and gets a **{+1}** to any Gear Bonus provided by it.

N-WIRE

A sleeve is hardwired against intrusion into any DHF stored within it.

Special

N-Wired: {Composure, Discipline +2} Gear Bonus to resist interrogation and Dipping into the character's DHF, and against any offensive action taken against the character's DHF in simulspace.

ONI IMPLANT

A character can interact remotely with any database or network that they are normally allowed access to via terminals or data processors.

- Gain the following Triggered Effects

- ▶ **Netrunning:** {Digital Networking, Navigation, History +2} Some character types have a better bonus based on their level of access to various networks.
- ▶ **Comm:** Able to communicate with someone in another Zone (or beyond) so long as they too have an ONI system or communications device.

- This can be enabled or disabled at will. Keeping this active will make a character detectable, so this cannot be used if a character wishes to stay off the grid.

- **Powered**

POLYMORPH

A character can shift appearance to look like someone that is the same approximate mass as the original sleeve. Traits like age, sex, race and general build can be perfectly emulated. A character is not able to look like someone else specifically (except perhaps their own Birth Sleeve). This change will not fool any biometric or security scan, but it can function as a disguise or make a character more appealing to another person.

Special

Altered Sleeve Biometrics

- Damage Threshold -2
- Health Points: -5

Therapy: Being reseleeved into a Synth Sleeve with this upgrade will reduce damage by two dice to a minimum of one die (3d6 to 1d6, 2d10 to 1d10 and so on).

Ego Damage: Each time a character polymorphs into a new form, they lose (2d6-), which means if a character rolls equal to or under their on the 2d6, then they lose no .

Triggered Effects

- **Polymorph:** () Passing a {Read Person, Cultures, History} adds a bonus of {Expression, Diplomacy +2} checks with a target. Causes "Ego Damage".

- **Polymorph, Minor:** () Change or exaggerate an existing physical feature. This has the practical benefit of gaining bonuses to either {Expression, Intimidation, Stealth +1}. Causes Minor Ego Damage. See Polymorph, Lesser.

- **Revert:** Undo the effects of Polymorph.

POLYMORPH, LESSER

A character can change their sleeve's appearance subtly at will to alter their physique or superficial details. They will not be able to change anything drastic or become anyone specific, but they can exaggerate or change an existing physical feature to evade initial detection or to make themselves more appealing.

Special

Altered Sleeve Biometrics

- Damage Threshold -2
- Health Points: -5

Therapy: Being reseleeved into a Synth Sleeve with this upgrade will reduce Ego Point damage by one die to a minimum of one die.

Minor Ego Damage: Maintaining a Polymorphed change for more than a day inflicts (1d6-) , which means if a character rolls equal to or under their on the 1d6, then they lose no .

Triggered Effects

- **Polymorph, Minor:** () See Polymorph.
- **Revert:** () Undo the effects of Polymorph.

POLYMORPH, ADVANCED

Same as Polymorph, but a character is able to change their appearance with extreme flexibility, to the point where someone can emulate the physical features of another perfectly if given time to study.

Special

Altered Sleeve Biometrics

- Damage Threshold -3

- Health Points:  -5

Body Double: A character can assume the role of another as a near-perfect body double.

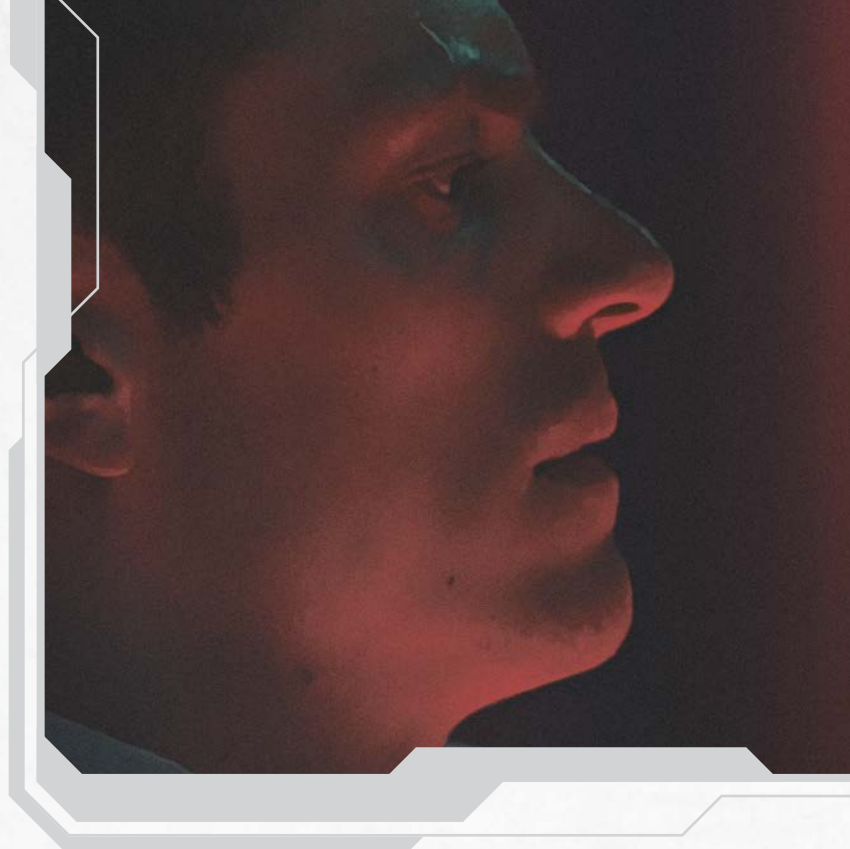
- **{Stealth, Expression, Diplomacy +4}**
- When interacting with others that know the original person being 'doubled' by the character, the others will be required to pass a **{Read Person -2}** to see through the disguise.
- This will not fool any advanced scanning or be able to replicate biometric data like iris or fingerprints.

Severe Ego Damage: Each time a character polymorphs into a new form, or stays in that form for more than a day, the character loses ( **3d6** - ), which means rolls equal to or under a character's  on the 3d6, then they lose no .

Therapy: Being reseleeved into a Synth Sleeve with this upgrade will reduce Ego Point damage by 3 dice to a minimum of a single die.

Triggered Effects

- **Polymorph:** ( ) See Polymorph. Causes "Ego Damage".
- **Polymorph, Advanced:** ( ) will add **{Expression, Diplomacy +3}** checks with a target. Causes Severe Ego Damage.
- **Polymorph, Assume Body Double:** (   ) A character assumes the role of a Body Double of anyone who has been Targeted with Study Sleeve Triggered Effect. Causes Severe Ego Damage.
- **Polymorph, Minor:** ( ) See Polymorph, Lesser. Causes "Minor Ego Damage".
- **Study Sleeve:** (    ) Make a **{Read Person, Cultures, History}**. Having access to photos or biometric data will add a bonus of **{+1}**. Passing the check will allow a character to assume that person's identity as a Body Double.
- **Revert:** () Undo the effects of Polymorph.



SUBDERMAL PLATING

A character has rigid plates beneath the skin protecting sensitive or vulnerable areas.

Gain **Protection +1** against all damage types and +10 Damage Threshold. This can *Layer* with other bonuses provided by *Apparel*, even *Battle Armor*.

NEURACHEM

Many Sleeve upgrades fall under the category of Neurachem. This is a complex system of biochemical feedback with digital processors augmenting the sensory experience in some extraordinary way. Because it works in tandem with normal sensory processes, the use of Neurochem is as subconscious as an iris contracting in response to increased light exposure. They are rarely damaging to the human psyche, so the DHF's integrity is not compromised by neurachem augments.

Any Attribute bonus or ability provided by an Upgrade with Neurachem will not need to be specifically declared in its Use as part of a character's Intent the way one would other Equipment. Some additional or advanced features may need  to use, however.

Some Neurachem is extremely common and popular because it does not damage the Ego the way many



LORE NOTE

Polymorph can be used in a therapeutic fashion if a character is traumatized by the loss of their birth sleeve or a sleeve they were particularly attached to. In this case, the trauma from the event will remain, but Polymorph will not penalize a character by causing them to lose Ego Points if they change into the form of their preferred sleeve. However, if a character uses the Polymorph function to turn into someone else, then the illusion is broken and the character could lose Ego Points.

sleeve upgrades can. Such varieties of neurachem augment a sense so passively that it feels like an extension of their natural abilities. As a result, the neurachem presented in Table 6.03 below offer a range of commercially available neurachem that does not have an Ego Point cost associated with it. This is an easy way for new characters or characters in new sleeves after sleeve death or severe organic damage to bring certain stats up to their liking by merely paying for it.

NOTE

A few Sleeve Augments count as Neurachem and have the ability to be used passively (not having to declare their "Use"), but they either distort the human experience to an extreme degree or are part of a much more intrusive augment. They do not qualify as purely neurachem as the ones listed here.

COMMON NEURACHEM

INFORMATION CHART 06.03

AUGMENT	TECH PTS.	PRICE LV.	PREREQUISITES/SPECIAL
Cognition Neurachem		Lv.2	Add +5 to Acuity and Intelligence.
Combat Neurachem		Lv.1	Add +5 to Strength and Perception.
Congenial Neurachem		Lv.1	Add +5 to Empathy and Willpower
Metabolic Enhancer		Lv.1	Protection +3 against Poison and gives a bonus of {Endurance, Discipline +2} when making a save throw to see if a character remains <i>Under the Influence</i> . A character can suspend this ability at will, but cannot suspend it for a specific chemical or drug. It is merely toggled on or off.
Military Neurachem		Lv.3	Add +10 to Strength and Perception.
Reflex Neurachem		Lv.2	Get a bonus of {Athletics +2} as a Save Throws.
Speed Neurachem		Lv.1	Add an extra to a character's available Speed Dice during Combat.

1. **Credits:** The number of Credits a character has at each level.
2. **Name:** The name of the gear a character has at their disposal.
3. **Price Level:** The Wealth Level a character needs in order to purchase the gear freely. Also the Level it can be found on most Resource Catalogs.
4. **Skill Checks:** The Skill Checks used and any associated bonuses, penalties, or Specializations associated with its use.
5. **Bonus Dice:** The number of additional Bonus Dice rolled when using this gear. They will be 0x meaning no bonus dice, 1x meaning 1 Bonus Die, 2x meaning 2 Bonus Dice and so on. These Bonus Dice are the same kind rolled as the Skill Check die.
6. **Tech Point Chassis:** The amount of Tech Points worth of upgrades the chassis of the gear can support.
7. **Tech Points Used:** The number of Tech Points used on upgrades or taken in damage. The Tech Points Used cannot exceed the Tech Point Chassis
8. **Special:** Any Special Rules associated with the use of the gear.
9. **Triggered Effects:** The Triggered Effects that this equipment provides along with the    or  needed in order to use it.
10. **Tools:** A shortened version of the equipment entry with only the few things needed for listing the properties of tool kits.
11. **Model:** The model of the character's current Sleeve. Generally for flavor, but some models carry additional rules.
12. **Type:** The current Type of Sleeve, whether it be birth, natal, synthetic or clone.
13. **Tech Point Chassis (Sleeve):** Same as equipment; this is the amount of Tech Points the sleeve can support. Typically only a feature of synthetics.
14. **Tech Points Used (Sleeve):** Same as equipment; this is the number of Tech Points used on upgrades. The Tech Points Used cannot exceed the Tech Point Chassis.
15. **Strength:** The Strength Attribute of the Sleeve (which is carried over to the main Character Sheet).
16. **Perception:** The Perception Attribute of the Sleeve (which is carried over to the main Character Sheet).
17. **Damage Threshold:** The amount of Wounds the Sleeve sustains before it begins to lose Health Points. This is carried over to the main Character Sheet.
18. **Health Points:**  The maximum amount of Health Points a sleeve has. This is carried over to the main Character Sheet and is also where lost Health Point are tracked.
19. **Triggered Effects (Sleeve):** Same as equipment; the Triggered Effects that this sleeve provides along with the    or  needed in order to use it.
20. **Special:** Any Special Rules associated with this sleeve.
21. **Sleeve Upgrades:** Any upgrades made to the Sleeve along with their associated  costs. It is possible that there are no associated costs and that the upgrade simply applies.

Note: At the Hunters Entertainment and Renegade Game Studio websites, there are alternate sheets for multiple additional pieces of equipment a character can carry that will not include Sleeve Biometrics (as they are already included on this and summarized on the main sheet for quick reference.



DHF PROOF OF PROPERTY OWNERSHIP

CREDITS:

Lv.1

Lv.2

Lv.3

Lv.4

Lv.5

1 NAME:

Price Level

2 Skill Check(s): {

} + X Bonus Dice

4 Tech Point Chassis:

7 Tech Points Used:

Special

9 Triggered Effects

NAME:

Price Level

Skill Check(s): {

} + X Bonus Dice

Tech Point Chassis:

Tech Points Used:

Special

Triggered Effects

3 NAME:

Price Level

Skill Check(s): {

} + X Bonus Dice

Tech Point Chassis:

Tech Points Used:

Special

Triggered Effects

NAME:

Price Level

Skill Check(s): {

} + X Bonus Dice

Tech Point Chassis:

Tech Points Used:

Special

Triggered Effects

SLEEVE BIOMETRICS

11 Model:

12 Type:

Natal/Birth ☐Synthetic ☐Clone ☐

13 14 Tech Point Chassis:

Tech Points Used:

15

16

17 Damage Threshold:

/ Health Points:

18

19 Triggered Effects

20

Special

21



AUTHORIZED
PERSONNEL
ONLY
ID REQUIRED

ENTER

STATION

FELL STREET STATION

CITY POLICE

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CHAPTER 7

RUNNING GAMES

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3790

BEFORE SETTING OUT TO TELL YOUR STORY, pause for a bit and really contemplate what kind of story it is you want to tell. As a Gamemaster (GM), this is your biggest task since the nature of the story determines every other aspect of gameplay and character development. This does not mean you need to settle on all of the main story beats, cast members, or other details. In fact, determining too many of these elements at this stage may box you in as you struggle to adapt to the curves that players will inevitably throw at you.

What you can determine is the general overview and nature of the story itself so players can have a more solid understanding of the role of their characters and their relation to the story. Some character archetypes may have to adapt to a world that does not suit them, but this can all be a part of the character arc that makes roleplaying games interesting in addition to exploration, mystery, and conflict.

: LINK ESTABLISHED :

SETTING AND STORY

Consult Chapter 1 to get a feel on the setting to better inform your decisions and be sure to discuss or consider any thematic boundaries your group may have, because while the setting is literally dystopian, there may be topics or things your players don't want to have as part of a game, even in a setting as bleak as this. If you have considered this, and have a story in mind, skip ahead to the Contacts and Allies section (See pg.294) to get the non-player character (NPC) development in your setting. A GM may not always have the luxury of knowing who their players are going to be or what kind of character they want to play.

The following are some common frameworks that a GM can consider when creating a campaign:

■ Freeform Campaign

- ▶ **Pros:** Lots of player involvement in story, surprising and exciting for players and gamemasters alike.
- ▶ **Cons:** Unpredictable trajectory, suited towards experienced roleplayers committed to roles and teamwork.
- ▶ Ideal for 3-5 players

■ Noir Campaign

- ▶ **Pros:** Lots of opportunity for social characters and combat characters alike to shine as they delve into a mystery or conspiracy that could get ugly.
- ▶ **Cons:** Highly involved storytelling is required. Suitable for GMs who are deep into storytelling.
- ▶ Ideal for 2-3 players

■ Action Campaign

- ▶ **Pros:** A chance to truly explore the extent to which combat can be used in this setting including a variety of opponents, weapons and gadgets. Very story-light.
- ▶ **Cons:** Vast disadvantages for social based characters who will struggle to find a place when most of the problems are solved by fighting.
- ▶ Ideal for 3-6 players

CAMPAIGN GENERATION

It is possible that a GM may not want to dedicate too much time to creating an intricate plot, or they may feel as if they are not up to the task, but want to run such a scenario regardless. For these situations, a GM may make use of some quasi-random elements in order to determine the next story beat or plot twist in the tale.

The following table will have an escalating series of events that will ultimately build to a dramatic conclusion. The nature of the scenario will be determined by the success of the characters in their efforts to get to the bottom of the mystery or uncover the plot against them.

At the end or beginning of each session, roll dice and consult the Campaign Table to determine what new hazards await the characters in order to lead them to the next adventure, or what twist brings them into the next chapter. These are only suggestions, but they can serve as a useful backbone to your own story, or they can be used to generate a scenario almost completely at random.

Campaign Length

When determining the campaign length using this method, determine how many sessions you want to run. Each session will result in a die to add to the table. At the end of each session, roll all the dice from the campaign so far (or add new ones to a running total if you wish to make the campaign shorter) and consult the table in order to see what hook or plot twist awaits them at the end of the session.

If the total results in a finale, then you can decide to end the campaign using that framework, and you can consult the End of Campaign (See pg.284) section in order to see what kind of rewards the characters can expect if they wish to continue playing with their same characters. Otherwise, you can keep playing until the story brings itself to a logical conclusion.

In order to estimate the length of a campaign using this method, consult the following guideline:

Style of game: Number of Game Sessions, Number of times to roll on a Campaign Table

- **One-Off:** Single Session, 2-3 rolls (with one at the beginning and others at dramatically appropriate moments for a true single-session game).
- **Short Campaign:** 2-4 Sessions, 3-5 rolls.
- **Standard Campaign:** 5-7 Sessions, 6-10 rolls.
- **Long Campaign:** 8+ Sessions. The table is likely not directly applicable at this stage but can be helpful in developing randomized plot elements.

Dice Type Rolled on The Campaign Table

The type of dice rolled depends upon the finesse and skill the characters use to succeed. The less commotion the characters cause, the less likely they will have to resort to drastic measures as they work towards the conclusion of the scenario. The scenarios and potential finales get less subtle and far more dangerous as the numbers climb higher.

At the end of each session, roll dice based on the result of the previous session (either a running total or all the dice from all sessions) this Result is, called

Progress. Once a Finale result is reached, the next session can be the last of the campaign, if you wish.

- d12 Extremely bad outcome, abysmal reward
- d10 Bad outcome, low reward
- d8 Poor outcome, moderate reward
- d6 Good outcome, decent reward
- d4 Extremely good outcome, large reward

Finales

Certain results on a campaign table will indicate that a Finale is possible. A Finale is any logical end to a story arc. When used as part of a larger campaign, a Finale can simply be a milestone that indicates when rewards are distributed (material, additional , and so on). After a Finale concludes, a character should always have the opportunity to take a Long Rest and generate any surplus Credits their Wealth Level and/or Traits allow.

Of course, a GM can take it upon themselves to decide when and where rewards are distributed in this way. The Finale just gives characters a chance to bring some closure to a story, even if it's part of a larger conspiracy or plot. It also gives the GM a sense of timing regarding amorphous concepts such as Wealth Level, Long Rest or any kind of natural healing or long-term planning.

If a GM or players do not want to engage in any Finale rolled on the table, then they have either abandoned their pursuit in some profound way or the GM has decided that there is still more plot to unfold.

See pg.278 & 282 for Campaign Tables.

THE SUPPORTING CAST

There will be tools and examples in this chapter to assist a GM to add an interesting supporting cast of non-player characters (NPCs) with a dynamic set of possible interactions with the player characters.

They will range from helpful allies to dangerous adversaries and pretty much everything in between. Of course, you can expect some roles to switch as the story progresses, new characters are revealed and events unfold.



