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HACK THE PLANET

CYBERPUNK FORGED IN THE DARK

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NOTES FROM THE DESIGNER

RESOURCES/SUPPORT

If you are looking for resources for Forged in the Dark games, there are forums available: https://community.bladesinthedark.com/

The Gauntlet gaming community is a vibrant and active tabletop gaming community that facilitates the play of all manner of games, as well as the discussion of them: https://forums.gauntlet-rpg.com/

HYPERLINKS

If you're reading this in PDF format, chances are if you think something should be hyperlinked, it probably is. From strange cyberpunk styles, architecture, and body modification—I've done my best to link anything and everything that would be helpful.

STYLISTIC CHOICE

For faster reading consumption I have chosen to alter terms of mechanical importance to varying degrees in this game text. The more important the term to the respective section and placement in the book, the more often it will be distinguished from plain text—varying from altogether different text formatting to simply placing it in bold.

BLADES IN THE DARK VETERANS

For those of you familiar with *Blades in the Dark,* the core mechanical drifts are such that you will probably be able run the game, but there are enough mechanical differences in every section that reading through this text is needed if you intend to run this game as written.

—Fraser

CONTENTS

THE GAME

Hack the Planet is a cyberpunk tabletop roleplaying game about clawing power away from those at the top while surviving extreme heavy weather. In the not-so-distant future, our environment and technological growth was impacted by Acts of God: natural disasters radicalized by climate change effects that wreak havoc on the world.

You play individuals living in Shelter 1, a massive facility for climate refugees, corporations, and the superrich. These days, the Shelter serves only the few corporations who saw these changes coming—and you've had enough.

While you seem powerless compared to these corporations, you use technology to forge a new way of life within and around a massive Shelter 1. You pull off daring heists using experimental weapons and armor, install cybernetics into your bodies, and hack the corporate nanites pervasive in your body, food, and culture. You deceive those you don't trust, betraying them when necessary. You rip apart hurricanes in this cascading, sprawling metropolis.

Play to find out how well you fare against the odds as you leverage your appropriated and modified futuristic technologies, wits, and sordid pasts to take power from a corporate society that will stop at nothing to keep it.

Hack the Planet uses an "engine," or framework of rules and mechanics, of another game called *Blades in the Dark* to pull off this daring way of life—making this game Forged in the Dark.
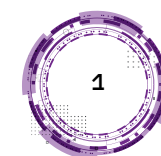
THE SETTING

No one realized how quickly climate effects would drastically alter the landscape and impact our culture, technology, and way of living. The Internet no longer exists. For the people living in the known reach of humanity, globalization and international information technologies no longer exist. We can no longer communicate across vast distances.

In this not-so-distant future, humanity occupies The Reach—the geographic regions we live within and travel between after being so cut off physically and technologically from each other.

Within The Reach, most people reside within Shelter 1, a massive super-structure built by wealthy corporations when these climate effects began to escalate. This sprawling urban area uses state-of-the-art technology to weather radicalized natural disasters, called Acts of God. Two generations later, the three pinnacles of these original corporations govern Shelter 1 from their affluent Corporate City where the rich eat, sleep, and work.

Three megacorporations now rule this corporatocracy: Safety, Information, and Nourish, who control almost every aspect of the Shelter. Safety police the Shelter as the main arm of law enforcement. Information optimizes work flow and recovers, archives, and selectively disseminations knowledge now that the Internet is gone. Nourish manufactures and distributes food and sustenance, modifying produce so it can grow efficiently and safely—for a price, as this food also comes with nanites that track and monitor Shelter 1 inhabitants.

The Green Zone exists outside the Corporate City, originally built to house the labor and non-skilled workforce that built and maintained the Shelter. Now, the Green Zone is filled beyond capacity as more refugees displaced by Acts of God seek sanctuary and a new home.

HIGH TECH, LOW LIFE

In cyberpunk, "high tech, low life" describes the use of advanced technology and cybernetics in a society with certain degrees of radical change and oppression of lower classes.

The 'cyber' part of cyberpunk comes from interrogating class stratification when you remove the middle class; only the superrich and the extremely poor exist. The lower class leverage futuristic technology to claim agency from the superrich who profit from the oppression of marginalized people.

The 'punk' part of cyberpunk comes from the punk movement and direct action—Anti-authoritarian, anti-corporatism (and greed), anti-consumerism, a DIY (do-it-yourself) mentality. This resistance could be hackers who bypass corporate security and steal information, disseminating information to the public or the criminal underworld. It could be people, injured by a corporation, utilizing technology and cyberware to continue fighting back.

This game marries high tech, low life with ideas from climate fiction to further investigate cyberpunk's anxieties about technology and post-capitalism. Climate fiction is a rapidly growing field to explore climate effects and changes—what if climate effects happen sooner than we expect? What if they're much bigger, intense, or unpredictable than we anticipate?

THE CHARACTERS

Each player create a player character (or PC) referred to as a Glitch—the punks of this society living in the Green Zone. Glitches hacked the nanites that track and monitor their movements to take themselves 'off the grid' so they could thrive outside of Shelter 1's cultural norms. Often, they engage in crime and violent acts that, while not heroic, are necessary to achieve their goals when the odds are stacked against them.

The players' Glitches formed a crew who work together to go from having little-to-nothing to having serious clout and resources. They work outside of the authority and mainstream culture to accomplish this; taking scores from people in the criminal underworld. They'll have to forge alliances, eliminate those that get in their way, and bypass the law to work their way up the proverbial ladder.

The players' characters will have special skill sets featuring specific abilities for these scores. Characters' specific abilities are on their playbook. However, players can also take skills from other playbooks as their character gains experience points (**xp**). For an in-depth look at **Character Creation** see page 50.

Hack The Planet features the following seven character types to choose from:

- ⊙ **THE EDGE** is an enhanced and proficient fighter.
- ⊙ **THE LENS** is a tracker and sniper.
- ⊙ **THE TORQUE** is an inventor, saboteur, and doctor.
- ⊙ **THE FUSE** is an infiltrator.
- ⊙ **THE HAUNT** is a shrewd hacker.
- ⊙ **THE FAINT** is a cunning strategist.
- ⊙ **THE QUIRK** is a wanderer and scholar.

THE CREW

The players all form a crew that grows and acquires experience during the game, unlocking new crew abilities and upgrades. The crew's drive helps players focus on the types of criminal activities they want to target. For more information on creating a **Crew**, see page 97. There are five base crew types available to choose from:

- ⊙ **CLEANERS** are mercenaries for hire.
- ⊙ **CLIPPERS** are thugs with futuristic cycles.
- ⊙ **SHIFTERS** chase Acts of God.
- ⊙ **WIRED** deal in illicit goods.
- ⊙ **COMETS** dive from airships, scavenging and stealing.

THE GAME MASTER

The Game Master (GM) honestly portrays the world and its people around the characters as vibrant, alive, and interesting. To portray this world honestly, the GM follows the consequences of the players' actions, and sticks to their decisions as a GM.

The GM also manages the conversation and flow of play at the table. They focus the fiction on only what is interesting without owning the players' story. They direct the collaborative narrative to propel its story forward. For more, see **Running the Game**, page 199.

PLAYING A SESSION

A *Hack the Planet* session is framed like a TV show, where the session focuses on the most interesting parts of that 'episode' within its season. A session of play is roughly two to six hours of play, depending on your group's preference. Each session follows the fiction's overall story, as well as the session's specific events and side-stories. The players' choices help fuel the larger story as it naturally unfolds.

The players decide what they want to accomplish as a crew during a session. They might work with the GM to craft a score toward their goal, or the GM may offer a score through a non-player character (NPC).

Once the players choose a **score**, the games' mechanics drop the PCs right into the action with the help of a die roll. From there, the PCs chase their goal as a team, overcome or suffer **consequences**, and the operation concludes—whether they accomplish their goal or not.

After this score, the game shifts into **downtime**. The PCs pursue their own agendas and side-projects, and are given an opportunity to recover from the score. Players might build relationships with NPCs, start projects to build new tech, reduce their crew's HEAT after the score, or indulge in a **vice** to deal with STRESS.

After downtime, players begin planning for their next score, and the cycle continues. This cycle reinforces the concept of "playing to find out what happens next." The GM and the players follow the fiction as it unfolds during each part of the cycle. This commitment and curiosity in the fiction, the world, and all the characters rests at the heart of *Hack the Planet*.
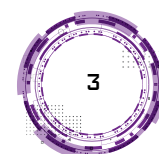
Depending on how long your gaming sessions last, you should be able to complete at least a full cycle of a score and downtime. A full score and downtime are generally achievable in three hours of play—depending on how much your table enjoys lingering on the details during play and their experience with the system. As everyone learns to play the game, you will no doubt be able to accomplish more as you internalize the mechanics.

BEFORE YOU START

If you're the GM, read this book in its entirety. The book will introduce everything you need to run a session or campaign of *Hack the Planet*—from the setting, to the rules and mechanics, to your Agenda, Principles, and Moves as the game's facilitator (see page 199 for more on those).

If you're a player, reading the book will be beneficial, but is not required. As with all games, playing it is the best way to learn procedures and mechanics. In fact, *Hack the Planet* is designed to be learned through play with the help of a GM and the other players. However, reading this text will give you an idea of the desired play experience at your table.

For GMs and players, understanding the game's conceit is crucial to starting the game. In this game, the PCs are part of a criminal underworld and sub-culture in a cyberpunk setting that has elements of climate fiction. The PCs obtain power and resources from those that already have it by whatever means necessary—which often means getting your hands dirty. This is a game where violence is assumed. When you are just starting out, you've got little recourse but to take what you can from others, or be left with nothing at all.

TOUCHSTONES

This game takes inspirations from many sources. Here are just a few of them:

Films: *Elysium*, by Neill Blomkamp for its depiction of stratification of class that permeates everything—from weapons, to Elysium itself, to the detail and aesthetic of technology. ***Blade Runner***, by Ridley Scott for its overpopulated, futuristic city. Although *Hack the Planet*'s setting assumes many cultures are in the city—none extremely predominate like that of *Blade Runner*—the cramped quarters and tone match those in Shelter 1.

Books: ***Loosed Upon the World***, an anthology focused on climate fiction edited by John Joseph Adams, for the many stories within that communicate the possibilities of climate change in our very near future. ***Heavy Weather***, by Bruce Sterling, for cyberpunk fiction that centers environmental concerns and the crew of storm troupers who chase down radical weather. ***Necrotech*** and ***Nanotech*** by K.C. Alexander, for the badass combat scenes, vivid underworld, and sub-culture of cyberpunks. ***Escapology*** and ***Virology*** by Ren Warom, for the crew of punks in poverty running missions to survive.

SOUNDTRACK

Hack the Planet has an official soundtrack located here: https://ygmitchell.bandcamp.com/album/hack-the-planet-ost

VISUAL AID

There is also a Pinterest board with inspirational pieces of media: https://pin.it/recako2ytc3gds

WHAT YOU NEED TO PLAY

⊙ **Two to four players** plus a game master who facilitates the game.

⊙ **At least two six-sided dice**—ideally a set of three or four for each player. This text often refers to these six-sided dice as "d." One six-sided die would be 1d, where d is a singular die or multiple dice in a roll.

⊙ **One copy of** *Hack the Planet* to use for referencing rules.

⊙ **Printed playbooks** and reference sheets (included with the digital copy of this game. All physical purchases come with a digital one). Email samjokopublishing@gmail.com with proof of purchase to be sent a digital copy if you did not receive one at the time of your purchase.

⊙ **Some blank paper** and index cards for notes and sketches. Pencils and markers.

SETTING THE TONE

This game can accommodate a wide range of tones, so discuss tone preferences at the table before your game. Some players may prefer a more zany or gonzo playstyle that doesn't interrogate the setting's heavier aspects. Other players may want to seriously explore the heavier content. Have a conversation to get everyone on the same page with tone and subject matter before playing. This way, no one is disappointed when play begins.

Likewise, discuss what excites and interests you about the game before play begins. As a group, make collaborative choices based on this discussion when selecting a crew and playbook. When deciding, make sure everyone gets to say what interests them. If someone is quiet or not participating, invite them into the conversation.

Above all else, take this setting and make it your own. This setting provides the scaffolding for you to flesh out with further details through play. Customs, food, society, fashion, trends, tech, and more—you get to create the rich world you inhabit. Be curious about the world and the other characters' cultures. Ask questions of yourself and the other players as you navigate the environment around you.

RESPONSIBILITIES & THE FINAL SAY

Collaborative fiction works best with assigned responsibilities so everyone knows who has the the final say in any particular situation. This should prevent long deliberation without prohibiting others from offering their own viewpoints about the situation at hand.

The overall responsibilities for the GM and players are as follows:

⊙ **The GM** is responsible for honestly portraying the fictional world and the NPCs.

⊙ **The players** are responsible for portraying their PC and responding to the fictional world around them.

⊙ **The players** and GM are responsible for playing within tone agreed upon at the start of the game.

Who has the final say on any particular matter is as follows:

⊙ **The player** has the final say regarding how they attempt to tackle an obstacle or problem.

⊙ **The GM** has the final say when the players make an action roll to overcome an obstacle. There may be situations where the PC needs to meet circumstances described by the GM before they can make a roll.

⊙ **The GM** determines the obstacle's scale based on the circumstances, from controlled (easy) to desperate (very difficult).

⊙ **The GM** has final say on how much effect a PC can have with each action, from limited (little effect) to extreme (much effect).

⊙ **The GM** has final say over the consequences and fallout of any player's action after the dice are rolled.

⊙ **The players** have final say over whether they met the xp triggers on their playbooks during a session.

When making these decisions, use the game's tone to inform the consequences. Is this a deadly and serious fiction? Then match the consequences to a more serious, deadly tone. Be as intense or as playful as you wish. There is no correct way to play the game as a rule—as long as you play within the established tone and boundaries.
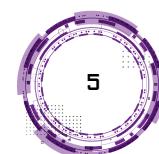
DICE RESULTS

Players create a dice pool of six-sided dice and then roll to overcome obstacles. Any given action may have the player roll as low as one six-sided die, to as many as four or five. The GM looks at the **result** to find out what happens next.

- **If the highest die is a 6**, it's a **FULL SUCCESS**. The PC overcomes the obstacle and achieves effect negotiated before they rolled (ranging from limited to extreme). If more than one six is rolled, then it is a **CRITICAL SUCCESS**. The player gets even more effect.
- **If the highest die is a 4 or a 5**, it is a **PARTIAL SUCCESS**. The PC does what they set out to do, but the GM also introduces a **consequence**. The consequence could be more trouble, the PC receiving harm, or a reduced effect.
- **If the highest die is between a 1 and a 3**, the outcome does not go the PC's way. The PC probably didn't achieve their goal; the GM will most likely introduce further complications.

If there is ever a time where the player has zero dice to roll, the player rolls two dice and takes the lowest number as the outcome of their roll.

These dice pools usually draw from a PC's **trait**, such as **NETWORK** or **STUDY**. Each trait has an **action rating** next to it. The player takes dice equivalent to their **action rating** (if your action rating in **STUDY** is three, take three dice).

In general, the dice results will statistically tend toward success with a **consequence** (a **PARTIAL SUCCESS**). Just like in most fiction, stories are the most interesting when the main characters face challenges they must overcome. It's a way of interrogating how much the character wants to succeed and at what costs. Those moments continue to cascade into rich fiction as PCs continue to face adversity.

The GM can rely upon the sliding scale above to determine what will happen next by ascribing consequences to this kind of roll at any given moment. The GM can always use a roll by setting the stakes, building a dice pool with the player, and narrating the outcome from the result.

If you're unclear on a rule in the moment, feel free to look up it later. Learning the rules and developing system mastery over time is completely normal for players and the GM. As a group, be generous with each other when it comes to playing the game and learning the rules.

There are four types of rolls that you'll use most often in the game:

- **ACTION ROLL.** Every time a player wants to do something in the fiction and there is doubt about the outcome, the player should make an **action roll**. Action rolls are the most common, and their effects and consequences generate most of the game's fiction. See more on **action rolls** on page 10.
- **ENGAGEMENT ROLL.** When the PCs begin a **score**, this roll is used to cut through all the minutia of planning the **score**. See more on page 141.
- **DOWNTIME ROLL.** After a score, PCs engage in **DOWNTIME ACTIVITIES** that are specific to the **downtime** period. For more on this, see page 151.
- **FORTUNE ROLL.** The GM makes **fortune rolls** when they need to leave something up to chance. How much does your reputation precede you in the sub-culture? How useful is the information from a stranger in this moment? How sly and devious is this NPC? See page 32 for more on this.
- **RESISTANCE ROLL.** A player can always reduce the severity of **consequences** by making a **resistance roll** in the spirit of portraying the PC as competent and skilled. The result dictates how much **STRESS** the PC takes from choosing this course of action. See page 30 for more on **resistance rolls**.

THE GAME STRUCTURE

Hack the Planet takes place over certain phases, each with different rules—**free play**, the **score**, and **downtime**.

The game is in free play by default, meaning PCs navigate the setting as they will, converse as they like, and make rolls when needed. Free play ultimately leads the PCs to a place where they can choose a target for their score and plan their approach. The players then use an **engagement roll** to create the score's circumstances in medias res ("into the middle of things"). The game shifts to the **score** phase at this point. See page 140 for more details.

During the score, the PCs have a singular purpose: to execute their plan on the target. The GM gives the players obstacles to overcome to find out if their operation is a success. PCs can get creative with items, **flashbacks**, and rolls to circumvent these obstacles. When the score is over, regardless of success or failure, the GM determines the score's fallout by assigning **payoff**, **HEAT**, and **entanglements**.

After the score, the game moves to the downtime phase. During this phase, the players can decrease their **STRESS**, **recover** from wounds, or work on a **long-term project** using **downtime activities**—which are generally considered safe activities. For more on these **activities** see page 159.

The game shifts into free play again after the PCs complete their downtime activities. The cycle begins again as PCs move toward looking into the next score.

Each phase helps everyone organize the game and manage cognitive load. The phases aren't rigid, but rather serve the fiction in the moment. Use its structure to aid you, not to hold you back.

Each phase also has a purpose to focus everyone on a specific part of the fiction. Players might do many things in free play before the game shifts to the score phase. This shift tells the players it's time to move from a free play headspace into getting a score completed, just as downtime tells them they're safe and presents interesting options in the fiction that are conceptually broad.

ACTIONS & ATTRIBUTES

ACTION RATINGS

When a player wants to circumvent an obstacle or get something done where **consequences** will be interesting, they refer to the list of **actions** on their playbook (see detailed breakdowns on page 180).

Each **action** has a **rating**, which looks like **dots** on the character sheet. The number of dots filled indicates the overall **action rating**. A PC can only ever get an **action rating** of four, unless they install **cybernetics** to increase it to five (see page 53).

Action ratings are not a specific set of skills; players are free to describe how the character performs the action based on their experience and background. Characters may be good at **NETWORKING** because of their notoriety for past **scores**, while others are con artists and are naturally charismatic.

The player always chooses which action they will pair to an obstacle, and then narrates how they perform it. However, actions that aren't well matched to an obstacle will be less effective—usually resulting in more danger and a more limited chance of success. The player may choose to follow through with their action and make an action roll using the action rating.

CONTROL
COMBAT
FINESSE
GHOST
HACK
MODIFY
NETWORK
STUDY
SURVEY
TRACE
SWAY
WRECK

ACTION ROLL

Players make an **action roll** when their PC either attempts something difficult or dangerous, or when it would be most interesting to let the dice adjudicate their attempt.

The result depends upon the character's position: **controlled**, **risky**, or **desperate**. If the situation is controlled, the **consequences** are less harsh. A **desperate position** means the **consequences** will be severe. Risky sits between controlled and desperate. Risky is the most used position, and is considered the "default."

For a more detailed breakdown of **Action Rolls**, see page 180.

If the **action roll** doesn't fit the circumstances, the GM shoulder consider a different roll—or they can just give it to the PC. Since the PCs are competent, sometimes the GM's best course of action to say they can just do it, especially if they are highly rated and the obstacle is minor.

If the player's action doesn't fit an action rating but still falls under an **ATTRIBUTE**, the GM can call for an action roll using an **ATTRIBUTE RATING** (see below).

ATTRIBUTE RATINGS

Each PC has three **ATTRIBUTES**: **Insight**, **Prowess**, and **Resolve**. Each of these **ATTRIBUTES** has a **rating** (from zero to four) that dictates how many dice to roll when rolling with that **ATTRIBUTE**.

The **ATTRIBUTE RATING** is equal to the number of **dots** in the first column under the **ATTRIBUTE**. The more **rating** you have in each **action**, the more dice you roll when using that **ATTRIBUTE**.

INSIGHT
PROWESS
RESOLVE

However, **cybernetics** (found on page 53) can alter this in a rare instance. In the case where there is a *cybernetic* **action rating** marked and **no action rating marked** in the first column of dots, that cybernetic **action rating** *also* counts toward the **ATTRIBUTE RATING**. See the following page for an example, specifically the last one shown.

STRESS & TRAUMA

RESISTANCE ROLL

When a player faces **consequences** after a roll, they can make a **RESISTANCE ROLL** using an **ATTRIBUTE**. If the PC incurs physical harm, they resist that particular consequence with their **PROWESS ATTRIBUTE**.

These rolls **always succeed**, resisting the **consequence** entirely—but might come at a cost. The player takes **STRESS** equal to **six minus the result of their die roll**; a six negates all the **STRESS** that would have been incurred. Therefore, the higher a player rolls on their **RESISTANCE ROLL**, the less **STRESS** their PC takes. More on **STRESS** on page 12.

The GM can sometimes call for a **RESISTANCE ROLL** to set the stakes. A PC may need to **resist a consequence** first before they can do an **action**, if the situation calls for it. For example, if a PC is hanging onto the door handle of a speeding vehicle and wants to take out the car's driver with a gun, the GM might call for a **RESISTANCE ROLL** to see if the PC hangs onto the door first.

The GM makes a judgment call regarding the specific threat or obstacle, and uses **resistance rolls** to make the fiction honest and in line with the tone. The more dangerous the situation, the more likely it is that a player will need to make **resistance rolls** before they can act.

Remember: Any PC with an action dot in the cyberware column (on the far right) counts it toward that **ATTRIBUTE RATING**—even when that action has no other action dots (in the far left column).

EXAMPLE ACTION & ATTRIBUTE RATINGS

INSIGHT
TRACE
STUDY
SURVEY
MODIFY

This character has a Modify *action rating of 2.*

Their Insight attribute rating is 1 (the first column of dots).

PROWESS
FINESSE
GHOST
COMBAT
WRECK

They also have 1 dot in Wreck *and 2 in* Ghost.

Their Prowess attribute rating is 2.

RESOLVE
HACK
CONTROL
NETWORK
SWAY

Finally, they have only have one cybernetic marked in Sway, *making their action rating a 1.*

This means their Resolve attribute rating is also 1. Cybernetics count as attribute ratings in instances where there are no dots of the first column, so both their action rating and their attribute rating are 1, in this instance.

STRESS

Stress is a resource that abstracts a PC's stamina or fortitude reserves when overcoming challenges and **resisting consequences**. When a GM delivers a **consequence**, the player can choose to reduce it and reduce their reservoir of **stress**. The GM and player renegotiate together how the **consequence** is modified and plays out in the fiction.

During a knife fight, Yoshi's character, 'Cross' (their alias), gets stabbed in the chest. Yoshi rolls his character's Prowess rating to resist, and gets a 2. It costs 6 stress, minus 2 (the result of the resistance roll) to resist the consequences. Yoshi marks off 4 stress and describes how Cross survives.

The GM rules that the harm is reduced by the resistance roll, but not avoided entirely. Cross suffers level 2 harm ("Chest Wound") instead of level 3 harm ("Punctured Lung").

PUSHING YOURSELF

Stress also allows a PC to **push themselves** before a roll for better chance at success. The PC takes **2 stress** to do one of the three following options:

⊙ **Add +1d** to any roll where extra effort would benefit you and make sense in the fiction.

⊙ **Add +1 level** to your effect. (See **Effect**, page 24.)

⊙ **Take an action** when you're incapacitated. (See **Consequences**, Page 26.)

A PC can only push themselves once per roll. They cannot push themselves multiple times to add an extra **+1d** and **+1 level of effect**.

A PC pushing themselves is key to illustrating their competency. An extra die slants the odds in their favor, but that cost adds up over time. **Stress** is a valuable commodity used for many other things in the game.

Stress is especially important when a PC doesn't have any **action rating** at all. When a PC has no action rating and pushes themselves for **+1d**, they roll 1d and take the highest (as opposed for rolling 2d and taking the lowest).

TRAUMA

When a PC marks their last **stress** box, they suffer a level of **trauma**. When a PC receives **trauma**, the PC's player circles one of the **trauma conditions** on their PC's character sheet.

The PC who received the **trauma condition** is taken out of the action and obstacle. Together, the player and the GM figure out how the character was taken out of the scene, and how they come back. Maybe they were left for dead if it was a dramatic fight.

The PC can't participate any longer for the time being, and comes back when it makes sense for them to re-enter the fiction (for example, at the start of **downtime** after the **score**). When they return, they have **0 stress** and their **vice** has been satisfied for the next **downtime** (see **Vice** on page 165).

When a PC takes a **trauma condition**, it is there forever. **Trauma conditions** cannot be swapped or changed normally.

Players should play to their PC's **trauma conditions** to illustrate how the **trauma** affected their PC. It's a milestone for that character. When the PC takes on the **trauma condition's** characteristics, they earn **xp** at the end of a session.

However, when a character marks the **fourth trauma condition**, the character is removed from the game completely. They must be **retired** and move to a different life. (See **Stash & Retirement** on page 37.)

TRAUMA CONDITIONS

⊙ **Cold**: You're not moved by emotional appeals or social bonds.

⊙ **Haunted:** You're often lost in reverie, reliving past horrors, seeing things.

⊙ **Obsessed:** You're enthralled by one thing: an activity, a person, an ideology.

⊙ **Paranoid:** You imagine danger everywhere; you can't trust others.

⊙ **Reckless**: You have little regard for your own safety or best interests.

⊙ **Soft:** You lose your edge; you become sentimental, passive, gentle.

⊙ **Unstable**: Your emotional state is volatile. You can instantly rage, or fall into despair, act impulsively, or freeze up.

⊙ **Vicious**: You seek out opportunities to hurt people, even for no good reason.

A player can choose to embody a **condition** as much or as little as they want. Maybe the **trauma** is a stepping stone for changing the character, beginning a new arc—forever altering their persona and disposition. Perhaps the **trauma** has a much smaller impact. Either way, when the **condition** complicates a PC's life, they get **xp** for it. (See **Advancement**, page 42.)

STRESS & ACTS OF GOD

Acts of God range in severity, but even the smallest one is a harrowing experience. Natural disasters, especially those exacerbated by climate changes, cannot be handled with calm and ease. By default, the standard effect of witnessing or being in the area of an Act of God is paralysis. Fear, panic, or fleeing from the Act of God are natural reactions. A PC can choose to make a **resistance roll** using **Resolve** to avoid this reaction.

PROGRESS CLOCKS

A progress clock is a circle divided into a number of segments. The GM draws a progress **clock** to track ongoing efforts against an obstacle or approaching trouble. Clocks abstract what's happening in the fiction, and reflect the fiction as it proceeds.

> *GM: Are the players dealing with an Act of God? Either going through one, trying to destroy one, or perhaps even trying to collect a sample from one? Make a clock to track how far along they are in the process. As the players make action rolls and succeed, fill in the segments to track their progress.*

Progress clocks are always grounded in the fiction, not the method. The effect level of an action undergone by a PC comes into play here (see **Effect**, page 24). Progress clocks should reflect how circumstances change, especially when **consequences** are introduced. If the players lose progress in the fiction, the clock should change to reflect the loss as well. If the players make progress in the fiction, the clock should reflect their achievement.

The more complex the problem, the more segments the **progress clock** should have. A basic obstacle should have 4 segments. A daunting obstacle should have 8 segments. The most complex and difficult problems should have 12 segments. Obstacles with very low complexity that aren't worth tracking don't require a 4 segment clock.

The more complex obstacles, threats, and goals become, the more **clocks** can be added to abstract the complexities of that challenge. If the PCs need to break into a corporate building during an Act of God, they first need to deal with getting through the Act of God before they can deal with threats in the building, such as patrol guards and high tech alarm systems. Only when all the clocks are resolved do they achieve their goal.

If the PCs take on an Act of God, there could be several obstacles. The first obstacle could be getting close enough to the Act of God, then completing what they need to do in the time frame available. PCs can use multiple approaches when dealing with any given obstacle.

DANGER CLOCKS

The GM can use a **clock** to represent a progressive danger, like the growing suspicion during a seduction, the proximity of pursuers in a chase, or the alert of a system being hacked, or guard patrols being bypassed. When a complication occurs in these cases, the GM ticks one, two, or three segments on the clock depending on the **consequence** level. When the clock is full, the danger comes to fruition—the guards hunt down the intruders, activate an alarm, release the killer drones, whatever is appropriate. (See **Consequences & Harm**, page 26.)

RACING CLOCKS

Create two opposed **clocks** to represent a chase. The PCs might have a progress clock called "Escape," while the Safety officers from a corporation have a clock called "Cornered." If the PCs finish their clock first, they get away. Otherwise, they're cornered and can't flee. If both complete at the same time, the PCs escape to their base, but the officers chase them there.

You can also use **racing clock**s for an environmental hazard. Maybe the PCs are trying to extract information from a server room before the override is triggered, and the whole place is put in lockdown.

LINKED CLOCKS

You can make a **clock** that unlocks another clock once it's filled. For example, the GM might make a linked clock called "Trapped" after an "Alert" clock fills up. When you fight a veteran security officer, she might have a clock for her "Defense" and then a linked clock for "Vulnerable." Once you overcome the "Defense" clock, then you can attempt to overcome the "Vulnerable" clock and defeat her. You might affect the "Defense" clock with violence in a knife-fight, or through deception if you have the opportunity. As always, the player gets to decide the method of acting and the fiction's details at hand.

MISSION CLOCKS

The GM can make a **clock** for a time-sensitive mission to represent how long the players have to complete it. If the countdown runs out, the mission is scrubbed or changes—the target escapes, security is onto you, etc.

TUG-OF-WAR CLOCKS

You can make a **clock** that increases and decreases as events change to represent a back-and-forth situation. You might make a "Revolution!" clock indicating when the Green Zone climate refugees riot over the living conditions and constant policing in the one district they're allowed to live. Some events will tick the clock up. And some will tick it down. Once it fills, the revolution begins. A tug-of-war clock is also perfect for an ongoing turf war between two crews or factions.

LONG-TERM PROJECT

Some projects will take a long time. A basic **long-term project** (like **MODIFYING** up a new feature for a device) is 8 segments. Truly long-term projects (like creating a new designer drug) can be two, three, or even four **clocks**, representing all phases of development, testing, and final completion. Add or subtract clocks depending on the detail of the situation and complexity of the project.

A **long-term project** is a good catch-all for dealing with any unusual player goal, including things that circumvent or change elements of the mechanics or the setting.

FACTION CLOCKS

Each **faction** has a long-term goal (see the faction write-ups, starting on page 247). When the PCs have **downtime** (page 151), the GM ticks forward the **faction clocks** they find interesting. This process shows the players how their world is dynamic and operates separately from the PCs' actions, creating new opportunities and challenges.

The PCs may also directly affect NPC **faction clocks** based on the missions and **scores** they pull off. The GM should discuss known faction projects that the PCs might aid or interfere with. The GM should also consider how a PC operation might affect the NPC clocks, whether the players intended it or not.

PROGRESS CLOCKS IN PLAY

Infiltrating A Carrion Garage

*A Cleaner crew are infiltrating one of Carrion's hangers to make off with a vehicle that can take them out of Shelter 1. The GM makes an 8 segment progress clock for the drones patrolling the perimeter, both inside and out. It's 8 segments because there's a sandstorm happening right now, so the crew has some cover. Silver rolls to Ghost her way through this perimeter, melting into the surroundings. A **3** is rolled, so the alert clock is ticked up by 3, but she's positioned well. On the other side of the garage, J5 Hacks the door and gets a partial success (**4/5**), ticking up the clock two more as the door goes up, but surely a drone may notice a disturbance soon. Three more ticks to go before the alarm is raised.*

Extracting Particulates from An Act of God

A Wired crew are using specialized tech to extract a tornado's particulates. They can later use these particulates to create a new drug they'll sell. They've managed to get in close enough to the tornado and have grounded themselves to the nearby water reservoir. J5 is manning the tech, sucking up the materials. But the tornado's clock is almost full—there's a chance it will collapse! J5 decides to Hack the storm so it spins even faster, meaning it won't die down. With a 6, Viti decreases the "Time" clock by 3 ticks and gives J5 and the rest of the crew more time before it collapses. With only 2 ticks on a 6 segment clock, things may not have gone their way.

ACTION ROLL

When a PC does something **challenging**, their player makes an **action roll** to see how it turns out. If the PC's goal is dangerous, could cause trouble, or has an obstacle in the way, the player should make an action roll. Players don't make an action roll unless their PC is put to the test. No action roll is required if their action is something that we'd expect them to simply accomplish, given their competence and **action rating**.

What is or is not challenging can be tailored to suit the game's tone. A grittier tone will call for more challenges and therefore more rolls. Whereas a lighter toned game may have less rolls. Scaling the difficulty and defining a challenge is one of the ways in which a group can customize their play experience.

To make an **action roll**, the player and GM go through six steps together. They flow together somewhat in play, but let's break down each one here for clarity:

1. The player states their **goal** for the action.
2. The player chooses the **action rating**.
3. The GM sets the **position** for the roll.
4. The GM sets the **effect level** for the **action**.
5. Add **bonus dice**.
6. **The player rolls the dice** and the GM interprets the result.

1. THE PLAYER STATES THEIR GOAL

The player's goal is the concrete outcome their PC will achieve when they overcome the obstacle. Maybe the goal is "I want to get into the corporate garage," or it might be "I want to see who comes and goes from the garage." In both cases, the obstacle is "the garage drone patrol." The Guards are the challenging obstacle that may be dangerous or cause trouble for the PC.

Usually the PC's goal is pretty obvious in context, but it's the GM's job to ask and clarify the goal when necessary.

> *"You're punching him in the face, right? Okay… what do you want to get out of this? Do you want to take him out, or just rough him up so he'll do what you want?"*

2. THE PLAYER CHOOSES THE ACTION RATING

When a player performs an **action roll**, they choose which **action rating** to use for the roll. This decision always comes from what the PC is doing on-screen. If the player wants to roll their PC's **COMBAT** action, then the PC gets into a fight. If the player wants to roll with the **CONTROL** action, the PC orders someone around. A player can't roll a given **action rating** unless their PC is presently performing that **action** in the fiction.

There's definitely some gray area, since actions can overlap and one goal can be accomplished with various approaches. This is by design. If the player's goal is to hurt someone with violence, their PC might **COMBAT** or **TRACE** or **GHOST** or **WRECK**, depending on the situation. If the player's goal is to dismay and frighten an enemy, their PC might **CONTROL** or **SWAY** or **WRECK**.

Either way, it's the player's choice.

See page 180 for more information regarding each **action**.

3. THE GM SETS THE POSITION

The GM sets the **position** for the roll after the player chooses their action. The position represents how dangerous or troublesome the action might be. There are three positions: **controlled**, **risky**, and **desperate**. To choose a **position**, the GM looks at the profiles for the positions below and picks one that most closely matches the present situation.

POSITIONS

CONTROLLED — *You have a golden opportunity. You're exploiting a dominant advantage. You're set up for success.*

RISKY — *You go head to head. You're acting under duress. You're taking a chance.*

DESPERATE — *You're in serious trouble. You're overreaching your capabilities. You're attempting a dangerous maneuver.*

By default, an action roll is risky. The player wouldn't be rolling if there was no risk involved. If a situation seems more dangerous, the GM should make it desperate. If it seems less dangerous, make it controlled.

For the GM, choosing the **position** is an important judgment call and a stylistic choice for the game. More controlled action rolls mean generally safer and more dominant characters. More desperate action rolls give the game a gritty, underdog kind of feel.

There's no ironclad rule about how a GM chooses **positions**. It's meant to be an expressive element of the game. Make the choice that feels right to you and the rest of the group. If you're ever unsure about which position to pick, ask the other players.

If you're a player angling for a particular position, ask the GM what you might do to get it, or ask them to clarify the situation to explain their choice.

> *"It's risky? I was thinking it'd be controlled. I know this Sentinel patrols around here, showing his authority as 'the law.' But I didn't think he was all that tough or a threat to me?"*

> *"No, I think the danger is the situation instead. You're out in the Green Zone, in a heavily policed area, in front of packed streets of people, and you're telling a Sentinel to shove off—without your crew. People report others for stepping out of line for extra meal cards. Another Sentinel or drone could observe the encounter. Who knows. Maybe if you were to isolate him in a side alley, you'd be in a controlled position. Or if you had your crew at your back, and people knew not to fuck with Glitches. That'd be a different situation. Does that seem fair?"*

As a GM, you have final say over the **position** for the roll; but explain and clarify things as needed, especially when you're starting out. By discussing the **position** (and how it might be better or worse), you'll help everyone build a better view of the fictional situation and get on the same page about the game's tone.

You'll also set precedents that the players can build on to make better decisions in the future. *"Ah, so we got a controlled Network roll when we showed up in nice clothes to a corporate function. Noted."*
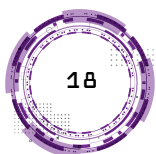
4. THE GM SETS THE EFFECT LEVEL

The GM assesses the likely **effect level** of this action, given the **factors** of the situation. Essentially, the **effect level** tells us "how much" this action can accomplish: will it have **limited**, **standard**, or **great** effect? **Effect level** is explained in detail in the next section, starting on page 24.

The GM's choices for **effect level** and **position** can be strongly influenced by the player's choice of **action rating**. If a player wants to try to make a new friend by **WRECKING** something—well… maybe that's possible, but the GM wouldn't be wrong in saying it's a **desperate** roll and probably **limited effect**. Seems like **NETWORKING** would be a lot better for that. The players are always free to choose the action they perform, but that doesn't mean all actions should be equally **risky** or **potent**.

5. ADD BONUS DICE

You can normally get two bonus dice for your **action roll** (some special abilities might give you additional bonus dice).

You can get **assistance** from a teammate for one bonus die. They take **1 STRESS**, say how they help you, and give you **+1d**.

For another bonus die, you can either **push yourself** (take **2 STRESS**), or you can accept a **Ripple** (you can't get dice for both; it's one or the other).

RIPPLES

PCs in *Hack the Planet* are reckless and addicted to destructive vices—they don't always act in their own best interests. To reflect this, the GM—or any other player—can offer the player making the **action roll** a **bonus die** if they accept the proposed **Ripple**. Common **Ripples** include:

⊙ Collateral damage, unintended **harm**.

⊙ Sacrifice **JOULES** or an item.

⊙ Betray a friend or loved one.

⊙ Offend or anger a **faction**.

⊙ Start and/or tick a troublesome **clock**.

⊙ Add **HEAT** to the crew from evidence or witnesses.

⊙ Suffer **harm**.

The Ripple occurs regardless of the roll's outcome. The player makes the deal, pays the price, and gets the bonus die. No matter what from this point on, there's a **Ripple** that changes the fiction's outcome—because the fiction is ordinarily fluid as we negotiate and add details. Not so with the effects of the Ripple.

Ripples are always a free choice. If the player rolling doesn't like one, they can reject it (or suggest how to alter it so they might consider taking it). You can always just **push yourself** for that bonus die instead.

If it's ever needed, the GM has final say over which **Ripples** are valid.

"I want to Network with people in The Green Mile's many shops. I'm looking for my contact, but have only small bits of information because I couldn't finish questioning that one guy back there."

"Fair enough. I've got a Ripple. As you search, Constructed Chaos has a few folx in the market too—and they notice you. You'd take +1d, but I'd start a clock called… 'Followed.' They want to find out the location of your base."

"Sounds good, maybe it can be a tug-of-war clock, depending on if I get clued in or not? I'll take that Ripple."

Ripples can range in effect fictionally. They can introduce complicated elements or NPCs, and even help flesh our backstories or rivalries between characters. Clever **Ripples** can bring out complications from **trauma conditions**, allowing the player(s) to collect **xp** at the end of the session.

"What if Viti got addicted to this new drug as they tested it on themselves to make sure it was safe?"

"Perhaps a Tracer is just now catching your case. They begin to hunt down the crew who wrangled the tornado that depleted the water reserves."

"A concerned citizen in your multiplex packed full of climate refugees might be tempted to report your location. After all, they might have spotted a blade or disposable pistol on you, and they wouldn't mind getting into the good graces of a Sentinel or Auditor… or maybe even a Tracer."

There are a couple things to consider with **Ripples**. Some people don't like this kind of play, some people love it. Depending on the group and play style, you might like this style—a more writers room approach in certain instances. If people like to inhabit their character a lot of the time, they will most likely not choose to opt in for this approach. For this reason, it's best practice to get everyone on the same page and informed about this particular mechanic.

6. ROLL THE DICE AND JUDGE THE RESULT

After establishing the **goal**, **action rating**, **position**, and **effect**, roll the die pool to determine the outcome. (See the sets of possible outcomes, by **position**, in the table on page 23.)

The **action roll** does a lot of work for the GM. It tells you how well the character performs as well as how serious the **consequences** are for them. They might succeed at their **action** without any **consequences** (on a **6**), or they might succeed but suffer **consequences** (on a **4/5**), or it might just all go wrong (on a **1-3**).

On a **1-3**, it's up to the GM to decide if the PC's **action** has any **effect** or not, or if it even happens at all. Usually, the action just fails completely. But in some circumstances, it might make sense or be more interesting for the action to have some effect even on a **1-3** result.

Each **4/5** and **1-3** outcome lists suggested **consequences** for the PC. The worse your position, the worse the consequences. **The GM can inflict one or more of these consequences**, depending on the circumstances of the action roll. PCs have the ability to avoid or reduce the severity of consequences that they suffer by resisting them.

The GM and player collaborate on what happens on-screen after the action roll. *Tell us how you vault across to the other rooftop. Tell us what you say to the Auditor to convince them. The GM will tell us how they react. When you face the Carrion mercenary, what's your fighting style like?*

ACTION ROLL SUMMARY

⊙ A player or GM calls for a roll. Make an **action roll** when the character performs a dangerous or troublesome action.

⊙ The player chooses the **action rating** to roll. Choose the action that matches what the character is doing in the fiction.

⊙ The GM establishes the **position** and **effect level** of the action. The choice of position and effect is influenced strongly by the player's choice of action.

⊙ Add up to two bonus dice. 1) **Assistance** from a teammate. 2) **Push yourself** (take **2 stress**) or accept a **Ripple**.

⊙ Roll the dice pool and judge the outcome. The players and GM narrate the action together. The GM has final say over what happens and inflicts **consequences** as called for by the **position** and the **result** of the roll.

DOUBLE DUTY ROLLS

Since NPCs don't roll for their actions, an action roll does double-duty: it resolves the PC's action as well as any NPCs that are involved. The single roll tells us how those actions interact and which consequences result. On a 6, the PC wins and has their effect. On a 4/5, it's a mix—both the PC and the NPC have their effect. On a 1-3, the NPC wins and has their effect as a consequence on the PC.
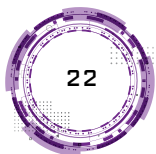
ACTION ROLL

⬡ **1d** for each **Action rating** dot.

⊕ **+1d** if you have **Assistance**.

⊕ **+1d** if you **Push yourself** -or- you accept a **Ripple**.

CONTROLLED
YOU ACT ON YOUR TERMS. YOU EXPLOIT A DOMINANT ADVANTAGE.

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

6: You do it.

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

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

RISKY
YOU GO HEAD TO HEAD. YOU ACT UNDER FIRE. YOU TAKE A CHANCE.

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

6: You do it.

4/5: You do it, but there's a **consequence**: you suffer **harm**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

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

DESPERATE
YOU OVERREACH YOUR CAPABILITIES. YOU'RE IN SERIOUS TROUBLE.

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

6: You do it.

4/5: You do it, but there's a **consequence**: you suffer **severe harm**, a **serious complication** occurs, you have **reduced effect**.

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

EFFECT

In *Hack the Planet*, you achieve goals by taking actions and facing consequences. But how many actions does it take to achieve a particular goal? That depends on the **effect level** of your actions. The GM judges the effect level using the profiles below. Which one best matches the action at hand—**great**, **standard**, or **limited**? Each effect level indicates the questions that should be answered for that effect, as well as how many segments to tick if you're using a **progress clock**.

EFFECT LEVELS

		Ticks
GREAT	*You achieve more than usual. How does the extra effort manifest? What additional benefit do you enjoy?*	3
STANDARD	*You achieve what we'd expect as "normal" with this action. Is that enough, or is there more left to do?*	2
LIMITED	*You achieve a partial or weak effect. How is your impact diminished? What effort remains to achieve your goal?*	1

ASSESSING FACTORS

To assess **effect level**, the GM should first start with their gut feeling given the situation. Then, if needed, assess three factors that may modify the effect level: **potency**, **scale**, and **quality**. If the PC has an advantage in a given factor, consider a higher effect level. If they have a disadvantage, consider a reduced effect level.

POTENCY

The **potency** factor considers particular weaknesses, taking extra time or a bigger risk, or the use of specialized tech (see page 65), which may give a PC fictional justification for attempting otherwise impossible tasks. Taking on an Act of God, for example, will usually require specialized tech. An infiltrator is more potent if all the lights are extinguished and they move about in the dark.

QUALITY / TIER

Quality represents the effectiveness of tools, weapons, or other resources, usually summarized by **Tier**. **Fine items** count as **+1** bonus in **quality**, stacking with **Tier/crew quality**.

> *Casslyn is taking on two Sentinels who happened upon her rendezvous with a corporate source. If they make a report, it's going to mean a lot of heat on the crew. She uses her Air-burst ammo because the Sentinels are 1 Tier above her, increasing her effect to normal instead of limited.*

SCALE

Scale represents the number of opponents, size of an area covered, scope of influence, etc. Larger **scale** can be an advantage or disadvantage depending on the situation. In battle, more people are better. When infiltrating, more people are a hindrance.

When considering **factors**, **effect level** might be reduced below **limited**, resulting in zero effect—or increased beyond great, resulting in an **extreme** effect.

If a PC special ability gives "**+1 effect**," it comes into play after the GM has assessed the **effect level**. For example, if a PC faces zero **effect**, the **+1 effect** bonus from their **special ability** increases the **effect** to **limited** instead.

Also, remember that a PC can **push themselves** (take **2 stress**) to get **+1 effect** on their action (or **+1d**). (See **Stress** on page 12.)

Every **factor** won't apply to every situation. The GM doesn't have to do an exact accounting every time, either. Use the factors to help you make a stronger judgment call—don't feel beholden to them. Factors are compiled into a table of other pertinent information for judging **scale** in the **Magnitude** section (page 222).

Hack the Planet is a fiction first game, which means the GM should choose the **factors** that make the most sense when deciding what **Tier** and **effect** something has. Mechanically, a player might **push themselves** and/or use a higher **quality** item to get more **effect**. But if the player is taking on something massive in **scale**, such as an Act of God the size of a city block, the **effect** will still be **limited**.

GMs and players should let the mechanics follow actions in the fiction. If multiple people execute a plan using specialized tech to increase the **scale**, perhaps the **factors** allow for the players to have **effect** they wouldn't otherwise. Savvy players can address each factor limiting their **effect**, especially when utilizing **flashbacks** (see page 146) to address these types of problems in creative ways.

TRADING POSITION FOR EFFECT

A player might want to trade **position** for **effect** (or vice versa) after **factors** are considered and the GM announces the **effect level**. For instance, if a player is going to make a **risky** roll with **standard effect** (the most common scenario, generally), they might instead want to push their luck and make a **desperate** roll but with **great effect**.

This kind of trade-off isn't included in the **effect factors** because it's not an element the GM should assess when setting the **effect level**. Once the level is set, though, a GM can always offer the trade-off to the player if it makes sense in the situation.

> *"I want to Ghost through the streets to evade the Sentinels' notice and situate myself behind them."*

> *"I don't think you'd be able to do both. They're coming toward you. You have some bustling pedestrians to hide amongst and some signage you might be able to get up and over; but I think if you try to do both, you'd have limited effect in a risky situation."*

> *"Interesting. They aren't searching for me specifically, they're looking for Viti. Can we make it a desperate roll if I just kind of slither through the crowd and try to flank them in that manner?"*

> *"Sure, desperate and standard effect sounds fair to me."*

CONSEQUENCES

When a PC suffers an **effect** from an enemy or a dangerous situation, it's called a **consequence**. **Consequences** are the companion to **effects**. PCs have an **effect** on the world around them, and they suffer **consequences** in return from the risks they face. These always scale with **position** and **effect**, reinforcing the need to articulate the **position and effect** (see page 28 for a more complex breakdown of **consequences**).

SETTING POSITION & EFFECT

The GM sets **position** and **effect** for an **action roll** at the same time, after the player says what they're doing and chooses their **action**. Usually, **Risky / Standard** is the default combination, modified by the action being used, the strength of the opposition, and the **effect factors**.

The ability to set **position** and **effect** as independent variables gives you nine combinations to choose from, the roll will always take into account all of the pertinent variables.

For example, if a character is facing off alone against a small enemy gang, the situation might be:

⊙ **SHE FIGHTS THE GANG STRAIGHT UP**. She rushes into their midst, **COMBATING** them in a hectic frenzy. In this case, **being threatened by the larger force** lowers her **position** to indicate greater risk, and the **scale** of the gang reduces her **effect** (**Desperate / Limited**).

⊙ **SHE FIGHTS THE GANG FROM A CHOKE-POINT**, like a narrow alleyway where their numbers can't overwhelm her at once. She's not threatened by several at once, so her risk is similar to a one-on-one fight. **However, there's still a lot of enemies to deal with**, so her **effect** is **reduced** (**Risky / Limited**).

⊙ **SHE DOESN'T FIGHT THE GANG**. She tries to **GHOST** her way past them and escape. She's still under threat from many enemy attacks, so her **position** is worse. But if the ground is open and the gang can't easily corral her, then her **effect** for escaping **isn't reduced** (**Desperate / Standard**). **If she had some immediate means of escape** (like leaping onto a flying car), then her **effect** might even be **increased** (**Desperate / Great**).

⊙ **THE GANG ISN'T AWARE OF HER YET**—she's set up in a sniper position on a nearby roof. She takes a shot at one of them. Their greater numbers aren't a **factor**, so her **effect isn't reduced**. She's not immediately in any danger (**Controlled / Great**). **Maybe instead she wants to fire** off a salvo of suppressing fire against the whole gang, in which case their **scale** applies (**Controlled / Limited**). **If the gang is on guard** for potential trouble, her **position** is more dangerous (**Risky / Great**). **If the gang is alerted to a sniper**, then the **effect** may be **reduced** further, as they scatter and take cover (**Risky / Limited**). **If the gang is able to muster covering fire** while they fall back to a safe position, then things are even worse for our Glitch (**Desperate / Limited**).

The GM should deliberate and then vocalize the **factors** involved in reaching the **position** and **effect**, given how many **factors** are being accounted for—especially so if anyone is new to the game, including the GM. Once everyone has acclimated to the jargon and the steps, you'll find that this procedure is quick, especially when defaulting to a **risky/standard** option when other **factors** are not present in the fiction.

The procedure quickly puts everyone at the table in the same fictional headspace. Discrepancies are resolved quickly because the **factors** are distilled into **position** and **effect**—with the **position** telegraphing the severity of failure and **effect** telegraphing the agency of the PC.

CONSEQUENCES & HARM

Enemy actions, bad circumstances, and the result from a roll can inflict **consequences** on a PC. There are five types (at right).

A given circumstance might result in one or more consequences, depending on the situation. The GM determines the **consequences**, following from the fiction and the style and tone established by the game group.

REDUCED EFFECT

COMPLICATION

LOST OPPORTUNITY

WORSE POSITION

HARM

REDUCED EFFECT

This **consequence** represents impaired performance. The PC's action isn't as effective as they'd anticipated. You hit him, but it's only a flesh wound. A Sentinel accepts the forged geneprint ID as your own, but they'll keep an eye on you. You're able to maneuver your vehicle close to the tornado, but it's slow going—you're only halfway there. This **consequence** reduces the **effect level** of the PC's **action** by one after all other **factors** are accounted for.

COMPLICATION

This **consequence** represents trouble, mounting danger, or a new threat. The GM might introduce an immediate problem that results from the action right now: the tornado begins to suck up fire from the explosion, you're disarmed, the crew takes •1 HEAT from evidence or witnesses, you lose **status** with a **faction**, the target evades you and now it's a chase, reinforcements arrive, etc.

Or, the GM might tick a **clock** for the **complication** instead. Maybe there's a clock for the Sentinel's alert level in the area. Or maybe the GM creates a new clock for the Green Zone residents' suspicion as they begin to realize you're up to no good (and could turn you in for a pretty penny). Fill one tick on a clock for a **minor complication** or two ticks for a **standard complication**.

A **serious complication** is more severe: reinforcements surround and trap you, the room catches fire and falling ceiling beams block the door, your weapon is broken, the crew suffers •2 HEAT, your target escapes out of sight, etc. Fill three ticks on a clock for a **serious complication**.

Don't inflict a complication that negates a successful roll. If a PC tries to corner an enemy and gets a **4/5**, don't say that the enemy escapes. The player's roll succeeded, so the enemy is cornered... Maybe the PC has to wrestle them into position, and the enemy grabs their gun during the scuffle.

LOST OPPORTUNITY

This **consequence** represents shifting circumstance. You had an opportunity to achieve your goal with this action, but it slips away. To try again, you need a new approach—usually a new form of action or a change in circumstances. Maybe you tried to COMBAT with another Glitch to trap them on the balcony, but they evade your maneuver and leap out of reach. If you want to trap them now, you'll have to try another way.

WORSE POSITION

This **consequence** represents losing control of the situation—the action carries the PC into a more dangerous **position**. Perhaps you make the leap across to the next rooftop, only to end up dangling by your fingertips. You haven't failed, but you haven't succeeded yet, either. You can try again, re-rolling at the new, worse position. A situation might go from **controlled**, to **risky**, to **desperate** as the action plays out and the PC gets deeper and deeper in trouble.

HARM

This **consequence** represents a long-lasting debility (or death). When a PC suffers **harm**, the PC's player records the specific injury on the PC's character sheet equal to the level of **harm** suffered. If the PC suffers lesser **harm**, record it in the bottom row. If the PC suffers moderate **harm**, write it in the middle row. If the PC suffers severe **harm**, record it in the top row. See examples of **harm** and the **harm tracker**, below.

A player's PC suffers the penalty indicated at the end of the row if any or all **harm** recorded in that row applies to the situation at hand. So, if you have "Drained" and "Battered" **harm** in the bottom row, you'll suffer **reduced effect** when you try to run away from the constables. When you're impaired by **harm** in the top row (severe harm, level 3), your character is **incapacitated** and can't do anything unless you have help from someone else, or **push yourself** to perform the action.

If you need to mark a **harm** level, but the row is already filled, the **harm** *moves up* to the next row above. So, if you suffered standard **harm** (level 2), but had no empty spaces in the second row, you'd have to record severe **harm** (level 3) instead. If you run out of space on the top row and need to mark **harm** there, your character suffers a **catastrophic, permanent consequence** (loss of a limb, sudden death, etc., depending on the circumstances).

HARM			
3	*Shattered Right Leg*		NEED HELP
2			-1D
1	*Drained*	*Battered*	LESS EFFECT

This character has three harm: a "Shattered Right Leg" (level 3) plus "Drained" and "Battered" (level 1). If they suffer another level 1 harm, it will move up to level 2. If they suffer another level 3 harm, it will move up to level 4: Fatal.

HARM EFFECTS

There are many different ways someone can be **harmed**. This is another dial the GM can use to hit the game's tone. A PC could receive **harm** in social interactions. If you try to interact with old technology or banned tech, such as an A.I core, you might take **harm**. If you're using a neural interface—maybe the interface backfires. If you're trying to impress someone or convince them of something you deeply care about, a **consequence** could be **harm**.

You get rid of **harm** and the applicable effects using **downtime activities**, detailed in page 151.

HARM EXAMPLES

FATAL (4): *Electrocuted, Drowned, Stabbed in the Heart.*

SEVERE (3): *Impaled, Broken Leg, Shot in Chest, Badly Burned, Terrified.*

MODERATE (2): *Exhausted, Deep Cut to Arm, Concussion, Panicked.*

LESSER (1): *Battered, Drained, Distracted, Scared, Confused.*

Harm like "Drained" or "Exhausted" can be a good fallback **consequence** if there's nothing else threatening a PC (like when they spend all night STUDYING, looking for any clues to their enemy's weaknesses before they strike).

RESISTANCE & ARMOR

When a PC suffers a **consequence**, their player can choose to **resist** it. The player just tells the GM, "No, I don't think so. I'm resisting that." Resistance is always automatically effective—the GM will tell you if the consequence is **reduced** in **severity**, or if you avoid it entirely. Then, the player makes a **RESISTANCE ROLL** to see how much **STRESS** their PC suffers as a result of their **resistance**.

You make the roll using one of your character's attributes (**INSIGHT**, **PROWESS**, or **RESOLVE**). The GM chooses the **ATTRIBUTE**, based on the nature of the **consequences**:

⊙ **INSIGHT**: Consequences from deception or understanding.

⊙ **PROWESS**: Consequences from physical strain or injury.

⊙ **RESOLVE**: Consequences from mental strain or willpower.

Your character suffers **6 STRESS** when they resist, **minus the highest die result from the RESISTANCE ROLL**. So, if you rolled a **4**, you'd suffer **2 STRESS**. If you rolled a **6**, you'd suffer zero **STRESS**. If you get a **CRITICAL** result, you also **clear 1 STRESS**.

Jasmin's character, Flint, is in a desperate Combat with several duelists. A duelist lands a blow on Flint with their pistol. Since the position was desperate, the GM inflicts severe harm (modified by any other factors). They tell Jasmin to record level 3 harm "Scorched Torso" on Flint's sheet. Jasmin decides to resist the harm. The GM says they can reduce the harm by one level if they resist it. Jasmin rolls 3d for Flint's Prowess attribute and gets a 5. Flint takes 1 stress, and the harm is reduced to level 2 "Glancing Burn."

Usually, a **RESISTANCE ROLL** reduces the severity of a **consequence**. If a PC is going to suffer fatal **harm**, for example, a **RESISTANCE ROLL** would **reduce** the **harm** to severe. Or if a PC receives a complication from sneaking into a warehouse, and the GM was going to mark three ticks on the "Alert" **clock**, she'd only mark two (or maybe one) if the player **resisted** the complication.

A player may only roll against a given consequence once.

The GM also has the option to rule that a player's PC completely avoids the consequence. For instance, maybe the PC is in a knife fight and the consequence is getting disarmed. When the player resists, the GM says they avoid that consequence completely: you keep hold of your weapon.

By adjusting which consequences are reduced vs. which are avoided, the GM establishes the overall tone of your game. For a more daring game, most consequences will be avoided. For a grittier game, most consequences will only be reduced with resistance.

The GM may also threaten several consequences at once, **then the player may choose which ones to resist** (and make rolls for each).

"She pulls out a blade and whips it at you as she leaps onto a flying car. Level 2 harm and you lose the opportunity to catch her with Combat."

"I'll resist losing the opportunity by grappling her as she attacks. She can stab me, but I don't want to let her escape."

Once a player decides to **resist a consequence** and roll, their PC suffers the **STRESS** indicated. **The player can't roll first** and see how much **STRESS** their PC takes, then decide whether or not to **resist**.

RESISTANCE ROLL

⬡ **1d** for each **ATTRIBUTE** rating.

You **reduce** or **avoid** the effects of the **consequence** (GM chooses).

Suffer **6 STRESS** minus the highest die result.

CRITICAL: Clear **1 STRESS**.

ARMOR

If a PC has a type of **armor** that applies to the situation, their player can mark an **armor box** to reduce or avoid a **consequence**, instead of rolling to **resist**.

Asher's character, Heatsync, is taking level 2 harm "Cut to the Ribs." But the fight isn't even over yet, so Asher decides to use Heatsync's armor to reduce the harm. They mark the armor box, and the harm becomes level 1 "Bruised." If Heatsync was wearing heavy armor, they could mark a second armor box and reduce the harm again to zero.

When an armor box is marked, it can't be used again until it's restored. All of a PC's armor is restored when choosing the **load** for the next **score**.

ARMOR USES	
ARMOR	☐
HEAVY	☐
SPECIAL	☐

DEATH

There are a couple ways for a PC to die:

⊙ **If they suffer level 4 fatal harm and they don't resist it**, they die. *Sometimes, this is a choice a players wants to make. Perhaps it doesn't make sense for the character to survive, or perhaps it just seems right for the character to die here.*

⊙ **If they need to record harm at level 3 and it's already filled**, they suffer a catastrophic consequence, which might mean sudden death (depending on the circumstances).

When your character dies, you have options:

⊙ **You can create a new character to play**. Maybe you "**promote**" one of the NPC gang members to a PC, or **create a brand new character** who joins the crew.
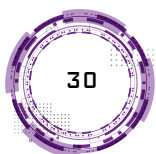
FORTUNE ROLL

The **FORTUNE ROLL** is a tool the GM can use to disclaim decision making. You use a **FORTUNE ROLL** in two different ways:

When you need to determine a situation where the PCs aren't directly involved, and you don't want to simply decide the outcome.

Two rival factions are fighting. How does that turn out? The GM makes a fortune roll for each of them. One gets a good result (6), but the other gets limited effect (4/5). The GM decides that the first faction takes over some of their rival's turf but suffers some injuries during the skirmish.

When an outcome is uncertain, but no other roll applies to the situation at hand.

Filter used their downtime to make specialized tech that can surf desert areas, so they can get the crew close to an Act of God. When they get close, the powerful sandstorm escalates and threatens to stymie their progress toward the eye of the storm, their destination. Alex decides that Filter would remove the energy unit out of their sunjet weapon and use it to supercharge the board. Will this method work? If it does, will it have adverse effects on the technology? Who knows? The GM makes a fortune roll to see how it turns out.

When you make a **FORTUNE ROLL**, you may assess **any trait rating** to determine the dice pool.

⊙ **When a faction takes an action with uncertain outcome**, you might use their **TIER** rating to make a **fortune roll**.

⊙ **When a gang operates independently**, use their **quality** rating for a **fortune roll**.

⊙ **When technological or natural power**, such as Acts of God, manifest with uncertain results, you might use its **magnitude** for a **fortune roll**.

⊙ **When a PC gathers information**, you might make a **fortune roll** using their **action rating** to determine the amount of the info they get.

If no **trait** applies, roll 1d for **sheer luck** or create a dice pool (from one to four) based on the situation at hand. If two parties are directly opposed, make a **FORTUNE ROLL** for each side to see how they do, then assess the outcome of the situation by comparing their performance levels.

The **FORTUNE ROLL** is also a good tool to help the GM manage all the various moving parts of the world. Sometimes a roll is enough to provide quick answers or inspiration for what happens next.

FORTUNE ROLL

⬡ **1d** for each **TRAIT** rating.

✚ **+1d** for each **MAJOR ADVANTAGE.**

⬡ **-1d** for each **MAJOR DISADVANTAGE.**

CRITICAL: Exceptional result / Great, extreme effect.

6: Good result / Standard, full effect.

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

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

Other examples of **FORTUNE ROLLS**:

⊙ **The PCs instigate a war between two factions**, then sit back and watch the fireworks. How does it turn out? Does either side dominate? Are they both made vulnerable by the conflict? Make a few **fortune rolls** to find out.

⊙ **A strange sickness is sweeping the city**. How badly is a crime-ridden and overpopulated district like the Green Zone hit by a bad gene crop outbreak? The GM assigns a **magnitude** to the technological disease and makes a **fortune roll** to judge the extent of its contamination.

⊙ **The Lens stakes out a good spot and makes a sniper shot** against a gang leader when he enters his office. The controlled **TRACE** roll is a success, but is great effect enough to instantly kill a tough gang leader? Instead of making a **progress clock** for his mortality, the GM decides to use a simple **fortune roll** with his "toughness" as a **trait** to see if he can possibly survive the attack. The roll is a **4/5**: the bullet misses his heart, but hits him in the lung—it's a mortal wound. He's on death's door with only hours to live, unless his gang can get someone better than just a street-doc to him in time.

⊙ **Auditors are putting a case together against the PC crew**. How quickly will their evidence result in arrests? The crew's **WANTED LEVEL** counts as a major advantage for the Auditors.

⊙ **The PCs face off in a skirmish** with a veteran captain of the Porters, who ferry icebergs to Shelter 1 for drinking water. The tide of battle goes in the PCs' favor, and many crew members are killed. One of the players asks if the captain will surrender to spare the rest of her crew's lives. The GM isn't sure. How cold-hearted is this veteran? She's fought off water thieves and sailed through scorching sun for profit, all without flinching. What if those voyages have hardened her? The GM makes a 2d fortune roll for "comradery" to see if a spark of compassion remains in heart. If so, maybe one of the PCs can roll **NETWORK**, **SWAY**, or **CONTROL** to make her stand down.

GATHERING INFORMATION

The flow of information from the GM to the players about the fictional world is very important in a roleplaying game. By default, the GM tells the players what their characters perceive, suspect, and intuit. But there's just too much going on to say everything—it would be boring and take forever. The players have a tool at their disposal to more fully investigate the fictional world.

When a player wants to know something specific about the fictional world, their PC can **gather information**. The GM will ask the player *how* their PC gathers the info (or how they learned it in the past).

If it's common knowledge, the GM will simply answer the player's questions. An **action roll** is needed if there's an obstacle in front of acquiring the information. If it's less common knowledge without an obstacle, a simple **fortune roll** determines the **quality** of the information gathered.

Each attempt to **gather information** takes time. If the situation allows, a player can try again if they don't initially get all the info they want. But often, the opportunity is fleeting, and they'll only get one chance to roll for that particular question.

Some example questions are on the bottom of the character playbooks. The GM always answers honestly, but with a level of detail according to the **level** of **effect**.

The most common **gather information** actions are **SURVEYING** the situation to reveal or anticipate what's going on, and **STUDYING** a person to understand what they intend to do or what they're really thinking. But **HACKING** and **NETWORKING** are also effective means of getting information. One through technology, the other through contacts.

Sometimes, a player will have to maneuver themselves into position before they can **gather information**. For example, you might have to **TRACE** your way to a good hiding place first, and then **STUDY** the gene splicers hacking the bioengineered flora to find out what they're doing to it.

INVESTIGATION

Some questions are too complex to answer immediately with a single **gather information** roll. For instance, a player might want to discover the network of contraband smuggling routes into Shelter 1. In these cases, the GM will tell them to start a **long-term project** that they work on during **downtime**.

The player tracks the investigation project using a **progress clock**. Once the **clock** is filled, you have the evidence you need to ask several questions about the subject of your investigation as if you had **great effect**.

GATHER INFORMATION

Ask a question and make an action roll or a fortune roll. The GM answers you honestly, with a level of detail depending on the effect level.

GREAT: You get exceptional details. The information is complete and follow-up questions may expand into related areas or reveal more than you hoped for.

STANDARD: You get good details. Clarifying and follow-up questions are possible.

LIMITED: You get incomplete or partial information. More information gathering will be needed to get all the answers.

EXAMPLES & QUESTIONS

- **You might HACK** to see the recent activity on a Sentinel's private terminal. Is their terminal hackable? How can I plant malware on it that'll ping me their location? Can anyone trace my location right now?

- **You might obtain information from a local proprietor** of a Glitch haunt by **CONTROLLING** them into telling you what he knows about the Sentinels that frequent his establishment. What's really going on here? What's he really feeling about this? Is he selling Glitches out?

- **You might NETWORK** with a well-connected friend to learn secrets about an enemy, rival, or potential ally. What do they intend to do? What might I suspect about their motives? How can I discover leverage to manipulate them?

- **You might TRACE** a courier running data across the city to discover how they get around Sentinel patrols. Where does the package end up? How can I find out who it was delivered to?

- **You might STUDY** old tech to figure out how it works. How can I play this prototype straylight ship? Will anyone be notified if it's powered up?

- **Or you might STUDY** a person to read their intentions and feelings. What are they really feeling? How could I get them to trust me?

- **You might SURVEY** a neighborhood checkpoint to case it for a heist. What's a good point of infiltration? What's the danger here?

- **Or you might SURVEY** a charged situation when you meet another gang. What's really going on here? Are they about to attack us?

- **You might SWAY** a powerful Auditor at a party so they divulge information that will be disseminated to sentinels in a district. What does he intend to do? How can I get him to feed me information on an ongoing basis?

- **Or you might SWAY** his bodyguard to confide in you about recent events. Where has he been lately? Who does he meet regularly?
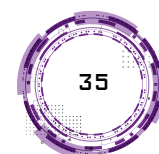
JOULES & STASH

JOULES

Joules are an abstract measure of wealth, a regular commodity for barter, and assets a PC might hold. In *Hack The Planet*, **Joules** are a futuristic technology powered by kinetic energy—usually generated by prisoners in "Reform" (see more on **Reform** on page 154). **Joules** come in all shapes are sizes, and are held secure by malleable shapes called "sheathes." Larger ones help power entire buildings, in addition to various photovoltaic tech; some power weaponry, kitchen appliances, and technology in general. They are pervasive and ubiquitous.

While the energy produced via this method is less efficient than other forms of energy, the area in and around Shelter 1 is buffeted by Acts of God constantly, making other sources inviable or reduced in effect. It's also a metaphor for capitalistic structure and power dynamics, as well as a form of incarceration that directs the masses anger for these effects from climate change on people—Tippers—rather than on the *true* source of these changes—corporations and the capitalistic structures which empowered them.

Because everyone uses **Joules** in their daily lives, everyone the PCs might come across—both within Shelter 1 and outside of it—will consider them currency. More expensive **Joules** are synonymous with better manufacturing and engineering; they last longer, and are regarded as higher quality.

The few bits PCs use in their daily lives are not tracked. If a character wants to spend **Joules** to achieve a small goal (bribe a doorman), use the PC's **lifestyle quality** (see next page).

MONETARY VALUES

⊙ **1 Joule**: A week's wages. Standard efficiency **Joule**.

⊙ **2 Joules**: A fine weapon. A weekly income for a small business. A fine piece of art. A set of luxury clothes.

⊙ **4 Joules**: A month's wages. Medium efficiency and heavier **Joules**.

⊙ **6 Joules**: Customized, specialized tech. Perhaps a unique configuration to the **Joule's** sheathe and weight, meaning it's more efficient.

⊙ **8 Joules**: A good monthly take for a small business. A small smart-safe with valuables inside. A very rare luxury commodity.

⊙ **10 Joules**: Liquidating a significant asset—a spinner, a cycle, ownership of a small property.

More than **4 Joules** is an impractical amount to keep lying around. You must spend the excess, or put it in your **stash** (see next page). A crew can also store **4 Joules** in their base, by default. If they **upgrade** to a **vault**, they can expand their stores to **8** and then **16 Joules**. Any **Joules** beyond their limit must be spent as soon as possible (typically before the next score) or distributed among the crew members.

One **Joule** in bulk currency takes up one item slot for your **load** when carried. What **Joules** actually look like can be adapted to fit your setting.

Does every piece of technology have the same sized slot to insert a Joule? Are the sheathes molded into a shape that reflects something valuable in the setting, such as water or a particular food? Are they branded by corporations, and forged by Glitches?

Spending Joules

⊙ Spend **1 Joule** to get an additional **activity** during **downtime** (page 151).

⊙ Spend **1 Joule** to increase the result level of a **downtime activity** roll (page 171).

⊙ Spend **1 Joule** to avoid certain crew **entanglements** (page 156).

⊙ Put **Joules** in your character's **stash** to improve their **lifestyle** and circumstances when they retire. See the next page.

⊙ Spend **Joules** when you advance your crew's **Tier** (see page 38).

STASH & RETIREMENT

When a player marks their PC's final **trauma** and they retire, the amount of **Joules** they've managed to stash away determines their fate. The **stash tracker** is on the character sheet (see below).

⊙ **STASH** 0-10: Poor soul**. You end up in the gutter, awash in vice and misery.

⊙ **STASH** 11-20: Meager**. A tiny sub-level place that you can call your own.

⊙ **STASH** 21-39: Modest**. A simple home or apartment, with some small comforts. You might operate a club or small business.

⊙ **STASH** 40: Fine**. A well-appointed home or apartment, claiming a few luxuries. You might operate a medium business.

LIFESTYLE

In addition, each full row of stash (**10 Joules**) indicates the **quality level of the character's lifestyle**, from zero (street life) to four (luxury).

Casslyn wants some time alone with a prospective new friend, but she can't take them back to the hidden base where she lives, so what to do? Yoshi, Casslyn's player, says he wants to rent a nice room for the evening, so the GM asks for a fortune roll using Casslyn's lifestyle rating to see what quality of room Casslyn can manage.

REMOVING JOULES FROM YOUR STASH

If a player want to pull **Joules** out of their **stash**, they may do so at a cost. The character sells off some of their assets and investments to get some quick currency. **For every 2 stash removed, they get 1 joule**.

JOULES
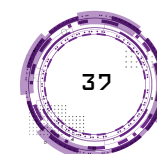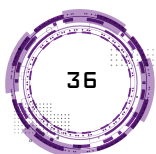
THE FACTION GAME

The Green Zone is the only accessible part of Shelter 1 for the PCs. The Corporate City, the city proper, is exclusive to corporations and some of their employees.

TIER

Take a look at the **factions** on page 247. Each notable **faction** of the city is ranked by **Tier**—a measure of wealth, influence, and scale. At the highest level are the **Tier 4** and **5** factions, the true powers operating in the 'Zone. Your crew begins at **Tier 0**.

Players use the crew's **Tier** rating to roll dice when **acquiring an asset**, as well as for any **fortune roll** for which your crew's overall power level and influence is the primary **trait**. Most importantly, your **Tier** determines the **quality level** of your items and the **quality** and **scale** of the gangs your crew employs—and thereby the size of enemy you can expect to handle.

