LRG1000

DIGITAL Burn™

A Resource for a Cybernetic Future

Living Room™ Games

d20 system™

Developer's Note:

Digital Burn is designed for fun, nothing more. As a work of fiction based on real-world elements, the world of Digital Burn contains mature themes. The "heroes" of Digital Burn are often confronted by difficult moral situations with no easy answers. There is only one mandatory rule: This is only a game. We at Living Room Games in no way condone or endorse the actual practice of self or otherwise destructive behavior.

In essence, to quote Jack Nicholson in As Good As It Gets: "Go peddle crazy someplace else, lady. We're all stocked up around here." If you're a concerned parent, READ this book and make an educated evaluation before you give it to your kid. If you're a gamer, be mindful of how you and your friends play the game. Lastly, if you want to play Digital Burn to help you become a better psychopath, go find another game.

The toys in this sandbox are only for kids who play well with others.

T. R. Williams
Digital Burn Developer

"You are the sum of all preceding you, yet seem indifferent to yourselves. A culture disinterested, even in its own abysmal wounds. ...Your own flesh is made meaningless to you."
- Alan Moore, From Hell

Digital Burn

Foreword 4
Intro: In the Beginning 6
The Way of the Future 9
- Characters 9
- Advanced Classes 9
  - Blank 9
  - Cop 12
  - Fixer 14
  - Ganger 17
  - Hacker 19
  - Icon 22
  - Medico 24
  - Merc 26
  - Spanner 28

Building the Perfect Beast 31
- Skills 32
  - Existing Skills 32
  - New Skills 34
- Feats 35
  - Existing Feats 35
  - New Feats 36

Bleeding Chrome 38
- Cybernetics and You 39
- Cybernetic Equipment List 39
- Cybernetic Descriptions 42
  - Implants that do not require man/machine interface 42
  - Implants that require the man/machine interface 49
- One Final Note on Cyberware 71

Bells and Whistles 72
- Weapons 73
- Armor 78
- Explosives 79
- Standard Equipment 80
- Vehicles 88

Through Burn Colored Glasses 90
- The History of the Net 90
- Net Overview 93
- Stats and Checks in the Net 95
- Programs and Programming 95
- Net Combat 99
- Life in the Net 100

The World Outside Your Window 101
- The World of Digital Burn 102
  - National Profiles 105
  - Orbital Decay 108
  - Transnational Terrorism 108
  - Weapons of Mass Destruction 109
  - The Streets of Digital Burn 109
- Tickertape and Solid State 110
  - Corporate Profiles 111
- Join the Police 119
  - Corporate Security 119
- Uncle Sam's Misguided Children 124
- Gangs 124
  - The Profiles 125
- Playing Digital Burn 130
- GMing Digital Burn 130
  - Alternate Realities 131

The Savage and the Tame 132
- Prestige Classes, Multiclass Paths, and Beyond 132
  - Black Ops 133
  - The Cyborg 134
  - The Made Man 136
- Multiclass Paths 137
  - SWAT 137
- NPC Classes 138
  - Professional 138
  - Street Person 139
  - Tough 139

Rules, Rules, and more Rules 140
- Optional Driving Rules 140
  - Optional Rules for Losing Control 141
- Combat 141
  - Optional Rules 141
  - Weapon Accessories 142
  - Shotguns 143
  - Ammunition 143
  - Explosions 144
- Breaking Stuff 144
  - Buildings 145
  - Damaging Buildings 145
- To Live and Die in the Digital Age 145
  - Combat Is Deadly 146
  - Optional Rules 146
  - Healing 147
- The World of Pharmacopoeia 147
- Rusty Broken Needles 149
  - Pharmaceutical 149
  - Intoxicants 149
  - Poisons 150
- Addiction 150
- Rules for Cyberware Removal 151
- Medical Technology 151
- Disease 152

Appendix: Lexicon 154
Index 158

CREDITS

Digital Burn Line Developer

T.R.Williams

Post Production Supervision

Joe Chan

Art Director

Shirley Soto

Writers

- Joe Chan
- Sean Kelley
- Gary McBride
- Austin Mills
- Aaron Robb
- Tico
- T.R. Williams
- Ryan Kelley
- Toby Leonard
- Jason Middleton
- Patrick Quarles
- Brian Spencer
- Mike Williams