NOIR CAMPAIGN

I SAW HER, FLEEING DOWN A CORRIDOR wreathed in blooming neon. I could tell she was in the rain not long ago. It didn't take an ex-CTAC Marine to see that she was holding a gun in the pocket of her coat. Her other arm carried roses... they looked old, and dead. She turned and faced me, her data coils illuminated, neurachem probably flooding her adrenaline-fueled body as she saw me.

She drew her pistol from her pocket, a .9mm. Thing looked like an antique, My neurachem vision focused on it. Metal, not composite, it had rust. Had to be at least 300 years old, but it looked like it had been taken care of. But who's going to take care of her? She looked at me. I hardly noticed she had the gun trained on me, too busy looking at her face, the lights behind her head glowed like a halo.

"You're Sam?" I said and she lowered her weapon, but her finger was still wrapped around the trigger, ready to squeeze.

"Yes." She said back. Misdirecting with one hand, I reached behind my back to the grip of my blaster with the other. Shame it had to end like this. Wonder how fast she is on the trigger. Guess I'll see.

While it is invaluable to have an understanding of the *Altered Carbon* source material, it helps to likewise understand where *Altered Carbon* inherited its

stylistic and thematic elements. As groundbreaking as the *Altered Carbon* was, it is itself an homage to the crime pulps of the 1930s and 1940s with a distinctive sci-fi twist.

Noir is about more than trenchcoats, cats, and private detectives. In truth, barely a dozen film noirs from the classic period feature detectives as main characters. Similarly, cyberpunk is about more than flying cars, neon eye-candy, soaring skyscrapers, and hacking mainframes.

NOIR MAIN CAST

If you are following the pattern of *Altered Carbon*, it is likely that the characters are going to be a part of a larger conspiracy that characters must either get to the bottom of, or somehow survive. In this situation, characters are unwitting pawns in a larger game between the powerful and the wealthy. In this case, combat is not as common or important as the investigative prowess and resourcefulness of the characters. This might be a bit of a departure from what some players are familiar with in roleplaying games. Nonetheless, it adds significant value to characters who provide cover in the digital and legal space as the rest of the team investigates the conspiracy against them.

NOIR SUPPORTING CAST

As a GM, if you are looking to shorthand the supporting cast roles of both allies and foils as per noir storytelling, it would be beneficial to examine a few examples from classic noir pulps and films. There are some obvious parallels in *Altered Carbon* since it is part of the cyberpunk neo-noir tradition.

GAMEMASTER NOTE

The examples here are archetypical of historical examples of the noir genre, and in *Altered Carbon* specifically, but you can and should make alterations to play against type or to throw a curve to the players' expectations. For example, the Femme Fatale/Black Widow and Angel respectively can be dangerous, dashing, or saintly male rather than female characters. A Femme Fatale could even be an obsessive and manipulative AI that has attached itself to a player character, taking whatever form necessary to appeal to them. The ability to swap DHF between different sleeves practically invites this deceptive interplay. Of course, the possibility that a trusted Non-player character (NPC) was someone completely different all along is a plot twist too tempting to ignore.

NOTE

In the examples to follow, there are significant crossovers in roles. Very rarely will any character fall neatly into only one category. When characters do fill the roles described, it is contextual to how they relate to other characters. For example, Lt. Kristin Ortega is both an "Angel" and a "Boy Scout" in her relationship with Takeshi Kovacs, but she is the "Knight in Dirty Armor" for Samir Abboud and the "Femme Fatale" for Mickey, who would gladly bend or break rules for her against his better judgment.

The player characters are allowed to move like Kristin Ortega does from role to role as they interact with NPCs. They should not be restricted to any one category. But support roles will likely fall into a category and stay there for simplicity's sake.

Note: Some of the roles described here refer to character portrayal in the television adaptation (*). They are either invented whole-cloth or are different in some fashion from the original novels.

The Knight in Dirty Armor

Just because the morality of the world is ambiguous doesn't mean your character has to be. A morally forthright character doesn't have to look or act the part. Examples include both the unkempt, wisecracking detective who walks the straight and narrow, and the assassin with a strong personal code. Good characters are a study in contrasts, and nowhere is the contrast more profound than in cyberpunk and noir.

Examples: Takeshi Kovacs, Elias Ryker, Vernon Elliot

Femme Fatale/Black Widow

She's the woman you know is trouble the moment she enters the room, but her snare is so intoxicating, you'll follow her to the gas chamber and go to your grave grateful for the experience. As the name suggests, her touch is poison and her modus operandi is to survive, thrive, and exploit. She leaps like a praying mantis from one man to the next, devouring each as she goes. This type is commonly portrayed as an assassin or operative in more modern fiction, but in classic noir, a femme fatale could kill more men with a look than a Luger.

Examples: Miriam Bancroft, Oumo Prescott

The Angel

The yin to the black widow's yang. She's the sobering influence frantically pulling the knight away from the rocks before he succumbs to the siren's song. She needn't be a shrinking violet, but she functions as an inoculation to the corrupting influence of the femme fatale. The irony that she, herself, is often ignoring a 'better' man in favor of a Knight in Dirty Armor from the wrong side of the tracks.

Examples: Virginia Vidaura, Lt. Kristin Ortega, Quellcrist Falconer*, Sarah Sachilowska

Boy Scout

While both noir and cyberpunk have a shared emphasis on street crime and criminal conspiracy, not everyone is on the take. Enter the bloodhound.

HISTORICAL NOIR

Film noir is a French term for a quintessentially American art form. The nomenclature itself being a hodgepodge of disparate cultures, it further follows that film noir is something of a hybrid derived from the German Expressionists of the 1920s as well as the French Romantics of the 1930s, both of whom share much of the same tone and philosophy as film noir.

As an admixture, noir lends itself uniquely to fusion with other genres. Everything from Westerns to comedies to boxing films have found themselves adopting film noir conceits, and so it was no surprise when science fiction did as well. Cyberpunk has been typified by the likes of *Dark City*, *Strange Days*, *Alien*, and *Blade Runner*, from which so many latter-day cyberpunk properties, including *Altered Carbon*, derive their identity.

Cyberpunk is more than mere noir, yet thanks to the mutual ancestry of Ridley Scott's 1982 masterpiece *Blade Runner*, it is rarely too far afield from its antecedent. Let's shelve petty genre distinctions momentarily and talk characteristics.

Whether it's Edmond O'Brien, who knows he's been fatally poisoned and must hunt down his own killer in order to bring him to justice with the little time he has left (*D.O.A.*, 1949), or the dour hitman Raven, who is aware that by redeeming himself, he's fated to die (*This Gun For Hire*, 1942), cyberpunk feeds on noir, and noir feeds on tragic heroes.

If you're making a noir-tinged cyberpunk story, don't get too married to the idea of a private detective or rogue policeman. Noir covers every subject from hitchhiking lowlifes (*Detour*, 1945), to a heist gone horribly wrong (*The Asphalt Jungle*, 1950). Cyberpunk covers everything from crime stories (*Blade Runner*, 1982), to conspiracy (*Strange Days*, 1995), to transhumanism (*Deus Ex: Human Revolution*, 2011). These stylistic signifiers are great to play with, but an apt storyteller should lay them in afterward, once the core story is in place.

Gamemaster Resources for Noir

Film noir is derived from the crime genre, and the cinematic and literary 'crime wave' of the 1930s proved instrumental in its development. This is why titans of the literary tradition who spawned noir, names

such as Dashiell Hammett and Raymond Chandler, were first published in crime pulps of the 1930s and 1940s. Noir distinguished itself by embracing a stylistic and romantic edge that the more procedural crime genre lacks.

Consult these pulps, as virtually everything Chandler or Hammett ever wrote is collected in book form. Absorb their tone, then throw in some of your own. Don't worry. The process won't be painful. The wonderful thing about pulps is that they're short, quick reads. They were written to grab the reader instantly, without bogging them down in needless character development or exposition, and prosper profoundly from this approach.

The novel *Altered Carbon* benefits from this very same structure, and it is tapping into that boundless energy and atmosphere that you will find the richest vein of storytelling conceits in construction your own stories. That said, a broader understanding of the genre is not only going to be helpful to you, it will be quite a thrill when you see the nascent elements that made these stories endure to modern day, despite the tone, style, and overall aesthetic being so closely defined with the cinematic style of the 1940s and 1950s.

A literary reviewer once wrote that Raymond Chandler's detective stories were the moment when "The American Mystery novel... went native."

Craft a familiar crime or corporate espionage tale, and then make the cyberpunk setting indispensable from it. No one could possibly imagine a Raymond Chandler private detective story that doesn't take place in his inimitable version of 1940s Los Angeles. Make your setting the same.

Gamemaster Resources for Cyberpunk

By the same token, explore the down-and-out paranoia of the cyberpunk genre (something it shares with Noir) by treating yourself to some of its literary fountainheads. Philip K. Dick's *Minority Report* and *Do Androids Dream of Electric Sheep?*, the latter of which was the basis for *Blade Runner*, typify this theme perfectly. The *Altered Carbon* novel itself won a Philip K. Dick award in 2003, and while it is a more recent example of the many great cyberpunk stories, the novel shares more than a little DNA with its cinematic predecessors

The white knight. The obsessive authority figure, bounty hunter, or police lieutenant destroying their own life and compromising their own safety to track down a killer. Often this character will be the ‘better man’ the Angel keeps passing up in favor of a morally dubious Knight in Dirty Armor.

Examples: Lt. Kristin Ortega, Samir Abboud*, Mickey*

The Kingpin

A good crime lord can be invaluable to setting the other characters in motion. He or she is the impetus for many of their travails, and who doesn’t love to play the puppet master on occasion? In cyberpunk and noir, these characters often assume the form of legitimate businessmen, such as a corporate tycoon, an oil baron, tech mogul, or even a simple CEO. This character needn’t be the cliché antagonist swilling brandy in a high-backed chair. Often, a morally gray crime baron can serve their own shrewd ends with the elimination of the antagonist only being part of the process.

Examples: Reileen Kawahara, Laurens Bancroft, Carnage

The Triggerman

The gangsters. The corporate security. Hackers or hitmen. The men and women of action and loose morals who make things happen. They may be binary characterizations, more complex, or even completely deranged. Regardless, they’re useful for moving both action and plot forward. The key to keeping them grounded is making them matter. In lieu of a random gunman or gang member, why not a close friend, co-worker or family member of another archetype? These complexities keep it interesting for everyone involved.

Examples: Dimitri Kadmin “Dimi the Twin”, Ava Elliot, Mr. Leung*, Trepp, The Mongol, Jimmy de Soto, Sarah Sachilowska

There are many other examples, but these are some of the linchpins of noir and cyberpunk in particular. These character types are the most general of guidelines to help give your game a richer play experience with the *Altered Carbon* cyber noir flourish.

THE CONSPIRACY

The overall scenario in which the characters take part is called “the conspiracy,” and it is comprised of the events that surround the half truths and cover-ups that obscure the facts. The hidden truth may be as simple as a person in power covering up their personal mistakes, or it can be an elaborate and well-planned scheme in which the characters have unwittingly joined the many pawns. The drive of the conspirators can be impulsive, and their motives are not always clear at first.

Gathering Evidence

Focusing on an investigation will mean that the player will have to think very much like an investigator themselves. Without knowing what they’re looking for, the players can end up wandering around aimlessly making **{Detection, Investigation}** checks until one or more of them happens to succeed. Transhumans have tremendous access to sensory augments that make routine sweeps accurate to a ludicrous level. These augments can include vision in different wavelengths of light, metasensory processors to analyze data to form augmented reality reconstructions and simulations, and even using senses humans do not normally possess, such as echolocation or electroreception.

To clarify what is happening, when players attempt a **{Detection}** they should specify what sense they are using in order to detect. It is assumed that a character utilizes whatever augments or neurochem that better improves their odds. The resulting description of the GM based on Skill Check results will provide the necessary descriptors of what sort of transhuman sensory input the characters use in order to explore the world around them.

Here is an example of an exchange between a player character (Joel, a corporate insurance claims adjuster by day) and the GM to reveal clues using **{Detection, Investigation}**:

GM: You enter the garage. Two aircars are suspended on repulsor lifts to allow work on their undercarriage. Despite the doors being open, no one seems to be around. You just spoke with the mechanics not an hour before, and they knew that you were arriving to inspect the damage for the insurance claim.

Joel: I go to the edge of the garage and look around.

GM: Roll {Detection 5}.

Joel: I got a 4.

GM: Good. Ok... Instinctively, your photoreceptor eyes scrutinize the details of the aircar and begin to assess the extent of the damage. You notice something you weren't expecting. Roll {Investigation 8}.

Joel: I got a 6.

GM: Good. You send the visual data to your company's damage database to determine what caused some of the more peculiar damage you saw. The scans return stating they are scorch marks from what is likely a plasma weapon.

Joel: That's very odd.

GM: Yes. Make an {Investigation 4}. I'll raise it to TR 5 because of your earlier success.

Joel: I got a 7.

GM: The crumpled wreck disguised most of the plasma damage, but this doesn't seem like it was an accident. That's about as much as you can tell.

Joel: How does an aircar get brought down with a plasma weapon?

GM: You ask yourself that very question, but the sharp squeal of a heavy door opening interrupts your thoughts. Standing in the doorway is the mechanic and another very well dressed man you are not entirely sure you recognize.

It is quite possible that a character can engage multiple senses at once with the same {Detection} and may detect something using a sense they were not indicating. Neurachem commonly operates in precisely this manner, augmenting subconscious sensory inputs and dragging them to the conscious if they meet certain pre-programmed criteria.

This gives the GM an excuse to introduce details that build the scene or surprise the player character with a detail for which they were not initially looking. It also puts the onus of the character's experience on the player, by expecting them to think about what their character's investigative priority is rather than just rolling dice and seeing what turns up. A less directed investigation is still possible if the GM is willing to shoulder the burden of the additional descriptions necessary to fill in the gaps that dice roll abstraction leaves.

THE HEIST

Sometimes, a character is merely trying to get by. The characters are not part of some elaborate plot and they are not trying to maneuver themselves into a better position within an organization. Instead, they see a weakness to exploit for profit, and in this world, that's the best chance to get ahead for most. You can be a hitman, a spy, or you may have a trusted buyer of illicit goods from which you steal. Espionage is the name of the game, and it can lead a character down the rabbit hole of conspiracy.



NOIR CAMPAIGN TABLE

This table is helpful when determining how a campaign could progress. It consists of general concepts which invite the opportunity for open-ended questions to better find a way forward in your story. This is meant to assist with building the mystery that is inherent in running a noir structured campaign.

Progress: This is the plot hook you can use to lead into the next scenario.

Possible Result: This is the possible objective of the next session.

Finale: If this result is reached, this is the possible setup for the end of the campaign, if desired.

Sample Noir Campaign Table Results

1-5 Progress: A garbled message appears in your ONI inbox with a warning from a friend you haven't heard from in over a decade. *Why?*

Possible Result: Generate one NPC Contact for free.

Finale: N/A

6-10 Progress: A close friend was RD'd in what is thought to be an accident. You attend their funeral, which will be an awkward affair. *Why?*

Possible Result: Characters will have to attend a funeral that will also be attended by the murderer or someone who knows more. *But who?*

Finale: N/A

11-15 Progress: Someone calls in a debt you owe. *What for?*

Possible Result: Character must either do a favor to pay Credits (Lv.3 or more) or be required to do some seemingly innocuous errand. Either way, it is clear there is something brewing beneath the surface.

Finale: N/A

16-20 Progress: Something odd has disrupted a normal pattern at work, and no one seems to notice but you. *What is it?*

Possible Result: A shipment is missed, but it is marked as delivered in the manifest. The datastream has gaps. Money is lost in a daisy chain of endless shell corporations, and so on.

Finale: N/A

20-25 Progress: An attractive, mysterious stranger offers you advice or a job proposition. *Who are they, and what is it?*

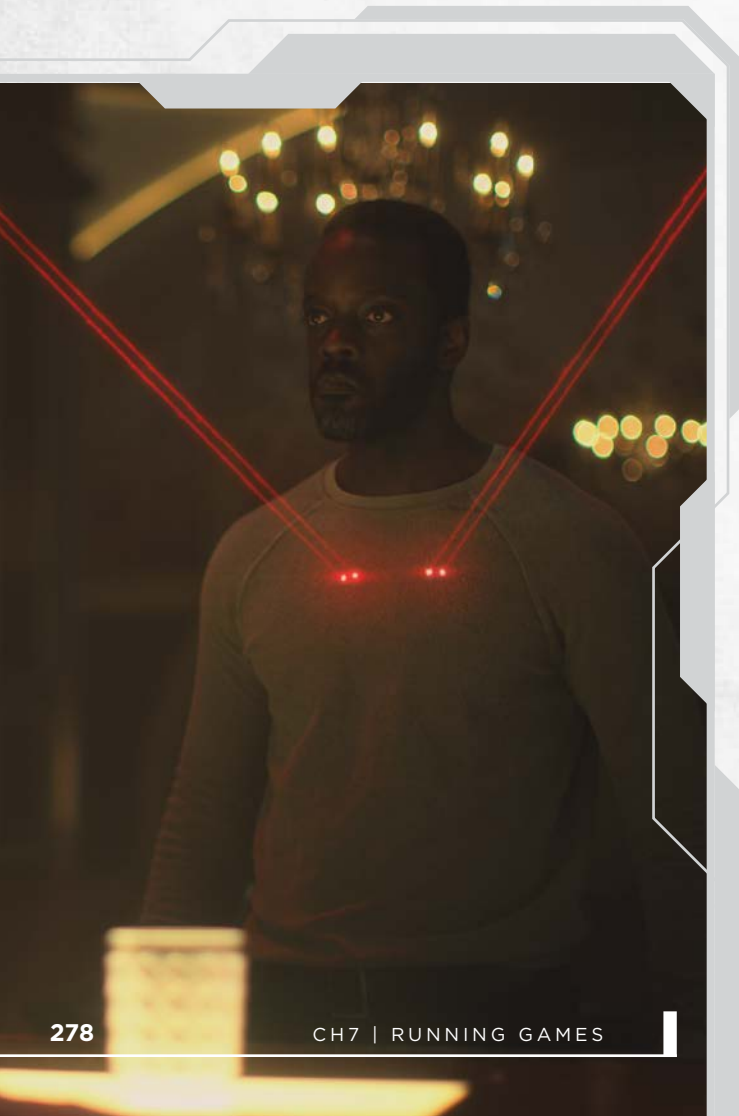
Possible Result: Generate a new NPC with the "Femme Fatale/Black Widow" description.

Finale: A former romantic interest or the romantic interest of an NPC has double crossed them, and the damage must be undone.

26-30 Progress: One of your devices has malfunctioned against all odds, or is sabotaged. *What is it?*

Possible Result: Remove up to   worth of modifications on gear a character uses. This will favor the most useful or expensive feature on the gear. This does not exclude sleeve upgrades.

Finale: You discover who has sabotaged your gear. They must be made to answer for it, or at least ask why such a thing was done.



31-35 Progress: You stumble upon a dead sleeve. The cortical stack is still inside. It looks like someone forcibly tried to extract it, but they were interrupted before they could succeed. As such, they damaged the stack severely.

Possible Result: The organic damage event was clearly not that long ago. There is a chance that the characters themselves will get blamed for it, or at least go through a formal interrogation, and even this may not be exposure the characters can handle.