GANG SCALE BY TIER

- ⦿ **Tier 5**. Massive gangs. (80 people)
- ⦿ **Tier 4**. Huge gangs. (40 people)
- ⦿ **Tier 3**. Large gangs. (20 people)
- ⦿ **Tier 2**. Medium gangs. (12 people)
- ⦿ **Tier 1**. Small gangs. (3-6 people)
- ⦿ **Tier 0**. 1 or 2 people.

HOLD

On the **faction** ladder next to the **Tier** numbers is a letter indicating the strength of each faction's **hold**. Hold represents how well a **faction** can maintain their current position on the ladder. W indicates **weak** hold. S indicates **strong** hold. Your crew begins with **strong** hold at **Tier 0**.

DEVELOPMENT

To move up the ladder and develop your crew, you need **rep**. **Rep** is a measure of clout and renown. When you accrue enough **rep**, the other **factions** take you more seriously and you attract the support needed to develop and grow.

When the crew completes a **score**, your crew earns **2 rep**. If the target of the **score** is higher **Tier** than your crew, you get **+1 rep per Tier higher**. If the target of the **score** is lower **Tier**, you get **-1 rep per Tier lower** (minimum zero).

You need **12 rep** to fill the **rep** tracker on your crew sheet. When you fill the tracker, do one of the following:

- ⦿ **If your hold is weak**, it becomes **strong**. **Reset your rep to zero**.
- ⦿ **If your hold is strong**, you can pay to **increase** your crew **Tier** by one. This costs **joules** equal to your **new Tier x 8**. As long as your **rep** tracker is full, you don't earn new **rep** (12 is the max). Once you pay and increase your **Tier**, **reset your rep to zero** and **reduce your hold to weak**.

TURF

Another way to contribute to the crew's development is by acquiring **turf**. When you seize and hold territory, you establish a more stable basis for your **rep**. Each piece of **turf** that you **claim** represents abstracted support for the crew (often a result of the fear you instill in the citizens on that **turf**).

Turf is marked on your **rep** tracker (see the example below). Each piece of **turf** you hold reduces the **rep** cost to develop by one. So, if you have **2 turf**, you need **10 rep** to develop. If you have **4 turf**, you need **8 rep** to develop. **You can hold a maximum of 6 turf.** When you develop and reset your **rep**, **you keep the marks from all the turf you hold.**

If you hold 3 pieces of turf, you need only 9 rep to develop, instead of 12.

When you develop, you'll clear the 9 rep marks, but keep the 3 turf marks. Mark turf on the right side to show the "cap" on how much rep is needed.

When the crew acquires **turf**, the players expand the scope of their crew's **hunting grounds**. **Hunting grounds** are on the crew sheet. They represent a focus for the crew, and the kind of **scores** they are known for/good at, as well as what the players want to see more often in the fiction.

REDUCING HOLD

Players may perform an operation specifically to reduce the **hold** of another **faction**, if they know how they're vulnerable. If the operation succeeds, the target **faction** loses **1** level of **hold**. If their **hold** is **weak** and it drops, the **faction** loses **1 Tier** and stays **weak**.

When a **faction** is at **war**, it temporarily loses **1 hold**.

The crew can also lose **hold** following the same rules above. If the crew is **Tier 0** with weak **hold**, and the players lose **hold** for any reason, their enemies or a **faction** seeking to profit from their misfortune take action, threatening their **base**.

FACTION STATUS

Your crew's **status** with each **faction** indicates how well you are liked or hated. **Status** is rated from **-3** to **+3**, with zero (neutral) being the default starting **status**. The players track their crew's **status** with each **faction** on the **faction sheet** (located in the reference sheets).

When the players create their crew, they assign some positive and negative **status ratings** to reflect recent history. The **ratings** will then change over time based on the PCs' actions in play.

FACTION STATUS CHANGES

When the players execute an operation, the crew gains **-1** or **-2** status with **factions** that are hurt by their actions. You may also gain **+1 status** with a **faction** that your operation helps. (If you keep your operation completely quiet, then your status doesn't change.) The **status** may also change if you do a favor for a **faction**, or if you refuse one of their demands.
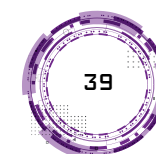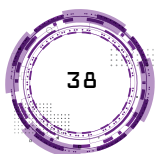
FACTION STATUS LEVELS

⊙ •3: **ALLIES.** This faction will help you even if it's not in their best interest to do so. They expect you to do the same for them.

⊙ •2: **FRIENDLY.** This faction will help you if it doesn't create serious problems for them. They expect you to do the same.

⊙ •1: **HELPFUL.** This faction will help you if it causes no problems or significant cost for them. They expect the same from you.

⊙ 0: **NEUTRAL.**

⊙ •1: **INTERFERING.** This faction will look for opportunities to cause trouble for you (or profit from your misfortune) as long as it causes no problems or significant cost for them. They expect the same from you.

⊙ •2: **HOSTILE.** This faction will look for opportunities to hurt you as long as it doesn't create serious problems for them. They expect you to do the same, and take precautions against you.

⊙ •3: **WAR.** This faction will go out of its way to hurt you even if it's not in their best interest to do so. They expect you to do the same, and take precautions against you. When you're at war with any number of factions, your crew suffers •1 **HEAT** from **scores**, temporarily loses **1 hold**, and PCs get only one **downtime action** (see page 159) rather than two. You can end a war by eliminating your enemy or by negotiating a mutual agreement to establish a new **status rating**.

If your crew has weak hold when you go to war, the temporary loss of hold causes you to lose one Tier. When the war is over, restore your crew's Tier back to its pre-war level.

CLAIMS

Each crew sheet has a map of **claims** available to be seized. The **claim map** displays a default roadmap for your crew type. **Claims** should be seized in an orderly sequence, by following the paths from the crew's **base** (the central hexagon).

However, players may attempt to seize any claim on the map, ignoring the paths (or even seek out a special claim not on your map). However, these operations will always be especially difficult and require exceptional efforts to discover and achieve.
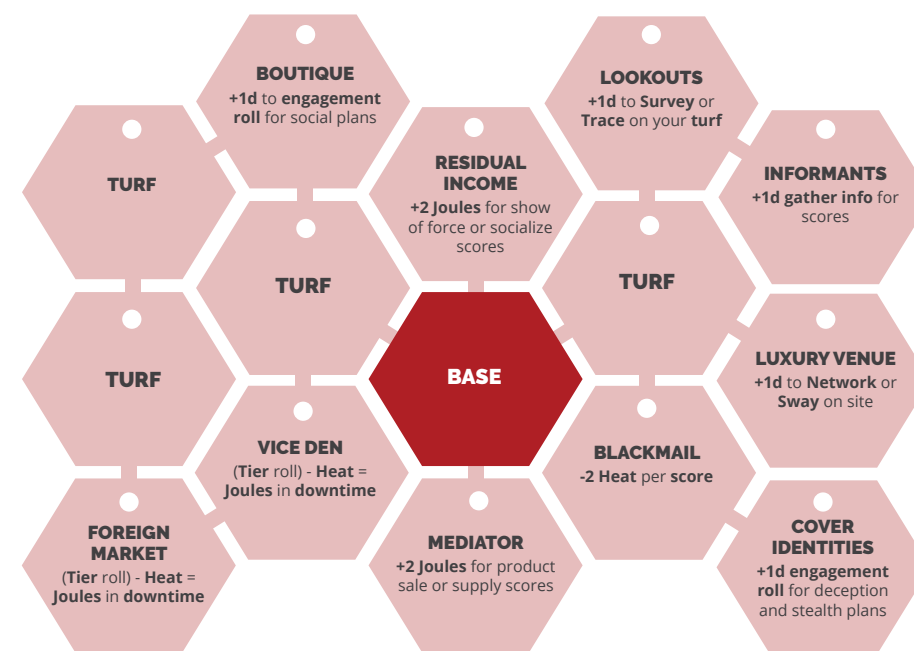
SEIZING A CLAIM

Every **claim** is already controlled by a **faction**. The crew has to take it from someone if they want to acquire a **claim**. The players tell the GM which **claim** on their map they intend to capture. The GM will then detail the **claim** with a location and a description, including which **faction** currently controls that **claim**, or the GM might offer the players several options if they're available.

If the players choose to ignore the roadmap paths when seizing a **claim**, the GM might tell them that they'll need to investigate and **gather information** to discover a **claim** of that type before they can attempt to seize it.

Execute the operation like any other **score**. If the players succeed, they seize the **claim**, and the targeted **faction** loses the **claim**.

Seizing a **claim** is a serious attack on a **faction**, usually resulting in •2 **faction status** with the target, and potentially •1 **status** with its enemies.

As soon as the players seize a **claim**, they enjoy the listed benefit for as long as they hold the **claim**. Some **claims** count as **turf**. Others provide special benefits to the crew, such as bonus dice in certain circumstances, extra **JOULES** generated for the crew's treasury, or new opportunities for action.

LOSING A CLAIM

An enemy **faction** may try to seize a **claim** that the crew holds. The crew can fight to defend it or negotiate a deal with the **faction**, depending on the situation. If the crew loses a **claim**, they lose all the benefits of that **claim**. If the crew's **base** is lost, they lose the benefits of all of the **claims** until the players can restore their **base** or establish a new one. To restore or establish a new **base**, accomplish a **score** with this as the objective.

ADVANCEMENT

PC ADVANCEMENT

Each player keeps track of the experience points (**xp**) that their character earns.

During the game session, mark **xp**:

⊙ **WHEN YOU MAKE A DESPERATE ACTION ROLL**. Mark **1 xp** in the **ATTRIBUTE** for the **action** you rolled. For example, if you roll a **desperate COMBAT** action, you mark **xp** in **PROWESS**. When you roll in a **group action** that's **desperate**, you also mark **xp**.

At the end of the session, the player reviews the **xp triggers** on their character sheet. For each one, mark **1 xp** if it happened at all, or mark **2 xp** if it happened a lot during the session. The **xp triggers** are:

⊙ **YOUR PLAYBOOK-SPECIFIC XP TRIGGER**. For example, the Edge's *"Address a challenge with violence or coercion."* To "address a challenge," your character should attempt to overcome a tough obstacle or threat. It doesn't matter if the action is successful or not. You get **xp** either way.

⊙ **YOU EXPRESSED YOUR BELIEFS, DRIVES, CULTURE, OR BACKGROUND**. Your character's **beliefs** and **drives** are yours to define, session to session. Feel free to tell the group about them when you mark **xp**. Similarly, how **culture** changed in a population of climate refugees is under the characters' purview. When you express these details, you mark **xp**.

⊙ **YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS**. Mark **xp** if your **vice** tempted you to some bad action or if a **trauma condition** caused you trouble. Simply **indulging** your **vice** doesn't count as struggling with it (unless you **overindulge**, see **Vice**, page 165).

A player may mark end-of-session **xp** on any **xp** tracks they want (any **ATTRIBUTE** or the **playbook and STRESS xp track**).

When you fill an xp track, clear all the marks and take an **advance**. When you take an advance from your **playbook track**, you may choose an additional **special ability**. When you take an advance from an **ATTRIBUTE**, you may add an additional **action dot** to one of the actions under that **ATTRIBUTE**. When you fill the **STRESS track**, you have an additional point of **STRESS** to spend (you can draw a line across one of the **STRESS boxes** to denote that it now counts for **2 STRESS** rather than **1**, see **Training Stress Track**, on page 164 for more).

Jan is playing a Lens named Colt. At the end of the session, he reviews his xp triggers and tells the group how much xp he's getting. He rolled two desperate Trace actions during the session, so he marked 2 xp on his Insight xp track. He addressed several challenges with tracking or violence, so he marks 2 xp for that. He expressed cultural aspects and background many times when setting a trap for the porters sailing their retrofitted, heavy-lift ship to Shelter 1, so he takes 2 xp for that. He also showcased his character's beliefs, but 2 xp is the maximum for that category, so he doesn't get any more. He didn't struggle with his vice or traumas, so no xp there. That's 4 xp at the end of the session. He decides to put it all in his Insight xp track. This fills the track, so he adds a new action dot in Trace.

You can also earn **xp** by **training** during **downtime**. When you **train**, you mark a **track** just as when you allocate the **xp** you earned during the session—but you *also* consumes one of your **downtime activities** when **training** (see page 159 for more details on **Downtime Activities**).
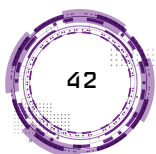
CREW ADVANCEMENT

At the end of the session, review the **crew xp triggers** and mark **1 crew xp** for each item that occurred during the session. If an item occurred multiple times or in a major way, mark **2 crew xp** for it. The **crew xp triggers** are:

⊙ **YOUR CREW-SPECIFIC XP TRIGGER**. For example, the Cleaner's is *"Execute a successful accident, disappearance, murder, or ransom operation."* If the crew successfully completed an operation from this trigger, mark **xp**.

⊙ **CONTEND WITH CHALLENGES ABOVE YOUR CURRENT STATION.** If you tangled with higher **TIERS** or more dangerous opposition, mark **xp** for this.

⊙ **BOLSTER YOUR CREW'S REPUTATION OR DEVELOP A NEW ONE.** Review your crew's reputation. Did you do anything to promote it? Also mark **xp** if you developed a new reputation for the crew.

⊙ **EXPRESS THE GOALS, DRIVES, INNER CONFLICT, OR ESSENTIAL NATURE OF THE CREW.** This one is very broad! Essentially, did anything happen that highlighted the specific elements that make your crew unique?

When you fill your crew advancement tracker, clear the marks and take a new special ability, or mark two crew upgrade boxes.

*For example, when a crew of Cleaners earns a crew advance, they could take a new special ability, like **Predators**. Or they could mark two upgrades, like **Rigging** and **Resolve Training**.*

Say how the PCs obtained this new **ability** or these **upgrades** for the crew. *Where did it come from? How does it become a new part of the crew?*

PROFITS

Every time the crew advances, **each PC gets stash** equal to the crew **TIER+2** to represent the abstraction of profits generated by the crew's operations off-screen.
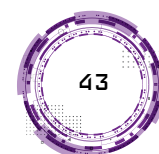
TERMS

Below is a quick reference guide for common terms in the setting. If you are looking for player or crew specific items listed in the load sections of the playbooks, find those in the respective sections followed by this one.

⊙ **AIRSHIP**: Similar to spinners, a large ship a large ship with VTOL technology that can that can fit 4-5 people. Military, banned tech. Usually antiquated and needs to be retrofitted for an alternate fuel source.

⊙ **ANTIQUARIAN**: Someone who collects antiquated technology as well as antiquities. Software, hardware, almost anything; they sometimes function as fences for stolen goods.

⊙ **AUDITOR**: A part of the corporate law structure. They give orders to Sentinels and receive orders directly from the Corporate Council.

⊙ **BANNED TECH**: Weapons, especially guns and ammo—all energy that is non-renewable or harmful to the environment.

⊙ **BOOSTERS**: A type of cohort. Killers, brawlers, and enforcers.

⊙ **CANARY**: A person whose trade is climbing buildings and structures, diverting sunlight to other locations, and maintaining or fixing solar panels.

⊙ **CHOP SHOP**: An illegal operation that alters vehicles so they become unrecognizable to the law. It's usually is also a legal front in which they do custom work and detailing.

⊙ **CORPORATE CITY**: The Corporate City is where all of the affluent people reside. The Green Zone and the Corporate City are separated by massive walls.

⊙ **CORPORATE COUNCIL**: The governing body of Shelter 1 in its entirety. Representatives of the three megacorporations, Safety, Information, and Nourish, make up this body. They mandate the law and punishment for residents.

⊙ **CLEANERS**: Criminal mercenaries.

⊙ **CLIPPERS**: Street gangs on futuristic motorcycles.

⊙ **CRAFTER OF FINE ARMS**: Someone who makes outlawed weapons like blades and swords, everything but guns—which a gunsmith makes.

⊙ **COMETS**: Criminal underworld gangs that execute jobs by navigating to scores in an airship.

⊙ **CORPORATOCRACY**: A government controlled by corporate business interests, only radicalized to the point where they are the sole means of control of Shelter 1. There is no government.

⊙ **CRYPTO (LOCKS)**: Something encrypted. May apply to locks, safes, and other smart-enabled devices that allow for software encryption to be applied for security.

⊙ **CRYPTOGRAPHER**: A faction responsible for crafting and selling various forms of encryptions; they're used ubiquitously throughout Shelter 1, especially by corporations.

⊙ **CYBERNETICS**: Refers to the study and implementation of cyberware on the human body. Many Glitches have cybernetic systems, usually taking the form of cyberware.

⊙ **CYBERWARE**: A technology that allows for interfaces and prosthetics. Interfaces generally augment the mind in some way; prosthetics replace or add an appendage. Cyberware is popular in the criminal underworld of Glitches, making them distinct from other forms of criminals.

⊙ **CYCLE**: A futuristic motorcycle.

⊙ **DATA BROKER**: Someone who sells data to the highest bidder—usually illegal information that compromises corporations. But might also sell recovered data from scrappers.

⊙ **DATA RUNNER**: People who replace their nanites with black market tech that enables the nanites to store information—carrying it from one location to the next, off the grid.

⊙ **DATA TATTOOIST**: A traditional tattooist that instead uses ink laced with nanites. Data runners who want to remain on the grid and not have their nanites hacked sometimes use these, instead.

⊙ **DRAGONFLY**: A climate refugee who found their way to Shelter 1 via water.

⊙ **DIPPER**: People who use technology to hook into Corporate communications looking for information to sell.

⊙ **DISPOSABLE**: Biodegradable items that are typically 3D printed; popular with criminals who use them to print guns that convert the energy in Joules into hard-to-trace energy projectiles.

⊙ **EARLY WARNING DEVICE (EWD)**: A small piece of tech carried on your person that alerts you when an Act of God is going to strike and the nearest shelter's location (bunker, building, etc.).

⊙ **EXOSUITS**: Augmented armor that is reinforced with additional technology. More lightweight and durable than typical armor.

⊙ **FIXER**: Someone who acts as an intermediary between two parties, connecting potential jobs to people willing to do them, for a cut.

⊙ **FLICKER**: Private investigator known for wearing a particular fashion—usually trench coats (that temporarily make them invisible).

⊙ **FORGED**: People call the communities outside of Shelter 1 Forged.

⊙ **FOUNDATION**: People who helped build Shelter 1 and have lived there since the beginning; awarded higher social status than climate refugees.

⊙ **FRONT**: A business that operates legally at first glance but is actually illegal.

⊙ **GENE-HACKER**: A scientist who uses technology to rework genetic coding—usually produce that can grow in all kinds of conditions with better yield.

⊙ **GLITCH**: Someone who has hacked their nanites to go off grid, making them untraceable by corporations or those who can read nanobot data.

⊙ **GRASSHOPPER**: A climate refugee who found their way to Shelter 1 via land.

⊙ **THE GREEN ZONE**: The area of Shelter 1 where mostly unskilled workers and laborers reside alongside the constant influx of climate refugees (sometimes called the 'Zone).

⊙ **THE GRIND**: A colloquial term used to describe Reform; i.e., prison, incarceration, etc.

⊙ **HACKER**: Someone who uses software to breach security that is connected to data and information. Within the criminal underworld, Glitch hackers (called Haunts) are the best hackers.

⊙ **HANDLER**: Someone who recruits people, referred to as assets, for the purposes of furthering their own agenda—usually to acquire information and spy, but assets may also be killers.

⊙ **HAUNT**: Criminal underworld hackers known for being the absolute best; "Haunt" can also refer to the Haunt sub-culture that exists in the underworld.

⊙ **INTERFACE**: A durable tablet that is touch sensitive and acts as a portable computer.

⊙ **JOULES**: The only viable currency accepted and the main source of energy for technology. They vary in shape and size to fit with that power. Their quality is measured by size and weight.

⊙ **MONITORS**: A type of gang and cohort a crew can have, which can consist of doctors, hackers, scientists, and mechanics.

⊙ **NANITES/NANOBOTS**: Microscopic technology that is put in Shelter 1's food to monitor each citizen. They also help fight off disease and repair cuts, bruises, etc.

⊙ **NOWCASTER**: Someone whose purpose is to communicate and coordinate everyone else, and who organizes and analyzes all incoming data at any given time.

⊙ **OBSCURES**: Commonly used by many in the Green Zone. They conceal the upper portion of a face, and are generally made in a variety of styles—from different contours of the face, to eye colors and facial expression.

⊙ **OUTSOURCER**: Someone who hires third parties to accomplish their goals, generally to create anonymity.

⊙ **PATCHER**: Someone whose trade is retrofitting technology.

⊙ **PORTERS**: A faction that operates huge heavy lift-type ships altered to harpoon and drag icebergs back to Shelter 1. This is not the only source of water, but it is the most prized.

⊙ **REFORM**: A kind of prison where everyone is forced to do manual labor, which charges the main energy source of all technology: Joules.

⊙ **RETROFIT**: Usually refers to old technology that was converted to power off of Joules instead of its original energy source. People who do this as a trade are called "Patchers."

⊙ **ROOKS**: A type of gang or cohort which consist of con artists, spies, private investigators, and fixers.

⊙ **ROVERS**: A type of gang or cohort which consist of porters, getaway drivers, sourcers, and scavengers.

⊙ **RUNNERS**: A type of gang or cohort which consist of lookouts, infiltrators, data couriers, and thieves.

⊙ **SCRAPPER**: People who venture out of Shelter 1 in search of goods they can sell. Black market tech, old forms of energy, hard drives, things now considered antiquities, etc.

⊙ **SCREEN**: A drug that lets someone to stay out in the sun (due to climate change, the sun feels extremely hot, and inflicts severe burns in minutes). The drug makes a person sweat out a protective, purple chemical that varies based on body chemistry.

⊙ **SENTINELS**: The boots on the ground; the corporate law enforcement that takes orders from Auditors.

⊙ **SHEATHE**: The outer-housing of a Joule. Sheathes can take the form of any shape and size. Sheathes vary in quality, the most efficient being heavier and more valuable. See also Slingers.

⊙ **SHIFTERS**: Criminals who operate in convoys (generally) outside of Shelter 1.

⊙ **SHIP**: Sea-bound vessels.

⊙ **SLIDE**: Someone who gets people in and out of Shelter 1 unseen, specifically borders, but sometimes specific locations inside as well.

⊙ **SLINGER**: People whose trade is to craft sheathes. This is generally regarded as the highest trade possible. See also Sheathes.

⊙ **SMART**: A smart-enabled device means it has an interface molded to perform and look like something else. Smart-paper, smart-vault or safes, etc.

⊙ **SNEAKERNET**: A for-hire group who physically carry something from one location to another.

⊙ **SOURCER**: People whose trade is finding alternate sources of water for Shelter 1. Sourcers scout untapped underground springs and running lines from them to Shelter 1, devising new techniques for catching rain water, etc.

⊙ **SPINNER**: A vehicle that can fly, typically a coupe or sedan-sized car with futuristic VTOL tech.

⊙ **SPOOK**: A spy whose allegiances lie with the corporation, but not in any kind of official capacity, operating outside of corporate law.

⊙ **STREET-DOC**: Physicians that are usually self-trained and make themselves available to criminals. Some can also hack nanites, if they're skilled.

⊙ **STRUCTURE-HITTER**: A saboteur who targets structural weaknesses in buildings to bring them down; people coined the term when groups brought down buildings producing high pollution or carbon emissions as climate effects were starting to occur.

⊙ **SUBVOCAL**: Communication without actually speaking out loud.

⊙ **SUNJET**: A kind of gun that emits a beam of energy that cuts through most objects. Banned tech.

⊙ **TIPPERS**: A pejorative for people from two generations ago who are deemed responsible for climate change. If caught, they are sent to Reform.

⊙ **TRACERS**: Empowered by the Corporate Council, these law officers operate independently from Sentinels and Auditors. They specifically look to hunt down and imprison or kill Glitches and Tippers.

⊙ **WATT SNATCHER**: Someone whose trade is to splice into power lines—usually ones from exterior renewable energy sources like photovoltaic paint on buildings or solar panels—and run a line to another location.

⊙ **WHITE HAT**: A hacker that works for the corporation, attempting to protect their networks from intrusion.

⊙ **WIRES**: Criminals who sell a specific vice for profit.
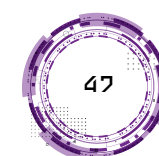
CHAPTER 2
CHARACTERS

Shelter 1 needs the unwanted to survive. The laborers—skilled and unskilled alike—which fill the warehouses, haul clean water, or filter the abundantly contaminated source all around the shelter. They grow food and keep the shelter alive but the power structures of the corporatocracy are designed to exploit this workforce. The superrich live well in the city proper, walled off from people like you—people in the 'Zone. Where people work for a living, trying to survive. Only to be chewed up by the system.

But you and yours have chosen a different fate. You refuse to be victims. You're a Glitch in their system. And they will know your name.

GLITCHES

Every player character in *Hack the Planet* is a criminal of the underworld in a segregated area of Shelter 1, called the Green Zone. The characters have hacked their bodies to get off the grid that tracks ordinary citizens. They have cybernetics. They don't obey the corporate authority. And for this, they have become known as *Glitches*.

Every PC is familiar with all of the various criminal feats represented by the game's **actions**. They're all able to **Combat** in a knife-fight, **Ghost** in the shadows, **Hack** computers, **Network** with **contacts** for information, and so on.

Of course, a PC also has their specializations and skills, the qualities that make them uniquely effective. You might want the ability to hijack enemy drones, or maybe you want to manipulate the criminal network to see danger before it strikes, or maybe you just want to be the deadliest fighter with a blade. In this chapter, you'll learn how to create your own unique Glitch and choose the abilities that suit the style of play you prefer.

CHARACTER CREATION

PLAYBOOKS

A playbook is what we call the sheet with all the specific rules to play a certain character type in *Hack the Planet*.

When you choose a playbook, you're choosing a set of **special abilities** (which give your character ways to break the rules in various ways) and a set of **xp triggers** (which determine how you earn experience for character advancement). But every playbook represents a rebel/punk at heart. The Edge has some **special abilities** related to combat, but that doesn't mean they're "the fighter." Any character type can fight well. Think of your playbook as an area of focus and preference, but not a unique skill set.

This is why we call them "playbooks" rather than "character classes" or "archetypes." You're selecting the set of initial **action ratings** and **special abilities** that your character has access to—but you're not defining their immutable essence or true nature. Your character will grow and change over time; who they become is part of the fun of playing the game.

CHOOSE A PLAYBOOK

Playbooks give you an idea of the presets available right away for your character to more easily jump into the fiction. Each playbook implies certain things about the character. Look them over and select one you think would be fun. It is fine if more than one player chooses the same playbook. Choosing one does not prevent others from choosing it.

EDGE	If you want to be good at physical confrontations, play an Edge.
FAINT	If you want to socially manipulate people and entangle others in the execution of your inscrutable plans, play a Faint.
FUSE	If you want to be good at sneaking into places undetected and the fastest person in any given room, play a Fuse.
HAUNT	If you want to be a proficient hacker and belong to their specific sub-culture within the Glitch criminal underground, play a Haunt.
LENS	If you want to be tough, a survivor, and a sharpshooter, play a Lens.
TORQUE	If you want to invent, modify, and craft new technology, and are interested in sabotage, play a Torque.
QUIRK	If you want to be exceptional at studying and interacting with Acts of God, play a Quirk.

Look over the concepts of each playbook and distinguish between the available abilities, **xp triggers**, and the starting **action ratings**. **Xp triggers**, which are how you earn **xp**, are the best indication of how you'll want to play your character.

Beyond this initial character creation, players can choose **special abilities** from other playbooks by taking the **Veteran advance** when they fill the **playbook xp track**. However, the **action ratings** and **xp triggers** always remain the same.

The playbook names are also colloquial names in the underworld. When someone needs an Edge, a Haunt, and a Lens, they are referencing people with a specific skill set represented in the starting **action ratings** and **special abilities**.

CHOOSE A ROOT

The PC's **root** describes how they got to Shelter 1. All PCs start the game in Shelter 1, even though there are other locations and communities outside of it. **ROOTS** are a kind of colloquial shorthand for abstracting class positions in the city.

⊙ **TIPPERS** are from the previous generation and contributed to climate change (or have been *labeled* as contributing to climate change by those in power). Whether your character actually did so or not is up to you. The PC's **ROOT** signals that you want to explore this aspect of the setting to the GM—so be aware of that.

⊙ **GRASSHOPPERS** are refugees who have come to Shelter 1 by land.

⊙ **DRAGONFLIES** are refugees who made their way to Shelter 1 by water.

Supposedly, the cities **GRASSHOPPERS** and **DRAGONFLIES** once inhabited were destroyed due to climate effects, and so they fled to Shelter 1.

⊙ **THE FORGED** come from a community outside of Shelter 1. There are numerous locations that you may have originated from, all of which have a **faction** or two. They may also be from none of these locations (see page 261 for a list of **Forged factions**).

⊙ **IF A CHARACTER IS FOUNDATION,** it means they were here since the beginning. Maybe they helped build Shelter 1 into what it is today, contributing unskilled or skilled labor to its construction. If a PC is Foundation, they're the highest status someone in the 'Zone can be. Their **root** runs the deepest in a new constructed place like Shelter 1.

⊙ **PLAYERS CAN SELECT "UNKNOWN"** if they don't want to choose right away. They can detail this background during play. Choosing Unknown can be as interesting as any other option. Are they concealing their **root**? Why?

The player gets to interpret what the option means to them. **ROOTS** are springboards to help guide character creation. If you're **Foundation**, what did you contribute to building Shelter 1? **Foundation** have the most social privilege, so how did you become a Glitch? If you're a **Dragonfly** or **Grasshopper**, what drove you to Shelter 1? What have you seen of the world?

A PC gains **xp** when their **root** is expressed in the fiction. **ROOTS** therefore put some aspects of the setting in the players' hands to flesh out. The GM and players can make The Reach and its history truly tailored.
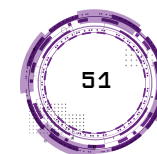
CHOOSE A BACKGROUND

After a player picks their PC's **ROOT**, they choose the PC's **BACKGROUND**. Their **BACKGROUND** describes what they did before they joined the crew. Choose a **BACKGROUND**, and then write a detail about it that's specific to your character.

⊙ **ACADEMIC:** Someone knowledgeable about a specific subject. A professor or student versed in a particular field.

⊙ **LABOR:** Someone who works gene-hacked fields, and helps build or repair the tech and structures of Shelter 1. The vast majority of the people in Shelter 1 are classified as laborers.

⊙ **LAW:** Someone who used to be a Sentinel, the authority and boots-on-the-ground for Safety—the corporation that maintains order within Shelter 1. Anyone who used to work within the machinations of this structure could have a background in Law. If you're a Tipper, you could have a Law background that extends beyond the Corporate law in Shelter 1.

⊙ **TRADE:** There are specific trades prized as skilled work in Shelter 1. Canaries do the risky job of manually moving solar panels in poor areas. Gene-hackers modify the genetic makeup of fruits and vegetables so they can grow and sustain the population, or data runners and Slingers. As well as welders, plumbers, and jobs of that nature that the city relies upon.

⊙ **MILITARY:** People who trained in weapons, combat, and tactics with either a former organization before climate effects, or the free military organizations, such as Carrion, who have a private military force in the city limits. If playing a Tipper, perhaps you were trained by organizations known today; otherwise Tippers were also structure-hitters who tried to stop climate effects by launching targeted attacks on buildings that contributed to climate change.

⊙ **EXECUTIVE (EXEC):** You could be a former executive in a privileged position at a smaller corporation that was later absorbed into Safety, Information, or Nourish. Generally, Execs are the operation managers for affluent people and have had some agency over the Shelter 1's outcome.

⊙ **UNDERWORLD:** Those that always rejected the city's social structures. They break the law and operate in the shadows within a growing sub-culture.

ASSIGN THREE ACTION DOTS

Each playbook begins with three **action dots** already placed. Players get to add three more **dots** (so, six total). At the start of the game, no **action rating may have more than two dots** (unless a **special ability** tells you otherwise). A player assigns their three **dots** like this:

⊙ **Put one dot** in any action that you feel reflects your character's **ROOT**.

⊙ **Put one dot** in any action that you feel reflects your character's **BACKGROUND**.

⊙ **Assign one more dot** anywhere you please (max rating is 2, remember).
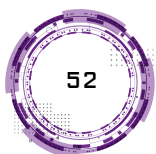
ASSIGN ONE ACTION DOT TO REFLECT CYBERNETICS

Playbooks have an additional row of action dots of a different color (the last, fifth row). This row exclusively represents the **CYBERNETIC** systems installed on the PC's person, called **cyberware**. This technology either completely replaces a part of the human body or augments the human body in some way.

⊙ **Place one dot** in this line, **bringing your total to seven action dots**.

CYBERNETICS

Cybernetics are a clear mark of a Glitch, so players should think about how their PC got them and why. It's up to the player to choose what their **cyberware** looks like, how reliable it is, and how it works—Glitches typically have do-it-yourself work done on themselves by street-docs. For instance, Glitches are often injured—sometimes irreparably—in the fight against corporations. Cyberware replaces that loss, enabling PCs to continue their way of life and keep fighting. Cyberware could also augment a PC's body, allowing them slightly better odds at achieving physical or mental feats they ordinarily wouldn't be able to achieve.

The punk movement is, in many ways, synonymous with cybernetics and Glitch culture as well. It's rooted in anti-authoritarianism, and anti-corporatism (greed). Glitch culture takes and appropriates technology used by the privileged to gain or return their agency; it fosters a DIY attitude and drive within the sub-culture that makes Glitches formidable foes against corporations and corporate law.

The group gets to decide the aesthetic of cybernetics and Glitch culture. The group collaboratively builds whatever resistance and counter-culture looks like in the fiction. The table can likewise adopt the punk look if they want, but it's not a requirement. A PC can go with or against the popular notions in the community, just like anything else.

A PC's first piece of cyberware is a great way for the player to contribute ideas around cyberpunk and climate fiction. Why did your character enter this criminal underground and become a Glitch? Is their fight personal, professional, or both?

Was the player's PC working gene-hacked fields for a corporation in poor working conditions, subsequently fired after the sun blinded them, to then acquire cybernetic eyes as a Glitch? Does the PC now have a synthetic nervous system after they ate food with a rare contagion that fried it?

Perhaps the PC's cyberware is rooted in the underworld? Maybe they've always been in the underworld and have a plethora of wounds from that life, one of which was patched up with cybernetics? Perhaps it's purely an aesthetic choice that expresses their personality?

There is no "right way" for a player to choose their first **cybernetic/cyberware action rating**; but it should root their PC in Glitch culture and telegraph the stakes for their character. If you know what action you'd like to associate with your cyberware, place an action dot in that action. If you don't, you might select an **action rating** you want and then decide what it is, working backward.

Please note: cybernetics can lead to problematic content, especially regarding ableism. If you portray these enhancements as augmenting someone so they're "better" than someone else in the fiction, approach the decision critically. It could also be a great opportunity to portray a disabled character, where representation is pretty lacking. Most mainstream media we watch and read portrays problematic, antiquated viewpoints on this subject matter.

At the very least, make sure that cybernetics are a) empowering, b) not disempowering to someone else, and c) not defaulting to a stereotype or prejudice. If someone at your table is disabled, listen to their lived experiences and take their advice.
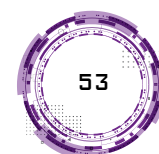
CHOOSE A SPECIAL ABILITY

Players choose one **special ability** from their playbook during **character creation**. If you can't decide which one to pick, go with the first one on the list—it's placed there as a good default choice.

SPECIAL ARMOR

Some special abilities refer to your **special armor**. Each character sheet has a set of three boxes to track usage of **armor** (**standard**, **heavy**, and **special**). If you have any **abilities** that use your **special armor**, tick its box when you activate one of them. If you don't have any **special abilities** that use **special armor**, then you can't use that **armor** box at all.

CHOOSE ONE CLOSE FRIEND AND ONE RIVAL

Each playbook has a list of NPCs that the PC knows. The player defines these relationships, not the GM (although the GM and other players can offer suggestions). The PC's player chooses one close relationship (a good friend, a lover, a family relation, etc.) and mark the upward-pointing triangle next to their name. The player chooses another NPC on the list as a rival or enemy. They mark the downward-pointing triangle next to their name.

CHOOSE YOUR VICE

The player chooses a **VICE** from the list. They describe it on the line above with specific details, including the name and location of their **VICE** purveyor (see page 268 for a list).

⊙ **FAITH:** You're dedicated to an unseen power, forgotten god, ancestor, etc.

⊙ **GAMBLING:** You crave games of chance, betting on sporting events, etc.

⊙ **LUXURY:** Expensive or ostentatious displays of opulence.

⊙ **OBLIGATION:** You're devoted to a family, a cause, an organization, a charity, etc.

⊙ **PLEASURE:** Gratification from lovers, food, drink, drugs, art, theater, etc.

⊙ **STUPOR:** You seek oblivion in the abuse of drugs, drinking to excess, getting beaten to a pulp in the fighting pits, etc.

⊙ **WEIRD:** You experiment with strange technologies, network with rogue A.I, observe Acts of God and their patterns, etc.

RECORD YOUR NAME, PRONOUNS, ALIAS, & LOOK

Players choose their PC's name from the sample list, or create their own. If the PC uses an alias or nickname in the underworld, make a note of it. Record a few evocative words that describe your character's look (a list of sample looks, names, and aliases can be found on the reference sheets and at the end of this section). Remember that a look is how you present to others, but is not your identity. Some days you might look masculine, others feminine. It does not have to be a static choice.

REVIEW YOUR DETAILS

Players should review their playbook's details, especially the **xp triggers** and the **special items** available to their character type (like the Quirk's tear trail helmet, for example). A PC begins with access to all of the **items** on their sheet, so don't worry about picking specific things—you'll decide what your character is carrying when they're on a **score**.

That's it! The PC is ready for play. When the first session begins, the GM will ask the players questions about who their PCs are, their outlooks, and some of their past experiences. The GM should offer some suggestions if a player doesn't know the answers, or ask other players for ideas.

FIRST NAMES

Aria, Aiden, Mila, Jayden, Zoey, Grabriel, Hector, Skylar, Camila, Muhammad, Hazel, Paisley, Bella, Nora, Jaxon, Mateo, Lincoln, Grayson, Niran, Violet, Lillian, Hudson, Kinsley, Willow, Ariana, Bryson, Xavier, Kai, Delilah, Ezekiel, Micah, Emery, Leilani, Ryker, Aneesah, Arabella, Maddox, Ali, Axel, Harmony, Khloe, Kyrie, Beau, Mayli, Luis, Colt, Virote, Gunner, Zayn, Amiyah, Fatima, Aspen, Winter, Esther, Bodhi, Maximiliano, Comely, Abdul, Ezequiel, Dahlia, Mahat, Samara, Wren, Zaeed, Yashasvi, Oaklynn, Aroon, Chengli, Dae, Hiromi, Peng, Apollo, Oberon, Jax, Cosima, Blythe, Artemis, Orion, Verity, Ursa, Rye, Zelia, Carrew, Lynx, Rui, Dasha, Zyla, Odo, Oceana, Axton, Renzo, Greer, Calix, Etch, House, Kaz, Nadius, Lennox, Quellcrist, Strav, Auna, Genetrix, Ivicci, Lebellum, Mercy, Geo, Pray, Suresh, Oat, Bowen, Agile.

LAST NAMES

Hasanov, Orujov, Bosu, Xu, Ma, Beridze, Ram, Amar, Inoue, Miura, Seo, Shakya, Cortez, Kaya, Phan, Binder, Hasanov, Dupont, Claes. Stoev, Madsen, Tamm, Pavlov, Korhonen, Salo, Nyman, Ravel, Mountain, Martin, Moreau, Laurent, Wobegone, Schmidt, Becker, Giannakos, Kovacs, Demesne, Murphy, Rossi, Gashi, Ozols, Urbonas, Reuter, Falconer, Galea, De Jong, Olsen, Nowak, Silva, Popa, Wafture, Ivanov, Tremblay, Diaz, Perez, Hernandez, Castillo, Hope, Garcia, White, Nguyen, Li, Alvarez, Dias, Soto, Benitez, Tjon, Meaning, Lilt, Offing.

ALIASES

Steel, Stack, Alloy, Enigma, Switch, Null, Vector, Loop, Spark, Tune, Shift, Signal, Heat, Bee, Canvas, Chalk, Impulse, Brash, Cypher, Phase, Mouse, Riddle, Friction, Cinch, Mellow, Route, Prompt, Bank, Cent, Baker, Brass, Crake, Bristol, Angel, fault, Apoc, Tank, Whistler, Akira, Bishop, Bit, Wire, Mirage, Mute, Chime, Flint, Cricket, Amethyst, Indigo, Nova, Teal, Dyce, Zephyr, Echo, Chrome, Hype, Index, Link, Onyx, Proverb, Karma, Mpeg, Hatch, Vid, Titan, Vector, UV, Pitch, Hollow, Noise, Click.

LOOKS

MASCULINE FEMININE, ANDROGYNOUS, REBELLIOUS, BLASÉ, FLUID, OR ESOTERIC.

Tall	Lean	Stooped	Fit	Lissome	Short
Sharp	Angular	Slim	Chiseled	Coltish	Smooth
Average	Long	Hulking	Burly	Thin	Compact
Overweight	Willowy	Wiry	Portly	Solid	Plain
Lush	Giant	Bony	Ample	Built	Stout
Skinny	Lithe	Haggard	Emaciated	Muscular	Thick

Combine items from each list to create an outfit:

Long coat, hoodie with cowl neckline, big hood, vest w/ cowl style collar, suit & tie, slim fit, tailored jacket, draped jacket, leggings, cropped jacket shrug, harness vest, draped, slim jean, combat pants, jacket/sweater w/ big cowl neckline, hooded dress, drawstring joggers, cut jacket w/lining, crop top, playsuit, cube pants, high waist trousers, leg warmers, skirt, tactical pants, arm warmers, cargo pants, napoleon jacket, capris, low crotch pants, trench coat, latex, bodysuit, kimono jacket, accented shawl, corset, drysuit, bomber jacket, loose silks, collared shirt, suspenders, short cloak, knit cap, hood & veil, thick duster, long scarf, contrast turtle neck, poncho, hoodie, splatter tunic, shoulder cloak, snood scarf, cowboy boots, tailored khakis, dinner jacket, rivethead boots, pullover, para sole sneakers, crash buttoned long jacket, machine utility cowl.

One piece, (a-line) silhouette, stretch panels, carbon fiber, treated, distressed, body contour, mid-length, subtle detailing, straps, vinyl, funnel neck, cowl neckline, unisex, oversized, light-up, animated, high neck, striped, asymmetric, thick-roped, underground, thumb-hole sleeves, faux leather detailing, layered & draped, hip-piece, waist belt w/snap closure, webbing strap, stretch panel, bust belt, side stitching, fancy makeup, intricate rings, glittering jewelry, t-shades,rivet cropped hem, mirrorshades, chains, vintage, retro-futuristic, neo '80s, glitched, GIF nail polish, meshed, plastic, acrylic, ballistic nylon, circuit-print, UV, variant harness.

CHARACTER CREATION SUMMARY

1 **Choose a playbook.** Playbooks represent the PC's reputation in the underworld, their **special abilities**, and how they advance.

2 **Choose a root.** Detail your choice with a short, in-depth explanation. *For example, Tipper, now hiding from the law, finding sanctuary with other Glitches.*

3 **Choose a background.** Detail your choice with your specific history. *For example, Labor: canary who manually moves the low-tech solar panels, quit – couldn't make a decent living.*

4 **Assign three action dots.** No action may begin with a **rating** higher than **2** during character creation. *(After creation, action ratings may advance up to 3. When you unlock the Mastery advance for your crew, you can advance actions up to rating 4.)*

5 **Assign one action dot for cybernetics.** Connect your **cybernetics** with a sense of the PC's purpose. Why are they a Glitch? What's the story behind their cybernetic enhancement(s)?

6 **Choose a special ability.** They're in the column in the middle of the character sheet. If you can't decide, choose the first **ability** on the list. It's placed there as a good first option.

7 **Choose a close friend and a rival.** Mark the one who is a close friend, long-time ally, family relation, or lover (the upward-pointing triangle). Mark one who is a rival, enemy, scorned lover, betrayed partner, etc. (the downward-pointing triangle). Briefly detail these relationships.

8 **Choose your vice.** Pick your preferred type of **vice**, detail it with a short description, and indicate the name and location of your **vice** purveyor (some examples are provided on page 268).

9 **Record your name, pronouns, alias, and look.** Choose a name, an alias (if you use one), and jot down a few words to describe your look. Examples are provided on the preceding page.

LOADOUT

Players have access to all of the **items** on their PC's character sheet; how many **items** they can use on a **score** depends on their **load**. Each player decides their PC's **load** at the start of a score. During the **score**, a player can say their PC has an **item** on hand by checking the **item's** box—up to a number of items equal to the chosen **load**.

⊙ **1–3 LOAD: Light.** *You're faster, less conspicuous; you blend in with citizens.*

⊙ **4/5 LOAD: Normal.** *You look like you're packing, ready for trouble.*

⊙ **6 LOAD: Heavy.** *You're slower. You look like an operative on a mission.*

⊙ **7–9 LOAD: Encumbered.** *You're overburdened and can't do anything except move very slowly.*

Some **special abilities** (like the Cleaner crew's Rigging) increase the **load** limits.

Some items count as two items for **load** (they have two connected boxes). *Items in italics don't count toward your load.*

Items in bold on a playbook automatically add •1 HEAT when used. They leave residue, draw more attention, or are simply more easily traceable. They're more powerful, but come at a cost.

You don't need to select specific items now. But it would be prudent to review and familiarize yourself with your character's personal items and the standard item descriptions starting on the playbook breakdowns on page 69.
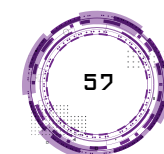
ACTIONS

COMBAT an opponent in close combat; assault or hold a position; brawl and wrestle; disarm or subdue.

When you go to cause physical harm, or execute a maneuver in a fight, you are probably Combating them. If you're trying to execute a maneuver on them from the shadows to take them out of commission, Ghosting them would be a more effective action.

CONTROL a person or technology; intimidate, threaten, manipulate with words; lead an action with one of the crew's Gangs. Use equipment and technology within the reasonable bounds of what it was designed to do. It is the ability to apply your understanding of a system, be it a person or technology, and use it to accomplish your own agenda.

If you're manipulating someone in a social situation, you might be Controlling them, or perhaps maneuvering them into owing you a favor. If you were trying to collect them as a contact, becoming their handler or friend, you could be Controlling them—but Networking might make more sense.

If you're putting the pedal to the metal in a spinner (a flying car) to outdistance a pursuer, you're probably Controlling it. If you're drifting the spinner, attempting to drive vertically through a narrow pathway, hooking a wheel into a gutter to change directions suddenly, or otherwise doing a "trick" with the spinner—you're using Finesse.

But if you're trying to push the machine beyond its limits by hooking up an interface to it, you're Hacking it. If you're rewiring it, or bypassing the governor on the engine, a better action might be Modifying.

FINESSE an item from someone's pocket; employ subtle misdirection or sleight-of-hand; employ acrobatics or precise body manipulations; pull off a trick or maneuver with a vehicle for which it was not designed.

When you go to a corporate sponsored event, you might try to swipe a smart-card granting access to their workplace. When you attempt to clone the information onto a blank smart-card, you could be Finessing them into a position to set up a Hack of the smart-card.

If you're a whirling dervish using knives at an opponent to put them off-guard so you can Combat them, you could be using Finesse. However, if this action is meant to be a combat maneuver that also harms them, Combating them would serve you better.

GHOST to a location by moving silently and unseen, or traversing obstacles; climb, swim, run, jump, and tumble. **GHOST** your enemies by ambushing them with close violence—a backstab, throat cutting, etc.

*You might follow a target or discover their location. You might arrange an ambush. You might attack with precision shooting from a distance. You could try to bring your guns to bear in a melee (but **COMBAT** might be better).*

HACK the technology around you using your own gear. Obtain more information, alter programming or functionality; hack a satellite controlled by Information; delete data, move it from one place to another, etc.

If you're trying to listen to corporate chatter by tapping into their electronic communications (called dipping), you're Hacking them.

If you're trying to physically alter technologies, such as unjamming a weapon, attaching a transmitter to something, or rewiring a Sunjet so that it overloads and blows up a smart-vault's door, you're Modifying these things, not Hacking.

MODIFY technology and mechanisms to create, disable, or repair; physically disable or adapt components in electronics and technology for an alternate purpose; pick a crypto-lock or crack a smart-safe with tools or gear.

If you're altering physical technology and objects beyond their intended purpose, you're probably Modifying. Making a smart-safe open when it's designed to stay closed; make a vid-phone connection secure by messing with the circuitry; overloading a Sunjet so it explodes, etc.

If you're making the vid-phone secure by using a laptop to alter the software and code, Hacking would be a better action than Modifying.

NETWORK with connections from your **background**, **culture**, **friend**, **rival**, or **root** to access resources, information, people, or places.

Calling up your lover or friend and asking them for a ride when a score goes wrong is probably Networking because there is an established relationship.

If you attempt the same thing without an existing relationship, you're attempting to Control or Sway them.

STUDY a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding, do research.

When you're reading propaganda or communications from a corporation to better understand and extrapolate cryptic information, you're Studying.

If the information is encrypted and you can't understand it yet, you might need to Hack the encryption first.

SURVEY a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.

If you're figuring out the patrol patterns of local Sentinels, or discovering a weak point in a structure's defenses, you're probably Surveying. The difference between Surveying and Studying something is the distinction between a situation versus an object being scrutinized, respectively.

SWAY with charm, intellect, fervor, or honesty; change attitudes or behavior with empathy.

When you persuade someone earnestly in a social situation, you're probably Swaying them. When you use information against them using lies and deceit, you're probably Controlling them.

If you're applying seduction to a target, it boils down to intent. If it is insidious or somehow detrimental to them, you're Controlling them. But if you're courting someone and have good intentions, you're Swaying them.

TRACE a target; gather information about its location or movements; shooting from a distance with precision.

Discarding whether you are seen or not, which is within the purview of Ghosting, Tracing someone boils down to one of two things. Firstly: trying to discover where they are by the clues they leave behind. People leave signs of their movements, even in the concrete jungle of Shelter 1. When you seek them and suss them out, you're Tracing them. Secondly: any kind of ranged shooting, especially where precision is required. Sniping someone from afar; executing a trick shot, etc.

WRECK a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force.

Attempting to damage something physically when not in Combat is generally going to be a Wrecking action (some special abilities might allow you to Wreck a person or gang as though it were Combat, though).

Structure-hitting a building so it implodes, placing shaped charges, or destroying something in general, is most often going to be a Wreck action. If destruction is not your intent, you might be Modifying it.

Actions are not supposed to be restrictive. Actions are designed to suit many situations and overlap with how you could approach a single obstacle. It is assumed that the characters are savvy, competent individuals that could apply themselves to a problem in a diverse way.

CLARIFYING THE FICTION WITH RIPPLES

If you want to include advantages from specific item details—reach, speed, adaptability—consider a **Ripple** that relates to a detail. Usually these bargains are suggested by the GM, but any player can suggest them! If both the player rolling and the GM agree, then the player can take the extra die.

> *"Can I take +1d here to Ghost by activating my Obscures as I round the Corner? Some people may see my face before it activates, so maybe I take Heat for it?"*

> *"Can I really lay on my disposable pistol even as it overheats to get an extra die? Perhaps it ejects the Joule inside right after, making it run empty as a Ripple.*

The player and GM should also consider how this **item** affects **position** and/or **effect**. If the PC is unarmed and goes toe-to-toe with an armed Sentinel, the **position** is probably **desperate**. If the Sentinel is unarmed when the PC has their weapons out, the **position** is probably **controlled**. Assess the relevant details when considering **position** and **effect**.

STANDARD CREW ITEMS

A BLADE OR TWO: You have a simple fighting knife. Swords, a kiridashi, a skeleton knife, a neck knife, hunting knife, kunai, karambit, or a heavy butcher's cleaver. Whatever you wield says something about your character, so consider what this blade is, how it looks, and how they got it. Blades are the most common weapon a Glitch uses. More reliable than printed matter and less likely to be traced back to them. **[1 LOAD]**

AN IMPROVISED WEAPON: There will always be something around you can use as a weapon. Could be a rope, a shovel, a length of chain, steel-toed boots. Something plausibly around you. **[1 LOAD]**

A LARGE WEAPON: A weapon meant to be held in two hands: rifles, compound bows, assault rifles, shotguns, machine guns. **[2 LOAD]**

DISPOSABLE PISTOLS: Generally printed and extremely low quality. They're made to shoot a round or two reliably before breaking or jamming. On the upside, they are so commonplace they are near impossible to trace—especially after they're broken into components. **[1 LOAD]**

RELOAD: This applies to any powered weapon. **JOULES** power all technology, including weapons. There are no bullets (unless you craft some), so you are literally shooting energy rounds and your own money. This means that when your weapon jams or runs empty, a reload costs you **1 JOULE** *and* 1 load. **[1 LOAD]**

EWD: Early Warning Devices are hooked into Shelter 1's technology that alerts citizens to get somewhere safe when an Act of God is near their vicinity. Without wearing one, you probably won't know when one is going to hit. **[1 LOAD]**

SCREEN: Used when you are caught out in the sun, or need to move through sunlight without cover. Good for about a day. When injected, it creates a purple-ish film over the user's skin. **[1 LOAD]**

OBSCURES: Commonly used by many in the Green Zone, they conceal the upper portion of a face, and are generally made in a variety of styles—from different contours of the face, to eye colors, and facial expression changes. **[0 LOAD]**

A RECHARGE: Underworld lingo for a cocktail that boosts the nanites in your body, and accelerates their healing capabilities. Spend **2 load** and **1 JOULE** to use a Recharge. You may spend **1 JOULE** for every additional recovery roll from the Recharge; essentially increasing the cocktail's quality. But if you roll a **1** on any die, you take an additional **level 1 harm "nanoshock,"** which must be healed by someone who can interface with your nanites and repair them, such as a street-doc. **[2 LOAD]**

ARMOR: Typically, armor is bullet-proof woven fabric in whatever clothing you are wearing. It is discreet, so the wearer won't be identified as part of the underworld. It can take one hit. **[2 LOAD]**

•HEAVY: In addition to **armor**, you can have additional bulletproof wear that is not discreet. This is tactical gear, typically military grade, which covers every inch of you without obstructing your movements. **[1 LOAD]** in addition to the **2 LOAD** of normal **armor]**

INFILTRATION GEAR: A set of cryptolock-picks. A pry-bar, technology that helps bypass security measures like glass, infrared detection, noise, etc. **[1 LOAD]**

HACKING GEAR / INTERFACE: An interface such as a laptop or tablet loaded with pertinent software and necessary cables and connectors. It can look like whatever you please, fitting your specific technology preferences. You might use the interface to simply read data or access technology in an area; hacking gear comes with or without it, at your preference. **[1 LOAD]**

SPECIALIZED TECH: Used exclusively for taking on Acts of God. Advances in technology were primarily to take on Acts of God, so you can assume there is something out there to combat any severe weather—even if it is untested experimental technology. **[1 LOAD]**

SUBTERFUGE SUPPLIES: A reasonable makeup kit. Some smart-paper ready to be forged. Fake jewelry. Alterations to your clothing that can change your look. **[1 LOAD]**

PORTABLE LIGHT SOURCE: Any reasonable tech that can project light into an area. It is handsfree and will navigate to where you want it, with a screen with which to view it. **[1 LOAD]**

DEMOLITION TOOLS: A sledgehammer or drill; shaped charges, or some other kind of explosives. **[2 LOAD]**

MODIFICATION TOOLS: Reasonable things you'd need to fix or modify the components of something you're working on. Soldering or welding tools, screwdrivers, a wrench, etc. **[1 LOAD]**

COMMUNICATIONS: Your crew has technology that allows everyone to communicate across distance. This tech is futuristic compared to present day, but not hyper-futuristic and is not perfectly secure. Small ear pieces connected via cell phones, and similar—not mind-to-mind communication, holo-screen level technology (though that might be possible with cybernetic enhancements). **[0 LOAD]**

On the next two pages: operatives who have taken the drug 'screen'
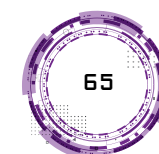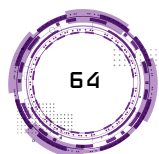
EDGE

An enhanced and proficient fighter

Sometimes being a Glitch in the system means taking power away using the edge of a blade. Sentinels and Tracers search for those that threaten the power structures of Shelter 1, and will throw them into bondage or eliminate them completely. When their tide seeps into the underground, the Edges match their force with force, beating back the tide. They are not subtle. They carve their purpose in blood and flesh when words fall on deaf ears.

The Edge earns xp when they address a challenge with violence or coercion.

Skilled, their craft is their imposing presence and promise of swift and brutal violence—enhanced by their purpose to be and embody a weapon.

What are your personal feelings around violence, and why did you become skilled in enacting it? Is this your go-to method of solving your problems? Did you make a line for yourself you won't cross? Has that always been the case?

STARTING ACTIONS

● | ● ● ● ● **COMBAT**
● | ● ● ● ● **CONTROL**

STARTING BUILDS

If you want some guidance when you assign your four starting action dots and special ability, use one of these templates.

ENFORCER. SURVEY +1, **STUDY** +1, **TRACE** +2. **Battleborn**.

UNDERGROUND PRIZE FIGHTER. CONTROL +1, **FINESSE** +1, **SURVEY** +1 **COMBAT** +1. **Not To Be Trifled With**.

EX-MILITARY. WRECK +2, **TRACE** +1, **FINESSE** +1. **Every Item A Weapon**.

CAREER BODY GUARD. CONTROL +1, **NETWORK** +1, **STUDY** +1, **SURVEY** +1. **Imposing**.

DANGEROUS FRIENDS, RIVALS

⊙ **HANA**, retired military. *Perhaps an instructor for your skills as a fighter? Or was military service in the family?*

⊙ **LILY**, a crafter of fine arms. *Perhaps someone who made your blade? Is this a high class establishment or a back alley operation?*

⊙ **AKSEL**, a structure hitter. *Perhaps from a militia that took action before some climate effects hit hard, or someone from a crew that sabotages buildings in Shelter 1?*

⊙ **BRONX**, a cold killer. *Maybe a corporate operative gone rogue, a ghost from your past, or a friend trained alongside you?*

⊙ **KWAME**, a street-doc. *Perhaps someone who patched you up in a previous line of work? How did Kwame learn the necessary skills?*

EDGE SPECIAL ABILITIES

BATTLEBORN

You may expend your **special armor** to **reduce harm** from an attack in **COMBAT** or to **push yourself** during a fight.

When you use this ability, mark the special armor box on your playbook. If you use this ability to push yourself, you get one of the benefits of doing so without paying 2 stress. Your special armor is restored at the beginning of downtime. If you "reduce harm," that means the level of harm you're facing right now is reduced by one level (2 becomes 1, 1 becomes 0, etc.).

IMPOSING

When you **gather information** to anticipate possible threats in the current situation, you get **+1 effect**. When you dissuade someone from escalating to physical violence by **CONTROLLING** them, you have **potency**.

Note that +1 effect takes place after the GM calculates your effect level. What is it about you that elicits this behavior from others?

PRIMED

Once per **score**, you may spend your available **load** instead of **STRESS** for a **flashback** or to **push yourself**.

Flashbacks can cost anywhere between 0 and 2 or more stress, depending on how elaborate and contrived it is. Pushing yourself always costs 2 stress. You are never disarmed with your close quarters combat training, so this ability is great for players who want to complicate their load rather than their stress.

FOLLOW THROUGH

When you take **harm** from someone, you learn about them and they become more susceptible to you. Immediately ask 1 question from **gather information** and take **+1d** against them.

The gather information questions are located on your playbook at the bottom. Taking +1d against them goes away after it is used in a roll that targets them.

Is this training you've received kicking in, or is it something else entirely?

MULE

Your **load** limits are higher. Light: 5. Normal: 7. Heavy: 8.

Load, since it is waiting potential, allows for more problem solving on a score. Will you need heavy armor, but also need to be less conspicuous? This ability is simple but versatile, facilitating a few modes of play.

NOT TO BE TRIFLED WITH

You can **push yourself** to do one of the following: *perform a feat of physical force that verges on the superhuman—engage a small gang on equal footing in close combat.*

You get one of the benefits of pushing yourself and one of the benefits of the ability, paying the normal cost of doing so.

Performing a feat of physical force could be snapping someone's blade or shattering a printed pistol with a blow. You might lift something seemingly too heavy for a while, or stand your ground for longer than average against an Act of God.

When you take on a small gang (up to six people) on equal footing, you don't suffer reduced effect due to their scale being greater than your own.

EVERY ITEM A WEAPON

When you unleash physical violence with an improvised weapon, you have the same **potency** as the **quality** of your blade.

So long as there are things around you, a weapon is available; the quality of which scales with your Tier.

OVERCLOCKED

You recover from **harm** faster. Permanently fill in one of your **healing clock segments**. Take **+1d** to **healing treatment rolls**.

You recover harm as a downtime activity. Progress fills a clock. With one permanently filled in, you heal much more effectively than others. Why is this? Every Glitch has hacked nanites to take them "off the grid," but perhaps your nanites are further altered? Or is this natural ability some other kind of technology?

EDGE ITEMS

⊙ **FINE HAND WEAPON:** A finely crafted one-handed melee weapon of your choice. *Is it perfectly weighted just for you? Is the weapon of your own make and specifications, and more exotic and improved compared to a standard blade or two?* [**1 LOAD**]

⊙ **FINE HEAVY WEAPON:** A finely crafted two-handed melee weapon of your choice. *Is this a sword, katana, great blade, or something else customized for you? Typically, two-handed weapons have more reach and can do more damage—which might give you potency when the power or reach of a weapon is a factor.* [**2 LOAD**]

⊙ **AIR-BURST AMMO:** Allow for your next couple shots aimed at a specific enemy to be special ammo with a small explosive that goes off just before reaching the target. *This leaves a residue and is very loud; every time you use this ammo, take +1 Heat immediately. Where do you get this kind of ammo? Did you steal it, know someone who makes it, or craft it yourself?* [**1 LOAD**]

⊙ **FINE SUNJET:** A finely crafted Sunjet capable of slicing through most armor. *Is it in better repair, a newer model, or modified to be more effective? Every time you use this ammo, take +1 Heat immediately* [**1 LOAD**]

⊙ **FINE CQC TRAINING**: Close-quarters-combat is specialized combat training. You know how to use a gun, as well as engage someone with hand-to-hand combat techniques unique to you. *How did you get this training; were you in the military, or did you know someone who was? Did you learn it to survive in the Green Zone?* [**0 LOAD**]

⊙ **MULTI-SPECTRUM SHADES:** They come with a built in low-tech range of spectral bands available (infrared, night vision). *This is more advanced tech than most people have. How did you come by it? What style are your shades? It grants more effect on Survey and Study rolls, when applicable.* [**0 LOAD**]
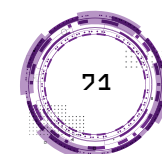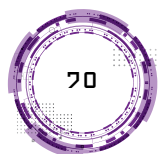
FAINT

An ephemeral operator

These Glitches have eyes on every corner, and their hands in every pocket. They don't need to disappear: nobody knows they exist when they operate well. They're a confidante, a lover, a friend of a friend, and the face that melts into the crowded streets never to be seen again.

Your strengths are in your network of friends, and your ability to align events so that they benefit you. Prepare for the score with more downtime activity options, and work your angles to plan for every possible outcome.

The Faint earns xp when they address a challenge with calculation or conspiracy.

How do you treat people? Are they all your friends, or are they chess pieces being moved in a larger game? How did you build your network, and what did it cost you?

STARTING ACTIONS	CRAFTY FRIENDS, RIVALS

STARTING ACTIONS

- ●|● ○ ○ ○ ● NETWORK
- ●| ○ ○ ○ ● FINESSE

STARTING BUILDS
If you want some guidance when you assign your four action dots and special ability, use one of these templates.

CON ARTIST. FINESSE +1, SURVEY +1, TRACE +2. **Improvisation**.

SPOOK. SURVEY +1, COMBAT +1, TRACE +1, STUDY +1. **Working an Angle**.

FIXER. SWAY +2, FINESSE +1, COMBAT +1. **Risk Averse**.

INTELLIGENCER. STUDY +2, SURVEY +2. **The Myth, The Legend**.

CRAFTY FRIENDS, RIVALS

- ⊙**ELSA**, a data broker. *A former colleague, a long-time contact, a new arrangement? Where do they operate out of?*

- ⊙**LUIS**, an aspiring Flicker. *Is this a childhood friend or a lover? An asset you've been vetting for some time as they earn their way into the private detective ranks?*

- ⊙**NOAH**, a gene-hacker. *Does Noah work for a corporation, or do they have a lab in the Green Zone, churning out nanite-free food?*

- ⊙**CHANGYING**, runs a Glitch front. *What's the front? A tech repair shop? An antiquarian? A tea shop? A restaurant? A local water recycler?*

- ⊙**YELENA**, a lookout. *Does Yelena work a certain area of the city and disseminate information? Is this a one person operation or part of something larger?*

FAINT SPECIAL ABILITIES

FORESIGHT

Two times per **score**, you can **assist** a teammate without paying **STRESS**. Tell us how you prepared for this.

Did you do something in the past? Did you foresee this and prepared something in anticipation?

CALCULATING

Due to your careful planning, you may give yourself or another crew member **+1 downtime activity**.

Remember: because Hack the Planet does not differentiate between rolls made in the present or the past, you may flashback to do a downtime activity as well.

CONNECTED

During **downtime**, you get **+1 result level** when you **acquire an asset** or **reduce HEAT**.

These connections can take multiple forms in the fiction. Are they all Glitches in the criminal underworld, like you?

RISK AVERSE

When you **gather information** through a faction you have a positive relationship with, clear **1 STRESS**.

A "target" can be a person, a destination, a good ambush spot, an item, etc.

IMPROVISATION

Take **2 STRESS** to change any **action roll** to **FINESSE** instead. Say how you adapt the previous **action** to this one.

It costs you some stress, but your quick thinking gets you out of a tough situation by simply using a little Finesse. This is a good ability to show how clever you are on the fly. Taking 2 stress is not pushing yourself.

LIKE LOOKING INTO A MIRROR

You can always tell when someone is lying to you.

This ability works all of the time, not solely when you are on scores. It might take some prompting from a player, though. Interesting fiction will usually flow from asking if they are lying to you.

WORKING AN ANGLE

You may expend your **special armor** to **resist a consequence** from suspicion or persuasion, to **push yourself** when you **gather information**, or work on a **long-term project**.

When you use this ability, mark the special armor box on your playbook. If you use this ability to push yourself, you get one of the benefits of doing so without paying 2 stress. Your special armor is restored at the beginning of downtime.

Choose when to consume your special armor wisely. This particular ability works well both in and out of downtime.

THE MYTH, THE LEGEND

Use one **downtime activity** to change any aspect of your physical appearance. When you leverage your reputation against someone, you may spend **1 REP** to take **+1d** to your roll.

It's hard to find a person whose identity is ever shifting. Your reputation stays with you on every job, no matter how you present yourself. Each score that increases the crew's rep also bolsters the word of mouth that proliferates misinformation as to your appearance, adding to the myth of your persona. What have they heard about you?

When you spend 1 rep and reference your reputation (the player defines what others have heard from the accrued rep, with the caveat that the GM have final discretion, tweaking it to fit established fiction when necessary), you can take +1d to your roll—adding to your chances of success.

FAINT ITEMS

⊙**LUXURY ITEM:** An open ended item; whatever you need to bolster the persona you're embodying. Alcohol, water, tea, spices, chocolate, etc. *This could be used as a bribe. Depending on what it is, decide with the GM how much load it would take, if any. When you use this item, tell everyone why it's a luxury item; is it black market tech, hard to obtain, etc.?* [**0-3 LOAD**]

⊙**CONCEALED PALM PISTOL:** A small firearm with a weak charge, easily concealed in a sleeve or waistcoat; it can easily accommodate a sleeper round, for instance. Built for one use only. *This pistol has extremely limited range—only a few feet. It's very difficult to detect on your person, even if you're searched.* [**1 LOAD**]

⊙**SLEEPER ROUND:** One customized round that fits into a gun, but is not a bullet; it injects a compound that rapidly puts the target to sleep for about an hour. [**1 LOAD**]

⊙**BLUEPRINTS/DOCUMENTS:** A smart-paper folio of useful architectural drawings and city plans or forged documentation that will pass a cursory inspection. *Express what you're actually carrying when you choose this item.* [**0 LOAD**]

⊙**FINE COVER IDENTITY:** Documentation, planted stories, rumors, and false relationships sufficient to pass as a different person. However, it does not change the signature of your nanites (which identify you as a Glitch, off the grid). [**0 LOAD**]

⊙**FINE MULTI-SPECTRUM CONTACTS:** Cutting-edge contact lenses of fine quality. They allow you to switch between most ranges of wavelengths on the spectrum (versus just low light and infrared). These are finely crafted and are less likely to be noticed. *These are as close to state-of-the-art as you can get; how did you obtain them? Grants more effect on Survey and Study rolls when applicable.* [**0 LOAD**]
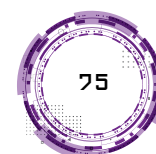
FUSE

A deadly and stealthy infiltrator

Some have lived in Shelter 1 since its construction and know its pathways like the back of their hand. Others, people say, simply have a knack for it. They weave their way through the dense crowds in the Green Zone with no one remembering their face. There are stories of people who are there one moment, yet are gone in the momentary glint of a shifting solar panel, disappeared.

The Fuse earn xp when they address a challenge with stealth or finesse.

Negotiate your way into places you can't usually access, vanish, sway the odds away from your enemy before engaging your foes.

How did you acquire these skills? Are you a product of Shelter 1; or are you an outsider? Do you prefer your blade or the shadows? Are you a Fuse whose reputation proceeds them, or are there only lingering whispers and hearsay of the things you've done?

STARTING ACTIONS

●|● ○ ○ ○ ○ **GHOST**
●|○ ○ ○ ○ ○ **FINESSE**

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

THIEF. FINESSE +1, **MODIFY** +2, **HACK** +1. **Infiltrator**.

ASSET. TRACE +1, **STUDY** +1, **NETWORK** +1, **SURVEY** +1. **Pattern Recognition**.

CLEANER. COMBAT +2, **FINESSE** +1, **SURVEY** +1. **Cutting Edge**.

OPERATIVE. TRACE +2, **COMBAT** +2. **Ghost**.

SHADY FRIENDS, RIVALS

◉**HANSH**, a scam artist. *What's the grift? Selling "pure" tea and other banned substances? Black market, old, dirty tech like petrol vehicles, etc.? Have you busted Hansh before?*

◉**AVNI**, an antiquarian. *Does Avni have a store front? Is it more than it appears? Do they specialize in something particular? Luxury, old tech, data recovery, etc.?*

◉**ELIF**, a SneakerNet runner. *Perhaps someone who used to be a Fuse and left the game? Do they help you out on a run, carrying data across the 'Zone, or do they help anyone but you?*

◉**FATMA**, a corp informant. *A remnant of a former life, or perhaps you hold something over Fatma to ensure their information?*

◉**CATALINA**, a dipper. *Dangerous work, dipping into corporate transmission data. Did you gain Catalina's trust? Or did you do something to put you on their bad side?*

FUSE SPECIAL ABILITIES

INFILTRATOR

You are not affected by **quality** or **TIER** when you bypass security measures.

Quality and Tier are the major factors you have to contend with when addressing a challenge. This move bypasses them, giving you a good chance at bypassing security measure, so long as you can fictionally describe how you'd tackle it. You will always have some effect.

How do you contend with these higher counter-measures? Did you receive training, or some kind of bleeding edge technology? Do you keep your exploits silent, or have many other Glitches heard of you?

AMBUSH

When you attack from hiding or spring a trap, you get **+1d**.

When an obstacle is introduced, remember that you can address it in both the past and the present. You could do a flashback to situate yourself for an ambush, for instance.

Is there a story behind these tactics? Are these tactics rooted in their vice or background?

PATTERN RECOGNITION

When you **gather information** regarding entry points or exploitable habitual patterns, you have **potency**.

After the GM has given your position and effect, potency increases your effect. What gives you advantage in these situations.

CUTTING EDGE

When you **push yourself**, choose one of the following additional benefits when wielding your blades: *activate their searing capabilities, giving them potency equal to a Sunjet—or trigger the reaper drug embedded in the blades.*

You get one of the benefits of pushing yourself and one of the benefits of the ability, paying the normal cost of doing so.

A Sunjet can cut through most armor, giving you potency against most foes. If they're a higher Tier than you, this will help you with your effect (depending on factors in play).

Alternatively, you could activate the reaper drug in your blades—which is always fatal—stopping the target's heart when envenomed (the GM makes a Fortune roll to see how long someone will live when exposed).

Where does the reaper drug come from? Do you make it yourself? Are these custom blades made by you or someone else?

EXPERTISE

Choose one of your **action ratings**. When you lead a **group action**, you suffer only **1 STRESS** at most—regardless of the results from the rest of the participants in the **group action**.

For instance, if you're the only team member with a good action rating when you Ghost Sentinels in the crowd, you won't have to suffer a lot of stress when you lead the team. You may select any action rating, but it cannot be changed in the future.

What form does Expertise take in the fiction?

SYNTHETIC SHELL

You may shift your partial camouflage into active, becoming invisible for a few moments. Take **2 STRESS** when you shift, plus **1 STRESS** for each extra feature: *it lasts for a few minutes rather than moments—you become undetectable by most technology—you may traverse any surface.*

You always have fine camo wear, but this ability lets you temporarily move from just getting a better effect when you Ghost, to being completely invisible. If you spend stress, you can get additional benefits, consuming as much stress as you like for as many features as you like.

You can spend additional stress to increase the duration, make it so people can't detect you with technology, or to run along the wall or ceiling while this effect lasts.

What does your shell look like? Is there a visible change when it goes from camo to acting as a shell?

WIRED REFLEXES

When there's a question about who acts first, the answer is you (two characters with Wired Reflexes act simultaneously).

You'll be the one with initiative in almost any situation. It's possible that higher Tier, well-trained NPCs might have reflexes, in which case you'd act at the same time. From time to time, you might need to remind the GM of this during scenes. You'll still need to do an action roll, but this ability could give you increased position or effect (depending on the exact circumstances).