Models

- Jeff Bachtel
- Clint Chamberlain
- Mathew Clayson
- Zack "Tarn" Cox
- Amy Foster
- Richard Jacobsen
- Dan Kim
- Eric Liga
- Juan Muñoz
- Evans Pang
- Patrick Quarles
- Bert Sanders
- Tina Slichter
- Shirley Soto
- Kelly Sullivan
- Conrad V. VonBose
- Mike Williams
- Robin Yang
- Joe Bass
- Joe Chan
- Christy Cooper
- Damon Earley
- Tyra Humphries
- Aaron F. Johnson
- Diana Liga
- Rachel Mohr
- Chris Palomares
- Robert Potts
- Betsy Roll
- Jennifer Slichter
- Marco Soto
- Brian Spencer
- Tico
- Kate Ward
- T.R. Williams
- Christine Young

Editor

Janice Sellers

Additional Editing

- Joe Chan
- Henry Kahng
- Aaron F. Johnson
- T.R. Williams

Playtesters

- Laura Fisher
- Terry D. Johnson
- Gregory Matyola
- Eric Sevalin
- David Tsai
- Hank Grablewski
- Shannon B. Marce
- Mark Montgomery
- Thomas Snowman
- Rance Wood

Lead Photographer

Stephanie Folse

Additional Photography

- Terry D. Johnson
- Eric Liga
- Shirley Soto
- Rachael Mohr

Photography Assistants

- Nathan Weston
- Marco Soto

Props and Makeup

- Christy Cooper
- Karen Montgomery

Layout

Marco Soto

Graphics

- Stephanie Folse
- Shirley Soto

Cover Design

Shirley Soto

Special Thanks

Jason Alnas and Bandai Entertainment – Rob Boyle and the folks at FanPro
Eric Bresie - Lincoln Cargill - Joseph Chang - Aya Chow - D.J.'s Antique Market
Damon Earley - Mary Elizabeth - Scott Ferguson - GT Distributors - Tyra Humphries
Terry D. Johnson – Mark Montgomery – Randy Navarro
Patrick Quarles - Fred Sanchez - Tico - David Tsai - Anthony Valterra
Evans Pang and the folks at Hi-Impact – Lisa and the folks at R. Talsorian Games

Copyright © 2002 Living Room Games, Inc. All Rights Reserved.
1st Printing, November 2002. Printed in Canada.
The Living Room Games logo is a Trademark of Living Room Games.
Digital Burn is published under the Open Gaming License (see page 160).
ISBN: 0-9704191-6-3 Product Code: LRG1000

Published by Living Room Games, Inc.
116 W. Williamsburg Manor
Arlington, TX 76014
Email: info@lrgames.com
Visit Digital Burn and Living Room Games on the World Wide Web at digitalburn.lrgames.com

FOREWORD

Crash the System!

You know you want to do it. Screw over that ladder-climbing corporate boss. Sabotage that alienating, antiseptic workplace. Blow away that drekhead cop. Smash that soul-sucking computer or television screen.

Cyberpunk speaks to the frustrated, alienated, pissed-off rebel in all of us. Despite the crushing weight of a capitalist system that tries to steamroll our spirits, pave over our lives and transform us all into zombified consumer automatons, cyberpunk shows that a spark of humanity still burns. A spark that will flash, flare and burn a defiant image on their surveillance screens.

But that's just the beginning. As a genre, cyberpunk is crammed to capacity with fascinating elements. Subversive technology. Neural interfaces and implants. Criminal(-ized) subcultures. Monolithic megacorps. Hackers and brain-melting software. AIs. Designer drugs. Intermixed cultures. Organ harvesting. Viral code. Viral ideas. Cyberpunk settings are a car wreck of concepts. You can't keep from looking—or from being slightly disturbed.