Finale: You were framed for the murder, and you have an idea by whom. You have to bring them to justice, or take it into your own hands in order to exonerate yourself before you are captured.

36-40 Progress: A Contact, or close friend, has gone missing. *Who are they, and when did you see them last?*

Possible Result: One of a character's Contacts, or an NPC, cannot be located or utilized. If the Contact is an organization, the normal point-person the characters go to is the one who cannot be found.

Finale: The Contact or friend is being held against their will. They will need rescue.

41-45 Progress: When the characters arrive at their next destination, they find it is on fire and/or ransacked thoroughly. *Who did this and why?*

Possible Result: A character must venture inside to either retrieve a valuable item while battling flames or discover that a well-hidden item has been stolen.

Finale: An important Contact, valued asset, or an innocent bystander that you may feel compelled to rescue is trapped in the burning building or kidnapped.

46-50 Progress: A double cross! A Contact turns out to be a duplicitous actor working against you. *Who are they working for and why?*

Possible Result: You catch a whiff of a traitor in your midst. The next event will be highly compromised, but can reveal some clues as to who it is.

Finale: You return to a base of operations to find most of your work completely undone by someone who has betrayed you. This is such an obvious act

of treachery that it is fairly clear who would have access enough to cause harm in this way.

51-55 Progress: A massive exploitable loophole or opportunity presented itself with an enormous financial return.

Possible Result: If the characters efforts are successful, increase a character's Wealth Level by 1 or get Credits Lv.3 (5) added to a Resource Catalog.

Finale: An enormous heist opportunity is able to bankrupt either a wing of a major corporation or a criminal organization's operation. Succeed and they fall.

56-60 Progress: Provoked a Crime Lord.

Possible Result: The characters' actions have, inadvertently or not, crossed a major criminal organization and have alerted the highest echelon of crime lords. All of their resources are dedicated to stopping the characters.

Finale: Characters must undermine or destroy an operation of a major criminal organization, or stage their own demise to avoid capture.

61-65 Progress: Judgment is at hand.

Possible Result: The characters have quite obviously been double crossed, and the duplicitous party is too high in the social or corporate hierarchy to be reached easily.

Finale: Characters completely destroy the reputation of or RD an NPC they know or have worked with.

66-70 Progress: The end is near.

Possible Result: Characters lose all  but have a chance before the next and potentially final session to spend at least  1 if they have any remaining.

Finale: Characters sense the walls closing in on them. A high-risk venture is the only way out.

71+ Progress: All hell has broken loose.

Possible Result: Characters lose all  and the scenario must be upended enough to represent this.

Finale: The only way out of this is a very bloody one.



ACTION CAMPAIGNS

A hail of blaster fire hoses the corridor with searing bolts of heat. Trista and Francis wall up just in time to have a torrent of tungsten bolts fly past them by mere inches. Sensing a pause in the onslaught as the blasters were still running cooling cycles and the railguns were being reloaded, Frances gives a thought-command to his grenade dispenser clip. The ocular implant reader indicates a shift from SHAPED CHARGE to ANTI-PERSONNEL, and with a high pitched whirr, dispenses one thin diskette grenade that he turns and whips down the corridor.

A moment, then flash and bang as the reverberation and wave of force and heat can be felt in the walls they were pressed up against. Trista uses the moment of chaos to turn down the hall and press onward, laying down bursts of suppressing fire from her rail rifle. Frances follows close behind, the electronic whine of his particle blaster arming to an ear-splitting pitch before spitting white-hot death down the corridor while his neurachem vision tries to sift out the shapes of the CTAC Praetorians amidst the smoke and ruins to see if any were left.

They were crazy. They never thought they'd get this far, but they were determined to push through to the command center.

"Hell of a diversion," Francis thought, indulging in a moment of snark as Trista gives the all clear and his own scans turn up nothing.

"We're not even the main attraction. These jackboots have no idea what's coming for them," he thought as a cheshire cat grin stretches across his face. His ONI lights up with alerts of another wave of Praetoreans funneling into their trap.

We hardly need to go into details as to what makes an action story. The key word is, well, action. The pace is kinetic, the plot is light and loose, and the opponents are generally without much nuance. Story is used loosely as the main issue to consider is who the bad guys are, and they're generally the ones who are shooting at you. The time, place, setting, and motives are all window dressing to what is essentially just a shoot-em-up. Regardless, there are some useful story hooks to give this type of story some narrative gravitas. This makes it more interesting to the players, and as a GM, you will be able to plan sessions in this theme as part of a more intricate overall story.

ACTION MAIN CAST

The Special Forces Unit

While everyone is familiar with the infamous Envoy Corps, they are hardly unique. Carrera's Wedge and CTAC are two others that are specifically identified, and there are said to be dozens if not hundreds of special forces and other contractors within the Protectorate, as well as mercenary organizations. A group of player characters can comprise a military specialist unit. It is assumed that all characters have some military background, but some may feature specialists who have a required skill set that is far beyond the training and experience of average trained soldiers. They may also be so uniquely talented in a certain area that their lack of combat experience is overlooked.

- **Pros:** This formation will feature heavy combat and access to extraordinary military grade hardware and neurachem. Less reliant on a network of Contacts for supplies.
- **Cons:** Players could feel railroaded into a play style that feels repetitive. Opponents will likely wield weapons with fantastic damage outputs against the characters, so Severe Organic Damage is also a common feature, as is Real Death. Characters will likely need to take Combat Traits.

LORE NOTE

Mercenary and contractor organizations are featured prominently in *Broken Angels* and *Woken Furies*. In *Altered Carbon*, it is alluded to that Elias Ryker partnered with a mercenary police force that was paid with confiscated property from criminals. Mercenary organizations exist with legal legitimacy quite commonly. This blurs the line between what are considered legitimate Protectorate organizations and what are simply the private sector taking a government contract. For most games, this distinction hardly matters, but characters that operate both as a Protectorate mercenary and as a criminal are painting a target on their own back along with their fellow mercenaries. This means characters can traverse the boundaries between public, private, and criminal with relative ease.

The Gang

The characters can be part of a larger criminal organization, or they can be a small, independent outfit running scams or other crimes as a loose affiliation of criminals. They can even be part-time criminals with legitimate jobs to serve as cover when they meet for clandestine operations or schemes. It is likely the nature of the crime is covert, like data mining or dipping, rather than the sale of physical products. Many of the criminal activities that involve trafficking or selling illegal wares are often tightly under the control of larger criminal organizations who would have a severe issue with territory encroachment. Then again, this very conflict can be the dramatic impetus for the story.

- **Pros:** Operating on the legal margins gives characters a lot of leeway in how they can accomplish their goals.
- **Cons:** Vulnerable to legal entanglements during their organization's normal daily operation. The highly oppressive surveillance state means that there is extremely little that can be done in the open without extreme precautions or extensive backtracking to erase security footage and any digital record of what the characters do. As a result, it can feel like doing anything is not worth the effort.

The Hired Guns

The characters are not licensed mercenaries, but they are the clandestine operatives of either an organization looking to keep certain activities off the books or scheming, wealthy individuals. In the latter case, characters are often hired through shell corporations and likely do not know the true identity of their employer. The range of character types and required skill sets are quite diverse, and almost any character can find a purpose within such a group.

However, it is just as likely that characters are simply hired muscle involved in one of the many illegal enterprises that ravage the Protectorate.

Note: This scenario type, which can be used in order to introduce the setting and characters, can later be dovetailed into another scenario type if you wish.

- **Pros:** Large possible variety in missions, making the party ideal in multiple scenario types. Easy immersion for newer players. Plenty of opportunity for new story hooks.
- **Cons:** Very reliant on their employer to dole out missions and story exposition. The story can feel contrived as a result.

ACTION SUPPORTING CAST

Work For Hire

In this case, the players are often the good guys, or at least the “better” guys. They might be hired to rectify some injustice that the law couldn’t handle, or some other institutionalized injustice. In this case, characters are revolutionaries or vigilantes, and the player character’s public image would be dubious, at best. The supporting cast would be fellow contractors, clients and informants.

Revenge/Rescue

A straightforward action story has a more clear delineation of right and wrong. The player characters, or someone important to them, have been seriously wronged and reasonably need to make it right. Whether or not the long arm of the law could resolve the issue is almost irrelevant, but if it can’t, that helps give characters a moral imperative. The supporting cast can be practically anyone who is personally or professionally associated with the characters, since revenge can be associated with either sphere of influence.

Vigilantes

The characters have set the boundaries of their own territory to exact their form of justice. They are either filling the vacuum left behind by legitimate law enforcement, or they are enforcers of a clan law or some form of honor code that is deemed to be above the law, (at least in situations like this). The supporting cast will likely be police as well as a network of sympathetic criminal elements who have little qualms with privatized forms of justice.

Military/Paramilitary

Whether as part of a structured military unit or one of the many mercenary organizations hired by

corporations or the Protectorate, the enemies are literally spelled out as per the characters’ contract with their employers. These labels may or may not be true in the grand scheme of things. The supporting cast would likely be the chain of command in the military unit and fellow soldiers.

ACTION CAMPAIGN TABLE

This table is helpful when determining how a campaign can progress. It consists of general concepts which invite the opportunity for open-ended questions to better find a way forward in your own story. Action keeps the story depth to a minimum, so the questions are more directed to a cast of NPCs and specific objects or events to keep the story in a more surface-level conflict, suited for a story-light action campaign.

Progress: This is the plot hook you can use to lead into the next scenario.

Possible Result: This is the possible objective of the next session.

Finale: If this result is reached and this is the desired end of the campaign, this is the possible setup.

Sample Action Campaign Table Results

1-5 Progress: The mission was way easier than you were briefed or otherwise expecting. *Why?*

Possible Result: Characters misunderstood a crucial element of the undertaking and failed as a result.

Finale: N/A

6-10 Progress: The enemy was unaware of your presence. *Why were you able to avoid detection?*

Possible Result: You have a spy working for you or your employer who was unknown until now. This person becomes a Contact.

Finale: N/A

11-15 Progress: You RD’d someone or allowed someone to be killed who you probably shouldn’t have. *Who?*

Possible Result: A Scandal now follows the leadership of the party or one of the offending characters.

Finale: N/A

16-20 Progress: One of the opponents was using something unusual as a weapon or wore some insignia you didn't recognize. *What was it?*

Possible Result: Characters can take the unusual weapon for their own if they defeated the opponent, or the characters encounter another layer of influence behind what they originally thought they were up against.

Finale: N/A

21-25 Progress: Something seemingly mundane was being guarded much more heavily than what seems appropriate. *What is it?*

Possible Result: The characters discover that something they were given (or stole) is, or contains, something of incredible importance to an organization. It's effectively a storytelling "MacGuffin."

Finale: Characters must return the MacGuffin to safe hands, whether that is its original owner, a high bidder, or the authorities.

26-30 Progress: There was one area you simply couldn't reach. *What was it, and why was it inaccessible?*

Possible Result: The least accessible area of a facility targeted for infiltration has a valuable asset stored within it.

Finale: Characters discover an important location that they must reach in order to find the answers they seek.

31-35 Progress: Your commanding officer or employer is furious at you and your unit. *For what reason?*

Possible Result: You were not given some crucial piece of information that made the situation far less black and white in regards to morality.

Finale: You have been tricked by the command structure somehow, or command themselves has been duped.

36-40 Progress: One member of your unit went missing or radio silent for a prolonged period of time during the mission. *Who was it?*

Possible Result: One member of your team accidentally became privy to some very sensitive information.

Finale: Characters must rescue a member of the team who went missing.

41-45 Progress: While recouping between missions, a satellite base or other sympathetic organization was attacked in retaliation. *Was anyone hurt? Who attacked?*

Possible Result: One location characters could go to for support is destroyed in an attack. This will disrupt all supply lines of the party for the next mission.

Finale: A place that is important to the characters, either strategically or personally, is under attack and needs to be liberated.

46-50 Progress: Your transport's flight path has been compromised. *How?*

Possible Result: Not changing course will mean you are attacked, or will encounter a trap on your path, but the redirect may itself be a trap.

Finale: Characters find out that the real source of their troubles is a satellite base or location.

51-55 Progress: Reinforcements arrive for your opponent. *Was anyone hurt? Who attacked?*

Possible Result: Deploy additional opponents in every encounter.

Finale: This is a final firefight to break the resistance.

56-60 Progress: A retaliatory measure involves some form of carpet bombing or some suitably devastating, morally dubious weapon or tactic. *What is that weapon or tactic?*

Possible Result: Characters are targeted with precision air strikes or sniper fire for the duration of the next mission.

Finale: Surviving the onslaught intact is the only possible outcome.

61-65 Progress: The Head of the Snake. The location of the central command structure has been determined.

Possible Result: This individual or inner circle of commanders needs to be cut off from their communication network.

Finale: Assassinate, silence, or expose the leader of your opposition.

66-70 Progress: The Nuclear Option. Literally, sometimes, (if you are lucky).

Possible Result: The deployment of a specialized weapon or unit is set against the characters.

Depending on the situation, it can be a Praetorian unit, a tactical nuke, or a military-grade nanoweapon.

Finale: Prevent such weapons from being used, or defeat the unit set against you.

71+ Progress: War of Attrition.

Possible Result: There is no way out but devastation.

Finale: Annihilation is the only option.

ENDINGS

THE FOLLOWING IS MEANT TO HELP DETERMINE how best to end a session and a campaign and how to handle RD, or Real Death.

END OF SESSION

A session is meant to lead into another session, so the goal is often to end on a cliffhanger to make players excited for the next part of the story.

Rewards

It is expected that characters get some reward for their participation in the session. Generally speaking, this will be restricted to earning abstract  as material rewards are better suited as part of a narration. The amount earned can be based on GM discretion or it can be informed by the kind of dice rolled on the Campaign Table. In fact, the two can be directly related. Here is an example of distributing point rewards.

Reward ( 10- Result on Campaign Die Rolled) x2

So when a good result is achieved (rolling a d4) at worst, the characters will get a decent  12 but could get as much as  18. At worst, rolling a d12, a character could get none or even be penalized... although for player morale, it is recommended that they get at least  3-5 at a minimum. This amount can obviously be scaled to accelerate character advancement and improvement.

END OF CAMPAIGN

When a suitable narrative end to the story has been reached and a satisfying finale has been accomplished, the reward is more or less the experience of

having played an enjoyable game. However, if this is but one of many stories that the characters will be involved in, a suitably hefty reward is in order.

Continuing the Story

While the length and scope of campaigns means that much of the reward is up to the GM to determine, the number of sessions played should inform the overall reward. A decent reward would be (10x the number of sessions) worth of  since that can afford a substantial number of great character advancement perks, even without considering the  earned from the sessions themselves.

DHF BACKUPS

A character that is RD'd and has a "Backup" will require some effort to be made to describe when that backup is made and what the character knows between then and when the character was actually RD'd... which is the plot of *Altered Carbon*. Basically, there is no consideration for this that is not reliant heavily, if not entirely, on narration, even if a character is wealthy enough to afford backups. For pricing, however, it is a good bet to have any backup be at least  1 and Price Lv.4. and will roll an extra die to see how much  and  are lost. Increasing the cost to  2 and Price Lv.5 can represent a backup that is updated routinely, and thus less prone to long stints of lost time so it will not have this additional penalty; but regardless of the price you choose it at, the price only covers one backup, and the price can only be paid by Credits, since a player character rarely has disposable income enough to simply make backups as part of their normal purchases.



ADVERSARIES

Nabeel ducks under a store awning clutching a rain soaked piece of trash-tech paper, shielding it from the downpour. Nabeel lifts the page up to try to catch the cold, shallow light of the neon signs that cascade around the buildings and reflect in fluorescent pools on the street. Their light casts a halo in the rain, diffusing it to the point of uselessness.

He was not a native speaker, so he had to match up the kanji characters visually. Shinji wrote it so fast, he might have short-handed some of the characters without a second thought. The running ink doesn't help either. Nabeel put it out of his mind for now. What was more likely was that he simply hadn't found the place yet. The entire street was a swirling mass of items for sale, technological trinkets mixed with street food and what appeared to his eyes as a mashup of traditional Japanese bric-a-brac, that all blended together in close proximity to obliterate any distinction from one vendor to the next.

His heart sank into his stomach when he saw the men pursuing him round the corner down the street. One was a fighter from The Panama Rose with freak augments and the other man was covered in

illumium tattoos; the yellow iris glow of neurachem eyes flared to life as he activated scanning augments. The pursuers spotted him and began shoving people out of the way to close in. Nabeel turned to run, but before he could tear down an alleyway, he was obstructed by a vendor's rack that was being slowly rolled back into a store. The freak caught up to him. The feline face lacked human expression, but Nabeel had seen him fight in the arena just a day ago, so he knew what to expect. The illumium man caught up moments later, grinning at the fear in Nabeel's face and drawing a telescoping baton arcing with energy and hissing steam as the rain spat against its charged surface.

MINIONS

A GM may find it more worthwhile for cinematic purposes to use a number of NPC minions for combat rather than keeping track of several durable opponents. For this reason, any opponent that is designated a Minion will not have a Damage Threshold (See pg.34) and will instead die or be come incapacitated if the Wounds inflicted upon them

are equal to or greater than their Health Points (+ any modifiers after “Minion” or if a GM feels necessary to add). The tradeoff is that a character must inflict enough Wounds to kill a Minion within a single Round, otherwise the Damage is considered to have done no serious harm.

Accumulated damage from multiple attackers will combine when determining how many Wounds a Minion has taken, so long as all the damage is taken in the same Round.

Wounding, but failing to kill or incapacitate a Minion, can have the penalty of instead forcing the minion to Resolve  or more, representing the taking of some Damage that merely stunned instead of killed.

Most Minions have anywhere from 10-20 Health Points, but higher level or elite underlings can have more, while puny ones can have less.

Example: *The GM decides that there is a pair of thugs who are waiting for the characters in the alleyway. They have 8 Health Points and have Minion +5. This would mean that in order to kill one of them, a character must inflict 13 Wounds or more in a single round against each. If characters only inflict 1-12 Wounds, then it is assumed the characters' attacks only inflicted superficial damage and only the minion's  will be affected. Failing to kill the target may have other consequences that a GM can allow, such as breaking their morale to the point where they want to flee even though they are not seriously harmed; but otherwise the thugs will still be combat ready.*

NEMESIS

A nemesis is a NPC that is a recurring foil to a player character's own actions. Some of these can be developed as part of a neo-noir archetype, but others can simply be go-to villains. A nemesis can be one that is trained on a specific player character with their own motives, or a nemesis can target the whole party as part of the plot against them. Regardless of what form it takes, a nemesis has certain protections against the machinations of a character or will demonstrate some form of resilience that is unlike most thugs, who can be taken down in droves.

A GM can choose from among these additional special rules to apply to any opponent that has *Nemesis* as a special rule.

- **Consummate Warrior:** Upgrade Strength or Perception Skill Level to d4.

- **Escape Artist:** The Nemesis will seemingly always possess some means of escape that can be either a getaway vehicle or a portable Needlecasting unit. Each escape will damage their Ego by  2d6. A Nemesis must Resolve    in order to take advantage of it.