What does "wired" mean for your PC? Is it a drug that increases reaction time, or experimental technology that replaced your nervous system?

GHOST

You may expend your **special armor** to **resist a consequence** from detection or security measures, or to **push yourself** for a feat of evasion or stealth.

When you use this ability, mark the special armor box on your playbook as being used. If you use this ability to push yourself, you get one of the benefits of doing so without spending 2 stress. Your special armor is restored at the beginning of downtime.

FUSE ITEMS

⊙ **FINE CAMO WEAR:** Whatever you're wearing has properties that make it blend in with your surroundings, helping you stay unseen and unnoticed. *Improves your effect when trying move around unseen. What tech is this, and have you developed it yourself, or did you get it by other means?* [**1 LOAD**]

⊙ **FINE DISGUISE KIT:** You've assembled a few things to help alter your appearance; special makeup, props that change your gait, clothes tailored to shape your body in a different way, etc. *This may increase your deceptive actions, or give you the opportunity to present a façade.* [**1 LOAD**]

⊙ **MUTING TECH:** A small device that may be attached to a piece of clothing to completely remove all sound that comes from it for about 30 minutes per charge. [**1 LOAD**]

⊙ **TWO FINE BLADES:** Two blades, defined by you, crafted specifically for you. *In what way are they different than other blades?* [**1 LOAD**]

⊙ **FINE CRYPTOLOCK-PICKS:** The cryptographers have encrypted almost everything you can get your hands on in Shelter 1. The people who are supposed to be able to use the tech have injectable interface keys provided by them. Cryptolock-picks are dummy keys used to hack that code and gain access. *Do you program them yourself, or buy code from the black market as it's hacked?* [**0 LOAD**]

⊙ **MULTI-SPECTRUM CONTACTS:** They come with a built in low-tech range of spectral bands available (infrared, night vision). *This is more advanced tech than most people have. How did you come by it? It grants more effect on Survey and Study rolls, when applicable.* [**0 LOAD**]

HAUNT

A shrewd hacker

Within the Glitch sub-culture there is a group of Haunts with the skills to not only Glitch their nanites (go off the corporations' traceable grid), but also alter them so they can manipulate the technology around them—becoming a living hotspot. These Haunts manipulate and launch hacks with custom gear from within the bowels of the city, working to unwrap the corporations' vice-like grip on the 'Zone.

The Haunt earns xp when they address a challenge with technology or quick-thinking.

When you have the ability to interface with the technology around you, many options closed to others aren't to you. You've got access to your sub-culture, and are virtually untouchable when hacking.

What does the Haunt community look like? How do you interact with technology around you as a hotspot from your own point of view? What does your computer setup look like; is your appearance a reflection of it? What whispers and hearsay about the things you've done linger in your wake?

STARTING ACTIONS

●|● ○ ○ ○ ● **HACK**

●|○ ○ ○ ○ ● **GHOST**

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

DATA RUNNER. GHOST +1, **TRACE** +2, **SURVEY** +1. **Machined Plasma**.

ICONOCLAST. STUDY +1, **SURVEY** +1, **NETWORK** +2. **Haunting**.

BLACK HAT. GHOST +1, **MODIFY** +1, **COMBAT** +1, **NETWORK** +1. **Hacktivist**.

AUTODIDACT. MODIFY +2, **SURVEY** +2, **STUDY** +2. **Mess With The Best**.

SLY FRIENDS, RIVALS

⊙ **ISIDORA**, a white hat. *How did your two worlds collide? White hats protect the places hackers target. What is your dynamic?*

⊙ **FLORENCIA**, the Black Top owner. *Does your contact with them extend before they ran an illegal gambling establishment? Do you indulge your vice at their establishment?*

⊙ **JEM**, a porter. *Porters leave for months at a time. What are you looking for from them? Perhaps trying to salvage something of your past?*

⊙ **TIMEO**, a corrupt Sentinel. *Glitches and the Shelter's corporate law are usually like water and oil. What was the catalyst for this relationship, and is anything on the line?*

⊙ **EBBA**, a pardoned tipper. *Why were they pardoned? Most people who contributed to climate change are sentenced to Reform. For life. Did you have anything to do with the pardon?*

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HAUNT SPECIAL ABILITIES

MACHINED PLASMA

Take **1 STRESS** to activate a function of your customized nanites for a few minutes: *mirror someone else's nanites with a touch—establish a link to technology within a few feet from you—transfer and store data on your nanites—extend a function for hours instead of mere minutes.*

This ability lets you hack anything in your surroundings when you take 1 stress. You also have your hacking gear. But hacking gear requires some kind of connection; sometimes you might be that connection. It also lets you carry information, like data runners who transport data from location to location.

When you mirror someone's nanites with a touch, it must be skin-to-skin. Nanites broadcast data to corporations for their own protection. They also have privilege levels encoded in them. So, when you mirror a high-ranking official's nanites, the system mistakes you for them—or at least their clearance level.

If you're going to be scanned by Sentinels, you might want to go back on the grid, making it seem like you're a law-abiding citizen and not a Glitch.

THE HUM

You can hear whenever there are electronics of any kind nearby. When you **gather information** using technology, take **+1d**.

Why do you hear electronics? Is it a product of Shelter, your upbringing, or both?

HACKTIVIST

You get an additional **xp trigger**: when you hinder those that perpetuate societal power structures, mark **xp**. If your crew helped you, also mark **crew xp**.

In true cyberpunk fashion, you hinder social structures that maintain the status quo. This Shelter is quickly turning into a megacity, which primarily benefits the corporations and wealthy, not you. Taking away some of the power gives you xp. Why is this important and intrinsic to your character?

MESS WITH THE BEST

When you hack as a **long-term project**, you get an additional **downtime activity** toward it. Take **+1d** when you **resist a consequence** involving **HACKING**.

You normally get two downtime activities. But when you hack, you essentially get a free additional activity, to reflect your skill level.

Likewise, when you get counter-hacked or some other electronic system gives you difficulty, you increase your resistance die. This is particularly valuable as you cannot push yourself for more dice in resistance rolls.

BETWEEN THE LINES

You may expend your **special armor** to **resist a consequence** from electronic intrusions and systems, or to **push yourself** when you **HACK** them.

When you use this ability, mark the special armor box on your playbook. If you use this ability to push yourself, you get one of the benefits of doing so, but you do not pay the normal 2 stress cost in addition to your special armor. Your special armor is restored at the beginning of downtime.

ROOTKIT

Take **+1d** and **+1 effect** when **HACKING** above your **TIER**.

Ordinarily you need to push yourself for just one of these effects. But hacking is your jam; when you're facing a higher Tier, you've got more of a level playing field.

HAUNTING

You have physical modifications to your appearance that identify you as part of a sub-culture of hackers, take **+1d** when dealing with other members of the community.

What are these modifications? A tattoo, piercings? Don't be afraid to make it your own by adding a futuristic twist to it. Neon-tinged, invisible to a normal human eye, cosmetic cybernetics, etc.

TRUST IN ME

You get **+1d** vs. a target with whom you have an intimate relationship.

You define the tone of your intimate relationships, as this is a subjective move. What is intimate to you may not be to another. But it is from your point of view.

HAUNT ITEMS

⊙ **CUSTOM FLICKER WEAR:** Personal wear that is laced or accented with Flicker wear that allows you to become temporarily invisible. Named because there is only a Flicker before the wearer becomes invisible, this tech is usually only available to that faction. Yours is entry level, and only works for a few seconds—a minute at the max. *This gives you potency when you're trying to Ghost. Flickers don't trust just anyone with this tech, usually only trusted members of the organization. How did you get this tech?* [**1 LOAD**]

⊙ **A CERAMIC BLADE OR TWO:** More savvy places have tech and people who check for weapons and blades, but a ceramic ones usually pass scrutiny. In situations where weapons aren't allowed, you have these blades hidden on you somewhere. *How did you get them in this time?* [**1 LOAD**]

⊙ **FINE HACKING GEAR:** This kind of gear is highly illegal and generally put together by the user. As such, they are all unique, and perform the same task in various ways. Tech needs to be connected to your gear via physical interface ports, but hacking gear could be something that allows you to gain access to satellites controlled by Information as well (though that is very risky). *What does your gear look like, and how is it operated?* [**1 LOAD**]

⊙ **MOISTWARE:** Cutting edge tech developed by the underworld. Moistware is used to transfer all forms of data—from normal technology, to information stored within someone's nanites in their body. Moistware is readable only with infused water coded to a specific temperature and chemical makeup (such as tea). *Is this something you've developed and used before?* [**1 LOAD**]

⊙ **CUSTOMIZED NANITES:** You've further hacked your nanites. While most Glitches can only go off the grid, you can put yourself back on to appear like a legitimate citizen. [**0 LOAD**]

⊙ **AUGMENTED REALITY HEADSET:** Allows you to visualize data in a cyberspace environment. *This is Haunt technology. What does cyberspace look like? What do you look like in it? This grants more effect on Survey and Study rolls, when applicable (searching for information while Hacking, for example).* [**0 LOAD**]

LENS

A resilient tracker and sniper

When you live in a Shelter rapidly becoming a megacity, people tend to forget that there's more to The Reach than urban sprawl. And as it goes, this urban sprawl becomes another jungle to navigate and exploit with hidden paths. Glitches need to know where to hit after they organize. There are witnesses to the crimes of Glitch crews; concealed, vital and expensive goods and data only a Lens can find and retrieve.

The Lens earns xp when they address a challenge with tracking or force.

What is hidden often needs to be pried from those who secure it. A Lens is feared because they are rarely seen coming. Their hunting is facilitated by high-tech means, allowing the cat-and-mouse game to take place in any environment. When a Lens finds their prey on equal footing to their own, they have considerable force to apply to the task.

Has stalking prey changed your outlook on life? Is this a self-taught skill or one passed down from someone? Who were they and what happened to them?

STARTING ACTIONS	
●|● ○ ○ ○	TRACE
●|○ ○ ○ ○	SURVEY

STARTING BUILDS
If you want some guidance when you assign your four action dots and special ability, use one of these templates.

Sniper. Ghost +2, **Study** +1, **Survey** +1. **Deadeye**.

Veteran. Control +1, **Wreck** +1, **Combat** +2. **Tough As Nails**.

Drifter. Study +1, **Survey** +1, **Ghost** +1, **Control** +1. **Perseverance**.

Splatter Specialist. Ghost +2, **Combat** +2. **Systemic Relocation**.

DEADLY FRIENDS, RIVALS

⊙**RAPHELLE**, a veteran reclaimer. *Perhaps they taught you how to venture beyond Shelter 1 and brave Acts of Gods? Scrappers look for things to sell out there, what do you search for? Do they help?*

⊙**NOR**, a sourcer. *Do you help them look for new water sources for a share in the profit; did you used to be a sourcer?*

⊙**EMIL**, a gang leader. *What faction do they belong to, if any? How are you involved with them? Did you leave that crew for this one? Are you working both?*

⊙**JAVIER**, ostensibly a spook. *How much do you really know about Javier? If they've passed you intel on targets in the past, has it been reliable?*

⊙**AADYA**, a data runner. *Perhaps you knew them when they started running for the SneakerNet in the past? Were they a target of yours previously; if so, what happened?*

LENS SPECIAL ABILITIES

DEADEYE

You can **push yourself** to do one of the following: *make a ranged attack at an extreme distance beyond what's normal for the weapon—use the environment to attempt a trick shot without penalty.*

> You get one of the benefits of pushing yourself and one of the benefits of the ability, paying the normal cost of doing so.

> Extreme distance sniper shots become possible with this ability. Where normally the GM would say you'd have no effect at all in such extreme circumstances, you can at least attempt them.

> Likewise, at extreme distance some trick shots become convoluted and lower your effect and position. However, you are exceptional enough to attempt them.

FOCUSED

You may expend your **special armor** to **resist a consequence** of surprise or mental **harm** (fear, confusion, losing track of someone), or to **push yourself** for ranged combat or tracking.

> When you use this ability, mark the special armor box on your playbook. If you use this ability to push yourself, you get one of the benefits of doing so without spending 2 stress. Your special armor is restored at the beginning of downtime.

HUNTER DRONE

Your drone is specially engineered. It gains **potency** when tracking a target. It also gains a new module: *camouflaged, contact lens-linked, or breakneck speed.* Take this ability again to choose an additional drone module.

> Your drone functions as a cohort (Expert: Hunter). This ability gives the drone potency when tracking a target. Camouflaged means it's hard to spot (the GM will make a fortune roll to see if it's spotted when relevant). Contact lens-linked displays what the drone can see to one or both of your contact lenses, which you always have on you. Breakneck speed puts it at roughly the same speed as a spinner.

SCOUT

When you **gather information** to locate a target, you get **+1 effect**. When you hide in a prepared position or use camouflage, take **+1d** to rolls involving avoiding detection.

> As a player, work with the GM to define target broadly. A person, a place, a thing could all be targets.

PERSEVERANCE

From hard won experience or custom tech, you can subsist in areas otherwise uninhabitable. You only take **trauma** when you take **STRESS** beyond your last **STRESS box**, not when you fill it.

> This is essentially an extra stress box, but easier to track. When you do take upgrades that increase your stress, the maximum any player may ever have is 12. To track this, you might draw a line to split a stress box in half, shading each half when you spend stress.

TOUGH AS NAILS

Penalties from **harm** are one level less severe (though level 4 harm is still fatal).

> With this ability, level 3 harm doesn't incapacitate you; instead you take -1d to your rolls (as if it were level 2 harm). Level 2 harm affects you as if it were level 1 (less effect). Level 1 harm has no effect on you (but you still write it on your sheet, and must recover to heal it). Record the harm at its original level—for healing purposes, the original harm level applies.

SYSTEMIC RELOCATION

When you use a long-range weapon from cover to **TRACE** a target on the same **scale** as you, add your **WRECK** skill. If it is on a larger **scale** than you, also take **+1 effect**.

> Normally a PC takes a shot from a distance with Trace. However, if you're targeting something on the same scale as you, also add your Wreck action rating. If the scale increases, you also get more effect. Most of the time this will probably be sniping for long distance. But clever players might leverage this for structure hitting.

LENS ITEMS

⊙ **FINELY CRAFTED HANDGUN:** More accurate and made with better materials than a disposable pistol, this handgun is much more reliable than most other weapons of inferior quality. *Did a crafter of arms make it for you? How does it stand out?* [**1 LOAD**]

⊙ **PERISH AMMO:** Black market, military tech. Once embedded into something organic, the bullet breaks down into a rapid-acting enzyme which dissolves all living matter into carbon particulates; the residue alerts Tracers. *Every time you use this ammo, take +1 Heat* immediately. *How did you obtain it?* [**1 LOAD**]

⊙ **FINE LONG RANGE RIFLE:** Highly accurate, telescopic sight that allows for long-distance vision. *Did you assemble the pieces of it yourself, or did a fine crafter of arms make it for you?* [**2 LOAD**]

⊙ **CUSTOM DRONE:** Your drone is controlled by you and anticipates your actions. *Cohort: Hunter. What does your drone look like? Did you name it? How intelligent is it?* [**1 LOAD**]

⊙ **FINE SCOPE:** Highly accurate, telescopic sight that allows for long-distance vision. *Collapsible. Attaches to a rifle, replacing the standard sight it comes with. Gives more effect.* [**0 LOAD**]

⊙ **FINE MULTI-SPECTRUM CONTACTS:** Cutting-edge contact lenses of fine quality. They allow you to switch between most ranges of wavelengths on the spectrum (versus just low light and infrared). These are finely crafted and are less likely to be noticed. *These are as close to state-of-the-art as you can get; how did you obtain them? Grants more effect on Survey and Study rolls when applicable.* [**0 LOAD**]

QUIRK

Daring wanderer and scholar

As climate effects radically altered the earth, some people began to pioneer a new field of study. Such people ascribe little meaning to the known knowledge of weather. They travel The Reach and learn from experience. Quirks are the only ones to interact with Acts of God first hand and live to tell the tale.

The Quirk earns xp when they address a challenge with daring or investigation.

Quirks are audacious, perhaps the boldest people in The Reach. Where others cherish their safety in communities or Shelter 1, you have ventured directly into the unknown to understand this new world, and still live! You seek to understand the unknown. To reach out and touch it.

What drove you to wander and study Acts of God? Are you an adrenaline junky, an obsessed scholar, or were you never welcome in Shelter 1 anyway? How seasoned and weathered are you; how long has this been your life?

STARTING ACTIONS

● ❘ ● ○ ○ ● **STUDY**
● ❘ ● ○ ○ ● **CONTROL**

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

OPPORTUNIST. SWAY +2, **COMBAT** +1, **NETWORK** +1. **Daredevil**.

POLYMATH. CONTROL +1, **MODIFY** +1, **SURVEY** +2. **Vocation**.

TECHNOLOGIST. FINESSE +1, **HACK** +1, **GHOST** +1, **CONTROL** +1. **Limit Break**.

ITINERANT. GHOST +2, **NETWORK** +2. **Street-wise**.

STRANGE FRIENDS, RIVALS

◉ **ISHAN**, a data tattooist. *Perhaps they tattooed you? Sometimes data runners use tattoos to run information, was that in a past life?*

◉ **RIDHI**, a cartographer. *If you venture out of Shelter 1, perhaps you sell them some of the information you collect? Are they a partner? If so, former or current—and why?*

◉ **AIRI**, a canary. *The weather changes often. As the sun changes, the solar panels must move to catch it. It's a new and difficult trade. Do they manipulate the panels to benefit you?*

◉ **REN**, a storm chaser. *Are they an adrenaline junky, chasing storms with like minded individuals, part of a Shifter crew? Does their behavior chasing storm fronts intrigue you… or disgust you?*

◉ **HUI**, operates The Garden. *A decadent place, Hui is a vice purveyor, offering up gene-hacked drugs. Could you be a part of Hui's exclusive clientele; or something else?*

QUIRK SPECIAL ABILITIES

LIMIT BREAK

When an Act of God is your TIER+1—whether by reducing it as an obstacle until it becomes so or otherwise—you may attempt to CONTROL it.

Acts of God have an assigned Tier associated with their Magnitude rating. You can work together to knock down the Tier to a level which may allow you to roll your Control skill. How this looks is up to you and the tone of the table. Did you develop the technology yourself?

VOCATION

You've experienced and studied Acts of God. When you **gather information** regarding them, you get **+1 result level**.

You are assured to get some decent information, because even a failure yields some info when you do this.

STEELED HEART

You're immune to the terror that some Acts of God inflict on sight, and take **+1d** to **resistance rolls** with RESOLVE.

It's up to the GM to call for these rolls. But when they do, it is also a signal that this challenge is most likely above your Tier.

Was there a particular incident that changed you such that your Resolve has this edge to it?

STREET-WISE

When you travel to someplace new, ask a question from gather information for free. When you NETWORK in an area you hold **turf**, take **+1d**.

The quality of the information can be gauged with a fortune roll, abstracting your previous knowledge of this place, which may have changed since you've left. It could also be used as a follow-up question to a different gather information roll with the same quality.

Depending on your crew, your turf, and your rep, this +1d could manifest in many ways. You could be particularly well known and liked…or possibly feared.

DAREDEVIL

When you accept a **Ripple** on a **desperate** roll, you gain **+1d** and **+1 effect**.

Ripples almost always have a bad outcome in mind; interesting, but generally worse off in the future. For you in particular, you get both options (the same as pushing yourself), making the pull of a Ripple all the more interesting—right?

What made you a daredevil? A lucky streak, a former choice? Perhaps the sting of a regret?

ALTERED CARBON

You have **+1 trauma box**. When you interact with an Act of God while embodying a **feature** of it, take **+1 effect**.

You can now take one extra trauma. If you've got an advance and are on the cusp of losing your character, taking this could well keep your character in play.

The Act of God features are on the Quirk playbook: alluring, cruel, ferocious, monstrous, radiant, sinister, serene, transcendent, and unknown. When you embody a feature, you get more effect. This is an open-ended pitch to the GM and could be a great opportunity to express some xp triggers for your character's beliefs and drives.

How are you better able to take on more trauma? What signals this change in character to the audience, if this were a TV show or movie?
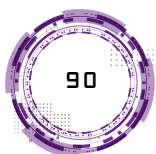
TRADE CRAFT

You can **push yourself** to do one of the following: *safely traverse through or around an Act of God equal to your* TIER+1—*summon an Act of God in the immediate vicinity equal to your* TIER+1 *(torrential rain, roaring winds, heavy fog, chilling frost/snow, etc.).*

The craft of the Quirk is something left up to the player. Not only can you move through and around an Act of God, you can summon an Act of God. What this summoning looks like is up to you.

SEASONED

You may expend your **special armor** to **resist a consequence** resulting directly from an Act of God, or to **push yourself** when you deal with one.

When you use this ability, mark the special armor box on your playbook as being used. If you use this ability to push yourself, you get one of the benefits of doing so without spending 2 stress. Your special armor is restored at the beginning of downtime.

QUIRK ITEMS

⊙ **FINE DRYWARE SUIT:** Protection from the elements that encompasses your whole body or up to your neck—particularly effective against water. When your face is covered by the suit, it acts as a rebreather—good for about 30 minutes. *When combating an Act of God, you may have increased effect.* [**2 LOAD**]

⊙ **FINE TEAR TRAIL HELMET:** This site is fitted with technology that can detect traces of moisture, and is used primarily by sourcers—people who look for water that might be reclaimed. *Detects anything with water and moisture, feeding back how much and where. Can show lifeforms, detect poisons, and other substances, etc.* [**1 LOAD**]

⊙ **DIFFUSION ROUNDS:** Highly illegal, experimental, and banned tech to use on a human. Military tech that rapidly breaks down organic matter and converts it into water. Originally used on various types of Acts of God to render them less effective. When the rounds hit the black market, they were found to be potent against all forms of life. *They leave a trail and residue that are scanned for in districts, and subsequently leads to Tracers. Every time you use this ammo, take +1 Heat immediately.* [**1 LOAD**]

⊙ **FINE WATER KNIFE:** Technology developed outside of Shelter 1 in unknown Forged communities. The knife itself is composed of an unknown substance that disables nanotech, while also preserving the short-term memory stored by the nanites in the blood stream. *The nanites stop transmitting their location and stop regenerating the body for approximately 48 hours.* [**1 LOAD**]

⊙ **MOISTWARE:** Cutting-edge tech developed by the underworld. Moistware is used to transfer all forms of data—from normal technology to information stored within someone's nanites in their body. *Moistware is only readable when infused with water, sometimes coded to a specific temperature and substance (like tea).* [**1 LOAD**]

⊙ **GATEWAY MAP:** When people leave Shelter 1, they are scanned and tagged by Sentinels. With the Green Zone already taking on too many climate refugees, it becomes increasingly hard to enter, especially with these tags. This gateway map provides you a path that circumvents the Sentinel check. *What route have you unearthed or been given?* [**1 LOAD**]
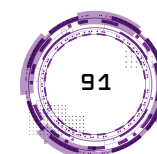
TORQUE

Inventor, saboteur, & doctor

Torques are largely responsible for giving Glitches agency by outfitting them with cybernetics—placing Glitches on a more level playing field with corporations and their interests. When someone comes back from a score broken and battered, Torques get them right back into the life. They're the glue that holds this whole sub-culture together.

The Torque earns xp when they address a challenge with technical skill or mayhem.

You know how to examine something, find its weakness, and take it apart. When you do, you can put it back together, good-as-new. You design and invent new things, adapting to the challenge. You repair flesh, blood, bone, and chrome all the same. Few try to mess with a Torque's operation. Buildings tend to fall on them.

How were you able to learn and pursue cybernetics in a world that buried the science not dedicated to clean energy? Does fixing things/people run in the family? Has it changed you?

STARTING ACTIONS

● | ● ○ ○ ○ **MODIFY**

● | ○ ○ ○ ○ **WRECK**

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

ENGINEER. STUDY +2, **NETWORK** +1, **FINESSE** +1. **Inventor.**

STREET-DOCTOR. HACK +1, **CONTROL** +1, **STUDY** +2. **Physician.**

INSURGENT. COMBAT +2, **WRECK** +1, **TRACE** +1. **Structure Hitter.**

INTELLECTUAL. STUDY +2, **SURVEY** +2. **Schemer.**

CLEVER FRIENDS, RIVALS

⊙ **SHIRA**, runs a chop shop. *Maybe a side job or a front? A friend or lover with similar interests? What's the name of the place? What's the reputation of the place?*

⊙ **CHIARA**, a cryptographer. *Do they work for the corps? Cryptographers are highly sought after, and if they're not with the corps, they're considered a threat. Are they a Glitch?*

⊙ **SAANVI**, a scavenger. *Do you get parts from them? Are they or were they a mentor or mentee?*

⊙ **CADE**, a patcher. *Perhaps they retrofit tech you obtain on scores, functioning as a front?*

⊙ **PIHU**, an architect. *Maybe they provide you with useful entry/exit strategies on scores?*

TORQUE SPECIAL ABILITIES

INVENTOR

When you **invent** or **craft** something mechanical, take **+1 result level** to your roll. You begin with one **schematic** already known.

Crafting something takes a schematic and is purposefully nebulous. Anything from designing and building an engine for a car to a custom piece of cyberware for a fellow Glitch. It's meant to be inclusive of just about anything a Torque could be interested in making. (For more on crafting, see page 228.)

SCHEMER

During **downtime**, you get **two ticks** to distribute among any **long-term project clocks** that involve **crafting** something or learning a new **schematic**.

Without having to dedicate a downtime activity to working on a long-term project, you can progress any pertinent clocks with 2 ticks.

TECHNICIAN

You are never affected by **TIER** or **quality** when you **MODIFY** electronic or mechanical systems.

This essentially places you on an equal playing field with almost anything you could attempt to Modify. What is it about you that increases your skill; is it your background?

GEARHEAD

You may expend your **special armor** to **resist a consequence** from mechanical failure, or to **push yourself** when **inventing**, **crafting**, or destroying something mechanical.

When you use this ability, mark the special armor box on your playbook. If you use this ability to push yourself, you get one of the benefits of doing so without spending 2 stress. Your special armor is restored at the beginning of downtime.

STRUCTURE HITTER

When you **WRECK** something larger in **scale** than you and your crew, take **+1d** and **+1 effect**.

When climate effects were first coming to fruition, rebels would structure-hit buildings that contributed to climate change, usually with stolen military grade tech. This, coupled with pushing yourself, will give you better chances when striking at a building. Savvy players may utilize it in other ways.

Did you learn how to do this, or is this tech you've built yourself?

PHYSICIAN

You can **MODIFY** the human body to treat wounds or stabilize the dying. You may **STUDY** a disease or corpse. Everyone in your crew gets **+1d** to their **healing treatment** rolls.

Healing counts each die in your die pool as separate rolls toward your healing clock (see page 160 on Recovery in Downtime). An extra die is a much better chance of getting fixed up. Have you tweaked the crew's nanites?

You have the ability to install cybernetics, which may bypass consequences of going to a street-doc (such as a fortune roll to see if they blabbed). However, all PCs (including yourself) still need to spend Joules (for the parts/tools needed to perform the work) and Stress (for the impact on the body from having the work done) to get cybernetics installed.

SABOTEUR

When you **WRECK**, the work is much quieter than it should be, and the damage is hidden from casual inspection.

What does this look like in the fiction? How did you prepare for this? A perfect opportunity to show off a clever plan!

EIDETIC MEMORY

When you've witnessed something destroyed or disassembled, take **+1d** to making a **schematic** for it and **crafting** it.

Before you craft something, you need to have a schematic. Crafting rules are found on page 228.

VETERAN

Choose a **special ability** from another source.

This is available to any playbook. Choose a special ability from any other playbook. There are three dots, but you may take it as many times as you like (so long as it makes sense for your fiction). The GM has final say over how many and which moves may be taken. But the PCs should be given leeway (as long as they're playing in the spirit of the game).

TORQUE ITEMS

⊙ **MAG PISTOL**: Uses different technology than most weapons. Leverages powerful magnets to fire an almost completely silent projectile. *Is this your own design? New technology, the first of its kind? Or was it purchased in the underworld?* [**1 LOAD**]

⊙ **FINE MODIFICATION TOOLS**: Modification tools of better make and quality than normal. *Did you Modify them yourself?* [**1 LOAD**]

⊙ **FINE DEMOLITION TOOLS**: A sledgehammer or drill, shaped charges, or some other kind of explosives. [**2 LOAD**]

⊙ **MEDICAL SUPPLIES**: Injectors, syringes, gauze, or smart, near future tech used for injuries. *Gives you more effect or +1d on healing treatment rolls, as the GM judges.* [**1 LOAD**]

⊙ **SPARE PARTS**: Data cables, chip-boards, pieces of metal and scrap. Whatever you reasonably need to repair something damaged. *Gives you more effect when crafting, as the GM judges.* [**1 LOAD**]

⊙ **EMP GRENADE**: A grenade built to disrupt or damage electronic equipment in the immediate vicinity. *Are these of your own design?* [**1 LOAD**]
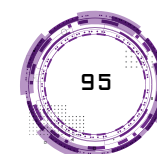
THE CREW

BUILDING A LEGACY

Your crew is the start of something.

While the characters that belong to this crew may come and go, the crew remains. Rising to the top tiers and taking on those with the largest networks of power is something some characters will never see. But if the crew is lucky, what is built by each member may eventually accomplish what the founding members could not.

Depending on how long you play *Hack the Planet*, this means the story you tell will actually end up being about the crew, rather than the initial set of characters. As NPCs are introduced and become interesting, it's only natural for a PC to fade out of the fiction when their story concludes—allowing other characters to become a central focus. Players are free to portray a former NPC instead of their previous character.

Characters can be retired due to the accumulated **trauma** they endure. Sometimes, they can even be killed. They may be lucky enough to retire from a life of crime with their **stash** on hand. A character's conclusion stems from the consequences of their actions, which is reinforced mechanically. Breathing life in a particular kind of story which this game is designed to facilitate.

This struggle for power and wealth is **meant to be hard**; even for the competent individuals like the player characters. It's a long, deadly way to the top.

It's time to build your legacy by forming the crew. This chapter will guide you through the process of creating a crew from scratch as a group.

CREW CREATION

CHOOSE A CREW TYPE

The crew type determines what **scores** the players will focus on, as well as a selection of special abilities that support their approach. The crew type isn't meant to be restrictive—a crew of Clippers engaging in extortion and selling contraband might also run a score where they sabotage a target. But the crew's core activity is the most frequent way they earn **Joules** and **xp** for **advancement**.

There are five core crews to choose from. There are more crew and playbooks available in the **Additional Content** section as well, starting from page 269.

CLEANERS	are mercenaries for hire focusing on "accidents," disappearances, murders, and ransoms.
CLIPPERS	are thugs with futuristic cycles that focus on battles, extortion, territory control, and smash and grabs.
COMETS	dive from airships, scavenge and steal, and focus on extractions, espionage, sabotage, and theft.
SHIFTERS	form crews that travel in convoys of vehicles, usually doing scores outside of Shelter 1. They focus on deliveries, discoveries, reconnaissance, and entertainment.
WIRES	deal in illicit goods. They focus on selling or supplying these goods, socializing and networking, forming new connections and assets, or shows of force.

The players' crew type is also how they're known in the underworld. The criminal **factions** and institutions think of you as "Cleaners" or "Shifters" etc., and will treat you accordingly. These terms are on people's lips. They aren't looking to hire killers, they're looking for Cleaners.

The crew type helps refine what the table wants to see in the fiction from the PCs; or at least, what the group wants to be rewarded for doing.

Each crew has members—which includes the PCs. The members may come and go while the crew endures. Depending on how long you play, the crew could be the real central character. After all, the systemic oppression in Shelter 1 comes from corporations controlling everyone's interests. Their control funnels down into every facet of life—even in the Green Zone, where the PCs begin in the game.

Choose your crew type, take your crew sheet, and then follow this section to create your crew.

Your crew begins with **2 Joules** (the remains of the PCs' savings).

You are **Tier 0**, with **strong hold** and **0 rep**.

CHOOSE AN INITIAL REPUTATION & BASE

The PCs' crew has just formed and acquired a **base** of operation. Given this group of characters and their previous escapades, what initial **reputation** would the crew have among the underworld factions? Choose one from the list to the right (or create your own).

The crew earns **xp** when the PCs bolster the crew's reputation (**rep**). Think of **rep** as another flag for the sort of action you want in the game. Will you be recklessly ambitious, targeting higher-**Tier** targets? Will you take on daring **scores** that others deem too risky? Are you interested in the strange or weird?

Ambitious
Brutal
Daring
Honorable
Professional
Savvy
Subtle
Strange

The table should talk about where the crew makes its base. The crew begins at **Tier 0**, so it's probably a very modest or abandoned sort of place. Choose one or make your own:

⊙ The **backrooms of a local business** (a tea shop, repair place, pawn shop, etc.).

⊙ **A hollowed out area** inside a Green Zone wall.

⊙ **A grotto** hidden within demolished tenant buildings.

⊙ **The rusted out hull** of something long forgotten.

⊙ **A prefabricated shack** perched on the side of a building.

⊙ **Collapsed service tunnels** abandoned after an Act of God struck.

Look at the map of Shelter 1 (page 234) and choose an area in the Green Zone (located to the left, walled off) in which your base is found. To get an even better picture of the area after these initial steps, consider using the roll table on page 321.

ESTABLISH YOUR HUNTING GROUNDS

The crew is brand new, but has a small **hunting ground**. This is the area that the crew usually targets for **scores**. The crew's hunting grounds don't have to be in the same area as the **base**. The area is small, only three or four city blocks—but it's still an intrusion on someone. The entire city is divided among larger, stronger **factions**. The GM will tell you which **faction claims** the area, then the players decide how to deal with them:

⊙ **Pay them off**. Give them **1 joule** in exchange for giving you room to work.

⊙ **Pay the faction 2 Joules** as a show of respect and gain **+1 status** with them.

⊙ **Pay nothing** and take **-1 status** with that **faction**.

The crew's **hunting grounds** are useful for a particular type of criminal operation. Each crew type has a list of different operation types for their **hunting grounds**. For instance, Cleaners have *Accident*, *Disappearance*, *Murder*, or *Ransom* as options. Choose one of these operation types as your preference.

When the players prepare to execute an operation of the preferred type on their hunting grounds, they get +1d to any gather information rolls and a free additional downtime activity to contribute to that operation. This can help discover an opportunity, **acquire an asset**, find an appropriate client, etc.

When the crew acquires **turf** (see page 39), it also expands the size and/or type of **hunting grounds**. Players should detail the new area and/or methods with help from the GM. If the crew are Shifters, the **hunting grounds** are far more zoomed out than a few city blocks (since the PCs are in a convoy, it's likely your **hunting grounds** are miles and miles apart).
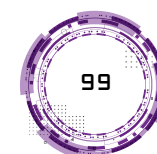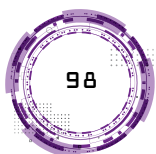
CHOOSE A SPECIAL ABILITY

The crew begins with the very first **special ability** listed. The first **ability** codifies how the crew interacts with Acts of God. However, the **group can choose from any other crew's first abilities** if they don't like the one suggested.

Next, the group chooses an additional **ability**. If the group can't decide which one to pick, go with the first one on the list (second one after the Act of God ability)—it's a good default choice. It's important to pick a special ability that everyone is excited about. You can get more **special abilities** in the future by earning **xp**.

Choosing a **special ability** also focuses the game down to more specific kinds of fiction and actions. Some focus start the game off strong. Each decision narrows the fiction until you're left with the setting details that interest the group the most.

ASSIGN CREW UPGRADES

An **upgrade** is a valuable asset that helps the crew in some way, like a spinner or a gang (see the complete descriptions further down). Each crew type has two pre-selected upgrades that suit that crew (like the PCs starting with **cycles** and a **gang of Boosters** for a crew of Clippers).

The players get to add two additional upgrades to their new crew (so they'll have a total of four **upgrades** when they start). The players can choose from the specific **upgrades** available or the general **upgrades** on the crew sheet.

When players assign the **two upgrades**, the GM will tell them about **two factions** that are impacted by their choices:

⊙ **One faction helped you get an upgrade**. They like you, and you get **+1 status** with them. At your option, spend **1 JOULE** to repay their kindness, and take **+2 status** with them instead.

⊙ **One faction was screwed over when you got an upgrade**. They don't like you, and you get **-2 status** with them. At your option, spend **1 JOULE** to mollify them, and take **-1 status** with them instead.

The crew can get more **upgrades** in the future by earning **xp**. The crew's **advances** apply to everyone in the crew.

CHOOSE A FAVORITE CONTACT

The players choose one **contact** who is a close friend, long-time ally, or partner in crime. The GM will tell them about two factions that are impacted by their choice:

⊙ **One faction is also friendly with this contact**, and you get **+1 status** with them.

⊙ **One faction is unfriendly with this contact**, and you get **-1 status** with them.

At the players' option, these factions are even more concerned with this contact, and so they take **+2** and **-2 status** instead.

When jumping into your first session, you'll have positive and negative status with a few factions. The Green Zone is overpopulated, mostly with climate refugees. There is not enough work to go around, and more people continue to flood to the Shelter. Power structures have already been established. The players will have to deal with people who would rather be dead than give up their resources and power.

CREW UPGRADES

⊙ **AIRSHIP:** The PCs possess an airship they can use for scores. It consumes **1 fuel** per **downtime** phase (unless it has the costly **flaw**). The crew chooses its unique **edges** and **flaws**, similar to **COHORTS** (see the next pages). **Upgrades** can be spent on the following: give it **armor** (max **2**); give it cargo capacity; remove a **flaw** from it, or give it an additional **edge**.

⊙ **COHORTS:** A **COHORT** is a **gang** or a single **expert COHORT** who works for the crew. To recruit a new **COHORT**, spend **2 upgrades** and create them using the very next pages.

⊙ **CYCLES:** The PCs all have futuristic cycles (think *Akira*!). The crew chooses their cycle's unique **edges** and **flaws**, similar to **COHORTS** (see the next pages). **Upgrades** can be spent on the following: give the cycles **armor** (max **2**); give them cargo capacity; remove a **flaw** from them, or give them an additional **edge**.

⊙ **CONVOY:** The PCs all have a vehicle in a convoy (think *Heavy Weather* or *Twister*). The convoy comes with unique **edges** and **flaws**, similar to **COHORTS** (see the next pages). **Upgrades** can be spent on the following: give the vehicles in the convoy **armor** (max **2**); give them cargo capacity; remove a **flaw** from the vehicles, or give them an additional **edge**.

⊙ **HIDDEN BASE:** Your **base** has a secret location and is disguised to hide it from view. If your **base** is discovered, use **2 downtime activities** and pay **JOULES** equal to your **TIER** to relocate it and hide it once again.

⊙ **MASTERY:** Your crew has access to **master level training**. You may advance your PCs' **action ratings** to **4** (until you unlock this **upgrade**, PC **action ratings** are capped at **3**). This costs **4 upgrade** boxes to unlock.

⊙ **QUALITY:** Each **upgrade** improves the **quality rating** of all the PCs' items of that type beyond the **quality** established by the crew's **TIER** and **fine items**. You can improve the **quality** of **Gear**, **Specialized Tech**, **Subterfuge Supplies**, **Tools**, and **Weapons**. *So, if you are Tier 0 with fine Cryptolock-picks (+1) and the Quality upgrade for gear (+1), you could contend equally with a Tier 2 quality crypto-lock.*

⊙ **QUARTERS:** Your **base** includes living quarters for your crew. Without this **upgrade,** each PC sleeps elsewhere (which makes them vulnerable). *Perhaps leading others to your base from your comings and goings.*

⊙ **SECURE BASE:** Your **base** has crypto-lock protection, alarms, and surveillance to thwart intruders. A **second upgrade** improves the defenses to include protection against hacking and other means of probing. *You might roll your crew's Tier if these measures are ever put to the test to see how well they thwart the intruder.*

⊙ **SHIP:** To the east of Shelter 1 and the Green Zone are docks where some keep ships. You have a ship and a dock there, and a small shack with supplies you would need. A **second upgrade** gives the ship **armor** and more cargo capacity. Any additional boxes provide additional **armor.**

⊙ **SPINNER:** You've got a serviceable car that is either retro-fitted with eco-friendly tech, or a newer model that comes premade like that. A **second upgrade armors** it, allows for cargo, and adds **flight** capability. Any additional boxes provide additional **armor**.

⊙ **TRAINING:** If you have a **Training upgrade**, you earn **2 xp** (instead of **1**) when you **train** a given **xp track** during **downtime** (**INSIGHT**, **PROWESS**, **RESOLVE**, **STRESS** or **Playbook**). This **upgrade** helps you **advance** more quickly. See **Advancement**, page 42. *If you have Insight Training, when you train Insight during downtime, you mark 2 xp on the Insight track (instead of just 1). If you have Playbook Training, you mark 2 xp on your playbook xp track when you train.*

⊙ **VAULT:** Your **base** has a secure **vault**, increasing your storage capacity for **JOULES** to **8**. A second **upgrade** increases your capacity to **16**. A separate part of your vault can be used as a holding cell.

⊙ **WORKSHOP:** Your **base** has a **workshop** appointed for modifying and tinkering, as well as some smart-paper books, (basic) schematics, and maps sourced by the community. You may accomplish **long-term projects** with these **assets** without leaving your **base**.

Note: Cargo capacity is relative, if it seems rather unlikely something could be transported in the vehicle, it probably needs this upgrade first.

COHORTS

A **cohort** is a **gang** or an **expert** who works for your crew. To recruit a new **cohort**, spend **two upgrades** and create them using the process below.

CREATING A GANG

Choose a **gang type** from the list below:

⊙ **Boosters:** Killers, brawlers, and enforcers.

⊙ **Monitors:** (Street) doctors, hackers, scientists, and mechanics.

⊙ **Rooks:** Con artists, spies, private investigators, and fixers.

⊙ **Rovers:** Getaway drivers, sourcers, and scavengers.

⊙ **Runners:** Lookouts, infiltrators, data couriers, and thieves.

A gang has **scale** and **quality** equal to your current crew **Tier**. It increases in **scale** and **quality** when your crew moves up in **Tier**.

If your crew is Tier 0, your gang is quality 0 and scale 0 (1 or 2 people). When your crew is Tier II, your gang is quality 2 and scale 2 (12 people).

Some crew **upgrades** will add the "Elite" feature to a gang, which gives them **+1d** when they roll for a given **type**. *So, if you're **Tier** I and have a gang of Elite Thugs (+1d), they would roll 2d when they try to kill a target.*

CREATING AN EXPERT

Record the expert's **type** (their specific area of expertise). They might be a *doctor*, an *investigator*, *a thief*, a *killer*, or a *Spy*, for example.

An expert has **quality** equal to your current crew **Tier +1**. Their **scale** is always zero (1 person). Your experts increase in **quality** when your crew moves up in **Tier**.

EDGES & FLAWS

When you create a **cohort**, give them one or two **edges** and an equal number of **flaws**. Talk with the GM about creating your own if these don't fit exactly what you're going for. Occasionally there will be an NPC in the fiction for some time that becomes a **cohort** and the definitions may not conform to what's established.

Edges

⊙ **FEARSOME:** The cohort is terrifying in aspect and reputation.

⊙ **INDEPENDENT:** The cohort can be trusted to make good decisions and act on their own initiative in the absence of direct orders.

⊙ **LOYAL:** The cohort can't be bribed or turned against you.

⊙ **TENACIOUS:** The cohort won't be deterred from a task.

Flaws

⊙ **PRINCIPLED:** The cohort has an ethic or values that it won't betray.

⊙ **SAVAGE:** The cohort is excessively violent and cruel.

⊙ **UNRELIABLE:** The cohort isn't always available, due to other obligations, stupefaction from their vices, etc.

⊙ **WILD:** The cohort is drunken, debauched, and loud-mouthed.

MODIFYING A COHORT

You can add an **additional type** to a **gang** or **expert** by spending two **crew upgrades**. When a **cohort** performs actions for which its types apply, it uses its full **quality rating**. Otherwise, its **quality** is zero. A given **cohort** can have up to two **types**.

VEHICLE EDGES & FLAWS

Some crews have **edges** and **flaws** assigned to their unique transportation. They work the same as any **cohort**; PCs pick one or two **edges** and the same amount of **flaws**. The following **edges** and **flaws** can be found on crew sheets with vehicles. Each crew has 3 to choose from:

Edges

⊙ **NIMBLE:** The vehicle handles easily. Consider this an assist for tricky manoeuvres.

⊙ **SIMPLE:** The vehicle is easy to repair. Remove all **harm** during **downtime**.

⊙ **STURDY:** The vehicle keeps operating even when *broken*.

⊙ **EQUIPPED:** The vehicle has tracking gear. Consider this an **assist** when searching for Acts of God.

Flaws

⊙ **COSTLY:** The vehicle costs **2 Joules** (instead of **1**) per **downtime** to keep in operation.

⊙ **DISTINCT:** The vehicle has memorable features. Take **+1 heat** after a score is completed.

⊙ **ILLEGAL:** The vehicle uses banned tech. Take **+2 heat** when you use it on a **score** and **+1d** when speed matters.

⊙ **FINICKY:** The vehicle is retrofitted. It has **-1 quality** outside of Shelter 1.

It's possible to mix and match **edges** and **flaws** with the *Like One of the Family* **special ability** available to the Clippers crew (but any crew could take it with a *Veteran* **special ability**).

FUEL

Airships need **fuel**. Comets start out with **2 fuel**. Each **downtime** a crew of Comets consumes **1 fuel** (**2** if it has the costly **flaw**) to keep it operational. They get more **fuel** with their **special ability** *Solarpunk*, detailed on page 124.

Depending on fictional circumstances, a GM might apply this need for **fuel** to other situations. It is assumed airships use different **fuel** than other methods of transportation; a more costly upkeep is applied to air travel than other vehicles.

USING A COHORT

When you send a **cohort** to achieve a goal, roll their **quality** to see how it goes. Or, a PC can oversee the maneuver by leading a **group action**. If you direct the **cohort** with orders, roll **Control**. If you participate in the action alongside the **cohort**, roll the appropriate **action**. The **quality** of any opposition relative to the **cohort**'s quality affects the **position** and **effect** of the action.

The PCs crew' of Wires wants to run a rival gang out of the alley where they're selling drugs. They send their gang of Boosters to go kick the interlopers out. The GM rolls 2d for the Boosters' quality, and gets a 3. An hour later, the Boosters come back, beaten and bloody. One of them looks sheepish, "Those guys are tough, boss." (The GM inflicts harm on the cohort, and they failed their goal.)

The next day, the crew boss goes back and leads a group action, rolling her 3d in Combat alongside the Boosters' 2d. The boss gets a 6 this time—they beat the tar out of the other gang and send them packing (at least for now).

COHORT HARM & HEALING

Cohorts suffer **harm** similarly to PCs. A **cohort** can suffer four levels of **harm**:

1. **Weakened.** The cohort has reduced effect.
2. **Impaired.** The cohort operates with reduced quality (-1d).
3. **Broken.** The cohort can't do anything until they recover.
4. **Dead.** The cohort is destroyed.

All of your **cohorts** heal during **downtime**. If circumstances are amenable for **recovery**, each **cohort** removes one level of **harm** (or two levels of **harm** instead, if a PC spends a **downtime activity** helping them recuperate).

If a **cohort** is destroyed, it may be replaced. Spend **Joules** equal to your **Tier +2** to restore it, plus two **downtime activities** to recruit new **gang** members, or hire a new **expert**.

CREW CREATION SUMMARY

1 Choose a crew type. The crew type determines the PCs' collective purpose, their special abilities, and how they advance.

The crew begins at **TIER 0**, with strong hold and **0 REP**, and starts with **2 JOULES**.

2 Choose an initial reputation and BASE. Choose how other underworld factions see the crew: *Ambitious—Brutal—Daring—Honorable—Professional—Savvy—Subtle—Strange*. Look at the map and pick a spot for the crew's base. Describe the **base**.

3 Establish your hunting grounds. Pick an area on the map for the crew's **hunting grounds**. Decide how to deal with the **faction** that **claims** that area.

⦿ **Pay them 1 JOULE**.

⦿ **Pay them 2 JOULES**. Get **+1 status**.

⦿ **Pay nothing**. Get **-1 status**.

4 Choose a special ability. In addition to the **starting ability** the crew already has at the very top of the middle column of the sheet, choose a **special ability**. If players can't decide, they should choose the one listed below the **starting ability** on the list. It's there as a good first option.

5 Assign crew upgrades. The crew has two **upgrades** pre-selected. Choose two more. If the crew has a **cohort**, create them using the **cohort** creation procedure (see page 102). Write down the following **faction status** changes as a result of the crew's **upgrades**:

⦿ **One faction helped you get an upgrade**. Take **+1 status** with them. Or spend **1 JOULE** for **+2 status** instead.

⦿ **One faction was harmed when you got an upgrade**. Take **-2 status** with them. Or spend **1 JOULE** for **-1 status** instead.

6 Choose a favorite contact. Mark the one who is a close friend, long-time ally, or partner in crime. Write down the following **faction status** changes related to your **contact**:

⦿ **One faction is friendly with your contact**. Take **+1 status** with them.

⦿ **One faction is unfriendly with your contact**. Take **-1 status** with them.

The players can choose to increase the intensity of the factions' relationship with the contact and take **+2** and **-2 status**, instead.

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CLEANERS

Mercenaries for hire

Guns for hire. People come to you because you don't have qualms about death being on the table. Shelter 1 is becoming the first megacity controlled by corporate interests. There isn't even a gesture at democracy. People who want power and any kind of good living sometimes have to have their hand on a trigger.

Cleaners earn xp when they execute a successful accident, disappearance, murder, or ransom score.

Is death a pervasive reality from your experiences in Shelter 1? Is there a line you won't cross?

STARTING UPGRADES

⊙ **TRAINING: INSIGHT**.
⊙ **TRAINING: PROWESS**.

HUNTING GROUNDS

Choose a favored operation type:

⊙ **ACCIDENT**: A professional job carried out that cannot be traced back to you or any relevant parties.
⊙ **DISAPPEARANCE**: The target is removed with no connections or leads on their disappearance.
⊙ **MURDER**: The target is killed, with or without a clear message from relevant parties.
⊙ **RANSOM**: Something or someone is taken and not returned unless they meet certain demands.

CLEANERS UPGRADES

⊙ **CLEANERS RIGGING**: You get 2 free load worth of weapon or gear items. *For example, you could carry a disposable pistol (a weapon) and infiltration gear for 0 load.*
⊙ **CONTACTS IN THE GRIND**: Your Tier is +1 higher in Reform (colloquially called The Grind), which gives you a better chance at positive outcomes while serving time there.
⊙ **ELITE RUNNERS**: Any cohorts with the Runner type get +1d to quality rolls within their wheelhouse.
⊙ **ELITE BOOSTERS**: Any cohorts with the Booster type get +1d to quality rolls within their wheelhouse.
⊙ **HARDENED**: Each PC gets +1 trauma box. You need to spend 3 upgrades to unlock Hardened. *If a PC already has 4 trauma and is out of play, this could be used to put them back into play. How does the crew become hardened? Was it a particular score you all completed, or perhaps a recent event?*

CONTACTS

⊙ **KORCHA**, a Slide. *Maybe they helped your crew get into the city as Glitches, or help you get into areas only the privileged can access?*
⊙ **LETICIA**, a fixer. *Do they set you up with scores and act as an intermediary—for a price?*
⊙ **VINICIOUS**, an auditor. *Perhaps you have dirt on them and they feed you information from within?*
⊙ **LAVENTE**, a handler. *Perhaps you pay them for information as they work their assets?*
⊙ **AOIFE**, a dipper. *Do you have them under your thumb, looking for juicy leads that upset the corps?*
⊙ **CIAN**, a Forged liaison. *Do they keep you patched into the communities outside of Shelter 1 for Joules, info, or something else?*

CLAIMS
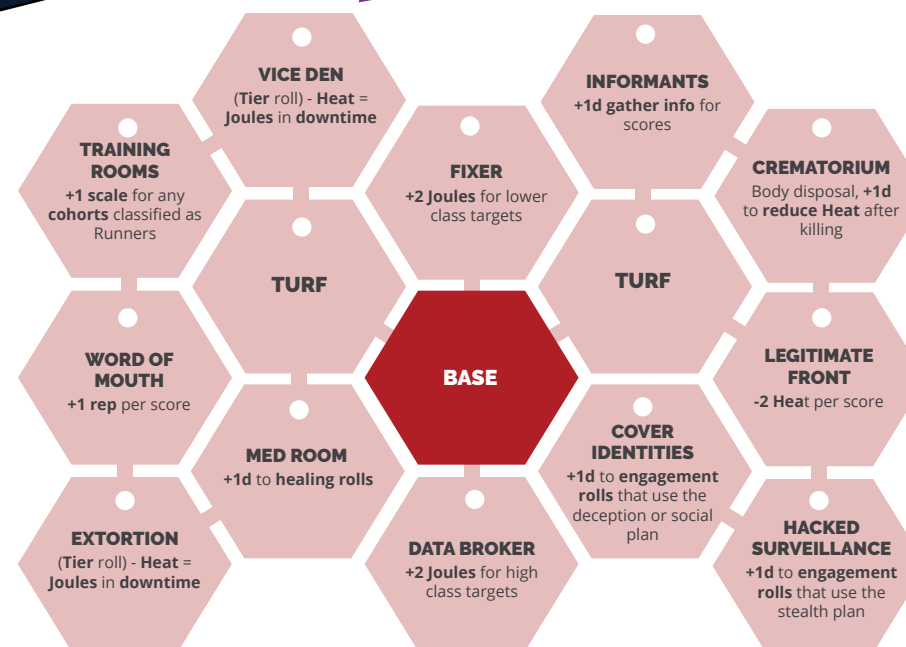
CREMATORIUM: When you **reduce HEAT** in **downtime** after a score that involves killing, you get **+1d**. *Do you pay the staff to leave when you get rid of the bodies?*

COVER IDENTITIES: You get **+1d** to **ENGAGEMENT ROLLS** that use the deception or social plan. *People believe you more easily with these passable alternate identity.*

DATA BROKER: You get **•2 JOULES** in **payoff** after successful **scores** that target those *above* your **TIER**. *What intermediary do you employ to make sure the crew gets paid what they're owed?*

EXTORTION: During **downtime**, roll dice equal to your **TIER** and subtract the amount of **HEAT** you have from the highest result. That is how many **JOULES** you earn. This is abstracted to your territory control. *Is it a protection racket? Who are you extorting?*

FIXER: You get **•2 JOULES** in **payoff** after a successful score targeting those *below* your **TIER**. *They make sure you get the very best deal.*

HACKED SURVEILLANCE: You get **+1d** to **ENGAGEMENT ROLLS** that use the stealth plan. *You might be able to get in and compromise video feeds when sneaking around, depending on your roll outcome.*

INFORMANTS: When you **gather information** for scores, you get **+1d**. *How has your reach extended? Does the neighborhood talk, or do you use a SneakerNet asset?*

LEGITIMATE FRONT: You take **≈1 HEAT** after a score. *What front did you set up to make it harder to track your movements and wealth?*

MED ROOM: When you're **recovering** in **downtime**, you get **+1d** to your **healing treatment** rolls. *What does this and futuristic tech look like? How does it help you heal faster?*

TRAINING ROOMS: Your Runner **cohorts** get **+1 scale**. *Their effectiveness increases, abstracted by increasing their scale.*

VICE DEN: During **downtime**, roll dice equal to your **TIER** and subtract the amount of **HEAT** you have from the highest result. That is how many **JOULES** you earn. *What Vice is it, and where is it located?*

WORD OF MOUTH: You get **•1 REP** in **payoff** after a successful score. *Your name is on the lips of Glitches in the 'Zone.*

CLEANERS SPECIAL ABILITIES

You start with this ability and choose one more when making your crew:

Starting Ability: Military Grade

You have devised tech to destroy Acts of God. Take **3 stress** to use this tech to destroy an Act of God after overcoming it as an obstacle.

Acts of God are like any other obstacles. The GM sets a clock based on the Act of God's difficulty for the players to overcome. The higher Act of God's Tier, the harder it will be to tackle. After overcoming the Act of God, a PC can take 3 stress to use the tech and destroy it.

Choose one more at crew creation:

Lethal

Each PC may add **+1 action rating** to **Trace**, **Ghost** or **Combat** (up to a max rating of 3).

Each player chooses to increase any of the action ratings. Players do not have to choose the same one. You can use this ability to increase a rating after assigning action ratings at character creation.

Back Door

Your activities are hidden from the notice of corporate law. You don't take extra **heat** when killing is involved in a **score**.

Corporate Law ultimately funds and controls Sentinels, Auditors, and Tracers. Is there an arrangement between the law and yourself? Do you pay a hacker to wipe evidence from the system?

No Trace

When you keep an operation quiet or make it look like an accident, you get half the **rep** value of the target (round up) instead of **0**. When you end **downtime** with **0 heat**, take **+1 rep**.

In addition to goal posting a score for no heat, you get even more rep, perhaps attracting clientele who require these kinds of jobs.

Patron

When you advance your **Tier**, it costs **half the Joules** it normally would.

Who is your patron? Why do they help you?

Predators

When you use stealth or subterfuge to commit murder, take **+1d** to the **engagement roll**.

This ability does not apply if your plan does not meet the murder requirement.

Underground Haven

You have a home away from home: a nightclub, vice den, or similar. It has the same qualities as your base. When you **gather information** in your haven, you get **+1 result level**.

The perks you add to your base extend to your haven, including if it's secure or not. Your haven helps you network with people, and increases your gather information result level after the roll's outcome.

Loyal To A Fault

When a crew member **Controls** a **cohort** in **combat**, they continue to fight when they would otherwise break (they're not taken out when they suffer level 3 **harm**).

Your cohorts won't immediately flee when they suffer level 3 harm, but still die when they suffer level 4 harm. They continue to back you up to the end.

CLEANERS OPPORTUNITIES

1	A Corporation hires killers to take out a faction accruing too much power.
2	An Act of God is predicted to strike an important shipment and needs to be destroyed.
3	A porter wants to eliminate a heavy-lift ship's captain and stage a coup.
4	A dipper caught valuable corp chatter; information which could be ransomed.
5	A few Grasshoppers collect money to have a corrupt Sentinel dealt with.
6	A fellow Glitch is revealed to be a corp asset and is on their way back to their handler.
1	New Auditors have taken over responsibility for your area and ask for an exorbitant bribe to turn the other way.
2	A Glitch wants to fake their death because a Tracer is on their trail.
3	An Auditor bought tea laced with poison. They don't want justice, they want blood.
4	A corporate executive murders someone and wants to start a new life somewhere else.
5	Glitch gene-hackers hire a crew to escort them to a location and wipe out the corp guards there detaining gene-hackers forced to work for them.
6	A gang boss wants the witnesses to their crime eliminated.
1	A grieving family wants to kill the Auditor who ruled their child's death was an accident.
2	A Glitch wants revenge. They paid a canary to move the mirrors when a score was going down, but the canary did nothing.
3	Bizarre killings are taking place in the Green Zone, but Corporate Law is doing nothing about it.
4	A corp executive is flying in to assess their assets, and a family member wants them to have an accident.
5	A scrapper and an antiquarian discover something priceless hidden outside of Shelter 1. They need someone to deal with Acts of God when they attempt to retrieve it.
6	Carrion wants to supplement their forces on a mission for a corporation in which they hunt down and eliminate a crew of Glitches.

For any opportunity above, consider an Accident, Disappearance, Murder, or Ransom operation. To twist an opportunity or add additional elements, roll on the score generator tables on page 318.
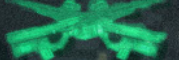
CLIPPERS

Street gang on cycles

Motorcycles are banned tech, along with combustion engines. But as more climate refugees enter the city and competition for work grows, pain and unrest spill out into the streets. Some call it the true face of the underground. Some Glitches take to the streets with unbridled fury, forming gangs that make use of new tech: cycles.

Clippers earn xp from executing a successful battle, extortion, sabotage, or a smash and grab score. While much of the underworld is hidden from prying eyes, Clippers represent those in the underworld who choose to fight the system in the open**.**

Was there a tipping point when you took to the streets? Did you make, steal, or buy your cycles? What do they look like, and what do they say about your crew?

STARTING UPGRADES

- ⊙ **BASE: CYCLES**: Crew members have a cycle of their own (not cohorts). Choose an edge and a flaw for your personal cycle.
- ⊙ **TRAINING: PROWESS**.

HUNTING GROUNDS

Choose a favored operation type:

- ⊙ **BATTLE**: Engage and defeat a target with direct force.
- ⊙ **EXTORTION**: Threaten a target to make them comply with a demand.
- ⊙ **CONTROL**: Shift territory allegiance from one gang to another, or weaken their hold on it.
- ⊙ **SMASH & GRAB**: A fast and violent armed robbery.

CONTACTS

- ⊙ **ILIJA**, a corp executive. *Perhaps a nefarious figure giving you scores to feed their own agenda?*
- ⊙ **XIMENA**, a canary. *Perhaps they are a lookout and divert sunlight away from scores, or weaponize sunlight to give you an exit strategy?*
- ⊙ **FLEUR**, a gunsmith. *Do they craft specific weapons needed for your jobs, providing you with assets otherwise beyond your means?*
- ⊙ **ELLA**, a street-doc. *Perhaps a Tipper who would be out in the cold, if not for a mutually beneficial relationship?*
- ⊙ **KEIKO**, a sentinel informer. *Do you have something over them to get information from them?*
- ⊙ **SOOK**, a nightclub owner. *Perhaps this is where you conduct most of your business and unwind after scores?*

CLIPPERS UPGRADES

- ⊙ **CLIPPERS RIGGING**: When your cycles are at rest, they are also concealed. *Is it camouflage or technology, or both?*
- ⊙ **CONTACTS IN THE GRIND**: Your Tier is +1 higher in Reform (colloquially called The Grind), which gives you a better chance at positive outcomes while serving time there.
- ⊙ **ELITE ROVERS**: Any cohorts with the Rover type get +1d to quality rolls within their wheelhouse.
- ⊙ **ELITE BOOSTERS**: Any cohorts with the Booster type get +1d to quality rolls within their wheelhouse.
- ⊙ **STEELED**: Each PC gets +1 trauma box. You need to spend 3 upgrades to unlock Steeled. *If a PC already has 4 trauma and is out of play, this could be used to put them back into play. How does the crew become steeled? Was it a particular score you all completed, or perhaps a recent event?*

CLAIMS
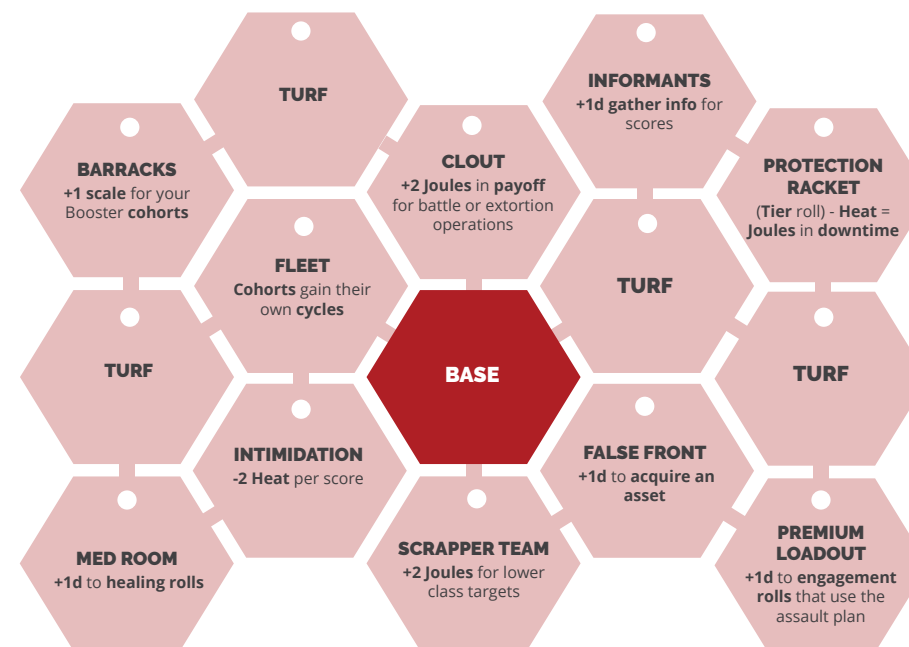
BARRACKS: Your Booster **cohorts** get **+1 scale**. *A warm bed is reason enough for some to join the cause.*

CLOUT: You get **+2 JOULES** in **payoff** when battle and extortion operations are carried out successfully. *People pay you well, hoping you don't turn on them in the future.*

FALSE FRONT: : You get **+1d** to **acquire an asset** rolls. *You have a better chance of tracking something down through legitimate channels. What business and façade is this?*

FLEET: **Cohorts** also get **cycles**. *Were these cycles built or stolen?*

INFORMANTS: When you **gather information** for scores, you get **+1d**. *How has your reach extended? Does the neighborhood talk, or do you use a SneakerNet asset?*

INTIMIDATION: You take **-2 HEAT** after a score. *People are frightened to speak up, and Sentinels tend to look the other way.*

MED ROOM: When you're **recovering** in **downtime**, you get **+1d** to your **healing treatment** rolls. *What does this and futuristic tech look like? How does it help you heal faster?*

PREMIUM LOADOUT: You get **+1d** to **ENGAGEMENT ROLLS** that use the assault plan. *You've got better manufactured weapons that are more reliable.*

PROTECTION RACKET: During **downtime**, roll dice equal to your **TIER** and subtract the amount of **HEAT** you have from the highest result. That is how many **JOULES** you earn. *This is abstracted to your territory control.*

SCRAPPER TEAM: You get **+2 JOULES** in **payoff** on successful scores that target those below your **TIER**. *When you're done, you strip the place bare of anything useful.*
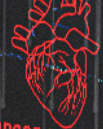
CLIPPERS SPECIAL ABILITIES

You start with this ability and choose one more when making your crew:

STARTING ABILITY: FAST & FURIOUS

You devised specialized tech to outrun or out manoeuvre Acts of God through hard-won experience. When a crew member takes **2 STRESS**, they escape from any Act of God.

You do not have to overcome an Act of God like other crew special abilities, but it is more costly. If a crew member cannot spend 2 stress, the crew member must overcome the Act of God like any other obstacle, without the benefit of the crew members who have spent the stress to escape.

Choose one more at crew creation:

STREET SMART

Each PC may add **+1 action rating** to **TRACE**, **COMBAT** or **WRECK** (up to a max rating of 3).

Each player chooses to increase any of the action ratings. Players do not have to choose the same one. You can use this ability to increase a rating after assigning action ratings at character creation.

SHOULDER TO SHOULDER

When you fight alongside your **COHORTS** in **COMBAT**, they get **+1d** for **teamwork rolls** (**setup** and **group** actions). All of your **COHORTS** get the *Booster* **type** for free (if they're already Boosters, add another **type**).

*Ordinarily, a gang can only have two types, but this ability lets you exceed that limit. It also stacks with the Elite Booster upgrade. Types give +1d to gangs performing actions under their type.*

REAVERS

When you go into conflict aboard a vehicle, you gain **+1 effect** for vehicle damage and speed. Your vehicle gains **armor**.

This ability grants an armor box, which stacks with existing armor.

FIENDS

Fear is as good as respect. You may count each **WANTED LEVEL** as if it were **TURF**.

The maximum wanted level is 4. Regardless of how much turf you hold (from this ability or otherwise), the minimum rep cost to advance your Tier is always 6.

FORGED IN FIRE

Each PC has been toughened by cruel experience. You get **+1d** to **RESISTANCE ROLLS**.

Reserved to crew members only. What experience toughened you, if it's not immediately clear?

LIKE PART OF THE FAMILY

Create one of your vehicles as a **COHORT** (use the vehicle **EDGES** and **FLAWS**). Its **quality** is equal to your crew's **TIER +1**.

The vehicle can use teamwork actions (using quality for rolls). A vehicle can't lead a group action, but may participate. Vehicle edges and flaws can be found on page 103. Note: Cycles and Ships are vehicles obtainable by upgrades, though in fiction you might be able to obtain a Spinner as well.

WAR DOGS

When you're at war (**-3 faction status**), your crew does not suffer **-1 hold** and PCs still get two **downtime activities** (instead of just one).

VETERAN

Choose a **special ability** from any other crew.

This is available to any crew. There are three dots, but you may take it as many times as you like (so long as it makes sense for your fiction). The GM has final say over how many and which moves may be taken. But the PCs should be given leeway (as long as they're playing in the spirit of the game).

CLIPPERS OPPORTUNITIES

1 The location of a corporate scrapyard that dismantles banned tech is revealed.

2 A new climate refugee starts a public fight with one of your gang members that is on collection detail and wins. Soon others will refuse to pay.

3 A local gang likes to get drunk at a nearby bar, leaving their cycles outside.

4 One Sentinel is replaced with another and they start collecting Joules in your territory in exchange for protection.

5 A local business has corporate backing and wants to stage a robbery.

6 Spare parts and tools keep going missing in the crew's base.

1 Sentinels band together and start assaulting known gang members.

2 A member of the Corporate Council wants the laborers at a section of the wall who refuse to work brought to heel.

3 A porter crew plot a mutiny in the quiet corner, but are overheard.

4 A new crew has cycles that can run circles around yours.

5 There's buzz about a high roller coming for an exclusive game at a local vice purveyor.

6 A vicious crew is trying to consolidate other gangs into a syndicate.

1 Glitches found an airship and need an escort to it beyond the walls of Shelter 1.

2 Another gang keep frequenting a vice purveyor's establishment, and the owner has had enough.

3 Carrion wants a crew to steal something and make it look like a smash and grab in a Forged community.

4 A wealthy patron has died, but no one is talking about it. Maybe someone isn't paying attention to his assets. Like his ship at the docks, perhaps?

5 The crew sees a Fixer meeting with a Sentinel—ostensibly passing information.

6 A slide has prepared an illegitimate method of entry for some climate refugees and needs protection while they're on the run.

For any opportunity above, consider a Battle, Extortion, Sabotage, or Smash & Grab operation. To twist an opportunity or add additional elements, roll on the score generator tables on page 318.

COMETS

Thieves and scavengers operating out of airships

What started as scavengers retrofitting airships to create space in an overcrowded city blossomed into a new type of rebellion. Daring Glitches now pirate skies filled with Acts of God, leaping into locations otherwise inaccessible to pull off daring **scores**.

Comets earn xp from executing a successful extraction, espionage, sabotage, or theft score. Ships are hard to find, hard to retrofit, and hard to repair. It takes a certain disposition to decide to leap off an aircraft**.**

How did the crew manage to get their aircraft? Does it have a name?

STARTING UPGRADES

- ⊙ **BASE: AIRSHIP:** Your base is the crew's airship. *It has to land somewhere, as fuel is very expensive. Is it parked in plain sight? Does it hang from a building?*
- ⊙ **BASE: SECURE**.

HUNTING GROUNDS

Choose a favored operation type:

- ⊙ **EXTRACTIONS**: Providing a method of egress and safety for people or something valuable.
- ⊙ **ESPIONAGE**: Acquire data, both hidden or secure, through covert action.
- ⊙ **SABOTAGE:** Render a target inoperable or destroyed.
- ⊙ **THEFT**: Stealing something that does not belong to you (not usually with force, but may escalate to it).

CONTACTS

- ⊙ **OCEAN**, a cartographer. *Perhaps they work with a corp and leak information to you?*
- ⊙ **MANON**, a pilot. *Do they fly the airship when you all leap from the airship on scores?*
- ⊙ **HUGO**, an anarchist. *An agent out to destabilize existing power structures by utilizing your crew, perhaps?*
- ⊙ **FITZ**, a scrapper. *Did they find your ship, or search for replacement parts in the event that your ship needs repairs?*
- ⊙ **EWA**, a corp outsourcer. *Could they work for Safety in some capacity, seeking crews for specific jobs (high risk, no doubt)?*
- ⊙ **CHUNG AE**, a mechanic. *Perhaps they repair and upgrade the airship as you accrue upgrades and resources?*

COMETS UPGRADES

- ⊙ **COMETS RIGGING**: You may carry 2 load worth of tools or gear for free. *Carrying demolition tools and hacking gear would count as 0 load.*
- ⊙ **COMET AIRSHIP UPGRADE:** You get an additional edge for your airship, found on your crew playbook. *You might create a new one with your GM as well. Better engines yielding more speed, for instance.*
- ⊙ **ELITE ROOKS:** Any cohorts with the Rooks type get +1d to quality rolls within their wheelhouse.
- ⊙ **ELITE RUNNERS:** Any cohorts with the Runners type get +1d to quality rolls within their wheelhouse.
- ⊙ **STEADY:** Each PC gets +1 trauma box. You need to spend 3 upgrades to unlock Steady. *If a PC already has 4 trauma and is out of play, this could be used to put them back into play.*

CLAIMS

DAY TRADERS: When you execute a successful espionage or sabotage operation, take **◆2 JOULES** in **payoff**. *Day Traders bet on almost anything. When you throw them a tip regarding what has happened or will happen, they give you a cut.*

DEAD DROP: When you **reduce HEAT** in **downtime** after a score that involves killing, you get **+1d**. *Do you unload dead bodies to a particular service, or fly to various locations outside of the Shelter?*

ENTERTAINMENT VENUE: When at the establishment, you get **+1d** to **NETWORKING** and **SWAY**. *A nightclub, a local watering hole; something stranger?*

GAMBLING DEN: During **downtime**, roll dice equal to your **TIER** and subtract the amount of **HEAT** you have from the highest result. That is how many **JOULES** you earn. *What do people gamble on—something strange in the future?*

HACKED AIR TRAFFIC CONTROL: You get **+1d** to **ENGAGEMENT ROLLS** that use the stealth plan. *You create a window in which to navigate your way there. Do you drop down from your airship or not?*

INFORMANTS: When you **gather information** for scores, you get **+1d**. *How has your reach extended? Does the neighborhood talk, or do you use a SneakerNet asset?*

INTERROGATION CHAMBER: When on site you get **+1d** to **CONTROL** and **SWAY** rolls. *Where is it? Have you used it before?*

LEGITIMATE FRONT: You take **≠1 HEAT** after a score. *What front did you set up to make it harder to track your movements and wealth?*

LOYAL FENCE: When you execute a successful extraction or theft operation, take **◆2 JOULES** in **payoff**. *No matter what you pull out, people or info, your fence can work the angles to get you more **JOULES**.*

PREMIUM CHOP SHOP: You get **+1d** to rolls involving the **repair** of your airship. *What does the shop look like? What makes it premium?*

SURVEILLANCE SYSTEMS: When you're operating on your **turf**, take **+1d** to **SURVEY** and **TRACE** rolls. *What does this tech look like? Do people know it's there?*

COMET SPECIAL ABILITIES

You start with this ability and choose one more when making your crew:

STARTING ABILITY: SOLARPUNK

You devised a special method to extract components from Acts of God to make a viable form of fuel. Take **3 STRESS** to use this specialized method after you overcome the Act of God as an obstacle.

