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ONLINE

A SEGOTARI RUSH REVOLUTION EXCLUSIVE

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WHAT IS Elflines Online?

Elflines Online is a Massively Multiplayer Online Game created by Segotari as a launch title for their RUSH **REVOLUTION** Interactive Braindance headset. Players face off against the forces of darkness and enemy players on Citinet servers, competing for the best items and server first boss kills. In the wake of the game's release, the Elflines franchise has expanded to include the Network 55 Show The Elflines **Online!** Chronicles, various plushies, and even limited edition "Sacred Herbs" Kibble by Continental Brands complete with collectible packaging. The MMO has caused a new generation of Night City to reimagine themselves... but as elves.

"Immersion doesn't begin to describe it. I don't dream anymore. Not in the meat world anyway, but mostly because I don't sleep all that much these days. My human life is unimportant to me, living in a broken world that I probably won't ever live to see rebuilt, earning just enough to pay for kibble and my subscription to **ELO**. Who wouldn't prefer it there? My elf life is awesome. I have a new girlfriend. She's

A BOWMASTER, RANK 10, AND WE JUST MOVED INTO A TWO STORY ELDERTREE IN THE VALLEY OF ANCIENTS. MY ELFLINE, {NATURE'S _ THORNS} IS FARMING ALL OF THE ENDGAME CONTENT IN THE DARK TOWER EVENT RAID, AND IS CURRENTLY RECRUITING BLADEDANCERS AND DRUIDS, SO IF YOU HAPPEN TO PLAY ONE ON THE NIGHT CITY AIRGAP, SEND ME A PM. MY ELFNAME IS DAERIC SYLAR."

- DAERIC SKYLAR

ORE OF THE ELFLANDS

Once upon a time the forests were prosperous under the protection of a great hero, who defended the Elflands from evil. But no elf lives forever, no matter how great. Eventually, all become one with the soil. With the hero gone, the forces of darkness and their monster armies retook the land, spreading miasma as they went, forcing the elves back behind the walls of their settlements. Though the plague of miasma robbed the elves of their magic, it did not rob them of their courage or bravery. Now, a new generation of heroes is rising up, organizing themselves into Elflines to fight back the monster hordes and return the Elflands to its Golden Age, each elf hoping in their hearts to become that legendary hero's successor.

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STARTING YOUR ELF LIFE

Creating your **Elflines Online** character is as easy are 1-2-3, and is a lot like creating a **Cyberpunk RED** Character without a Role.

First, you create a Complete Package character with 50 STAT Points, and 60 Skill Points. Elflines Online characters have no LUCK. No STAT may be higher than 8 at character creation, or lower than 3.

Second, your Elflines Online characters chooses their Skills from an altered Skill list, and the maximum level a starting character can have in a Skill at character creation is 6. Elflines Online Characters are not required to spend their Skill Points on any Basic Skills like Cyberpunk RED characters are. Your Elflines Online character is an elf, and automatically has Language (Elven) at level 4.

Third, choose an appropriate Elfname for your character and pick 200gp of equipment from the Elflines Online Armory table to start with. You keep any gp you don't spend.

ELFLINES ONLINE SKILL LIST

(Some Skills have been combined or had their STAT or cost changed)

Elflines Online Skills		
Animal Handling (EMP Skill in ELO)	Language (Elven)	
Archery (x2)	Melee Weapon (x2)	
Athletics/Contortionist	Perception	
Basic Tech/Weaponstech	Persuasion/Trading	
Brawling	Pick Lock/Pick Pocket	
Conceal/Reveal Object	Pilot Sea Vehicle	
Composition/Education	Play Instrument	
Concentration	Riding (EMP Skill in ELO)	
Endurance/Resist Torture/Drugs	Stealth	
Evasion/Dance (x2)	Tracking	
First Aid/Paramedic/Surgery (x2)	Wilderness Survival	

ELFLINES ONLINE ARMORY

Elflines Online Item	Cyberpunk RED Equivalent	Price
Leather Armor	Leathers	20gp
Studded Leather Armor	Kevlar®	50gp
Chainmail Armor	Medium Armorjack	100gp
Full Plate Armor	Flak	500gp
Dagger	Light Melee Weapon	50gp
Shortsword	Medium Melee Weapon	50gp
Longsword (1 ROF unless wielding two longswords)	Heavy Melee Weapon	100gp
Greataxe (always two-handed)	Very Heavy Melee Weapon	500gp
Shield	Bulletproof Shield	100gp
Bow	Bow	100gp
Arrow	Basic Arrow	lgp
Poison Arrow	Poison Arrow	10gp
Vial of Poison	Vial of Poison	100gp
Sacred Herbs	Speedheal (CPR PAGE 150) (anyone can use. No cooldown.)	50gp