- **Signature Weapon:** The Nemesis has deadly weapons they use to great effect. They have one of the following Triggered Effects:

- ▶ **Hit, Melee:** () Target takes 1d8+  Wounds. *Armor Piercing, Accuracy 1.*
- ▶ **Hit, Ranged:** () Target takes 1d10+  Wounds. *Armor Piercing, Accuracy 1.*

- **Juggernaut:** Sleeve Attributes are increased by +20 and gains an extra  10.

- **Mastermind:** Stack Attributes are increased by +20. Gains  10.

- **Psy-Op:** This Nemesis does not always attack directly. After a narrative encounter, the Nemesis will seek revenge or use subterfuge to make a character's life a living hell. As long as the Nemesis lives, a party will increase all their Campaign Progress dice by one step and receive a penalty of {-2} to all attempts at Requests from their Contacts.

- **Well Connected:** This Nemesis is not just an average thug. They are well positioned and high untouchable and/or innocent in the eyes of the law or in public imagination.

- ▶ A Nemesis has a pool of  that is equal to their  +  and they can use them to cancel out the  of a player character.
- ▶ If characters physically harm a Nemesis with this rule, the character will lose

1 at the end of the Encounter. If the Nemesis is killed, they will lose 1d4.

- ▶ This Nemesis will never attack the characters directly, but they can be goaded into making a mistake and exposing themselves. If characters can reduce the of the Nemesis to 0, then the Well Connected: rule no longer applies.

NON-COMBATANTS

While the danger some opponents can pose is quite real, they remain out of reach, and a physical confrontation would put characters very much in the wrong in the eyes of the law. Characters must either orchestrate events to isolate them or find other ways to neutralize them as threats to avoid immediate repercussions to the characters.

This can be done in one of four ways:

1. **Bribery:** Characters bribing a non-combatant will be able to get them to look the other way or assist them in some fashion. This will function much like a Request.
2. **Conspiracy:** Not the fastest method, but one where the character's hands are kept the cleanest. Characters can erode the sanity or orchestrate the ruin of their targets so that they cease to be an issue. Characters that can find ways to reduce a target's Ego Points to 0 will effectively neutralize the target in this way. This is commonly done by means of {Bureaucracy, Discipline, Expression, Investigation, Intimidation, and Read Person}. These Skill Checks all have options for targeting in this way.
3. **Influence:** A character can use one of their to set in motion a series of events to remove the target from interfering with the player characters. Some opponents are immune to this kind of interference, which will require the right Network or Contact (often shared with the opponent).
4. **Isolation:** The non-combatants can be isolated and neutralized physically. This can obviously still carry penalty, but the characters would need to be caught first.

CRIMINALS

The following are opponents that are associated with criminal outfits.

DIPPER

Dippers are dedicated hackers and are extremely technologically adept. They are usually only tangentially associated with criminal organizations. Their culture has a broad streak of anarchy within it that distrusts all organizations, even revolutionary groups.

Strength: 35 (Skill Lv. d10)

Perception: 40 (Skill Lv. d8)

Empathy: 15 (Skill Lv. d10)

Willpower: 50 (Skill Lv. d8)

Acuity: 40 (Skill Lv. d6)

Intelligence: 30 (Skill Lv. d6)

Bonuses/Penalties

{Athletics -2, Brawl -1, Melee Combat -1, Directed Energy Weapons +2, Navigation +1, Discipline +3, Data Analysis +4, Data Eng. +4, Digital Networking +4, Detection +3, Stealth +1}

Vitality

Damage Threshold: 35

Health Points: 10

Ego Points: 30

Speed: 3

Special

Nemesis: A Dipper can be a Nemesis. In which case, they may take Special Rules from the Nemesis list.

Viral Strike/Interrogation: Dippers are very capable of damaging a character's DHF to get what they want. They will attempt to damage Ego by means of realspace viruses and interrogation in Virtual.

Virtual: A Dipper is rarely encountered in the real world. They are typically only encountered in Virtual where they have many programs and drivers that will increase their (apparent) martial prowess and skill. In Virtual, a Dipper will upgrade all their Sleeve Attribute Skill Levels one step.

Equipment/Triggered Effects

Portable Deck with Interrogation and Class B Viral Programming, Derringer (Directed Energy Weapon), Flak Coat

- **Error:** () While in Virtual the Dipper has made a mistake. They must Resolve   
- **Hit, Ranged:** () Target takes 1d6+4 Wounds [Thermal] as Damage. *Ranged, Accuracy 1.*
- **Interrogation:** Same as Interrogation in Decks section (See pg.248).
- **Modify Construct:** Alter one feature in a Virtual Construct they are either within or serving as the technician of. The more extreme the change, the more  will be needed.
- **System Failure:** (  ) The Dipper must exit Virtual and is prevented from harming the characters within Virtual any further this encounter.

- **Viral Strike:** ()  **2d6.** *Accuracy 1. (max.  6d6)*

HITMAN

The most dedicated footsoldiers of criminal organizations are organized into well trained squads of hitmen. They are better armed and armored than most common thugs and are very willing to use lethal force, even RD if necessary.

Strength: 55 (Skill Lv. d6)

Perception: 40 (Skill Lv. d6)

Empathy: 15 (Skill Lv. d10)

Willpower: 35 (Skill Lv. d8)

Acuity: 40 (Skill Lv. d6)

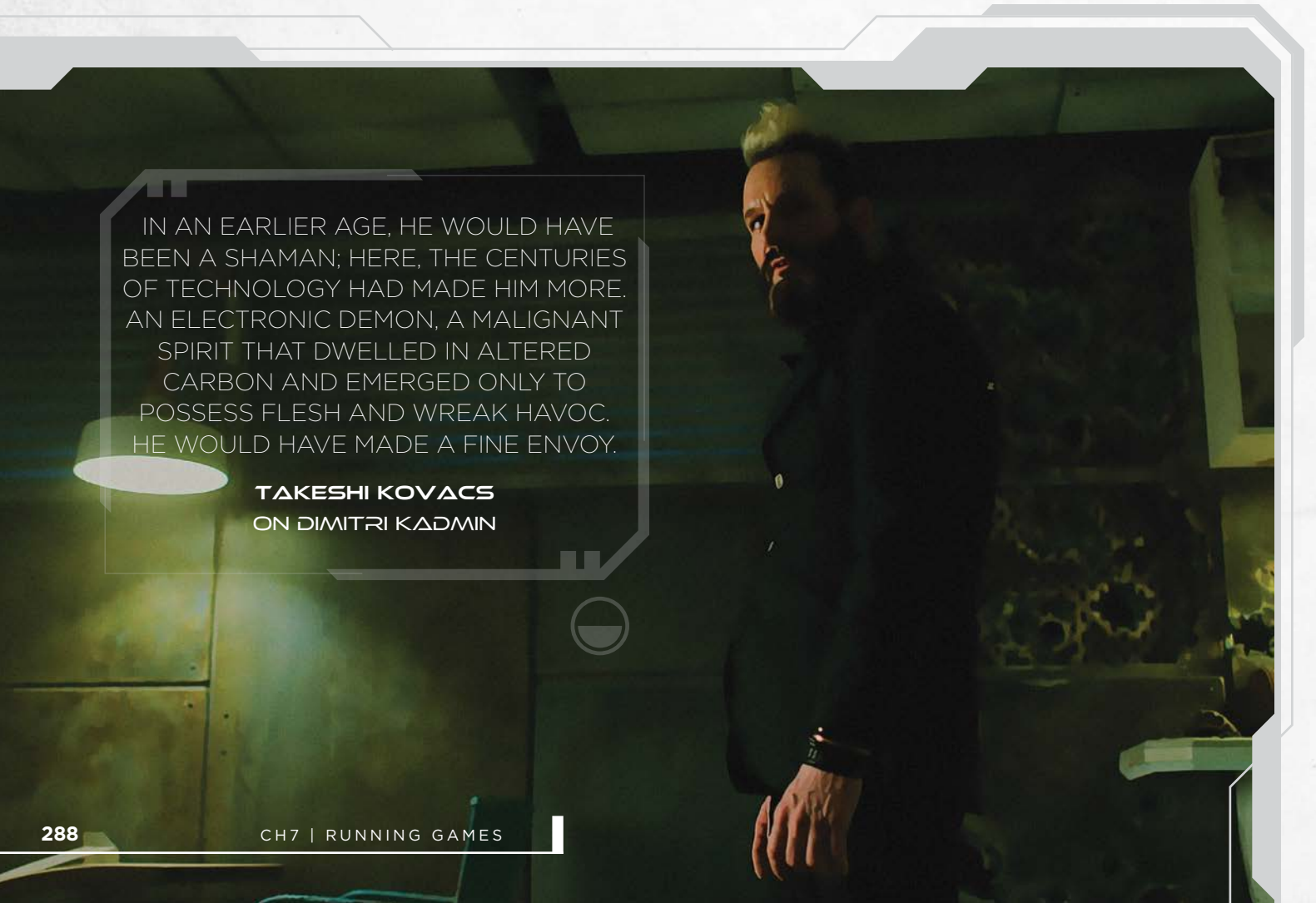
Intelligence: 30 (Skill Lv. d10)

Bonuses/Penalties

{**Athletics +2, Brawl +3, Melee Combat +4, Firearms +3, Direct Energy Weapon +2, Navigation +1, Intimidation +2, Detection +2, Stealth +1**}

IN AN EARLIER AGE, HE WOULD HAVE BEEN A SHAMAN; HERE, THE CENTURIES OF TECHNOLOGY HAD MADE HIM MORE. AN ELECTRONIC DEMON, A MALIGNANT SPIRIT THAT DWELLED IN ALTERED CARBON AND EMERGED ONLY TO POSSESS FLESH AND WREAK HAVOC. HE WOULD HAVE MADE A FINE ENVOY.

TAKESHI KOVACS
ON DIMITRI KADMIN



Vitality

Damage Threshold: 55

Health Points: 10 (Minion: 20)

Ego Points: 35

Speed:

Special

Criminal Organization: The criminal is directly associated with one criminal organization that is relevant to your campaign, i.e. Carrefour Brotherhood, MS-13, Triads, Yakuza, or any mafia crime family. They may also be a mercenary that are hired by such an organization.

- **Signature Kill:** A criminal organization will be known for a signature kill or preferred weapon. Characters can make **{Culture — Criminal Organization (-2) 6}** to identify the hitmen in this way or when examining evidence they leave behind.
- When using the weapon or preferred killing method the Hitman will add a **{+2}** Training Value bonus to both Attack and Damage.

Minion +10: This opponent can have the Minion rule.

Nemesis: One Hitman may be considered a Nemesis. In which case, they may take Special Rules from the Nemesis list.

Equipment/Triggered Effects

Bludgeon, Blade, Flak Coat, Steyr M9-A1

- **Hit, Melee:** () Target takes 1d6+5 Wounds as Damage [Bludgeon, Slashing]. *Accuracy 1.*
- **Hit, Ranged:** () Target takes 1d8+4 Wounds [Thermal]. *Ranged, Accuracy 1.*
- **Intimidation:** () Target takes the *Panic* Status Effect.

THUG

One of the countless citizens of Bay City who have turned to crime. They may be part of a larger criminal organization or they could be their own autonomous group.

Strength: 45 (Skill Lv. d8)

Perception: 40 (Skill Lv. d8)

Empathy: 15 (Skill Lv. d12)

Willpower: 30 (Skill Lv. d10)

Acuity: 30 (Skill Lv. d6)

Intelligence: 30 (Skill Lv. d10)

Bonuses/Penalties

{Brawl +1, Melee Combat +2, Firearms +1, Direct Energy Weapon +1, Navigation +1, Detection +1, Stealth +1}

Vitality

Damage Threshold: 45

Health Points: 8 (Minion: 13)

Ego Points: 25

Speed:

Special

Criminal Organization: Roll a d6. On the roll of a 5 or 6, the criminal is associated tangentially with one criminal organization that is relevant to your campaign. This will only be apparent with a **{Read Person, Cultures 7}**.

Minion +5: This opponent can have the Minion rule.

Equipment/Triggered Effects

9mm Pistol, Stun Baton, Flak Coat, Credits Lv.1

- **Click!:** () In their enthusiasm, the thug has emptied their magazine in a frenzied hail of bullets. They must Resolve in order to Reload their Ranged weapon before they can use it again.
- **Hit, Melee:** () Target takes 1d6+4 [Bludgeon] Wounds as Damage. *Accuracy 1.*
- **Hit, Ranged:** () Target takes 1d8+4 Wounds as Damage. *Ranged, Accuracy 1.*
- **Stun:** () Target Resolves

FREAK

Usually affiliated with the criminal underworld as a prize fighter, a Freak is someone with extreme bestial augmentations to make them stronger and faster than

most humans, even those enhanced with neurachem. They look for any opportunity they can to flex their muscle in public brawls and practice their fighting.

Strength: 65 (Skill Lv. d6)

Perception: 50 (Skill Lv. d6)

Empathy: 10 (Skill Lv. d12)

Willpower: 30 (Skill Lv. d8)

Acuity: 30 (Skill Lv. d10)

Intelligence: 25 (Skill Lv. d10)

Bonuses/Penalties

{Athletics: +5, Brawl +4, Melee Combat +1, Firearms +1, Navigation +1, Intimidation +4, Detection +2, Stealth -2}

Vitality

Damage Threshold: 65

Health Points: 12

Ego Points: 30

Speed: 3

Special

Charged Hit: Every 3 Turns, the Freak can increase their Damage for Hit, Melee to 1d6+8 and increases the number of Resolved with Stun by an extra per Resolved for a total of . This feature is Powered.

Tetrameth: Roll a d6. On the roll of a 6, the Freak is Under the Influence of Tetrameth, and gains {Strength +2} and roll an extra for the duration of the Encounter. Fury can be triggered by Resolving instead of as normal.

Equipment/Triggered Effects

Power Knuckles, Clothes

- Fury:** () The Freak has worked themselves up and has become Enraged. Taunting them with in {Expression, Read Person} will force them to Resolve all Active this Round.
- Hit, Melee:** () Target takes 1d6+6 Wounds as Damage. Accuracy 1.

Hit, Ranged: () Target takes 1d8+5 Wounds [Pi, SI] as Damage. Accuracy 1.

Pin: (per target) One target in Grapple range is Pinned.

Stun: () Target Resolves

Terrify: () Target takes the Panic Status Effect.

PROTECTORATE OFFICIALS

The following can potentially be opponents, especially if a character is on the wrong side of the law.

All Protectorate Officials have this rule:

Monopoly of Force: Protectorate Officials are legally allowed to cause Severe Organic Damage and RD (in self defense and by accident). They cannot be attacked without some legal repercussion unless it is retaliatory. All characters that do not have at least 3 Tiers in Crime Traits or are not of the Criminal Archetype will have {-3} to all checks targeting Officers unless they are acting in self defense.

BAY CITY POLICE OFFICER

The Bay City Police are responsible for enforcing the law in Bay City. They have a strained relationship with Meths and Grounders alike but their routine run-ins with criminal elements makes them a welcome sight to normal citizens just trying to get by.

Strength: 45 (Skill Lv. d10)

Perception: 40 (Skill Lv. d6)

Empathy: 35 (Skill Lv. d8)

Willpower: 45 (Skill Lv. d8)

Acuity: 40 (Skill Lv. d8)

Intelligence: 40 (Skill Lv. d8)

Bonuses/Penalties

{Athletics +2, Brawl +3, Melee Combat +2, Firearms +2, Direct Energy Weapon +1, Navigation +1, Intimidation +2, Investigation +2, Detection +2, Stealth +1}

Vitality

Damage Threshold: 45

Health Points: 10 (Minion: 18)

Ego Points: 35

Speed:

Special

Armor: Protection 2 [Bludgeoning, Slashing]

Bribery: Characters attempting a Bribe as a way of handling a BCPD as a non-combatant will have a penalty of {-3}.

Defense 1

Monopoly of Force

Minion +8: This opponent can have the Minion rule.

Rule of Law: Unless a suspect is considered armed and dangerous, BCPD are not allowed to use lethal force unless in Self Defense and face severe reprimand for violating this. Attacking from any non Criminal will incur a penalty of {-2}.

Equipment/Triggered Effects

BCPD Sidearm .357mag, BCPD Riot Armor, Tools — Law Enforcement {Intimidation +2}, Stun Baton

- **Background Check:** () {Read Person, History +4} this Round.
- **Hit, Melee:** () Target takes 1d6+4 Wounds [Bl, SI] as Damage. *Accuracy 1.*
- **Hit, Ranged:** () Target takes 1d8+4 Wounds [Th] as Damage. *Ranged, Accuracy 1.*
- **Intimidation:** () Target takes the *Panic* Status Effect. or otherwise complies with their commands.
- **Stun:** () Target Resolves at Range and in Melee.

CTAC SPECIAL FORCES PRAETORIANS

The highly trained and feared special forces of CTAC have many different permutations. The longest and most well-known of these forces are the Praetorians, who were made popular as heroes in the public imagination as part of the long smear campaign

against the Envoy Corps, despite being made up of CTAC special forces themselves.

Strength: 55 (Skill Lv. d6)

Perception: 50 (Skill Lv. d6)

Empathy: 45 (Skill Lv. d10)

Willpower: 45 (Skill Lv. d8)

Acuity: 40 (Skill Lv. d10)

Intelligence: 40 (Skill Lv. d8)

Bonuses/Penalties

{Athletics +2, Brawl +3, Melee Combat +4, Firearms +4, Direct Energy Weapon +2, Intimidation +3, Detection +2}

Vitality

Damage Threshold: 55

Health Points: 15 (Minion: 30)

Ego Points: 40

Speed:

Special

Armor: See CTAC Praetorian Armor on pg.237

Defense 2 [Bludgeoning, Piercing, Slashing]

Monopoly of Force

Minion +15: This opponent can have the Minion rule, albeit a very formidable variety.

Nemesis: One member of CTAC Special Forces may be considered a Nemesis and may take Special Rules from the Nemesis list.

Equipment/Triggered Effects

Shocktrooper AK (AKS-74U) or Praetorian Railgun, Praetorian Armor, CTAC 9mm Praetorian Sidearm

- **Database Inquiry:** () {Investigation, History +2} this Round.
- **Hit, Melee:** () Target takes 1d6+4 Wounds [Bl, SI]. *Accuracy 1.*
- **Hit, Ranged:** () Target takes 1d8+7 (1d6+4 for Sidearm) [Bl, SI] Wounds. *Ranged, Accuracy 1.*

- ▶ Using the Railgun option will alter Damage to 1d10+5 [Bl, Pi, SI] and gains *Armor Piercing*.

- **Intimidation:** () Target takes the *Panic* Status Effect, or otherwise complies with their commands.
- **Stun:** () Target Resolves  at Range or  in Melee.
- **Scan:** () {**Detect +2**} this Round.
- **Targeting:** () Increase Damage by +1 to any *Linked* Firearm, Small Arms or Directed Energy Weapon.

CORPORATIONS AND SOCIETY

Some of the most dangerous enemies are not physical threats, but instead wield incredible power. The corporations and Meths in particular are not to be taken lightly. Their negative attention can bring ruin to even the strongest of character.

CORPORATE STOOGES

The corporate ladder climbers will see anyone in their way as a threat. They are not opposed to leveraging any advantage they can get, even against those who are otherwise close friends, as they will likely have the same attitude.