Cyberpunk grew from a mutant strain of fiction twenty-odd years ago. As a literary genre, it scored a street rep viewing the near future through dystopian-tinted mirrorshades. This was no enlightened, glittering techno-utopia we were slouching towards. The future was lit with neon signs of our civilization's high-tech downward spiral: ecological devastation, globalization, social stratification, omnipresent surveillance, mediated social controls. As the gap grew between the privileged elites and the underclass, militarized and privatized police protected burbclaves from the encroaching sprawl. The characters in this world (dealers and prostitutes, of one form or another) had style and attitude—lots of attitude—but they had no hope, no future. But they also had nothing to lose.

That was in the 80s, before the web, before cloned sheep, before PDAs and cell phones. As the years passed and the 90s rolled around, the dark future predicted by cyberpunk slipped into our daily reality—and cyberpunk itself morphed into a sort of social movement. Radio pirates, cypherpunks, software pirates, culture jammers and hacktivists challenged corporate attempts to suburbanize the net, control information and commodify our lives. This new movement used the tools of the enemy—technology, encryption, underground economies.

But even dissent is a commodity to capitalism, and over time pop culture absorbed cyberpunk, assimilating its themes and attempting to neutralize it as a threat. But cyberpunk lives on, wherever underground cultures combine technology and punk-rawk attitude.

In your hands you hold *Digital Burn,* the latest entry in cyberpunk gaming. Arguably, gaming is a recreational form of escapism, not just to have fun and live out fantasies, but also to escape the drudgery of cookie-cutter lifestyles and an antisocial society. Cyberpunk roleplaying games are markedly different from some other gaming genres (fantasy, super-hero, whatever) where player characters tend to be heroes. Heroes are the good guys, with supernatural capabilities, positive outlooks and/or world-saving agendas. But in cyberpunk games, player characters are anti-heroes, riddled with internal strife, run down by the pressures of society and run over by powerful forces beyond his or her control. Cyberpunk characters are criminals clinging to the bottom rung of society, unsure whether to hang on tight or loosen their grip—cuz climbing up isn't an option. The future is grim and the odds are stacked against them. They may have contacts, gear, and even a solid street rep, but at best they're just high-tech low-lifes. Pesky things like good and evil don't matter; it's all about surviving for another day, and maybe scoring some thrills along the way

But in cyberpunk games, you don't have to play a completely amoral and self-absorbed anti-hero. Under the chromed façade of bravado each street-smart sprawl rat exudes, there is a power supply of idealism. Cyberpunk characters aren't content with self-torture and manipulation by external forces—they have the ability to take direct action and scorch the system. If the megacorp pimp backstabs them, they throw a monkeywrench in the megacorp's gears. They'll crack the databanks, hack the newsfeed, leak scandals, or wreak havoc with wetwork or structure hits. In the bleak and desolate wasteland of a hemorrhaging society, every cyberpunk character has a sense of his or her own power.

And when the game ends and it's time to filter back to your cubicle and spin your hamster wheel to push the information economy along, when you pass by those elite gated communities or watch on the news how another suit got rich while looting the futures of the company's employees—keep that lesson in mind.