Miasma

One of the defining game mechanics of Elflines Online is Miasma. Except for in Major Cities, and temporary Camps created by players using the Wilderness Survival Skill, Miasma is everywhere. Miasma has two effects. First, it suspends accelerated elven healing after stabilization, and prevents Treatments. Secondly, it allows PvP in the area, and if killed by another player not in your Elfline in an area of Miasma, they receive 1000gp from your 2000gp death tax or your payment to remove Revive Sickness. See Combat/ **Healing Alterations.**

OMBAT/HEALING ALTERATIONS

Combat and Healing are altered to make **Elflines Online** feel more like an MMO. All **Elflines Online** characters can choose to dodge ranged attacks using their Evasion Skill, just like dodging bullets in **Cyberpunk RED**. Any repairs made in **ELO** take only a minute, and cost half what they would in **Cyberpunk RED** in gp. When out of combat, and not in an area of Miasma, a character that has been stabilized heals back to full HP within a minute. Except in areas of Miasma, a critical injury that is Quick Fixed is immediately considered Treated. Treatments cannot be attempted within an area of Miasma.

Death is also treated differently. Upon reaching O HP, a character dies and is teleported to the last place they made camp, and they sacrifice 2000gp as a death tax. If they do not have 2000gp when they die, they instead get Revive Sickness, which reduces their MOVE to 1 until they can sacrifice 2000gp to remove it. If you can't afford it, you could always buy 2000gp for 20eb. **See Paying to Win.** If you land a killing blow on another player not in your Elfline in an area of Miasma, you receive 1000gp from any gp they sacrifice as a result of the kill to remove Revive Sickness, even if they do so weeks later.

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HARACTER PROGRESSION

ELO has a very low max level to encourage players to play multiple characters and pay for multiple subscriptions. Characters start at Rank 0, and the max character Rank is 10. Each time a character "Ranks up", typically after completing a quest or clearing a dungeon, they choose an improvement depending on their Rank. No option can raise a STAT or Skill to 11 or higher:

RANKS 1 TO 3

Increase a STAT by one. This option must be taken for the first three Ranks, and cannot be selected after.

RANKS 4 TO 10

Choose one:

- Increase a (x2) Cost Skill by 2 (Evasion/Dance, Melee Weapon, Archery, First Aid/Paramedic/ Surgery).
- Increase two different non (x2) Cost Skills by two.

TITLES FOR POWERFUL ELVEN HEROES

When a character reaches Rank 3, they are given a title based on which STAT they chose to increase the most:

STAT	Title
INT	Sage
REF	Bowmaster
DEX	Bladedancer
TECH	Quickhand
COOL	Warmheart
WILL	Wildblood
MOVE	Windkin
BODY	Barkshield
EMP	Druid
Even Spread	Wayfarer

In other MMOs, they might call an Elfline a Guild but it is so much more! These choombas are your family. More than the parents that ignored you or the sibling who tried to steal your Kibble.

PAYING TO PLAY

A subscription to **Elflines Online** costs 20eb a month for a single character, and is included in all lifestyles starting at Generic Prepak. At Good Prepak and higher, you can have as many **Elflines Online** characters as you need to sate your obsession, and almost always pay to remove Revive Sickness without really thinking about the expense. To play, you'll also need a Segotari RUSH REVOLUTION® Interactive Braindance headset (500eb, Expensive), and a copy of **Elflines Online** (50eb, Costly).

You can buy **Elflines Online** gp at a rate of 1eb to 100gp at any time while playing. Since all of the items you can acquire in **ELO** can be traded to other players, there also exists a market for powerful **ELO** loot on The Street. These items are bought and sold just like any other valuable commodity in **RED**, so call your Fixer. **ELO** accounts are also sold just like in game items are, with a Rank 10 character being worth 500eb (Expensive).