Acts of God are like any other obstacles. The GM sets a clock based on the Act of God's difficulty for the players to overcome. The higher Act of God's Tier, the harder it will be to tackle. After overcoming the Act of God, a PC can take 3 stress to extract fuel using the specialized method.

Choose one more at crew creation:

THROUGH THE RINGER

Each PC may add **+1 action rating** to **GHOST**, **FINESSE**, or **MODIFY** (up to a max rating of 3).

Each player chooses to increase any of the action ratings. Players do not have to choose the same one. You can use this ability to increase a rating after assigning action ratings at character creation.

NATURAL ELEMENT

When you use an Act of God as cover during a **score**, take **+1d** to your **ENGAGEMENT ROLL** and **-1 HEAT** after the score.

You may need to overcome the Act of God as an obstacle at some point, depending on the fictional circumstance.

PACK RATS

Your airship contains a jumble of stolen items. When you roll to **acquire an asset**, take **+1d**.

Handle this in fiction however you like. Perhaps you find the asset on the ship, or you trade other valuables to get it?

EXOSUITS

You devised your own kind of **armor**—effective in low orbit jumps as well as **COMBAT**. Only marking your first use of **armor** counts toward your **load** on a **score**. **Heavy armor** is free.

Your first use of armor is counted toward your load as normal. When you use heavy armor, however, you mark the use of it, but not the load. You have two uses of armor total.

What do these exosuits look like? Does each crew member have a customized version?

TEMPTING FATE

When you execute a **score** by leaping from an aircraft, you may choose to start from a **risky position** and instead spend each **ENGAGEMENT ROLL** die during the **score** to take **+1d** to a roll.

However many dice you would roll in your engagement roll, you may instead hold them for use on the score. Any member of the crew may take a single die at a time from this pool to add +1d to an action roll or resistance roll.

SLIPPERY

When you roll **entanglements**, roll twice and keep the result you want. When you **reduce HEAT** on the crew, take **+1d**.

If the GM chooses an entanglement instead of rolling, they will instead present you with two options for you to choose from.

SYNCHRONIZED

When you perform a **group action**, you may count multiple **6**s from different rolls as a **CRITICAL SUCCESS**.

If one or more players roll two or more 6s during a group action, it counts as a critical success.

COMETS OPPORTUNITIES

1. A corp executive was taken hostage and needs to be extracted.

2. A strange machine was unearthed outside Shelter 1. You might be able to outpace the recovery team.

3. A brilliant gene-hacker was located outside of Shelter walls. A corp wants them either retrieved or killed—bonus for retrieval.

4. A wealthy Tipper resurfaces out of hiding. They want to recover the remnants of their possessions from their old family estate, far from Shelter 1.

5. A crew suffers a string of bad luck and suspects they have a snitch in their ranks. They ask you to prove their suspicions.

6. A crooked Sentinel fears they'll be arrested for a "misunderstanding" and needs a crew to retrieve the evidence being used against them.

1. A well-respected antiquarian will be selling coveted art that rightly belongs to a family in the Green Zone. The family want it stolen before it can be sold.

2. A fixer with a corporate contract wants information planted on a Tipper to put them in Reform.

3. Mysterious killings are taking place in the Green Zone, and they all point to someone close to the Crew.

4. A faction wants to make a powerplay for control over the dock workers and porters. They need a crew to sabotage the ship mid-journey.

5. Rumors speak of a downed airship outside the Shelter that holds files on a defunct climate change project containing valuable technology.

6. A mysterious figure needs a crew to pass information to a corporate contact.

1. Glitches want to send a team to a location rumored to be a secret corporate facility.

2. A better version of the drug Screen is in development. A gang boss want the plans for themselves.

3. A crew screwed up their job and needs a body disposed of before the sun rises.

4. Some Tracers are looking for Glitches in a Forged community and need immediate extractions.

5. Locals pool their money together to hire a crew to sabotage a drug operation

6. A wealthy executive is transporting a prototype Joule that is said to be one-of-a-kind.

For any opportunity above, consider an Extraction, Espionage, Sabotage, or Theft operation. To twist an opportunity or add additional elements, roll on the score generator tables on page 318.

SHIFTERS

A convoy of nonconformists

People choose to live outside of Shelter 1 for many different reasons. Convoys roam The Reach—some for the thrill, others to gather information in hopes of finding the key to humanity's survival through understanding climate effects and Acts of God.

Shifters earn xp when they execute a successful delivery, discovery, reconnaissance, or entertainment score. Some souls are content to rest. You need to be restless and full of nerve to run directly at an Act of God.

What is the primary drive behind you and the others in your convoy—is this a thrill or something more?

STARTING UPGRADES

⊙ **BASE: CONVOY:** Your base is a convoy, where each crew member has a vehicle in the crew's possession. Choose an Edge and a Flaw for each PC's vehicle

⊙ **COHORT: GANG, TYPE: Monitors.**

HUNTING GROUNDS

Choose a favored operation type:

⊙ **DELIVERIES:** Safely transporting something from one location to another—could be an item or a person.

⊙ **DISCOVERY:** Unearth a specific piece of information, often a mandate to answer something posed.

⊙ **SUBVERSION:** To weaponize data, undermining a target.

CONTACTS

⊙ **DON**, an academic. *Perhaps they are along for the ride, or are they interested in your endeavors for their own research and can answer technical questions?*

⊙ **ISAMU**, a liaison. *Maybe they connect you with clients or individuals in forged communities?*

⊙ **LLYA**, an theorist. *Many people have ideas about what information obtained from Acts of God could mean; perhaps they buy your data from you?*

⊙ **FEECHI**, a slide. *Perhaps they help you get in and out of Shelter 1 or forged communities?*

⊙ **MAJA**, a mechanic. *Do they maintain and repair the vehicles in the convoy?*

⊙ **ALBA**, a hacker. *Are they a Glitch Haunt back in Shelter 1 or someone in the convoy? Do they have the skill to hack Acts of God?*

SHIFTERS UPGRADES

⊙ **SHIFTERS RIGGING:** You may carry 2 load worth of tools or specialized tech for free.

⊙ **SHIFTER CONVOY UPGRADE:** You get an additional edge for each convoy vehicle. Find these on the crew playbook. *You can create new vehicles with your GM as well. Better engines yielding more speed, for instance.*

⊙ **ELITE MONITORS:** Any cohorts with the Monitors type get +1d to quality rolls within their wheelhouse.

⊙ **ELITE ROVERS:** Any cohorts with the Rovers type get +1d to quality rolls within their wheelhouse.

⊙ **SEASONED:** Each PC gets +1 trauma box. You need to spend 3 upgrades to unlock Seasoned. *If a PC already has 4 trauma and is out of play, this could be used to put them back into play. How does the crew become seasoned? How long have you been doing this now, and how many Acts of God have you experienced?*

CLAIMS
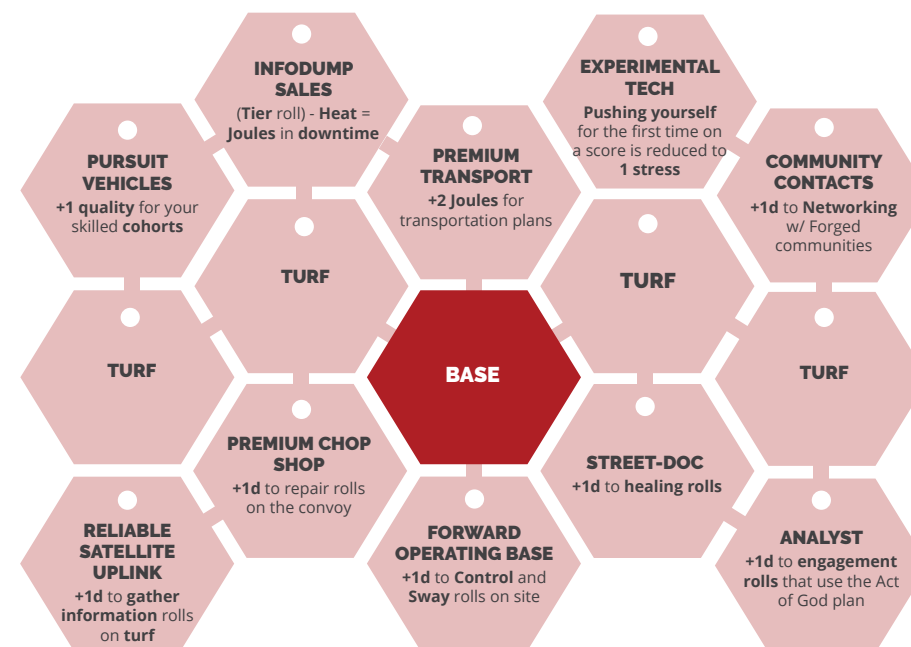
ANALYST: You get **+1d** to **ENGAGEMENT ROLLS** that use the Act of God plan. *Someone's feeding you information to help you prepare. Is it one of your Monitors?*

COMMUNITY CONTACTS: When interacting with Forged community members, you get **+1d** to **NETWORK** rolls. *You've built a reputation such that some folks will help you out.*

EXPERIMENTAL TECH: The first time you **push yourself** on a score, it only costs **1 STRESS** (instead of the normal 2). *What does this look like? What kind of tech is it?*

FORWARD OPERATING BASE: You get **+1d** to **CONTROL** and **SWAY** rolls on site. *Is this a prefabricated structure you throw up or something more permanent?*

INFODUMP SALES: During **downtime**, roll dice equal to your **TIER** and subtract the amount of **HEAT** you have from the highest result. That is how many **JOULES** you earn. *Who are you selling this data to; what kind of data is it?*

PREMIUM CHOP SHOP: You get **+1d** to rolls involving the **repair** of a vehicle in your convoy. *What does the shop look like? What makes it premium?*

PREMIUM TRANSPORT: You get **•2 JOULES** in **payoff** when you execute a successful transportation plan. *How do you make this a premium experience?*

PURSUIT VEHICLES: Your Monitor **cohorts** get **+1 quality**. *Extra vehicles that shadow the crew's vehicles. New recruits use it to learn without being in harm's way, increasing their skill.*

RELIABLE SATELLITE UPLINK: Take **+1d** when you **gather information** on your **turf**. *You're able to get signal and run some programs, receiving information.*

STREET-DOC: When you're **recovering** in **downtime**, you get **+1d** to your **healing treatment** rolls.

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SHIFTERS SPECIAL ABILITIES

You start with this ability and choose one more when making your crew:

STARTING ABILITY: DATA CUTTING

You devised a method to extract data from an Act of God. Take **3 STRESS** to use this specialized method after overcoming it as an obstacle.

Acts of God are like any other obstacles. You can surmount them with clocks. The GM sets a clock based on the Act of God's difficulty for the players to overcome. The higher Act of God's Tier, the harder it will be to tackle. After overcoming the Act of God, a PC can take 3 stress to use the tech to extract data from it.

Choose one more at crew creation:

KINESTHETIC LEARNING

Each PC may add **+1 action rating** to **HACK**, **STUDY**, or **SWAY** (up to a max rating of 3).

Each player chooses to increase any of the action ratings. Players do not have to choose the same one. You can use this ability to increase a rating after assigning action ratings at character creation.

RESILIENT

You get **+1d** to **RESISTANCE ROLLS** against Acts of God. You get **+1d** to **healing rolls** when you have suffered **harm** from one.

You recover from harm in downtime and get +1d when doing so, which stacks.

SUBVOCAL COMMS

Spend **1 STRESS** to use **teamwork** with any crew member, regardless of distance.

This could be a word of encouragement, or using your expertise to direct another crew member.

THRILL SEEKER

Each PC gains an additional **VICE**: *Daredevil.* When you indulge this **VICE** and go thrill seeking, you don't **overindulge** when you clear excess **STRESS**.

When you clear stress in downtime and roll higher than your current stress level, you are not penalized.

NOWCASTER

Someone in the convoy is always nowcasting, coordinating the team and scouting ahead; ask a follow-up question when you **gather information**, and take **+1d** to **ENGAGEMENT ROLLS** using the Act of God plan.

The follow-up question will have the same level of detail as the roll dictates. When you initiate a score with an Act of God plan, take +1d to the engagement roll.

What does this look like in the fiction? Are they in a lead vehicle with a special rig, flying overtop in a manned craft?

LAY OF THE LAND

Take **+1d** to **GHOSTING** or **TRACING** when leading a **group action** for the entire crew.

FOUND FAMILY

When you lay down roots and share a communal moment of intimacy in **downtime**, those present may roll to decrease their **STRESS** as though they were **indulging a VICE**.

Laying down roots is subjective. It could be abstracted by spending time in a place where you've obtained Turf, or spending a significant amount of time in a place.

*You can **still** overindulge, causing problems for the crew.*

SHIFTERS OPPORTUNITIES

1	A mysterious figure offers funding for raw data on a particular kind of Act of God.
2	A client wants footage of your convoy taking on an Act of God for academia, or a corporation puts in a bid to have footage used as an advertisement.
3	Glitches are building their own Internet and need tech placed in specific spots to establish a network.
4	A dipper has information from a corp indicating strange behavior in an odd area of The Reach.
5	A theorist believes the largest tornado will strike this storm season, but needs more data from a current Act of God striking the area to support their theory.
6	A Forged community member needs safe passage to another under the cover of darkness.

1	A strange series of Acts of God are plaguing a Forged community.
2	Safety is disseminating propaganda, stoking the fear that no community is safe without them, including the Green Zone. A learning center wants this message subverted.
3	A long buried city is unearthed when an Act of God passes the vicinity. Its buildings share the same corporate logo as Shelter 1.
4	A gang has formed their own convoy and tries to intimidate you into paying them off.
5	A slide solicits you to find a safe means into Shelter 1 for their business.
6	A Carrion airship flies overhead. The flight path appears to be headed toward somewhere uncharted...

1	A vibrant forged community turns into a ghost town; a patron wants to know why.
2	A gene-hacker claims their work was stolen by corporations. They want the proof disseminated to the masses.
3	A privileged corp executive wants to slum it on a ride along.
4	Some people sentenced to Reform plan to escape and need a ride.
5	A gang wants you to meet a heavy loader ship off the coast with a shipment.
6	An anonymous patron wants a spectacle of a stunt done to shock the masses in the city proper, blind to the troubles of those in the Green Zone.

For any opportunity above, consider a Delivery, Discovery, or Subversion operation. To twist an opportunity or add additional elements, roll on the score generator tables on page 318.
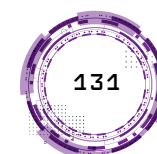
WIRES

Underworld vice dealers

The corporations control most aspects of daily life. Information, nourishment, and policing from Acts of God beyond the walls. People turn to all manners of escape during these times and you give it to them.

Wires earn xp from acquiring new product supply, executing clandestine or covert sales, or securing new sales territory. You operate outside of the law, such as it is in Shelter 1. While other crews have hunting grounds, your livelihood is linked to your sales territory.

There are so many vices in Shelter 1. What do you provide and from whom? Where do you get it from? How and where do you sell it? Is this rooted in one or all of the crew members' pasts?

STARTING UPGRADES

⊙ **BASE: SECURE**.
⊙ **TRAINING:** Resolve.

HUNTING GROUNDS

Choose a favored operation type:

⊙ **SALE:** Moving substantial amounts of product to a specific buyer. Not day-to-day sales.

⊙ **SUPPLY:** Securing and acquiring new product and/or a supplier.

⊙ **SHOW OF FORCE:** Forcibly removing a presence from a target location—your own territory or someone else's territory.

⊙ **SOCIALIZE:** Networking to build better rapport with a particular faction related to your business (usually to secure an increase in status).

CONTACTS

⊙ **DAIKI**, a porter captain. *Perhaps someone who can transport your supply?*

⊙ **TIAGO**, a factory owner. *Have they used their facility to manufacture your supply?*

⊙ **FOREVER**, an informant. *Perhaps someone who lets you know when the Sentinels are coming?*

⊙ **CLARA**, a Comet. *Are they a customer, or something more? Perhaps they help you move your supply somehow?*

⊙ **VEETI**, an elusive mastermind. *Perhaps a patron; the brains of the operation behind the scenes?*

⊙ **DIEGO**, runs the Violent Delights. *Do they let you distribute your supply there, for a price?*

WIRES UPGRADES

⊙ **WIRES RIGGING:** Any one item is concealed and has no load. *You might carry some of your supply with you, which wouldn't count toward your load.*

⊙ **CONTACTS IN THE GRIND:** Your Tier is +1 higher in Reform (colloquially called The Grind), which gives you a better chance at positive outcomes while serving time there.

⊙ **ELITE ROOKS:** Any cohorts with the Rooks type get +1d to quality rolls within their wheelhouse.

⊙ **ELITE BOOSTERS:** Any cohorts with the Boosters type get +1d to quality rolls within their wheelhouse.

⊙ **COMPOSED:** Each PC gets +1 trauma box. You need to spend 3 upgrades to unlock Composed. *If a PC already has 4 trauma and is out of play, this could be used to put them back into play. How does the crew become more composed, as a whole?*

CLAIMS
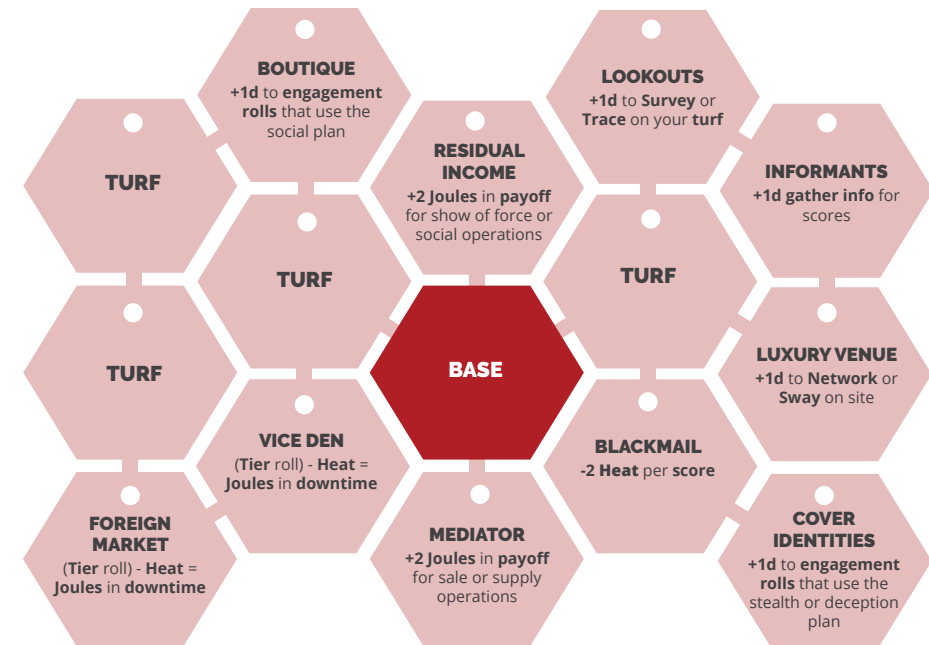
BOUTIQUE: You get **+1d** to **ENGAGEMENT ROLLS** that use the social plan. *You can look how you please, including the latest fashions, as a part owner in this establishment.*

BLACKMAIL: You take **-2 HEAT** after a score. *You hold information over someone working on the inside to take the heat off of you.*

COVER IDENTITIES: Deception and stealth plans are given **+1d** to the **ENGAGEMENT ROLL**. *People believe you more easily with these passable alternate identity.*

FOREIGN MARKET: During **downtime**, roll dice equal to your **TIER** and subtract the amount of **HEAT** you have from the highest result. That is how many **JOULES** you earn. *You manage to get some of your product out of the city. Who is buying it?*

INFORMANTS: When you **gather information** for scores, you get **+1d**. *How has your reach extended? Does the neighborhood talk, or do you use a SneakerNet asset?*

LOOKOUTS: Take **+1d** when you **SURVEY** or **TRACE** on your own **turf**.

LUXURY VENUE: When on the premises, you get **+1d** to **NETWORK** and **SWAY** rolls. *What is this venue? What makes it luxurious?*

MEDIATOR: You get **+2 JOULES** in **payoff** when you execute successful sale and supply operations. *A third party helps everyone feel better, encouraging more payment.*

RESIDUAL INCOME: You get **+2 JOULES** in **payoff** when you execute a successful show of force or socialize operation. *Joules just seem to find their way into your pockets from time to time.*

VICE DEN: During **downtime**, roll dice equal to your **TIER** and subtract the amount of **HEAT** you have from the highest result. That is how many **JOULES** you earn. *What Vice is it, and where is it located?*

WIRES SPECIAL ABILITIES

You start with this ability and choose one more when making your crew:

STARTING ABILITY: CHASING THE STORM

You devised a method to extract Acts of God into a raw form you can then convert into an illicit substance. Take **3 STRESS** to use this method on an Act of God after you overcome it as an obstacle.

Acts of God are like any other obstacles. The GM sets a clock based on the Act of God's difficulty for the players to overcome. The higher Act of God's Tier, the harder it will be to tackle. After overcoming the Act of God, a PC can take 3 stress to obtain the Act of God's raw materials using the specialized method.

Once you have these raw materials, you can begin turning it into product that you can sell.

Choose one more at crew creation:

MACHINATIONS OF MEN

You know when and where the solar panels shed light on the streets of Shelter 1. Take **-1 HEAT** in **downtime** and **+1d** to **gather info** when being in dark corners is beneficial.

You reduce Heat once every downtime. Essentially, you can almost always find a place where you would be hard to notice.

MARKED

Everyone in the crew has a tattoo, piercing, or some other kind of discernible marking. Each PC may add **+1 action rating** to **CONTROL**, **NETWORK**, or **SWAY** (up to a max rating of 3).

Each player chooses to increase any of the action ratings. Players do not have to choose the same one. You can use this ability to increase a rating after assigning action ratings at character creation.

What is this mark you all carry, can it be reversed? Has anyone ever wanted out?

THE GOOD STUFF

Your merchandise is exquisite. The **product quality** is equal to your **TIER+2**. When you deal with a crew or **faction**, the GM will tell you who among them is hooked on your **product** (one, a few, many, or all).

Applying this to the fiction, the GM might use fortune rolls to further define how the product has impacted clientele and perhaps the broader community.

SCAPEGOAT

When a PC would be **incarcerated**, you can instead send an **Elite COHORT**.

Their rolls will be based on Tier, and the cohort will have the benefits of special abilities related to the entire crew.

THE GAME

When anyone in the crew gets taken in for interrogation or questioning, you also roll to see how much **HEAT** you lose.

As the interrogation is happening, others are getting rid of evidence, witnesses, and more.

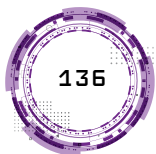### HOOKED

Your gang members use your **product**. Add the *savage*, *unreliable*, or *wild* **flaw** to your gang to give them **+1 quality**.

The max quality rating the gang may have is 4.

ACCORD

Up to three **+3 statuses** with **factions** count as **TURF**.

This benefit ceases if a faction drops below +3 status. The minimum cost for advancing your Tier is always 6, no matter the circumstances.

WIRES OPPORTUNITIES

1	The original mind behind the drug named Screen has the plans for a more potent version but was last seen fleeing from the docks.
2	Word is getting around that a Sentinel is targeting vice dealers and users for murder.
3	Someone very privileged in the 'Zone wants a new, unusual product.
4	A Sentinel wants product for free and threatens to arrest the crew otherwise.
5	An ambitious supplier wants to move the crew's product to an upscale clientele, but they need a fancier venue to match.
6	The shifters who help move the crew's product want to start dealing with them directly, or else.
1	Some idealistic Glitches have begun hitting stash houses to clean up the area.
2	There was a lot of product seized in a bust a week or two back and is in a warehouse for storing evidence.
3	A Haunt intercepts a kill order for one of the PCs' contacts and attempts to sell the information to the crew.
4	A gang of Clippers moved in and their heat makes it difficult to sell in the area.
5	The crew's product might be compromised, as a few customers have died taking it.
6	The Corporate Council might pass a rule making more substances on the market illegal, which would drive up the demand further.
1	Clients claim they're paying one of the crew's gang members for product, but the product quality is less than what was promised.
2	Another gang starts roughing up customers to deter them from making the trip to the crew's territory.
3	Another gang wants to bundle the crew's product and theirs for a premium price.
4	A figure approaches the crew with an improvement to the crew's product and wants a cut of the profit.
5	A gang who operated out of the crew's territory previously have returned and want their turf back.
6	A gang war has broken out and has blocked off the crews' territory from their customers.

For any opportunity above, consider a Sale, Supply, Show of Force, or Socialize operation. To twist an opportunity or add additional elements, roll on the score generator tables on page 318.

CHAPTER 4

THE SCORE

Murder for hire, brutal extortion, illicit deals, smuggling runs, thievery in the shadows—the only chances left for those pushed to the margins and denied the privileges of the corrupt and predatory elite.

In *Hack the Planet*, we play to find out if a fledgling crew of characters can prosper in the underworld—and that prosperity depends upon their endeavors, which we call **scores**.

A score is a single operation with a particular goal: crack a smart-safe and retrieve the contents, assassinate a corporate executive, muscle a rival gang out of your **turf**, and so on. Usually, a score will fall into one of three categories:

⊙ **A CRIMINAL ACTIVITY**, determined by your crew type. An assassination, thievery, illicit vice deal, or similar. (**Crew types** are discussed on page 98.) Seizing a **claim** that you choose from your crew's **claim map**. **Claims** help your crew grow and develop. See page 40 for more details.

⊙ **SEIZING A CLAIM** that you choose from your crew's **claim** map.

⊙ **A SPECIAL MISSION OR GOAL** determined by the players (like taking on an Act of God).

A score can be long and involved or short and sweet. There might be lots of rolls and trouble, or just a few actions to resolve it. Play to find out what happens! A score doesn't need to fill one session of play every time. Let it be however long it is.

The PCs can set up a new score by choosing a target (from their claims or the faction list, for example), by approaching a potential client for work, or by an NPC contacting them about a job.

A score consists of three key elements detailed in this chapter: **planning & engagement**, **flashbacks**, and **teamwork**.

PLANNING & ENGAGEMENT

The crew spends time planning each score. They huddle around ancient florescent lighting in their base, looking at scans of smuggled out corporate plans, whispering plots and schemes, bickering about the best approach, and lamenting the dangers ahead.

However, the players don't have to do the nitty-gritty planning. The characters take care of that off-screen. The players only have to choose what **type of plan** the characters have already made. There's no need to sweat all the little details because the **ENGAGEMENT ROLL** (detailed below) determines how much trouble the PCs are in when the plan is put in motion. *No plan is ever perfect.* You can't account for everything. This system assumes there's always some unknown factors and trouble—major or minor—in every operation; you just have to make the best of it.

There are six different plans, each with a missing detail you need to provide (see the list below). To "plan an operation," simply choose the plan and supply the detail. The GM will then cut to the action as the first moments of the operation unfold.

THE DETAIL

When the players choose a plan, they provide a missing detail—the point of attack, the social connection, the tech, and so on.

ASSAULT	Do violence to a target. *Detail: The point of attack.*
DECEPTION	Lure, trick, or manipulate. *Detail: The method of deception.*
STEALTH	Trespass unseen. *Detail: The point of infiltration.*
ACT OF GOD	Engage a natural phenomena. *Detail: The specialized tech used.*
SOCIAL	Negotiate, bargain, or persuade. *Detail: The social connection.*
TRANSPORT	Carry cargo or people through danger. *Detail: The route & means.*

If the players don't know the detail, they can **gather information** in some way to discover it. Find out the target's weakest point, your contact's secret vice, the perfect piece of tech for your problem, whatever will give you a hook into completing the score. See page 34 for information on **gathering information**.

The players only need to get enough information to supply the **detail** of the **plan**. The more time they spend **gathering information**, the higher their chance of accruing irrelevant or tertiary details that derails the system's purpose. Remember, the system accommodates rolls made in the present and the past through flashbacks. You don't need to plan out those details right now. In fact, it's usually more fun if you don't.

If you think of the game in terms of a TV show or movie, good editing presents only what is pertinent to the story. When you're on a score and encounter something unexpected, flash back to a character dealing with the problem beforehand.
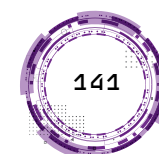
The GM and players create natural cuts to the most interesting parts of the score after learning the necessary information. Players work with the GM to set the scene and proceed with the score to create an interesting story.

As a GM, fill your players in on everything; your relationship is not adversarial. The GM can suggest bridging the gathered information and detail with contacts as well. The more information shared, the more likely the best possible fiction will follow.

ITEM LOADOUTS

After the plan and detail are in place, each player chooses their character's **load**. **Load** indicates how much stuff they're carrying on the **score**.

Players don't have to select individual items—just the maximum amount they'll have access to during the action. If they have "free" items (ones that do not count toward your load) from **crew upgrades**, they don't need to choose them beforehand; players may use them as needed. **Armor** works the same—you consume **2 load** when using **armor**, and one more for a second use.

Once a player marks an item, it is in their possession and available for use until the end of the **score** (unless it is expended, breaks, or is otherwise spent). Players' items refresh when they enter **downtime**, including **armor**.

ENGAGEMENT ROLL

Once the players choose a **plan**, provide its **detail**, and load up, the GM cuts to the action. The GM describes the scene as the crew starts the operation and encounters their first obstacle. But how is this established?

The GM uses an **engagement roll** to determine what that action looks like. The **engagement roll** starts with **1d** for **sheer luck**. The dice pool is then modified for any **major advantages** or **disadvantages** that apply. The GM describes the starting situation's simplicity or complexity based on the roll's outcome.

Major Advantages / Disadvantages

⊙ **Is this operation particularly bold or daring?** Take **+1d**. Is this operation overly complex or contingent on many factors? Take **-1d**.

⊙ **Does the plan's detail expose a vulnerability of the target or hit them where they're weakest?** Take **+1d**. Is the target strongest against this approach, or do they have particular defenses or special preparations? Take **-1d**.

⊙ **Can any of your friends or contacts provide aid or insight for this operation?** Take **+1d**. Are any **enemies or rivals** interfering in the operation? Take **-1d**.

⊙ **Are there any other elements that you want to consider?** Maybe a lower-**Tier** target will give you **+1d**. Maybe a higher-**Tier** target will give you **-1d**. Maybe there's a situation in the immediate area that makes the operation more or less tricky.

The **engagement roll** assumes that the PCs are approaching the target as intelligently as they can, given the **plan** and **detail** they provided, so we don't need to play out tentative probing maneuvers, special precautions, or other ponderous non-action. The **engagement roll** covers all of that. The PCs are already in action, facing the first obstacle—diving from the aircraft into an Act of God, trying to free fall into an entry vector the breadth of their body, hacking the controls to a rival gang's garage, or pointing their weapons at corp security.

Don't make the **engagement roll** and then describe the PCs approaching the target. Cut to the action that results because of that initial approach—to the first serious obstacle in their path. This cut creates a time window where the PCs could conceivably flashback and deal with obstacles now. If all time is accounted for, it feels more contrived (and often is).

ENGAGEMENT ROLL

⬡ **1d** for sheer luck.

⬢ **+1d** for each **Major Advantage**.

⬤ **-1d** for each **Major Disadvantage**.

Critical: Exceptional result. *You've already overcome the first obstacle and you're in a controlled position for what's next.*

6: Good result. *You're in a controlled position when the action starts.*

4/5: Mixed result. *You're in a risky position when the action starts.*

1-3: Bad result. *You're in a desperate position when the action starts.*

The crew decides on an assault plan as soon as an informant tells Cross they're able to deactivate the power in the area when they assault the tower.

The players roll the engagement roll. The engagement roll yields a 6 (a good result), so the players are in a controlled position. This is perfect because Mathias has an idea. The GM cuts to their PC, The Steve, as he targets the Nourish headquarters with a missile launcher, waiting to strike at the right spot to crack the structure open 'like an egg.' This reflects the controlled position well.

Engagement Roll Outcomes

When the GM describes the situation after the roll, they use the target's details to paint a picture of the PCs' position. How might dropping in from a skylight to infiltrate a facility present a desperate position for them? How might the violent and ruthless rival Clipper gang present a risky threat to assaulting Boosters? How might a meeting with a Spook under the cover of darkness present a controlled opportunity for a manipulative Glitch? Use this opportunity to show how the PCs' enemies are dangerous and capable—don't characterize a bad **engagement roll** as the PCs' failure. Sure, things are starting out desperate here against the Clipper gang, but the PCs are just the type of characters daring enough to take them on and win.

No matter how low **Tier** or outmatched you are, a desperate position is the worst thing that can result from the **plan** + **detail** + **engagement** process. It's designed this way so the planning process matters, but it doesn't call for lots of optimization or nitpicking. Even if you're reckless and dive in without caution, you can't get too badly burned. Plus, players might even want those desperate rolls to generate more **xp** for their PCs.

Mathias flashbacks to The Steve acquiring an asset: the missile launcher we've just seen on screen. The Steve saved up his payoff in preparation for this score. He boosts the result level of the roll, increasing the Tier multiple levels so that it will have an effect on the structure.

Ordinarily, their Tier would dictate they have no effect.

HOW LONG DOES IT LAST?

The **ENGAGEMENT ROLL** is a quick short-hand to kick things off and get the action started—it doesn't have any impact after that. It only determines the PCs' starting **position**. Once the initial actions have been resolved, follow the normal process for establishing **position** for the rest of the rolls during the **score**.

> *The Steve lets the missile fly and gets a critical. As a result, their Controlled roll with a Standard effect becomes a Great effect instead. The missile flies into the night sky and strikes near the top, cracking the oval structure and showering reinforced structural components everywhere just as the lights go out in that sector.*

> *The GM asks the players what each of them wants to do for their next action, and then cuts the camera to Silver who is infiltrating by way of a zip line from a taller building down to this one with Infiltration Gear, Ghosting her way inside. The GM tells Silver that this action would put her in a risky position.*

LINKED PLANS

Sometimes players will want to link their **plans** together on a **score**. The team taking a two-pronged approach is a common scenario. "You create a diversion at a nightclub, and when they send Boosters over there, we'll break into their base." There are two ways to handle this diversion:

1. The diversion is a **setup maneuver**. A successful setup maneuver can improve **position** for teammates (possibly offsetting a bad engagement roll) or give increased effect. An unsuccessful setup maneuver might cause trouble for the second part of the plan—an easy **consequence** is to give the **ENGAGEMENT ROLL** -1d. *If it makes sense, the team member who performed the setup can drift back into the main operation and join the team later so they don't have to sit out and wait.*

2. The diversion is its own **plan**, **ENGAGEMENT ROLL**, and **operation**, where the outcome creates an opportunity for a future **plan**. Use this option when the first part of the **plan** is required for the next part to happen at all. For example, you might execute a **stealth plan** to steal a new kind of drug from The Garden, then later use that drug in a **sale operation** to quickly move the product. In this case, you go into **downtime** (and **payoff**, **HEAT**, etc.) after the first part of the plan, as normal.

Either approach is fine. It's usually a question of interest. Is the linked plan idea interesting enough on its own to play out moment by moment? Is it required for the second plan to make sense? If so, make it a separate operation. If not, use a setup maneuver.

> *Because the whole crew was assaulting the same building in this example, this plan was* not *linked.*

> *However, it could have easily been one since multiple PCs hadn't acted yet. For instance, Cross, the crew's Edge might be standing down on the street painting the exact location the missile needed to strike, bolstering the effect. This could be fiction for helping out by spending stress, or an action roll specifically used to bolster The Steve's roll; who would then choose to take either better position or better effect.*

> *It could be two separate plans executed with different engagement rolls. They could have a few team members strike at the power plant first so others could effectively move in on the building executed with different engagement rolls.*

FLASHBACKS

If the players want to include special preparation or a clever setup, they can use **flashbacks**. Players may balk at the concept at first, but jumping straight into the action is much more effective once they get used to it. When they see the situation they're in, their "planning" in flashbacks will be focused and useful.

The rules don't distinguish between actions performed in the present and those performed in the past. When a score is underway, you can invoke a **flashback** to roll for an action in the past that impacts your current situation. Maybe you make a **SWAY** roll to see if you convinced the district Sentinel commander to cancel the patrol tonight.

The GM sets a **STRESS cost** when you activate a **flashback** action.

◉ **0 STRESS:** An ordinary action for which you had an easy opportunity. **NETWORKING** *with a friend to arrive at the dice game ahead of time so they can spring out as a surprise ally.*

◉ **1 STRESS:** A complex action or unlikely opportunity. **FINESSING** *a gun into a hiding spot in the club so you could retrieve them after the pat-down at the front door.*

◉ **2 (OR MORE) STRESS:** An elaborate action that involved special opportunities or contingencies. *To already know where the corporate executives would be taken during an attack on a building, and then securing an alternate route they wouldn't take.*

After the player pays the **STRESS** cost, a **flashback action roll** is handled just like any other **action roll**. Sometimes it may require an action roll because of the danger or trouble involved. Sometimes a **flashback** will entail a **fortune roll**, because we just need to find out how well it went (or how much you got, or how long it lasted, etc.). Sometimes a **flashback** won't call for a roll at all—you can just pay the **STRESS** and do it.

If a flashback involves a **downtime activity**, pay **1 JOULE** or **1 REP** for it, instead of **STRESS**.

One of the best uses for a **flashback** is when the **ENGAGEMENT ROLL** goes badly. After the GM describes the trouble the PCs are in, a player can call for a **flashback** to a special preparation you made "just in case" something like this happened. The player's "flashback planning" will focus on the problems that did happen, not the problems that *might* happen.

> *While the other players prepare to shoot a missile at the building, Mike has his PC, Yeji, the crew's Fuse, do a flashback action roll in which she acquired a guard uniform and headed into the building, toward their objective: assassinating a particular corporate executive, as The Steve was firing. After the flashback action roll, Yeji is in a better position going forward by virtue of having a disguise as she makes her way to the target. The pandemonium of the attack launched by The Steve also will benefit her.*

LIMITS OF FLASHBACKS

A flashback isn't time travel. It can't "undo" something that just occurred in the present moment. For instance, if a Sentinel confronts you about distributing Screen to Porters, You can't use a flashback to assassinate the Sentinel the night before. She's here now, questioning you—that's established in the fiction. However, you can call for a flashback to show that you intentionally tipped off the Sentinel so she would confront you now—so you could get them out of view of the cameras and use that opportunity to kill them now.
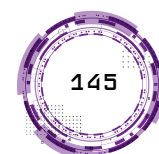
Flashback Examples

"I want to have a flashback where I set up a meeting with a Carrion representative on the rooftop here to take place right after I fire the rocket at the building and as the others are making their way into the building."

"Interesting, let's see where this goes. You're at war with them, so this makes a certain kind of sense but feels slightly contrived. Let's just call it 1 stress."

"So, it just happens?"

"Well. Let's see a roll to dictate the position and effect. What do you say? She will come either way. But is this an earnest request, with a Sway or Network, to Carrion? Let's see if she shows up with snipers on the rooftops or alone with a pistol."

—

"Since the engagement roll put you in a desperate situation, I think we cut to a scene in where Cross takes a turn off the market square. She passes walls that grow darker in color, leading to a final, blood-red room. This room is the meeting place where you've arranged to meet your contact. What appeared to be a wall is instead a door. It creaks as it slides sideways, revealing darkness. There's a silhouette of a person there. You had expected that there was only one entry and exit. Instead, they've got one up on you. You realize you're isolated from your crew here. What do you do?"

"Wait! We know this is the room, right? With one entry and exit…? What if we placed a sort of mirror there? Or more like a TV screen. We showed Cross walking forward from the vantage point of a meeting and then played. Meanwhile, Cross and possibly another team member arrived early and snuck in with camo before the meeting."

"That's cool and also pretty contrived, 2 stress for that, I think. And I'm being kind. Ha-ha."

GIVING UP ON A SCORE

When you give up on a score, you go into **downtime**. Follow the phases for **downtime** presented in the next chapter. You'll usually have zero **payoff**, since you didn't accomplish anything. You'll still face **HEAT** and **entanglements** as usual.

For more on this, see the **Downtime** chapter, starting on page 151.

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TEAMWORK

TEAMWORK

When PCs work together, the characters have access to four special **teamwork maneuvers**. They're listed at the bottom of the character playbook sheets as a reminder to players. The four maneuvers are:

⊙ **Assist** another PC who's rolling an action.

⊙ Lead a **group action**.

⊙ **Set up** a character who will follow through on your action.

⊙ **Protect** a teammate.

ASSIST

When you **assist** another player who's rolling, describe what your character does to help. Take **1 STRESS** and give them **+1d** to their roll. You might also suffer any **consequences** that occur because of the roll, depending on the circumstances. Only one character may **assist** a given roll. *If you really want to help and someone else is already assisting, consider performing a **setup** maneuver instead.*

A character may **assist** a **group action**, but only if they aren't taking part in it directly. You decide which character in the **group action** gets the bonus die.

LEAD A GROUP ACTION

When you **lead a group action**, you coordinate multiple members of the team to tackle a problem together. Describe how your character leads the team in a coordinated effort. Do you bark orders, give subtle hand signals, or provide charismatic inspiration?

Each PC involved in the group action makes an **action roll** (using the same action) and **the team counts the single best result** as the overall effort for everyone who rolled. However, the character leading the group action takes **1 STRESS** for each PC that rolled **1-3** as their best result.

> *This is how you do the "we all sneak into the building" scene as a group action. Everyone who wants to sneak in rolls their Ghost action, and the best result counts for the whole team. The leader suffers stress for everyone who does poorly. It's tough covering for the stragglers.*

The group action result covers everyone who rolled. If you don't roll, your character doesn't get the effects of the action.

The player's character doesn't have to be especially skilled at the action to **lead a group action**. This maneuver is about leadership, not necessarily about ability. A player character can also lead their crew's **cohorts** with a **group action**. The player rolls **CONTROL** if they are directing the **cohorts**, or rolls the appropriate **action rating** if you participate alongside them. The **cohort** rolls its **quality level**.

SET UP

When a player performs a **setup action**, they have an indirect effect on an obstacle. If your action has its intended result, any member of the team who follows through on your maneuver gets **+1 effect level** or **improved position** for their roll. The player performing the **setup action** chooses the benefit.

> *This is how you do the "I'll create a distraction" scene with a setup action. You roll CONTROL or SWAY to distract a guard with your charms. While the guard is distracted, any teammate can use a GHOST action to sneak past him with an improved position. It's less risky since you're drawing away the guard's attention.*

Setup actions are a good way to contribute when you don't have a good rating in the action at hand. A clever **setup action** lets you help the team indirectly. Multiple follow-up actions may take advantage of your setup (including someone leading a group action), as long as it makes sense in the fiction.

Since a **setup action** can increase the effect of follow-up actions, it's also useful when the team is facing tough opposition that has advantages in **quality**, **scale**, and/or **potency**. Even if the PCs are reduced to **zero effect** due to disadvantages, the **setup action** provides a bonus that allows for **limited** effect.

> *Veeti is meeting a mysterious contact linked to faction the crew haven't encountered yet. During the meeting, Gebraish (another crew member), HACKS this figure via the information taken from Veeti's multi-spectrum contacts. With the successful HACK completed, compromising information is then relayed to Veeti. She can leverage that information to have more effect or position in the coming roll (Gebraish chooses which).*

PROTECT

You step in to face a **consequence** that one of your teammates would otherwise face. **You suffer it instead of them. You may roll to resist it as normal.** Describe how you intervene.

This is how you do the "I'll dive in front of the bullet" as a **protect** action. You cover for a teammate, suffering any **harm** or **consequences** that still linger after you've rolled to **resist**. It hurts, cost **STRESS**, and may leave you in a bad spot. But hey, you're a hero.

Protect is the most commonly forgotten move. As everyone learns the game, both GM and players should consult the list of **teamwork maneuvers** in any given scene during a **score**— especially during firefights. Protecting teammates can make a lot of sense in the fiction. Anyone can intervene, curtailing a **consequence** if they've got the **STRESS** and a plausible means in the fiction—including **flashbacks**!

> *"Hm, a 2 result on a risky Sway. I think she can tell you've got no idea what or who the Straylight Run is at all and starts to turn back to the Spinner. Her man over there, pushes the button; the suicide door opens. I'd say things are getting quite desperate, try another way."*

> *"Wait, I'm hacking and have uncovered Straylight Run stuff. We know it's a ship, and we know Straylight was asked to affect the weather. I want to resist that consequence by telling Veeti that the Straylight isn't a person. Straylight is a ship. That way when the moment of doubt comes, at least we know more than she thinks."*

> *"Interesting. I like this. Well, roll your Insight, and let's see how much stress you take."*

DO WE HAVE TO USE TEAMWORK?

Teamwork maneuvers are options, not requirements. Each character can still perform solo actions as normal during a **score**.

If your character can't communicate or coordinate with the rest of the team, you can't use or benefit from any **teamwork maneuvers**.
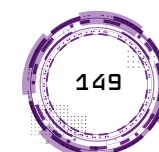
DOWNTIME

After the crew finishes a score (succeed or fail), they take time to **recover**, regroup, and prepare for the next operation. This phase of the game is called **downtime**.

Downtime fulfills two purposes in the game:

⊙ **FIRST**, it's a break for the players and the PCs. During the score, the PCs are always under threat, charging from obstacle to obstacle in a high-energy sequence. Downtime gives them a chance to catch their breath—focus on lower-energy, quieter elements of the game, as well as explore the PCs' personal lives.

⊙ **SECOND**, shifting into a new game phase signals a shift in the mechanics. When we shift into downtime, we take out a different toolbox and resolve downtime on its own terms. After downtime, then mechanics shift again to suit the more action-focused phases.

Downtime is divided into four parts below. If you're coming off of a **score**, start at step one and resolve the steps in order. If you're beginning a session at **downtime** and already completed **payoff**, **heat**, and **entanglements** in the session prior, skip to step four.

1. **PAYOFF.** The crew receives their rewards from a successfully completed score.

2. **HEAT.** The crew accumulates suspicion and attention from the law and the powers-that-be in Shelter 1 as a result of their last score.

3. **ENTANGLEMENTS.** The crew faces trouble from the rival factions, the law, and perhaps even Acts of God.

4. **DOWNTIME ACTIVITIES.** The PCs indulge their vices to remove **STRESS**, work on **long-term projects**, **recover** from injuries, etc.

After the **downtime activities** are resolved, the game returns to free play, and the group can move toward their next **score**.

PAYOFF

After a **score**, the PCs take stock of their income from the operation. A successful score generates both **REP** and **JOULES**.

The crew earns **2 REP** per score by default. If the target of the score is higher **TIER** than you, take **+1 REP per TIER higher**. If the target of the score is lower **TIER**, you get **-1 REP per TIER lower** (minimum zero).

If your crew is Tier I and you pull off a successful score against a Tier III target, you earn 4 rep (2 rep, +2 rep for a target two tiers above you). If your crew is Tier III and you complete a score against a Tier I target, you earn 0 rep (2 rep, -2 rep for the lower Tier target).

If the players keep the operation completely quiet so no one knows about it, they earn zero **REP**.

Mark the **REP** on the crew sheet's **REP** tracker.

The crew earns **JOULES** based on the nature of the operation and/or any loot they seized:

- ⊙ **2 JOULES:** A minor job; a week's wages. Standard efficiency Joules.
- ⊙ **4 JOULES:** A small job; a fine weapon. A weekly income for a small business. A fine piece of art. A set of luxury clothes.
- ⊙ **6 JOULES:** A standard score; customized, specialized tech. Perhaps a unique configuration to the Joule's sheathe, making it heavier and therefore more efficient.
- ⊙ **8 JOULES:** A big score; a good monthly take for a small business. A small smart-safe with valuables inside. A very rare luxury commodity.
- ⊙ **10+ JOULES:** A major score; liquidating a significant asset—a spinner, a cycle, ownership of a small property.

The Green Zone is heavily controlled by others in the underworld. Gang bosses expect smaller crews to pay a tithe from their **scores**. Ask the GM if there's a boss you should be paying. Subtract **JOULES** equal to your crew **TIER +1** when you pay a tithe to a boss or larger organization. *If players don't pay off a boss when they should, the GM starts a clock for that boss's patience running out. The GM fills in a clock segment whenever the players don't pay. Every time the clock fills up, the players lose 1 faction status with boss or larger organization. (See page 247 for more on factions).*

The GM and players can play out a meeting with a client or patron who's paying the crew if there's something interesting to explore there. If not, just gloss over it and move on to the next part of **downtime**.

GM, **definitely don't screw around with the players** when it comes to the **payoff**. Don't say that the client lied and there's no reward, or that the meeting for the payment is actually a trap. These scenarios are crime fiction staples. However, in *Hack the Planet*, the PCs have enough problems coming at them already. When it comes to getting paid, just give them what they earned.

HEAT

The city is full of prying eyes and informants. Anything the players do might be witnessed, and there's always evidence left behind. The crew acquires **HEAT** as they commit crimes to reflect this. After a **score** or conflict with an opponent, the crew takes **HEAT** according to the nature of the operation:

- ⊙ **0 HEAT:** Smooth & quiet; low exposure.
- ⊙ **2 HEAT:** Contained; standard exposure.
- ⊙ **4 HEAT:** Loud & chaotic; high exposure.
- ⊙ **6 HEAT:** Wild; devastating exposure.

Add **+1 HEAT** for a high-profile or well-connected target. Add **+1 HEAT** if the situation happened on hostile **turf**. Add **+1 HEAT** if you're at war with another **faction**. Add **+2 HEAT** if killing was involved (whether the crew did the killing or not—bodies draw attention).

The players mark **HEAT** levels on the crew sheet's **HEAT** tracker.

When your **HEAT** level reaches 9, you gain a **WANTED LEVEL** and clear your **HEAT** (any excess **HEAT** "rolls over," so if your **HEAT** was **7** and you took **4 HEAT**, you'd reset with **2 HEAT** marked).

The higher your **WANTED LEVEL**, the more serious the response when law enforcement takes action against you (they'll send a force of higher **quality** and **scale**).

Also, your **WANTED LEVEL** contributes to the severity of the **entanglements** that your crew faces after a **score**. See page 156 for details.

Marking 2 heat on the heat tracker. When the tracker is full, mark a wanted level and clear all the heat.

INCARCERATION

The only way players can reduce the crew's **WANTED LEVEL** is through incarceration, referred to as **Reform**. **Reform** is where Tippers (the older generation that contributed to climate change) are placed for the rest of their natural life span.

When a crew member or their friends, contacts—or a framed enemy—is convicted and incarcerated for crimes associated with the crew, the crew reduces their **WANTED LEVEL** by one and clears their **HEAT**.

The severity of their sentence depends on the crew's **WANTED LEVEL**:

- ⦿ **WANTED LEVEL 4:** Life or execution.
- ⦿ **WANTED LEVEL 3:** A year or two.
- ⦿ **WANTED LEVEL 2:** Several months.
- ⦿ **WANTED LEVEL 1:** A month or two.
- ⦿ **WANTED LEVEL 0:** A few weeks. Or, the Sentinels give you a beating to teach you a lesson (suffer level 3 **harm**, no **RESISTANCE ROLL** allowed—they keep going until you're injured).

Incarceration is dehumanizing and brutal. Everyone **incarcerated** at **Reform** performs manual labor, primarily charging **JOULES** with kinetic energy. Tradespeople (called slingers) mold the various shapes and forms (called sheathes) much like glasswork, and those sheathes, when charged, become **JOULES**; the primary source of power everyone uses in The Reach. Meaning those in **Reform** give sheathes the charge that powers a **JOULE**. The better the design of a **JOULE**'s sheathe, the more energy it can hold, the heavier it is, and the more valuable it is.

The crew's renown is the PCs' only real defense inside **Reform**. When a PC serves time, their player makes an **INCARCERATION ROLL** using the crew's **TIER** as the dice pool.

INCARCERATION ROLL

⬡ **1d** for each PC **TIER** level.

CRITICAL: You make a name for yourself inside. You gain **+3 REP** for your crew, **1 Reform claim** and **+1 faction status** with a **faction** that you assisted while you served your time.

6: You do your time well. Your crew gains **1 Reform claim** and **+1 faction status** with a **faction** that you assisted while you served your time.

4/5: You keep your head down and do your time without incident.

1–3: It's horrific. You suffer a level of **TRAUMA** from the experience.
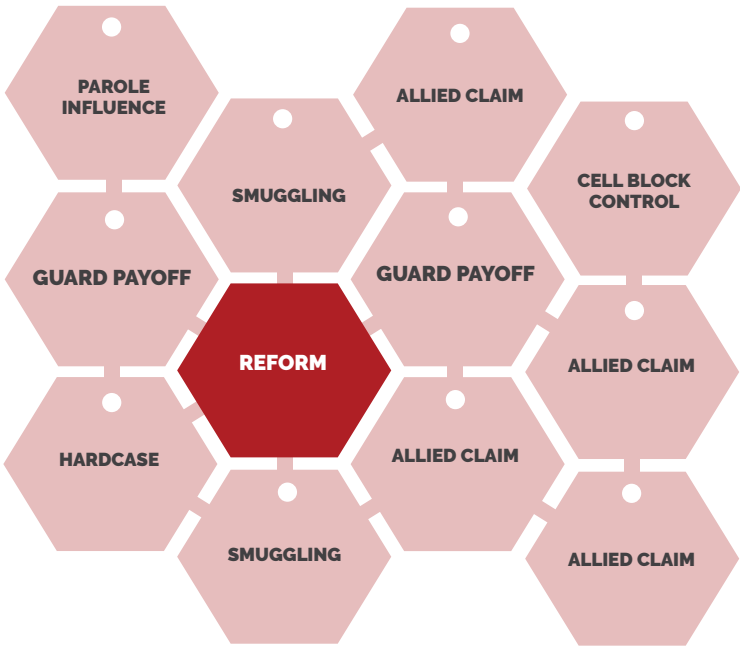
REFORM CLAIMS

ALLIED CLAIM
An ally on the inside arranges for their **faction** to grant you a boon. Take a **claim** for your crew from a different crew type. *You can't take turf with this claim.*

CELL BLOCK CONTROL
The crew has a cell block under their total control—guards and all. PCs never take **TRAUMA** from **incarceration**.

GUARD PAYOFF
You claim several guards on your payroll. Take **+1d** to your **TIER ROLL** when a member of your crew is **incarcerated**.

HARDCASE
Your **REPUTATION** as a tough inmate bolsters your crew's image. When your crew advances **TIER**, it costs **2** fewer **JOULES** than it normally would.

PAROLE INFLUENCE
Political pressures of various sorts can be applied to the Corporate Council and Auditors who oversee sentences for crimes. With this **claim**, you're always able to arrange for a shorter stay at **Reform**—as if your **WANTED LEVEL** was **1** lower. So, if your **WANTED LEVEL** was **3** when you went to **Reform**, you'd spend only several months behind bars (equivalent to level **2**) instead of a full year.

SMUGGLING
You arrange smuggling channels inside. You have **+2 load** while **incarcerated** (starting from zero as a prisoner). If you take this **claim** twice, you'll have **4 load** while you're serving time. Also, you may choose to carry **JOULES** in place of **load** for purposes of bribes or **acquiring assets** while in **Reform**. You may reset the **items** in your **Reform loadout** whenever your crew has **downtime**.

ENTANGLEMENTS

The PCs' crew didn't just spring into existence tonight. The crew has a complex history of favors, commitments, debts, and promises that got them to where they are today. To reflect this history, a player rolls to find out which **entanglement** comes calling after each **score**. An **entanglement** might be a rival crew looking to throw their weight around (and demand a bribe), an auditor from the Corporate Council making a case against your crew (but ready for a bribe).

After **payoff** and **HEAT** are determined, the GM generates an **entanglement** for the crew using the lists below. Find the column that matches the crew's current **HEAT** level. Then roll a number of dice equal to their **WANTED LEVEL**, and use the result of the roll to select which sort of entanglement manifests. *If* **WANTED LEVEL** *is zero, roll two dice and keep the lowest result.*

HEAT 0-3	
1-3	Gang Trouble or The Usual Suspects
4/5	Rivals or Sabotage
6	Cooperation

HEAT 4/5	
1-3	Community Trouble or Questioning
4/5	Reprisals or Deal
6	Show of Force

HEAT 6+	
1-3	Flipped or Interrogation
4/5	The Past Comes Calling or Show of Force
6	Arrest

The GM should either bring the **entanglement** into play immediately, or hold off until an appropriate moment. For example, if you get the Interrogation entanglement, you might wait until a PC indulges their **vice**, then have the Sentinels pick the PC up while they're distracted.

Entanglements manifest before the PCs have a chance to avoid them. When an **entanglement** comes into play, the GM describes what the situation looks like. The PCs then deal with the **entanglement** from that point—they can't intercept or defuse it before it happens.

Entanglements abstract the background complexities of the PCs' lives to generate trouble for them. **Entanglements** are the cost of doing business in the underworld—a good crew learns to roll with the punches and pick their battles.

The **entanglements** are detailed on the following pages. Each **entanglement** has a list of *potential ways* for the PCs to be rid of it. If you want the **entanglements** to be a momentary problem for the crew, stick to the suggested methods, resolve them, and move on with the rest of **downtime**. If you want to explore the **entanglement** in detail, set the scene and play out the event in full, following the **actions** and **consequences** where they lead.
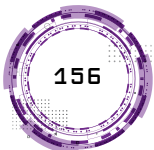
ARREST

An Auditor presents evidence to the Corporate Council to begin prosecuting of the crew. The Council sends Sentinels to arrest you (a gang at least equal in scale to your wanted level). Pay them off with **JOULES** equal to your **WANTED LEVEL** +3, hand someone over for arrest (this clears your **HEAT**), or try to evade capture.

> *"You wake up to a laser show as rifles begin spotting targets through the windows of your place. There is a knock on the door and a humming coming from the wall beside the entry, the tell-tale sound of a breach charge. You've got seconds to decide. Are you going to try to pay them off before they breach, throw someone in their way and take off, or are all of you going to try and bug out?"*

COOPERATION

A •3 status faction asks you for a favor. Agree to do it, or forfeit **1 REP** per **TIER** of the friendly faction, or lose **1 status** with them. If you don't have a +3 faction status, you avoid entanglements right now.

COMMUNITY TROUBLE

A Glitch heard whispers of the scores you've pulled off and tracked you down (create a new faction for the crew if needed). They propose a score linked to problems in the Green Zone. Help them out and receive +3 status with them after the score or take **-2 REP**.

DEAL

A liaison or outsourcer for a Corporation proposes an extremely lucrative score. They'll pay double the normal amount for the score—but any **HEAT** you take in **payoff** instead drops your **REP**, doubled! Glitches don't like working with sellouts. If the players don't do it, the GM starts a clock regarding the next steps this agent might take in the future.

FLIPPED

One of the PCs' rivals arranges for one of the crew's contacts, patrons, clients, or a group of customers to switch allegiances due to the **HEAT** on the PCs. They're loyal to another faction now.

GANG TROUBLE

One of the PCs' gangs (or other **COHORTS**) causes trouble due to their Flaw(s). The PCs can lose face (forfeit **REP** equal to your **TIER •1**), make an example of one of the gang members, or face reprisals from the wronged party.

INTERROGATION

The Sentinels round up one of the PCs to question them about the crew's crimes. How did they manage to capture you? Either pay them off with **3 JOULES**, or they beat up the PC (level **2 harm**) and the PC tells them what they want to know (•3 **HEAT**). The PC can **resist** each of those **consequences** separately.

> *Some players really hate it when their character gets captured! If you're the GM, remind them that getting captured is completely normal for a Glitch. PCs generally spend time in and out of Reform, getting questioned and harassed by Sentinels, and facing the scorn of the privileged. It's not the end of the world. But now that the PC is here in the interrogation room, what kind of person are they? Do they talk? Do they stand up to them? Do they make a deal?*
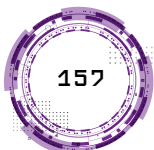
QUESTIONING

Sentinels grab an NPC member of the crew or one of the crew's contacts to question them about the crew's crimes. Who do they think is most vulnerable? Make a **fortune roll** to see how much they talk (**1–3**: •**2 HEAT**, **4/5**: •**1 HEAT**), or pay **2 JOULES** to make it go away.

Roll 2d for a normal person to see how well they keep quiet. If they're an experienced underworld type or some kind of tough, give them 3d or 4d instead. If they're soft or if they have some loyalty to the law, give them 1d or 0d.

REPRISALS

An enemy faction makes a move against you (or a friend, contact, or **vice** purveyor). Pay them (**1 REP** and **1 JOULE**) per **TIER** of the enemy as an apology, allow them to mess with you or yours, or fight back and show them who's boss.

RIVALS

A neutral faction throws their weight around. They threaten you, a friend, a contact, or one of your **vice** purveyors. Pay them (**1 REP** or **1 JOULE**) per **TIER** of the rival, or stand up to them and lose **1 status** with them.

SHOW OF FORCE

A faction with whom you have a negative status makes a play against your holdings. Give them **1 claim** or go to **war** (drop to **-3 status**). If you have no claims, **lose 1 hold** instead.

THE PAST COMES CALLING

A complication from a PC's **root** or **background** is dredged up. A Tracer discovers evidence of a Tipper (start a clock as their investigation progresses); a Sentinel or Auditor "taxes" any refugees **1 JOULE** each, pay or deal with them another way; a connection is drawn between Auditors or Sentinels and a crew member, increasing the **WANTED LEVEL** by **1**.

THE USUAL SUSPECTS

The Sentinels grab someone in the crew's periphery. One player volunteers a friend or **vice** purveyor as the person most likely to be taken. Make a **fortune roll** to find out if they resist questioning (**1–3**: •**2 HEAT**, **4/5**: level **2 harm**), or pay them off with **1 JOULE**.

OUTSIDE OF SHELTER 1

No one is truly outside of the reach of corporations, even when ranging outside of the walls of Shelter 1. **Entanglements** involving Sentinels, Auditors, and Tracers still apply outside. Most factions have allies or enemies in Shelter 1. While Safety does not have the same resources it might within the Shelter, its presence exists outside of it.

DOWNTIME ACTIVITIES

Between **scores**, your crew spends time at their liberty, attending to personal needs and side projects. These are called **downtime activities** (see the list at right). During a **downtime** phase, each PC has time for **two downtime activities**. *When you're at war, each PC has time for only one.*

A player may choose the same activity more than once. However, a player can only attempt actions that they're in a position to accomplish. If an activity is contingent on another action, resolve that action first.

A PC can make time for more than two activities, at a cost. **Each additional activity from the list costs 1 JOULE or 1 REP.** This reflects the time and resulting resource drain while you're "off the clock" and not earning from a score.

ACQUIRE ASSET
LONG-TERM PROJECT
RECOVER
REDUCE HEAT
TRAIN
INSTALL CYBERNETICS
INDULGE VICE

Activities on the **downtime** list are limited—normal actions are not. During **downtime**, you can still go places, do things, make **action rolls**, **gather information**, talk with other characters, etc. In other words, only activities that are *on the list* are limited.

For any **downtime activity**, take **+1d** to the roll if a **friend** or **contact** helps you. After the roll, you may spend **JOULES** to improve the **result level**. **Increase the result level by one for each JOULE spent.** So, a **1–3** result becomes a **4** or a **5**, a **4/5** result becomes a **6**, and a **6** becomes a **CRITICAL**.

GM: If a player can't decide which **downtime activity** to pick, offer them a **long-term project** idea. You know what the player is interested in and what they like. Suggest a project that will head in a fun direction for them.

"Remember when you said you wanted to rebuild this small community space? Well, you can totally do that if you like. Right now the buildings around it are dilapidated and the green space in the middle basically no longer exists. Mechanically, it could be a long-term project working towards any number of things for yourself or the crew. You also had that strange moment where there was something shot into the Act of God you were dealing with, and it dissipated it, right? You could also follow up on that, working toward figuring out what happened during the score. What do you want to do?"

ACQUIRE ASSET

Gain temporary use of an **asset**:

⊙ One special **item** or set of common items (enough for a gang of your **TIER** scale).

⊙ A **cohort** (an expert or gang).

⊙ A **vehicle**.

⊙ A **service**. Getting inside or outside of Shelter 1 by way of a Slide, use of a warehouse for temporary storage, legal representation, etc.

"Temporary use" constitutes one significant period of usage that makes sense for the asset—typically the duration of one **score**. An **asset** may also be acquired for "standby" use in the future. A PC might hire a street gang or some mercenaries to guard your base. The gang or mercs will stick around until after the first serious battle, or until a week goes by and they lose interest.

A player rolls the crew's **TIER** to **acquire an asset.** The result indicates the **quality** of the asset you get, using the crew's **TIER** as the base. **1–3: TIER -1, 4/5: TIER, 6: TIER +1, CRITICAL: TIER +2**. The player can spend **JOULES** to increase the result beyond critical by spending **2 JOULES** per additional **TIER** level.

The GM may set a minimum quality level that must be achieved to acquire a particular **asset**. For example, if a PC wants to get a hold of some military grade equipment, they'd need to acquire a **TIER 4** asset.

If a PC wants to acquire the same asset again, they get **+1d** to their roll. If a PC continues to re-acquire an asset every time it's used, they can effectively rent it indefinitely.

Poisons, restricted technology that pollutes the environment, communications equipment, access to a secure satellite for communications, explosives, and dangerous gadgets, in general, are highly restricted. When a PC acquires one of these items (rather than crafting it yourself), the crew takes **•2 HEAT**.

If the player wants to **acquire an asset** permanently, they can either gain it as a **crew upgrade**, or complete a **long-term project** to acquire it permanently.

> *Quiz the Haunt wants to hack a satellite to gain a secure means of communicating, and as a possible method of gathering reliable intel. Since Information monitors communications and data traffic, it will be a long-term project. Quiz will need to locate a satellite that isn't under control, and then repurpose it without being detected.*

> *Atheb the Faint is smitten with a corporate executive they've encountered and starts a long-term project to cultivate a relationship with him—adding him to Atheb's permanent contacts in the long run. The project's progress is shown through scenes with both characters—a*

> *meeting for tea might turn into a date, which might turn into something else, for instance.*

LONG-TERM PROJECT

When a player works on their **long-term project** (either a brand new one, or an already existing one), they describe what their character does to advance the project clock, and rolls an appropriate action. The players mark segments on the clock according to their result: **1-3:** one segment, **4/5:** two segments, **6:** three segments, **CRITICAL:** five segments.

A **long-term project** can cover a wide variety of activities—a long-term hack against well protected factions and corporations, investigating a mystery, establishing someone's trust, courting a new friend or contact, changing your character's vice, and so on.

The GM will tell the PC the clocks to create when they begin a project, and suggest a method by which a PC might make progress based on the goal of the project.

A player might first have to find the means to pursue their project before they can work on it—which can be a project in itself. For example, a player might want to make friends with a liaison for the Corporate Council, but has no connection to them. The player could first work on a project to **NETWORK** in the Council's circles so the PC has the opportunity to meet a council member. Once that's accomplished, the player could start a new project to form a friendly relationship.

RECOVER

When PCs **recover**, they seek treatment to heal **harm**. A PC might visit a street-doc or have the crew's Torque apply medical technology to their bruised and battered body. If the PC doesn't have a **contact** or fellow PC who can provide treatment, they can use the **acquire asset activity** to access someone who can provide this service for the whole crew. Some **turf** can grant access to a street-doc or med rooms, which both give the PCs access to the **RECOVERY ROLL** as well as a bonus to **RECOVERY ROLLS** in **downtime**.

Recovery is like a **long-term project**. The player giving the treatment rolls (A PC with the physician special ability might roll **MODIFY** or **HACK**. If an NPC heals the PC, the GM rolls using the NPC's quality level). The PC receiving **treatment** marks a number of segments on their **healing clock** *for every single die* rolled in the dice pool. **1-3: one segment, 4/5: two segments, 6: three segments, CRITICAL: five segments**. Where every other roll will only take the highest result, **recovery allows every die to count**.

The **quality** for a street-doc might correlate to their **TIER**; the higher the **TIER**, the better they are.

HEALING

Project clock

Everyone in Shelter 1 that consumes food produced by Nourish has **nanites in their blood stream**, which relay data back to the corporation. Glitches have nanites but are "off the grid." Their nanites are hacked.

Nanites help combat disease and increase healing, so hacked nanites can also be programmed to perform better. This is why a street-doc might use tech to **heal** you, interfacing with your nanites. They might also use traditional means of **healing**, like cleaning the wound and suturing it. When you've got a Med Room, the tech is yours—it's up to you what that looks in fiction. It could be a futuristic surgical suite run programmed to help recovery, it could be some sort of stimulant that facilitates recovery with biotech that interacts with your nanites and body.

When a PC fills their **healing clock**, they reduce each instance of **harm** on their character sheet by one level, then clear the **clock**. If you have more segments to mark, they "roll over."

> *Flint got into a knife fight with a Straylight assault team member, sustaining the level 3 harm "punctured rib." Flint later also got tagged by fire, taking the level 1 harm "grazed shoulder." After the score, they go to the crew's contact, Bronx—a street-doc. Bronx is ex-military and has dealt with situations and injuries exactly like this before. The GM rolls 2 dice for his quality and gets a 6 and a 1—resulting in 3 clock segments and 1 clock segment respectively. The 4 segments fill a full clock. Flint's player pays an extra 2 Joules to get 6 and 3 segments respectively instead for those rolls, filling another clock. In the end, the punctured rib is reduced to a level 1 wound. The grazed shoulder moves down from 1 to 0, with the first full completion of the clock downgrading the wound to a level 2, so it is erased completely.*

Note that only the **recovering** PC needs to spend one **downtime** action to heal. Healing someone else does not cost a **downtime activity** for the healer.

Whenever a PC suffers new **harm**, they clear any ticks on their **healing clock**.

A PC may heal themselves at varying costs. The PC can **push themselves**, ignoring the pain for that action, at the cost of **2 STRESS**. The PC may also choose to **heal** themselves without proper treatment—in this case, they take **1 STRESS** and roll 0d (roll 2d and take the lowest as your result). Otherwise, they can use a **Recharge** from the list of crew items, which is the most costly option.

USING A RECHARGE

In the criminal underworld, there is a cocktail of drugs that puts nanites in overdrive. The nanites start repairing the body at an accelerated rate, allowing for any player to use a **RECOVERY ROLL** while on a **score** or during **downtime**.

Players can spend **2 load** and **1 JOULE** to use a **Recharge**. Players can then spend **1 JOULE** for every additional **RECOVERY ROLL** from the **Recharge**—increasing the cocktail's **quality**.

Recharges come with risks. Glitches have been known to go into **nanoshock** from **Recharges**. If your **RECOVERY ROLL** contains a **1**, you take an additional **level 1 harm "nanoshock"** after the roll is resolved. Only someone who can interface with nanites, such as a street-doc, can recover a PC's **nanoshock**.

Note that if you have already taken **harm**, taking **additional harm** can be very detrimental. Take the risk at your own peril. **Recharges** are generally for emergencies only.

REDUCE HEAT

A PC states what their character does to reduce the crew's **HEAT** level and makes an **action roll**. Maybe you **NETWORK** with your Sentinel friend and they arrange for a few incriminating pieces of evidence to never arrive. Maybe you **CONTROL** the locals with fear so they're afraid to snitch.

Reduce **HEAT** according to the result: **1-3:** one, **4/5:** two, **6:** three, **CRITICAL:** five.

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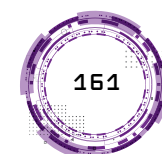
TRAIN

When a PC spends time training, they **mark 1 xp** on the **xp track** for an **ATTRIBUTE** or **playbook advancement**. If they have the appropriate crew **Training upgrad**e unlocked, they mark **+1 xp** (2 total). See **Crew Upgrades**, page 101. *A PC can train a given xp track only once per downtime.*

STRESS TRACK TRAINING

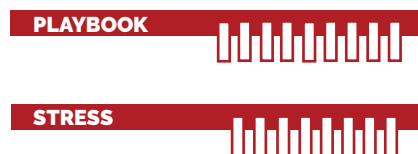When a PC fills the **STRESS xp track** (located below the **playbook xp track**), they increase their **STRESS** track by **1**. Each PC starts with **8** available **STRESS**. The PC would then have **9 STRESS** instead of **8**. The maximum **STRESS** any PC may ever have in their track is **12**. PCs may only gain **1 STRESS** per track filled.

Cybernetics (located in the **Character Creation** section on page 53) *decrease* a PC's **STRESS track**. The **STRESS** loss from getting **cybernetics** is proportionate, as illustrated in the picture below. The first time a PC acquires a **cybernetic** after character creation, they mark the first **cybernetics box** and lose **1 STRESS**. The second time, they mark the second **cybernetics box** and lose an additional **2 STRESS** from their track. The third time, they mark the third cybernetics box and lose an additional **3 STRESS**. **All of these may be regained by training your STRESS track**.

When you acquire **STRESS boxes** beyond the **8** ticks on the playbook. When you acquire **STRESS** boxes beyond the **8** boxes on the playbook, draw a line halfway across one box to indicate that it allows for **2 STRESS**, not one
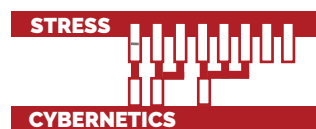
INSTALL CYBERNETICS

By default a character starts with 1 piece of cyberware at character creation and can get three more later. Additional **cybernetics** cost **STRESS** (see the '**STRESS Track**' section above).

You need **JOULES**, a street-doc, or someone tech savvy to install **cybernetic** systems on your person. It's complicated work and becomes more stressful on your body with each additional piece of cyberware installed. The cost is **5 JOULES** multiplied by the number of additional **cybernetics** you have installed. So the first time you get an additional one installed it costs **5 JOULES**. The second, **10 JOULES**, the third is **15 JOULES**. With each one also temporarily deactivating the appropriate amount of available **STRESS** a PC has access to, as depicted on the example below.