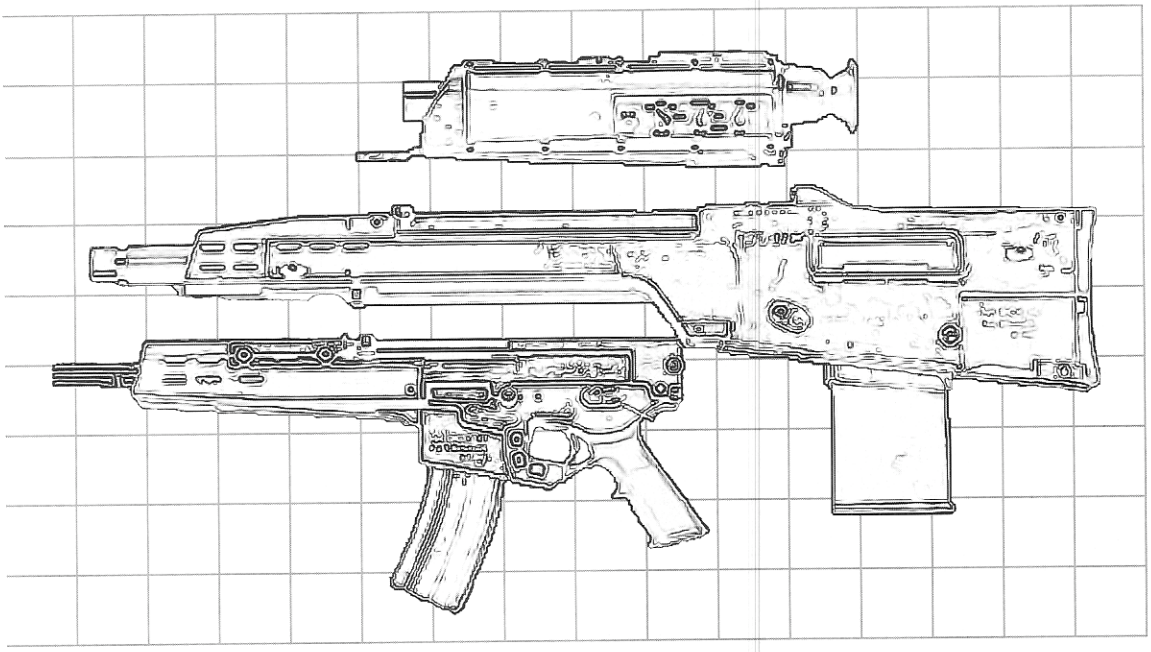
Rob Boyle
Shadowrun RPG Developer

'NO PLACE TO HIDE!'

The Objective Individual Combat Weapon (OICW) was the next-generation infantry rifle system that gave American fighting troops an unprecedented capability on the 21st-century battlefield. Now, it's the ULTIMATE tool for HOME DEFENSE! You no longer have to fear those pesky nighttime burglaries that can intrude on your romantic moments with loved ones or get-togethers with friends! The OICW will handle any domestic problem with military effectiveness!

When it was developed, the U.S. military wanted a weapon system that mated a conventional rifle with a 20 mm "cannon" capable of delivering a special munition with a 5.56 mm kinetic round capability.

HK was the logical choice to develop such a weapon. The OICW provides an enhanced capability for the 21st-century go-getter and has selectively replaced the M16 rifle, M203 grenade launcher, and M4 carbine. It may very well have made the difference in dealing with such problems as the West Bank Meltdown, the Chicago Uprising, and the suppression of the Cola Wars. Now you can see for yourself what all those army guys and cops were talking about!



Key Item Capabilities

- 500 % increase in probability of incapacitation
- Effective range to over 1,000
- Day/night fire control
- Substantial weight reduction
- Ergonomic design and temperature-controlled handle and barrel options
- Smartlink and hardwired scope-ready

System Features

- Lethality Capability: 20 mm High Explosive (Air Bursting) projectiles and 5.56 mm Kinetic Energy projectiles
- Range: 20 mm to 1,000 yards; 5.56 mm equal to or better than competitive models
- Combination 5.56 mm and 20 mm HE
- Single trigger control for both barrels
- Ambidextrous weapon and switches
- Simple red-dot day/night sighting system
- Laser adjustment for targets in buildings and behind cover
- Unique recoil mitigation systems
- Comes in an assortment of colors

As part of an integrated cybernetically controlled weapon system, the OICW incorporates, for an electronic friendly-fire control system with a laser range finder that pinpoints the target range and calculates the range to the system's 20 mm high-explosive ammunition. A high-velocity, flat aeroballistic trajectory allows it to airburst precisely over the identified target, and the friendly-fire feature ensures you don't hit your friends. Other key features include a simple red-dot day/night sighting system that uses uncooled infrared sensor technology for night vision and the elimination of aiming errors associated with the combat states known as wobble and Kentucky windage. You'll never have to worry about fighting your way through the parking lot of your local grocery store again! Just point and shoot and the 20 mm grenade or 5.56 kinetic round takes care of the rest!