Strength: 25 (Skill Lv. d12)

Perception: 40 (Skill Lv. d8)

Empathy: 30 (Skill Lv. d12)

Willpower: 35 (Skill Lv. d6)

Acuity: 60 (Skill Lv. d10)

Intelligence: 55 (Skill Lv. d6)

Bonuses/Penalties

{**Brawl -3, Bureaucracy +4, Melee Combat -2, Intimidation +2, Detection +2, Read Person +2, Cultures +2, History +1**}

Vitality

Damage Threshold: 25

Health Points:  8

Ego Points:  25

Speed: 

Special

Corporation: A Corporate StooGE is always associated with one or more corporations that are relevant to the campaign. As such, having that corporation as a Network or having a Contact within it will be very advantageous.

Nemesis: This opponent can be a Nemesis but can only really exert the *Psy-Op* or *Mastermind* special rule.

Non-Combatant

Scandal: Having them as an opponent will count as having a Scandal, but there are no further penalties other than those effects or rules that come into effect when a character is Scandalized.

Equipment/Triggered Effects

ONI device, Clothing, Stallion

- **Bureaucratic Pressure:** () {**Bureaucracy, Cultures**} The stooGE is pulling strings to prevent the characters from going about their normal business. An affected character will be unable to use a Contact unless an  is used.

- **Doxx:** () {**Investigation, Digital Networking**} The stooGE accesses a character's history and uses it against them. Narratively, a character that is actively suppressing some Baggage (See pg.75) and may not want it known to certain people. Otherwise, the character gets {**Stealth -2**} and is under surveillance by the public at large.

- **Violations:** () {**Bureaucracy, Cultures**} A stooGE finds a way to force a character to pay for some obscure permit or ridiculous fine in violation of an archaic ordinance. A character must either go into Deferral at (Deferral Lv.1 +1 per  max ) or surrender gear with at least  worth of upgrades or at Price Lv. 3 or higher.

- ▶ **Note:** This means that if the Opponent does not get enough  to get enough

Deferral tie or exceed their target's Wealth Level, then this has no effect, but it will be noticed by their target.

GENERATIONAL METH

Meths born into their station may be the most dangerous opponent of all. They have little regard for others, with virtually no emotional maturity. They are shrewd manipulators and deep pockets. Having one as an enemy (or even a friend) is extremely dangerous. They are not always long-lived. These Meths are part of the culture and familial bond, but their position was not earned or hard-won from experience.

Strength: 35 (Skill Lv. d10)

Perception: 45 (Skill Lv. d8)

Empathy: 30 (Skill Lv. d12)

Willpower: 35 (Skill Lv. d6)

Acuity: 60 (Skill Lv. d4)

Intelligence: 75 (Skill Lv. d6)

Bonuses/Penalties

{**Brawl** -1, **Bureaucracy** +4, **Directed Energy Weapon** +3, **Melee Combat** -1, **Investigation** +2, **Intimidation** +3, **Detection** +3, **Read Person** +4, **Cultures** +3, **History** +3}

Vitality

Damage Threshold: 35

Health Points: 10

Ego Points: 55

Speed: 3

Special

Armor: Protection 2d6 [BI, SI]

Nemesis: This opponent can be a Nemesis but can only take Mastermind or Psy-Op.

Non-Combatant

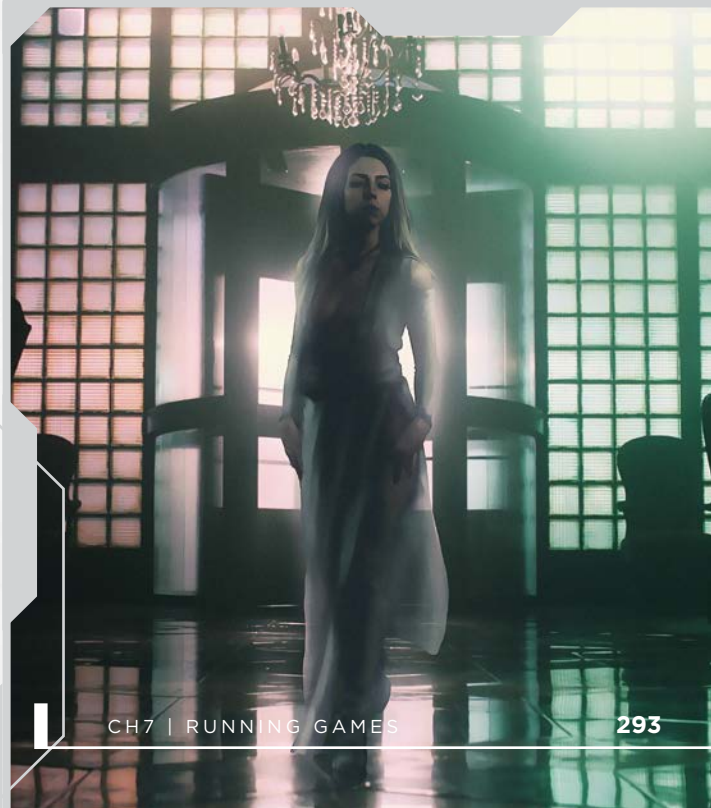
Scandal: Having this as an opponent will count as having a Scandal, but there are no further penalties other than those effects or rules that come into effect when a character is Scandalized.

Well Connected: See Nemesis special rule above.

Equipment/Triggered Effects

Derringer (Directed Energy Variant), Clothes w/ Rigid Fiber

- **Hit, Ranged:** () {**D. Energy Weapon**} Target takes 1d0+4 Wounds [Thermal]. Ranged, Accuracy 1.
- **{Intimidation}:** () Target complies with the Meth's commands.
- **Bureaucratic Pressure:** () {**Bureaucracy, Cultures**} The Meth is pulling strings to prevent the characters from going about their normal business. This character will be unable to use a Contact unless are used.
- **Trace:** () {**Investigation**} One character's purchase history, including one with Untraceable Credits, is revealed and has {**Stealth -3**}.
- **Violations, Severe:** () {**Bureaucracy, Cultures**} A Meth finds a way to get a character to have to pay for an obscure permit or ridiculous fine or in violation of an archaic ordinance. A character must either go into Deferral at (Deferral Lv.1 +1 per max) or surrender gear with at least worth of upgrades or at Price Lv. 3 or higher.





CONTACTS AND ALLIES

The freak-faced synth pinned Nabeel against the wall as the illuminum man drew closer, using his massive body to shield what he was doing from the teeming public behind him.

"Nabeel... Nabeel, Nabeel," the illuminum man said, clicking his tongue feigning paternal disappointment, "you think you could just run? After what you took from Cyrus?"

Nabeel steeled his jaw as the illuminum man intimidatingly waved the crackling stun baton in his face. The freak snickered as he saw Nabeel's expression harden. It was now or never.

Nabeel's free hand pressed a sensor on the sleeve of his raincoat. As a shock of electricity coursed through the coat, it erupted into the freak and arced into the illuminum man, the energy blacking out his tattoos before sputtering back to life as he caught his breath. Nabeel collapsed too, the rainwater carried the current into his own body, which is why he had hesitated.

The freak quickly regained his composure and rushed at Nabeel, but was stopped short by a man from behind. A short blade erupted from the freak's chest, and gurgling in his own fluids, he was tossed

aside. The illuminum man was still climbing to his feet when the same blade plunged through his neck and twisted before being withdrawn in a spurt of blood. His cortical stack sparked a blue neon flash as it was pierced, then went dark.

Nabeel, still feeling the effects of the electrical shock from his own defensive system, looked up to see a man in silhouette wiping the blade in the crook of his elbow before sheathing it.

Nabeel's magnilens ocular implants were still unable to polarize the light pollution to see more clearly, but on his forearm, his own illuminum tattoo in kanji characters was quite visible. The characters, though meaningless to him, were still seared into Nabeel's memory from his now illegible paper, repeated in the glowing ink. The man extended his arm and pulled Nabeel to his feet.

"Nabeel?" the man asked. Nabeel nodded his head in the affirmative. "Good, Shinji told me you'd need help. Get inside before more come." And with that, the man took Nabeel into the service entrance of one of the storefronts and slid the squealing door shut behind them.

INTRODUCING NPCs

This section is to guide a GM when they are creating a cast of characters, or introducing a new cast member to the story. A GM can pick and choose the elements that work best with the story and use them for inspiration, or roll on the tables in a sequence to create a new character by chance. A similar situation can arise when a character doesn't have any useful Contacts and actively chooses to generate new ones, or if a character wishes to use a Contact to do something special.

When megacorporations and omnipresent surveillance states are the way of the world, the best chance a character has of succeeding is to nurture and utilize their trusted Contacts. This is true whether the character is someone of tremendous material means, or a middling anonymous nobody toiling among the rest of the Grounders.

When a new non-player character (NPC) is introduced, the player characters may want to develop them into Contacts to use as they progress in the story.

Steps to developing a new Contact

- **Step 1:** Determine Social Standing
- **Step 2:** Determine a Name and/or History with the Player Characters
- **Step 3:** Generate a Contact Affiliation and Category
- **Step 4:** Determine Virtues and Flaws
- **Step 5:** Determine Resources

Party Contacts

Characters generating a Contact collectively for their group can share the  cost, and the relationship will be based on the amount of  a character contributes individually. Some Contacts cannot have their cost divided this way (relatives, for example, unless the characters are related as well), and some contacts will only trust a character in the context of their role in the party, not individually.

STEP 1: DETERMINE SOCIAL STANDING

Is this character highly regarded? Important? Or do they operate in the shadows of society? The GM may either determine this narratively, or roll a d10 on the Random NPC Table, Social Standing.

STEP 2: DETERMINE A NAME AND/OR HISTORY WITH THE PLAYER CHARACTERS

A GM may decide upon a name or a description based on what the characters observe. Determine the NPCs background connection with the character(s). It is up to the players if they wish to keep this new NPC at arm's length, use them serve the immediate purpose of the GM, or develop this NPC into a Contact. If the players choose the last option then proceed to Step 3.

RANDOM NPC TABLE, SOCIAL STANDING

INFORMATION CHART 07.01

D10	NPC SOCIAL STANDING	TR NEEDED TO MAKE A CONTACT	RESOURCE ROLL MODIFIER
10	Dredge of society	12	-5 to Result
9-8	Burnout, petty criminal	10	-3 to Result
7-6	Poor, career criminal, low level corporate employee	8	-2 to Result
5-4	Middle class, skilled professional, AI construct	6	0
3-2	Upper class, high ranking official or corporate officer	4	+2 to Result
1	Meth	2*	+3 to Result

*A contact of this magnitude will likely require an Influence Point be spent as well.

INFORMATION CHART 07.02

AFFILIATION	TO DEVELOP CONTACT	NUMBER OF D6 FOR RESOURCE ROLL	BONUS TO ANY SKILL CHECK TR USED TO REQUEST	POSSIBLE CONTACT CATEGORIES
None	5	1d6	0	Informant or Supplier only
Casual	10	2d6	+1	Any 1
Close	13	3d6	+1	Any 2
Extremely close	15	4d6	+2	Any 2
Irreplaceable	20	5d6	+3	Mercenary, Informant and Supplier

STEP 3: GENERATE A CONTACT AFFILIATION AND CATEGORY

In order to generate a new Contact, a character must make some effort to either dig into their past, or go through the trouble of making new friends or at least allies of convenience. Regardless of the narrative method, a Request of this Contact (See pg.307) will require spending at least 1 as well as . The more they wish to spend, the stronger or more influential that Contact happens to be.

A low cost indicates a very loose affiliation or surface-level access to what the Contact has to offer. At the highest cost, this Contact that is deeply connected and would go to the ends of colonized space for the character.

How are the character and the NPC connected? The GM may either determine this narratively, or roll a d10 on the NPC History With Character chart.

The Resource Roll Modifiers from the Status and History charts are combined and added to the Resource Roll on the Affiliation Table. The resulting number is the number of Resources available from this Contact. See pg.301 for more on Resources.

When determining categories, these descriptions will represent the range of potential services and benefits this Contact can provide.

NOTE

If the Affiliation Table and the History Table seem at odds, it helps to consider that the affiliation could be diminished by multiple sleeves and several decades, even if the history indicates that they would normally be close.

For instance, an NPC have "none" in affiliation for an immediate family member. This would represent an extremely estranged relationship. It is up to the GM and the players to determine what sort of relationship makes sense based on the history and the strength of the affiliation, which helps add narrative depth to an otherwise disposable cast member.

Most Contacts fall into one or more of the following categories:

Mercenary: The Contact is willing to put themselves and their skills on the line for the characters, or the Contact facilitates that level of support from another source. This can be combat related, but it is just as often any type of skilled technical support such as dipping, espionage, or manufacturing.

Informant: The Contact is a valuable source of information. They may be willing to put themselves at risk by infiltrating on a character's behalf, or they can access (or petition) levels of information that the character themselves cannot hope to obtain normally.

INFORMATION CHART 07.03

D10	NPC HISTORY WITH CHARACTER	RESOURCE ROLL MODIFIER
10	Enemy, ex-lover, rival	-4 to Result
9-8	Co-worker, business patron	-3 to Result
7-6	Casual acquaintance, friend of friend	-2 to Result
5-4	Friend, war buddy, partner in crime	-1 to Result
3-2	Family friend, romantic interest, valued customer	+2 to Result
1	Immediate family*	+3 to Result

**An NPC that is an AI Construct who is "immediate family" would obviously not be a relative in any way, but an AI can develop a relationship that closely that emulates familial, or even fanatical, devotion to a character.*

DEVELOP NPC INTO CONTACT

INFORMATION CHART 07.04

NPC SOCIAL STANDING	MAX CATEGORIES	MODIFIER TO  NEEDED TO DEVELOP THE CONTACT
Dredge of society	1	None
Burnout, petty criminal	1	Additional  5
Poor, career criminal, low level corporate employee	2	Additional  10
Middle class, skilled professional, AI construct	2	Additional  20
Upper class, high ranking official or corporate officer	3	Additional  25
Meth	3	Additional  30

Supplier: The Contact is a clandestine shopkeeper or vendor who can procure or make available supplies to characters. This may sound like the supplier is shady or underhanded, but this is rarely the case. More often than not, a character has a need for something that they simply don't have at the moment they need it, such as a room or foodstuffs when a character is in hiding, or medicines swiped from a clinic or hospital rather than prescribed by a doctor. A character may need to cash in a favor to borrow or receive a steep discount on a piece of equipment that is otherwise so rare or expensive that getting it on the white market is impossible or wildly out of their price range. A supplier can also be an NPC that finances a character's enterprise, in this case, the supply being money. On rare occasions,

this Contact can also deal with illicit supplies almost exclusively.

The player character who has this NPC as a Contact has access to the supplier's Resource Catalog (if any) at the appropriate Wealth Level of the character.

NOTE

The category of supplier does not automatically determine the nature of a character's history with that contact. It is largely up to the player and GM to determine what makes the most sense based on the scenario. It can also be generated randomly, or be inspired by the NPC History Table.

INFORMATION CHART 07.05

D12	VIRTUE	FLAW
12	Bravery	Cowardice
11	Generosity	Greed
10	Devotion	Duplicitous
9	Joyful	Dour
8	Open	Secretive
7	Honor	Dishonorable
6	Compassionate	Vindictive
5	Respectful	Disrespectful
4	Prudent	Foolish
3	Thrifty	Spendthrift
2	Humble	Vain
1	Ascetic	Indulgent

STEP 4: DETERMINE VIRTUES AND FLAWS

For an additional layer of character depth, determine a virtue and flaw for this new NPC. This rarely has a major mechanical effect on the game, but contributes to the narrative;  can be gained or restored by appealing to a virtue or flaw. This would displace the Resource Table result.

Roll a d12 twice on the Virtue and Flaws chart, once for a Virtue and once for a Flaw. If you roll the same number twice, then you may choose which Virtue or Flaw to keep and roll on the table again for the other.

Meths, Virtues and Flaws

A Meth Contact will roll twice for Flaws. Their long life has allowed for many negative traits to manifest as their social aphasia sets in, disassociating them from the human experience. However, they also amplify their single Virtue to an almost cartoonish degree, going out of their way to display it as frequently as possible. If a Virtue is rolled that is opposite a Flaw, then it may be re-rolled.

Virtues, Flaws and Influence

Interaction with a Contact's Virtue and Flaw dictate how characters can restore  or refresh the ability to use a particular Contact. By appealing to

the Contact's nature, a character can earn the trust needed to obtain a deeper influence over them.

Virtues

A character who demonstrates in no uncertain terms a Virtue that is compatible with their Contact will gain 1.

The following are descriptions of the Virtues that a character would need to demonstrate in order to ingratiate themselves to a Contact.

Ascetic: The ability to live simply and with little material wealth to one's name. It is not, strictly speaking, a matter of whether or not someone owns worldly possessions, but rather whether or not those possessions own them. This is defined by refusing to become attached to material goods, rather than living in a state of self-induced poverty, although a simple life is downstream from this kind of thinking.

Bravery: Being brave is not the absence of fear, it's the willingness to face it. The character can demonstrate this to a Contact by putting themselves on the line with great risk to personal safety or well-being.

Compassionate: A compassionate person readily empathizes with others and steps outside their comfort zone to value another person equal to, if not more than, themselves. It is also a measure of

being available to hear the problems of others sincerely with a trend towards charity when necessary.

Devotion: The willingness to sacrifice of oneself to care for another or a higher ideal is admirable. The commitment to the person or cause will resonate deeply with another who shares that sort of intense caring. This can be synonymous with loyalty if it is demonstrated to an organization rather than an individual, but it is equally valid when fulfilling a Virtues requirement.

Generosity: The willingness to give of oneself. This is not, strictly speaking, an issue of money. The character may give the proper moral gravitas by digging deep financially to contribute to the point of personal sacrifice. Otherwise, an even inconvenient donation of time and effort may qualify.

Honor: To be honorable is to have self-respect, first and foremost. It is earning the respect of others by either showing self-sacrifice or deference to the authority or experience of another.

Humble: To be humble is to be self-effacing and willing to downplay achievements for a greater purpose. Humility isn't misrepresenting the facts, but rather representing the proper context of actions, causing contributions to be perceived in a less boastful fashion. Sincerity is a key component, as false modesty can be leveraged to garner even more attention.

Joyful: Truly in short supply, the ability to be joyful in this world is a benefit to others. Providing joy and comfort to someone who is deprived of it is a gift that will not be soon forgotten. Joyfulness is not simply relentless optimism in the face of adversity. It is often more nuanced and includes the sincere belief that things will improve while assisting in a practical path forward.

Open: The ability to be truthful is a rare thing in a world where identity shifts constantly, lies are easily spread, and secrets are commonly kept. Being sincere in an insincere world, sometimes at great personal cost, is valued by those who make it a point to do so themselves.

Prudent: The personal discipline to see a problem or situation objectively. This method of observation is dispassionate and without fear of personal

emotions interfering with the correct course of action.

Respectful: A respectful person has enough strength in their confidence and wisdom to not feel personally slighted by a thoughtful disagreement with their point of view, even if the conversation is tinged with the venom of ad-hominem. They are not complacent or agreeable, but simply willing to let others have their own opinion while adhering to the social norms of courtesy.

Thrifty: This is the ability to be wise with money. It is not miserly, but rather the distinct awareness of how much money is being spent, for what reason, and how best to stretch limited funds.

NOTE

The difference between demonstrating a Virtue and indulging in a Flaw is that a virtue will allow a character to gain an  compared to a flaw merely restoring one.