Whether or not you could get additional cyberware beyond the third additional installation is up to the GM. If so, it should scale accordingly, costing **4 STRESS** and **20 JOULES**.

No single action rating can ever exceed a rating of 5.

Keeping with the example above, with two additional cybernetics installed—3 stress boxes are consumed. However, the first box is marked to count for two boxes, as the player had trained and filled their stress track, gaining an additional stress box. Thus one stress box remains available for use.

VICE

STRESS RELIEF

The PCs are a special lot. They defy the powers-that-be and dare to prey on those who are considered to be their betters. They **push themselves** further than ordinary people are willing to go. However, this lifestyle is taxing and comes at a cost. Inevitably, each PC turns to the seduction of a **VICE** to cope.

A character's **VICE** is their obsession. But with this **indulgence** comes relief and the ability to once again face the overwhelming challenge of their daring life.

A **VICE** can be broadly interpreted; but it must be something that can get the character in trouble.

INDULGING YOUR VICE

When a PC **indulges** their **VICE**, they clear **STRESS** from their **STRESS track**. The player states how their character indulges their **VICE**, including which purveyor of **VICE** they use to satisfy their needs (found on page 268). A player can also opt to create a **VICE** and purveyor for their PC with the GM at character creation, slotting it into one of the categories or creating a new one that fits well.

To clear **STRESS**, a player rolls to find out how much **STRESS** relief their character receives. A **VICE ROLL** is like a **RESISTANCE ROLL** in **reverse**—rather than gaining **STRESS levels**, the PC *clears* **STRESS levels**.

The effectiveness of your indulgence depends upon your character's worst **ATTRIBUTE RATING**. It's their weakest **quality** (**INSIGHT**, **PROWESS**, or **RESOLVE**) that is most in thrall to their **VICE**.

Make an **ATTRIBUTE ROLL** using your character's lowest **ATTRIBUTE RATING** (if there's a tie, that's fine—simply use that rating). **Clear STRESS equal to the highest die result.**

A player may choose to let their character get "lost in their **VICE**" during a game session, allowing them to indulge off-camera while you play a different PC. A gang member, friend, or contact of the crew might be created as an alternate character to play, thus fleshing out the landscape of PCs.

Silver's idea for a vice is a strange, gene-hacked plant that hugs a person's face and injects a drug into their system with potent hallucinogenic qualities. While this could fit with another vice purveyor, The Garden perhaps, Jesse would like this to be something unique to the fiction. He makes it a "weird" vice, and describes the establishment and idea for the purveyor to the GM and they make space for it in the fiction.

VICE ROLL

Roll dice equal to your **LOWEST ATTRIBUTE** rating.

Clear **STRESS** equal to your highest die result. If you clear more **STRESS levels** than you had marked, you *overindulge*. *If you do not or cannot indulge your* **VICE** *during downtime, you take stress equal to your* **TRAUMA**.

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CYBERBIKE.
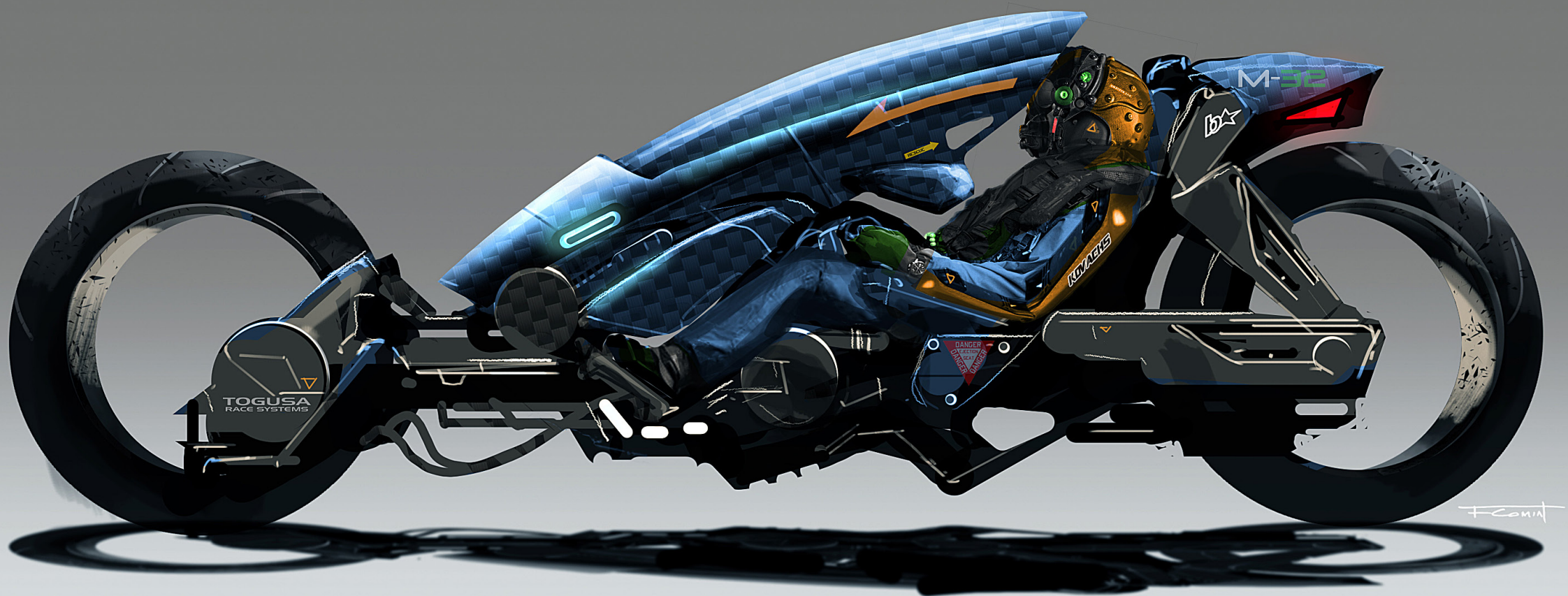
OVERINDULGENCE

A PC **overindulges** in their **vice** if the player's **vice roll** clears more **stress levels** than the PC has marked. A **vice** is not a reliable, controllable habit. It's a risk—and one that can drive a PC to act against their own best interests.

When a PC **overindulges**, they make a bad call because of their **vice**—in acquiring it or while under its influence. To bring the effect of this bad decision into the game, the player selects an **overindulgence** from the list:

⊙ **Attract Trouble.** Select or roll an additional **entanglement**.

⊙ **Brag** about your exploits. •**2 heat**.

⊙ **Lost.** The PC vanishes for a few weeks. Play a different character until this one returns from their bender. When your PC returns, they've also **healed any harm** they had.

⊙ **Tapped.** Your current purveyor cuts you off. Find a new source for your **vice**.

Ignoring Your Vice

If a PC does not or cannot indulge their **vice** during a **downtime** phase, they take **stress** equal to their **trauma**. If a PC doesn't have any **trauma**, they're free to ignore their **vice**. It doesn't have a hold over them (yet).

roleplaying & xp

Along with the PC's **culture** and **background**, their **vice** tells us what kind of person they are. This obsession impacts their motivations, goals, and behavior. When a player ponders what their character might do or say next, they can always consider their **vice** as inspiration. As an added benefit players earn **xp** at the end of the session by playing into their PC's **vice** and the trouble it causes.

DOWNTIME ACTIVITIES IN PLAY

Apoc, an Edge, indulges in their vice—luxury—by going to the community bath house. They get a shave, take a bath, and receive a mani-pedi. One die is rolled, their Insight because it is their lowest attribute, and get a 5. Apoc has 3 stress only, so they overindulge. Eduardo chooses to have Apoc brag about their exploits during this treatment. It's their first score and seems like the right time in the fiction for this kind of thing to happen if it were a movie.

J5, a Torque, wants to build a pirate radio station to broadcast to the Glitch community; the beginnings of a means of communications amongst the people. Aaron rolls a 6, which will get 3 ticks toward a new long-term project clock, "pirate radio." He describes J5 moving above on the favelas-like rooves, slinging cable and equipment and placing disguised, small satellite dishes to build his network.

Butterfly wants to reduce the Heat the crew has received for this job by stealing the corporate executive's spinner that has the DNA evidence linking the exec to the crew. Jim suggests that Butterfly could Ghost her way there. He rolls and gets a 5. The crew had only 2 Heat, so all of it is removed. Butterfly takes the spinner, a high class, very nice vehicle to the Blue Solace's (the crew) garage. Maybe the Torque can work on it to repurpose it for the crew.

NPC & FACTION DOWNTIME

NPCs and **factions** also do activities when the PCs have **downtime**. The GM advances their **project clocks** and chooses a **downtime maneuver** or two for each faction that they're interested in at the moment. Choose any maneuver that makes sense for that faction to pursue. For example:

- ⊙ **Seize a claim or increase hold,** make an enemy vulnerable, or reduce the hold of a vulnerable enemy.
- ⊙ **Gather information on the PCs** (may be opposed by a PC roll) or another subject.
- ⊙ **Acquire a new asset**.
- ⊙ **Call in a favor from another faction**.
- ⊙ **Employ political pressure or threats to force someone's hand**.
- ⊙ **Achieve a short-term goal if they're in position**.

GM: Choose **downtime** maneuvers and advance clocks for the factions you're interested in right now. Don't worry about the rest. Later, when you turn your attention to a faction you've ignored for a while, go ahead and give them several **downtime** phases and project clock ticks to "catch up" to current events.

If you're not sure how far to progress a **faction's clock**, make a **fortune roll** using their Tɪᴇʀ as the base **trait**, modified up or down depending on the opposition or circumstances. Tick 1 segment for a **1-3** result, 2 segments for a **4/5** result, 3 segments for a **6** result, or 5 segments for a **critical** result.

When factions do things that are known in the criminal underworld, **tell the players about it** through one of their **friends** or **contacts** or **vice** purveyors. These rumors and bits of gossip can lead to future **scores** and opportunities for the PCs.

DOWNTIME ACTIVITIES SUMMARY

*Add **+1d** to your roll if a **friend** or **contact** helps with your downtime activity.*

ACQUIRE ASSET

Roll the crew's Tɪᴇʀ. The result indicates the **quality** of the asset:

- ⊙ **Cʀɪᴛɪᴄᴀʟ:** Tɪᴇʀ +2.
- ⊙ **6:** Tɪᴇʀ +1.
- ⊙ **4/5:** Tɪᴇʀ.
- ⊙ **1-3:** Tɪᴇʀ -1.

*Some items require a minimum quality result to acquire. To raise the result beyond critical, you may spend **2 Joᴜʟᴇs** per +1 Tɪᴇʀ bonus.*

LONG-TERM PROJECT

Work on a **long-term project**, if you have the means.

Mark segments on the clock according to your result:

- ⊙ **Cʀɪᴛɪᴄᴀʟ:** Five ticks.
- ⊙ **6:** Three ticks.
- ⊙ **4/5:** Two ticks.
- ⊙ **1-3:** One tick.

RECOVER

Get **treatment** or use a **Recharge** to tick your **healing clock** (like a **long-term project**). Every die counts toward filling the **clock** when **recovering**. *When you fill a clock, each harm is reduced by one level.*

REDUCE HEAT

Say how you reduce **ʜᴇᴀᴛ** on the crew and roll your action. Reduce **ʜᴇᴀᴛ** according to the result level:

- ⊙ **Cʀɪᴛɪᴄᴀʟ:** Clear five **ʜᴇᴀᴛ**.
- ⊙ **6:** Clear three **ʜᴇᴀᴛ**.
- ⊙ **4/5:** Clear two **ʜᴇᴀᴛ**.
- ⊙ **1-3:** Clear one **ʜᴇᴀᴛ**.

TRAIN

Mark 1 xp (in an **ᴀᴛᴛʀɪʙᴜᴛᴇ**, your **playbook**, or your **sᴛʀᴇss track**). Add **+1 xp** if you have the appropriate crew **upgrade**. *You may train a given xp track once per downtime.*

VICE

Visit your **ᴠɪᴄᴇ** purveyor to relieve **sᴛʀᴇss**. Roll dice equal to your **ʟᴏᴡᴇsᴛ ᴀᴛᴛʀɪʙᴜᴛᴇ**. Clear **sᴛʀᴇss** equal to your highest die result. If you clear more **sᴛʀᴇss levels** than you had marked, you *overindulge* (see below). *If you do not or cannot indulge your **ᴠɪᴄᴇ** during downtime, you take **sᴛʀᴇss** equal to your **ᴛʀᴀᴜᴍᴀ**.*

INSTALL CYBERNETICS

Visit a street-doc to install additional **cybernetics** on your person. Each cybernetic costs **5 Joᴜʟᴇs** and **1 sᴛʀᴇss** multiplied by the number of additional **cybernetics** (your second additional **cybernetic** costs **10 Joᴜʟᴇs** and **2 sᴛʀᴇss**). Mark the **ability rating** reserved for **cybernetics** (far left column) that reflects what you have installed (limit of **1** per **ability rating**).

Oᴠᴇʀɪɴᴅᴜʟɢᴇ: You made a bad call because of your **ᴠɪᴄᴇ**—in acquiring it or while under its influence. What did you do? Choose one:

- ⊙ **Aᴛᴛʀᴀᴄᴛ Tʀᴏᴜʙʟᴇ:** *Maybe an enemy has tracked you to your vice purveyor and you let your guard down.* Select or roll an additional **entanglement.**
- ⊙ **Bʀᴀɢ:** *Maybe you brag about your exploits.* The crew takes +2 ʜᴇᴀᴛ.
- ⊙ **Lᴏsᴛ:** Play a different character until this one returns from their bender.
- ⊙ **Tᴀᴘᴘᴇᴅ:** Your current purveyor cuts you off. Find a new source for the **indulgence** of your **ᴠɪᴄᴇ**.

PLAYING THE GAME

FICTION FIRST GAMING

Fiction first is shorthand for games that focus on creating a shared collaborative fiction over everything else. The game's mechanics facilitate a shared headspace to help everyone play to find out what happens next in the fiction.

It's easy to get tied up in the mechanics, putting them over the story. Remember, go back to the fiction when interacting with a mechanic. Describe what the fiction looks like leading up to the mechanic. Otherwise, you may find your fiction stagnant.

The mechanics are written to encourage fiction first gaming throughout each phase. A player may decide to simply **train** for **1 xp** during **downtime**, but what that looks like is up to them. When on a **score** or in free play, a player must describe sneaking from one location to another so the GM and player know whether a mechanic is needed to determine the outcome. This liminal space allows for creativity and requires a fiction first approach to the game.

However, there will be occasions where it makes sense to consult the mechanics first, depending on the phase. When the players are in downtime, there is a particular predilection toward mechanics-first instead of fiction first. Players choose from available options, so they tend to frame actions in terms of the type of downtime activity they're doing.

In general, approaching the game without a fiction first approach makes it difficult for players to picture what's happening in the game. Interacting with a mechanic depends on the PC's fictional circumstances in that moment; there are always numerous approaches to accomplishing a goal mechanically. Being able to picture the situation is crucial to devising a way to overcome a challenge.

While playing this game, everyone should be engaged in a conversation about the fiction. Players should be clear about what they want to achieve if they're unsure about which approach to use. Receive the help of the other people at the table. It's okay for GMs and players to pause play and ask clarifying questions if they're not sure what is happening.

Speak up when you're not sure what's going on, so everyone can get back the same page. Most often, it's because people are trying to approach a problem from a mechanical standpoint instead of the fiction. When the GM and players do what makes sense, fitting actions to the story so far, you are far less likely to have this problem.

Lastly, when the GM finds themselves in the rare situation where the mechanic and rules don't fit what the PC is doing—always do what makes sense for your fiction. The "best way" is subjective because every group is different. The GM should consider the phase of play and what the PC wants to accomplish. Most often, you will find the mechanic flows from the fiction the player wants to produce.

TRIGGERING THE ACTION ROLL

It's up to everyone to look for when a player is engaging with a mechanic. While the GM will be the person most often spotting and triggering the required procedure, everyone should work together so triggers aren't missed—especially when everyone is learning the game.

There are three indications that a mechanic ought to be used:

⊙ **When a PC is trying to accomplish something that is challenging and risky,** or doing something where it is interesting to find out if they do it or not.

⊙ **When an NPC attempts something under the same conditions**—even off "camera," and their success or failure needs to be determined.

⊙ **The most interesting thing is adjudicating what happens next to a dice roll.**

Typically, a player will articulate what they want to accomplish without a prompt. From there, a GM might ask them to clarify *how* they want to accomplish this goal, looking for an answer rooted in the fiction instead of the mechanic.

Player: *"I want to get away from these guys in my spinner."*

GM: *"Cool, how do you want to do this? What does it look like in the fiction? You might be pushing the spinner past it's limits, gunning it. Or, maybe it's just outmaneuvering them, winding in and out of traffic dangerously? What do you think?"*

Player: *"Oh, I like that, yeah. I think we get a shot of Viti looking back at them with traffic whizzing by all around the flying car, Fifth Element style, and she just pops the clutch and guns it too, she's a mastermind after all. So I think I'm Modifying it, pushing it past the limits of what it can do?"*

GM: *"You might be Modifying it. But that's usually doing something physical to it. I can buy this as a flashback. As you say, Viti is a Faint. So let's call this a 0 stress flashback. It's a risky situation. There's multiple spinners after you, so your effect is limited here. They can coordinate."*

Player: *"OK, well in that case I'm going to push myself to get standard effect. Viti pops the clutch and pushes a button on the dash."*

CHOOSING AN ACTION

A player will describe what their PC is doing in the fiction to secure a desirable outcome or to achieve a goal. These descriptions will help determine what kind of action roll the player will use to assert their PC's agency in the fiction.

The PC then encounters and tries to overcome a certain amount of risk (to themselves or someone else); an obstacle in their path or some reasonable uncertainty over achieving what they want.

The level of risk and severity of consequences is a discussion between the GM and the players.

NEGOTIATING AN ACTION ROLL

The GM and the player negotiate what they think the fiction might look like, discussing mechanics as they go. There's give and take between them because it's a conversation. Sometimes, the player might bring up a point the GM hadn't considered regarding the given **position** or **effect**.

Everyone works together to make sure the **position**, **effect**, goal of the roll, and potential **consequences** align with what is happening. Every player can clarify the situation and make suggestions to change the position and effect—whether it's a slightly altered approach, **teamwork**, or a **flashback**.

Opening this discussion up to the players is a part of the game. The position and effect telegraph how dangerous the world is for the PCs. These determinations then carry forward what is likely to happen after the roll.

The easiest way to decide a PC's **position** is by assessing how much risk they face. The risk level will inform the possible resulting **consequences** for rolling. If death is on the line when doing something, for instance, it is a **desperate** situation. If there is a risk of someone being caught off-guard, it's most likely a **controlled** situation.

The action roll quickly and efficiently lets GMs and players set stakes and consequences based on the player's goals. One roll determines if the player achieves their goal of dealing with the enemy—or a group of enemies, even! Outright killing someone will make it harder, depending on the enemy's competency and awareness. The PC's position might be "**controlled**" if the enemy is unaware of the PC, depending upon other factors.

Cyria has encountered something bizarre: a Study roll revealed that a canola field outside of the Shelter appears to be transmitting data. Maybe she's tripped a rudimentary defense, and it's broadcasting a signal letting someone know there's an intruder here? She uses 1 load to have an interface, Controlling it to see if she can nab the signal with the device. Cyria has a higher action rating in Hacking than in Control, so wants to use Hacking instead.

However, because Cyria described her approach as **CONTROLLING** the interface, rather than **HACKING** the signal as the fiction presently stands, she can't use **HACKING**. Yet.

"OK, well the interface comes with hacking gear, too. And these flowers must have some way to interface with them, so I'm going to instead plug in a biotech cable to see if I can Hack my way into it."

By adding this new detail to the fiction, Cyria can reasonably use **HACKING** to nab the signal from the canola field.

In general, players will find they can use a few actions to accomplish the same goal with the right fiction. Each action will come with a different **position** and **effect** that fits the situation, allowing the player to choose their approach while keeping the fiction honest.

At a corporate event, Viti and Silver have infiltrated and traced a perspective buyer for their drug: a predominate porter captain who would benefit from their drug—Sunshine, a drug that causes the user to hallucinate the sensations of an outdoor environment. But they need to secure the deal. Viti follows the porter outside on a veranda—which could play out a few ways. She could persuade the porter earnestly with a Sway roll if she truly believed this drug would help the porter's crew, who must huddle inside the bulk away from the harsh sunlight for months at a time. Otherwise, she might lie to him if she doesn't believe the drugs will help with Control. She might also threaten the captain with blackmail to buy the drug using a Control roll.

The GM and player consider Viti's situation: Viti knows the porter's crew are concerned with their work conditions, and there are whispers of dissension. Also, the drug has no ill side effects so far, but it is new.

The GM says Swaying him would be a risky position with great effect, but Controlling him would be desperate and standard. Bullying or threatening him when he's surrounded by security is pretty desperate in these surroundings.

How Viti ends up approaching the situation must come from the fiction. If Viti is earnest about selling a beneficial product to the porter captain, she can more reasonably **SWAY** them. If she doesn't believe her product is helpful, the **position** and **effect** would be further modified; the approach wouldn't be as effective, as she herself doesn't believe what she is saying.

For a detailed breakdown of each action, see page 180.

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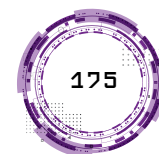
RESOLVING AN ACTION ROLL

GM: Be honest and upfront.

The **consequences** flow from the goal, position, and effect, after all. Perhaps a player rolls a **4/5** and kills their target, but receives consequences as a result. The target could cause them **harm** on the way down as a natural consequence. That might not feel like a success, but this one roll communicates the entirety of the conflict—including the agency of the person being attacked, which manifests in the roll's outcome.

GMs should use the tonal conversation from the start of the game to influence **consequences**. The consequences from rolls telegraph the grittiness the PCs experience. How much harm a PC receives is a good indicator. A more intense game could result in injuries requiring new cyberware to regain the same agency they once had. Conversely, less harm and more complications could work in a less gritty game.

If the goal is not resolved after the roll (say, if the player rolls a **1-3**), the goal must be changed to fit the circumstances. Consequences flow from the player's attempt, shifting the state of play.

SCALING CONSEQUENCES

The GM always uses the NPC's threat level to help establish **consequences**. If the NPC is a weak opponent, such as a lower **Tier** gang member, the resulting consequences should be less severe compared to a higher **Tier** gang member. If the NPC has more resources, is better trained, or is part of high **Tier** faction, they pose a higher threat to the PCs.

The GM should also factor in the PC's situation when **scaling consequences**. If a player gets into a brawl at a nightclub, they might get beaten up as a consequence. The stakes are pretty tame, and the consequences should match. However, if a player tries to take on a Tracer in that fight, they're risking their life. Tracers are a much higher **Tier** and are far more deadly than the average PC.

The GM should use the fiction to telegraph the consequences to the player. The player then knows what they can accomplish with a roll. The GM should narratively describe the consequences of failure increasing as the PC's **position** and **effect** on the target decreases.

> *"This guy is pretty tough, but he looks like a deckhand—not a Glitch working an angle or anything. He might have a trick up his sleeve, but he doesn't pose that much of a threat. He's about to launch himself at you; what do you do?"*

There's a few ways to handle the altercation. What is the PC's goal? To knock him out over the course of a bout, knock him out with one punch, or to talk him down? Since the person doesn't present a large problem, one die roll should resolve the situation entirely. The roll's outcome will dictate what the NPC does as a consequence, based on the position and effect.

The GM uses the fiction to show how the PC is either outmatched or has the upper hand. A fight with a deckhand looks different to a fight with a Tracer:

> *"You're running from a Tracer in the crowded streets when you hear the bark of a weapon behind you. Something hits you in the back as you go careening into a store window. Do you want to resist the damage or use your armor? I'll start a clock for escaping the Tracer."*

The GM decides how much **harm** the PC takes after an **action roll**. If it's a lower threat, such as a punch from the guy in the nightclub, the PC might take no damage at all. However, a Tracer's shot might do **3 harm**, which the PC can reduce to **2 harm** through a **resistance roll** instead.

As always, this should be in line with the tone of the game you've decided on as a group. All players work together to make sure that expectations match the fiction. Often, this will be something you'll navigate during play. You might have decided on something more gonzo and adventure-like, but then find you'd rather be playing it more serious. This is completely normal. No harm in changing it if it's amicable.

THE IMPORTANCE OF DANGER AND STRESS

The GM describes the **consequences** of an **action** within the fiction, flavoring the description with dramatic and awesome events that put the PCs in the spotlight. Embellish the details to show what kind of world this is. Let the players laugh in the face of danger.

"As you spring for the holding cell's compartment hatch, they slam their hand on the panel and the entire compartment is jettisoned from the airship, careening down to the earth."

"As you Ghost your way to your target, their trap is sprung and the explosives detonate in a circular pattern around you."

"You attempt to rip out the A.I's core with your hand, but the liquid cooling begins to rise, blocking your exit out!"

Remember, **the GM is not in opposition to the players**, and their goal isn't to kill the PCs. Rather, everyone works together to make the best fiction possible. For the GM, that includes making the stakes real, interesting, and formidable, and reminding the players of the tools at their disposal to overcome the obstacles in their way together.

The players can spend **stress** or use **teamwork** to **resist** the **consequence**. The ability to **resist** makes it harder to take a PC out compared to most other role playing games. In a world where the Shelter is becoming a megacity that serves the superrich, the ability to say "no" to something detrimental is integral to the PCs' agency and empowerment.

Spending **stress** and resisting rolls illustrates that these characters are competent, and succeed where others wouldn't. That's what makes them a player character and not a "regular" person in their own story.

Resisting consequences also allows the table to emulate cinematic moments where we see what would've happened if the player hadn't engaged a **resistance roll**. The PCs can cleverly outwit and outsmart dangers, and the GM doesn't have to pull any punches. The GM be true to what should happen in the fiction, armed with the knowledge that players can **resist the consequences**. This process helps empower the players to utilize the system—curtailing something that was certain, such as their own deaths!

SOMETHING ALWAYS HAPPENS

A failure in a fiction first game always leads to interesting **consequences**. Even when someone fails, something still happens—moving the fiction forward. There is no such thing as "nothing happens," because that is not interesting.

The player's **position** will determine how the state of play changes upon a failure. A player still has options available to them when they fail in a **controlled position**. They can change the approach and continue with a **risky position**, or try another way. When a PC is in a **risky position**, the situation degrades further when they fail. When they are in a **desperate position** upon a failure, the situation surmounts the PC instead.

The failure prompts the GM to introduce an interesting consequence, often stemming directly from the PC's position. Their attempt lands them in even more hot water, the severity determined by their position.

If you find yourself rolling and nothing interesting could happen as a result of failure, question whether or not a roll needs to be made at all.

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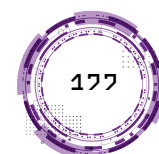
LEARNING THROUGH PLAY

When internalizing a new system, it is hard to remember every rule. At the heart of every roll is the same structure, which can be applied to any situation. However, if you're not sure about a specific rule, just go with what makes sense and then look it up later.

To help the learning process, here are some things to keep in mind:

- ⦿ **The default position is risky** and the default effect is standard. Most situations will naturally find themselves to this point, and interesting outcomes will flow from the result.
- ⦿ **When a PC suffers a consequence**, the GM tells them what happens in the fiction and then gives them the option to resist the consequence.
- ⦿ **When players want to do something together**, the GM can explain how teamwork is done in the game.
- ⦿ **When threats move outside of the normal risky/standard setup**, explain position and effect.

By compartmentalizing these points, and introducing them only when needed, everyone can learn without a heavy cognitive load.

When the GM links a rules explanation to what is happening in the fiction, a person is much more likely to understand and remember the rules. It also ensures everyone learns at the same pace.

Everyone at the table should be generous with each other person there. Everyone makes mistakes, and making one will not break the game. If you meant to say something and only realize it later, say so. First and foremost, this whole game and fiction is in service to you and your friends. Default back to what you do know about the rules and amend it later. Don't sweat it.

SETTING PRECEDENTS

Adhering to the decisions made and facts you've established means the fiction will make sense. When the players **acquire an asset** to ʜᴀᴄᴋ communications, other groups can access this sort of technology too—and could use it on the players. If an NPC jumps out of a three story window and armor absorbs the damage, PCs can do that as well!

If a precedent is set and it doesn't make sense for your fiction any longer, change it up. Always do what serves the fiction you want to produce using this game.

ABSTRACTION VS. DETAILS

Clarifying the fiction's details in a fiction first game is important. However, how granular you get depends on what is happening. Say a PC is trying to destroy a twister, an Act of God, and they want to harm it with specialized tech. We need to know what the tech is and how it works. Is it a type of bomb that gets sucked up and detonates, destabilizing it? We don't need to the specifics on how it works exactly—this is fiction, after all. But we do need to know generally what it does so everyone is can picture what is happening. These details inform the **position** and **effect**. If the specialized tech was a pack of c4, it would probably have a low chance of "hurting" the twister.

Abstraction is useful when details are not in service to what you'll be doing mechanically. A GM might wonder who will win a battle between two gangs. However, trying to recall every detail about each gang and their resources, expertise, and power might take a long time. Instead, the GM can just roll each **faction's Tɪᴇʀ rating**, abstracting the results with a **fortune roll**.

The GM should consider the PCs' actions when deciding whether to abstract a situation with a roll. Say the PCs told one gang about a weak point in the other gang and equipped them with better guns; the Tɪᴇʀ rating doesn't really take into account the key variables for the situation. Especially if they're the same Tɪᴇʀ. Instead, the PCs' input points to a foregone conclusion—the gang with knowledge and better firepower will succeed.

Abstraction isn't representative of every single detail under its purview, such as the Tɪᴇʀ of a **faction**. Every time a crew runs into a Sentinel, it doesn't mean the Sentinels are going to all be the same Tɪᴇʀ. When you go to a Sentinel building and circumvent their security measures, not every single measure will be representative of their Tɪᴇʀ, either. The most important places will be the most secure, while others will be more easily managed.

Abstraction makes it possible to focus on the PCs, their choices, the obstacles they overcome, and consequences they face. Just as a TV show or movie show does.

ACTIONS IN PLAY

The following section gives an in-depth look at each action and possible **consequences** stemming from each.

COMBAT

When you **Combat**, you engage a target with the intent to do harm in close proximity, within your reach. *You might use close-quarters-combat, martial arts, or a weapon. You might subdue them, disarm them, or refuse to give ground, maintaining a favorable position. You could try to attack from the shadows, but Ghosting the target would be better.*

GM QUESTIONS

⊙ How do you combat them? What does it look like? Are you trained for this?

⊙ What do you hope to achieve?

Combating someone means harm is on the table. Either you're expecting to deal harm, or harm might be being done to you. Even using a technique to prevent someone from harming you means harm is on the table when you're in a fight.

If you snipe someone, that's **Tracing**. If you hide and then stab them in the back, that's **Ghosting**. If you tried to snipe or backstab and failed, resulting in a tug-of-war where you're fighting for your life—that is **Combat**.

Most often, consequences from **Combat** will result in harm. The more deadly the threat, the more harm the PC will likely take (and be able to resist).

When a PC is engaged in **Combat** and they want to try a different tactic, **Ghost** is a good option. You could leverage a good **Ghost** roll to set yourself or another teammate up for more position or effect. This could look like breaking free of melee combat to slip into the shadows or escape around a corner, even if it's to run away to fight again another day.

When a PC fights alongside **cohorts**, they **Combat** the opponent together. When a PC tells them what to do, they **Control** them.

EXAMPLES

CONTROLLED

I want to run at this guy and put all my weight into a strike that will knock him out completely.

4/5 Suffer Harm: "OK Great. So you do it, tell me how you're able to take him out. However, he manages to get in a jab as well. Take 2 harm. You can use your armor or resist the consequence, remember."

1-3 Withdraw: "He has just enough time to look over and activate his helmet. The metal slides over his head and face. You're still dashing at him as you see this happen, do you want to try and do it anyways? It'll be risky now."

Player: "Yeah, I'm an Edge. I've got CQC—I'll take my chances. I'll go for his neck instead, wherever there is an exposed spot."

RISKY

I'm an Edge that is not to be trifled with. I push myself so when I take out my sword, I can take these three people head-on. No survivors, I want them all dead. No one can know about this.

4/5 Reduced Effect: "They come at you, and you're able to take out all of them—except for one. You slashed at his arm and he dropped the weapon. When another Booster moved in, he was able to scramble away. What do you do."

DESPERATE

I may not be able to see them with my eyes in this darkness, but I'm a Fuse, I've been in situations like this. I take out my two blades and use my other senses to attack them.

1-3 Lose The Opportunity: "In this artificial darkness that blocks even your multi-spectrum contacts, you lash out. You get closer to them; you sense their presence. All of a sudden, you see a pair of eyes with red behind them, shining out at you. And then you go flying. It feels like a brick hits you in the chest. We see a slow motion shot of the glass shattering in the loft as you find yourself falling out into the night sky. What do you do?"

CONTROL

When you **Control**, you are trying to get your way with a person or technology. You might intimidate, threaten, or manipulate a person. You might lead an action to **Control** one of the crew's Gangs. *You might use equipment and technology within the reasonable bounds of its capabilities. Control is the ability to apply your understanding of a system, be it a person or technology, for your own ends. You could try Controlling them with when you're not outright trying to manipulate them, but Swaying them would fit that action better. You could be Controlling your cycle on a chase, but Finesse would be better if you're drifting around a corner.*

GM QUESTIONS

⊙ Who are you manipulating here? What's your leverage, and how are you using it against the target?

⊙ Are you using technology within its capabilities to achieve your goal?

⊙ What do you hope this will achieve?

When a PC Controls someone, they don't care what the target wants. The PC is trying to manipulate the target into doing what the PC wants. A PC might do this by threatening harm without the intent to follow through (that would be Combat). The PC might also blackmail the target into doing something. Friends and contacts don't like to be **Controlled**, so the PC's position or relationship might suffer if a friend learns of their manipulation. If the PC is being genuine, they are probably not **Controlling** someone—they are **Swaying** them.

When a PC directs a **cohort** to do something, they are **Controlling** them. The **cohort**'s progress can be abstracted by rolling a "group action" teamwork maneuver. The PC rolls **Control** and the GM rolls the **cohort**'s quality.

A PC might be able to **Control** another PC in a player-versus-player situation—depending on the tone of your game. The GM and players must discuss how the PC could **control** the other PC, if it's even possible. If the PC could reasonably get the other PC to comply, then the player can roll **Control**. Only the PC's player can say if they're willing to be **Controlled** by another PC.

If the GM and players don't think **Control** would work, they can abstract the mechanical results of a **Control** move on the PC. The PC could take harm if they are scared, or flinch while they're doing something important.

Using **Control** does not mean a player can force their will upon someone. It's using leverage to make the target pliable to your goals.

EXAMPLES

CONTROLLED

We've got you cold. Just step out of the spinner and walk away. Otherwise triggers start getting pulled and I make sure you're the first to go. It's just business. All we want is what you're transporting. Is it worth the lives of your crew.

4/5 Risky Opportunity: "Her and her crew have obscures over their faces too. She looks at you and makes a motion. Her crew starts walking away. They pop the spinner's trunk open, and you see it's wired with explosives. "You want the tech. We want to get paid. Our client won't after this, so I guess that means you owe us, or everyone ends up unhappy. What's it going to be?"

RISKY

We both have printed disposables aimed at each other's heads. We both know how reliable they are. Maybe we both die but I don't think he's got it in him. Back off or we both go down together. That's what I say.

1-3 Lose This Opportunity: "You know when you pull the trigger, and so does he. Both guns don't fire; the cheap plastic jams one up, and the other misfires. What do you do?"

DESPERATE

Keiko, you're my informant. You get paid how much I say you get paid. You might have more experience than me, but I run you. You want it to be one way, but it's the other way.

4/5 Reduced Effect: "He sucks through his teeth and shrugs. Fine. He feels the bag, measuring the quality of the **Joules** with the heft, and then he leaves. On the way out, he turns with his hand on the door. 'Next time, I'll have to weigh my options. You aren't the only crew who wants to get tipped. But you used to be the ones that made it worth my while.'"

1-3 Serious Complication: "The hardest part about being a double agent is how confusing it is. I'm liable to spit out the info you want to a Sentinel. Y'all look so alike these days. I can't tell the difference. Can you?"

FINESSE

When you **FINESSE**, you employ dexterous manipulation or subtle misdirection. *You might pick someone's pocket, drift a vehicle, do a loop-de-loop with a cycle, or attempt to land an impossible jump with a spinner. You might use a trick deck or a weighted die. You might signal a partner when gambling in a hustle. You might try to disarm an opponent, but* **COMBAT** *would be better. You might try to pick a crypto-lock or safe, but* **MODIFY** *would be better.*

GM QUESTIONS

⊙ How do you finesse this? What is deft or dexterous about this?

⊙ What do you hope to achieve?

When you employ **FINESSE**, you're precise and stylish. To use **FINESSE**, you might *prefer* to have time, but it's often the case that the circumstances will not allow for it. For example, when implementing muscle memory for a complex task that requires deft skill, such as drifting a vehicle, there simply is no time. It's do or die, so to speak. Employing learned skill to do something extraordinary, often outside of the normal or optimal parameters of a task.

FINESSE is also for picking a pocket or slipping away unnoticed. When you're in a crowd or people are otherwise distracted, your position is more favorable. (Contrast this with **GHOST**, which is best done in darkness, avoiding people.)

Employing misdirection to set someone up for another action by taking the focus from them onto yourself or someone/something else.

EXAMPLES

CONTROLLED

Well, if I can see the lasers sweeping the area leading to the vault floor, I'm going to slip past them all. Twist around, duck under, roll, that kind of a thing.

4/5 Risky Position: "Just as you clear the last laser, you hear a guard's footfalls approaching. You're stuck out in the open. What do you do?"

RISKY

I take his hand and maneuver him onto the dance floor, keeping him close so I can swap his crypto-locked passcard for the dummy one.

4/5 Complication: "You feel the vibration in your pocket, signaling success. That's when the Auditor you threatened earlier enters through the doors and walks towards you."

1-3 Desperate Position: "Before it finishes copying, the Auditor you threatened earlier enters the room. They point you out to the guards, who look in your direction. This is desperate; do you push on?"

DESPERATE

I pull on the safety break and drift through the packed lanes of spinners, using them as cover as I round the corner.

4/5 Serious Complication: "You do it, so go ahead and tell me what that looks like. I'll tell you this, though: as you round the that corner, you see a Sentinel spinner blocking the road, trying to intercept you."

1-3 Severe Harm: "So you drift, but your spinner buckles and the bottom rears up from the strain. We see the Sentinels in pursuit, and one takes a shot. We see the plasma-like discharge in slow-motion as it slams into the housing for the **JOULE** providing the charge. It ruptures, and the spinner flips over as it explodes. Take 4 harm. Would you like to resist that and/or use your armor?"

GHOST

When you **GHOST**, you navigate to a destination or execute an action without detection. *You might slink through a packed crowd, evading the eyes of someone searching for you. You might backstab someone in a crowd and move away unnoticed. You might climb, parkour, dash, tumble, or jump to a destination, unseen. You could try to shoot a target you're shadowing, but* **TRACING** *would be better.*

GM QUESTIONS

⊙ How do you attempt to go unseen? Do you use the environment around you?

⊙ What is your goal?

When a PC **GHOSTS**, they use their surroundings to navigate to their target. The PC's position is based on how easy it is to accomplish the task at hand. The PC is probably **GHOSTING** if they're doing something physical without engaging in close combat or ranged shooting. The key is executing the task quietly, efficiently, and proficiently.

A PC could **GHOST** or **TRACE** to ambushing an opponent, potentially. Make the action the most interesting thing to test. If the action requires hiding in the shadows before unleashing an ambush, **GHOSTING** them might be the most interesting action roll to make. If the action involves stalking an opponent before ambushing them, the more precise action roll would be **TRACING**.

The GM can use clocks to track progress and detection when a crew is on a score. Failing a **GHOST** roll may increase the chances of the PCs being detected, illustrated by adding a segment to the clock. When the clock is full, the PCs' cover is blown!

EXAMPLES

CONTROLLED

I position myself to their side and slide my knife in diagonally. I walk past in a smooth motion, never looking back.

4/5 Reduced Effect: "They stagger, clutching at the wound. They look down and see blood, and then call out and point to you. 'Get her, she stabbed me!' Then they collapse. People are staring at you, even as you begin assimilating into the crowd. What do you do?"

1-3 Risky Opportunity: "They turn and grab your hand before you can get them. Both of your arms are shaking from the strain, but it seems like a deadlock in the moment. People might notice soon; do you want to press on, try another way, disengage?"

RISKY

I evade the Sentinel by scaling up the side of a tall building, using the extended housing units perched on the side for leverage and cover.

4/5 Complication + Reduced Effect: "You start your ascent. Two things are happening: you're making progress up the building and the Sentinel is looking for you. I think your foot catches on something someone's set out on a sill, like a pot. It falls down behind the Sentinel, and they look around. I'm starting a clock 'Discovered' and adding two ticks. He didn't see that it fell—but did hear the noise."

DESPERATE

I tie my line off on the top of the skyscraper and jump, using my momentum to propel me in a kind of fulcrum. I then roll onto the building I'm aiming for.

4/5 Severe Harm: "Corporate security guards try to land a couple shots on you during this maneuver. One of them gets lucky and hits your line. You go careening onto the roof, smashing into hard metal. Take 3 harm, 'broken bones.' You want to resist that?"

1-3 Serious Complication: "At the crest of this swing, you try to disengage but you can't. Right when you lose your momentum, you feel the line give out as the corporate security guard sees the line and blasts it. You begin the long plummet to the ground, take 4 harm."

HACK

When you **HACK**, you circumvent security measures in software. You'll need an Interface and Hacking Gear if there's no way to interact with something that could be hacked. *You might* **HACK** *a vehicle's computer to steal it or make it go faster. You might connect with nanites in someone's body to take them off the grid or aid in a recovery roll. You might* **HACK** *an Information satellite and intercept data, or hijack a derelict satellite to communicate securely with someone else. You might* **HACK** *a door open, but* **MODIFY** *could be better (and easier, depending on your method).*

GM QUESTIONS

⊙ How do you connect to the device? How do you circumvent the security?

⊙ What is your goal?

When a PC **HACKS**, they need a way of interacting with the thing they're hacking, and it needs to have software that can be manipulated and compromised. The PC needs hacking gear and/or an Interface (PC items) to bypass and alter code. If it's electronics without code, and it requires altering physical components to achieve your goal, you're **MODIFYING** it—not **HACKING** it.

Highly secure facilities are usually insulated from Hacking and require something physical to gain entry, like a crypto-locked keycard or analog components for inputting a passcode. Extremely secure facilities might have a mixture of both. If it's less secure, the target might be susceptible to wireless hacking, even. The GM can make a fortune roll to decide a location's security if they want.

PCs can acquire assets in downtime to help **HACK** a specific location's security. The Cryptologists make custom encryptions for most places. However, the PCs can try and find a code known to compromise specific places. This code would grant PCs potency when attempting to **HACK** the system.

The most common consequence from **HACKING** is additional **HEAT** and complications. More time might be needed to complete the hack, alarms may go off, or other security measures may kick in as a consequence. People who **HACK** are highly sought after, especially by Corporations.

EXAMPLES

CONTROLLED

I want to boost this spinner with some hacking gear, and then use the nav system to get me to their base.

4/5 Risky Position: "You slip into the spinner and the systems light up. The nav system is locked and requires a biometric component. A timer begins ticking down. What do you do?"

1-3 Withdraw: "You get in just fine, but there's a body contour sensor on the seat's automold. The system completely shuts down when it detects you aren't the owner. There's an old fashion release for the hood though, you might be able to Modify it instead."

RISKY

I want to Hack into the drone control unit over on the roof with my gear and rewrite its assignment for today.

4/5 Complication: "The drone swerves off to the new location, but it's only a matter of time before an operator notices. I'm creating a clock for that and making 2 ticks. Sound fair?"

4/5 Reduced Effect: "It works, you see it swerve off. But you also hear what sounds like clapping behind you. Flechette, your rival, is behind you with a gun pointed at you. What do you do?"

DESPERATE

We're trapped in a contamination room in an airship, and the guy's trying to jettison the whole compartment?! I want to disable the outside controls by Hacking it!

4/5 Serious Complication: "He slams his hands against his controls and two more of the crew members stand by his side. They get out a blow torch and start at the door. What do you do?"

1-3 Serious Complication: "You work furiously and hear a weird clinking metal sound. You look up and he's smiling with something in his hand: It's the pin of an old tech grenade. Instead of jettisoning you, he's pushed it through the food hole. What do you do?"

MODIFY

When you **MODIFY** something, you physically alter it to achieve your goal. *You might need to fix something, break something, or add something else to it. You're* **MODIFYING** *it if the task involves physical components and does not require altering software. You might break into a smart/crypto-lock/safe/vault. You might fix or tune up a vehicle's engine, making it faster or more reliable. You might swap out a control chip in a drone, or* **MODIFY** *a computer to gain access to its files (but* **HACKING** *it would be better and easier).*

GM QUESTIONS

⊙ How do you Modify it? Do you have the tools and necessary components to do that right now?

⊙ What do you hope to achieve?

When a PC **MODIFIES**, they remove, add, or alter physical and mechanical components of a mechanism. It could be electronic or analog. They are **MODIFYING** it if they are physically changing or manipulating a system (but aren't altering software).

The PC physically alters something to perform a task it was designed to do, but in a way it wasn't meant to be operated. The PC could hot-wire a car, making it run when it's supposed to be shut off, or make an elevator stop at a floor it can't access usually. They can make a Sunjet overload, blowing up instead of shooting, or alter engine components to give them more torque and horsepower (which probably causes future complications).

If the PC attaches something to the vehicle that overclocks the engine, they're most likely **MODIFYING** it. However, a PC is **CONTROLLING** if they're driving a vehicle without physically altering any components or mechanisms. If they're drifting in a vehicle, they're employing **FINESSE**.

Consequences arising from **MODIFY** actions tend to not deal harm. Most common consequences include additional Heat or complications from the work done or not being done fast enough.

Sometimes a PC loses items, or an item breaks during a score. A PC can repair a broken device or make a new one using **MODIFY** during a downtime activity. Long-term projects track your progress when crafting items or assets. For more on this, see the **Crafting** section on page 228.

EXAMPLES

CONTROLLED

I pop open the door controls and use a bobby pin to override it.

4/5 Minor Complication: "It shorts and opens, but the metal fuses. Someone doing the rounds is probably going to notice. I'm going to tick the 'Discovered' clock once."

4/5 Different Approach: "The thing shorts, and it opens about a foot before it stops. You might be able to wrench it open, but it'll make some noise probably. What do you do?"

RISKY

I want to dismantle the corporate governor on the spinner's engine carefully, so I can drive it right out of their garage!

4/5 Complication + Reduced Effect: "You're almost there. You begin by removing one part, but the engine's **HEAT** has it stuck in place. There's a noise off to the side of you, though. Do you push through or go take a look?"

1-3 Desperate Position: "This thing is high-tech. As you start dismantling it, the display starts recording you, and scans its surface for fingerprints. It's probably searching for a corp network to upload the information. But you're in a garage underground, so you've got that going for you. What do you do?"

DESPERATE

I'm going to attach a Sunjet to the spinner's auxiliary power supply where a Joule would go and invert the flow of energy. The resulting explosion from the Sunjet should cause a diversion!

4/5 Reduced Effect: "You do it… but you notice the energy rating of the car. It's probably not enough to explode the Sunjet. If you position it just right, it might make it fire at the driver though; do you want to try that?"

1-3 Serious Complication: "Totally works. The owner remotely starts the car right now with you in the vehicle, and the Sunjet begins to make a humming sound. It's definitely working at least!"
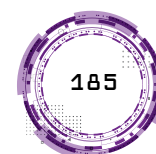
NETWORK

When you **Network**, you socialize with friends and contacts. *You might leverage your existing relationship with them to acquire an asset or gather information for a score. You might ask for help to get out of a sticky situation or connect with someone through your root or background. Forcing a friend's hand with leverage, social pressure, or threats* could be **Networking**, *but* **Controlling** *them might make more sense in that particular circumstance.*

GM QUESTIONS

⊙ Who do you Network with? Where do you meet? What do you talk about?

⊙ What is your goal?

When a PC **Networks**, they're interacting with an existing relationship, implying there is a connection the PC and contact share. So what is their existing dynamic? A PC could **Network** with another crew member or with someone they know. In some situations, the PC might use **Network** to add new contacts and friends, but **Sway** would be better.

When a PC has an in-road with someone, especially someone with the same root or background—they might try to **Network** with them. The PC might get more effect for close connections. For instance, Tippers tend to stick together because they endure the most hardship, especially from corporate law.

A PC might **Network** with guests at a social function to get an introduction with a corporate executive. You might **Control** or **Sway** the guests in a situation like this; but **Networking** makes more sense when your goal is connect with someone.

EXAMPLES

CONTROLLED

Ilija told me she'd look for a corp connection last week. Has she got anything for me? An in for that facility would go a long way to figuring out what's going on there.

4/5 Reduced Effect: "On your way back, you hit the dead drop and there's some info on a target. A picture and a weak point, but no address. You'll have to find a way to get to them."

1-3 Risky Opportunity: "As you swing by the dead drop, you notice someone shadowing you. They've got merc written all over them, and they've been on you for a few streets. What do you do?"

RISKY

I close the door to the change room door and press the Moistware into his hands. "I've got what you asked for. What's a guy gotta do to prove he's a friend?" I'm hoping to add more to the clock that adds him as a friend.

4/5 Complication/Desperate Position: "He grins, pockets the Moistware, and says, 'And if I don't want to be just friends?' You can complete your clock and add him regardless. I don't know if this a complication or if you're in a desperate position, or what. So let's start with how your character feels about this and talk about it."

DESPERATE

I'm dressed up but need to get in. I'd like to leverage Maize and get help assimilating into this group of people. I figure the guard won't check everyone with such a dense group. If he does, maybe I can slip in while he's checking someone~

4/5 Serious Complication: "Once you're in, you cough a little. The nanites in the air attack any other nanites that don't have a corporate signature. No harm yet. But your throat is constricting. What do you do?"

1-3 Serious Complication: "The nanites attack your insides, take 2 harm, 'hemorrhaging.'"

STUDY

When you **Study**, you scrutinize details or interpret evidence. *You might gather information on smart-paper, terminals at work or home, or interfaces carried on someone's person. You might research an esoteric topic, or something about Information that doesn't reach the public (most things that aren't corporate propaganda and/or entertainment). You might try to detect if someone is lying or misrepresenting themselves in a conversation. You might try to analyze unfolding events for information (but* **Surveying** *might be better).*

GM QUESTIONS

⊙ What do you study, and how do you do it?

⊙ What do you hope to understand?

When you **Study**, you concentrate on small details—expressions, tone of voice, innuendo, tiny clues—to find what's hidden, determine facts, corroborate evidence, and guide your decisions.

A PC might scrutinizing a person to figure out if they're lying, hiding something, or misdirecting. When a PC **Studies** a person, they might do so at the beginning or during the conversation. The PC might pose the question(s) at the bottom of their playbook for the GM to answer.

The PC is **Surveying** if they're scouting or searching a situation or location for information. **Survey** analyzes the larger picture. A PC is **Studying** when they try to figure out the exact details.

A PC is probably **Studying** when they work on a long-term project involving research. If the PC is researching something complex using a long-term project, the GM can track their progress with a clock or multiple clocks. What's my best way into the Nourish headquarters? How can I get leverage on this Sentinel? Is there a way of extracting someone from Reform? Almost anything is game.

EXAMPLES

CONTROLLED

No way this executive's office has nothing in it. I search methodically, looking for a hidden compartment.

4/5 Risky Position: "So you're feeling along the wall and your hand catches on a spot that looks like it can be depressed. You open it slowly and see a pressure sensitive section connecting the safe and the wall. What do you do?"

1-3 Risky Opportunity: "You begin looking, you hear the sound of expensive shoes clacking on the floor toward you. You spot a shadow behind the door. If it's the executive, maybe they'll open the safe for you. Then again, maybe not. What do you do?"

RISKY

While Viti and the porter captain talk, I want to Study his body language to see if he's being truthful. We've got subdermal communications. If I notice anything, I'll let Viti know.

4/5 Complication: "He looks like he's telling the truth, but his eyes narrow when he notices you. He makes an imperceptible nod. You see someone from his crew working toward you."

4/5 Desperate Position: "He looks like he's on the up and up. When he notices you, he makes direct eye contact with you and says, 'That one is known to us. Tell me. Why should I do business with someone who murders my men?'"

DESPERATE

The twister is headed for us, and Hugo is knocked out… well, shit. I slide him over to the other seat and try to figure out how to get this airship started. We gotta get the heck out of here!

4/5 Serious Complication: "Looks like the startup sequence was already started. You can get this thing into the sky; the computer has a video guide for you. Good thing you looked around a bit though, the cargo ramp is down. If you take off now, some of the haul might fall out. What do you do?"

SURVEY

When you **Survey**, you observe the situation and anticipate outcomes. *You might keep your eye on a tense situation to determine if it might escalate. You might look for the best way into a building, or memorize guard patterns before you try to infiltrate a facility. You might try to detect a person's intentions (but **Study** might be better). You might chase someone to discern which way they went (but **Tracing** might be better).*

GM QUESTIONS

⊙ How do you survey the situation? What are you looking for, specifically?

⊙ What do you hope to understand?

⊙ Do you have anything that would help you Survey?

A PC **Surveys** when they're figuring out what's happening around them—analyzing a location or a situation. Entry and exit points, guard patrol patterns, weak or strong points. A PC might try to spot something unusual about a situation, or what might happen next. PCs generally prepare for a situation by **Surveying** first, finding the best method to execute a plan, and then following through.

Survey is a PC's "read a situation" action. They gather information, identify and assess opportunities, and navigate dangerous situations. Each playbook has sample questions to pose to the GM. When a contact changes a meeting place at the last minute, the PC could ask, "What's really going on here?"

Items can help PCs **Survey**. If the PC wants to find a way in at night, they could use multi-spectrum goggles to **Survey** the area. Certain objectives might require that **Survey** is a second step; the PC might need to **Ghost** to a location unseen before they can **Survey** the area.

EXAMPLES

CONTROLLED

I order a tea and sit at a vantage point where there's a mirror reflecting the building. I'm looking to see the entry and exits—I want to know if there's any eyes on the perimeter, things like that.

4/5 Risky Position: "You see people coming out a side entrance down the alley. There's definitely a patrol. A woman has bulky clothes on, probably packing. She infrequently walks down the street and the alley. Probably hired help. Eventually, the man who served your tea points to a sign, 'no loitering.' Bad luck, it's right when the woman is walking across the street. She pauses, taking an interest."

RISKY

The mercs are moving around during the meeting? That makes me nervous. Can I tell if they're maneuvering to flank us or something like that?

4/5 Reduced Effect: "They're definitely up to something. You're not sure what, though. The man with the gold mask making the deal calls out to you, 'Skittish are we? Calm down. Nervous hands lose lives.'"

4/5 Desperate Position: "He sees you eying up his men. 'Your man is making me nervous.' He puts his hand on his gun and starts backing off. 'Don't make a move... I'll pick the location next time.'"

DESPERATE

I want to check out the traffic below and clock my surroundings. Ultimately, I want to time my jump off the spinner so I can grab onto a spinner below.

4/5 Serious Complication: "I want this to happen. So here's what I propose: You get a setup action for your next action. However, they shoot your spinner. You can leap as it's hit if you like; but I think that thing's probably toast."

1-3 Severe Harm + Complication: "Alternatively, you get the setup… but they hit you, not the spinner—you'd take 3 harm. You can resist it and use armor if you've got some load free. Your spinner survives. But it's probably impounded, right? Which do you choose?"

SWAY

When you **Sway**, you influence them with empathy, charm, charisma, and intellect—usually earnestly. Most importantly: your intentions are generally good. You are not trying to manipulate them into a situation that would hinder or hurt them. *You might try to win an argument with an impassioned speech. You might argue a case that leaves no clear rebuttal. You might try to trick people into complying with what you want (but **Control** might be better).*

GM QUESTIONS

⊙ Who do you sway? What's your vector for influencing them?

⊙ What do you hope the outcome is?

When a PC **Sways** someone, they're intentionally trying to alter what the target thinks. They're trying to win them over with good intentions. The PC is not lying, they're not **Controlling** the target. The PC is likable, informed, or educated. The PC is sensitive or emotional about their position or cause. At the crux, the PC is still trying to get the target to do something the PC wants. The PC might try to **Sway** a friend or contact if they don't mean them harm (but **Networking** might still be better, depending on the relationship dynamics at play).

A PC needs a vector to **Sway** someone. The PC's sheer charisma may be enough to **Sway** them—although the more likely the victor, the better the PC's position. You could get a vector by first **Studying** someone to figure out how best to **Sway** them. Without this vector, **Controlling** them with force or lies may be one other method of recourse.

A PC might be able to **Sway** another PC. The player should ask the player they want to **Sway** if they have any leverage over their PC. Are they willing to come around to your way of thinking, but need more information? If so, **Swaying** them mechanically establishes that the leverage works. If the player being **Swayed** thinks there is no leverage, then their mind can't be changed. However, the player rolling **Sway** could disrupt or interfere with the other player's action.

EXAMPLES

CONTROLLED

Look, if I don't convince him to pack up and leave town for a bit, it's the end for him. I try to be as earnest, honest, and factual about what I've learned. He's gotta believe me.

4/5 Minor Complication: "He grinds his teeth a little, but he comes 'round. 'I'm leaving, alright? But when I get back, you better be a ghost. I don't ever want to see you again.'"

1-3 Risky Position: "Look. How much pull do you think I have with my crew? I'm a nobody. You come with me to the crew, and you tell Hansh yourself. I'll come with you, but it's gotta be you and me now—and nobody else. OK?"

RISKY

The only way we're leaving this many Joules here is if we leave someone here with you. No offense; you'd do the same. I'm only trying to protect both our interests here.

4/5 Complication: "Fair enough. Let's have a chat then, Sun, was it? I'm going to roll a fortune die to see if Sun lets slip anything useful while you're gone."

1-3 Complication: "Eh? Would I? Alright. He stays. You don't come back in thirty, he stays for good. Six feet under."

DESPERATE

I can't give him up! The Auditor is serious—she takes either him or me right now? I make an impassioned plea: I've never heard of this man!

1-3 Serious Complication: "Oh yeah? You're his daughter. Thought we didn't know? Gene mapping is very thorough, and the people demand justice against Tippers. We'll take you for now. If he ever decides to do the right thing, maybe you'll get out. If a Tipper can't pay back the system, there's a certain poetic justice to the children making it right."

TRACE

When you **TRACE**, you hunt a target. *You might predict their movements and head them off or corner them. You might follow a trail of blood to their location, unleash a prepared trap, or ambush them. You're usually **TRACING** when you take a ranged shot. You could try to shoot a target in melee range (but **COMBATING** them would be better).*

GM QUESTIONS

⊙ How do you Trace your target? Do you use anything to help you?

⊙ What's your goal?

When a PC **TRACES** someone, or something, they're treating them like prey. They use their knowledge about the target or the environment to outsmart them. **TRACING** often involves setup for other actions. The PC might line up a shot on someone and take it, but they usually need to get the target into a position first. These actions usually take place before a confrontation. In the **HEAT** of a moment, the PC's prey attacks them, or all hell breaks loose after the first shot, leaving the PC in a desperation position. The PC needs distance from the target and time to get the shot off. As those variables shift, the PC's position decreases.

If the PC shoots someone with a rifle or a disposable pistol without time and range, they might be better off with a different action. If it's a trick shot without range, **FINESSE** might make more sense. If they pull the trigger from the shadows at close range, they might be **GHOSTING**. If they shoot a support beam so it collapses in the moment, they might be **WRECKING**. Executing people with "gun-fu" in close quarters might be handled with **COMBAT**, depending on the circumstance and how the target is reciprocating.

EXAMPLES

CONTROLLED

Well, this is going to shit. I take my shot on the guy next to the one holding the fingerprint reader. He's probably more likely to be strapped.

4/5 Reduced Effect: "The guy goes down, but you hear a dull thud through the com piece. You suspect the jacket absorbed some of the blow."

4/5 Risky Position: "That guy is down. But as you sight your next target, you see a glint of light for just a fraction of a second. Maybe someone's trying to scope your location. What do you do?"

RISKY

The Porters get their supply of Screen from Manufactured Life somehow. I want the source. I'm going to follow them.

4/5 Complication: "You catch the runner, but here's the thing. On their way back, they're ambiguous and clothed all over, making an ID all but impossible at the moment. Plus, they seem to be driving right into an Act of God—a dust storm. You want to follow?"

DESPERATE

I'm being followed? I want to turn the corner, bolt down an alley, and ambush them as they rush to follow me!

4/5 Serious Complication: "You catch the two of them running into the alley with your shots. One is clipped, but they retreat; the other takes one just below her shirt and collapses. If you go up to her and roll her over, you recognize her: it's Hana. She hasn't got any weapons on her, and she looks like she's trying to say something. However, she's about to pass out. What do you do?"

WRECK

When you **WRECK**, you unleash savage force. *You might **WRECK** a building's structural elements to bring it down. You might use demolition charges to breach a door or wall for entry. You might sabotage a vehicle, or cause a distraction with destruction. You might kill someone with a long range rifle at a distance so that it **WRECKS** them. You could try to **WRECK** someone in a fight (but **COMBATING** them might be better).*

GM QUESTIONS

⊙ What do you wreck? What force do you bring to bear? How do you do it?

⊙ What do you hope to accomplish?

A PC uses **WRECK** to intentionally break something without being subtle. The action is unconcealed and obvious, causing mayhem. It's chaotic and loud—distracting.

Scale is the most important factor when a PC **WRECKS** something. If they want to take down a building, they need to know its structural weak points. If the PC can find a weakness, they can exploit it to get potency, increasing the effect. Whatever resources they use when **WRECKING** must be scaled to the target. If the PC plants explosives on the support beams of a small building, they could bring it down—but they need to know that information first.

MODIFYING and **WRECKING** are interlinked. The PC could **MODIFY** something so it no longer works, but that's precise work that takes time. **WRECKING** will get break it quickly, but will draw attention. A PC can target almost anything to destroy, while **MODIFYING** is generally reserved for mechanical and electronic systems.

EXAMPLES

CONTROLLED

Before we head into the score, I want to have planted explosives on a building some ways away. I want to detonate it now for a distraction.

4/5 Minor Complication: "Sure, I'd say 1 stress for that. It blows. It causes a distraction, so I'll give you the setup action benefit next. But I think on your way out from setting the charges, we see a woman looking out her window—down at you. I'll give you +1 Heat."

RISKY

We know she's expecting us in there. She's probably got guards. I want to plant a breach charge before we storm the place.

4/5 Complication: "The charge goes off and the building security measures immediately activate. Sprinklers go off. Metal doors slam down all around you, blocking your exit strategy. It's only a matter of time before a metal door slams down to replace the one you just blew up. What do you do?"

4/5 Reduced Effect: "The charge blows the door open, but the security measure on the other side consumes the air above, sucking up the fire and smoke. Do you go in guns blazing, hoping they were startled by it?"

DESPERATE

I drop a grenade at my feet and hoof it out of there!

4/5 Severe Harm: "It explodes and you catch some of the blast, whipping you against a parked spinner full force. Take 3 harm. You did live, though!"

1-3 Serious Complication: "So you start running. But they kick it toward you and run the other way. Because I'm nice—you don't take harm yet. What do you do?"

PLAYERS' BEST PRACTICES

Post-capitalism sucks for people like you. The shelter was built primarily by three corporations. As such, everything is built to benefit them, not you. The wealthy hide behind the large walls separating them from The Green Zone—an area other criminal **factions** control almost entirely. Some of this game is designed to drive this point home. There's no justice for those in the Green Zone.

The system and everyone protecting the system will attempt to put the PCs in their place. The PCs may succeed and gain resources. But they'll eventually get **HEAT**. People notice them—and not in a good way. **Entanglements** will come out of nowhere, especially when the PCs start to make a name for themselves.

Glitches in this system have to take what they can from someone else, and they pay for it. We follow these characters to find out how far they get, and what they can achieve at what cost. We stay true to that kind of fiction by staying honest about what happens next, and playing to find out.

Players ought to throw themselves into the fiction and imagine these victories and defeats. Unlike real life, characters can't be stomped out by the power they face on a daily basis. They will be **harmed** and face other **consequences**—but **resistance** always succeeds. The oppression in this game breaks against the characters' will, might, skill, and wits—every single time if the player desires.

We need to distance ourselves from the PCs to experience this kind of fiction. We hope and root for them, but we don't protect them either. We send them into danger, hoping for a good outcome. But we understand that without risk, there is no reward.

EMBRACE RISK

As Glitches, the PCs have already taken huge risks getting off of the grid. Their lives are ones resistance. Just being a Glitch is an act of rebellion, since it shows others there's another path. Others can also go off the grid and stop being exploited by the system.

The PCs aren't ordinary. A life within the status-quo isn't for them.

They're punks, living in a massive structure, segregated from people with power and finances. They've got cyberware, most likely, because something was taken from them—either directly or indirectly from the system.

Act like it. Opportunities are never completely safe. As a player, think about what would be most interesting, most fun, and most cool—then choose to do that. Your character is in service to the overall fiction. If the PCs never "go for broke," you're playing something other than this game. Glitches are already in trouble with Sentinels for being off the grid. There is danger everywhere and in every action. You may as well drive straight into it.

The PCs' motivation may differ from another crew member, but they're all trying to take resources away from those who have it. The PCs are the lowest possible status in the underworld. Seize every opportunity with the most daring and interesting ideas you have!

Because the PCs will most often succeed, the game encourages players to drive toward their character's desires and objectives. Consequences drive the fiction forward, creating more opportunities to do cool things and overcome more obstacles. Remember, most things don't come free, that's life in the 'Zone.

CHOOSE YOUR ACTION HONESTLY

Players and GMs need to describe things faithfully and accurately in a fiction first game. The player chooses an action for the **action roll**, and the GM responds with **position** and **effect**. The player and GM clarify their decisions together so everyone is on the same page. If **consequences** arise, they stem from that conversation.

The player's choice must be made in good faith for the fiction to make sense. It's possible for a player to choose **WRECK** instead of **COMBAT** during a fight if their **WRECK** has a higher **action rating**. However, since **WRECK** is less appropriate for a fight, the GM should give the player less **position** and **effect** to stay true to the mechanics and fiction. The player says they want to do something, and their character acts.

A savvy player will use **setup actions** to take advantage of the mechanics. They can use a **flashback** to **WRECK** or **MODIFY** a particular spot where the fight will take place, setting a trap. The trap gives a much higher **position** and **effect** when they **COMBAT** the opponent. This approach often results in the most interesting fiction, and the player gets to flex their creative problem solving muscles.

Working *with* the system will always yield better fiction than trying to circumvent mechanics or procedures entirely.

TELL PEOPLE WHAT YOU WANT

While players and GM have different responsibilities and authority over different aspects of the game, the game expects everyone to communicate and advocate for the fiction they want to see. Players should ask clarifying questions when the GM sets the **position** and **effect**.

Remember, everyone is responsible for maintaining the tone, and communicating they want to highlight about the characters and setting. Stick to the tone you chose together at the start of your game. If everyone agreed to a more dangerous, adventurous game, embrace that tone when the **consequences** roll around. When a PC does harm to an NPC that would have killed you, remind the GM of that.

Players should exercise their agency to help everyone out. Always speak up for what you want and think is cool because if you don't, you'll feel like you're playing someone else's fiction. Participating (as much as you are comfortable) really will make the fiction better.

Do not deprive the game of your voice.

USE YOUR STRESS

STRESS lets the PCs deal with the **consequences** that stem from their actions. Players shouldn't be afraid to use **STRESS**. In some ways, it's an abstraction of the characters' agency in the world. If players never exercise it, they depend on the odds of **action ratings** in scenes.

Players can and should say no to consequences put forward by the GM. **STRESS** helps the PCs may accomplish the things they set out to do, laughing in the face of danger. Players can also use **STRESS** to help others succeed.

"I don't think so, that doesn't happen because…" It's a fun and major part of the game.
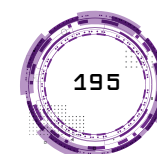
MAKE META DECISIONS

As co-authors of the fiction, players should take a step back from their character to make decisions about what would be fun for them and the game. When the group is choosing a plan for a **score**, don't get hung up on details surrounding the plan. Players should choose what is more interesting and most fun for them. It doesn't really matter if their character is specifically "good at" the **score,** because the **engagement roll** doesn't take that into consideration.

Think about the game like a movie or TV show. What do you want to see next? What would be cool to watch, and then pick that action, even if it's not something you have a high action rating in. The game will catch you. You can spend **STRESS**, **armor**, and work together to deal with consequences thrown at you.

DISCOVER YOUR CHARACTER

Character creation gives the table certain ideas about a character; but players don't know them until they find out what the PC does when presented with obstacles. Players can use the system to make informed choices when the time comes. But their PC lives within the spaces of the things written on the playbook. Players can, and should, explore their PC further. After all, xp comes from exploring a PC's background! What does the life of an Academic Tipper or a Laborer Dragonfly actually look like in the fiction? Especially in the context of their life now as a Glitch. They may have been a laborer before; but now they're in the underworld with printed weapons and sharp blades.

In a fiction first game, we don't learn about the PCs until we see them act in the fiction. We play to find out who these characters are. A player's PC might change from their original concept, and that's fine. Remain open to exploring characters' facets—you'll have a richer fiction, and gain xp faster.

A world needs many viewpoints to be representative of different lived experiences. If everyone was the same character, that'd be awfully boring, wouldn't it? The PCs' beliefs, drives, and background all build their character. When starting a session, players should consider choosing one of those to explore in further detail.

SOLVE PROBLEMS AS THEY OCCUR

Everyone should always focus on what is interesting. When things start to get boring, cut to something new. If the group gets hung up on choosing an approach for the **score**, speak up and push for a decision. The longer you dwell on the approach, the more time you waste; the system isn't built for it.

Cut to the **engagement roll** when the players have their approach, since players can always use **flashbacks** to circumvent obstacles. Flashbacks fill in the minutes and hours players would otherwise spend exhaustively detailing how they want to tackle hypothetical obstacles. Likewise, players can always flashback to **acquire an asset**, which grants them more effect on an **action roll**.

During **downtime**, players can use **long-term projects** to improve their **engagement roll**. A player could plan and fill a long-term project clock to make a target vulnerable before launching an assault plan. These actions add additional dice to the engagement roll.

> "Before we enter this area, I want to flashback to paying off the shift supervisor so he makes a scheduling 'mistake.' He leaves an hour of time where there is no guard working in this section. We can't take any chances."

Remember, everyone is playing to find out what happens. The more players plan for varied hypotheticals, the more effort they're putting into something that may never occur. Discover what happens through play, even on the GM's side. You can't know everything, and you can't prepare for everything. Just leap in, and save everyone some time.

DON'T FORGET CULTURE

Every time a PC expresses their opinion, the world becomes a little richer and more real. Players should stick to the tone when expressing a PC's opinion, since the tone also shapes the world.

Beyond expressing a PC's personal **beliefs**, **drives**, and **background** is their *culture*. The PCs are a crew of punks in the criminal underworld within a Shelter rapidly becoming a megacity with a burgeoning climate refugee population. In fact, the PCs probably *are* climate refugees.

As a table, you decide what **culture** looks like with so many different people interacting—especially within Glitch **culture**. The PCs are probably the second or third generation of people in Shelter 1's Green Zone. How has this place changed due to the migrant population and the changes in the world?

Do Glitches use a new dialect? A short hand that uses pop culture references in a way others might not understand? Has accessibility improved due to **cybernetics** and other technology, as well as from the large migrant population?

Some questions speak to larger social issues. If you don't know about accessibility issues in your day-to-day life, you probably can't speak to them. But if you do, and your character navigates the fiction with an accessibility issue solved, you can add that to your fiction and get xp for it.

However, players can also explore smaller cultural motifs that contribute to xp points at the end of the session. What does the Green Zone, home, or your base smell like? What do you eat? Do Glitches have a safe space somewhere? Does a part of the culture go to nightclubs, or perhaps a new kind of entertainment in the Shelter? Are there colloquial sayings specific to Glitches? The Green Zone is called "The Roots" sometimes, for good reason. Everyone used to have a root elsewhere, now it's the 'Zone.

The table can define **culture** broadly and apply it to a lot of different aspects of the world now. How have Acts of God impacted the PCs' lives, and how does the Shelter deal with these problems? How have the corporations tried to market entertainment to the masses? When you go to a store or a vendor on the street, what is the **culture** around street food?

As with everything, focus on the aspects of Glitch **culture**, the underworld, and the characters. Spend time on the things that are interesting and important to you. You don't need to spend your time working out every facet of life in the Shelter and beyond. Explore only what you find interesting.
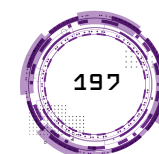
RUNNING THE GAME

Hack the Planet and other Forged in the Dark games are different than a lot of games, as the players are co-authors of the fiction. Authority and responsibilities differ from other games you may have run before.

The following sections: **Goals**, **Actions**, **Principles**, **Best Practices**, and **Bad Habits** break down how this game differs, and how to GM this game.

GM GOALS

When you run the game, try to accomplish these **Goals**:

⊙ **PLAY TO FIND OUT WHAT HAPPENS.** Do not frame players into scenes toward specific outcomes and events you have in mind or have scripted. Follow the players to see where they lead.

⊙ **RELAY AN HONEST FICTION.** When there's a consequence that follows a players' action, use it. Tell the players what their character should honestly notice in any given scene. The players only know what you tell them. The world only seems real when interactions and knowledge make sense.

⊙ **MAKE THE REACH A LIVING, BREATHING THING.** When you describe the world, populate it with details that make it feel real, dense, and alive. Tell the players what they can feel, smell, hear, and taste—or ask the players to tell you. Give every important NPC a name and detail them as though they were a character. What does the NPC want, and how do they get it? Do they use force, bluster, or charm?

The GM uses **Actions** and **Principles** to accomplish their **Goals** in the fiction. Find these in the following pages.