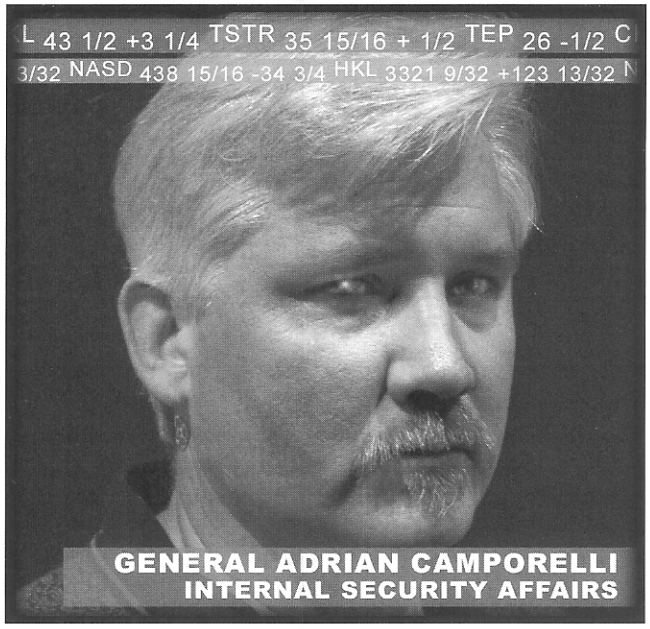
Ask your local retailer or street dealer for the OICW today!

Bring a canned good into a participating store and receive $50 off!

INTRO: IN THE BEGINNING

When our mediajockies first undertook the task of doing a 20-year retrospective, we had no inkling of the enormity of the task we were undertaking. How could we? You can scan through history feeds and R.E.M. the numbers, but they're meaningless until you actually sit-chat with someone who lived during that period. Gen. Adrian Camporelli, head of Internal Security Affairs for the greater metro area, is such a man. Gen. Camporelli has a long history of serving his country and community both in wartime and as a metro police officer who has arrested thousands during his somewhat short career of four years. Out of respect for the general and his status, we're D-loading his particular View From the Edge to you unedited. Here are his words, UNCENSORED, in his first interview to a major publication.

"Okay, back up off me, Cubby, and keep that OPTIKAL locked on me, I detest repeating myself. Don't like the name 'Cubby', huh? Earn a better one, ya halfscan.



"I know what you're thinking, scanning, whatever. I've seen that befuddled, blownbit, bunny-eyed look you and your subscribers always have. Here you sit trying desperately to process the eternal question: How the hell did we come to THIS? No 'retrospective' can really work without answering that question, now can it? How did we get into the position where your corporate suits and our guys alike can kick in your doors without warrant or warning? How did we come to have HOTDROPS with a response time measured in heartbeats? How did we get 'Trespass Laws' which, with the right mouthpiece, allow you to blow apart your own people if they're on the competition's turf after shopping hours? Why do I enforce them? And why did we let the 'how' of all this happen?

"For that answer, Skibby, we're going to have to do a little bit of connect-the-dots. Connect-the- ... never mind. You're damn near larval prescript, ain'tcha? How about chase-the-porn-feed-through-the-data-flags? That buzz phrase 'spark a glitch?' Spectacular.

"Well, back in the '80s, or maybe it was the early '90s (who can really remember these days), urban legends started popping up along a common theme. Some guy a friend of a friend knows (usually) gets picked up in a bar by a beautiful boy or girl and goes back to his or her coffin for a little after-school fun. They have fantastic sex (usually), or he just gets juiced unconscious (depending on how sadistic the storyteller is), and he blinks out. The next morning, he wakes up freezing in a bathtub fulla ice, with some new abdominal scars and one kidney short of a matched set.

"Well, like most Netfeed legends, it may have had a grain of truth. At that point, transplant surgery was just getting to the point where rejections were getting rarer and organ viability was getting wider acceptance. Yeah, I know, Tiger, it's hard to think of a time when you couldn't just go get your blown-ta-pieces arm replaced with a hunka surgical steel, but it existed. I lived in it. So did your daddy, unless daddy was Pyrex. Anyway, someone at that time may have actually had the skill to do a chopjob and leave the patient alive. You never know. If they did, they'd get away with about seven digits worth of black-market kidney. Seven digits, by the way, isn't money anymore when you're dealing with the Market. Seven digits is opportunity, motive, method, legal fees, alibi, bail, and acquittal in one single, easy-to-serve, single-dosage wrapper. Get the point?