The ability to restore and gain  is one of the most useful abilities in the game. Appealing to a Virtue or Flaw should be done with great care. A GM is not required to reveal exactly what Virtue or Flaw a potential Contact has, but should introduce some contextual clues in order to encourage observation and roleplaying. Earning an  should be done once in a great while after a character has gone above and beyond to appeal to a Virtue or Flaw, possibly as an additional mission reward of an undertaking on behalf of the Contact

Flaws

A character who demonstrates in no uncertain terms a flaw that is compatible with their Contact will restore 1.

The following are descriptions of the Flaws that characters would need to indulge in order to ingratiate themselves to a Contact.

Cowardice: To run from responsibility or danger. This type of behavior does not need to be running from a physical fight or otherwise combat related situation. It could just as easily be letting someone

else take the blame for what is rightfully this person's fault, or refusing a call to action that is in the best interests of themselves or others.

Dishonorable: This is usually a distillation of multiple bad traits. To be dishonorable is to have low regard for the social norms of respectable people as well as lack the certitude of their own code of conduct. They take to mockery and debasement of the normative moral codes to give the illusion of having a higher set of principles than they truly have.

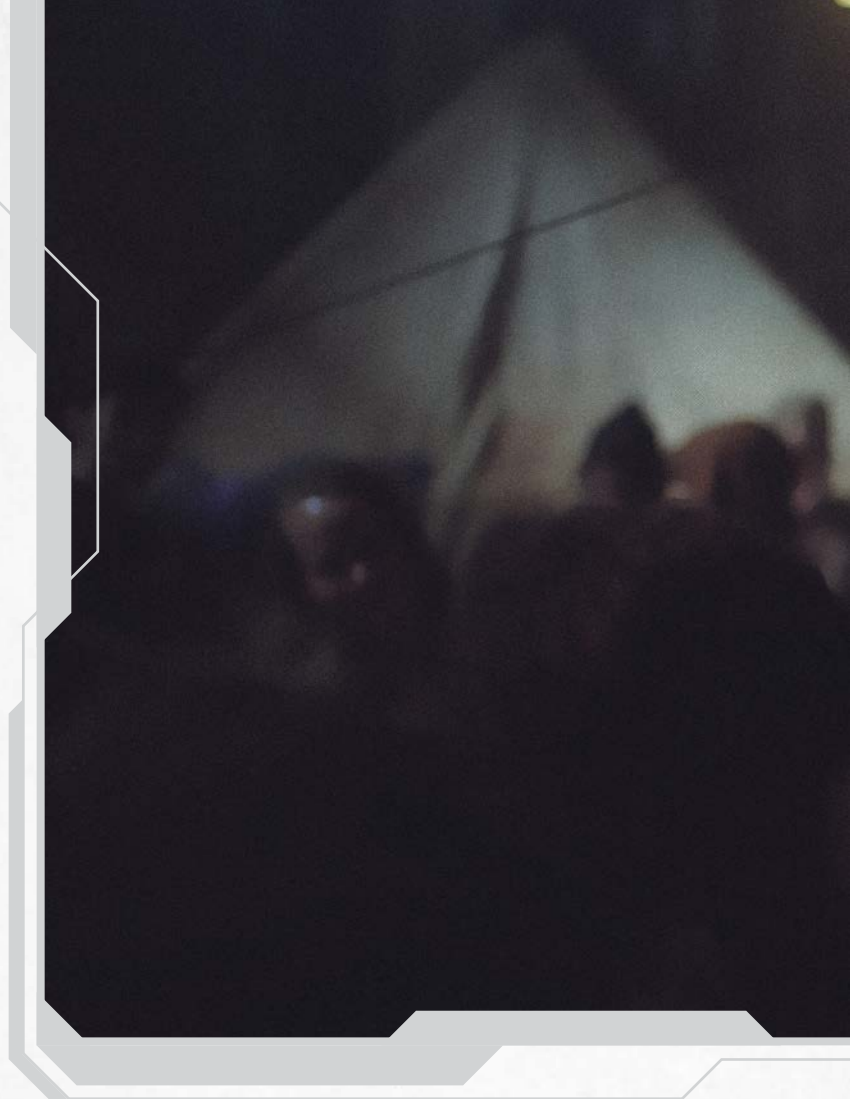
Disrespectful: This is a pattern of thumbing one's nose at others, regardless of your own social standing and position. A certain amount of disrespect is intrinsic to speaking the truth to those in power. But more often than not, lack of self-respect manifests as an absence of deference for rank, status, or basic respect for others. Even those rightly deserving of a modicum of common courtesy would be treated with disdain.

Duplicitous: The ability to be treacherous and duplicitous betrays a weakness of character. There are several reasons to do so, but the result is that a person's interest and well-being is preserved and advanced at any cost.

Dour: In a world where joy and inner peace are in short supply, the dour will be there to worsen the day for everyone they know. Whatever joy this person has, they gain it by sapping it from the people around them.

Greed: The unabashed pursuit of material wealth at all costs. This will often come at the expense of others who are denied what they are owed. It is a safe assumption that most Meths would fall into this category, but greed is often typified as material gain for its own sake. In the case of Meths, it's just as often a means to power and influence, and not so much the lust for creature comforts and decadence that would be common trait among the greedy.

Foolish: The fool is not just someone who is stupid. There is more to it than that. To be foolish is to be truly reckless with one's own well-being, or the well-being of another person. This can be for any number of reasons, even if only for the sake of ignorance (or even humor, if the person is suitably deranged).



NOTE

Disrespectful can be extremely similar to Dishonorable. The easiest distinction to make between them is whether a person being disrespected or a social norm is disrespected, respectively.

While honor is something that can vary from culture to culture, disrespect is usually a constant, although some overlap between the two is clearly possible. Example: a person being disrespectful to a police officer is a reflection of dishonor if they do not like the police (or authority) in general. Being disrespectful of a police officer who is misbehaving, yet is protected by the institution of the law, is not a distaste for the entirety of police establishment. It is a matter of interpersonal conflict specifically directed at the police officer abusing their position of authority.



Secretive: In a world where every move is monitored and every transaction cataloged, some become obsessed with privacy to a ludicrous level of paranoia. This person will have an extremely difficult time trusting anyone and will withhold information, even to their detriment of themselves and others.

Spendthrift: This person is not very good at handling finances. They are constantly in debt and quickly blow through any amount of money they get their hands on. Unlike other indulgent behaviors, a spendthrift is usually extremely compulsive which is a bad combination with a society that has easy access to abusable credit.

Vain: The vain have an extremely high opinion of themselves and are self-absorbed to the extreme. They look down on others, constantly bragging about their outsized self-importance and exaggerated exploits. Vanity can also manifest in constant approval-seeking behavior; however, this is more a symptom of insecurity.

Vindictive: Revenge is sweet, and to the vindictive, it is a drug. This person goes out of their way to exact petty revenge against someone who has slighted them in any way. This comes from a blend of extreme sociopathy and either an oversized opinion of one's own self-importance or insecurity.

STEP 5: DETERMINE RESOURCES

Next, determine what kind of resources a Contact can put at the disposal of the characters. The Contact may have access to far more than the character has the ability to make use of, but the roll is made based on the strength of the relationship and the Contact's social status. See the "Affiliation Table" on pg.296 to see how many d6 are rolled to see what Resources a Contact has and modify the roll by the modifier on the "Social Standing" table on pg.295 and the "NPC History" table on pg.297 before consulting the NPC Resource Table.

RESOURCE ROLL RESULT	DESCRIPTION	RESOURCE CATALOG LEVEL	GENERAL REQUEST MODIFIERS**
1-3	Characters can only ask a single favor, no higher than Request Lv 3. The Contact will be immediately exhausted.	n/a	Characters cannot generate modifiers by spending  on this Contact
4-6	Request Lv. 1-3 possible. Restore  1.	1	1d4+ 
7-10	Request Lv. 1-3 possible. Gain  1.	1	1d6+ 
11-15	Request Lv. 1-4 possible. Restore  1.	2	1d8+ 
16-20	Request Lv. 1-4 possible. Gain  1.	3	1d10+ 
21-25	Any Request Level possible. Restore  1.	4	1d12+ 
26+	Any Request level possible. Gain  1.	5	2d6+ 

*A character will still need to have the appropriate Wealth Level in order to get something based on a Contact's Resource Level.

**General Request Modifiers see pg.307

DEVELOPING A CONTACT IN DESPERATION

If a character has exhausted all of their Contacts, but needs to find another angle to play immediately, they can develop their own Contacts outside of the ones provided by the GM, scenario notes, or Trait choices. This can also be used to sidestep the more involved process of developing a Contact with a deeper backstory and range of categories as described earlier in this section.

Making this type of Contact will invite trouble since the normal painstaking vetting process is eschewed to help a character out in a hurry. Use the Contact and Allies generation steps, starting on pg.295.

A Contact developed in Desperation will have these additional features:

The Contact can be from any Category (Mercenary, Informant, or Supplier)

The Contact allows a single Request to be made immediately (often with a catch), which will Exhaust the contact.

No  needs to be spent to develop this Contact.

It is required to gain a Scandal to represent the trouble this Contact is or has been in the past. This Scandal will be directly tied to the Contact being developed. This makes it possible for the party to sidestep any guilt by association by taking appropriate precautionary measures through the narrative.

GAMEMASTER NOTE

It should be amusing to see how a player would introduce or interact with someone their character would have absolutely avoided unless they had no other choice. The new Scandals developed as a result of the interaction with this new NPC can be specific only to them if the GM wishes and represents the kinds of demands or strain the new relationship will have on the characters.

Here are some examples:

- **Faustian Bargain:** The Contact was a front man for a very secretive and dangerous organization and is now in far over their head. The Contact has invited their troubles into your life. It is now required to add an additional cost of  5 per Request Level for each Request to represent the personal toll the Contact's decisions make upon the character.
- **Turncoat:** This Contact has absolutely betrayed the trust of this character in the past. There's no compelling reason to believe that the player character won't be betrayed again, but these are desperate times.
- **Severe Fines/Asset Freeze/Unemployed:** The new Contact is broke and in desperate need of money. They will help the player characters only if paid or supplied with a favor to bring in some much needed cash.
- **Cut Off/Exposure:** The new Contact is a total shut in and has many strange personality ticks that are difficult to socially navigate.
- **Person of Interest/Criminal Element/Public Ire:** The Contact is on the run from the law themselves, so is unable to assist in any legitimate legal or social spheres without causing even greater personal risk to them or the player characters.





NETWORKING

ONE OF THE MAINSTAYS OF ATMOSPHERIC and investigative stories is the network of informants a character has access to in various areas. Characters with certain Backgrounds and Abilities will be able to use these networks to further their own goals. These affiliations must be carefully nurtured and rarely abused if they are to be constant resources that the characters can repeatedly use.

LIST OF NETWORKS

The following are a list of common Networks. General categories of Networks are listed in quotation marks. For these categories, a specific organization is being referred to that is distinct from others in the category.

- “Protectorate Agency/Bureaucracy”
- Police
- Colonial Tactical Assault Corps; abbreviated to CTAC
- “Corporation”
- “Criminal Syndicate”
- “Trade Union/Guild/Social Organization”
- “Influential Individual”

Sample Requests

While most Requests are meant to be narrative, a player can expect to have several in-game benefits. The following is not meant to be an exhaustive list, but it helps players and GMs understand the scope of what an  can do when it is spent to tap into a resource of this kind.

NOTE

A character's Traits will also spell out specific ways that  can be utilized based on their rank, Contacts, and available resources.

Back Alley Storefront: A character needs access to what is otherwise a secret storefront where things that are otherwise ludicrously expensive or rare can be purchased. In this case, the black market caters in secrecy and maintains a loyal clientele of discreet specialists, so even items such as prototype guns, military hardware, datasets obtained via hacking, mindbites of famous Meths, military grade computer viruses, and illegal or highly controlled substances are available at prices characters can actually afford. However, vendors only cater to clientele to whom

they are sympathetic. The character, or more likely their Contact, is just such a person.

GAMEMASTER NOTE

Such is the exclusivity of this market that once characters leave, it is highly unlikely that they'll be given access again if their Wealth Level isn't high enough to make it clear the character would be a valued repeat customer. This is very much seen as a one-time deal. Most likely, a character must be blindfolded or hooded as a condition of their entry.

Blind Eye: The character asks a Contact to turn a blind eye to what the character is doing or planning to do. This is normally accomplished with an **{Expression}** Skill Check on an incidental basis, but large scale operations in which a Contact has to manipulate several lower level staff and peers, along with covering up the paper trail with their own superiors, are often more involved than making a simple skill check.

Extraction: A character has trusted their personal discreet destination code to a Contact with access to a powerful needlecast array. They can extract a character's DHF upon command as long as they are within range of the receiver and the character carries a transmission interceptor. When a character is extracted, they immediately lose their current sleeve and are spared whatever fate they were trying to avoid. The character is then either placed directly into storage or a new sleeve, as per the prior arrangements made.

Information: A character is fresh out of leads, and their investigation has necessitated travel to ever more unseemly locations in order to meet with sketchier Contacts. An old friend, or what is feigned as an old friend from years ago, is a known informant, but they are not in a good place physically or mentally. Due to the circumstances, extracting information from this informant without trying to help them seems like some kind of abuse. However, times are desperate, and this old "friend" very likely has the information that a character needs, but may want something in return.

GAMEMASTER NOTE

There is just as much flexibility to be had in the manner of information delivery as there is with the informants themselves. The atmosphere of a clandestine meeting under a streetlight at the docks as the fog rolls in, for instance, leans heavily into a detective story aesthetic. There is no harm in making characters work for the information they seek, even if they paid one of their few, valuable  in order to obtain it.

Loan: A character needs to get their hands on some plastique in a hurry. A Contact pulls some favors and gets the character a certain amount of Untraceable Credits based on the strength of the Contact as well as the number of  the character is willing to use. The amount of Credits will vary based on the Request Level (See pg.308).

Mob Doctor: A character has suffered severe injuries but cannot go to a medical facility of any kind for any number of reasons. A Contact within a criminal organization has allowed the character to use their doctor and surgical equipment which, based on the organization, may actually be quite extensive. More often than not, such facilities are austere and crude, but appropriately discreet.

GAMEMASTER NOTE

This does not need to be done by an actual mob doctor. A close associate with medical training who is secretly treating a character in his or her living quarters is a perfectly viable way of accomplishing this. The situation can become especially tense if the Contact needs to steal medicine or equipment from their employer, which runs the risk of them getting caught and likely fired, at the very least.

New Identity: A character needs to shed their old life as quickly as possible. This is an extremely difficult undertaking since there are several layers of authorization for which a person needs to account. Their electronic trail would need to be scrubbed clean, but this is nothing compared to the difficulty of creating a new identity. Even if this false

identification is only meant to pass cursory scrutiny for a short period of time the difficulty is high, although much less so than creating a brand new, permanent identity.

Repair: A character is in need of a specialist who can repair a specific type of damage to a synthetic sleeve, vehicle, or piece of equipment.

Safe Passage: A character needs to get somewhere, but lacks sufficient funds for a ticket, or requires a high level of discretion. The Contact is someone who has their own mode of transportation and has agreed to let a character, and their party if they fit, borrow the vehicle in order to get to their

destination. The number of people along with the distance they need to travel scale by Request Level.

Safehouse: A character needs to lay low and off the grid as much as possible. Using a false name, a Contact pulls some strings to get a safehouse (See pg.167) for the character along with any other administrative or technological protections they might need to sufficiently obscure the character's location. A character under this protection will have extreme strictures on what they can do in order to keep themselves concealed. Characters under this protection will often require N-Wire implants in order to prevent scans from seeing them.



REQUESTS

A character can call in Requests from their various social and professional networks. Doing so usually requires spending an . There are a few character types who specialize in this sort of exchange. Regardless of what network is being tapped for information, material support, or some other favor, the magnitude of the Request will be represented by different “Network Bonus Dice”. These Bonus Dice are rolled in addition to a character’s own Skill Check dice and the most favorable result is chosen. Catastrophes will Exhaust the contact automatically. If successful, the character’s Request is fulfilled. The Skill Check taken will vary based upon the network chosen, but here are some examples:

- (Protectorate Agency/Bureaucracy) **{Bureaucracy}**
- Police **{Bureaucracy, Investigation}**
- CTAC **{Diplomacy}**
- (Corporation), (Trade Union/Social Organization) **{Expression, Cultures, Diplomacy}**
- (Criminal Syndicate), (Influential Individual) **{Expression, History, Cultures, Intimidation, Investigation, Diplomacy}**

There is an additional caveat that if any Bonus Dice from Networking is successful or a fail by a certain degree, then depending upon the organization, the characters may have more to contend with than they bargained for. In this manner, characters must weigh the magnitude of their situation against what sort of favor they are asking, and the consequences for abusing this will vary by organization. This is called Exhaust, and the number of Degrees (of either  or ) between the Target Result and the actual Bonus Network Die Result will determine at what point a contact will no longer have anything to do with the character, or the network simply has no practical use to the character anymore. See the Request Level chart on pg.308.

Example: A character uses an  in order to call in a favor from a high level bureaucrat to clear a fine or some other minor infraction... it is easily within the ability of the contact to do, but it is so trivial that the character rolling

the Network Die of d4 easily generates the  necessary, but the check was so successful that it generated more than  which is the point of Contact Exhaust according to the Request Level Chart pg.308. The contact resents the waste of their time on such a trivial manner, and become Exhausted.

: LINK ESTABLISHED :

DESIGNER NOTE

While it may seem strange that extreme success or failure will both have the practical effect of causing a character to lose favor with their various networks, there is a reason behind it. Assuming the character succeeds wildly with plenty of  the network will feel that the Request was not worth their time, or perhaps even unnecessary, and only served to put them at risk or burden them. Comparing that to a huge failure by certain amounts of  the reasons are obvious: the Request was far beyond the scope of what a network or Contact could do, and the monumental failure only served to highlight that point. The network or Contact would resent the character for putting them in such a tight spot.

General Request Modifiers

If characters are at a loss as to what they can consider a Request, then the GM can implement a pool of modifiers that characters can use for the next session instead of one specific thing. This represents inside information or a few technological perks that are of limited use. These modifiers can be used to alter any **TR** made so that a **{Skill Check}** can be more successful, or hopefully nudge a failure into success. The number of modifiers they have will be based on the strength of the Contact being used to generate it as well as the likability of the character who is making the Request on behalf of the party. This is why a character is allowed their  when determining how many modifiers a contact gets.

The NPC Resource Table (See pg.302) determines how many modifiers the party can use on behalf of this Contact if an  is used on a General Request.

NOTE

If for narrative reasons a contact only trusts certain characters in a party, then only one from among the trusted characters are allowed to apply their  to the TR.

Using a General Request, a single character may only modify a **TR** of a Request by +5.

Request Level

This can be used as a guide in order to determine the extent of a favor being called in from a contact. A Request costs 1 regardless of Request level, but the GM can require more for some extraordinary Request.

LV.1 TRIVIAL REQUEST

This is a simple request that does not put the Contact in any kind of danger and is completely routine. A character only risks exhausting the patience of the person from whom they're requesting something.

LV.2 EASY REQUEST

This is a request that is within the scope of a Contact's ability, and is only a minor inconvenience or setback to their normal life or duties.

LV.3 NORMAL REQUEST

This is more or less at the level of competence and access that the requested Contact can manage. It's routine at its easiest, but can range into the complicated. This can also be an easy or trivial request that is requested on an expedited timeline.