NTERACTING WITH OTHER PLAYERS

Whenever interacting directly with other players outside of an **ELO** game mechanic, you use your **Cyberpunk RED** character's Skill bases instead of your **ELO** character's Skill bases whenever it makes sense. Persuading another player NPC would use your **Cyberpunk RED** character's Skill base. Persuading a **ELO** NPC for a quest would use your **ELO** character's Skill base.

SING ELO FOR GMS

Playing **Elflines Online** can be a way for your players to blow off steam after a big job. You could use it as a way to introduce new characters, or present it as a session zero to explain how your edgerunners know each other. Players might be tasked with killing or infiltrating a competing Elfline, or stealing valuable items from a rich player by holding them at gunpoint in real life. Creating encounters for **Elflines Online** is easy: Just steal from

Cyberpunk RED. Take any statblock for a Cyberpunk mook, replace its highest ranged weapon Skill with Melee Weapons or Archery, add a corresponding weapon if necessary and theme it based on a piece of cyberware or special gear. Just like magic, your Boosterganger is a gremlin, and your Security Officer with wolvers is a bearwolf. Once you get the hang of it, you'll notice that Elflines Online encounters are tuned to end guicker than those in Cyberpunk RED, so don't be afraid to run more combat than you might run in **Cyberpunk RED**. Treat the ELO characters just like you would Cyberpunk RED characters for encounter difficulty. Once your players feel safe, turn up the heat with a Green Dragon. (Pyro NPC with a 2 ROF Flamethrower) Creating epic loot is just as easy, but try not to give much of it. Excellent Quality versions of weapons from the **Elflines Online** Armory are a good example. Most monster packs drop gp, a monster part worth 50gp, or items from the Elflines Online Armory. Segotari is stingy with the droprates of powerful items, and you have to kill bosses just to get a chance at them. The final boss of a dungeon typically provides players gp equal to the eb they might expect to receive for a Job in Cyberpunk RED, based on the difficulty of the dungeon. For added fun, have the "real world" intrude on them while they are playing. As everyone knows, you can't pause an online game, Mom.



them?



RAZORFIRE CAVERNS

"LAST SUNDAY, MORLISSA, DORIAN (OUR ELFLINE'S NEW RECRUIT) AND I ALL STAYED UP FOR THE WEEKLY RESET TO HUNT A RARE SPAWN IN RAZORFIRE CAVERNS. IT WAS GOING WELL. MORLISSA WAS LANDING HEADSHOT AFTER HEADSHOT AND SEAMLESSLY SWITCHING TO POISONED ARROWS AGAINST THE HIGH ARMOR MOBS FOR MAXIMUM **DPS**, AND **I** WAS KEEPING THEM OFF HER WITH MY TWIN LONGSWORDS. DORIAN WAS HELPING US PICK UP THE DROPS, REPAIRED OUR ARMOR AND SOAKED UP A SINGLE HIT WITH HIS SHIELD. WHEN WE REACHED THE HALFWAY POINT OF THE DUNGEON, I SPOTTED SHADOWFANG. AND MORLISSA WAS JUST ABOUT TO PULL WHEN DORIAN SUDDENLY HAD TO GO AFK FOR A BIOBREAK. OKAY, WHATEVER. MORLISSA AND I ROLEPLAYED FOR A BIT, BUT AFTER ABOUT FIVE MINUTES WE STARTED TO WORRY IF HE WAS COMING BACK AT ALL. SUDDENLY, TWO ELVES FROM {FANG _____ HUNTERS} LOGGED IN BEHIND US, AND IMMEDIATELY LAID INTO US WITH SCARLET BLACKBOWS. THIS ISN'T MY FIRST ELF, CHOOM, SO I INSTANTLY KNEW WHAT WAS UP. I KICKED DORIAN OUT OF {NATURE'S THORNS} AND USED HIM AS A SHIELD JUST TO TEACH HIM A LESSON, AND MORLISSA SWITCHED TO HER GREATAXE AND CAUGHT ONE OF THE PKERS IN THE LEG, SEVERING IT. WE FINISHED OFF THE LAST ONE TOGETHER. EASIEST 1500GP OF MY LIFE, AFTER THE SPLIT. AFTER A ROUND OF HERBS. WE KILLED SHADOWFANG IN A DUD, AND MORLISSA WAS ABLE TO FINISH HER NEW COSMETIC SET WITH THE CLOAK IT DROPPED. THAT'S WHY YOU PLAY ELO. FOR THE STORIES." - DAFRIC SYLAR