"Fast-forward a couple of years. A prime human body could be worth millions to the right hands....

"Why the hell would organs be worth so much? Simple math, really.

"It all begins like a dirty joke. 'There once was a sheep named DOLLY', and Dolly became a worldwide celebrity in 1996 when she became the first mammal to be cloned from an adult ewe's DNA. What's the big deal, you ask? Well, lemme explain. In 2002, Dolly developed arthritis. In the following years, she developed glaucoma and later congenital heart failure. So? That little predicament brought the idea of cloning human parts for replacement organs to a grinding halt. Suddenly, it dawned on people that cloned parts could be imperfect. Worse, they could be imperfect and not detected as such for years, maybe even decades after replacement. That, coupled with speeches from key government officials evoking images of embryo farms, custom-made children, and desperate women pressured into selling their eggs, made it easy for conservatives to get their bill passed making it illegal to clone anything that ever had a face. That included somatic cell nucleus transfer as well. Hell, it eventually included everything.

"That was their answer to everything at the time. If it's dangerous, make it illegal.

"Oh yeah, Spanky, it was still being done, it just went back to being a back-alley-and-coat-hanger operation. Read something with pages sometime, you'll be amazed at what you'll find out. Anyway, they said it was ethics that drove their decisions. I say they were making money, taking bribes from those who traded in illegal transplants. They stood to lose considerably if their clients were able to get the same product cheaper elsewhere. We all know something illegal is more expensive than something legal is. It's economics. So, they eliminated the legal alternative. You either cloned your own parts, which was illegal, new, difficult to perform, risky, and expensive, or you pulled 'em off someone else, which was also illegal, but was a cheap and established black-market trade.

"Well, it soon became pretty obvious to the Einsteins (I'm not telling you who Einstein was, just keep rolling) working the chopshops that the younger the bodies were, the more growth and cloning potential the organs had. Female bodies were better. The ovaries alone were worth their weight in plat. Pretty and athletic were nice, but those were just bonuses. And, of course, corp kids were a favorite flavor, because on average they had a better diet and were exposed to fewer hard pollutants and less hard labor.

"Welcome to virgin sacrifice, 21st-century style. And people wonder why I drink.

"Of course, the corps and my distinguished predecessor denied that it was a widespread problem until it hit home. They didn't want to admit how deep the rot went, and believe me, it went all the way to the bone. The cops were everywhere and doing their best, of course, but nobody was trying to snatch them, and a third of the 'bangers were carrying nonlethal rounds and tasers now. No murders ever hit rap sheets, and insurance companies 'covered' the relatively small losses, so public outcry was kept to a minimum. If you were a victim, you'd just wake up, in a puddle of your own blood, and wonder absently where your left arm or right eye had wandered off too. Kinda scary now that I think about it. But at least things were pretty peaceful.

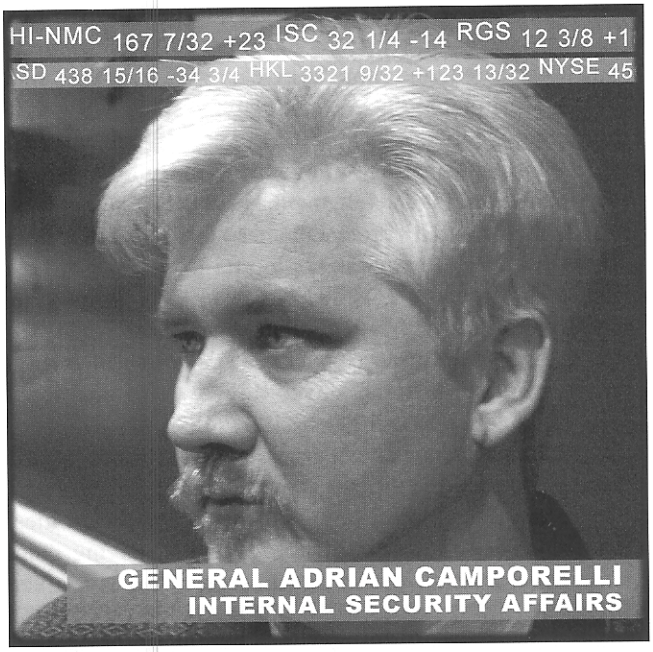
"Then, like the train wreck at the end of the tunnel, came the girl named ANGEL HARDAWAY.