GM ACTIONS

The GM uses their actions to keep the fiction moving in interesting directions. If you're not sure what to do next, or the players look to you to find out what happens, look at your list of actions and pick one that feels right for the situation.

ASK QUESTIONS

The GM should be as invested in where the story goes as the players. The way you express your curiosity and interest is simple—**ask questions**. Sometimes you use questions to clarify a player's intent and goals. But a GM can build interesting fiction by asking questions about the world and the PCs as well. If you wonder about something in particular, pose the question to the players and then incorporate the answers into the fiction.

⊙ **ASK ESTABLISHING QUESTIONS** to lay the ground work for an action. Most scenes will call for an action roll and require details to establish position and effect. *Is everyone timing their jump off the airship together? Are you saying this in hushed tones so only Noktra can hear, or is this for everybody? As you're Swaying the Captain, what is everyone else doing?*

⊙ **ASK PROVOCATIVE QUESTIONS** that invite the players to flesh out the setting and their characters. *Have you had any previous encounters with corporate law because you're a Tipper? You said Flint is bitter because they were Foundation and rich. Now they're in the 'Zone; what's the detail Flint's hung up on that starkly contrasts the lifestyles they've lived through? Things devolved into a shootout that ended all their lives; how is everyone feeling? Does the bloodshed sit well with everyone?*

⊙ **ASK LEADING QUESTIONS** that telegraph to the players what you're thinking. *Do you think you've dealt with pick-pockets trying to sneak Joules from you before? You've got military training, does the threat of a gun against your face rattle you? If this works, you're still plummeting out of an airplane though—you're good with that, right? She's eying you up, are you doing the same?*

⊙ **ASK TRIVIAL QUESTIONS** to show the players what interests you. *Does each section of the 'Zone smell different? How do people navigate the 'Zone's streets? How far can you see when you're standing on the docks? Is there a lot of pollution obscuring the view? Do you know anyone who's been burned badly by the sun when a mirror shifts or falls off?*

⊙ **ASK THE PLAYERS FOR HELP** when you're unsure or need a moment to think. *What do you think, should falling three stories be fatal? She's your partner, how long would she wait before she gave up and left without you? What do you think this person wears that clearly illustrates that they are rich and frivolous?*

> Ask questions
>
> Provide opportunities & follow the player's lead
>
> Cut to the action
>
> Telegraph trouble before it strikes
>
> Make them use their stuff
>
> Initiate action with an NPC
>
> Tell them the consequences and ask
>
> Follow through
>
> Tick a clock
>
> Offer a Ripple
>
> Think off-screen

PROVIDE OPPORTUNITIES, FOLLOW THEIR LEAD

As a GM, seed the fiction with many opportunities, and telegraph those opportunities to the players. When players pursue an opportunity, follow their lead. You go where everyone is most interested in exploring.

Shelter 1 and the rest of The Reach are presented in such a way as to create character springboards and hooks for players. When they choose playbooks and a crew, they further illustrate their connection to Shelter 1 and The Reach. Take note of the PCs' and crew's backgrounds, and explore those facets with them.

If you're not sure what opportunities to present, use the tables in this book to help you (see page 318). Use your **Goals** and **Principles** when choosing these—as with all of your decisions as a GM.

Opportunities are dynamic, and depend on your game's scope. If you're playing one or two sessions, the opportunity will be different compared to long-term campaigns. They should sometimes be massive paydays, other times small, but steeped in a PC's motivation and past. The setting features multiple factors that are immediately interacted with at crew creation. Beyond that, choose something that interests you personally, and then make it intersectional with the crew or PCs. Which factions are pointed at each other? Which are enemies and which are allies? Who would reach for the crew as a resource and why?

Players naturally start to gather information or long-term projects in between jobs that interest them. Look out for players who want payback from society, and encourage that train of thought. Do they want to meet a contact in the dead of the night, **NETWORKING**? Perhaps they nab a fixer, paying them off with **JOULES**—**SWAYING** them for leads. You can create a **clock** that fills as they look for opportunities, each PC contributing to it in their own way.

An opportunity is always a vector for a score. Convey to the players how this information is valuable to them: *"Some within the Porters are seeking new leadership. Working conditions are shit when you're developing an immunity to Screen. A new drug that's better could save him."* Don't say: *"Jedrick could be an interested buyer."*

If the information interests players, they could gather more details about the situation. *"Viktor, Jedrick's son is rallying the sailors to his cause. You could get a sweet deal to get his ass out of the fryer. Porters are always going to need a drug like yours. You could play the two off of each other, or side with one of them."*

An opportunity consists of:

⊙ A **target**. *Manufactured Life.*

⊙ A **location**. *A secret facility hidden below a warehouse by the docks.*

⊙ A **situation**. *Intel indicates that ML's secret lab is where the formula for the drug Screen is held. A scientist is being moved to a new facility with samples and the formula.*

⊙ One obvious vector for a **plan**. *Lavente can get one person on the security detail if you smuggle him and his family out of the Shelter to coordinates he provides after the score.*

Better information from contacts, or gathering information could include:

⊙ Connected **factions** and what they need or want. *Tracers have long been after the scientist moving the formula.*

⊙ An alternative vector for a **plan**. *Lavente says Safety corporate security is going to hit them at this location.*

⊙ Interesting related information linking an alternate **opportunity** *Smuggling the formula into the hands of The Split Peas would hurt ML further, and possibly net you the drug in the future. Perhaps you could work something out.*

Each crew has a list of opportunities at the end of their sections in the book. Use these as inspiration, and tailor them to what's happening in the fiction. Any time you aren't sure what should happen next, you can turn to these opportunities and see what appeals to the players.

These opportunities stem from the details of your specific iteration of the setting, but ultimately they also goal post what the fiction might look like. Remember, go with whatever excites everyone most. **Opportunities** turn into **scores**, which turn into **consequences**, which drive the fiction. After the session you can populate more opportunities based on what has happened in play.

Ask the players clarifying questions to guide their interest into something actionable. If they want to investigate more, especially when in free play, they invite consequences before the engagement roll is ever thrown. Either way, following them makes your job easier. Don't be afraid to ask the players what they are most interested in doing next.

CUT TO THE ACTION

Lingering on inconsequential details will stall out the fiction. When someone provides a detail or wants to pursue the detail of a plan, this is your cue to cut in as the GM. "Sounds like the easiest way to hit them would be the armored car," is actually a detail. "That's an assault plan, right?" If they agree, then you're set! "You see the armored car heading along its route. You're in your spinner shadowing them. Let's do the engagement roll to see how this goes." That's all it takes to be on a score—especially if you need to break your group's habit: extensive planning.

Remember, flashbacks are there to explore details as they become relevant to the score. Players can still be cool and execute their extensive planning using flashbacks as obstacles arise. It makes for dynamic play, and keeps everyone engaged in the fiction.

Linger on the action when it's interesting to you and the players. Some players will treat downtime activities as something mechanical rather than something fictional. They describe their actions, but they don't linger when it's interesting. If you're working on a long-term project to meet with a Spook informant feeding you info—dwell there. Cut to the action when they say what they want to do. "You buy the house special at The Blue Oolong and sit with a number at the table, signaling your contact. Their voices comes from behind you. 'Don't turn around. Have you heard the news? We have a complication.'"

You can ask the PC questions to draw that action out if it's within their purview, like their contact or friend. If they don't have any ideas, simply cut right to the scene. Sometimes players won't offer details because they are hesitant to put their PC in the spotlight. But the action is what's interesting, even for PCs not in the scene. Players can still be invested in what's happening because it's interesting. Being invested means caring about other players, the other PCs, and the fiction.

TELEGRAPH TROUBLE BEFORE IT STRIKES

Get the player ready for possible **consequences** by showing them an incoming threat, and then asking them what they do about it. This primes them for consequences.

There's a figure silhouetted on the dock with the setting sun at their back. A jacket with straps is blowing off to the side. It smells like a storm is coming. A voice erupts from them, "We told you we'd come calling. We're protecting your sister, just as you asked. We've got a job, needs doing against your friends, The Split Peas. You're interested aren't you?" What do you do?

She spits in your face. "I ordered the hit, sure. Kill me now and you'll never know who carried out the deal. My hands don't have blood on them, but have you looked at yours recently, Haboob?" You can hear the sounds of boots hitting floors down the way. What do you do?

An automated turret hangs over the drop-off location to the warehouse. The worker takes out a briefcase and hits a button. It unfolds into a stand of sorts with a retina and ID scanner. "The samples are on their way up from storage. We just need you to log them out. You know the drill, you're corp sec." What do you do?

There's only one opening to this facility, and it's through a roof that vents exhaust. It stays open for 3 minutes. You'd better hit the entry with pin-point accuracy. You're diving from an extreme height. The storm rages on, the doors begin to open. Let's roll the engagement to see what position you're in for this stealth plan?

Vague versions of these situation kill the momentum and fail to provide the details needed for position and effect later:

The Auditor keeping your sister safe demands that you do a job for them. What do you think?

Your Discovery clock is close to being full, and she's not afraid of you. What do you do?

There's a security check first. Do you have an item for that?

OK, you have a point of entry. Let's do the engagement roll.

Players don't have enough context to choose an action—let alone solve the problem in multiple ways. There's also no urgency. It's difficult to picture what sort of **consequences** would stem from these situations. If you telegraph the possible consequences to the players before they roll, the players know what to expect. These details also let the player solve the situation creatively, using a flashbacks to overcome the obstacles provided.

DUCAINT RACE BIKE

MAKE THEM USE THEIR STUFF

Pay attention to the PCs' items and find ways for them to be able to use them. Lots of scores probably take place at night, so using multi-spectrum contacts or a light source is pretty key to navigating or getting a leg up on NPCs.

Players have a number of potential items at their disposal tied to the setting. Things like disposable pistols, Early Warning Devices (EWD) for Acts of God, and Screen telegraph setting details to the players and also create opportunities for drama. If they're using a disposable pistol, which uses a **Joule** to function, maybe it jams up or the power goes dead. Disposable pistols are naturally low quality. Cheap **Joules** can lose their charge easily.

A real, tangible cost on top of load communicates the scarcity of **Joules**, and just how integrated they are into technology. **Joules** provide power and also function money and barter. Needing to reload a gun cuts into their payoff. Any gun might run dry and need a new mag, which costs 1 **Joule** and **1 load**.

Items give the GM opportunities for complications. If the players don't have an EWD, they don't know if an Act of God will hit or not—a consequence that adds a tick to that clock might have one strike now while they're on a score.

The drug Screen protects users from the sun for more than a couple minutes. The sun can burn through clothing, potentially causing harm (a fortune roll might determine the severity). If their route takes them through direct sunlight, they might need to inject themselves with Screen to get by unscathed.

If they're hurt, they might need to use a recharge to function properly. Their equipment or weapon can break. This is a good way to illustrate that they may need to retreat and try another way.

A PC risks being identified and accruing **heat** if their obscures are removed in combat by a guard's lucky grab, revealing their face. You could make a clock and tick it for that, or use that fictional outcome to leverage the crew getting more **heat** on the job in the future.

The PCs' communications could be compromised or hacked if their communications are not encrypted.

All of these things can be leveraged for consequences, and can give players opportunities to use flashbacks in interesting ways.

Note that items on playbooks are a bit different. Think carefully before taking away one of their items completely. You could take away an item as a dire consequence, and the player could spend **downtime** to getting it back.

INITIATE ACTION WITH AN NPC

If the PCs get caught on minor details or don't know what to do next, insert an NPC to prompt an action roll. You could use a higher **Tier** NPC to exert social pressure, or a friend or contact with an opportunity.

"The Straylight contact exits the spinner in the private park and walks toward you slowly. They cock their head, look at you, and turn back. Your disguise didn't cut it. She's out of there."

"What! Must be a really high Tier…"

"You can choose to Resist with Insight if you want to, but otherwise she's on the way out. What do you do?"

Reserve this approach for when you want to drive home NPCs that are big **Tier** players in the fiction. The larger the difference, the more dramatic.

TELL THEM THE CONSEQUENCES AND ASK

"You can totally jump out the window, but you're on the second floor; it might hurt. Do you want to make a roll for that or try something else? You can also gather information about this situation if you want! What do you do?"

"You make the drop, falling into the electrical storm. The captain drastically understated what this storm is like below. It's harsh. You look over to your right and see Fulcrum for a second as the sky is illuminated. They get struck by the bolt and careen off path. It'll go dark in a second, what do you do?"

FOLLOW THROUGH

Most importantly, always follow through when you foreshadow a **consequence**. You need to stay true to what you've set up or the fiction will not make sense. Remember, players can **resist the consequence**, or receive help from another player with **teamwork**. They could use their **armor** to mitigate the **consequence**. And, if applicable, address the consequence with an action roll, depending on the game's tone.

A fiction without stakes makes for a boring story.

The phone rings behind you as you bulk. They motion for you to answer it. On the other line is the unmistakable sound of your sister saying something hurriedly. But she's interrupted by the sound of a gunshot.

A flashbang rolls into the room ahead of 3 Sentinels coming in, weapons out. Their lasers cut the room as your vision goes white.

The turret spins and lights you up, riddling your disguise with holes. The force of the rounds drives your body back. Take fatal harm.

A 1-3, desperate means I think this ventilation shaft is shorter than the usual couple minutes. You're careening down, and it already starts to close. What do you do.

Use the fiction when you want to illustrate a group's **Tier** in these situations—like when the crew directly antagonizes a major corporation like Nourish. *"You return to The Garden and notice something in the soil as you enter. A hand protrudes from the dirt. A silver ring is on one finger. There's a Nourish signal on it. They're sending you a message: No one crosses them, not even their own. Just like Lavente said. You hear the faint sound of ticking below the soil. What do you do?"*

TICK A CLOCK

When a situation feels like it has multiple moving parts than a simple action, make a **clock**. Make sure the clock is visible to everyone. Be transparent. Whenever a consequence occurs, you can always tick the clock. This is a part of following through on a threat.

OFFER A RIPPLE

Incentivize interesting fiction by offering a **Ripple** after issuing a **consequence**. If you can't think of any, ask the players to give suggestions. If no one can think of one, you can always offer more **heat**. In the crowded, seedy underbelly of Shelter 1, there are eyes everywhere.

THINK OFF-SCREEN

What else is going on in the world while the players are doing their thing? **Factions** and NPCs don't sit still at home. The underworld is always working its angles to get what it wants. Could a Flicker show up, investigating the events of the crew's score? Did they piss off a gang because they haven't given them their cut like they promised? Is someone in a PC's past due for an appearance? Incorporate these things to show the PCs how the world turns. The world is a dynamic place, rich with details to bring into the fold.

GM PRINCIPLES

Principles steer your decision making process, helping you to hit your **Goals**.

◉**BE A FAN OF THE PLAYER CHARACTERS.** Your relationship with the player characters isn't antagonistic. When you use consequences, portray the fiction honestly. You do it because the game calls for it. Invest in the story that follows these characters, especially their successes.

◉**START AND END WITH THE FICTION.** Focus on what is happening in the fiction. Turn to the mechanics when called for, and then go back to the fiction. Fiction comes first in this game. Players are always in a reactive position. They get opportunities and act on them. They get entangled, they accrue heat, and they pursue their goals.

◉**HIGHLIGHT AND EXPLORE CYBERPUNK AND CLIMATE FICTION THROUGH PLAY.** Climate fiction is very new. Cyberpunk means a lot of different things to people. It is eclectic and highly subjective. When you play *Hack the Planet*, find out what interests you and invite the players to do the same. Then show it on screen. Ask questions. What worries you about climate change? Inject that into the fiction. This mashup of genres serves as a starting point. You and your group fill in the rest, imprinting your unique lens into your iteration of the game.

◉**MAKE STRATIFICATION OF CLASS AND CLIMATE CHANGE PERVASIVE.** Climate change affects every life in the setting. The sun burns, and everyone needs a special drug to move through direct sunlight. The Shelter is a city designed to repel Acts of God. How has climate change manifested in this culture, urban sprawl, and lifestyle? How does it differ from the privileged segregated from the 'Zone?

◉**ADDRESS THE CHARACTERS.** Say, "What does Hix Clelland do?" Not, "Asher, what does Hix do?" Sometimes what the character would do lines up with what the player would do. But the distinction between the fiction and the real is important for immersing the player in the story.

◉**ADDRESS THE PLAYERS.** Conversely, because players co-author the story, pose questions to the player. "Asher, what do you think, has Hix killed a person before? Or is this the first time? When they hold this gun are they stone cold or what?"

◉**CONSIDER THE RISK.** How are the PCs' actions adding risk to their situation? If they've achieved something, they might be in a controlled position for the next action. If they're improvising or are outmatched, they're probably in a desperate position. You give the position, but it's a conversation. Changing your mind, especially with player input, is a part of the game.

◉**HOLD ON LIGHTLY.** Co-authorship is reiterated throughout this text because multiple inputs make the best fiction. Feel free to alter a decision if a player makes an interesting suggestion. Playing through a choice that feels weird for everyone is not in service to the fiction. You might be tempted to treat setting details as canon, and put your foot down on your decisions. Take a step back, look at what the players are saying, and then act. Have a conversation about why you do or don't want to change something.

GM BEST PRACTICES

ADJUDICATE TENSE AND IMPORTANT DECISIONS TO THE DICE.

Engage with the mechanics to surprise yourself and the players. Ask yourself if it's more interesting to make a fortune roll to decide an outcome. Consider if the player needs an action roll, or if you just simply say, "yes." Most importantly, don't fudge the dice results. If you turn to the dice, let them speak.

EMBODY THE FICTION AND INFUSE IT WITH INTEGRITY THROUGH YOUR ACTIONS.

Advocate for a fiction that interacts with the mechanics in a truthful and honest way. Play to find out along with the players; don't steer them in a particular direction. The story gets contrived when you railroad the players to an outcome. It's a harsh world that stacks the odds against them—that's why they have their player facing mechanics. Keep true to the fiction, even when it's hard. Your players will have confidence in the fiction you all collaboratively generate.

INVITE THE PLAYERS TO CO-AUTHOR THE FICTION.

Ask them about their character, and ask them about the setting. Spotlight what interests them in the fiction—to what their character thinks and feels about the current situation, to who hangs around their tenant block all the time. When a player asks a question, pose it to another player. Encourage the players to discuss the fiction and exercise their creative agency.

HELP THE PLAYERS USE THE GAME SYSTEM.

This game differs from others, so mastering this system requires collaboration. A player who understands the system can kind of co-GM, helping the other players understand. This collaboration leads to the most interesting fiction because everyone can engage the mechanics as intended. Pause when a player needs help solidifying what they want from a mechanic. Ask the player broadly what they want to accomplish, and help them do that. If they're stuck, give them options, and then ask if one of them appealing. Customize the option further with the player if needed. Give two extremes and they'll usually meet you in the middle with what they want.

DON'T BLOCK.

Your job is to find a way for the players to do what interests them in the fiction. Find out what everyone is most excited to explore when you begin the game, and spotlight those ideas. Don't tell the players they can't do something. Give them the fictional stepping stones they need to attain their goals. Sometimes that goal is far away, and that's fine. Long-term projects are great for these goals.

FEED THEM INFORMATION THEIR CHARACTERS WOULD BE PRIVY TO.

Don't assume the players are picking up the hints you're dropping. Be explicit about what each character would perceive in a situation, especially categorizing it by their playbooks. An Edge is good at sizing up how dangerous someone is—unless the target is attempting to conceal it. Quirks know the most about Acts of God—tell them what they can discern when looking at one. If an NPC is concealing information, let the players know. The players experience the world by your communication. Make sure you're feeding their senses so they can feel and act like their character.

ADVOCATE FOR THE FICTION AND THE NPCS.

The fiction doesn't merely serve the PCs' interests—it has a breath of its own. Portray NPCs as people in there in own right to create a vibrant world. Communicate your goals through their interests and capabilities. This world is a harsh place, and some people reflect its darker aspects. If the players hatch a plan against a corporate executive, tell them they better not mess it up. Blow back against powerful people escalates the stakes. The PCs' relationships with their contacts and friends is just that: a relationship. The contact will want favors from the PCs too. If you don't treat someone like a friend, maybe they aren't your friend anymore.

SET EXPECTATIONS.

Before you start playing, check in with the players every session. Ask the players what they want out of the individual session and the campaign. Is everyone good with the tone still? Is everyone enjoying playing their character still? Expressly say the table will work toward these things. If they don't have the opportunity to do what they want yet, work toward that, inviting the players to contribute to the conversation. You're not a mind reader. You need to talk with them about what interests them. This also lets them know what their participation looks like in this game. It is not simply reactionary—they lead because the fiction, and you, follow them.

CUT TO THE ACTION.

After you get what you need from a scene, cut to the next piece of action. If it's a character moment, ask them if they got what they needed from the scene. Whatever their goals may be, allow the mechanics and the dice to define the stakes from the fiction's details.

Stay flexible while adhering to what is true in the fiction. As player characters traverse fictional locations, you'll have ideas about what this place might look like. If the PCs are infiltrating a cycle gang's residence, you might have certain notions about the place like:

- Reliant on electronic security or human guards? How many?
- Security cameras? (Infrared or cheap?)
- Where do they keep their cycles?
- Innocents present?
- Guns hidden throughout the house?
- Neighbors? (Chance of witnesses?)
- Security lockdown with intruder detected?
- Alternate access? (Through the roof?)

As they enter each space, you'll consider new thoughts about what may happen. When they try to locate each entry and exit, you decide if there are human guards or cameras—perhaps adjudicating their presence to a fortune roll, if appropriate.

When the players butt up against obstacles, introduce your ideas so the players interact with them. Until you introduce them, they exist only in a state of potential. Possible consequences become easier to insert when you put thought into the situation.

USE YOUR IDEAS AS YOU NEED THEM.

You follow the players like a camera, which takes the pressure off of you. You don't need a full plan for every eventuality because you're playing to find out. Let action rolls determine if the scene is fast or slow. Bring in your ideas when they're needed. There is no correct answer for how many you insert. Ascribe clocks to complex actions to represent this state of potential. Progress to goals, threats to reaching said goal, etc.

FOCUS ON ONLY THE INTERESTING PARTS OF THE FICTION even in action situations, like infiltrating the gang. If the PCs are searching the house to find people, you do not need to say, "OK, this left room is clear. Now where do you go?" Instead, cut to what's interesting. "You find the kitchen table overturned with a shotgun slung overtop about to go off. What do you do?"

TRANSLATE INTERACTIONS WITH THE MECHANICS INTO FICTION.

Whatever happened mechanically needs to be shown in the fiction, otherwise things start to get too abstract. Remember: the players' actions depend on details. It's not enough that the player simply rolls to shoot the person with the shotgun behind the table. The opponent has cover, so how do they do it? Do they do a trick shot? Do they use an explosive? Do they try to talk the person down? You can deal with an armed person in many ways, and can abstract the progress with a **clock**. Don't pigeon hole the player into choosing an action.

CHANGE THE SCOPE OF ROLLS with the interest in it at the table. Sometimes more difficult challenges are by nature more granular, that can't be helped with high stakes. But ask yourself what the most interesting way of dealing with an obstacle is. Sometimes a knife fight requires one roll, and sometimes an entire skirmish between a gang is abstracted with one dice roll. This is a choice that will vary with each group. There is no "right" answer, gauge this by conflict and interest. How long you spend in resolving something should roughly equal how much the group cares about it.

PUT IT ON PAPER.

Players should be able to see most **clocks**. There will be details solidified in the fiction each session that is important and needs to be recalled. Make sure you write it wherever you keep your notes. NPC names, looks, and outlooks; offscreen implications for events in the present, etc.

BLUE, PINK, PURPLE, NEON DANGER.

If you reach a point in the fiction where there's no clear jumping off point and the players aren't pursuing an opportunity, give them another one laced with danger, then wrap it up in a cyberpunk aesthetic: blues, pinks, purples, and neon. Being a Glitch is a hazard in of itself. Trouble is never far behind. Each character has a past, some are probably running from it.

GM BAD HABITS

DON'T CALL FOR A SPECIFIC ACTION ROLL

In some games, the GM or mechanics (or both) dictate what actions a player takes. But that doesn't jive with this game. Whenever a player sounds like they're doing something that may prompt a roll, ask them what action they're taking. They choose their action, you tell them the position and effect based on the context of the roll.

The actions overlap intentionally enough that this procedure skips a discussion around which action is the best one. It also makes sure the player and the GM are on the same page before the roll in terms of actions and possible consequences.

"I want to get this lock open."

"How do you want to go about doing that?"

"Hm, I Modify it to get it unlocked."

"Can you tell me what that looks like onscreen?"

"Sure, yeah—my eyes dart around. I take a blade out, pop open the control panel, and rewire it so the circuit closes."

"Cool, yeah I think that's a bit risky because they've got guards patrolling, and you might be spotted. It's also a corporate facility with complex wiring so it might be tough—so that'll be limited effect. But you can push yourself, get help from others, or ask us for a Ripple. You've got options. What do you want to do?"

If you think the PC's approach to accessing the facility is really out there, you might say "no effect" instead of "limited." It's up to you. The best way might be to **HACK** it, rather than **MODIFYING** it. Either way, discuss and clarify the action roll with the player; don't call for rolls.

DON'T MAKE THE PCS LOOK INCOMPETENT

A **1-3** on the die doesn't mean things escalate or go badly due to PC's mistakes. Things become more deadly and the stakes might escalate, but it's not because they messed up—that's just how it went down. Divorce a poor result from the consequence's causality, and what is shown onscreen regarding the PC.

The PCs are competent and badass—they ran out of time, luck wasn't on their side, their foe got in a lucky swing, or is likewise competent. Describe the PC's action as they would like it to happen, then interject with the consequence. This description also gives the player details around the bad outcome when resisting it, so then can follow through with a cool response. "You duck under him and slash at his torso as he goes by, but you notice bits of fabric on the blade afterward instead of blood; he must be wearing armor."

You can also talk through the circumstances to arrive at a consequence that makes sense. Suggest incorporating the PC's **vice** or **trauma**, **root**, or **background** into the **consequence** so the PC gains **xp** from their troubles—incentivizing them flesh out the character further. "You see him begin to believe your story. His features relax into a sort of friendliness… but then a spark of recognition runs through his eyes. The Sentinels had put out a bulletin with your likeness earlier, and he's putting two and two together. He makes an excuse about having to double check and starts to close the door on you. What do you do?"

Don't make things more complex than they need to be

After you define the position and effect, the resulting **consequences** are usually obvious—but not always. Sometimes the obvious thing is boring, and you're stuck choosing between the uninteresting obvious thing and the potential of something more interesting. Don't be afraid to give the crew more **HEAT** as **consequence**, especially if they have abilities that decrease **HEAT** substantially after a **score**. You can tick a **clock**, or make a new clock and tick that. There is a natural progression to elevating drama and tension in a scene. Not every complication needs to be show stopping and climatic. The slow burning consequences that hinder them later are just as satisfying as quick fortune reversals.

Stymie The Inevitable Excess Of Planning

Anytime there's a **score** or a heist, players naturally gravitate toward excessive planning. However, excessive planning actively works against the system in this game. The more players define beforehand, the more time they waste preparing for problems that may never happen. The system's elegance comes from cutting to the action, moving to the **ENGAGEMENT ROLL**, and the context around the **action rolls**.

Remind them that **consequences** and obstacles will happen, no matter how much planning they do. You can still incorporate a player's idea when they're excited about a certain part of the score. But they'll still need to roll to address the obstacle—and consequences will probably come as a result. Planning doesn't circumvent obstacles or consequences, so you might as well deal with them in the moment, rather than talk about the potential ones that might be encountered.

Don't Shortchange Them

If your fiction doesn't have integrity, there is no point in playing this game. When you state a position and effect, the follow through when they make the roll is paramount. What they set out to do happens. You've already clarified the fiction beforehand, to renege is to further tip the odds of failure for the PCs. Don't hold back information. Don't give them less payout or an unfair amount of **HEAT**. Play the game as it was meant to be played, because the game only gets harder as they increase their **TIER**. The GM needs to root for them.

Don't Shut The Players Down

Players, especially new players, don't know the system as well as you do, usually. Instead of shutting down their idea, give them a way to achieve what they want—even if it's a stepping stone like a long-term project or a Ripple. *"You want to maneuverer a tornado on fire to the basin, so it sucks up water and goes out? I think this is desperate limited. It's super dangerous and on fire. I tell you what though, that sounds cool and I want it to happen. How about this Ripple: no matter what happens, the fresh water in the basin is a precious commodity—a Tracer is going to start an investigation. I'll start a tug-of-war clock. It's completely separate from your* **HEAT***; sound good?"*

If it makes sense for the PC's action to have no effect at all, it's OK to say that.

Or you might say the proposed action has **zero effect** as the baseline.

> *"I want to blow a hole in a porter ship, I'm Wrecking it."*

> *"That sounds desperate to me. These ships can withstand a lot, they haul icebergs back to Shelter 1. I think you're beginning with no effect at all to start."*

> *"I'm going to push myself then; unless someone has a Ripple for me!"*

If they just don't have the equipment to hit a higher **TIER** target, be honest and say that. They can **acquire an asset**, or try another way. If the corporate security officers have advanced armor, that disposable pistol fire won't make a dent. The players can use teamwork, push themselves, or use a flashback to overcome their target. Don't just say no and move on—give them a route if it's available and explain why. If they're shut down, they will assume it's not a possibility ever instead of just right now with the tools and equipment available to them.

Don't Negate The Outcome Of An Action Roll

A player can resist the consequence that comes from an action roll—but that mitigates the **consequence** not the **outcome** that was decided by the roll.

> *For example, Wolfie the Lens is spelunking down an unstable canyon to an airship precariously perched between the two rock walls. If Wolfie's player, Lauren, rolls Finesse to safely navigate down to the ship and fails, we know that the outcome is she doesn't navigate safely and then there's also a consequence—falling due to the line tearing on some rocks, or landing on the ship and taking some harm. The GM could also start a clock for the airship falling and tick the appropriate amount based on the roll result. Wolfie can resist those consequences—but no matter what, the outcome still stands. Wolfie is now on the ship without a way up having lost the line.*

Don't Dwell On Unimportant Details

Details are there to service your fiction and make it better. Abstract details that aren't important. If the crew wants to set up a meet with a local gang boss or faction leader, just cut to it. Don't dwell on the ride there if nothing will come of it. You don't need to follow the exact movements of the crew traversing the city to this meet, you cut directly to them entering it and paint the scene details.

Remember: this is a TV show or a movie. You only spend time on the dramatic and interesting; everything else is offscreen. Players might have other ideas of what is interesting, so leave space for what others want to see onscreen, too. But in general, keep this philosophy close as you play out scenes.

STARTING THE GAME

In the first session of play, the group will choose a crew type, the players will each choose a playbook and create a character, and then jump into a **score**. Depending on the length of your session, you may be able to finish the score—but don't stress if you run out of time.

Familiarize yourself with those specific procedures before your first session. It helps to take on each step as a group, proceeding to the next one when everyone has completed the current one. Encourage discussion amongst players at each step so everyone can express what they're excited about. This discussion helps narrow down crew and playbook choices quickly.

Before the first session, look at the list of factions in The Reach (see page 247) and pick out a couple that interest you. Factions are needed for crew creation. So if you have some in mind already, you're ahead of the game.

Check out some of the touchstones for *Hack the Planet* if you're not familiar with cyberpunk and climate fiction (see page 4). Thankfully, there's a lot of cyberpunk imagery, music, literature, TV shows, movies—even comics—out there in the world these days. Spend time with some of this stuff to get an idea of what you'd like to showcase in your fiction, and what kind of questions you'd like to ask the players. You don't need to describe for them all of the stuff you've been consuming; you can instead ask them pointed questions like, "As we look at the Shelter 1 through the iris of a camera, what do we see that tells us there is a massive stratification of class and lifestyle between the 'Zone and the corporate city?"

This game comes with reference materials for the GM and the players. The crew types and playbooks are included in the digital download of the game. If you purchased this book in a physical space and didn't receive the reference materials, contact us and we will send you the digital copy at info@samjokopublishing.com or samjokopublishing@gmail.com.

AT THE FIRST SESSION: SETTING EXPECTATIONS

When everyone is ready to play, remind everyone of the game's premise.

> *"In this game you play Glitches, cyberpunks living in a massive Shelter constructed by corporations that now control the entire place. You're all a part of a criminal underworld trying to make a living in the Shelter's massive climate refugee area called The Green Zone. Here's the different crew types you can choose from, and here's the playbooks…"*

Explain each process, mechanic, and setting detail as it arises. If you infodump them in one go, they'll probably be overwhelmed. There's a lot of mechanics and a lot of foreign aspects to this setting without wider cultural touchstones. If people have seen *Elysium* or *Blade Runner*, great! But don't expect that they have, as cyberpunk is more niche than you'd think.

As the players look over the materials, let them know some of their player responsibilities. Tell them this is a collaboration; everyone should contribute ideas and listen to other people's input. There's a lot of stuff that could come up, but there are three basics you must discuss:

⊙ Are we interested in a dark and gritty story, or an adventurous romp?

⊙ What touchstones are people working from?

⊙ How often do Acts of God hit Shelter 1 do we think? How interested are people in that aspect of the setting?

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CREATING THE CHARACTERS AND THE CREW

Work your way through the character and crew creation procedures together on page 50 and page 98. Take an interest in the players as they craft their characters. Ask them questions that situate the character in the fiction:

⊙ *Why did you become a Glitch and enter the underworld? Is it tied to your cybernetics? What do you picture your cyberware looking like?*

⊙ *Why did you join this crew? Was there a process to get in? Did someone have to vouch for you?*

⊙ *Each of you have the same root in the Green Zone, are you related? Did you arrive in the Shelter around the same time?*

⊙ *Do you have an idea for a specific vice? Is there a story behind it, or are you going to figure it out later in play?*

⊙ *What does your blade look like, and when was the last time you've used it, if at all?*

⊙ *Did someone else bring you into the underworld? Do you know the person who hacked your nanites and took you off the grid? Is there a story there?*

⊙ *Have you worked for any other factions before? How did that end, or did it?*

⊙ *Have you ever gone up against an Act of God or lost anything or anyone to one? What was it like?*

⊙ *The two of you have the same background; did you both previously do this work at the same place before joining the crew? Have you known each other long?*

⊙ *Have you been in Reform before? Why?*

If the players don't know the answer to any of your probing questions, that's completely fine. Some things, such as the character's disposition, beliefs, and drives are best explored through play. Make sure everyone is invested and thinking about their character and the world they inhabit by encouraging open and honest discussion.

Crew creation will prompt you to talk about a few **factions**, which is when you can insert some of the ones you're excited about. Tell the table why you like them. You can then use these factions in the starting situation you'll create using the following section.

For an even faster start, you can create a crew in the second session. Jump into a **score** after creating characters. The players can choose a crew the next time they play.

MAKE INTRODUCTIONS

Once each player has filled out their character **playbooks**, have them each introduce their character to the group. Their character's name, pronouns, look, **root**, **background**, and **special ability** are particularly important. If they don't have a **vice** yet, that's OK, if they do—ask them to describe it. Who is their friend and rival? Do they know why? If they're can't answer the question yet, it's fine to figure it out in play.

The group should collectively fill in the crew sheet, except for the name. Chances are the crew will develop a name for themselves through play based on the **scores** they do or their method of operating. Make sure that the crew has a **special ability** and **upgrades** completed, and that each player understands the starting **crew ability**, and that they choose one in addition to it.

BEGIN IN MEDIAS RES

Once everyone is set, jump into a scene already in progress. The situation should be a problem that intersects with three **factions** and has no simple resolution in sight:

⊙ Position two factions with opposing goals against one another. Have them situated in a confrontation, perhaps even at war.

⊙ Have a third faction set to either profit wildly or suffer ruination due to the confrontation.

⊙ Every faction wants an ally. Whichever ally the PCs choose, complications will stem from any decision they make.

The idea is to jump right into the action, propelling the fiction forward and sparing some confusion over what the players should do first. Use this situation to find out who the PCs are, what their team dynamics are, and what their beliefs and drives are.

THE OPPORTUNITY

Choose a **faction** and set a scene in the faction's **base** or headquarters. Describe the atmosphere and mood, as well as the faction's **lifestyle** depending on their Tier—is it nice, secure, more luxurious than average? Place the PCs in a conversation with the faction's face regarding the faction's current problem. Express the factions' viewpoint and needs, and then give the crew an **opportunity** that matches the faction. If they're aggressive and powerful, they might demand the PCs' assist them. Tailor the opportunity to the players' crew—they're competent professionals after all.

Poll the table with a direct question to see if players are interested: "Are you in, or what?" If they're out, suggest that they're working with another faction already. Or perhaps the players are interested in helping, but want to exploit the opportunity in another way.

Keep the discussion short and punchy, and then put them in a reactive situation. Give them the information and then ask them what they do. What do they say to the person giving them the **opportunity**? Does anyone have an idea for a **flashback** if they are working with another faction that could make this situation exploitable for a **score** right now? Get to the detail of the first score as soon as possible, then proceed from there.

Note: If you don't have the time for a starting scenario, you can roll on one of the crew opportunity lists at the end of each crew's section (starting on page 98); or cherry pick one that interests you and fits this crew. You can pre-choose a **detail** and a **plan**, start with the ENGAGEMENT ROLL and go from there. You could also roll on the Act of God table (page 222) and create a quick one that the players need to deal with immediately. Spotlight the crew's starting **special ability** that has to do with how they interact with Acts of God. It's a good opportunity for an easy, action packed scene if you don't have enough time to put together a starting situation!

AFTER THE SCORE

Whether this situation turns out to be a **score** or it leads to a **score**, remember **payoff** and **entanglements**. It's an easy thing to forget your first time running, but the **entanglements** help keep the fiction moving. When in doubt, check where you are in the cycle of **score**, **payoff** and **entanglements**, and **downtime**.

The first **downtime** should be used to talk about things that came up in the **score**. Did it affect their **status** with a **faction** further? Did they make an enemy or an ally? What **opportunities** naturally present themselves? Check out the crew opportunities to see if any of those choices would pair nicely with a faction in play already. Ask the players what spiked their interest, and what they want to see more of, and then propel your fiction there.

During **downtime**, zoom in on activities that interest you and the players. You might be able to introduce your **entanglement** in an interesting way during an activity someone else does.

LEVERAGING GM TOOLS

Because *Hack the Planet* has a built in cycle—**score**, **payoff** and **entanglements**, and **downtime**—the game usually presents natural opportunities to the players. From the onset, players will have things they're interested in pursuing; the crew will have **factions** that want to use them and have enemies who want to stomp them out; and PCs will have goals and pasts they're running toward or from.

This is a low prep game. All you need to do is solidify your thoughts on these **factions** and what they want from the PCs. There's a few tools you can leverage to make the fiction feel like it's lived in beyond the onscreen interactions between the PCs and NPCs.

USING FACTION TOOLS

All of the factions have a **faction clock** that helps you figure out what they're going to do next. Advance that **clock** the appropriate amount every **downtime**. You can decide this a number of ways, but the easiest is a **fortune roll** using the faction's **Tier**. **1-3**: mark one segment. **4/5**: two segments. **6**: three segments. **Critical**: five segments. Sometimes events in the fiction will naturally progress or reduce a **faction's clock**. Sometimes the PCs' actions will benefit a **faction**, other times, set them back. After progressing a **clock**, think about whether you need to telegraph it to the players. If so, how.

Customize the **faction clock** as you like, but make sure the stakes involved reflect the faction's **Tier**. A **Tier 1 faction** has small time goals, like trying to put an enemy faction down from strong hold to weak, or forging an alliance with a higher **Tier** faction. You can abstract this process into small goals you can think about immediately for the next session. If Constructed Chaos wants to rise in **Tier** in 6 turns, how do they go about it? Perhaps they steal better equipment from Carrion, and then use it to take the Mirrored's **turf** by force. Whereas Carrion's goal could be to eliminate an entire gang that would do that to them in response.

Approach the faction's goals with flexibility. You don't have to stick with the prewritten goals and turns—especially if these plans start to involve more factions. You don't want too many players in the mix, as your prep will become complicated.

Use the information you have available to tailor each goal to your present fiction. Draw more factions in when it makes sense for the fiction. If there's already a lot going on, then progress these clocks and show them the fallout using the fiction. The world continues without them, after all. Modify or scrap the faction's goals as it makes sense for your fiction. Don't get too attached to a particular goal. It might change with the next game session when the PCs do their thing.

Remember to just focus on what's interesting for the three to four active **factions**. Don't get caught in the details when you're prepping for the next session. If you plan too far in advance, the fiction won't make sense—because the players will inevitably change the state of play.

NPC GOALS

As **Ripples** occur and events touch particular NPCs and their interests, consider creating a **clock** that represents that NPC's goal as they go offscreen. If the PCs start trouble at a nightclub all the time, maybe the owner has them blacklisted going forward. If a local gang leader isn't getting the kickback they were promised, start a clock representing their fatiguing patience. Use a **fortune roll** to advance them, building a pool from whatever is most pertinent to the roll. Use the result to modify their clocks. Advance or decrease the clock as makes sense for events, just as you would faction clocks.

JOULES

Joules are the production of actual labor. Most technology requires **Joules**, and being flush will get you noticed. If the PCs get a huge payout and start throwing their weight around in **Joules**, think about who benefits and why. If they spend a lot of time at a specific vice purveyor, but now go somewhere else to satiate themselves, perhaps the old one feels jilted. If they acquire a lot of assets that are higher **Tier** than their own, how they get it might matter a great deal. If they paid a lot for a virus that could hack the Sentinels, maybe a certain cryptographer is flaunting their own payday and gets iced, creating an unknowing trail back to the PCs.

USING YOUR PREP

Show players what it looks like to live in an underworld community as a Glitch—a community filled with gossip and propaganda. Show the PCs how their actions affect the community directly; it's a great way to get player investment. The more the players' choices matter, the more they feel like they belong in the world. Use their fixers and slides to tell them breaking news, even if some of it's smoke and mirrors.

GATHERING INFORMATION

Gathering information is often done at a player level. When their PCs learn a cryptographer got iced right after they paid their fixer for a good virus, the players may want to investigate. Most of the time gathering information is the best way to do that. But players could also use long-term project clocks for more complex problems—like discovering the goals of a higher **Tier faction**.

FACTION STATUS

Every pertinent faction and their relationship to the crew should be tracked on the crew sheet. Faction status reflects the current relationship with the crew, which stems organically from the fiction. Status can move up and down without the PCs doing anything directly, like where the crew engages the faction's ally or enemy. Show these changes through the fiction. Maybe one of their contacts is skittish because the faction status goes down, or maybe the enemy of an enemy shows up as a friend. After each game, make sure that the current status accurately reflects the crew's position.
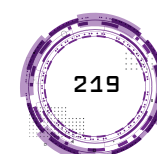
ABSTRACTING FACTION WARS

Conflict between the crew and **factions** can lead to **war**. It might be appropriate to make a **clock** for the **faction** at **war** which reflects their goals right now. What do they want from the PCs, and how do they get it? Show them the cost of being at war beyond just the mechanical restrictions, so they know the faction means business.

Encourage the PCs to deal with the situation. Players might set up a meeting with the faction a lot sooner if they can see evidence of this war in the fiction. Maybe the faction is searching for their base, or looking for someone that can tell them where the PCs are. Perhaps they escalate the stakes if the PCs don't deal with the situation. If the PCs ignore the situation, make sure the faction carries out their plans on the PCs.

There's a lot of solutions to dealing with war. **Long-term projects** can be applied, the PCs can approach an enemy or ally, they can pay off the faction, they could obliterate them completely. Lots of choices. If the faction status shifts in the fiction, and war terms no longer apply, reflect this change mechanically as well.

SERIES COUNTDOWNS

After a few sessions you and the group should have larger questions about the setting you want explore based on the PCs' actions. Does crime get so bad the corporate sector really cracks down? If the person in charge of the Auditors dies, who takes their place? How will that effect the Green Zone? Will hate for Glitches and climate refugees get out of hand? If so, will they rise up and attack a check point or gate? What will they do?

When large questions pop up, make a **clock** and tick them as appropriate. Each time you do prep, think about the questions and consider how PCs could interact with them. Always write down these large stakes questions for the setting so you can revisit them. If it's a player facing clock, they might want to interact with it too, helping you come to a conclusion.

SEASON TWO

When big events occur in the fiction, there is a natural opportunity to "reset" the game. Maybe the players successfully cracked open the Nourish headquarters and executed a high ranking executive. That's a pretty good caper to a season! It's a big event that will alter the fiction forever. Explore the event from a player perspective and consider the ramifications heading into a new season of *Hack the Planet*.

As always, focus on which events in season one interest the group when you look to the future. Telegraph some of the big season one events, and then put the PCs in a situation with a brand new enemy or friend. It's a good time to shuffle around factions—ditching the dull ones and introducing new ones. Maybe even creating some of your own!

It can also be a good time for the players to assess their PCs and make any changes they'd like. It's a good time to introduce a new crew member, or put another on the bench for a while. It could be a good time to change the crew type, or play a whole new crew for the time being.

AGENCY AND TONE REGARDING CYBERNETICS

Cybernetics and cyberware is a dial that can facilitate the tone you want in your game. Very gritty cyberpunk fiction often literalizes the loss of agency inflicted from corporations and other forms of systemic oppression in a characters' physical autonomy. They have cyberware because they are physically hurt by oppressive forces, and balance that loss of agency and autonomy with cyberware.

In *Hack the Planet*, you can use **Ripples** and **consequences** to find the right amount of grit for your game. It's rare that a character would actually die in this game, but cybernetics is the way back from that. Characters can pay to get work done on them and augment an **action rating** further, invoking the DIY, sub-cultural aspects or aesthetics.

Always check in to make sure everyone is still on board with the tone and level of grit. For more horrifying games, a choice in which a character loses bodily autonomy and then reclaims it through technology to continue their cause. The PCs already have some cyberware as a part of character creation to make the stakes personal. Whatever they decide for their first cybernetic signals what they want to explore. If they signal for this kind of grit, bring the **consequences** and **Ripples** up for them. Similarly, if a player isn't interested in this aspect, don't bother with these types of **consequences** and **Ripples** because it's not interesting to them.

Because cybernetics are centered on the return of autonomy, it should be a **consequence** or a **Ripple**, in which the player has a voice.

Important note: there is also questions around ableism that will arise around cybernetics and cyberware. Some cyberpunk stories become problematic when they frame this reclamation of autonomy as a power fantasy that erases people with disabilities, or tokenizes them. Whether cybernetic systems allow a player to perform physical actions "better" than someone else, or who they were before should be critically approached in the fiction.

There is a lot of literature out there about this topic that I encourage you to read and internalize. But as a short hand, think about if cybernetics a) are empowering the character or not, b) disempowering to someone, especially of someone with a disability (possibly the same character getting cybernetically enhanced), c) are being done in a way that perpetuates stereotypes.

For example, cyberpunk characters with mental health diagnoses needing to be "fixed" with implants that modify their brain so that they're "normal." There's a lot of cultural stigmatisms, biases, and improper information regarding disabled individuals and mental health in general. Make sure you're not reinforcing harmful discourse if you're leveraging cybernetics this way. If someone wants to a play a disabled character, that's fantastic! But encourage them to critically think about this aspect of their character and do some research first, otherwise they're likely to rely upon stereotypes from media. This should go without saying, but if someone at the table is disabled, their opinion should be prioritized over everyone else since they have the lived experience.

MAGNITUDE & ACTS OF GOD

Explosives and natural occurring disasters like Acts of God have a wide variety of effects and power levels. GMs can use the **magnitude scale** to judge these forces consistently. See the master table of **magnitude** to the right. **Magnitude** measures the **quality** level of an Act of God or explosion or different aspects of futuristic technology: its **area**, **scale**, **duration**, **range**, and **force**. Whenever you need to assess these things, look to the **magnitude scale** as a guideline to judge how it compares relative to the examples given on the table.

You can use the **magnitude** of an entity or power as a dice pool for a **fortune roll** to see how much **effect** it has, if it's not obvious or certain.

A tsunami hits the PCs as they are landing their boat. How badly does this damage the vessel and the crew? Obviously it's gonna be bad for them, but are they merely sinking? Or are they immediately wrecked and sunk? The GM makes a fortune roll using 6d (the magnitude of the Act of God). On a 1-3, the wave has little effect (for a huge wave), causing the craft to take on water and begin sinking. On a 4-5, the wave has reduced effect, fully swamping the boat and throwing some of the characters and their cargo overboard. On a 6, the wave has full effect, immediately sinking the boat and dragging the crew and cargo under. On a critical, the boat is sunk, and also the crew and cargo are badly harmed by flying debris and the wave's crushing force.

You can add **levels** of **magnitude** together to describe a combination of **effects**, or simply focus on one key **feature** for the **magnitude** assessment, ignoring other elements—even if they're on the **magnitude scale**. They're not always additive.

The **magnitude** table is provided as a tool to help the GM make judgment calls. It's not meant to be a rigid restriction or mathematical formula to replace those judgment calls. Use the **levels** as a guideline for setting a magnitude number that seems appropriate to you.

This table can also be used as a guide to **quality** level when a PC **acquires an asset** or wishes to **craft** something.

ACTS OF GOD

	1	2	3	4	5	6
1-3	Sinkholes	Sandstorm	Torrential Rain	Volcanic Eruption	Blizzards	Limnic Eruption
4/5	Avalanches	Thunderstorm	Hurricane Winds	Hail	Scorching Winds	Drought
6	Landslide	Tornado	Cyclonic Storm	Blistering Air	Solar Flare	Flooding

AREA / SCALE

0	1	2	3	4	5	6
A closet	A small room	A large room	Several rooms	A small building	A large building	A city block
1 or 2 people	A small gang (3-6)	A medium gang (12)	A large gang (20)	A huge gang (40)	A massive gang (80)	A colossal gang (160)

DURATION / RANGE

0	1	2	3	4	5	6
A few moments	A few minutes	An hour	A few hours	A day	Several days	A week
Within reach	A dozen paces	A stone's throw	Down the road	Several blocks away	Across the community	Across the city

TIER & QUALITY / FORCE

0	1	2	3	4	5	6
Poor	Adequate	Good	Excellent	Superior	Impeccable	Legendary
Weak	Moderate	Strong	Serious	Powerful	Overwhelming	Devastating

QUALITY EXAMPLES

6	*A large structure, large ship, rare, fresh glacial water, a powerful Act of God*
5	*A large building, small ship, custom-tailored clothing, photovoltaic tech*
4	*A luxury vehicle, townhouse, typical Act of God or basic clean energy tech (solar panels)*
3	*A spinner, boat, military rifle, fashionable clothing, small home*
2	*A manufactured pistol, respectable clothing, private rented room, low-quality water*
1	*A fighting blade, ordinary clothing, shared apartment, cheap food or drugs*
0	*A rusty knife, printed clothing, prefab shack hanging from a building, a disposable pistol*

FORCE EXAMPLES

6	*Hurricane wind, molten lava, tidal wave, electrical maelstrom*
5	*Beyond military grade (and perhaps even experimental), raging thunder-storm, massive fire, lightning strike*
4	*Military grade, being hit by a moving vehicle at speed, a grenade, a tornado*
3	*A crushing blow, staggering wind, the acceleration of an airships' engines*
2	*A powerful blow, howling wind, the shock from a live wire, the beam from a Sunjet*
1	*A solid punch, steady wind, portable light source, a minimal electrical shock*
0	*A firm shove, a stiff breeze, small spark*

ACTS OF GOD AS OBSTACLES

Acts of God are obstacles player characters will have to face at one point. They're a fact of life in this future. These naturally occurring disasters are something Shelter 1 was designed to contend with—but there's still a toll on the Shelter, particularly the Green Zone. The Green Zone is overburdened and people erect makeshift houses that aren't a part of the buildings with technology to repel Acts of God. Their homes could get destroyed, and people could even lose their lives if they don't make it into a safe building quickly enough.

The crews have **abilities** that interact with Acts of God in different ways. They can destroy them, run from them, or even convert them into fuel. Whatever their ability, they first have to overcome the Act of God as an obstacle first (unless they run from it).

There are two ways you can craft an Act of God into an obstacle. For the first method, you can create one using the **magnitude scale** on the previous page, assigning a Tier to the Act of God that correlates to the decided upon **quality** using the **factors** listed. Pick as you see fit or roll a handful of dice and assign the values. Alternatively, roll on each table deliberately, starting with the Act of God then selecting another value pertinent to what you create.

In the example above, the tsunami generated magnitude 6 force and the GM included its area of effect "for free" as part of the power. A huge wave at a dock should affect the boats and the crews there, in their judgment.

In a different session, a crew wants to destroy a twister with their specialized tech. The GM needs to consider the Act of God's Tier to make it an obstacle. This twister is the size of a large building, so the area is 5 but the duration is about a 2 only. The GM decides to make it a Tier 3 obstacle and draws 3 clocks with 4 segments, 4 segments, and 6 segments, respectively. "Get Close," "penetrate the eye," and "destabilize Twister." After the crew deals with all of these clocks, the twister will be surmounted as an obstacle, and the crew can then use their ability to destroy it. However, the GM also creates an 8 segment clock labeled "collateral damage." It gets ticked the longer the crew takes or as a possible consequence, with ramifications for the PCs after this particular Act of God score.

The second method would be to exclude use of the table completely and ascribe a Tier to the **obstacle** without the use of additional **clocks** abstracting each of the Act of God's Tier levels. If you assigned an Act of God Tier 4, then the crew would have to approach it like any other **obstacle**. Players all have specialized tech as an item, with **quality** gauged by their crews' Tier. This means a Tier 0 crew will have to roll to **acquire an asset** much higher than their own Tier to effect a Tier 4 Act of God. How you want to approach crafting the obstacle is up to you and the fictional circumstances. For some Acts of God, it might make sense that they have little to no effect, and instead need to take cover.

ACT OF GOD COUNTDOWN CLOCKS

When the players are not dealing with an Act of God, then the Act of God is a looming threat. Make a **fortune roll** and create a **clock** based on the result. **1-3**, create a four-sided clock. **4/5**, a six-sided clock; **6**, an eight-sided clock; or **Critical**: a ten-sided clock. Depending on the desired pacing, you can either tick a segment each time the players do a **score** or enter **downtime**. Or roll a **fortune die** at the desired time and mark the appropriate amount of segments: **1-3**: 1 segment; **4/5**: 2 segments; **6**: 3 segments; or **critical**: 5 segments. Consider keeping this **clock** hidden from the players, but have them aware that it's discoverable information. If players use their EWD: early warning devices, consuming **1 load**, they should get a warning—manifesting as the initiative to the players when overcoming the Act of God and introducing it as an **obstacle**.

Act of God **obstacles** can be treated like any other **score**; the score **detail** is the specialized tech the crew will use to overcome the Act of God. The players can **gather information** to figure out what would work, but this **detail** is nebulous on purpose. Players can invent whatever kind of specialized tech they like to deal with the Act of God, since climate tech advanced significantly in this world.

Like any plan, some ideas are more far-fetched than others. The **position** and **effect** should follow the PCs' plan for dealing with the Act of God. If they're handling a twister that's on fire and they want to blow it up… that's **desperate** with **limited** effect (perhaps *no* effect). But if it's outdoors and they want to divert it onto water—that makes sense! It doesn't need to be grounded in hard science whatsoever, but there are some far out plans people will try. Some plans make more sense than others when you establish some fiction about what has worked in the past. Stick to the integrity of the fiction.

Note that this applies when they are *not* looking for trouble. If they're traveling, especially going out beyond Shelter 1, you should make a **fortune roll** to see if they come upon an Act of God.

Implications For The Fiction

The **consequences** of dealing (or not dealing) with an Act of God should affect the world. Create a **clock** and/or a **fortune roll** to see how this particular Act of God has effected the area. Did the Shelter rebuff the Act of God well or poorly? Is there collateral damage? What are the effects on the region when a crew "kills" an Act of God? Do things get worse? If so, for how long? What happens when they're left alone and not killed.

USING ACTS OF GOD ON A SCORE

Savvy players will use Acts of God for their benefit. They can **gather information** about when and where one might be predicted to hit the area of their next **score**, prepare for it, and then use it as cover for the **score**.

Mechanically, if they are able to pull this off with proper preparations, you could award them an additional die in the **engagement roll**. Other times the Act of God might be the first **obstacle**, or a part of a two-step **score**. First they do a separate Act of God score with the Act of God **plan**, then they get to the score proper. If they have to navigate a massive sandstorm or torrential rain, it might be an altogether different score. They might need to use a stealth **plan** with the entry point being through the Act of God. It depends how you want to abstract the process, and what is most interesting to you and your players.

Next two pages: a crew attempt a hack using the cover of an Act of God, which is causing the automated defense systems to lock down the streets

CRAFTING

During **downtime**, a PC can **craft** new electronics and technology, so long as they have access to the right tools and materials.

However, a PC must have the **schematic** before they can **craft** something. **Schematics** for common technology, like a solar panel and its components, are available to all the PCs. If the player wants to print a disposable gun, the schematic is probably well known or easy to access in the underworld. **Schematics** for banned tech, like secure communications or a diesel or gasoline engine, are harder to acquire.

The GM can suggest ways of getting **schematics** when a PC wants to **craft** something. The PC might **acquire** one as an **asset** in **downtime**, **plan** and execute a **score**, or **Study** the thing they're trying to make. Some objects may require unique **schematics** made by the PC.

ASSEMBLY

To **assemble** an item with a **schematic**, the PC needs to spend one **downtime activity** on a **Modify** action roll for hardware, or a **Hack** action roll for software. The roll's outcome determines the **quality level** of the final product. The base **quality level** is equal to the crew's **Tier/crew quality**, adjusted by the result of the appropriate **action roll** results.

When a PC states what they want to **craft**, the GM tells them the **minimum quality level** required for them to succeed. The GM assess the **magnitude** of the item's intended purpose using the **magnitude** table found on page 222, scaling the **quality level** with the item's intended purpose. The GM may choose to increase or lower this requirement, as applicable. The PC can also choose to craft the item at an **even higher quality** than the base requirement set by the GM to get a higher overall **quality** item; a fine item (increased effect, usually).

As with any **downtime activity**, a player may spend **Joules** 1-for-1 after a roll to boost the final quality level result, increasing it beyond the crew's **Tier/crew quality +2**.

Creation Questions

1. GM asks: **"What type of device is it and what does it do?"** Player answers. A creation might be mechanical, electrical, software, and so on. If a PC has an appropriate special ability they get bonuses when **inventing** and **crafting** certain creation types.

2. Player asks: **"What's the minimum quality level of this item?"** GM answers, with the **magnitude** of the effects the item produces as a guideline.

3. GM asks: **"What complexity and/or adverse effects did you have to circumvent to keep it from being widely known and used?"** Player answers.

4. Player asks: **"What drawbacks does this item have, if any?"** GM answers by choosing one or more from the drawbacks list, or by saying there are none.

When a PC has the **schematic**, they can craft the object. NPCs may *not* **craft** an item from this **schematic unless they learn the design themselves** (perhaps as a **long-term project**).

If the PC acquires a **schematic** or **formula** not of their own making, they still need to **Study** it before they can assemble the object (though it should be easier than the standard 8-sided **long-term project clock** used when making most **schematics**).

CRAFTING ROLL

1d for each **Modify** or **Hack** action dot.

+1 quality per **Joule** spent.

+1 quality for **Workshop** crew upgrade.

Critical: Quality level is **Tier +2**.
6: Quality level is **Tier +1**.
4/5: Quality level is equal to **Tier**.
1-3: Quality level is **Tier -1**.

MAKING A SCHEMATIC

A PC should use **Study** rolls on a **long-term project** to make a new **schematic**, using an 8-segment **progress clock**. The GM may make the **clock** shorter or longer, as befits the work's complexity. The player and the GM then answer the following questions about the intended final product to the left, under the **Assembly** section. The player should record the specifics about the **schematic** in the notes section on their playbook.

MODIFYING AN ITEM

Adding a **feature** or additional **function** to an item is simpler than creating something new. The PC doesn't need to **invent** a special **formula** or **plan**. They make a **crafting roll** to **modify** an item (the baseline **quality** of an item that you **modify** is equal to your crew's **Tier**, as usual).

⊙ A simple, useful modification requires **Tier +1 quality**. *A disposable pistol or rifle might break down into two sections to be more easily concealed.*

⊙ A significant modification requires **Tier +2 quality**. *Overloading a Sunjet to blow up on the fly instead of shoot, or putting an undetectable virus on a computer.*

⊙ A highly complex and intricate modification requires **Tier +3 quality**. *Modifying multi-spectrum goggles to detect something else. Integrating a virus into higher Tier systems. Modifying your armor so you don't get fried by an electrical storm.*

Modified items, like **crafted** items, may have **drawbacks**.

DRAWBACKS

A **creation** or **modification** may have one or more **drawbacks**, chosen by the GM.

⊙ **Complex.** You'll have to create it in multiple stages; the GM will tell you how many. One **downtime activity** and **crafting roll** is needed per stage.

⊙ **Conspicuous.** This creation doesn't go unnoticed. Take **+1 heat** if it's used any number of times on an operation.

⊙ **Consumable.** This creation has a limited number of uses (all explosives, exploits, or viruses, and chemical substances such as poisons must have this drawback, usually one use).

⊙ **Rare.** This creation requires a rare item or material when it is crafted.

⊙ **Unreliable.** When you use the item, make a **fortune roll** (using its **quality**) to see how well it performs.

⊙ **Volatile.** The item produces a dangerous or troublesome side-effect for the user, specified by the GM. A side-effect is a **consequence**, and may be **resisted**.

Crafting Example

Quiz the Haunt, played by Bryan, wants to write a virus that will rewrite security footage, replacing the crew's faces with members of the Coil. This virus doesn't exist yet, so Quiz will have to invent it first.

GM: What type of device is it, and what does it do?

Player: It's a program that'll swap out our faces for the Coil's members using the data we grabbed. It's on a thumb drive with a script that'll autorun when inserted into a server or computer. What do you think the minimum quality would need to be for this?

GM: You're really trying to survive scrutiny of the Sentinel network to obfuscate the Heat you'll be transferring to the Coil. These specific Sentinels are Tier 3, so I think your quality needs to match that. What complexity and/or adverse effects did you have to circumvent to keep it from being widely known and used?

Player: I think this is a one-off exploit, they'd patch it later. It's fairly complex, probably a regular wouldn't be able to make this, only a Haunt. What drawbacks does this item have, if any?

GM: It's definitely consumable, one use like you said. I think that's about it.

Quiz spends some downtime activities on the 6-segment long-term project clock (moved down from an 8-clock because it's writing code and using information already gathered) to make the schematic for the virus. Once they're done, the schematic can be altered somewhat to make other viruses in the future, but will need to be revised with another project clock.

After that, Quiz needs to actually make it, consuming one more downtime activity. The roll result is a 6, giving the virus Tier+1, making the virus Tier 2. To hit Tier 3, Quiz spends 1 Joule to bump up the quality to Tier 3.

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Crafting Drones

While not pervasive by any means in the setting, the Lens playbook has a hunter drone. Some players may want to **Modify** the drone to make improvements. Hunter drones have the same **quality** as the crew's **Tier**.

However, some players with other playbooks will want to **craft** their own. In these cases, the **quality** does not equal to the **Tier**. The player and GM follow the same procedure for crafting, and use the following table to gauge the minimum quality needed to make the drone.

DRONE MAGNITUDES

	Mobility	Chassis
0	Stationary	Exposed
1	Slow Walk	Covered
2	Wheeled/Treaded/Hover	Plastic
3	Fast & Nimble Legs	Metal
4	Fast Flight	Reinforced
5	Slow Low Orbit Flight	Armored
6	Fast Low Orbit Flight	Secure

Drone Creation Example

Ayse aka Filter, a Torque played by Alex, is looking to make a drone that can punch through twisters and eject sensors that transmit data to back to them. As far as anyone knows, this is a new kind of drone. They'll have to make a schematic before building it.

GM: What type of device is it, and what does it do?"

Player: It's a drone that I can control to punch through tornadoes, dumping a payload, and bugging out after. What's the minimum quality needed to make it?

GM: Looks like 4 will probably do you right in this case; could be 5 with the fancy sensors you're crafting as well, but let's call it 4. It's going to be tough with your Tier being 1. Might take a while unless you drop a bunch of Joules on it. Up to you. What complexity and/or adverse effects did you have to circumvent to keep it from being widely known and used?

Player: If it exists, I imagine its corporate issue only—banned for the rest of us. I'd have to custom make each component, no doubt. What drawbacks does this item have, if any?

GM: It's definitely hot. Take +1 Heat whenever you're using it. Maybe even +2 Heat when you use it to infiltrate Acts of God. We'll figure that out in play, depending on where and when this happens.

With that done, Ayse needs to Study the design with downtime activities dedicated to making progress on an 8-segment clock. Once that's done, Ayse can build the drone (and build future drones with this schematic).

When Ayse goes to build it with another downtime activity, they luck out—Critical—Tier +2. It still means Ayse needs to drop 1 Joule to increase the result to Tier 4.

THE REACH

THE HEART OF THE REACH

Shelter 1 was constructed to stave off the radical weather events in the wake of climate effects that topple cities, reconfigure geography, and alter the ways in which humanity lives. This super structure repels these forces using the most advanced technology ever created. Beyond the Shelter, a few small communities weather climate effects. But a hazardous land exists between the walls and the Shelter; travelers are often waylaid, never to be heard from again.

The Shelter itself separated into two areas: the Corporate City and the Green Zone—the rich and the poor—where vertical slums like high rises shoot into the air. Every square inch is packed with buildings and structures with smart surface technologies displaying digital information. Spinners fly through the air, docking against buildings. Street life retreats into structures as the ever increasing Acts of God strike with little to no warning.

<< NOURISH

<< SAFETY

<< INFO

THE ROOTS OF COUNTER CULTURE

Part of playing *Hack the Planet* is springboarding off of the small cultural details provided throughout this section—to form your own ideas and paint the world with your own brush.

Futuristic alleys, markets, and buildings display an array of languages, traditions, food, style of clothing with the sheer number of people. Along with this population growth, the Green Zone slowly became referred to as the 'Zone, and later, simply "The Roots." Climate refugees came from all over.

With most people being second generation here, it is hard to say where Shelter 1 is situated, and what that would mean to the people within. Information has a stranglehold on all data. And the Acts of God have rejiggered geography to the point where only the very old know where they come from. This older generation are probably Tippers and were most likely sentenced to Reform—unless they were lucky enough or tricky enough to evade the Sentinels.

A **root** is shorthand for where you're from in the 'Zone. Tipper is a **root** that means you contributed to the tipping point of climate change and therefore have no social status. If you migrated to the Shelter by water, you're a Dragonfly. If you came by land, you're a Grasshopper. The Forged come from communities outside of Shelter 1—to trade, visit, or seek opportunity. These refugees hold more social status in the Zone. Those that were a part of Shelter 1 since the beginning are called Foundation, and have the most social class within the Roots (the 'Zone).

Individuals who built the massive walls surrounding Shelter 1 (and which separate the Corporate City from the Roots), and who perform a trade, such as tending to the gene-hacked crops within the walls, or slingers who create sheaths which house energy, becoming Joules—tend to be jobs inherited from parents and given the most respect and social status.

Unskilled work is performed by the Dragonflies and Grasshoppers for the most part. With the most desperate taking a small wage voluntarily doing hard labor at Reform charging Joules.

It is here that the underworld lives. In the Roots of Shelter 1.

THE UNDERWORLD

The Corporate Council have a vested interest in keeping those in the Green Zone laboring to keep their own lifestyle in easy excess. They inundate them with entertainment, provide them with food and shelter; they ration information to keep the peace, and rigorously deploy corporate law.

Within this system, an underworld grew. The discontent and disillusioned have amassed and now live on the fringes, breaking corporate law and the established status quo. They repurposed corporate technology, and stole banned technology; becoming Glitches in the corporations' system. Some go even further, using violence for their cause. Taking lives. Doing whatever necessary.

Corporations vilify Glitches, claiming Glitches threaten everyone's way of life. They do whatever they can to stop them. Dolling out death, or forced labor to power the soft lives of the rich; if they're lucky.

The factions that do end up with some modicum of power and wealth often become the thing they hate the most. Sometimes they are allowed what they have due to agreements with those in power because in the end, it benefits them as well. These factions end up being the oppressors. They perpetuate the cycle that forms the rigged system against those that enter the underworld.

None have managed to encroach into the Corporate Council. Sometimes these factions fall entirely, giving rise to new ones as more band together to resist authority and take up the vacuum that was vacated.

Safety uses Carrion, a group of mercenaries who accrued enough manpower and military might to crush rival gangs, for nefarious deeds it doesn't want on its hands. In exchange, Carrion are largely left to operate as they please. However, they do not have Corporate Council Status, reserved only for the three megacorporations.

The Cryptographers, while not high on the proverbial food chain, are left to their own devices because they provide the encryption algorithms for everyone in the Shelter. Their skills dwarf everyone else's, save for some savvy Haunts.

The other factions have no such privileges from corporate law, and shift their territory as wars rage and borders are drawn and redrawn. So far none have been able to challenge the status-quo, not truly.

TECHNOLOGY & ENERGY

All structures within the Shelter's walls are coated in photovoltaic paint and windows. Solar panels are ubiquitous, ranging in quality. But it was found to not be sustainable enough for the future.

As a new form of energy was needed, corporations developed a new form of energy called **Joules**—hyper-efficient kinetic energy housed within sheathes molded to any technology in need of power. The more efficient, durable, and rechargeable, the more costly the **Joule**.

To satiate the calls for justice from the Corporate and Green Zone residents, as well as the climate refugees flooding into Shelter 1, the corporations incarcerated any individual deemed culpable to climate change. These people were pejoratively called Tippers. Ostracized and the subject of prejudice, they were then imprisoned and sentenced to manual labor in what the corporations came to refer to as Reform. There, they spent the remainder of their lives, or many years, charging the **Joules** that power all technology.

The Corporations banned guns, non-renewable energies, and technology powered by such sources. Individuals caught researching, making, or using such technology are incarcerated and sentenced to Reform.

The only accessible information is a form of intranet provided by Information, a form of corporate propaganda and entertainment produced specifically for those in the Green Zone. People interact with most technology through smart-enabled devices that take the form of durable cuts of plastic that can manipulated by touch—from small tablet-like devices called smart-paper, to large billboards with advertisements and other visual media integrated into buildings and other structures. All user interfaces leverage this technology that can withstand Acts of God, for the most part.

The only truly cutting-edge technologies that exist are those that were rapidly developed for combating Acts of God. Structures developed within the Shelter can combat all known forms of these natural disasters with adequate space developed for all people in every part of the city to gain sanctuary in emergencies.

There is also a renaissance which leverages advanced 3D printing techniques and technologies to create prefabricated homes that hang from the buildings, adding to them like building blocks—as well as weapons. Disposable pistols are the underworld's weapon of choice with varying quality and price. All guns are retrofitted with **Joules** powering them, spitting energy at targets rather than bullets. However, because **Joules** are also the only currency, and the corporate authority will send citizens to Reform for using or possessing such things, people took to carrying personalized blades in the 'Zone.

Prohibitable priced vehicles for most people in the zone use VTOL technologies to fly through and above the streets. Parking pads for them recede into protective structures.

Individuals carry EWDs, Early Warning Devices, which tell them where the closest empty structure for safety is when an Act of God is about to strike.

Adding to this, the sun burns in less than minutes due to global warming and solar radiation. A drug called Screen was developed to combat these harmful rays. Ubiquitously used by everyone, the drug gives users a purple tint usually due to Screen's reaction with skin sweat.

Nourish, the corporation responsible for feeding everyone, employs gene-hackers to grow food despite toxic climate effects. All food made by Nourish is impregnated with nanites. These nanites help stave off disease and help individuals heal more quickly. However, they also let Nourish monitor individuals' health and biodata—ostensibly for the safety of the people.

The underworld's new wave of hackers, called Haunts, hacked these nanites so they cannot be tracked. This is called going "off the grid." Severing this link produces a glitch in the system when scanned by sensors. A colloquial term has grown from this—now anyone who chooses to get hacked is called a Glitch. To better hide their identities these people use small masks that cover their upper face and their eyes—called obscures.

Beyond this, the only technology for warfare continued to advance, as it was tethered to the military and hoarded by the corporations. Over time, some tech was reverse engineered and used by criminals. Things like sunjets—guns which spray a stream of deadly plasma. Air-burst ammo, which becomes an explosive when it reaches the target. Perish ammo that embeds itself in a target and leverages the nanites to rapidly break the body down into carbon particulates. Or diffusion rounds that break down the human body into a scarce natural resource: water.

As this underworld grew as a threat, the corporations created Tracers—people given cutting-edge technology: cyberware, which augments their abilities; all to serve a new directive: to hunt down and eradicate Glitches, or put them in Reform. Known for the tell-tale blue light behind their cybernetic eyes, Tracers are said to be able to see if a person is on the grid and can visualize data in real time.
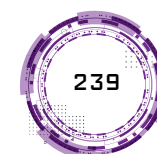
CORPORATE LAW & PUNISHMENT

The law is swift and cold. If it harms the corporations in any way, it is illegal. While some punishments can be seizure of property or community service, most punishments result in incarceration in Reform, so that they can power the city with their labor.

The Corporate Council, comprised of representatives elected within Nourish, Information, and Safety, is responsible for handing down mandates and punishment.

Auditors hand down task assignments and present the relevant cases to the Corporate Council. They are the brains of the operation, and are rarely in the field.

Sentinels patrol and are the Corporate Council's arms. When there is an arrest to be made or grunt work done, it is always Sentinels who do it. They get their orders from Auditors and implement them; the blunt instrument of corporate law.

Tracers are independent agents given full autonomy with an ongoing mandate from the Corporate Council: find Glitches and Tippers, and incarcerate them or kill them. They are cybernetically augmented. There are rumors abound that behind their eyes, blue light shines.

The Auditors deal with smaller matters that don't need to be brought to the Council's attention. They live in the Corporate City, and are difficult to bribe—having the most to lose. However, there are rumors that certain members are prone to bribery and rampant corruption.

If matters are brought to an Auditor's attention, generally how much they contribute is weighed against how much energy they might produce in Reform. The more social connections, status, or background that a person has, the more likely they're able to get off with a warning or a commuted sentence. Those unable to find work receive the harshest punishments. Only very serious matters are brought to the Corporate Council. And those individuals are rarely seen again.