LV. 4 DIFFICULT REQUEST

This level of favor puts the Contact into a very difficult position. Either they need to personally call in favors to make it happen, thus exposing them, or they are putting themselves, loved ones, or their careers at some risk.

LV.5 HUGE REQUEST

The magnitude of this request is so severe that most likely lives must be at stake in order for this request to be even remotely considered worthwhile. Otherwise, this request is either a serious breach of protocol or flagrant abuse of public trust and authority.

Request Failure

After making the Request, make a **{Diplomacy - Request Level}** and consult the chart for the result. If they fail, consult this chart:

() Failing the check is not a serious consequence, but it will mean that the desired response will be delayed. It will be up to the GM to determine to what extent a request is delayed.

() A blanket administrative block or law prevents the character from proceeding.

() The Request ran afoul of a social norm or procedural oversight protocol.

() A serious breach of trust has occurred and some activity has been made to disrupt the character's Request.

( or more) The character is in worse trouble than they thought and they have made this situation far worse by putting their contact into harm's way.

INFORMATION CHART 07.07

REQUEST LEVEL	BASE TR	NETWORK BONUS DIE	CONTACT EXHAUST
Request Lv.1	10+ 	d4	
Request Lv.2	8+ 	d6	
Request Lv.3	6+ 	d8	
Request Lv.4	4+ 	d10	
Request Lv.5	2+ 	d12	

REQUEST LEVEL

Requests and Influence Points

The system of making checks to see if a Request is fulfilled allows characters to make Requests as part of a formal process or a natural extension of a relationship. A character using  is leveraging every bit of influence they can for this Request. This is likely to succeed, so even if the check fails, a character can count it as a success, but the Contact will can become be Exhausted (see pg.308).

Exhausted Contact

A Network that is exhausted will prevent that particular Contact or Network from being used again until a Deferral time has passed and/or at least 1 is spent or restored (either by some narrative event or by appealing to the Virtue/Flaw of the contact, see pg.298). Some Networks have additional rules for Exhaustion or Restoration. Otherwise, it is up to the GM what narrative effect an Exhausted Contact will have on the character and the campaign.

MATERIAL SUPPORT

Characters will undoubtedly find themselves in a rut and in desperate need of supplies. Material support can come in many forms whether it be plastique cash, a place to stay, or access to something well beyond the price range of a player character. This is evident even in *Altered Carbon* when Kovacs was given access to a line of credit as well as access to prototype weaponry of which there was likely only a handful available. The use of an  in order to get something wildly out of the price range of a character is not only appropriate, it is likely the only way a character will be able to obtain certain things altogether. The caveat is that this material support must be directly related to the success of whatever

mission the characters are on. Simply wanting something and spending  is rarely enough of a motivation for the NPCs in your network to go out of their way to procure something extremely rare, but a character will generally only need to spend 1 on any material support request unless otherwise stated in campaign notes or entries.

Resupply

There is a lesser but equally viable use for  when acquiring material support in order to get something rare. A character can spend  to resupply the gear of the team by removing certain amounts of  from their Resource Catalog or their existing Equipment. This is done with some narrative gravitas as well, but this represents getting fairly normal supplies in desperate situations as opposed to getting access to something that's hard to come by. Consult the following Material Support chart for guidance on to what to expect when spending  to Resupply. Accessing power is far easier than obtaining material resources, so there is generally a greater, separate amount of  characters can expect to remove from their Powered devices.

WORK FOR HIRE/BRIBERY

A character with certain amounts of wealth can call in favors like this as if they were normal purchases. The Request Level corresponds with the Price Level, so a character can substitute purchases of material goods for buying the assistance of a Network. A favor that is paid for will not cost  but the contact can still be Exhausted, as a Network or an individual could tire of the burdens a character places on them, regardless of the money involved.

MATERIAL SUPPORT

INFORMATION CHART 07.08

REQUEST LEVEL	 REMOVED FROM PHYSICAL SUPPLIES	 REMOVED FROM MAX POWERED GEAR	 REMOVED FOR RARE GEAR
Request Lv.1	 3	 5	 1
Request Lv.2	 5	 7	 2
Request Lv.3	 7	 10	 3
Request Lv.4	 10	 15	 4
Request Lv.5	Full	Full	 5

It should be noted that using Influence Points () to Resupply will count as making untraceable purchases.

THERE IS A TREMENDOUS OPPORTUNITY TO include strange and fantastic locations as part of a normal campaign without the characters traversing colonized space. The DHF is able to enter a simulation run by AI and interact with various operators in a virtual area, sometimes called simulspace, which is a portmanteau of simulated space (used interchangeably with “Virtual”).

In this space, reality can be whatever the engineers or AI wish. Like all technology, it scales drastically in complexity and resolution. Most simulspaces are low to mid-resolution. In this space, those that interact do so similarly to a video game where there is no illusion that anything resembles reality. Low resolution allows for clandestine meetings to take place in a neutral space, and identities can be hidden quite easily behind a pixelated mess that make up the crude projections of themselves.

The programming language and command prompts are so basic, that a facilitating AI or data engineer is often unnecessary. The highest resolution is reserved for psychosurgery and high-level leisure (or torture) simulations. These often requires extremely skilled engineers and advanced program packages in order to function in anything close to a believable manner to the DHF within.

LORE NOTE

Most virtual systems recreate the avatar from self-images held in the memory, with a common-sense sub-routine to prevent any impinging delusions. Most grow rapidly attached to whatever sleeve the DHF is living in, and that form blanks out previous incarnations.

UPGRADES

A character is unable to use any sleeve upgrades or any upgrade of any kind that is not *Linked* (See pg.202) to some kind of data terminal as a program. Virtual is a projection of a character’s DHF into a simulated space, so upgrades like neurachem and cybernetics added to a character’s sleeve would be of no help in such an environment. However, many programs, exist that allow characters to have

comparable enhanced abilities and equipment of a far greater variety within Virtual. These are often called programs or drivers, and they represent computer coding that allows a character to better manipulate, navigate, or otherwise utilize the digital space they are projected into.

TIME DILATION

Simulspace can make time pass in a much different manner than an individual is familiar with in the real world. Real time equivalence is one that closely approximates time as we currently experience it. Time can also be slowed or sped up considerably. This carries extreme danger, in that returning the DHF from this compressed or expanded time into a sleeve will give the affected character chronological whiplash as they adjust to the normal flow of time, or at the very least get their chronological bearings back in the real world.

Under the best of circumstances, this is just a minor adjustment no more extreme than sleeve sickness from being re-sleeved. It is more akin to jet-lag than anything else. However, if the altered time ratio was meant to compress, say, a lifetime of torture into the span of a few days in the real world, then the DHF would be mentally broken and will very likely never recover, even with decades of time-dilated of psychosurgery.

Generally, ten days of real time in most standard virtuals adds up to about three or four years in virtual time. More drastic time dilation is rare, but possible. A less grim application of time ratios in this manner allows a character to dedicate a sizable amount of time training in simulspace and emerge into the real world with an exceptional knowledge or skill. This skill is obviously only theoretically improved, but the users do have noticeable benefits.

Despite the obvious advantage of cramming years of training into the span of a few hours of real time, the process still damages the Ego of the DHF by vastly distorting their perception of reality and their place within it. The years or decades of training and education can also alter a personality to the point where they are definitively changed to their friends

and family. Most people who are given the opportunity to train in this manner in the extreme will turn it down due to the risks. Time compressed training that is meant to cover a few days of instruction in the course of a few minutes is common and much more safe.

EGO DAMAGE IN VIRTUAL

A character who spends a large amount of compressed or expanded time in Virtual, for whatever reason, will suffer adverse effects on their psyche.

Time in virtual

This is the range of time a character has spent in Virtual.

Potential Ego Point Damage: This is the amount of  lost if a character spends the indicated duration in Virtual. It will be divided into Therapeutic/Instruction/Incarceration, since those three general conditions will greatly alter the kind of damage inflicted on the psyche of the DHF in Virtual.

NOTE

Characters taking  Damage from simulation space are capable of reducing it according to the Modifiers to Ego Point Loss section (See pg.146).

Discipline Save Throw: Most uses of Virtual will allow a character to make a {Discipline} in order to prevent the loss of . Each  from such a Save Throw will reduce Ego Damage by 1 to a minimum of 1.

Storage vs. Incarceration

There are many instances in which a DHF is removed from a sleeve's cortical stack and simply placed into "storage" as opposed to being actually incarcerated. The primary difference between the two is the passage of time as perceived by the DHF. In storage, a DHF feels no real passage of time, and the DHF is still viable but inert. Incarceration is actually a virtual prison where the DHF feels the passage of time (as it is defined by the simulation).

Time dilation used as part of incarceration depends largely on the nature of the crime being punished. If the punished is convicted of a crime and they were

acting alone, or it was accidental in nature, the time dilation will have the DHF out in a few days time in realspace having experienced an incarceration of a few years. If the criminal was part of a larger criminal enterprise, then the time dilation will be such that the criminal will only return to realspace after their old organization and contacts are either beyond recognition or are themselves incarcerated or deleted so that the criminal cannot return to their old operation to resume business as usual.

GAMEMASTER NOTE

Running game sessions partially within the confines of Virtual has some unique timing hazards for a GM. This will be especially true if only part of the party is occupying Virtual, even if there is no time distortion.

For this reason, it is advisable to have all the player characters within Virtual at once (or at least as many as possible). Dividing the party into those who are in Virtual and those who are not for more than a scene or two will break a lot of momentum. The two player groups will operate as though they were on two different planets and experiencing a completely different set of details to absorb.

If you must have two different groups, it is possible to have the group in Virtual rely upon inputs or actions from characters in reality in order to continue and vice versa. This will require both groups maintaining contact with each other and will almost certainly require that the characters in Virtual have real time equivalence. If this timing is not done, then some unique intersections of time could occur when characters in Virtual and reality interact. This will likely cause some damage to the psyche of those in Virtual as they are constantly having to recall and interact with an entirely different timeline while maintaining enough discipline to wrap their minds around their surroundings over such a protracted period of time. This too can provide some very unique narrative potential in that a GM can describe what is normally just a few moments of processing in real time.

A Few Days in Virtual

Potential Ego Point Damage: 0/0/*

Discipline Save Throw Difficulty: n/a

Therapeutic: The character is taking some much needed downtime. The virtual cabin has a variety of pastimes and relaxing features, such as calming idyllic scenery and luxury items. Drivers for additional luxuries of all kinds are popular purchases. This is a popular option for characters who are in between military deployments, awaiting trials, or important meetings in realspace, or are looking for some rest. Because of this level of comfort, characters are only really in danger of losing 1 if should they remain in Virtual for an extended period of time.

Instruction: A character undertaking instruction in Virtual for a few days will not suffer any ill effects for doing so, but the instruction rarely provides more than a single 1 that can be used during a session to add a Bonus Die to a relevant Perception, Acuity, or Intelligence Skill Check. This can also be used to gain basic procedural knowledge that can be recalled with a {History 7}. The relevance of this knowledge will be up to the GM to determine.

Incarceration: A character being incarcerated in virtual for what only amounts to a few days will not suffer any serious damage to their Ego. They

are generally being little more than inconvenienced. It should be noted that this sort of incarceration is somewhat rare, since a character being held in Virtual for such a short time usually has slowed time from real-time equivalence. So, that the DHF only feels like it's being held for a few minutes even if the investigation of the incarcerated takes a few days. Being incarcerated for a few days is generally what happens if the available Virtual is not sophisticated enough to run altered time rates. A character only loses 1 in this case if they are being deliberately mistreated.

About a Month in Virtual

Potential Ego Point Damage: 0/1/1d4

Save Throw: {Discipline}

Therapeutic: Characters spending a month or so in virtual are generally vacationing, since durations shorter than this aren't required to be documented and are more popular options. This longer duration is often one of the many simulated adventure tours or retreats that are commonly used by the poorer population in lieu of actual travel.

Instruction: Characters spending a month in virtual instruction are receiving specialized or detailed training. Choose one Attribute relevant to



instruction, or use whatever Attribute is designated in the training protocol description. The character will be able to have extra 1d4 to spend on rolling Bonus Dice for Skill Checks from that Attribute. The character may instead gain 1 to use normally. If a character is using a specialized training protocol with a description, they will only be able to gain the benefit from its use once.

Incarceration: The conditions of a character's incarceration will vary tremendously, but if a character is incarcerated for a month within Virtual, it is likely their infraction was not all that serious. This is common when the DHF is being held ransom or is under some kind of investigation. A month or so is not a sentence that most police forces would find necessary to enforce. Most of the time, incarcerations of this length are leased out to private storage facilities under contract by the Protectorate or clandestine storehouses used by corporate or criminal organizations.

A Few Months to a Year in Virtual

Potential Ego Point Damage: 0/1d4/1d6

Save Throw: {Discipline -1}

Therapeutic: Characters will generally undergo minor psychosurgery when they spend this kind of time in Virtual. The default result of this is restoring an  if it is not lost in a way that prevents recovery.

Instruction: This much time in Virtual is a very intense training session that can cover a number of related subjects. This gives for a more comprehensive understanding of the topic being studied. This allows a character to cut the  cost of a single Skill Upgrade in half or gain (1d6+ ). If a character is using a specialized training protocol with a description, they will only be able to gain the benefit from its use once.

Incarceration: Characters who spend this much time incarcerated will lose a decent amount of  but the primary danger is that being incarcerated for a year puts a character's sleeve into rotation to be dispensed or sold to other citizens of the Protectorate. The Lore Note on pg.260 contains more details as to what fate could befall the sleeve of the imprisoned (See pg.260).

Up to About 5 Years in Virtual

Potential Ego Point Damage: 1d6/2d6/3d6

Save Throw: {Discipline -2}

Therapeutic: This is a very intense form of psychosurgery. Most people would not otherwise stay in Virtual voluntarily this long. It will damage the Ego, but the ability of the therapist or therapeutic AI is meant to offset it the loss.

Instruction: This is likely a series of virtual lessons designed to equate what would be learned as an undergraduate in higher education. The length of time is the earliest point by which a character would consider the cost/benefit of spending this kind of time in Virtual. Upon completion, a character would get an upgrade to one Skill Check level to a maximum of Skill Level 3, or gain (2d6)+(). If a character is using a specialized training protocol with a description, they will only be able to gain the benefit from its use once.

Incarceration: This is a fairly common length of time to be incarcerated for serious offenses. The time dilation makes it so that the character emerges from storage with the weight of those years lost. A judge will often alter the time ratio based on the sentence, so that a person with a less serious sentence would be able to emerge from storage within a few hours of real time, but they will still have experienced the full five years. Serious sentences will be either real-time equivalence or will have the time ratio dilated severely so that the incarcerated will emerge decades later, but will only have experienced five years or so.

10+ Years in Virtual

Potential Ego Point Damage: 2d6/3d6/
special

Save Throw: {Discipline -3}

Therapeutic: Psychosurgery this intense will often have a small chance of success to begin with. Simply being in Virtual this long will cause significant damage, so either a skilled therapist or an aggressive treatment must be utilized in order to offset the initial damage from spending so long in Virtual.

Instruction: Very few elect to undergo training this severe. It often carries with it its own form of psychosurgery or indoctrination programs in order to shape the mind itself rather than simply educating a skill or a set of skills. Upon completion, a character can choose two of the following:

- Upgrade to one Skill Check one level to a maximum of Skill Level 4
- Upgrade two skills one level with the same Attribute to a maximum of Skill Level 3
- Gain (🧠3d6+🗨️)

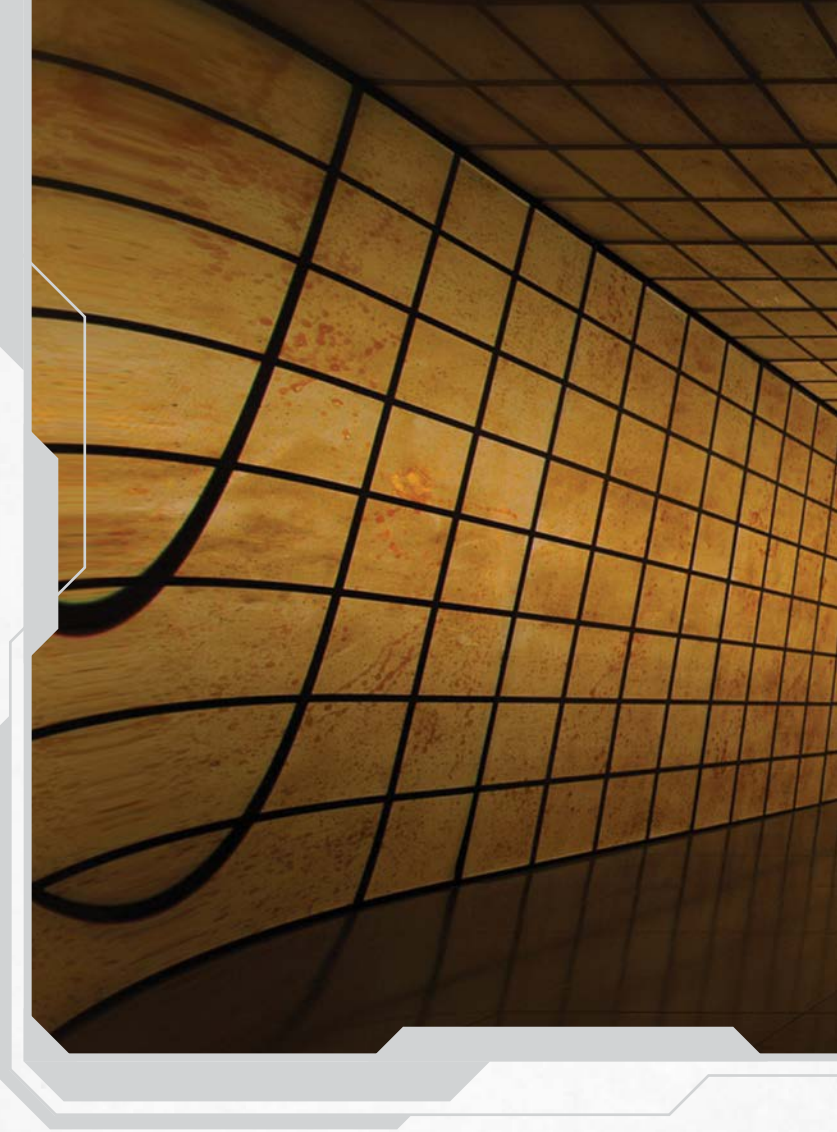
If a character is using a specialized training protocol with a description, they will only be able to gain the benefit from its use once.

Incarceration: Since this sentence is extremely open ended, the type of damage to the Ego can range from intense but survivable, to sanity-obliterating. While most DHF can endure a couple decades without breaking, very few have the mental fortitude to last for centuries in such conditions. Each 10 years, a character will lose 🧠2d6. This rate will reduce to 🧠1d6 per 10 years after 100 years, as a character will eventually develop some mental resilience, or will have become so unhinged at this point that the passage of time hardly registers anymore.

Each 10 years will allow the reduction normally allowed by a character's Willpower Bonus instead of reducing the total overall. For example, characters incarcerated for 30 years will lose 🧠6d6 (🧠2d6 three times), but the overall total will be reduced by 3x the character's 🗨️.