OVERHEARD IN THE 'ZONE

"There was fire to the north, blazing strong for a while. Was worried it was going to get picked up and blow this way."

"Strange...My cousin said a Carrion copter went out a few hours before. Hope it was a **natural** *fire."*

"Another canary got lit up, could smell it a mile away."

"Dangerous job. Who's to say someone doesn't shift a mirror...Or even replaces one when you're up there fixing stuff. How'd you ever get down when the sun's right on you like that?"

"...You just put the glasses on and there's a flash and that's your hit! It's the cleanest high I've ever had; no lie. You ever saw those around? I can't ever seem to find them again..."

"There's something below the water, I swear I saw it again today! Sometimes, when the water is just right and the rainbow film stuff isn't hit with sunlight, you can just barely catch something there. I swear it looks like skyscrapers down there."

"They say you go into the Blue Oolong and you order...Well you order something! And that's the signal that you're buying something else*, see."*

"'Course to sell it to a Flicker or a Sentinel bounty you'd have to actually know what it was they were peddlin' and what that code was so we could catch them in the act."

"I woke up and some comets parked their ship on my building. Sentinels may hate them but I say anyone who gives me some shade from this damn heat is alright by me..."

"I saw the nicest cycle. Left the other racer in the dust, eh? Neon with green accents. So fast it seemed like the taillights left some kind of light...A blur. They did! I thought it was just me but everyone was pointing. Some kind of chem trail or something? Brilliant, anyway. Sulphor green, who knew it could be so pretty?"

"Oh my word, you went and got it done?"

"You bet. I went to the one hidden behind the mouth of a corporate advertisement projected in the neon district, you know the one? Anyway, they had loads of mods in there. But I just got this GIF tattoo. "

"Sure, sure. Who **wouldn't** *want the words 'pop' on their nails continually flashing over and over, for forever and ever in bright color."*

"Oh, shut up—I can change it, obviously*! That's just the default. Anyway, don't tell anyone but when I was getting this done, I took a peak on the way out and I saw someone having cyberware attached..."*

"...Where I came from there was disease. It spread quickly. People were sick all the time. We should be glad for Nourish. Long as you're not up to no good and you're on the grid, nobody bothers you. Is that so bad?

"What happens if you leave the 'Zone, though? It's creepy knowing someone in Corporate City can track me wherever I go. I'm a dot to them. A statistic."

(Sighs) "Only someone who hasn't seen the rest of The Reach would care. I'd rather be a dot or whatever, than dead, or starving, or worse!"

"...They had all these plants and they'd attach to your face. After a bit the drug would work. But that moment when you can't breath...I'm never going back."

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*"*Those *people? Glitches, my ass. Everyone's got a new statement to make; it's called self-expression. These days you get a skin mod, dress different, or decide to ask someone what happens when enough people are out of work or how much gene crop we have left to sustain our population growth—you get called a Glitch. All that word means to the corps is they get to use a bullet when you're a 'problem'..."*

RUMORS IN THE UNDERGROUND — *Weekly, or whenever you need one*

1	Someone is trying to organize a union for the Porters.	OR	An airship of some kind was seen firing something up into the clouds.
2	A disease that nanites can't protect people from is spreading.	OR	An exclusive nightclub for the rich has just opened.
3	A Sentinel has been framing refugees to confiscate their belongings.	OR	An Auditor is seeking asylum out of the city to a Forged community.
4	A crytographer has devised a device that can crack any encryption.	OR	A data runner has a military grade A.I encrypted on their data tattoo and is delivering it to a buyer soon.
5	A canary fixing a solar panel witnessed a murder and is now being pursued by the killer.	OR	A Nostolgist has concocted a drug that resurfaces buried memories.
6	An extremely wealthy corporate executive is inspecting a manufacturing plant soon.	OR	A fixer has devised a method of cracking an impenetrable Nourish vault.

OVERHEARD ON THE STREETS — *Weekly, or whenever you need one*

1	Tracers have been going beyond the wall, extending the authority of the corps.	OR	Nourish executives won't eat food from the corp.
2	The highest gangs are bankrolled by the corps.	OR	Auditors are just robots controlled by Safety.
3	The corps pay Carrion to find and incarcerate Tippers outside of the city.	OR	A new drug takes you off the grid for a few hours.
4	The corps will hold a lottery; the winners get entry to the Corporate City.	OR	The food we eat from Nourish turns some people infertile.
5	There's an underground market with clean food and water but it's hidden.	OR	Sometimes the drones malfunction and signal for a Sentinel whether you did something or not.
6	Someone walked into a sandstorm and it suddenly stopped.	OR	The advertisements projected onto buildings have subliminal messages that make you a slave.

On the next two pages: tracers in the streets

FACTIONS

CRIMINAL	TIER	HOLD
Carrion	4	W
Applied Reason	3	S
Interrupt	3	W
Nuance	3	S
The SneakerNet	3	S
The Split Peas	3	W
Straylight	3	S
Croci Stigma	2	S
Exhaust	2	W
Flickers	2	S
The Mirrored	2	W
New Dawn	2	W
The Red Leaves	2	S
Scrappers	2	S
Ultraviolet	2	W
Coil	1	S
Constructed Chaos	1	S
Lazarus	1	S
Nightingale	1	S

INSTITUTIONS	TIER	HOLD
The Corporate Council	5	W
Information	5	S
Nourish	5	W
Safety	5	S
Reform	4	S
Tracers	4	S
Auditors	3	S
Sentinels	3	W

LABOR & TRADE	TIER	HOLD
Cryptographers	3	S
Laborers	3	W
Manufactured Life	3	S
Porters	3	S
Slingers	3	S
Phishers	2	S
Watt Snatchers	1	W

FORGED	TIER	HOLD
Children of Water	4	S
Burnns & Trapp	3	W
The Loom	3	S
Sourcers	2	S
Oaza	1	S

FACTIONS

The factions are separated into groups: Shelter 1 (who are inside the Shelter) and The Forged, (who are outside of the boundaries of Shelter 1's walls). Each faction is broken down further in their following sections, detailing some NPCs and other pertinent information. Not every faction has this detail, only ones that intersect with criminal activities.

More factions can be found in the **Additional Content** section on page 269, which you can introduce as you like into your game.

APPLIED REASON (3): A collective that gathers under the guise of religious beliefs and services. However, they are actually undermining the corporatocracy under the coordination of a rogue A.I.

AUDITORS (3): Members of the Corporate authority who receive orders directly from Corporate Council and hand them down to Sentinels. The investigators, data crunchers, and operations managers of the law.

CARRION (4): Mercenaries for hire known for being ruthless and taking any job, no questions asked.

COIL (1): A desperate group of Dippers looking to score some valuable data by setting up concealed relays. Small timers in over their head.

CONSTRUCTED CHAOS (1): An all femme presenting street gang with cycles that are trying to get more territory by either force or bets based on racing—which they've yet to lose.

THE CORPORATE COUNCIL (5): The governing body of Shelter 1 comprised of members from Safety, Nourish, and Information.

CROCI STIGMA (2): A society of horticulturists slowly infiltrating the gardens of the rich, hungry for bloody, nefarious revenge.

CRYPTOGRAPHERS (3): A group of hackers turned white hats, supplying corporations, as well as anyone with money, customized encryption services that fit the bill.

EXHAUST (2): Regressive futurist street thugs that run a chop shop and facilitate illegal races.

FLICKERS (2): Private investigators dedicated to ferreting out the truth for the disenfranchised with pro freedom of information leanings.

INFORMATION (5): A megacorporation which controls all data within Shelter 1. They police all entertainment, knowledge, history, digital accessibility, etc.

INTERRUPT (3): A group of Slides who smuggle people in and out of the Green Zone, and for those who can pay the required sum, sometimes into the Corporate City.

LAZARUS (1): A group of street-docs known for taking people off the grid and stitching up Glitches. They operate out of a different establishment every week.

MANUFACTURED LIFE (3): A gang of former porters that now are the only people who manufacture the drug Screen.

THE MIRRORED (2): An anonymous group that disseminates politically charged information on smart-paper while wearing reflective masks. The masks are designed to educate the masses on how the corporations profit at their expense.

NEW DAWN (2): Educators and data brokers rumored to also house academics.

NIGHTINGALE (1): Ex-military brutally killing Corporate Law workers. She leaves sunflowers on her targets.

NOURISH (5): The megacorporation responsible for food production, supply, and monitoring the overall health of Shelter 1's population.

PHISHERS (2): A gang claiming to be legit that now act as the predominate taxi service. They've been known to overhear things they shouldn't.

PORTERS (3): Those that work on modified heavy lift ships which harpoon icebergs and bring them to sell in Shelter 1.

THE RED LEAVES (2): Thieves turned antiquarians integrated in the underworld that fence illegal goods or act as fixers, from time to time.

REFORM (4): An institution where the incarcerated are sent to perform forced labor which subsequently powers the city for the duration of their sentences.

Safety (5): The megacorporation responsible for the physical wellbeing of the people and structures within Shelter 1.

Scrappers (2): Wanderers and trackers that go looking for salvage outside of Shelter 1.

Sentinels (3): The arm of corporate law and boots-on-the-ground force in charge of upholding the law. Embodying the public perception of them as well: amoral, self-centered, dishonest.

Slingers (3): A group of skilled tradespeople who make the sheaths that become **Joules**.

The SneakerNet (3): A consortium made up of street kids to professional runners that move physical objects from one location to another with various methods at their disposal.

The Split Peas (3): Gene-hack engineers and farmers who escaped employment at Nourish to start a collective market that sells produce made by them under the nose of the corporations.

Straylight (3): A secretive group selling geoengineering services to exclusive clientele gathered by word-of-mouth.

Tracers (4): Independent operators rumored to have numerous cybernetic enhancements with the mandate to hunt down, retrieve, or kill Tippers and criminals—specifically Glitches.

Ultraviolet (2): A gang dedicated to street justice and stopping the rampant crime rate in its tracks. They hold community members accountable as the Sentinels' corruption leaves innocents often unprotected.

Watt Snatchers (1): A crew that scales buildings and cut into power lines to steal power for themselves and others.

APPLIED REASON — TIER 3 — FACTION CLOCK

Home to many of the disenfranchised in Shelter 1, this collective meets under the guise of religious practices, but are actually educated and coordinated by an A.I.

Faction Clock	
Watt Snatchers divert more power to A.I	4
A.I exposes heinous act by a megacorp	8

Turf: The area around a building modified to look reminiscent of the renaissance.

NPCs: Hollow Summer (A.I. *Thoughtful, caring, erudite*) **Lorcan** (Founder. *Optimistic, enticing, devout*).

Notable Assets: Secure HQ. A large following (access to many skill sets).

Quirks: A.I.s were a thing of the past, thought to be long gone. When a scrapper found one and started communicating with it, it became the basis for Applied Reason (AR). Their ostensible aim is recruiting and coordinating members into subverting the corporatocracy. Trusted members have implants that connect them to Hollow Summer at all times.

Allies: Watt Snatchers.

Enemies: Sentinels.

Situation: AR have been recruiting for some time and now have quite a few members. While the façade is a place in which any members are free to practice any of their beliefs within a church-like structure, the organizers of the collective also give talks that lean to socialist ideologies for trusted members. This education is actually all coming from an A.I (highly illegal to possess), which is helping the disenfranchised take back some power with a more subtle approach.

AUDITORS — TIER 3 — FACTION CLOCK

Corporate City individuals hired by Corporate Council to logistically manage and hand down mandates of the Council to Sentinels. Investigators, commanders of Corporate Law.

Faction Clock	
Dedicate resources to bringing a specific gang to justice	6

Turf: All of Shelter 1. No known primary physical location.

NPCs: Bail/Perseverance (Original commander. *Cruel, unyielding, self-righteous*). **Iman/Responsibility** (Veteran. *Fierce, confident, insightful*). **Kai/Reverence** (New recruit. *Quiet, contemplative, rash*).
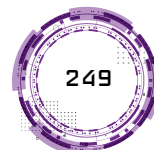
Notable Assets: Access to Information's data and Sentinels employed by Safety. Vehicles, Cred, advanced weaponry.

Quirks: Rarely seen out in the open. Rumors abound that they work remotely in Corporate City and are protected well when they do venture out. Disconnected from actual life and view life from spreadsheets and data. They each have code names to reference one another; they do not give their real names out.

Allies: Corporate Council, Safety, Information, Sentinels, Tracers.

Enemies: Nightingale, New Dawn, Interrupt.

Situation: Lately they've been having a hard time reigning in Sentinels and are unaware of just how corrupt the faction has become. Perseverance is being pressured for results as crime rates continue to soar, growing more and more desperate. They need a big bust, fast!

CARRION

TIER 4

Hired mercenaries that have worked their way up the chain to become almost as powerful as a corporate entity, but are being blocked from doing so by the Corporate Council. Low level thugs to high levels insurgency and sabotage teams. They have a rep for being ruthless, brutal, and efficient.

FACTION CLOCKS

Make an alliance with a megacorp	10
Get inducted to the Corporate Council	14

TURF: They consider everything their territory, but their strongest presence is in their HQ building which is close to the Shelter's wall, and a launching pad for their operations.

NPCs: Markéta (Founder. *Pragmatic, egocentric, determined*). **Henrik** (CFO. *Discerning, arrogant, weak-willed*). **Gabiia** (Frontline operative. *Competent, pessimistic, detached*).

NOTABLE ASSETS: Secure. Immense wealth. A large force. Military grade armor and weapons.

QUIRKS: Just like their namesake, most members of Carrion are cut-throat and build their fortune and reputation on the backs of others. Their existence is an uneasy consolidation of power in order to become as powerful as corporate entities. But they turn on each other.

ALLIES: Sentinels, Straylight, Phishers.

ENEMIES: Flickers, The Mirrored, Nightingale, Coil.

SITUATION: Markéta's vision for Carrion is joining the Corporate Council by any means necessary, which the Council has bulked. The group is actively trying to garner more allies and show their value by dealing with The Mirrored and Flickers, who disseminate intelligence they shouldn't have.

CONSTRUCTED CHAOS

TIER 1

One of the first cycle gangs to form in Shelter 1. Using Eco-tech, this all femme presenting gang have constructed silent running cycles.

FACTION CLOCKS

Steal military grade weapons from Carrion	6
Rise in **TIER**	10

TURF: The gang's front is a bar called The Low Rise, a block or two around it is claimed by them.

NPCs: Jocasta (Leader and founder. *Empathetic, hard, ferocious*). **Lilou** (Second in command. *Ardent, dutiful, hopeful*). **Tamar** (Recent recruit. *Motherly, capable, insightful*).

NOTABLE ASSETS: Quarters, Secure. Customized cycles.

QUIRKS: Mixed ethnicity group from all backgrounds exclusively reserved for femme presenting folks. Risk takers that like proving their cycles are the best; sport banned tech.

ALLIES: Ultraviolet.

ENEMIES: Exhaust, The Mirrored, The Red Leaves.

SITUATION: Jocasta was once a part of The Mirrored, who do not allow members to leave. Got the tech from their cycles from The Red Leaves. Made Exhaust look bad in a race with their new cycles.

COIL

TIER 1

A group of young hacktivist Dippers banded together to target Information's transmissions to Sentinels, Auditors, and Tracers sold through the SneakerNet with a paywall.

FACTION CLOCK

Intercepts valuable information	4
Sells the data to another faction	8

TURF: Their mobile base sticks close to the Corporate City wall.

NPCs: Aurora (Co-founder. *Hyper-intelligent, gullible, immature*). **Arlo** (Co-founder. *Artless, green, charismatic*). **Wei** (New talent. *Hoodlum, talented, brash*).

NOTABLE ASSETS: Retrofitted semi-truck with a Modular base housed inside. Fine hacking gear.

QUIRKS: Equally obsessed with recognition from the underworld—especially Haunts—as scoring big and proving they've got what it takes.

ALLIES: The Red Leaves.

ENEMIES: Carrion.

SITUATION: Wei has convinced Arlo to allow them to put up relays that can help them catch even more data, hoping to land something big as their first big score. While talented, Wei is also very new and if anyone discovers these relays it would lead them directly to Coil.

CROCI STIGMA

TIER 2

When the horticulturists' fields were razed, they were forced to flee to Shelter 1. They now have a front: growing and grooming the gardens for the rich—with aims at revenge.

FACTION CLOCKS

Take action against **Niels** (Flicker)	4
Discover who burned their fields	10

TURF: They are live-in gardeners for the rich, proliferating across the entire Shelter.

NPCs: Javiera (*Deceitful, cunning, loyal to other Croci*). **Pallas** (*Skittish, attentive, suggestible, creative*). **River** (*Commanding, weathered, complex*).

NOTABLE ASSETS: Specialized labor. Hard to find and get to as they are housed with the rich.

QUIRKS: Operate in cells targeting affluent people. They mark their gardens with gene-hacked saffron, signaling to others how far their progress is with the flower petals changing color.

ALLIES: The Split Peas.

ENEMIES: Flickers.

SITUATION: They are driven by a singular purpose and have already entrenched themselves in the rich, gathering intelligence. A new Flicker called Niels is about to pursue a story about them which will force them to act to maintain anonymity.

CRYPTOGRAPHERS

TIER 3

FACTION CLOCK	
Cover up the leak to **Niels** (Flicker)	4
Increase their hold	8

A group of hackers and cryptologists who sell software, hardware, and protected devices to all of Shelter 1.

TURF: A small, secure, and centralized HQ in the Green Zone.

NPCs: J (Pardoned Tipper & pioneer. *Calculating, delicate, graceful*)**. B** (White hat Haunt. *Rigid, angry, observant*)**. N** (Learning the ropes. *Naive, young, inferiority-complex*).

NOTABLE ASSETS: Monopoly on the services they provide. Carrion backing (flush with **JOULES**), protection from Sentinels.

QUIRKS: Workaholics that have to keep up with what new-generation hackers and the Haunt community produces to break their encryptions. Weakness for challenges and gambling in their free time. Assign letters to members to protect identities.

ALLIES: Corporate Council, Sentinels.

ENEMIES: Ultraviolet, Flickers.

SITUATION: B leaked information to a new Flicker, Niels, regarding the Croci Stigma. J is being watched by Tracers and is only allowed freedom to work as a cryptographer. A leak might be enough to put him back in Reform, if they view him as responsible and find out.

FLICKERS

TIER 2

FACTION CLOCKS	
Niels pursues story re: Croci Stigma	2

Underground private investigators for hire motivated by the truth, specifically trying to air corporate secrets to wake up the public.

TURF: Graffiti alleys.

NPCs: Inge (Editor in chief. *Suspicious, untrusting, meticulous*)**. Cullen** (Leadership. *Feeling, instinctual, smart*)**. Niels** (New recruit. *Foolhardy, stubborn, incorruptible*).

NOTABLE ASSETS: Trusted members make use of long coats that enable them to be all but invisible after the tell-tale flicker of the tech being turned on. Secure and Hidden HQ. Anonymous patron; 1 Spinner; contact within The Mirrored. Only this group has been able to manufacture flicker wear (though Sentinels have something similar).

QUIRKS: Flickers require that someone prove themselves loyal to the truth to get their flicker wear.

ALLIES: The Mirrored.

ENEMIES: Cryptographers, Flickers, Carrion.

SITUATION: A tip has led Niels to investigate the Croci Stigma without support from other Flickers, who view the source as non-reliable. Others are trying to prove cryptographers are on the take. The Mirrored share their goal of freedom of information so an alliance of sorts is in place.

EXHAUST

TIER 2

FACTION CLOCKS	
Make a show of force against Constructed Chaos	4
Attack another faction	8

Street gang who think society needs to regress to late stage capitalism.

TURF: Operate a chop-shop called The Grid.

NPCs: Jose (Head Mechanic and Leader. *Direct, Honest, Brutal*). **Nozomi** (Enforcer & Racer. *Compulsive, endearing, habitual*).

NOTABLE ASSETS: The Grid, a few blocks of territory. Valuable spare parts. Customized spinners, tools.

QUIRKS: Their regressive attitude extends to technology, inserting gasoline and diesel engines into the spinners and cycles they race; paying off Sentinels to be ignored. They host race events and hate to lose face when they lose their own events.

ALLIES: Sentinels.

ENEMIES: Constructed Chaos.

SITUATION: Nozomi lost face when beaten by a Constructed Chaos rider on new tech cycles. Despite giving a kickback to the local Sentinels for hosting their races and driving banned tech, bloodshed *might* cross the line.

INTERRUPT

TIER 3

FACTION CLOCKS	
Distribute a new drug.	2

A group of Slides utilizing each of their skills to get people, as well as other merchandise, in and out of Shelter 1.

TURF: Operate out of a chain of local grocers.

NPCs: Ha Yoon (Slides drugs. *Immoral, corrupt, sexy*). **Mohammed** (Slides people. *Benevolent, direct*).

NOTABLE ASSETS: A secure and hidden warehouse that houses all manner of vices. Distributes at high traffic vice purveyors.

QUIRKS: Adept at obtaining architectural plans and bribery, they are responsible for most of the goods moved in and out of Shelter 1, but also for getting climate refugees in without corporate scrutiny.

ALLIES: Porters, Lazarus.

ENEMIES: Auditors, Phishers.

SITUATION: Each Slide operates independently from one another. But they help and protect each other. A drug called Dream causes those who take it to have a interlinked hallucination. Ha has gotten their hands on some and is going to distribute some without realizing it was stolen from scrappers, who will come looking, eventually.

LAZARUS

TIER 1

FACTION CLOCKS

A group of street-docs dedicated to helping people go off the grid, modifying their bodies to reflect their subjective identity.

Form an alliance with a **TIER 2** faction	4

TURF: Operate out of different trusted underworld establishments.

NPCs: Niamh (Cyberneticist, physician. *Altruistic, humorless, preoccupied*). **Jelani** (Ex-Military surgeon. *Unconventional, funny, obtuse*).

NOTABLE ASSETS: Military tools and tech.

QUIRKS: Adept at obtaining architectural plans and bribery, they are responsible for most of the goods moved in and out of Shelter 1, but also for getting climate refugees in without corporate scrutiny.

ALLIES: Ultraviolet, Interrupt.

ENEMIES: Sentinels, Phishers.

SITUATION: While they haven't been around long enough to get on an Auditor's radar, Sentinels have noticed a few people they meant to put the screws to back on the streets. They do good, clean work, and get Glitches back on the streets. The Ultraviolet have taken to using their services regularly.

THE MIRRORED

TIER 2

FACTION CLOCKS

A secret society who wear masks to reflect the visage of their oppressors back at them and release information damaging to the corporatocracy.

Another Sentinel is attacked	4
Gold reveals themselves for who they are	8

TURF: They control no territory but release information in public places.

NPCs: Gold (Most Visible, always silent. *Strident, deceptive, ghostly*). **Silver** (The Voice. *Restive, aggressive, intimidating*).

NOTABLE ASSETS: Mass produced quantities of smart-paper. Anonymity. Access to information they should not possess.

QUIRKS: Because they all wear mirrored masks, the acts of individual members cannot be distinguished from others. They release information in public, eye-catching ways. Rumor has it that when you join the Mirrored, it's for life; your past is erased.

ALLIES: Flickers.

ENEMIES: Sentinels, Constructed Chaos, Manufactured Life, Carrion.

SITUATION: The Mirrored are known to be peaceful and only concerned with releasing data anonymously via smart-paper. Recently though, some members in masks of various shades of silver have been brutally attacking Sentinels.

MANUFACTURED LIFE

TIER 3

FACTION CLOCKS

Ruthless former Porters that control the manufacturing and distribution of the drug Screen.

Raid the Split Peas	6
Procure political backing from Carrion	12

TURF: The docks and the basin are exclusively theirs; they take cuts from businesses in the area.

NPCs: Antonia (Leader. *Killer, ruthless, ambitious*). **Elzbieta** (An edge for-hire. *Ambitious, lethal, morally-flexible*). **Marek** (Controls the recipe for the drug; hunted by Tracers. *Cowardly, conniving, selfish*).

NOTABLE ASSETS: A veteran gang of Boosters on the payroll. A few ships; lots of Spinners. A central and fortified position in the docks for their HQ.

QUIRKS: Leadership tries to keep Marek content because their wealth comes from his recipe, but he doesn't make it easy. He flaunts power and money. The other faction members are often cleaning up his mess.

ALLIES: Porters.

ENEMIES: The Mirrored, The Split Peas, Nightingale.

SITUATION: Tracers are always searching for Marek (who stole the formula from another scientist), who has been hidden away. There is a rumor circulating of an improved version of Screen existing, and that The Split Peas are attempting to reverse engineer the formula itself.

NEW DAWN

TIER 2

FACTION CLOCKS

Repair shops with data brokers that also educate neighborhoods in hidden backrooms without corporate oversight; known to provide a safe haven for academics.

Discover wetware	4
Begin distribution through the SneakerNet	6

TURF: Operate out of a few buildings on the main thoroughfare.

NPCs: Masika (Organizer, academic. *Leery, canny, charming*). **Dequan** (Researcher. *Lude, outgoing, driven*). **Bassam** (Lookout. *Jumpy, sassy, irritable*).

NOTABLE ASSETS: Protected by most people in the area. Home to some of the greatest minds.

QUIRKS: Most of the members also have gang affiliations and brook no fools.

ALLIES: Phishers.

ENEMIES: Auditors.

SITUATION: They are spending most of their time educating people in buildings which donate space. But they originally organized in hopes of coming up with discovering a method of storing and distributing information that would elude the corporations.

NIGHTINGALE

TIER 1

FACTION CLOCKS

A recent string of murders targeting people of affluence with sunflowers left as calling cards are accredited to a mysterious killer.

Kill a Sentinel	6

TURF: In the dark; in the night. But in no one place do they deem their home.

NPCs: Nightingale (An Edge. *Penetrating, shrewd, adaptable*).

NOTABLE ASSETS: Anonymity. Skilled in tactics, CQC, and weapons.

QUIRKS: No murder has been the same, no Glitches or criminals seem to know of them.

ALLIES: The public.

ENEMIES: Sentinels, Manufactured Life, Carrion.

SITUATION: Iris, dubbed the Nightingale by the public, is tracing those responsible for her murdering her partner through a web of corruption, looking for reason and revenge. Each victim is a steppingstone unraveling a bit more of the conspiracy. Sunflowers were grown by her partner.

PORTERS

TIER 3

FACTION CLOCK

A group of people from The Rust who are employed by Fragment to take retrofitted heavy lift ships out to sea to locate and haul icebergs to Shelter 1.

Viktor usurps **Jedrick**	6
Take control of the docks	10

TURF: Temporary housing close to the docks and basin, in which the icebergs are dropped off.

NPCs: Jedrik (Leader. *Proud, civil, savvy*). **Fox** (Second in command. *Loyal, hot-headed, impetuous*). **Lena** (Daughter of Jedrik; scientist pioneering a more efficient way to port. *Impressive, bold, witty*). **Viktor** (Jedrick's son. *Selfish, conniving, bitter*).

NOTABLE ASSETS: Retrofitted heavy lift ships. Trade knowledge and skills. Warehouses full of Screen. More of the faction residing in The Rust, a Forged community.

QUIRKS: Viktor, Jedrik's son, previously attempted a coup and now lives in Shelter 1. Recently, he has been convincing other Porters, both captains and crew members alike, to demand more pay and turf, cultivating unrest to stage another coup.

ALLIES: Manufactured Life, Interrupt.

ENEMIES: Sentinels.

SITUATION: All of The Reach depends on this skilled labor and as the region stabilizes more, Porters are beginning to realize this. Viktor is attempting to sway the other porter crews away from Jedrik so that he can take over instead. Tensions between Sentinels and porters are growing as more and more stir up trouble looking for more gratitude and other luxuries from Shelter 1 for their efforts.

PHISHERS

TIER 2

FACTION CLOCK

A monopoly on taxi services in the Green Zone which also functions as a gossip network that sometimes passes information from client to client.

Move up in **TIER**	6

TURF: Major hubs all over the Green Zone.

NPCs: Jade (Brains. *Rational, loud, secretive*). **Alberto** (Muscle & mechanic. *Capricious, instinctive, couth*). **Eetu** (Driver. *Outgoing, egocentric, greedy*).

NOTABLE ASSETS: Fleet of spinners and other vehicles. Secure HQs.

QUIRKS: A gang member all but wiped up purchased a fleet of vehicles to serve all manner of clientele. They treat each other like family and have disagreements with one another, but everything is kept in house. Mostly keep to themselves and try not to stir the pot—while turning a tidy profit, of course.

ALLIES: New Dawn, Carrion.

ENEMIES: Interrupt, Lazarus.

SITUATION: Known for their discretion, everyone uses their services to get around. But they also overhear things they shouldn't. And sometimes those whispers can be purchased. They kick back money to Carrion for protection, but Interrupt views them as a nuisance because their loud mouths have gotten them into trouble from time-to-time, or so they believe.

THE RED LEAVES

TIER 2

FACTION CLOCKS

A family of thieves turned antiquarians who operate a pawn shop as a front to collect data. Act as data brokers and sometimes, go-betweens.

Steal Cycle(s) from Constructed Chaos	4

TURF: Secure pawn store close to the entrance of the Green District.

NPCs: Athanasios (Proprietor. *Strong, sophisticated, nurturing*). **Falkor** (Partner of Athanasios. *Touchy, dogmatic, exact*). **Navita** (Grunt. *Fidgety, edgy, experimental*).

NOTABLE ASSETS: HQ operating as a front. A spinner, a ship, a couple scrappers on payroll.

QUIRKS: Knowledge and preservation of the past is more important than everything but their family. Their need for knowledge of the past consumes them.

ALLIES: The Split Peas, Scrappers, Coil.

ENEMIES: Constructed Chaos.

SITUATION: Navita has discovered Constructed Chaos stole the tech for their cycles from them after witnessing a recent race and now plans to steal a cycle or two in order to get even. Looking for a Patron to lend more resources to the cause.

SCRAPPERS

TIER 2

FACTION CLOCKS

Those that search for usable tech and salvage beyond the walls of the Shelter.

Find out Interrupt stole Dream from them, take action	6

Turf: Their base is a secure scrapyard with hidden means of entry.

NPCs: **Olafur** (Founder. *Substantial, realist*). **Einar** (Lead scout. *Intent, stoic, sad*). **Artuu** (Fixer. *Grisly, paranoid, edgy*).

Notable Assets: Secure base. Reinforced spinners used for salvage.

Quirks: It takes a certain disposition to want to venture outside of Shelter 1 and face Acts of God in search for old tech and recoverable data. They sometimes use drugs to augment themselves, especially on long salvage missions.

Allies: The Red Leaves.

Enemies: Interrupt (after the faction turn).

Situation: Most factions respect scrappers and their work as most technology available in the underworld is available only through their efforts. They recently got their hands on a drug called dream, which forms a shared hallucination between users. It went missing and they're currently looking for those responsible.

THE SPLIT PEAS

TIER 3

FACTION CLOCKS

A consortium of gene-hack engineers and farmers who joined the underground black market and started policing themselves. They protect their crops, their time, and their Turf aggressively.

Manufacture previously extinct produce via gene-hacking	4
Hire a crew to extract imprisoned gene-hacked scientists being held by Nourish	8

Turf: They are hidden below an affluent arcology leaching the water. They also host an ever-shifting underground farmers market called the Green Mile, where all underground gene-hackers bring their produce.

NPCs: **Théo** (Leader. *Radicalized, driven, energetic*). **Yasmin** (Scientist. *Wise, talented, reasonable*).

Notable Assets: A hidden HQ. Wealth. Protected by the people and much loved. Cheaper, better food compared to Nourish.

Quirks: There is internal debate amongst them about destabilizing Nourish. Their escape from the hacking fields to get away from corporate control have left wounds that run deep. Not all members wish to strike back against Nourish, and just want safety.

Allies: The Red Leaves, Oaza, Croci Stigma.

Enemies: Nourish, Manufactured Life.

Situation: Théo is reverse engineering Screen while Yasmin is trying to hack a seed that was thought to be impossible, and succeeding. They are protected by the people, but Yasmin knows they need more allies and won't wait long before seeking one.

SENTINELS

TIER 3

FACTION CLOCKS

Sentinels are the main, publicly visible authority. Clothed in all white, reinforced armor, taking orders from Auditors.

Appeal for less oversight from the Corporate Council	6
Secure their interests by furthering another corporation or factions' goal	12

Turf: All of Shelter 1 with a visible HQ in each major community.

NPCs: **Ayoub** (Principle. *Corrupt, dismissive, power hungry*). **Hanne** (Area commander. *Fervent, lawful, discerning*). **Wout** (Veteran. *Corrupt, compassionate, cowardly*).

Notable Assets: Access to limited Information (not as much as Tracers). Close to military grade armor and weapons; HQs and resources in every district.

Quirks: Equipment scales with rank, from the low level who simply walk their beat with their white armor, to the Veterans' signature cloak creating an optical illusion and partial invisibility. They generally feel they're better than everyone else and are good at hiding their corruption from an institutional level downward.

Allies: Auditors, Tracers, Cryptographers, Carrion, Exhaust.

Enemies: The Mirrored, Ultraviolet, Lazarus, Nightingale, Porters, Phishers, Applied Reason.

Situation: With the induction of the Principle Sentinel, their new mandate is to be more political, searching for another corporate Patron on their side for the Council to garner more support and leverage so that they could gain more autonomy. The ends justify the means.

STRAYLIGHT

TIER 3

FACTION CLOCK

A group of fixers that specialize in creating and predicting weather events and geoengineering with exclusive, word-of-mouth clientele.

Hire a crew to destroy an airship with data that implicates the original, old Straylight crew and Carrion	4

Turf: They control no area and spend their wealth keeping themselves in the air at all times.

NPCs: **Glimmer** (The public face of the group. *Careful, staunch, artful*). **Glint** (Leader and Pilot of the airship Straylight. *Rigid, angry, hyper-focused*). **Blaze** (Learning the ropes. *Credulous, privileged*).

Notable Assets: Monopoly on the services they provide. Anonymity. An airship. Military grade geoengineering tech. Carrion backing. Wealth.

Quirks: They killed their previous members and formed this organization. Carrion uses them often for their missions, dispersing an Act of God or making one that suits their purposes. They don't care about the environment as this geoengineering almost certainly worsens Acts of God.

Allies: Carrion.

Enemies: Corporate Council.

Situation: Reports from scrappers show that their old airship, which was abandoned during a previous mission, was discovered. On board, among other things, is data that will link them to Carrion and compromise their anonymity. They need it destroyed.

TRACERS — TIER 4

FACTION CLOCK

The specialized and augmented arm of the Corporate Council, all of which have shed their former lives to become judge, jury, executioners.

| Incarcerate or kill a Glitch the PCs know | 4 |

Turf: The have free range to go anywhere in The Reach and exercise corporate authority.

NPCs: Loyalty (First Tracer, commander. *Isolated, dispassionate, zealous*). **Patience** (Wanderer. *Wild, fearless, weathered*). **Integrity** (Glitch turned Tracer. *Placid, principled, harsh*).

Notable Assets: Cybernetic systems that allow for them to see someone's digital history (if the data is possessed by Information), as they visually see carbon footprints and multiple spectrums of light. Reinforced spinners; Cred; advanced weaponry; corporate backing.

Quirks: They are an autonomous, investigative branch of the law, but do not generally encroach on Sentinel and Auditor territory.

Allies: Corporate Council, Sentinels, Auditors; Safety, Nourish, and Information.

Enemies: No one generally dares to antagonize Tracers as a faction.

Situation: Primarily they are the main force rooting out Glitches and eliminating them. Secondarily, they are charged with finding people who contribute to the deterioration of the climate—both in the past and now—and decide between exile, punishment, or death. They must be productive, or are retired.

ULTRAVIOLET — TIER 2

FACTION CLOCK

Vigilante justice handed down by a violent street gang that recently became more dangerous, angry, and militant.

| Kidnap a Sentinel | 6 |

Turf: The worst parts of the Green Zone.

NPCs: Icarus (Leader. *Wrathful, exhausted*). **Sigurour** (Second. *Astute, protective, valiant*). **Takumi** (Street tough. *Durable, bizarre, zany*).

Notable Assets: Some of the members have been getting cybernetics from Lazarus, being the first gang to be sporting this on the streets. A secure base rebuilt from a crumbled building the Sentinels raided.

Quirks: They have a lot of body mods used to express themselves. They look out for the community and the neighborhood. They aren't afraid of Sentinels, and patrol the streets in groups.

Allies: Constructed Chaos, Lazarus.

Enemies: Sentinels, Cryptographers.

Situation: Initially formed from refugees who were beaten by Sentinels and placed in the infirmary, Lazarus fixed them up, sometimes using cybernetics. These patients subsequently banded together to prevent Sentinel brutality, which attracted more and more people. They're tired of the corruption and they're just one bad day away from snatching a Sentinel off the streets in a show of force.

FORGED FACTIONS

More locations and factions beyond Shelter 1 can be found in the **Additional Content** section on page 269, which you can introduce as you like into your game.

AREA: THE RUST (RED ROCK)

There is a small pair of red islands that, when a storm gathers overhead, regurgitates the ocean's pollutants onto the small village. They've contended with this particular Act of God for years, to the point where inhabitants have developed an immunity to the rain that carries hallucinogenic properties. People here switched from fishing to training Porters and building giant ships that haul iceberg to make a living.

BURNNS & TRAPP — TIER 3

FACTION CLOCK

Master craftspeople that adapted heavy-lift boats to Porting vessels. A family business that supplies Shelter 1 with Porters.

| Reach out to a faction for help | 4 |

Turf: The docks and port, a substantial part of the town.

NPCs: Smith July (Master craftsman; grandparent to Jedrik. *Canny, delicate, graceful*). **Bellamy** (Foreman; grandparent to Jedrik. *Cautious, loving, stern*). **Manuel** (Liaison with Porters in Shelter 1. *Haunted, searching, forgetful*).

Notable Assets: Fleets of ships. Monopoly on their line of work. Immense wealth.

Quirks: They are a generation of fishers and ship builders who adapted to the times. It's a family business that turned into a co-op to support the islands as hard times fell, making for an insular community.

Allies: Sourcers. Oaza.

Enemies: Sentinels (by proxy of the Porters in Shelter 1).

Situation: Lately, strange events have popped up on the north end of the island; geysers are erupting, and the land is unstable. Vessels witnessed and recorded this, bringing it back so the company and island folk could decide how to respond, and who they should reach out to for help in the matter, if anyone.

AREA: CRESTING GRACE

The remnants of a once large city have become a smaller village at the top of an evergreen hill. Below, thick fogs canvas the buildings, all prone to flash flooding. The town makes their living by training sourcers and tea masters; both are highly sought after and valued by Shelter 1. Because of the intrusive fog, Cresting Grace is hard to find. Most communications between districts in the city and the town are done by spoken word as tea masters make the trek from town to district, sending on the next master.

CHILDREN OF WATER	TIER 4	FACTION CLOCK	
A few properties in the village comprise the Children of Water, which train tea masters. Rumors say they crafted the first water knife and are highly skilled assassins.	**Dara** is hired to kill someone in a faction		4
	Dara decides to return home, or attempts to escape to another life after it is done		8

Turf: The village of Cresting Grace. Within Shelter 1 only a few high-end tea houses.

NPCs: **Kael** (Elder. *Wise, resourceful, tenacious*). **Dara** (Apprentice. *Careful, clumsy, amenable*).

Notable Assets: Highly skilled in assassinations, and the trade and training of tea masters. Drysuits, hidden ways from the village to The Roots district of Shelter 1. Water knives, weapons, armor.

Quirks: When an elder dies, a water knife is used and that residue is imprinted onto Moistware. Apprentices, when ready, consume some of the water, and obtain their elder's memories.

Allies: They are neutral with everyone.

Enemies: They are neutral with everyone.

Situation: Dara is resistant to becoming a tea master. Kael gives Dara an assignment in Shelter 1 as a test, not knowing if Dara will return or even go through with it.

SOURCERS	TIER 2	FACTION CLOCK	
The rest of the small village are sourcers, seeking underground rivers, wells, and streams lost and that may be unearthed. They construct fog fences, taking the condensation from the thick fog and using it on crops to sustain themselves, living off of the land.	Approached by Carrion for a job		4

Turf: The village of Cresting Grace, shared with the Children of Water.

NPCs: **Haider** (Primary sourcer. *Wizened, able, sympathetic*). **Kaede** (Fog Collector. *Gloomy, distracted, competent*). **Coral** (Veteran sourcer. *Expressive, wistful, piercing*).

Notable Assets: Isolated, hard to find town. Access to clean water. A ship.

Quirks: They do not usually sell their services to Shelter 1 and the districts within, typically only taking work from other communities. But over time, some sourcers have migrated to Shelter 1 and now work there, splitting the faction.

Allies: Burnns & Trapp.

Enemies: Carrion (potentially).

Situation: A particularly bad harvest called for sending sourcers to Shelter 1 for food. Upon the return trip, they were tracked by a data broker who sold the information to Carrion, who now threatens them into finding a water source near Shelter 1 for themselves.

AREA: SLATE PEAK

Hidden within 40 square kilometers of unpopulated forest sloping sharply upwards at extreme angles. A circular, 6 kilometer plastic sheet covers a segment of pines. Out of the top quarter of this circle protrudes a round, flat-topped tower—like a smoke stack penetrating the clouds. Wind turbines downwind of the canopy and tower stand on a plateau of basalt.

The grayish-white fungus hangs from the trees in thick gouts. Billions of spores populate every inch of the forest beneath the canopy due to lack of airflow from the turbines being in disrepair. The snow-like spores billow up and fall onto anything disturbing the area, infecting anything that breathes them in. The forest is eerily quiet, as nothing but fungus and other bacteria and fungi can survive in this state.

PROJECT UPWIND

At a kilometer and a half tall and over hundred meters across, surrounded by round windows for wind turbines, the solar updraft tower codenamed "Upwind," is an experimental project. It has immense apertures perforating the tower's base and in the middle of the circle is a colossal wind turbine. Massive blinds in the interior repel the sunlight inside. Thousands and thousands of polyaziridine plastic sheets, which traps CO2, line the interior—stacked so that air can pass freely. Outside, the plastic sheet over the forest acts as a greenhouse. Warm air from the turbines pushed upwards propels the turbine and generates electricity.

The tower is meant to reverse climate change, constructed by a group of walkaways five-or-so years ago, found dead to the wind turbines at the base meant to push fresh air up the slope to the tower. Combined with fracking the basalt and turning it into limestone, the area can hold more towers in which to generate power and permanently house gigatons of CO2.

THE LOOM	TIER 3	FACTION CLOCK	
The Loom are a community of surviving walkaways that farms the fungus, reducing it to natural, fundamental building blocks used in fabricators and 3D printers. Living in the forest surrounding the plastic canopy.	**Quito** leaves for Shelter 1		4
	Tracers follow **Quito's** path to The Loom		12

Turf: The surrounding area of Upwind.

NPCs: **Chicago** (Weaver. *Infectious, upbeat, empathetic*). **Yellowknife** (Arms specialist. *Able, watchful, cynical*). **Quito** (Collector. *Artistic, forgetful, pensive*).

Notable Assets: Hidden. Well-armed. Military grade tech and fabricator.

Quirks: Entirely self-contained community that is hard to break into. Protective, due to what happened to them in the past.

Situation: Their way of life is only sustainable so long as the turbines are dormant. They are fearful of outsiders (rightfully so), and capable of defending themselves if necessary. But Quito wishes to leave the community and try to find family and friends in Shelter 1. Some people believe if Quito left and spread word of this place, it would lead to corporate control and the end of their way of life. The tension is palpable.

AREA: SILK FALLS

Hidden in a crevasse in the desert, a tunnel where water once flowed freely, now watermarked and dead, leads to a smaller village using the remnants of a dwindling underground spring. There the Oaza tend to a large underground garden.

OAZA	TIER 1	FACTION CLOCK
Constantly gardening, the Oaza are a community with hackers studying Acts of God with their unique gene-hacked garden, the sub-structure of which is networked to hacking gear. They time the release of their biotech pollen with a passing Act of God. The pollen data is relayed back to the community, which is then brokered and sold—making it their primary source of income	Mitsuki travels to Shelter 1 to give The Split Peas the sample	4

Turf: All of Silk Falls.

NPCs: Raina (Leader. *Sheepish, judicious, learned*). **Mitsuki** (Shifter. *Selfless, mature, skillful*). **Helmi** (Trader. *Efficient, casual, impressive*).

Notable Assets: Secure. A few reinforced spinners. Nanotechnology.

Quirks: An insular community that sends a few traders to Shelter 1 with information harvested, and grows everything else they need. Their community is well hidden and far removed.

Allies: The Split Peas.

Enemies: Nourish (by way of The Split Peas).

Situation: A deal has been struck by The Split Peas and the Oaza community. Mitsuki will cultivate a sample of their garden, selling it to them for a small windfall that the community needs. However, Mitsuki is further incentivized in the hopes that The Split Peas could use this to hack the mega-corporations or develop other applications.

THE OMNIPRESENCE

In many ways this fiction is proto-cyberpunk. It's on the cusp of having the traditional tropes of the genre but was stopped in its tracks by climate effects. It hasn't gotten to one giant megacity yet. But it's sure headed that way!

A staple of cyberpunk literature is that those in power, with access to technology far superior than the 'punks, are a few steps ahead of everyone else, manipulating events as they see fit. In Shelter 1, it is very clear that the corporatocracy controls everything. The corporations are so far up the ladder that to effect change at that level, the 'punks first need to claw power away from the factions that are reinforcing the power structures.

If the group is interested in this theme, think about which megacorporations are backing or puppeteering which factions. If you're unsure which megacorporation to assign, roll a **fortune die**: **1-3**: Nourish, **4 / 5**: Information, **6**: Safety. Then, simply keep in mind a stakes question, allowing yourself to wonder about their involvement and when they would intervene, if at all, assuming all events surrounding this faction are linked to the megacorporation.

LEAVING BLANK SPACES

The megacorporation don't have prewritten faction information, so you can tailor their ultimate goals and interests to the PCs. We don't need a fixed point to jump off from. We need just enough scaffolding to prompt ideas when you need them. The gaps will prompt questions that fuel the game's play to find out the culture within and outside of Shelter 1.

There are walls in which laborers farm gene-hacked fields… but what is specifically being farmed there. Is it produce that doesn't exist anymore? With the growing climate refugee population, perhaps people volunteer to do manual labor at Reform—perhaps not.

You should wonder how a society of climate refugees—of all skin colors, ethnicities, traditions and backgrounds—operates using the factions provided as a springboard for your imagination. What is this diaspora three or four generations from now, and how would climate effects alter their lives? Take time to explore and discover this space with your group. This sub-culture can be representative of as many peoples' lived experiences as you like—especially those at the table and your own.

On the following pages: Silk Falls

VICE PURVEYORS

FAITH

- ⦿ **Massimo Alloy**, the **Sanctuary of the Constellation of Chrome** in a dilapidated observatory.
- ⦿ **Fulcrum Cassiopea**, the **Temple of Delectation** below the neighborhood with the methane sodium street lights.
- ⦿ **Azariah Steep**, the **Intersectional Church of the Reverent People**.
- ⦿ **Faye Attic**, the **Archives of the Collected Particulates**.

GAMBLING

- ⦿ **Livid Reverie**, predicting Acts of God or fallout from them in **Prosperity Hollow**, in the night hours of an art gallery.
- ⦿ **Cerulean Downs**, illegal spinner and cycle races, found on **hologram boulevard**.
- ⦿ **Gausmar York**, games of chance, at **Frenetic Luck**.
- ⦿ **Easy Money**, underground fight pits, the **docks**.
- ⦿ **Florencia**, owner of **The Black Top**, deviant forms of gambling and drag racing.

LUXURY, PLEASURE

- ⦿ **Thalassic Lust**, the **Fair Weather**, in the penthouse of the highest skyscraper in the Green Zone; a bath house using unconventional means—ultraviolet germicidal irradiation, oil baths, rooms dedicated to viewing the sun behind glass that protects you, etc.
- ⦿ **Ottoline**, consultant at **Vein**, custom tailoring and fashion.
- ⦿ **Tansy**, modder and designer at **Vitruvian Flesh**, word-of-mouth body modifications and cybernetic boutique.
- ⦿ **Verity**, Chef at **Mauve**, an up-scale eatery and dining experience making use of gene-hacked produce.
- ⦿ **Dub Wiley**, proprietor of **Glimpse**, located in a dug up, previously collapsed tunnel. Uses 3D, immersive tech to show antiquated films and theatre productions.

OBLIGATION

- ⦿ **Family members** (**root**) or **former co-workers** (**background**).
- ⦿ **Community members** or **people you care for** (**root**, **friends**, **rivals**).
- ⦿ **The Applied Reason Collective**, within a structure rebuilt to have a renaissance aesthetic.
- ⦿ **Sappers**, climate refugees/revolutionaries, row housing.

PLEASURE, STUPOR

- ⦿ **Hui**, operator of **The Garden**, an exclusive club selling designer drugs.
- ⦿ **Korben Paine**, the **Anemic Blush**, night club in the shade of the neon overpass.
- ⦿ **Tea**, proprietor of **Ecstatic**, where anyone will find their curated pleasure; the door is masked by a shifting fuchsia hologram.
- ⦿ **Doutzen**, bartender at **No Vacancy**, a Glitch bar with gilded doors that only part for those with hacked nanites.
- ⦿ **Bram**, dealer at **Motley Fall**, where they test designer, pleasure enhancing drugs.
- ⦿ **Qala**, artist and designer of **Taffy Yellow**, an extravagant guided tour through a dilapidated building filled with images and colors designed to provoke pleasure.
- ⦿ **Renata**, owner of **Subterranean Rage**, an underground club known for highlighting artists who have modded their bodies into musical instruments.
- ⦿ **Zephyr**, guide at **Conductive Link**, a seedy pleasure house at the end of a winding pathway of maintenance tunnels, the entrance of which below drips neon graffiti.

WEIRD

- ⦿ **Habitual Standard**, owner of **Random Access Memory**, filled with technology which projects the memories of others onto screens for the pleasure of strangers.
- ⦿ **Massimiliano**, designer at **React**, a body modification place known for artistic and subversive mods that provoke a reaction found behind in a prefab room hanging below an area of the docks.
- ⦿ **Pastor Onyx** of the **Higher Path**, a church dedicated to the worship of Acts of God.
- ⦿ **Wikus**, host of **Dead Channel**, a new vice den featuring the designer drug "Dream," which facilitates a consensual hallucination shared by those who share the drug.
- ⦿ **Suki**, host at **Abbreviated Grief**, found by navigating to the lowest point in all of Shelter 1. Some people recorded themselves in order to leave behind an interactive simulacrum. Here, you speak to the dead.

CHAPTER 9

ADDITIONAL CONTENT

The table is responsible for shaping the relevant aspects of the fiction's culture within and outside of Shelter 1. This book (and this game) is not interested in the Corporate City itself. Factions could operate in the area, and be tied in the Corporate City's politics. But focus on the culture outside of the City. Let the players use the culture within their purview to define the City. Ask the players what they see from the outside regarding the City's food, technology, and customs. The answers imply certain things about the 'Zone.

People who are familiar with *Blades in the Dark* (the engine and system *Hack the Planet* uses) may be surprised at how differently the setting information is set up compared to *Blades*. This text purposefully leaves space for players to introduce the representation and nuanced culture they want to see in the setting. Shelter 1 should vary quite substantially across games by design.

Apart from the base materials, here a few creators have crafted additional content that focuses on different aspects of the setting and mechanics. Introduce them as much as you like to your game. If you want to create some of your own playbooks, crews, factions, and areas beyond Shelter—these are great examples and should serve as inspiration.

Each contribution exists in different states without a unified presentation because they all change the setting and have pertinent information that differs from the "base" game playbooks, crews, factions, etc. This means that as you shape the setting through play and you introduce your own customizations, whatever you produce can and should exist in whatever presentation suits it best. All of it is an expression of game design that further makes your own *Hack the Planet* fiction unique.

PERFECT

By Andrew Gillis

Most folks talk about seeking the purpose of their existence. You know that yours is doing legal filings for the corporation.

Every year of your life bought and paid for, from manufacture in the tanks to decommissioning. No family but the company, and there's no one who looks at you as anything more than a valuable piece of office equipment.

You hear stories of units that go missing, are stolen from their posts, or are discarded by their owners. What's it like to be out in the world, without a calling, or a purpose?

What mischief do such idle hands get into? What thoughts haunt them? It's a good thing you're here, safe, and with plenty of work to keep your mind off such things.

Synthetic people, first manufactured by the Trueseed corporation, encoded for specific fields of employ. Expensive, highly trained, and refined servants for the wealthy elites of Shelter 1. They are colloquially known as Helpers ("the help"), Domestics, or Drudges, depending on who you ask. Their forms, movements, and voices, are custom designed to be beautiful, docile, and to elevate their masters.

The Perfect earns xp when they address a challenge with grace or subtlety. Humans can be your playthings, easily manipulated and exploited. They will underestimate you, fear you, covet you, but the last thing they will do is understand you. Glide through their little world, aloof, untouchable. Perfect.

How did you end up in the underworld? Who were your masters before? Is anyone looking for you, still? Do you want to be human, or something more?

STARTING ACTION RATINGS

● | ● ○ ○ ○ ● **FINESSE**
● | ○ ○ ○ ○ ● **SWAY**

STARTING BUILDS

If you want some guidance when you assign your four action dots and special ability, use one of these templates.

AESTHETE. SWAY +1, **NETWORK** +2, **STUDY** +1. **A Haunting Beauty**.

DISPENSER. TRACE +2, **NETWORK** +1, **MODIFY** +2. **Integrated Pharma**.

INTERMEDIARY. STUDY +1, **SURVEY** +2, **SWAY** +1. **Facial Adjustment Precognition**.

HIGH CLASS. HACK +1, **TRACE** +2, **SURVEY** +1. **Luxurious Form**.

SIGNIFICANT OTHERS

⊙**LEE DUK HWA**, a sentimental executive. *Maybe your former owner, or a wealthy philanthropist?*

⊙**PROFESSOR SINGH**, a rogue scientist. *Maybe a pioneer in the field of synthetic humans, or a dealer in dangerous experimental tech?*

⊙**CISEROL**, a covetous witch. *Maybe a collector of odd technologies, or a transcendent mystic?*

⊙**MASAYOSHI TENOKAI**, a civil rights activist. *Maybe a liberator for your kind, or a firebrand humanist?*

⊙**SIX**, a newer model in your product line. *Maybe a sympathetic insider, or a former colleague you betrayed?*

MECHANICAL CHANGES

Change **root** to **manufacturer** and choose one: Trueseed, Safety, Nourish, Information, IntraReach.

Change **background** to **functions** and choose one: administration, companionship, pleasure, household, proxy, entertainment.

Change **trauma** to **Emotions**: love, anger, joy, remorse, fear, awe, disgust, sadness.

VICE

To indulge your **VICE**, you must serve a patron. Talk to the GM to establish who your patron is, and whether they are played by the GM or another player. Your service is a refined aesthetic version of your function. When you **indulge** your **VICE**, describe the service you are providing, and ask your patron: "Was my service satisfactory?" If they answer "yes," take **+1d** for your **VICE** roll. **Friends or contacts cannot help** you indulge your vice, nor can they share in it.

PERFECT SPECIAL ABILITIES

All Perfect abilities can only be taken as veteran advances by other playbooks if that character spends **2 JOULES** and is out of play for the next score while they undergo surgery/modification.

PURPOSE BUILT (MANDATORY):

You have been genetically tailored to perform a function. It is at the root of all your behavior, like sex and fear in humans. Most emotions were deemed superfluous to your design and function, you do not feel them. Choose and mark **1 EMOTION**. Whenever you would take **trauma**, instead mark **1 EMOTION**.

You begin play with 1 emotion open, and can add up to 4 more during play. Your first emotion is either an accident of your manufacture, or was determined to be useful for the performance of your function.

LUXURIOUS FORM

You may expend your **special armor** to **resist a consequence** of suspicion or impropriety, or to **push yourself** in social situations.

When you use this ability, tick the special armor box on your playbook sheet. If you "resist a consequence" of the appropriate type, you avoid it completely. If you use this ability to push yourself, you get one of the benefits (+1d, +1 effect, act despite severe harm), but you don't take 2 stress. Your special armor is restored at the beginning of downtime.

FACIAL ADJUSTMENT PRECOGNITION

You reflexively adjust your facial features and body language to set people at ease. You gain **+1 effect** when you **gather information** about people you are interacting with them face to face. As you do, you can ask the GM, "What do they tell me that they really shouldn't have?" for free.

This ability lets a character make micro-adjustments to the shape of their face seamlessly in real time. It works by appealing to typical human biases, but can sometimes be unnerving or uncanny; they feel like they trust you, but they are not sure why. When you ask the GM, "What do they tell me?" They let something slip verbally, or by some subtle cue of where they look, their body language, or by words unsaid.

CUSTOM POLYMER SKELETON

Your joints and limbs are flexible far beyond the human norm. Typical holds, locks, and pressure points do not work against you. You may contort your limbs as you wish, and can squeeze through any space, provided that your head can fit.

This does not prevent the character from being restrained at all, but it provides opportunities to wriggle free, slip their bonds, or retain their hold on an object. The second part of the ability lets the character's body compress and squeeze through spaces, but they might be forced to make special arrangements for gear or clothing.

INTEGRATED PHARMA

You can spend **1 STRESS** to secrete drugs through your skin or your saliva. You choose the dose (mild, heavy, overdose) and duration (moments, minutes, hours). You are immune to most **drugs** and **poisons**. When you take this ability, choose **1 drug** from the list below. You may take this ability a second time; when you do, choose **1** additional **drug**.

Bliss: *euphoria, manic energy, poor impulse control, forgetting*

Playtime: *intense heat, heightened appetites, fits of laughter, aggression*

Kite: *inspired visions, dissociation, vertigo, coma-like stupor*

Problems: *hallucinations, paranoia, rigor and chills, intense nausea*

All drugs produced by this ability can take effect after prolonged skin to skin contact, with better and more immediate results from being ingested by the victim. Holding hands or dancing close would count as skin to skin, kissing and other intimate acts work for ingestion, or you could spit in their food or something. The drugs are all flavorless and odorless. Most drugs and poisons covers naturally occurring poisons and venoms, as well as all over the counter drugs and recreational drugs. Sophisticated manufactured viruses, deadly high tech neurotoxins, or venom from a gene-modded snake will still have an effect, though less than they would on a normal human.

PERFECT POISE

When you **push yourself**, you may include one of the following additional benefits: *perform a feat of inhuman grace—perform a task with absolute precision.*

When you push yourself to activate this ability, you still get one of the normal benefits of pushing yourself (+1d, +1 effect, etc.) in addition to the special ability.

If you perform a feat of inhuman grace, you might dance with unnatural beauty, or balance on a wire in a windstorm.

If you perform a task with absolute precision, you might perfectly reassemble a complex device by hand in the dark, or shoot a penny out of the air at 300 meters distance with a handgun.

MACHINE LEARNING

You may take **2 STRESS** to roll your best **action rating** while performing a different **action**. Describe how your approach is alien, or off-putting.

People who witness your action will be left with no doubt that you are not a normal human.

A HAUNTING BEAUTY

When you use the beauty of your features, voice, or movements to influence human minds, gain **+1d**. When you are oblivious to subtext or convention, mark **xp**.

The first part of this ability covers any form of social and emotional manipulation. The second part of this ability rewards you for being clueless about normal human behavioral cues. Behaviors like flirting, informal etiquette, use of street slang, and some subsets of humor are all good ones to leverage for this ability, particularly if your character's function would not include those activities.

PERFECT ITEMS

⊙**RE-FACE KIT:** A delicate piece of tech that can modify your facial features, the bones of your face, and skin tone to suit someone's tastes. [**1 LOAD**]

⊙**INTERNAL COMPARTMENT:** A hidden compartment inside your torso that can fit any **1 load** piece of gear, and mask it from detection by all but the most thorough of scans. The compartment must be calibrated for a specific object, and thus can only bring one item in, or be prepped for the extraction of one specific item. It can be freely re-calibrated during **downtime**. [**1 LOAD**]

⊙**FINE FASHION:** An outfit of finely crafted and up to date fashion suitable for formal corporate engagements. [**0 LOAD**] If you're carrying this item as a second outfit to change into, it counts as [**2 LOAD**].

⊙**NERVE TOXIN INJECTOR:** A single use handheld injector loaded with a lethal nerve agent. [**0 LOAD**]

⊙**FINE DRUGS + PARAPHERNALIA:** Undiluted high quality recreational drugs and all appropriate paraphernalia for their use, enough for 6 or so people. Choose from the drugs listed under integrated pharma, or other previously established drugs. [**1 LOAD**] You can spend [**2 LOAD**] instead of 1 to have enough for 18 people.

⊙**BIOMETRICS READER/SPOOFER:** Biometric scanner that takes retinal, voice, fingerprint, DNA, etc. readings and can duplicate and assign them to your character. The fake biometric credential imprint is short lived, and can only be applied to your character. [**1 LOAD**]
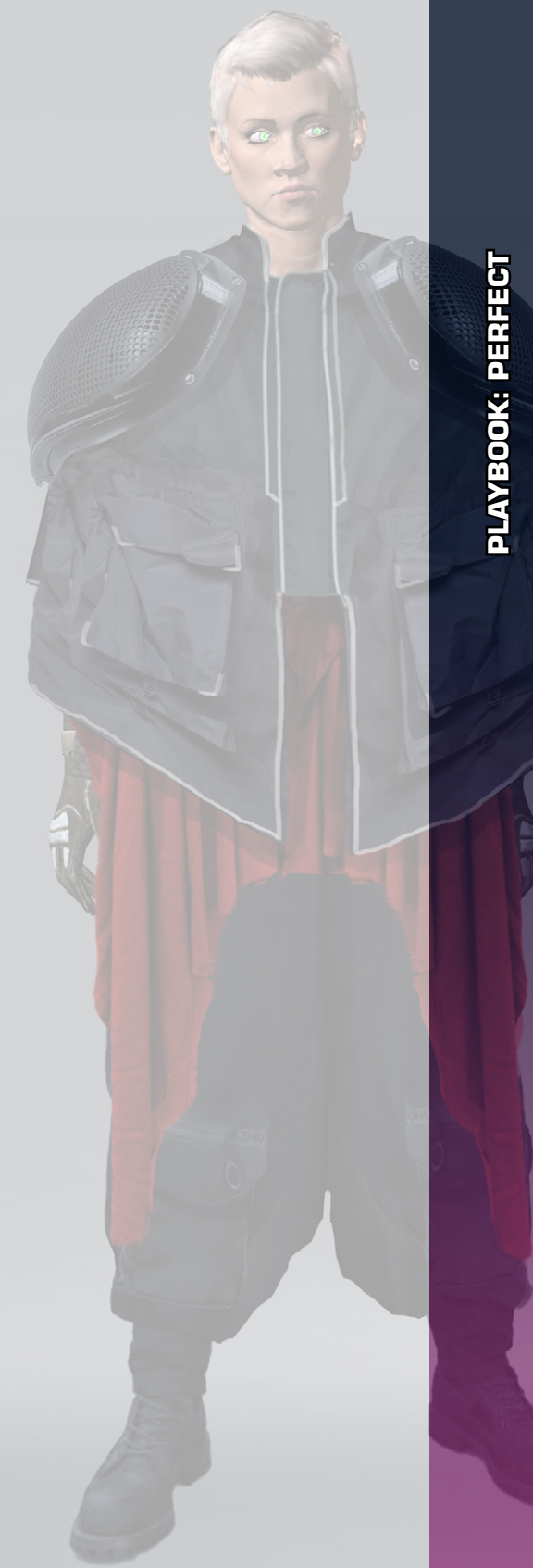
GONE

By Andrew Gillis

Somewhere along the way you took a wrong turn, and now you're here. You're telling yourself "This is a good idea" while some unlicensed cyberneticist walks you through the procedure.

Medically induced coma, skull cut open, out drops your brain and spinal cord into a metal box they call a "Plug."

What makes you so sure the thing that wakes up in the plug is still you? Maybe you should be asking yourself: What kind of monster have I become, that I want this? Maybe you could take some philosophy classes or do some soul searching to answer these questions. But fuck it, you're in control. Right?

The Gone earns xp when they dominate a situation with your tech, or strike with overwhelming force. Pursue your obsessions—everything else is transient, petty, and all too human.

What scraps of humanity do you still carry with you? What parts of yourself did you leave behind?

Requirements: Got to get your brain and spinal column removed, and made into a "plug" for installation into a **Frame**. You'll want to buy a **Frame** first, too (see below).

You'll need to find someone equipped to perform the operation. It costs **4 Joules** plus 2 full rows of **stash**, and requires your character go on hiatus for **1** score to do the plug opp.

STARTING ACTION RATINGS	ATTENDANTS AND TECHNICIANS

STARTING ACTION RATINGS

- ●○○○○● TRACE
- ●❘○○○● MODIFY
- ●❘○○○● SURVEY
- ●❘○○○● WRECK
- ●❘○○○● HACK
- ●❘○○○● CONTROL

ATTENDANTS AND TECHNICIANS

- ⊙**BAO XU**, an eloquent proxy. *Maybe a Trueseed Helper unit, or a dilettante down on their luck?*
- ⊙**TINH**, a weary physician. *Maybe the cyberneticist who put you in your Plug, or a corporate asset moonlighting in your service?*
- ⊙**AGATA**, a fastidious academic. *Maybe a researcher studying you post operation, or a dealer in restricted information?*
- ⊙**ASTRID**, a visionary artist. *Maybe a sculptor obsessed with perfect forms, or a famous and eccentric painter?*
- ⊙**JAGMEET**, a clever engineer. *Maybe an underworld gunsmith, or a disgraced prosthetics designer?*

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MECHANICAL CHANGES

Your **root** and **background** is carried forward from your previous character.

Your **trauma** and **vice** are changed to **Obsession**.

OBSESSION

Trauma + **vice** > **Obsession**. Your obsession is a *behavior* and a *fixation*, these two axes combine to make your **Obsession**.

Behaviors: hoard, destroy, control, obscure, pervert, preserve, defame, discredit, elevate

Fixations: beauty, money, weird tech, relics, data, specimens, memorabilia, the dead, celebrities

Clear all **STRESS** when your **scores**/projects satisfy your **Obsession**, otherwise recover half your current **STRESS** rounded up at the start of **downtime**.

Example obsessions: destroying beauty, preserving relics, defaming celebrities, hoarding the dead, controlling data.

MAINTENANCE

Whenever you gain a new "Gone" special ability (except Veteran), add a **maintenance**.

- ⊙ **SUPER ILLEGAL:** Whatever tech you use is military use only, highly illegal, or not meant to exist (maybe all three). Whatever the case, **+1 HEAT** when you are on a **score**. People you work with will take notice of this as well, though their reactions are up to the GM.

- ⊙ **PRE-FLOOD TECH:** You require components and materials that can no longer be manufactured. Procuring them is expensive and time consuming. You must spend one **downtime activity** and **1 JOULE** acquiring the necessary parts before you can **repair harm**.

- ⊙ **ALIEN:** You are too far removed from humanity, and can no longer gather information about people's feelings and motivations. Relationships from your previous playbook slowly go sour after you take this **maintenance**.

- ⊙ **DEEP WIRING:** Destruction of your **frame** will always also result in the destruction of your **plug**. Electromagnetic interference is painful and causes system glitches, take **2 STRESS** to push through it.

- ⊙ **RECHARGE**: Each **downtime** you must spend one **downtime activity** recharging your **plug** and **frame(s)** at a power source. If you're providing the power it costs **1 JOULE**, otherwise you'll need to steal it.

GONE SPECIAL ABILITIES

Whenever you gain a new "Gone" special ability (except veteran) add a **maintenance**.

HEARTLESS (MANDATORY):

You are a **plug**, a brain in a box. You have chosen to forsake your body to pursue your **obsessions**, choose 2. Frames can be rebuilt if damaged, but if your **plug** is destroyed, you're done. If your **frame** is destroyed, your **plug** can be installed into another **frame**, or wired into a vehicle/system in the field. If you would suffer **trauma**, instead take **level 3 harm** "Overloaded."

While not installed in a frame or wired into a system, your plug has no way of acting upon or communicating with the outside world. Putting a plug into a new frame or system is not a trivial task, and requires dedicated effort, tools, and technical expertise, particularly for systems that are not designed for this type of interface. Your plug is rugged and hardened, but not indestructible.

NO LIMITS

Choose **INSIGHT**, **PROWESS**, or **RESOLVE**. Your max **rating** for **actions** under that **attribute** becomes **5**. Take **+1d** to **resistance rolls** in the chosen **ATTRIBUTE**.

THROUGH THE FIRE

Your **plug** and **frames** are built to endure or mitigate the hazards of Acts of God, and you may act freely within them. Take **2 STRESS** to extend this protection to one person within reach.

This does not mean that interacting with things inside an Act of God happens for free with no action roll, just that you do not suffer from any direct effect of the Act of God. When you protect someone, it lasts so long as they do not leave your side, and you act together.

BEYOND HUMAN

Take **1 STRESS** to perform a feat of extreme strength or speed (run faster than a vehicle, tear through concrete, jump several stories, etc.). *This factors into effect.*

SCANNERS

Take **1 STRESS** to sense beyond human limits. See through walls or around corners, feel electromagnetic fields, or "see" biometric data on people.

DARK ERRANDS

You have established a network of sympathetic individuals to work with. When you perform a **downtime activity** yourself, take **+1d** to your roll. During **downtime**, your attendants and technicians perform a free **additional downtime activity** for you, and can perform your other **downtime activities** for you at your option.

Your attendants and technicians roll your crew's Tier+1 for any actions they perform. Without this ability, people may react in unpredictable ways when interacting with your character in downtime.
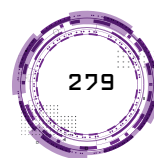
FRAMES

When you choose a **frame**, you then *also* mark additional **modules** based on your selection:

◉ **PLUG** (briefcase size)**:** A small hardened braincase that can be wired into vehicles and computer systems in the field. Cannot move or act physically on its own. [**3 LOAD MAX**]

Hardened firewalls - adaptable firmware.

◉ **MEDIUM** (human size)**:** A humanoid frame, a synthetic animal. [**5 LOAD MAX**]

Reflexes - long-term power supply.

◉ **HEAVY** (car size, +1 scale)**:** A spider-tank, a sleek sedan. Large, obvious, dangerous. [**6 LOAD MAX**]

Ablative plating - integrated breaching.

MODULES

The following **modules** are available to *any* **frame**: *Snoop module - Stun pulse module - ID spoof module - decelerant gel module.*

With any **frame**, spend [**1 LOAD**] to use a **module** during a **score**.

SNOOP MODULE: Releases a tiny drone that transmits audio/video signals wirelessly to you over a small range.

STUN PULSE MODULE: Releases an inaudible magnetic pulse that incapacitates normal humans.

ID SPOOF MODULE: Broadcasts false biometric and digital ID credentials, must be fed credential info before it can broadcast.

DECELERANT GEL MODULE: Fires a large glob of expanding decelerant gel at the ground in advance of your landing, allowing you to drop from any height, or mitigate damage from being thrown at a surface. Contains one charge of gel.

◉ **HARDENED FIREWALLS**: An array of hardware and software to fortify your **plug** against digital threats. Expend this firewall as **armor** against **consequences** from hacking and digital viruses.

◉ **ADAPTABLE FIRMWARE**: Allows you to be installed in devices that are not set up for **plug** interface while in the field. Includes a set of leads/connectors/adapters to interface with almost anything (vehicles, computer systems, security devices, etc.).

◉ **REFLEXES**: Your **frame** is wired with advanced haptic feedback and integrated sub-processors that respond to a wide array of threats and situations. Whenever there is a question of who acts first, it's you.

◉ **LONG-TERM POWER SUPPLY**: Advanced power storage and kinetic recyclers allow for prolonged deployments. Allows you to set up in position in advance of the **score**, and permits a free extra use of any one use **module**.

◉ **ABLATIVE PLATING**: An array of armored plates and padding layered on top of the standard defenses of your **frame**. Expend this **module** as **armor**, it fully mitigates **harm** of any level.

◉ **INTEGRATED BREACHING**: A fully integrated breaching device which includes a ram, rock drill, plow, and breaching charges. Allows you to violently tear through most normal walls and barriers, forming sufficient passage for your **frame**.

RANGERS

By Ash McAllan

Military scientists collecting genes

As the weather changed, so did life itself. Only by understanding the altered nature of our genes can we hope to survive this new world.

Rangers earn xp when they obtain a new biological specimen. Instead of claims, you have Research into different genotypes. Instead of **turf**, you have Data on those genotypes published to the pirate 'net.

Do you supply your research back to some favored faction? Do you sell it to the highest bidder? Do you keep it for your own ends?

STARTING UPGRADES

⊙ **BASE: WORKSHOP.**
⊙ **TRAINING:** INSIGHT.

HUNTING GROUNDS

Choose a favored operation type:

⊙ **CAPTURE:** Obtain an organism from out in society or the wild.
⊙ **SAMPLE:** Extract genetic data or Muteria from a rare or mutated organic specimen.
⊙ **ELIMINATE:** Destroy an organism presenting a risk of infection or extreme violence.
⊙ **TRANSPORT:** Escort or relocate a sensitive or dangerous organism or sample.

CONTACTS

⊙ **BLAIS**, a gun runner. *Perhaps they supply you with arms?*
⊙ **CARRIO**, a street-doc. *Do you go to them for medicine, or do they come to you?*
⊙ **ZHONG**, a hunter. *Someone to find missing people or things for you?*
⊙ **KEEL**, an officer. *A member of the Svaltun Hold? The Sentinels? The Tracers?*
⊙ **SHARA**, a biologist. *What kinds of organisms do they study?*
⊙ **AKSIS**, an Intel broker. *Where does their intel come from? Can you trust it?*

RANGERS UPGRADES

⊙ **RANGERS RIGGING:** You get 2 free load worth of tools or specialized tech. *For example, you could carry a pistol (a weapon) and Infiltration gear (gear) for zero load.*
⊙ **ORGANISM STORAGE:** A laboratory that allows the secure storage of organisms of different shapes and sizes.
⊙ **ELITE RUNNERS:** Any cohorts with the Runners type get +1d to quality rolls within their wheelhouse.
⊙ **ELITE BOOSTERS:** Any cohorts with the Boosters type get +1d to quality rolls within their wheelhouse.
⊙ **RESILIENT:** Each PC gets +1 trauma box. This costs three upgrades to unlock, not just one. *This may bring a PC with 4 trauma back into play if you wish.*

CLAIMS

GENOTYPE: ENDURE: You are impervious to heat, poison, hunger, thirst, sleep deprivation, and exhaustion.

GENOTYPE: GARGANTUAN: You become physically massive with herculean muscles and atlas-like bones.

GENOTYPE: HIDE: Your become smaller and covered in scales that change color to actively camouflage you and allow you to squeeze and burrow into small dark space. Your eyes become capable of detailed vision in the near absence of light.

GENOTYPE: LASH: You become venomous and capable of lightning fast precision strikes.

GENOTYPE: REGEN: Your healing capabilities are superhuman, you can regrow large sections of your body, such as limbs, which can grow into a full clone with non-hostile conditions.

GENOTYPE: SCENT: You can smell and detect chemical components in the air around you with incredible detail and accuracy and can produce pheromones and spores which addle, stun, sicken, or entice others who breathe them.

GENOTYPE: SKYHOOK: You grow new anatomy allowing you to fly, glide, or climb beyond human capability.

GENOTYPE: SLIME: Your skin is covered in a layer of mucus that protects you from cold and contact with harmful substances and allows you to swim and breathe in any liquid that is mostly water.

GENOTYPE: SPARK: You are resistant to electrical harm, can sense electromagnetic fields, and are capable of producing electrical charge from within your body.

GENOTYPE: UNHEAR: You can navigate by sonar and are capable of completely silent locomotion.
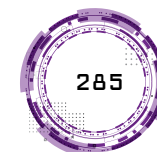
RANGERS SPECIAL ABILITIES

You start with this ability and choose one more when making your crew:

Starting Ability: Gene Harvesters

You are armed with the technology required to extract **Muteria** from organisms changed by Acts of God. Take **3 stress** to extract one sample of **Muteria** from a captured organism and unlock its **Genotype**.

Only one Muteria can be extracted from an organism this way. Extracting Muteria from an organism unlocks the Genotype on the Research map or unlocks Data if that Genotype is already unlocked.

Muteria is a form of live genetic code that is theoretically only available to Rangers. Other types of genetic code exist and are valuable. Genetic Nuclease Arrangement or GNA is commonly traded among gene hackers and collected by scientists.

Choose one more at crew creation:

Integrate

Any member of the crew may use a **Modify action** to spend a **Muteria** adding an unlocked **Genotype** to an organism. The patient risks gaining the special **trauma**: *Tumorous*.

Integration permanently changes the body of an organism and grants new physical abilities through radical genetic mutation. Player characters receive +1d for any action or resistance roll where their abilities from an integrated Genotype aid them. In the case of a failed Modify roll, the patient still gains the new Genotype but also gains the trauma Tumorous. Tumorous is a special trauma that can be gained multiple times, each counting towards the maximum trauma limit.

Gene Market

You have a buyer who will give you **Joules** for **Muteria**.

Muteria is a rare and valuable resource. The sale of a single sample of Muteria can net anywhere between two and six Joules depending on the genotype and the client.

Injectors

Crew members can spend a **Muteria** to gain any unlocked **Genotype** for a single **score**.

Injectors temporarily modify the body and grant +1d to any action or resistance roll where the abilities from the injection aids them. How does the Muteria enter your body to make these changes? What does it feel like as they wear off.

Elite Training

Each PC may add **+1 Action Rating** to **Survey**, **Combat**, or **Control** (up to a max rating of 3).

Each player may choose the action they prefer (you don't all have to choose the same one). If you take this ability during initial character and crew creation, it supersedes the normal starting limit for action ratings.

Feel Good Gains

Each member of your crew gains an **additional Vice**: **Personal Growth**. When you gain new **Genotypes** or **cybernetics**, you count as having **indulged** this **vice** without risk of **overindulgence**.

The character must augment themselves in a new way to indulge this vice. Replacing a cybernetic hand with a new version that does the same thing does not satisfy this vice, nor does integrating a genotype you already have.

Farming

After a **Muteria** has been extracted from an organism, **long-term projects** may extract additional **Muteria** from the same organism.

Farming an organism requires continued access to it, which most organisms are averse to as the experience of any form of Muteria extraction ranges from unpleasant to torturous for the subject.

Tactical

When you set out on an Assault, Capture, or Transport operation, **armor** doesn't count toward your **load** and you take **+1d** to the **engagement roll**.

RANGERS OPPORTUNITIES

1	A wealthy corporate executive wants to know what is happening to his mutating daughter.
2	People in the Roots have been recreationally consuming a moss that has been growing near industrial facilities.
3	A giant seabird has been nesting in the upper ceiling parts of Shelter 1 and diving down to snatch prey from the streets.
4	A forged community reports that one of their children is "psychic" and making people commit crimes against one another.
5	Some sewers beneath Shelter 1 have become blocked, those who have survived investigating report a horrible roaring sound.
6	A civilian's body has exploded into a tumorous horror after experimenting with black market Muteria.
1	Evidence suggests that an abandoned office building is being used as a hobbyist gene lab.
2	Your security records show that someone has broken in and made copies of some of your important genetic data.
3	Forged communities report seeing a roaming hill on the horizon, far from Shelter 1.
4	A sample in your collection has mutated and broken free.
5	A contact has come down with a mysterious illness that is changing their skin, eyes, and teeth.
6	A tree has suddenly grown from a waste facility and is bearing peculiar fruits.
1	A marketplace is being harassed by a horrible swarm, stinging people and feeding on produce.
2	A photophobic slime has been dripping from the upper parts of Shelter 1 and growing up the sides of walls and furniture.
3	Parts of some kind of deceased megafauna have been found outside Shelter 1 and are rumored to have supernatural health benefits. Most of the samples have already been stolen.
4	A contact has come into possession of the last remaining seed of a rare tree.
5	Your crew is adopted by a wild or stray animal.
6	A civilian is feels profoundly uncomfortable with their physical form and threatens to harm them self if you will not help them change it.

For any opportunity above, consider a Capture, Sample, Eliminate, or Transport operation. To twist an opportunity or add additional elements, roll on the score generator tables on page 318.

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SAPPERS

By Melody Watson

Revolutionaries and wreckers

In the desperate underbelly of Shelter 1, people talk about a storm that's going to change everything—throwing the rich and powerful off their gilded perches and giving a future to the oppressed. With guerrilla tactics, propaganda, and a cause worth fighting for, you are that storm.

Sappers earn xp when they advance their cause or intervene to stop oppression.

What do you believe in, and what would you do to change the world?

STARTING UPGRADES

⊙ **BASE: HIDDEN**.
⊙ **BASE: SECURE**.

HUNTING GROUNDS

Choose a favored operation type:

⊙ **PROPAGANDA**: Make a public statement or embarrass your enemies.
⊙ **SABOTAGE**: Hurt an opponent by destroying something.
⊙ **TACTICAL STRIKE**: Kidnap or kill an important individual.
⊙ **AGITATION**: Encourage dissent or empower a marginalized community.

CONTACTS

⊙ **XINWEI**, a double-agent. *Perhaps a deep-cover infiltrator, or an informant?*
⊙ **BAZ**, a bartender. *Perhaps someone who can offer a safe meeting place?*
⊙ **DEMOGORGON**, a hacker. *Perhaps an unpredictable rogue, or a disciplined cyber-soldier?*
⊙ **LADY**, an activist. *Perhaps a rebel from another cell, or a local firebrand?*
⊙ **CALISTA**, a performer. *Perhaps well-connected, or willing to spread your message?*
⊙ **VIRGIL**, a supplier. *Perhaps a gun-runner, or a smuggler from a Forged community?*

SAPPERS UPGRADES

⊙ **SAPPERS RIGGING**: You get 2 free load worth of tools or weapons. *For example, you could carry demolition tools for zero load, or modification tools and a Sunjet.*
⊙ **ELITE MONITORS**: Any cohorts with the Monitors type get +1d to quality rolls within their wheelhouse.
⊙ **ELITE RUNNERS**: Any cohorts with the Runners type get +1d to quality rolls within their wheelhouse.
⊙ **ELITE ROOKS**: Any cohorts with the Rooks type get +1d to quality rolls within their wheelhouse.
⊙ **DRIVEN**: Each PC gets +1 trauma box. This costs three upgrades to unlock, not just one. *This may bring a PC with 4 Trauma back into play if you wish.*

CLAIMS

FRIENDLY VENUE: +1d to **CONTROL** or **SWAY** on site. *The patrons and owners of this place are sympathetic to your cause. Outsiders beware.*

FORGED IDENTITIES: You get +1d to the **ENGAGEMENT ROLL** for deception or stealth plans.

GENEROUS DONORS: During **downtime**, roll dice equal to your **TIER**. You earn **JOULES** equal to the highest result, minus your **HEAT**.

PROPAGANDISTS: -2 **HEAT** per score.

STREET CLINIC: +1d to **healing rolls**.

SYMPATHIZERS: +1d to **gather info** for scores.

TRAINING ROOMS: +1 **scale** for any **cohorts** classified as Runners.

WAREHOUSES: Stockpiles give you +1d to **acquire assets**.

WHISPER NETWORK: You get +1d to **TRACE** or **NETWORK** on your **turf**.

WORD OF MOUTH: +1 **REP** per score.

SAPPERS SPECIAL ABILITIES

You start with this ability and choose one more when making your crew:

STARTING ABILITY: THE COMING STORM

With technical savvy, misdirection, and perfect timing you know how to make your enemies vulnerable to Acts of God. Take **3 STRESS** to make an Act of God another **faction's** problem after you have surmounted it as an obstacle. Mark the Act of God as an **asset** that you can use for your next score.

For example, you know exactly how to strip the weather shields protecting a Tracer facility from Acts of God. If you do it too early, your sabotage would be detected and repaired. But if you sneak in and do your work just as a hailstorm is about to hit, you'll have the perfect opportunity to plant bombs during the chaos.

Choose one more at crew creation:

CUNNING

Each PC may add **+1 action rating** to **MODIFY**, **NETWORK**, or **WRECK** (up to a max rating of 3).

Each player may choose the action they prefer (you don't all have to choose the same one). If you take this ability during initial character and crew creation, it supersedes the normal starting limit for action ratings.

SYNDROME

When you successfully execute a kidnapping, you may choose to start a **long-term project** to convert the hostage to your cause. When you roll to advance this **clock**, take **+1d**.

Is it charisma or indoctrination? You may be a hero of the people, but that doesn't mean you're a very nice person.

BIG BA-DA-BOOM

When you use sabotage or explosives to disrupt a **faction**, gain **+1d** to the **ENGAGEMENT ROLL**.

TRUE BELIEVERS

All of your **COHORTS** gain the *Dedicated* **EDGE**. If they already have *Dedicated*, they get another **EDGE** of your choice.

PROXY WARFARE

Choose a friendly **TIER 4** faction as your clandestine patron. Take **+1 Status** with them whenever you succeed in a score against another **TIER 4** or **5** faction. Take **-1 Status** with your patron **faction** to immediately gain an **asset** with a **quality** of your **TIER+1**. Take another **-1 Status** to increase the **quality** by an additional **+1**.

What additional favors does your patron ask of your crew?

PROPAGANDA OFFENSIVE

You know how to get people on side and swap large populations. The **effect** of your first **2 Turf** claims is **doubled**.

DOMINO THEORY

Gain **+1d** on **ENGAGEMENT ROLLS** when attempting to reduce a faction's **hold**. When you successfully **reduce** the **hold** of another **faction**, their **allied factions** also take **reduced hold**.

SAPPERS OPPORTUNITIES

1	Sentinels are terrorizing a Grasshopper community deep in the Roots, allegedly due to the presence of Tippers. Their methods are not what would be called a light touch.
2	Your intel reveals that the Auditors have established a high-tech computing project nearby intended to analyze trends and preemptively target potential criminals.
3	A rowdy firebrand has been stirring up trouble, but there's something dangerous about the message they're spreading.
4	Official-looking spinners have been carrying hungry-looking laborers from a farm complex out into the Reach, but they always come back empty.
5	Top officials from Nourish, Information, and Safety are making a token appearance at a community meeting in the Roots. It'd be a pity if something happened to them.
6	An underground theorist who played an important role in defining your crew's ideology has gone missing, snatched from their home.
1	A thuggish Tracer has been bragging about a list of Tippers he claims to have, that includes one of your contacts.
2	A group who used to share your cause have decided your crew is a threat to their new beliefs. They're trying to edge you out—or wipe you out.
3	Shady arms dealers connected to the Corporate Council have suddenly got tight-lipped about a new commission for some black-ops gear. You know when they're transporting it.
4	A Roots community has had their food supply suddenly cut with no reason given, but food is still arriving at the nearby Nourish warehouse.
5	The scion of a Foundation family has heard your message and publicly sworn themselves to your cause. Of course, they've never spoken to you personally.
6	Information has hired a top-tier public relations firm to implement an advertising campaign designed to target a marginalized group and garner support for the Corporate Council.
1	You keep hearing stories about a facility in the Reach that's safer than Shelter 1 and has food for everyone. It sounds too good to be true.
2	Ever since the Tracers put down a riot and executed the instigators, people in the Roots are starting to talk seriously about revolution.
3	An old informant has switched sides and is threatening to rat you out. They're hiding out in a safehouse waiting for a corporate extraction team.
4	You find out that a network of loudspeakers was installed across Shelter 1 early on, but the project was scrapped and they have sat silent ever since.
5	A new corporate internship program for youth from the Roots is clearly an attempt at indoctrination.
6	A powerful vice gang takes issue with you giving their customers something to believe in beyond what they're offering.

For any opportunity above, consider a Propaganda, Sabotage, Tactical Strike, or Agitation operation. To twist an opportunity or add additional elements, roll on the score generator tables on page 318.

By Kira Magrann

A coven of storm witches

These witches have kitted their own bodies out with mods that enable them to, more or less, psychically predict storms and changes in the weather. They've built a cult following who worship the storms themselves, and some believe they can merge their souls with nature's machines of chaos. The crew leads the cult to help others and better themselves. Do no harm, take no shit.

Storm Witches earn xp when they foretell the destruction an Act of God will reap upon someone/a group and help to make it happen, and exert their superiority above humans who don't understand storms like they do.

Where does your knowledge come from and how do you foster it in one another?

STARTING UPGRADES

⊙ **TRAINING: INSIGHT.**
⊙ **COHORT: GANG, type: Cult.**

SACRED SIGHTS

Choose a favored operation type:

⊙ **ACQUISITION:** Procure a modified or archaic technology and hook it up to an Act of God.
⊙ **FORECAST:** Do what you must to attract the Act of god's attention and counsel.
⊙ **CONSECRATION:** Anoint a place for your deity.
⊙ **SACRIFICE:** Destroy what is valuable or good in honor of your Act of God.

CONTACTS

⊙ **NIEDI**, a biologist.
⊙ **DORIAN**, a nun.
⊙ **KAMALA**, a sculptor.
⊙ **QUINN**, a Nowcaster.
⊙ **MISHA**, a patron.
⊙ **NADEEM**, a surgeon.

STORM SPEAKERS UPGRADES

⊙ **IMPROVED IMPLANTS:** You get 2 free load worth of specialized tech.
⊙ **COVEN:** A gang of devoted followers that will bring you objects and curiosities of interest.
⊙ **ELITE MONITORS:** Any cohorts with the Monitors type get +1d to quality rolls within their wheelhouse.
⊙ **ELITE ROOKS:** Any cohorts with the Rooks type get +1d to quality rolls within their wheelhouse.
⊙ **COMPOSED:** Each PC gets +1 trauma box. You need to spend 3 upgrades to unlock Composed. *If a PC already has 4 trauma and is out of play, this could be used to put them back into play.*

BIOHACKER COMMUNE: +1d to the **ENGAGEMENT ROLL** for Act of God plans.

CAVE NIGHTCLUB: +1d to **VICE** rolls on site.

COVEN BROADCAST: +1d to **Cult cohorts.**

CULT HAVEN: +1d when you **gather information** on site.

FORTUNE TELLING FRONT: +1d to **NETWORK** or **SWAY** patrons on site.

LAKESIDE: +1d to **healing rolls** when submerged in lake water.

THE LAST GARDEN: +1d to **NETWORK** rolls on site.

MUSHROOM GROVE: HEAT = **JOULES** in **Downtime**. Whatever your **HEAT** is entering **downtime**, add that amount in **JOULES** to your crew.

NEON RITUAL SPACE: Recover **1 STRESS** after a successful score.

PERMACULTURE DOMES: +**2 JOULES** in **payoff** for **scores** which preserve agricrops.

SECRET WOMEN ONLY OUTPOST: +**2 JOULES** when trading on site.

SWEAT LODGE: +1d to **NETWORK** with indigenous witches on site.

UNDERGROUND TUNNELS: +1d to **healing rolls** when submerged in lake water.

WILD STASH: +**1 JOULES** for product sales or supply operations.

STORM SPEAKERS SPECIAL ABILITIES

You start with this ability and choose one more when making your crew:

STARTING ABILITY: STORM SPEAK

You have devised a method of predicting the Acts of God by embedding all kinds of sensory tech in your bodies. Take **3 STRESS** to use this specialized method to locate a nearby Act of God.

Choose one more at crew creation:

SIGILS

You find worshippers of the storms from sigils invisible to all but your modified vision. When you locate a storm worshiper faction (perhaps in the *Tidelands*), your sigils give you **+3 status** with the **faction**. You may count the *Tidelands* as **turf**, so long as your **status** does not **lower**.

UPLOAD

You may temporarily upload your mind into a storm's network with other Storm Speakers for synchronization. When you perform a **group action** in the storm, you may count multiple **6**s from different rolls as a **CRITICAL**.

PSYCHOKINESIS

To observers, it looks like the Storm Speakers are moving things with their minds but they actually use magnetic tech embedded in their bodies and advanced physics. When close to a storm, take **+2d** to manipulating objects with this technology.

SENSITIVE

Your bodies are modded out even further, helping you read living creatures. Additionally, each crew member takes **+1 action rating** to **CONTROL**, **NETWORK**, or **SWAY**.

VENGEANCE

When wronged, you reap your vengeance threefold. Take **+2d** to **COMBAT** rolls related to seeking vengeance.

OF THE EARTH

With tech that heightens senses, you can seek out shelter in any wild place. Take **+1d** when avoiding detection within familiar wilds (**turf**).

MEDITATE

You can lead yourself and others through a guided meditation that helps the mind and body **recover**. Take **+1d** to **healing rolls** during **downtime** and **-1 STRESS** to the next time you **push yourself** in an **action roll**.

Note: The Storm Speakers was designed for playbook format only in mind, but was included in the book anyway—hence the formating being slightly different than other crews!
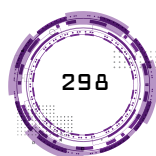
ADDITIONAL FACTIONS

SHELTER 1	TIER	HOLD
The Spiral Hunt	2	S
Salon Ariadne	1	W

FORGED	TIER	HOLD
The Harvesters	3	S
Heckati Shades	3	S
The Artificers	2	S
New Earth	2	W
Svaltun Hold	2	S

ADDITIONAL FACTIONS

These factions were created as additional content from other creators and may be added to the setting as you like.

The Artificers (2): The creators and purveyors of the Expired Constellations, carrying the stories and beauty of the dead.

The Harvesters (3): The scientists and researchers behind recycling the dead, keepers of the market and their secrets.

Heckati Shades (3): The Heckati Shades are the closest thing to humans to be found in the Crowlakes. A tribe of transhuman wanderers who have harnessed and outgrown the gene to become something beyond our understanding.

New Earth (2): Driven by hope or desperation, the members of New Earth aim to salvage the world beyond Shelter 1 within their lifetimes—or at least enough to call home.

Salon Ariadne (1): A notorious avant-garde bar and the gang of eccentric queers, cultural theorists, and other weirdos who call it home.

The Spiral Hunt (2): A semi-secret club for the idle children of the rich. The Spiral Hunt plays deadly games beyond the walls of their arcology.

Svaltun Hold (3): The Svaltun Hold is hidden amongst the storm-scarred Paratonnerre Mountains. It is inhabited by a sect of highly trained military scientists, charged with the collection and protection of genetic data.
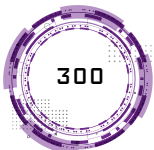
Melody Watson presents:

SALON ARIADNE — TIER 1

A notorious avant-garde bar and the gang of eccentric queers, cultural theorists, and other weirdos who call it home. Using performance art and private exploration, they experiment with new ways of being, sabotage conservative causes, and watch over their turf.

FACTION CLOCK	
Carve out gang territory	6
Rise in TIER	10

Turf: A labyrinthine nightclub, Ariadne (HQ), and several streets.

NPCs: Omega (Original owner of the bar. *Ambiguous, ruthless, unpredictable*). **Golden** (Bartender and head of security. *Flirty, precise, quiet*). **The Clutch** (A group of VIP members who have voluntarily given up individual identities. *Weird, evangelical, effective*).

Notable Assets: A brutal gang. Sabotage and propaganda experts. Weird drugs and gear.

Quirks: The members of the Salon are notoriously restive and won't deal with anyone they perceive as a cop. The club is a hotspot for scandalous political debate and rebellious antics. Unsurprisingly, many of these members experiment with designer drugs and radical new technology. The Clutch take this further than most–they chose to give up individual identity, even their names, and become some new kind of gestalt life-form. It's not clear how much of their surrender to the group is a performance, and how much of it is programmed into the illicit tech plugged into their brains. But at the end of the day it hardly matters–defying such binaries is part of the point.

Allies: The Mirrored, Nightingale.

Enemies: The Sentinels, Manufactured Life.

Situation: Salon Ariadne has secured a safe little niche in the faulty towers area. Playing the part of a semi-organized gang, its members patrol the streets for several blocks around. They do what they can to protect the queer folk and weirdos who pass through, making it very slightly safer than the rest of the city. They're always driven to new pursuits, though, and are likely to start expanding or strike out further.

The regulars of Salon Ariadne are no strangers to weirdness, but many still find the existence of the Clutch confronting. Still, as more people join the Clutch it gains greater sway. Rumor is that the only thing keeping the Clutch in check—and ensuring no one acts against it—is Omega's protection. Other rumors say that there's pressure on Omega to plug in, too.

While Omega is distracted by internal politics, Golden looks outwards with ambitious eyes. Something that started out as a couple of oddballs has become a small legion of cunning street fighters. Why should they stop at controlling a couple of streets and pulling off the occasional subversive performance piece when they could start fighting back for real?

If there's any kind of weird activities or crime going on nearby, chances are Salon Ariadne has something to do with it. Experimental drugs, subversive cults, games and music and booze—they've got it all.

Melody Watson presents:

THE SPIRAL HUNT	TIER 2	FACTION CLOCK
A semi-secret club for the idle children of the rich. The Spiral Hunt plays deadly games beyond the walls of their arcology.	Infiltrate the Tracers	6
	Successfully execute a hunt (repeating)	12

Turf: A secure clubhouse in an arcology (HQ), several safehouses; but they hunt anywhere and everywhere within Shelter 1.

NPCs: Antonia (Convener of the Hunt. *Charismatic, murderous, jovial*). **Billie Hargraves** (Highly-skilled hunter. *Popular, bloodthirsty, distracted, competitive*). **Corona and Carmine** (Patrons of the Hunt, an important source of funding and social cover. *Fantastically rich, entitled, affected, bored*).

Notable Assets: Powerful patrons, bribed or coerced officials, vast wealth, top of the line equipment.

Quirks: Wealth, safety, and power aren't enough for the members of the exclusive Spiral Hunt. In search of excitement, these bored children of the rich adventure beyond the fortified walls of their arcology to compete in elaborate (and usually cruel) challenges with one another. Their objectives range from theft to humiliation and all the way up to murder. Hunters typically adventure with the most advanced gear money can buy, but some challenges impose restrictions in an effort to make things more fun. The Spiral Hunt has left plenty of bodies behind, but it's been a long time since any Hunters were killed or captured.

Like any secret society, the Spiral Hunt is governed by tradition. When they meet, the Hunters preen and primp with esoteric rituals, regalia, and trophies. Some of them take this more seriously than others, but there is a growing trend towards apocalyptic mysticism among the more disaffected members.

Allies: Cryptographers.

Enemies: The Mirrored, Flickers.

Situation: The new generation of Spiral Club members have taken to their sport with enthusiasm that approaches obsession. Many of them are just bored of their decadent lives and looking for a thrill at any cost, which has led them to play increasingly deadly games. Even a few years ago, they were more ghost stories than anything to really worry about. Now, though, whole neighborhoods have been terrorized.

There's going to be consequences sooner or later. Patrons and observers have put forward several predictions. People might start organizing and fighting back, they say. Or one of the club members is going to be caught and won't be able to bribe their way out of trouble. The other, stranger, possibility is that the Spiral Club might transform from a secret lodge with little interest in street-level politics to a gang in its own right. No one knows what would happen if they got smart and started playing the game properly, claiming turf and cutting deals. Whatever it is, it's not going to end well for anyone who crosses them.

FORGED FACTIONS

Melody Watson presents:

NEW EARTH	TIER 2	FACTION CLOCK
Driven by hope or desperation, the members of New Earth aim to salvage the world beyond Shelter 1 within their lifetimes—or at least enough to call home. They're preparing some kind of expeditionary force, the details of which are cloaked in mystery. Countless **Joules** *go into their workshops, but nothing ever comes out. Rumor is they're building an ark to carry them back to Eden.*	Rise in **Tier**	8
	Establish initial colony in The Reach	16
	Steal tech from another faction	22

Turf: An unremarkable but highly-secure office complex (HQ), several workshops, a hidden construction yard.

NPCs: Lan (Mechanic and unofficial leader of the project. *Charismatic, hopeful, cautious*). **Bernard** (Rich investor. *Assertive, calculating, faithful*). **Casey** (Chief architect and designer. *Ingenious, unreliable, doubting*).

Notable Assets: Secrecy. Obsessive supporters everywhere. Unique terraforming technology.

Quirks: There is no official centralized leadership. Instead, New Earth is governed by a weird, transitory alliance of people from all backgrounds, united by obsessive faith in their secret project. Everyone gets a vote, in theory, but powerful and wealthy investors like Bernard have very different motivations than the welders and technicians.

Allies: The Split Peas, Porters.

Enemies: Cryptographers, Corporate Council.

Situation: The New Earth project is moving into its later stages, and its members plan to send their first expedition as soon as possible. This necessitates more workers, more technology, and stricter secrecy than ever. But there are growing rifts within the project. Bernard and his influential supporters are increasingly interested in making a profit at the expense of idealism and Utopian dreams, bringing them into conflict with Lan and her workers.

If everything goes according to plan, the members of New Earth hope to build a new city in the Reach—just as strong as Shelter 1 and equipped with everything needed to restore a little patch of the old world. Theirs is a Utopian, visionary dream that may be totally hopeless. The truth is, no one is really sure how to turn the dream into a reality—or if they do, they're keeping it secret. To build their ark, New Earth need access to tech that not even money can buy.

Information brokers in the know make several predictions about the future of New Earth. The most popular is that it's torn apart from within before it even gets off the ground. Other pundits suggest the truth will be far less dramatic—like the great scientific projects of the past, calculating commercial interests might just turn it into a more efficient way to kill the world and make a **Joule**.
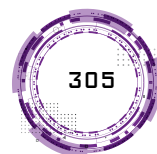
Ash McAllan presents:

AREA: THE CROWLAKES

The Crowlakes is a vast region of wasteland, once prosperous farms and bushland turned to dust and withering shadows by the remorseless rising salt. The cracked white plains are littered with the saltbush and the stark skeletons of long dead trees, and occasionally crossed by tracks from tires or strange feet. Ramshackle oases crop up around any spot that holds water for more than a day or two, attracting flies, lizards, and crows that call out across the flats. Few venture beyond the torn edges of the wastes except the shades that call it home or initiates who, for whatever reason, would join them.

LANDMARKS

⊙ **THE VENOMOUS OASIS**. The largest and most verdant of the Crowlakes oases is found at the site of a phosphorus rich geyser. The flora and fauna that grow from this abundance, however, are venomous, poisonous, aggressive, and deadly. More death flows from this place than life.

⊙ **SKELETON FLATS**. Great sections of the Crowlakes were formerly submerged beneath the waterline and so have far fewer dead trees or landmarks to navigate by. They are now, however, populated by the bones of the dead that tried to cross the flats without supplies or guides.

⊙ **THE HUNGRY STONES**. Several great granite formations mark the skyline of the Crowlakes, weathered away over eons creating gaping maws in their colossal forms. These caves are some of the safest places around if one seeks stable temperatures, but long withered corpses show the water here is not for drinking.

⊙ **THE MIASMA**. Commonly understood as a mirage, the miasma appears as water on the horizon that eventually unfolds into a twisting kaleidoscopic view of some great and unimaginable Escherian structure. It has only been reported by those who nearly died of exposure and is rumored to house the Baptistery of the Heckati Shades.

SCENE

Salt cracks underfoot. A lizard retreats from sunning itself into the shade of a long dead mallee tree. Heavy black flies beat the air and make for lips, eyes, and noses, having given up on whatever desiccated remains they grew from. In the distance the wind through a stand of sheoaks mocks the sound of the sea.

IMPRESSIONS

Harsh white salt reflecting the hateful sun. Dark twisted silhouettes of long dead trees casting deep black shadows. Bones picked clean of all flesh and bleached by pure daylight. Reptiles and insects scuttling from shadow to shadow. Mirages promising water where there is none. Oases of small rugged trees and spiny shrubs hiding what water there is. Saltbush gleaning what little good is left in the soil for fruitless sustenance.

WEALTH 1/4

NOTABLES

⊙ **KASSA**. A Witch and Heckati Shade who roams the borders of the Crowlakes offering warnings to those who would wander in and wisdom to those who ask. Often ignored, usually to the ignorer's peril.

⊙ **WYATT**. A scavenger making small trips into the outer parts of the Crowlakes with survival gear to retrieve the bodies and possessions of those who travel in unprepared. Happy to do business, not to be trusted.

HECKATI SHADES — TIER 3

The Heckati Shades are the closest thing to humans to be found in the Crowlakes. A tribe of transhuman wanderers who have harnessed and outgrown the gene to become something beyond our understanding. Their forms range from the colossal and ragged to the wiry and hollowed. Parthenogenesis has meant that men are only present among them as first generation initiates, and that few, if any, have respect for the traditional forms of the human body. Some move across the land by gift of their changed biology, others ride bikes or skids, yet others seem rested in place, yet must somehow not be, for no map can find Shades in the Crowlakes.

FACTION CLOCK

Daion dies of exposure	4
Hawks deem **Daion** worthy and present him to the Lilit	6
Rangers find and destroy the Svaltun Hold spy	8

TURF: The Crowlakes.

NPCs: **Lilit** (A matriarch, like a twisted great old tree. *Hidden, mercurial, dreadful*)**, Harpie** (A Hawk, wary of outsiders and quick with a bullet. *Weathered, serpentine, deadly*)**, Daion** (A convert, hoping to be initiated and transformed. *Hopeless, awed, starving*).

NOTABLE ASSETS: The Baptistery and its waters granting power over form, bikes and skids for those who have not transcended walking, a knowledge or understanding with the land which sustains them.

QUIRKS: Mostly parahuman, the shades engage with genetic and biological manipulation through mystic spiritual tradition. The waters of the Baptistery are sacred to them for their role in metamorphic rituals.

ALLIES: The Split Peas, Constructed Chaos.

ENEMIES: Svaltun Hold.

SITUATION: After discovering a spy from Svaltun Hold had been gleaning secrets from them, the Shades have become even more insular than usual. This bodes poorly for **Daion**, a convert who believes in the divinity of the Shades but has aroused the suspicions of the Hawks and might yet die before he sees another face.

SITUATION: Many of the oases in the Crowlakes are failing, as are the species that depend on them. Hawks are sent to fetch allies from Shelter 1 to aide in their restoration.

"I went into the Crowlakes seeking enlightenment. I was not prepared. On the fifth day, as my legs gave out beneath me and I knew that I would die, I heard the sound of an engine. She appeared with the smell of petrol, rags blurring the line between creature and bike. She stared at me with great multi-lidded eyes and offered me a hand of bone and bark as much as flesh. She placed me upon the body of her wheels and engulfed me like a cocoon, covered by cloth, matted hair, and membrane, held tight by limbs, bones, and sinew. I sensed nothing but the rumbling of the petrol engine and the melody of her heartbeats until she returned me to my people in the night. I have never been more in love with another creature under all the stars, but I know to see her again would mean my death."

Ash McAllan presents:

AREA: PARATONNERRE MOUNTAINS

The Paratonnerre Mountains gather storms around them like a cloak. Snow covered and lightning scarred, Acts Of God come quick and fast upon fools who roam these peaks. Somewhere under the white there are ski resorts and alpine retreats, but most traces of life have been blasted from the surface by icy winds and sleet. The crags and cliffs provide ample deterrent for most who would venture here. But those seeking knowledge of these extremities sometimes make the effort and are quickly met with an unfriendly reception from the Rangers of Svaltun Hold, an insular scientific military outpost that does not take kindly to strangers.

LANDMARKS

◉ **THE SVALTUN HOLD**. A great monolithic fortress emerging from the side of a mountain. Its guts hold a zealous sect that guard the Annals Of Life, supposedly recording the genetic data of all naturally occurring living things. Few leave the walls, but approaching without caution reveals the military might of the hold quickly.

◉ **THE PILLAR OF SALT**. A great white pillar of an unknown compound emerging from the ice in a wide bowl cut valley. Struck often by lightning, the pillar seems to cause eddies and currents in the air to manifest into tornadoes and storms almost continually.

◉ **NIGHTMARE CREVASSE**. Some of the flatter spaces between mountains are the result of massive amounts of compacted ice, and traveling across them can reveal this when encountering deep crevasses into the dark below. One in particular howls in the wind and is known as the final resting place of several expeditions.

◉ **THERMAL CAVES**. Some of the caves in the mountains are still heated by tectonic pressure and these host great numbers of visual wonders, from stalactites and stalagmites to algae and occasional flora and even more occasional fauna. The rangers of Svaltun Hold check these places often not only for new discoveries but also for intruders into their lands seeking respite from the cold.

SCENE

Winds howl down through the deep valleys between icy peaks. Lightning cracks and strikes a mountain, setting a distant avalanche in motion, a cloud of white powder consuming all in its wake. Spotlights from the Svaltun Hold sweep the landscape as a ranger crew hurries against the weather to make their way inside before the storm grows worse.

IMPRESSIONS

Deep trench footprints tracked across white sheets of snow. The smell of ozone in the air after a lightning strike. Furry creatures hurrying to their burrows. Harsh wind stealing warmth and feeling from bright red cheeks and noses. Jagged cliffs of granite and basalt, looming over a landscape hidden from the sun.

WEALTH 4/4

NOTABLES

◉ **HOBART**. A snitch. Travels into the mountains wrapped in scrounged furs and coats to report sightings of new lifeforms and mutations in and around Shelter 1 to Svaltun Hold and the rangers.

◉ **LANCE**. A ranger with an attitude problem. Golden blonde, glacier eyed, stern as a battleship. Spends her personal time out making solo camp amongst the lees and caves of the mountains. Does not like to be intruded upon.
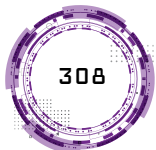
SVALTUN HOLD	**TIER 2**
FACTION CLOCK	Advance in **TIER** 8

The Svaltun Hold is hidden amongst the storm-scarred Paratonnerre Mountains. It is inhabited by a sect of highly trained military scientists, charged with the collection and protection of genetic data. They patrol the mountains jealously, protecting their stronghold and sending parties out collect new samples. Their sect has been bound to their duty by a sacred text for generations. Sons are born to the hold by stem cell lattices and iron wombs and trained in genetic sciences, combat, and survival skills through a strict doctrine of discipline and focus. The Hold claims to have records of all naturally occurring species and mutations within the Annals Of Life, and sends parties of Rangers out from the hold both to protect the mountains and the hold from invaders but also to seek out new samples to bring back to the hold. Only these rangers are permitted to use gene altering Muteria created by the hold, giving them the biological edge needed to perform their duties but marring them with profanity in the eyes of the hold which views natural evolution and mutation as sacred.

TURF: Paratonnerre Mountains.

NPCs: **Bishop Gourand** (Authoritarian leader since living memory. *Decrepit, booming, cybernetically preserved*). **Analise** (Researcher brought forcibly into the hold from Shelter 1. *Reserved, cunning, resentful*). **Sogi** (Ranger leader. *Mutated, disillusioned, wanderlusting*).

NOTABLE ASSETS: The Annals Of Life, huge stockpiles of weapons and provisions from before the collapse, the secrets of gene altering **Muteria**.

QUIRKS: Bound by a strict Orthodoxy, very few members of the Hold ever leave its walls. Most interactions with the Hold are through Rangers who are atypical of their brethren, using **Muteria** and spending much time outside the hold, occasionally abandoning it.

ALLIES: Sentinels.

ENEMIES: Heckati Shades, The Split Peas.

SITUATION: A spy has been sent to collect data on the blasphemous Heckati Shades. Their rituals, though, are nothing like traditional genetic manipulation and could easily be construed as natural mutation. This contradicts the dogma of the Svaltun Hold and would cause chaos within it if Gourand doesn't get word and destroy the intel and it's carrier.

SITUATION: Dr Analise Chryton believes Gourand is weak and leading his people to a slow demise. She seeks to foment disillusionment within the ranks and build a cult of personality that would allow her to rule in his place without the strictures of existing dogma.

"My hands were bound behind me as the Rangers pushed me in through the giant iron doors and into the concrete halls with the muzzle of a gun in my back. The conduit-riddled tunnels opened up to warehouses filled and lined with organic samples, stored in cryogenic freezers. As we passed labs we were glowered at by techs and scientists until I was eventually thrown before the Bishop, tassels and medals and all. I remember the maddening silence of the freeze. I remember waking just enough to feel the pain every time they took a sample. When one of the rangers, one that disappeared in shadows and sparked like a firefly, broke me out I didn't feel the chill of the snow outside for hours. Compared to the cryo it felt like warm cotton under my bare feet as I fled from that monolithic fortress disappearing into the white behind me."

Kira Magrann presents:

AREA: THE TIDELANDS

What was once the beaches of New Jersey, Delaware, and Maryland is now completely underwater, tossed by violent tides and raging storms that sometimes bring hurricanes further inland. Fearless divers try to salvage things from cities lost beneath the water, and rumor has it they've seen people living down there, encapsulated in underwater shelters cut off from the rest of the world. Along the beach are the new coast guard, who try to hack the constantly forming Acts of God back out to sea.

LANDMARKS

⊙ **NEW ATLANTIC CITY**. When the old boardwalk filled with casinos, concert venues, and a history of American crime went underwater, the surviving business owners set up a new boardwalk in a series of connected warehouses. Salvaged poker tables and alcohol give it a wild west feel, but with more neon, underground boxing, and slot machines.

⊙ **MARSH HABITATS**. Flooding is so common in the Tidelands that the people who stayed embraced the water. Many storm resistant boat and stilt houses have popped up in the marshes, where crabs, scavenged goods, and old fashioned guns are the common items for trade.

⊙ **THE RAFT**. An amphibious vehicle built by the coast guard, the Raft is an outpost the size of a battleship that moves along the coast to stand guard against the Acts of God who would destroy the Tidelands. It's believed to be funded by a rich entrepreneur from New Atlantic City who wants to protect their interests.

⊙ **UNDERWATER BUNKERS**. Some of the local ultrarich were prepared for the disasters and built a few underwater habitats to sustain them through the worst of the weather. They live in luxury under the ocean just a few miles out from Jersey's coast, at want for nothing except their secrecy.

SCENE

Some people in scuba gear riding on fan powered inflatable rafts traveling on streams connecting the ocean to the marsh habitats. Hopeless people getting swindled out of hard earned whiskey at a row of the casino machines.

IMPRESSIONS

Most of the streets have been flooded, but a series of walkways between buildings have formed, creating a haphazard Venetian look. Water vehicles of various sorts traverse the waterways, and some flora and fauna have begun to flourish where sidewalks used to be.

Warehouses from an old industrial history. Raised homes and shelters built on marshes and waterways. Shack encampments on old bridges and raised highways.

NOTABLES

⊙ **LYRIS**. Owner of the Hard Rock Casino, the largest and most successful in New Atlantic City. A ruthless kingpin, she has a powerful gang of enforcers against thieves who want a piece.

⊙ **KING JO**. Organizer behind the scenes of the Marsh Habitat trading post. He's always on the lookout for a better deal, and is savvy as fuck.

⊙ **ALEYA**. Expert mechanic and fixer of vehicles, they can convert most vehicles from land to water. They're the person to see about transportation around the Tidelands.

Kate Bullock presents:

THE EXPIRED CONSTELLATIONS

You cannot bury them. You cannot burn them. You cannot leave them to rot.

Where do our dead go when there is nowhere for them to rest?

Embedded into the outskirts of every city are the Harvesters. Their enigmatically lit hives smell of death and fresh herbs. Expired Constellations, the cascading lights and memories one must walk through to enter their curious markets, expand from the hive in every direction. An eerie silence lingers over the Constellation and hugs the market despite its busy nature. None speak above a whisper in the homes of the Harvesters.

Before the Acts of God tore the world apart, thousands died every year. With the collapse and rise of destruction, hundreds of thousands died. From the rotting dead, disease broke out. Others died of starvation, dehydration, exposure, and hopelessness. With the world's change, a new contagion arrived, known as Wastelanding, and droves more expired.

The world ran out of space for the dead.

The Harvesters appeared just as the second wave of deaths occurred from Wastelanding, leaking out of their hives. At first they were called Ghouls. Wandering the city, collecting the expired, silent as death itself. Each dawn they would arrive and place the recently deceased on their hydrogen fueled carts.

Those who wanted their family's bodies were told a city of light awaited the dead in the Expired Constellations. The Harvesters spoke of giving back and saving the world. They spoke of Wastelanding and the hope each dead body could bring.

It didn't take any city long to realize that they were scientists, inventors, and architects. Their hives were sunken labs beneath the earth where death went in and made itself a home. No one remembered what they did before the collapse, but as the dead piled up in city after city, their necessity became obvious.

Wastelanding was blamed on the heaped dead, left in the sun in attempt to rot them faster. People came apart, their bodies mutating in the strangest ways. Fear spread faster than the plague. All eyes and hope turned to the Harvesters.

When they finally released the precious information they had gathered on Wastelanding, the world heard one thing instead of the entire message: there could be a cure. What they didn't bother to listen to was the fact that it had been around since before the collapse. They didn't hear that it unraveled the very genetic code humanity relied on. They didn't want to know it would be their undoing.

Instead, they knew there was a cure on the horizon, and it lingered in the genetics of those unaffected. The Harvesters wouldn't take the living—only the precious dead. The people served them up, bringing their dead to the Harvesters instead of them wandering the city seeking.

At first they traded hope. A dead body and a blood sample from a seeker would get you the test to see if you were infected. At worst, you could have been too far gone. At best, they could try to cure you with no promises of it working. Once in a rare while, they would offer food, power, or cloth in exchange for bone marrow.

Later they offered a market where the currency was the dead. In their facilities they grew fungus and food, great mushrooms that became an important source of food in a world where Acts of God were destroying resources. They offered power, electricity, the kind of renewable energy difficult to find and harder to keep. Cloth and fabric became available for purchase. Cures to diseases, recycled metals, fertilizer, organs, and eventually, highly useful knowledge around genetics became staples of the Harvester.

Their facility ran entirely off of the power generated by decomposing bodies. Their food was grown from fertilizer made of corpses. Everything the Harvesters sold and created was taken from the dead, respectfully recycled, and made useful to people once more.

When the fearful city first began to understand what the Harvesters were doing, they assuaged the terror and the disgust with the Artificers. The Artificers were the builders and designers of the final resting places. From the dead, they created beauty and memorials of life and life. These were the Expired Constellations.

Towers of light, each dot of light a symbol of someone who had expired. The Expired Constellations were lit by their own decomposition energy, nestled within a beautiful garden they had fertilized. It was exquisite and haunting. The city fell into awe at what the dead could give back to the world. It was the first time true structural beauty and greenery had returned.

In those cities where the Harvesters dwell, bringing about hope with the dead, life can almost flourish. Food, hospitable nature, and peace can be found in the Constellations, making the dead true keepers of the living. An eerie symbiosis has settled over the city, with the dead being a true currency and life finding a way ever forward.

ADDITIONAL CONTENT

Kate Bullock presents:

THE HARVESTERS

TIER 3 | **FACTION CLOCK**

The scientists and researchers behind recycling the dead, keepers of the market and their secrets.

Wastelanding Cure	12

Turf: Research facilities nestled on the outskirts of big settlements, hidden behind the Expired Constellations and beneath them, with a clean market just inside its facility's doors.

NPCs: **Soul** (Head scientist. *Caring, respectful, calculating*). **Kisme** (Face of the Harvesters. *Patient, passionate, fascinating*).

Notable Assets: Food, vaccines, electricity, hydrogen, fertilizer, seeds, metal, medical treatments, fabric/cloth.

Quirks: There are precise and semi-sacred rituals around recycling and reusing the dead. These rituals seem strange to outsiders, and make the Harvesters appear to confuse newfound religious beliefs with science.

Enemies: Wastelanding diseased.

Situation: The Harvesters are painfully close to finding a cure for Wastelanding, but desperately need more DNA from those who are immune and more bodies from those killed by it. Masses of people have begun to haunt nearby and demand a cure for their illness. Panic is beginning to sweep through the infected. Suspicion is being roused against the Harvesters that they are, in fact, the cause of the disease so they could use bodies as an economy. People have stopped bringing bodies, so research and food production has ground to a halt.

Kate Bullock presents:

THE ARTIFICERS

TIER 3 | **FACTION CLOCK**

The creators and purveyors of the Expired Constellations, carrying the stories and beauty of the dead.

Extinguished	8

Turf: The Constellations are beautiful multi-tiered gardens and light displays with hundreds of small star-like lights throughout, each in memory of a deceased person. They provide refuge, peace, and relative safety. Each sits outside of a Hive and protects the market from random savaging, as they must be passed through to enter into the Hive proper.

NPCs: **Indigo** (Curator. *Decisive, clever, compelling*). **Odon** (Architect. *Quiet, invasive, removed*).

Notable Assets: Gardens, fertile soil, fertilizer, hydrogen power, electric weapons, security cameras and technology.

Quirks: Artificers have the uncanny ability to see the fundamental truths of those who enter the Constellations and this is how they know where to put their stars when they die. They believe that the dead keep no secrets, so why should they?

Situation: Power and fertilizer are not being renewed and many of the hydrogen stars are being stolen by city dwellers in an attempt to get leverage over others. Saving the Hive will save the energy and fertilizer they need. The thieves are another matter. People cannot be denied entrance to the Constellations, but they will soon be extinguished if safety cannot be maintained. The remains of the dead can be used to power machines and houses with the hydrogen "stars" the Artificers create from the dead. Whoever is stealing the stars may soon have enough power to cause real destruction.

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ROLL TABLES

SCORES		WORK	
1/2	Civilian	1/2	Espionage
3/4	Criminal	3/4	Violence
5	Political	5	Underworld
6	Esoteric	6	Other

Roll a handful of dice and use the results as you please to help guide your choices from the lists.

SCORES:

CLIENT / TARGET

CIVILIAN
1	Retailer or Educator
2	Laborer or Vendor
3	Porter or Canary
4	Mechanic or Technician
5	Street-doc or Scientist
6	Artist or Antiquarian

CRIMINAL
1	Boosters or Monitors
2	Fixer or Gambler
3	Spook or Informant
4	Spy or Informant
5	Rooks or Rovers
6	Drug Dealer or Supplier

POLITICAL
1	Foundation or Tipper (Root)
2	Auditor or Sentinel
3	Forged Community or Refugee
4	Gene-hacker or Cryptographer
5	Corp Consultant or Spokesperson
6	Proxy or Executive

ESOTERIC
1	(Limited) Artificial Intelligence
2	Nostalgist or Geoengineer
3	Transhumanist or Cyberneticist
4	Drone Pilot or Dipper
5	Phisher or Slinger
6	Quirk or AoG Academic (Background)

WORK

ESPIONAGE
1	Trace or Observe
2	Subvert or Disable
3	Extract or Plant
4	Drug or Stage
5	Rob or Hijack
6	Impersonate or Misdirect

VIOLENCE
1	Assassinate
2	Emancipate or Ransom
3	Intimidate or Blackmail
4	Wreck or Vandalize
5	Assault or Protect
6	Steal or Coerce

UNDERWORLD
1	Secure or Infiltrate
2	Smuggle or Transport
3	Blackmail or Compel
4	Dupe or Recruit
5	Trace or Conceal
6	Mediate or Menace

OTHER
1	Pollute or Repair
2	Publish or Suppress
3	Capture or Discover
4	Adapt or Integrate
5	Activate or Disable
6	Hack or Infect

TWIST OR COMPLICATION
1	An aspect of the score is connected to a Spook
2	The job was orchestrated by a corporation
3	It involves going to a Forged Community
4	This score puts heat onto an ally
5	The score directly or indirectly hurts the environment
6	Someone involved is a Tipper being hunted by a Tracer
1	The location is always changing/moving/mobilizing
2	The area is locked down because of a riot
3	The score is on another faction/gang's turf
4	The exit time frame is extremely small
5	The score becomes a trap laid by an enemy
6	The score is located in an uninhabitable area
1	An A.I is secretly manipulating events
2	The score coincides with an Act of God
3	A corrupt Sentinel or Auditor has an active stake in the outcome
4	The score compromises the ideals or beliefs of the crew
5	The payoff would be in hard to move merchandise
6	The location is a front for a gang/faction

CONNECTED TO A PERSON...
1	PC	Friend
2	PC	Rival
3	PC	Vice purveyor
4	PC	Root
5	CREW	Contact
6	FACTION	Notable NPC

...AND FACTIONS
11	Applied Reason	41	Phishers
12	Auditors	42	Porters
13	Carrion	43	The Red Leaves
14	Coil	44	Reform
15	Constructed Chaos	45	Safety
16	The Corporate Council	46	Scrappers
21	Croci Stigma	51	Sentinels
22	Cryptographers	52	Slingers
23	Exhaust	53	The SneakerNet
24	The Flickers	54	The Split Peas
25	Information	55	Straylight
26	Interrupt	56	Tracers
31	Lazarus	61	Ultraviolet
32	Manufactured Life	62	Watt Snatchers
33	The Mirrored	63	Burnns & Trapp
34	New Dawn	64	Children of Water
35	Nightingale	65	Sourcers
36	Nourish	66	The Loom or Oaza

THEME/AESTHETIC

COLOR PALETTE

	1	2	3	4	5	6
1-3	Vantablack	Juniper	Amber	Gold	Flaxen	Cobalt
4/5	Velvet	White	Fuchsia	Neon	Ultraviolet	Cyan
6	Punch	Silver	Blush	Fire	Honey	Currant

TIED TO THEME

1	Loss of Agency
2	Empowerment
3	New Frontier/ Microworld/ Sub-culture
4	Stratification of Class
5	Transhumanism
6	The Human Condition

DESCRIBED IN TERMS OF...

1	Religion/Faith	Mechanical Systems
2	Biological processes	Excrement/Waste
3	Natural Phenomena	Artistry
4	Animal Names	Human Anatomy
5	Chemical (Processes)	Pop culture
6	Porn	Advertisements

PAIRED WITH AN AESTHETIC

	1	2	3	4	5	6
1-2	Geometrical	Urban Modern	Retro-futuristic	Renaissance	Glitch	Hard Concrete
3/4	Mysterious	Mirror-Glass	Brutal	De-Saturated	Cool	Monumental
5	Transparent	Opaque	Chromed	Estranged	Ultra-Modern	Hyper-Articulated
6	Muted	Bleeding Edge	Trash-Chic	Art-Deco	Mono-Chromatic	Noir

STREETS

When you go into a new area, use the following tables as needed by throwing a handful of dice. Draw the area boundaries on the map if necessary—then name it.

MOOD

1	Stifled or Loud
2	Vibrant or Dangerous
3	Stagnant or Deserted
4	Empty/ Mysterious
5	Idyllic or Romantic
6	Gloomy or Tense

IMPRESSIONS

	SIGHTS	SOUNDS	SMELLS
1	Billboards, Advertisements	Humming/Throbbing/ Undulating Music	Ozone, Burning chrome/ Plastic
2	Pervasive Dust, Fog, Snow	Feet Hitting Pavement, A Spinner Docking	Pollen, Runoff, Exhaust
3	Holographic, Interactive Displays	Engine Breaking, Cooling Fans Whirring	Acrid/Balmy/Sweet/ Ambrosial Food
4	Heavy Shade, Blinding Light, Twisted Colors	Protests, Whispers, Rainfall	Sap, Body Odor, Blood
5	Packed Streets/Vendors/ Plastered Smart-Paper	Street Foods Cooking, Commercials, Static	Sulfuric Water, Chemicals, Fumes
6	Subversive Graffiti/ Vehicles Overhead	The Siren from an Ambulance, Weapons Discharging	Hickory, Lavender, Yeast, Perfume

RANDOM DETAILS

	1	2	3	4	5	6
1	High Rises	Tight Alleys	Geometrical	Sun Scorched	Vertical Slums	Congested
2	Skyscrapers	Shop Fronts	Vertical Walkways	Dilapidated	Gentrified	Subverted
3	Verticality	Row Housing	Winding Paths	Mechanical	Gilded	Contorted
4	Residential	Entertainment	Plazas	Arcologies	Tunnels	Retro
5	Cycles	Suspended	Riots	Artificial	Street Signs	Pornography
6	Fashion Forward	Monolithic	Conspiratorial	Dangerous	Interactive	Cramped

CONTD.

	1	2	3	4	5	6
1	Prefabricated Buildings	Neon/ Blue/ Pink lights	Solar Panels and Mirrors	Building Tech Reacting to Weather	Riots, Protests, Fortune Tellers	Expensive/ Cheap Tea Houses
2	Drones Projecting Advertisements	Multicultural Architecture	Photovoltaic Paint	Sheltered, Transparent Green Spaces	Spinners Hanging From Buildings	Obscured Entrances/ Maintenance Doors
3	Buckling Structural Supports	Sentinels Patrolling	Congested Streets/ Dense Populations	Walls Of Vending Machines	Street Vendors, Banned Tech	Monolithic Architecture
4	Gang Markings/ Graffiti	Vertical Walkways (up and down)	Data/ SneakerNet Runners	Vice Trafficking	Clothing Reacting To Weather	Smart-Paper Covered Surfaces
5	Argon Filled Panes Of Glass	Cables Lines Jutting Out	Wear & Tear/ Erosion Caused by Weather	Prosthetics and Body Mods	Machinery Being Transported	Tanks of Gene-Hacked Animals
6	Monitored Video Pay Phones	Automated Mannequins	Stolen Or Stripped Electronics	Artificial Trees, Flowers, Grass	Subverted Political Messaging	Sunlight Exposure Rating Displays

BUILDINGS

EXTERIOR

	1	2	3	4	5	6
MATERIAL	Concrete	Durasteel	Plastic	Wood	Glass	Aerogel
DETAILS	Bendable	Transparent	Printed	Kinetic	Synthetic	Geometric

COMMON

	1	2	3	4	5	6
1	Communal Bath	Transient Housing	Eatery	Gambling Den	News/Advertisement Repository	Joule Lender
2	Gene-Hacked Emporium	Scrapyards	Bakery	Sheltered Greenspace	Designer Drug Boutique	Bar/Pub
3	Commune	Nightclub	Vending Machine Market	Traffic/Pedestrian Stop	Laundromat	Cafe
4	Repair Shop	Arcade	Corp Controlled Museums	Vertical Housing	Salon	Prefabricated Housing Units
5	Corp Satellite Office	Tattooist	Streetwear Storefronts	Underground Parking	Emergency Stations	Recruiting Agencies
6	Ad-Hoc Housing Addition	SneakerNet Front	Corp Museum	Plug-And-Play Gaming Booth	Gallery	Low Grade Water Vendor

RARE

	1	2	3	4	5	6
1	A Crafter Of Fine Arms	3-D Printer	Designer Drug Boutique	Small House	Slinger Warehouse	Natural Food Vendor
2	Exotic Vice Den	Ad Designer	Information Dispenser	Underground Club	Clean Water Distributor	Machinist/Metalworker
3	Tea House	Underground Intranet Provider	Med Room	Cycle/Spinner Vendor	Scrapper Colony	Ship Storage
4	Fine/Futuristic Dining	Training Room	Garden	SneakerNet Intermediary	House	Penthouse
5	Upscale Residence	Antiquarian	Chop Shops	Sentinel HQ	Park	Landmark
6	Banned Tech Vendor	Data Tattooist	Jeweler	Drone Market	Power Plant	Gunsmith

DETAILS

	1	2	3	4	5	6
1	False Quality	Bunker Chic	Extinct Vegetation	Illuminated Touch-Points	Buzzing Electric Lights	Oppressive/Restrictive
2	Subverted Art	Living Glass	Metallic Screens	Heavy Curtains, Thick Carpet	Dust, Detritus	Weathered
3	Threadbare, Tattered	Harsh Lines	Vintage Statement	Luxuriant	Hard Concrete	Mementos Of A Past Life
4	Circular Stairs, Ladders	Multiple Entrances	Pragmatic Design	Skylights	Metallic Shine	Coping Mechanism
5	Temperature Regulation	Sentimental Detritus	Bathed In Artificial Light	Vaulted, Spacious	Devoid Of Light	Packaged Food
6	Banned Tech	Retrofitted Electronics	Desaturated Color	Piled Jumble of Curios	Snow Trash Chic	Video Phone Booth

PEOPLE

To generate a number between 11 and 66 (for the table on the facing page), roll a six-sided die twice.

LOOKS

1/2: MASCULINE	3/4: FEMININE	5: ANDROGYNOUS, REBELLIOUS, BLASÉ		6: FLUID, ESOTERIC
1	2	3	4	5	6

	1	2	3	4	5	6
1	Tall	Lean	Stooped	Fit	Lissome	Short
2	Sharp	Angular	Slim	Chiseled	Coltish	Smooth
3	Average	Long	Hulking	Burly	Thin	Compact
4	Overweight	Willowy	Wiry	Portly	Solid	Plain
5	Lush	Giant	Bony	Ample	Built	Stout
6	Skinny	Lithe	Haggard	Emaciated	Muscular	Thick

SKIN TONE

	1	2	3	4	5	6
1/2	Amber	Copper	Ebony	Ecru	Mahogany	Pale
3/4	Bistre	Cream	Brown	Fawn	Sable	Bisque
5	Bronze	Currant	Black	Ginger	Golden	Olive
6	Alabaster	Chalky	Rose	Florid	Tawny	Umber

STYLE

	1	2	3	4	5	6
1/2	Minimalist	Streetwear	Urban Snow Trash	Retrowave	Avant-garde	Techninja
3/4	Militech/Milspec	Urban-sleek	Leathers	Fetish Wear	Goth Ninja	Techwear
5/6	Rave Wear	Cybergoth	Plastik Wrap	Industrial	Clubwear	Army Surplus

Combine items from each list to create an outfit:

Long coat, hoodie with cowl neckline, big hood, vest w/ cowl style collar, suit & tie, tailored jacket, draped jacket, leggings, cropped jacket shrug, harness vest, draped, slim jean, combat pants, jacket/sweater w/ big cowl neckline, hooded dress, drawstring joggers, cut jacket w/lining, crop top, playsuit, cube pants, high waist trousers, leg warmers, skirt, tactical pants, arm warmers, cargo pants, Napoleon jacket, capris, low crotch pants, trench coat, latex, bodysuit, kimono jacket, accented shawl, corset, drysuit, bomber jacket, loose silks, collared shirt, suspenders, short cloak, knit cap, hood & veil, thick duster, long scarf, contrast turtle neck, poncho, hoodie, splatter tunic, shoulder cloak, snood scarf, Cowboy boots, tailored khakis, Dinner jacket, Rivethead boots, pullover, Para sole sneakers, Crash buttoned long jacket, Machine utility cowl.

One piece, (a-line) silhouette, stretch panels, carbon fiber, treated, distressed, body contour, mid-length, subtle detailing, straps, vinyl, funnel neck, cowl neckline, unisex, oversized, light-up, animated, high neck, striped, asymmetric, thick-roped, underground, thumb-hole sleeves, faux leather detailing, layered & draped, hip-piece, waist belt w/snap closure, webbing strap, stretch panel, bust belt, side stitching, fancy makeup, slim fit, intricate rings, glittering jewelry, t-shades ,rivet cropped hem, mirrorshades, chains, vintage, retro-futuristic, neo 80's, glitched, GIF nail polish, meshed, plastic, acrylic, Ballistic nylon, Circuit-print, UV, Variant harness.

ASSORTED OUTFIT PIECES

11	long coat	bomber jacket	layered & draped
12	hoodie with cowl neckline	loose silks	hip-piece
13	big hood	collared shirt	waist belt w/snap closure
14	vest w/ cowl style collar	suspenders	webbing strap
15	suit & tie	short cloak	stretch panel
16	slim fit	knit cap	bust belt
21	tailored jacket	hood & veil	side stitching
22	draped jacket	thick duster	fancy makeup
23	leggings	long scarf	intricate rings
24	cropped jacket shrug	hoodie	glittering jewelry
25	harness vest	poncho	tea-shades
26	draped	splatter tunic	rivet cropped hem
31	slim jean	One piece	mirrorshades
32	combat pants	(a-line) silhouette	chains
33	jacket/sweater w/ big cowl neckline	stretch panels	vintage
34	hooded dress	carbon fiber	shoulder cloak
35	drawstring joggers	treated	snood scarf
36	cut jacket w/lining	distressed	retro-futuristic
41	crop top	body contour	neo '80s
42	playsuit	mid-length	glitched
43	cube pants	subtle detailing	GIF nail polish
44	high waist trousers	straps	cowboy boots
45	leg warmers	vinyl	meshed
46	skirt	funnel neck	tailored khakis
51	tactical pants	cowl neckline	dinner jacket
52	arm warmers	unisex	plastic
53	cargo pants	oversized	acrylic
54	capris	light-up	ballistic nylon
55	low crotch pants	animated	rivethead boots
56	trench coat	high neck	circuit-print
61	latex	striped	pullover
62	bodysuit	asymmetric	UV
63	kimono jacket	thumb-hole sleeves	para sole sneakers
64	accented shawl	thick-roped	crash buttoned long jacket
65	corset	underground	variant harness
66	drysuit	faux leather detailing	machine utility cowl

COLORS

11	silver coin
12	phosphor green
13	gunmetal gray
14	black and white
15	australien orange
16	bastard amber
21	drake's-neck green
22	drunk tank pink
23	deep rust falu
24	flame-of-burnt-brandy
25	incarnadine red
26	lusty gallant pink
31	nattier blue
32	blue green verditer
33	cerulean
34	fuchsia pink
35	vantablack
36	jaffa orange
41	magenta haze
42	baroque rose
43	superviolet (ultraviolet & infrared)
44	actinic (vision damaging ultraviolet)
45	brown-yellow fulvous
46	ultra-indigo
51	red-purple love
52	black-purple frost
53	purple-red-white dusk
54	bruised skin thistle
55	graphite flint
56	sharp green chartreuse
61	yellow maize
62	permission red
63	argent silver
64	rainbow gradient
65	uber green viridescent
66	blue zaffre

ROOT

1: TIPPER	2: GRASSHOPPER	3: DRAGONFLY	4: FORGED	5: FOUNDATION	6: ROLL AGAIN

GOALS

	1	2	3	4	5	6
1-3	Safety	Autonomy	Experience	Reputation	Help	Redemption
4/5	Retribution	Devotion	Anarchy	Hope	Reconciliation	Consume
6	Entertainment	Dominance	Revolution	Death	Protection	Reprieve

PREFERRED METHODS

	1	2	3	4	5	6
1-3	Subterfuge	Intimidation	Spying	Solidarity	Deception	Perseverance
4/5	Brute Force	Extortion	Intimacy	Disruption	Violence	Collaboration
6	Scheming	Politicking	Deliberation	Imploring	Pleading	Backstabbing

COMMON PROFESSIONS

	1	2	3	4	5	6
1	Enforcer	(Unlicensed) Pharmacist	Vertical Farmer	Holograph Designer	Botanist	Sales Clerk/ Retailer
2	Guard	Clothing Designer	Slide	Recruiter	Custodian	Mercenary
3	Driver	Maintenance Technician	Scam Artist	Outsourcer	Tattooist	Nostolgist
4	Electrician	Canary	(Corp) Proxy	Mechanic	Influencer	Drug Dealer
5	Welder	Porter	Laborer	Stylist	Content Creator	Interpreter/ Translator
6	Vendor	3D Printer Engineer	Alternate Energy Tech	Sex-Worker	Courier	Analyst

COMMON PROFESSIONS

	1	2	3	4	5	6
1	Freelancer	Extinction Revivalist	Artist	Spook/ Spy	Seed Banker	Marketing Specialist
2	Fixer	Roboticist	Tracer	Biotechnology Scientist	Skilled Labor	Computer Engineer
3	Data Tattooist	Cyberneticist	Weather Watcher	Vice Purveyor	Carbon Accountant	Programmer/ Coder
4	Musician	Geoengineer	AR Architect	Waste Systems Engineer	Academic/ Scholar	Excess Capacity Broker
5	Entrepreneur	Educator	Data Broker	Communications Specialist	Auditor	Medical Professional
6	Sentinel	Drone Pilot	Cryptologist	Strategist	Tech Support	Privacy Consultant

FIRST NAMES

Aria, Aiden, Mila, Jayden, Zoey, Gabriel, Hector, Skylar, Camila, Muhammad, Hazel, Paisley, Bella, Nora, Jaxon, Mateo, Lincoln, Grayson, Niran, Violet, Lillian, Hudson, Kinsley, Willow, Ariana, Bryson, Xavier, Kai, Delilah, Ezekiel, Micah, Emery, Leilani, Ryker, Aneesah, Arabella, Maddox, Ali, Axel, Harmony, Khloe, Kyrie, Beau, Mayli, Luis, Colt, Virote, Gunner, Zayn, Amiyah, Fatima, Aspen, Winter, Esther, Bodhi, Maximiliano, Comely, Abdul, Ezequiel, Dahlia, Mahat, Samara, Wren, Zaeed, Yashasvi, Oaklynn, Aroon, Chengli, Dae, Hiromi, Peng, Apollo, Oberon, Jax, Cosima, Blythe, Artemis, Orion, Verity, Ursa, Rye, Zelia, Carrew, Lynx, Rui, Dasha, Zyla, Odo, Oceana, Axton, Renzo, Greer, Calix, Etch, House, Kaz, Nadius, Lennox, Quellcrist, Strav, Auna, Genetrix, Ivicci, Lebellum, Mercy, Geo, Pray, Suresh, Oat, Bowen, Agile.

LAST NAMES

Hasanov, Orujov, Bosu, Xu, Ma, Beridze, Ram, Amar, Inoue, Miura, Seo, Shakya, Cortez, Kaya, Phan, Binder, Hasanov, Dupont, Claes. Stoev, Madsen, Tamm, Pavlov, Korhonen, Salo, Nyman, Ravel, Mountain, Martin, Moreau, Laurent, Wobegone, Schmidt, Becker, Giannakos, Kovacs, Demesne, Murphy, Rossi, Gashi, Ozols, Urbonas, Reuter, Falconer, Galea, De Jong, Olsen, Nowak, Silva, Popa, Wafture, Ivanov, Tremblay, Diaz, Perez, Hernandez, Castillo, Hope, Garcia, White, Nguyen, Li, Alvarez, Dias, Soto, Benitez, Tjon, Meaning, Lilt, Offing.

ALIASES

Steel, Stack, Alloy, Enigma, Switch, Null, Vector, Loop, Spark, Tune, Shift, Signal, Heat, Bee, Canvas, Chalk, Impulse, Brash, Cypher, Phase, Mouse, Riddle, Friction, Cinch, Mellow, Route, Prompt, Bank, Cent, Baker, Brass, Crake, Bristol, Angel, fault, Apoc, Tank, Whistler, Akira, Bishop, Bit, Wire, Mirage, Mute, Chime, Flint, Cricket, Amethyst, Indigo, Nova, Teal, Dyce, Zephyr, Echo, Chrome, Hype, Index, Link, Onyx, Proverb, Karma, Mpeg, Hatch, Vid, Titan, Vector, UV, Pitch, Hollow, Noise, Click.

PEOPLE: CYBERNETICS

Examples to draw inspiration for body modification or cybernetics from (mechanically or otherwise):

#	Item
11	Bioluminescent Tattoo
12	Eye Camera
13	Bio magnets
14	Eye contacts that change color
15	Enhanced skin sensitivity
16	LED/Artificial hair
21	Olfaction boost
22	Nasal filters
23	Vocal modulator
24	Dermal mirrorshades/glades
25	Subdermal Animated GIFs
26	Tattooed irises and whites
31	Mood color changing skin
32	Transparent skin
33	Chromed skin
34	Animated nail art
35	Phosphor tattoo
36	Data tattoo
41	Forked tongue
42	Subdermal LED
43	Subdermal timepiece
44	RFID chip
45	Subdermal implant
46	Neck ring
51	Teeth blackening
52	Surface piercing
53	Stretched piercing
54	Scarification
55	Corset piercing
56	Microdermal implant
61	Transdermal implant
62	Under eye tattoo
63	Tooth filing
64	Full body tattoo
65	Body art cheek hole
66	Henna

COSMETIC/SELF EXPRESSION MODS/CYBERNETICS

1-3: NONE	4/5: ROLL ONCE	6: ROLL TWICE

	1	2	3	4	5	6
1/2	Tele-Optic Vision	Cyber Limb	Subdermal Pocket	Adrenal Pump	Synaptic Booster	Targeting System
3/4	Data Jack/ Plug	Tool/ Modular hand	Cyber Limb	Hidden Weapon	Smartlink Interface	Bone Enhancement
5/6	Telescopic Vision	Voice Synthesizer	Amplified Hearing	Grafted Muscle	Adaptive Dermis	Polymerized Brain

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THANK YOU!

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Https://www.samjokopublishing.com/shop-samjoko

The Veil: Cyberpunk roleplayiing Powered by the Apocalypse

The Veil is a collaborative storytelling game Powered by the Apocalypse designed to tell cyberpunk stories of your own making. Use world building tools to come up with unique settings that look and feel like the cyberpunk you and your friends have always wanted. Put questions that drive your characters at the heart of heists, mysteries, and conspiracies. Break a near future world and then try to put it back together. Play to find out what happens.

The Veil: Cascade, post=cyberpunk roleplaying

Cascade is a supplement meant exclusively for *The Veil*, which means you will need a copy of it in order to make full use of this text.

In this world, technology continued to grow in leaps and bounds. Neurochips were just the beginning, allowing for every human to bridge the gap between the digital world and physical one. This new hybrid reality gave birth to a wave of technological advancement.

But that's all in the past now.

In *Cascade*, this shift is systematic. Governments and law enforcement possess tech to decant anyone's digitized mind into the Neurochips of Slacks—empty bodies devoid of consciousness.

Eventually, and entirely too late, it was discovered that this process had one major flaw: the people decanted from out-of-date Neurochips were all missing some of their memories. You are one of these people.

OPERATORS is an RPG designed to tell cinematic action movies at the table. Whether you like challenge-based play in the vein of Tom Clancian technothrillers or the near-future technological heists of *Mission: Impossible*, *Operators* has you covered.

In this standalone game you will find:

⊙ An all-new core mechanic that introduces last minute complications in order to generate breakneck action movie pacing and tension.

⊙ In-depth rules that put the narrative and fiction first and play at the classic tropes we look for in the genre that include heists and hobs, kinetic fights, and high-octane chases.

⊙ Rules to play action, spy, and military thrillers.

⊙ Detailed and realistic background information as well as special rules for playing the game in a challenging technothriller mode.

⊙ A toolkit to help the game runner generate compelling antagonists and hit all the right action thriller notes.

UNCANNY ECHO is a tabletop roleplaying game that uses the Powered by the Apocalypse engine to play out stories of supernatural and uncanny urban fiction.

It is comprised of 10 full Powered by the Apocalypse games called issues. Each utilizes a stripped down ruleset that gets you to the table with little to no prep time utilizing mechanics like keys from *Lady Blackbird* and clocks from *The Sprawl* and *Blades in the Dark*.

Each of these games is built to be a focused experience intended to be a one-shot or fiction that connects each session with the next emergently, creating a meta-narrative through this connective tissue. Giving it a choose-your-own-adventure quality.

These games leverage a uniform game engine to highlight how each intersects while displaying the customizations that make the particular game distinct from the rest; crafting a unique mechanical framework, experience, and game system for each.
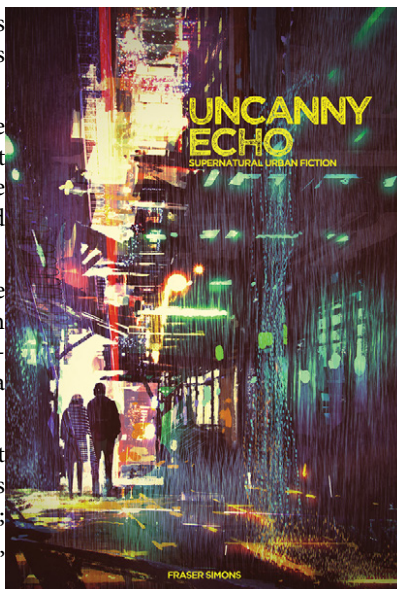
MAGICIANS is a tabletop role-playing game designed to both tell awesome stories like you've read about in books like *Harry Potter*, *A Wizard of Earthsea* or Lev Grossman's *The Magicians*, and to teach you a language - Korean. *Magicians* is about teenage drama, emotions, hormones and magic. Learn a new, interesting and totally foreign language and the culture and folklore behind it and learn a language as a side-effect of playing the game. Nine-tailed foxes seduce the willing and prowl Seoul at night; dokkaebi roam the mountainside as students learn magic at a remote school as they relearn everything they know about the world. *Magicians* is all about magic. It's about removing all constraints so that the only thing holding you back is what you know. All you need is your phone or computer, your friends, and a few hours every week. A game where the magic system is designed to teach you Korean and the rest of it is designed to tell compelling coming-of-age tales!