DHF IN VIRTUAL

A DHF when placed in Virtual will no longer have Sleeve Attributes, Sleeve Augments and Neurachem. Characters will treat their Willpower and their Acuity as their Strength and Perception when they are required to make skill checks. Without any specialized training or experience, a character will take a penalty of {-3} to all Attribute tests in Virtual that use their converted Strength and Perception values. An envoy character will only have a penalty of {-1}



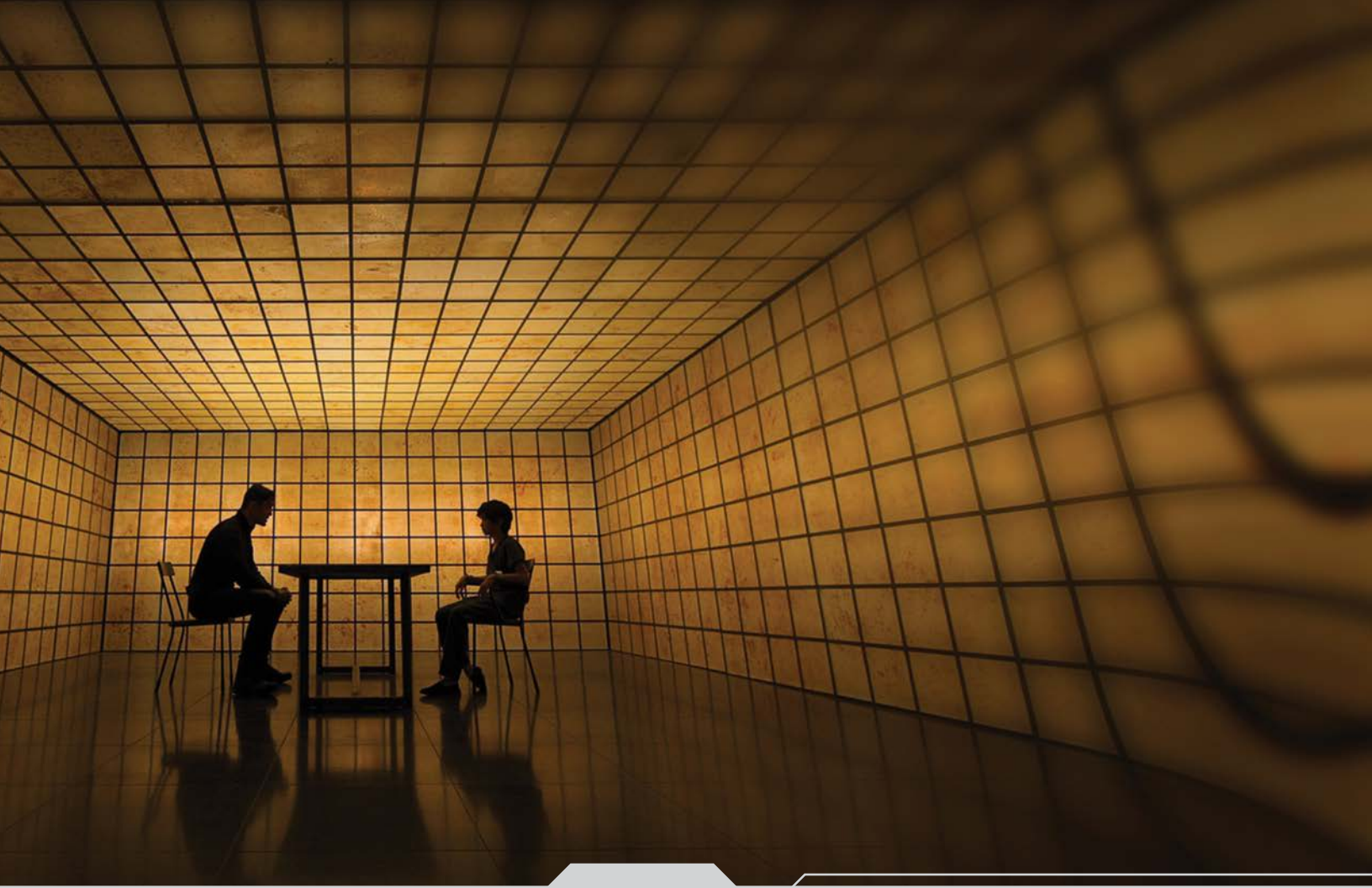
Any “combat” that takes place in Virtual will damage the 🧠 of the DHF, but this damage can be restored unless the damage source explicitly says otherwise.

AI IN VIRTUAL

A player character that is playing as an AI will not suffer any adverse effects while in Virtual for any passive occupation. This is essentially their natural environment. Instruction still reduces 🧠 since it represents adding more layers of programming that alter the AI's function and can compromise some core features of the AI's central programming. A service-oriented AI adopting combat protocols, for instance.

AI Digital Constructs

An AI will have a much stronger presence in virtual, so they will treat their Willpower and Acuity as their Strength and Perception when making skill checks as normal, but they suffer no penalties for doing so.



They are also no longer restricted to only making Skill Checks that they have at least a skill level of d8 in.

AI Navigating Virtual

There are fairly stringent caps on what an AI is allowed to do within both Virtual and realspace. AI is closely monitored by the Protectorate, so any deviation from their allowed boundaries will be considered actions as intrusive software and will be treated as such with either sanctions on their activity or deletion.

An AI character will not be able to be incarcerated, and torture will have no effect in the same way as DHF. Instead, there exist many viruses that have the practical effect of damaging the Ego of the programming of AI in the same way prolonged exposure and torture can harm DHF. In this instance, the duration spent in virtual is not nearly as important as the kind of virus being introduced to the AI in

order to harm it. It will be a narrative distinction because an AI can still lose  in Virtual like DHF, but the manner by which this is done differs from one to the other.

LORE NOTE

Viruses can also harm DHF significantly, even if they are not AI as described in the Innenin Virus Strike incident. The Envoy Corps had a virus introduced via their communications relay. The result was that the Envoy Corps went mad and mutilated themselves until they died from their self inflicted wounds, leaving their DHF damaged, hopelessly beyond repair. It is not a matter of viruses only harming AI, and incarceration and torture only harming human DHF. An AI has the benefit of not suffering for existing in virtual normally.

A SCANDAL IS ANY NUMBER OF SOCIAL OR legal hurdles that can vex a character's interests. If a character runs into a Scandal, the GM can either choose one from the following list that's most appropriate, or determine it at random from the table at the end of the section. Alternatively, the GM can invent one of their own, which is strongly encouraged.

A Scandal will often remain in play for the duration of the campaign unless there is a definitive end as described in the entry, or if some logical criteria is met to undo it.

ACQUIRING A SCANDAL

Many factors will cause a character or party of characters to acquire a Scandal of some kind. It usually happens as part of campaign progression and will be indicated on tables, but a GM can pull from this list in order to apply them as appropriate to their campaign at any time.

Be mindful though, some Scandals are truly devastating to certain character archetypes. If not handled carefully, instead of a fun way to drive the plot forward or introduce a struggle for the characters to overcome, a Scandal can instead grind a game to a standstill if characters have no recourse or are deprived of their key abilities or resources for too long.

AI Characters and Scandals

The punishments levied against AI are disproportionately higher than those against DHF. Scandals against AI generally translate into aggressive sanctions against them along with the loss of licenses. Each Scandal against an AI character will specifically result in the loss of  1d4x5 in order to represent the strictures placed on them by the government for their various transgressions.

Criminal Characters and Scandals

Most of these Scandals do not apply to characters with Criminal backgrounds unless they have a legitimate public facade of an image to maintain. Unless otherwise noted, a Criminal is immune to the effects of a Scandal, but the Scandal itself remains tied to

them as it may impact their relationships with other characters in their party or story.

Socialite and Meth Characters and Scandals

Socialite and Meth characters live and die in the public eye. As such, Scandalized characters are likely to face additional social obstacles from their peers. If a Socialite or Meth character has a Scandal that does not typically reduce  1 these characters will lose  1 in addition to any other effects a Scandal may have. If  are lost, they will lose  1 more than normal.

GETTING RID OF SCANDALS

A Scandal is a helpful storytelling vector because while solving or circumventing the problem, it causes the player characters to involve tremendous effort and teamwork. The solution to getting rid of a Scandal should be narrative in nature first and foremost, only resorting to contrived mechanical solutions like loss of  or  to give the narrative solution a sense of consequence.

LIST OF SCANDALS

Here is a sample list of Scandals a GM can utilize when determining what greater problems confound the characters. These can be used as-is, or they can be used as inspiration when making Scandals of your own that are unique to your scenario.

ASSET FREEZE

The character's various accounts or lines of credit have been locked either by private collection agencies or the government.

A character can no longer automatically generate Credits with the passage of time and removing  from the entry in a Resource Catalog cannot be done so long as their assets are frozen.

Criminals are not immune to this type of Scandal.

CORRUPTION

A character, a Contact with whom they are extremely close, or a Network that they are a prominent member of is under investigation or revealed to be extremely corrupt.

Interacting with anyone outside a character's Network or Organization will have a skill check penalty of **{Diplomacy, Expression, Intimidation, Bureaucracy -2}**.

Characters that are Officials will instead have a **{-3}** penalty when trying to leverage their authority.

CRIMINAL ELEMENT

Characters have, by design or inadvertently, run afoul of the interests of a criminal organization who now hound them at every possible opportunity.

When using  1 for any reason characters attract a squad of Hit Men or Thugs (See pg.288 & 289).

Criminals are not immune to this Scandal. More often than not, this is a matter of extortion, so coming up with a bribe of certain level may clear this Scandal.

CURTAILED CIVIL LIBERTIES

If characters have access to government or bureaucratic networks, they will be less forthcoming. Characters may also find themselves unable to use public utilities. Even private industries will suspend access at the behest of government influence.

Characters will have one (or more) of the following:

- **{Bureaucracy -3}**.
- Requests require the spending of an extra  1 which includes Requests that are normally free.
- All Permits (See pg.168) are suspended.
- Public transportation is off limits.
- Automated foodstuffs or medicines are withheld, so natural healing without any further assistance only heals half as many Wounds.

CUT OFF

A character's supply lines or source(s) of income are cut off severely. This can happen due to legal

trouble, keeping a severely low profile, identity theft, or being physically unable to access the normal locations a character would in order to get supplies.

Between sessions, characters are only allowed to do **one** of the following:

- Remove  1d4 from a piece of equipment they are carrying (which must be paid for)
- Remove  1d6 from Powered gear or weapons that are not hybrid or Directed Energy Weapons
- Gain or purchase Credits, but are 1 Level below normal.
- Purchase new equipment or supplies.
- Spend  on Requests or favors of some kind.

EGO SPLINTER

While not as severe as a total personality frag, a character's Ego has been splintered, causing them to develop a series of habits that are an amalgamation of the behaviors of their past sleeves that have imprinted on the character's DHF. The trigger for this must have been deep for it to spontaneously manifest, but the chain reaction has brought out this potentially dangerous behavior.

A character manifests what can be readily diagnosed as some form of impulse control disorder, but its cause is far more complicated.

Choose a behavioral activity to represent this, such as kleptomania, pyromania, or compulsive consumption. This can be treated as an endearing character quirk, or it can be treated with psychosurgery if it becomes particularly dangerous.

EXPOSURE

The character's delicate social standing has been exposed to a rather public humiliation. While this has little practical effect, it does leave a character vulnerable to further public abuse.

This character has **{Empathy -1}**. If the character is a Socialite, they have **{Empathy -2}** instead.

All Contacts and Networks require  1 more than normal to make a Request.

FAUSTIAN BARGAIN

See pg.77. Rules remain the same.

FORCED CONVERSION

The character discovers that someone has altered their cortical stack, or that of someone close to them, to include Religious Coding. It appears that someone wants the character dead, and they don't want them to talk.

A character that suffers Severe Organic Damage will have their DHF put into storage. They will be unaware of any passage of time from their death to their eventual rescue.

This has no effect on characters who already have Religious Coding.

LORE NOTE

This Scandal has less of an impact if the scenario takes place after the passage of Proposition 653, but even after it passed there needs to be some suspicion of murder to violate Religious Coding in this way.

FRAMED/INDICTMENT

A character is framed or indicted for a crime for which they are (most likely) innocent. As a fugitive or individual operating under a cloud of suspicion, this makes it extremely difficult for the character to operate in the public eye.

Anything longer than District travel requires an  to call in a favor for transportation from place to place in secrecy. Public transport is unavailable. Characters without  will need to lay low and stay out of the public eye until they get enough  to move about.

Characters wishing to remain hidden will need to make purchases with Untraceable Credits.

HIT SQUAD

The character has been targeted specifically with a hit squad from either a criminal or government organization. They must constantly be looking over their shoulder. Other characters associated with this character are, to varying extents, considered collateral damage.

All Hitmen squads sent against a character will get an overall **{+2}** bonus and will have either a Nemesis or at least one member who does not have the Minion special rule per Encounter.

LEGAL ENTANGLEMENT

Due to obvious legal violation or some overlooked random legal code, the character has run afoul of the law. Other characters may be accessories, making it more difficult for them to assist in public.

All characters in the party will require an additional  to call in any Request from a legal or government organization, unless that character is an Official of that organization itself. The specific Scandalized character cannot make any Requests from that type of organization unless the character spends  3 to do so.

Criminals are not immune to this Scandal.

PERSON OF INTEREST

A character is now on a Protectorate watchlist that will flag every purchase or transaction they make.

Characters will no longer be able to make any purchases without drawing attention to themselves. Untraceable Credits generated or given to a character can be used without fear of being tracked.

Criminals are not immune to this type of Scandal.

LORE NOTE

Nearly all purchases in *Altered Carbon* are traced passively. Even the use of "plastique" cash can be traced by means of alternate surveillance methods and basic investigation techniques. It is only when a character becomes a person of interest do these tracked purchases reach the attention of authorities.

PUBLIC IRE

The sensibilities of the public, despite being sedated as they are, has taken great offense to a character's actions. This has resulted in a media spectacle. If a character is associated with a government

organization or corporation, this attention could result in censure, demotion, or loss of position.

Characters lose up to  **1d4** as their image is sullied in the public imagination and may not use a Network until their name is cleared.

GAMEMASTER NOTE

The Scandal could be purely an invention of media spin. In this case, part of any conspiracy story could be figuring out who is trying to discredit the character and why. In this case, an oblivious public may have no actual interest in the redemption story, but the GM can use this as a story vehicle as much as it is a mechanical reduction of  to disadvantage the character.

SEVERE FINES

The actions of a character have caused an impressive financial burden to be extracted by the state or a major collection agency.

The character counts as being in Debt (See pg.140).

This will last until a character pays the fine, which is Price Lv. X+1 where X is a character's Wealth Level.

TURNCOAT

A Contact has been feeding information to a character's rivals. This has made it effectively impossible to make any moves without fear of enemies knowing the character's identity and goals. They must ferret out who has turned on them, and why.

This additional vetting, due to lack of trust, will require a character to spend an additional  **1** in order to make use of any Contact until the identity of the turncoat is revealed and punitive measures taken against them.

UNEMPLOYED

The character's Scandal is so grievous that any profession they once had is now lost or suspended indefinitely.

A character will have Wealth Lv.0, making it effectively impossible to make Monetary Purchases or replenish supplies in a Resource Catalog.

All "Credit" entries in a character's Resource Catalog are Exhausted.

Gain 5x Credit Lv.X, where X was their Wealth Level before becoming unemployed. This is meant to represent savings and whatever severance the character received.

A character can use one of these Credits to maintain their existing lifestyle for a week and behave as if they still had income. They can be stretched to last a month if they lower their Wealth Level to 1 lower than normal. Characters will be unable to purchase Credits from their Resource Catalog.

NOTE

This has darker implications for characters that run afoul of their employers should they be part of a criminal enterprise. In this case, the loss of steady income is probably the least of their worries. Criminal characters will also add the Hit Squad Scandal to the effects of this.

Criminals are not immune, but Criminals and freelancers maintain a decent network of support that is outside of most normal channels. They generally have hidden stashes of cash reserves for normal business purposes, so when they use Credits to support their lifestyle for a month at a Wealth Level equal to Credits, they do not reduce Wealth Level.

Should the character clear their name or rid themselves of this Scandal, they will return to their normal Wealth Level and have their Resource Catalog able to purchase Credits again.

Optional Rule: Do or Die

In the highly undesirable position where a character has no  remaining, the character is left to their own devices in order to survive. They have exhausted all of their Contacts, and whatever help their friends have been able to provide has reached its absolute limit. Characters should be in the last gambit to reach the conclusion of their scenario by this point. If a character is in the last session or is part of a standalone session and has no more  remaining, then they are in a do or die mode of thinking. During this time, they can upgrade all skill checks by 1 level (to a maximum Level 5) when making Save Throws.



Bay City

探索城市之美

OniMaps Search



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On our website you will find:

■ Character Sheets

- ▶ Blank Sheets
- ▶ Pregenerated Characters

■ Equipment Sheets with multiple variants.

■ The **Quick Start Guide** featuring

- ▶ *The Altered Carbon The Role Playing Game Official Rules Summary*
- ▶ A sample scenario from the campaign
Bay City Confidential: Career Suicide

■ Additional appendices with reference sheets and lore information

Beta Testers

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We would like to give an extra special thanks to our Kickstarter backers who have supported this and our
other projects in the past. We hope to do more with and for you in the years to come; for both *Altered
Carbon* and others. We invite you to connect with us on our Discord: <https://discord.gg/MVCeyqy>

-The Hunters Entertainment Development Team

WELCOME TO THE TRANSHUMAN "NEON-NOIR" FUTURE!

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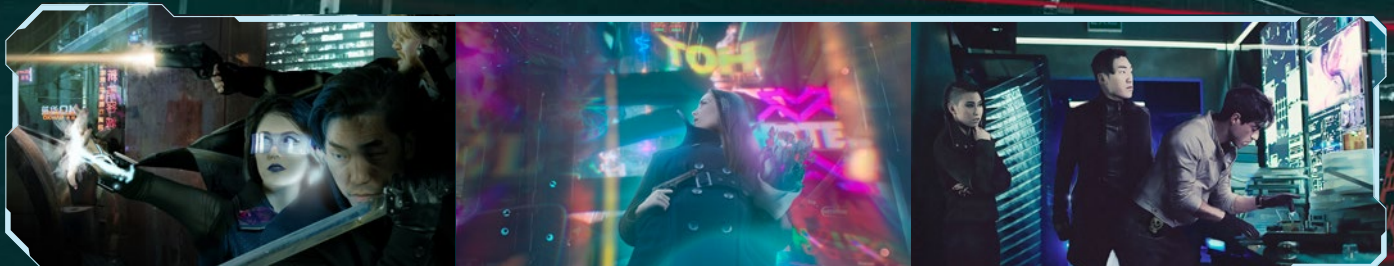
In the official *Altered Carbon* role playing game based on the hit Netflix series, wear any body you can afford, transmit your mind across the cosmos in an instant, and, if you've got the credits and political cachet, re-sleeve time and again for centuries, accumulating enough wealth and power over the millennia to become the societal equivalent of an immortal god.

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- Explore the expansive metropolis Bay City in both its criminal Underground, and vaunted Aerium world of the immortal meths.
- A highly customizable Trait and tech system.
- Storytelling-focused rules, that help create dramatic tension inside of combat and intrigue outside combat.
- The means in which to transfer your characters digital consciousness into a new sleeve should they come to a tragic end.
- Opponents ranging from unhinged augmented thugs to cunning and manipulative political adversaries.

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