"Angel Hardaway? They didn't d-load you anything for this interview, did they? Man, you guys really are an outline looking for a scene to happen. No wonder they pay me to do what I do. Damn.

"Anyway, Angel Hardaway was the darling little girl of then-Head of Internal Security Affairs Rachel Hardaway, and wow, whattabitch. Being a rich kid and a politician's daughter, she got to act out as much as she wanted, secure in the knowledge that the Not-So-Secret Service would clean up any mess she left behind. But, obviously, they're not around ALL the time. It was going to happen, it was only a matter of when.

"When little Angel didn't check in for a couple of days, Mommy dearest wasn't really worried. It's not like it was the first time, or the twentieth. No one knew that Angel's ride had been detoured through a hot zone by a Squad sealing in some clockwork chromejob. They had originally intended to take a safe route, but that day there was a tinman popping off rounds into anything that wandered by, so there was no through traffic on Main. I remember the guy, I think. His name was Chandler. Man, that guy was bad news legend. He had guns so powerful the recoil alone was shattering windows. 'Rogue military prototype', I'm pretty sure is what the reports said. In the end, we lost 31 men that day, including firemen and EMTs. But none of them made the papers like Angel later would.

"In all the disarray at such a huge loss, the local police were less than cooperative when Hardaway actually started to worry about her daughter over a month later. To this day, I still think Hardaway blames them for her loss. That would explain much of her later policy. Anyone or anything to



blame but herself, I guess. Just remember to thank God in your prayers tonight that she lost last year's election. Never mind, you probably think God lights up when you flush His handle and has a face that turns green under water. Anyway, imagine the look on Rachel's face when she found out from one of her aides that her little girl's plasticized skin was up in the display grid of MONDO'S Inflatable and Ceramic Mammals (anything with fur, for any type of fun!) with 'real teeth and eyes!'

"It didn't take the Service goons more than a couple of hours to find out that parts of our dear Angel were on sale in a half-dozen different black body shops up and down the strips. It took 'em even less time to buy all of it for authentication. Some shops had her on sale at 20% off if you bought the major organs in matched sets. Well anyway

... using the teeth and eyes they so flagrantly advertised, it didn't take long to find out it wasn't a fake. 'Woman scorned' got nothin' on 'grieving parent.' And when the said parent happens to be the Head of Internal Security Affairs, well, things start to happen real fast.

"The widely known about-but strangely unpublicized-witch hunt of bodyleggers in the Metro area was just the beginning. Hardaway had a lot of pull with the President and about everyone else of reasonable power in the Senate and the Media, and she used every ounce of it. Thank God state-sponsored executions for these crimes never got any further than her home state. But panic spread like wildfire. You think the scare of '02 was something? This was a new kinda fear. It didn't happen to 'somebody else.' It happened to people just like you. For several months, there was extreme paranoia. Vigilantism was rampant, and it was common for simple muggers to be executed on the street as suspected body thieves. Legislation easily passed for looser gun laws across the board. Organleggers weren't using guns because it turned a community service crime into hard time for life, so things tended to get pretty lopsided. All in all, it pretty much backfired, and more stray cats were probably shot than true criminals, but you can't put the genie back in the bottle. So the guns stayed.

"We lost more than a few downtowns the following years due to the riots. People felt, maybe justly, that their elected government couldn't protect them, so they decided to give in to the gangs. Lexington, not too far from here, was the first to be declared a "Hostile District" or HOT ZONE. You could still be a cop or a teacher or a postal worker in Lexington, you'd just no longer get a paycheck for it from any government. Some stayed anyway. We attempted everything to suppress the areas. Everything. From artillery bombardment to harassment to gassing. The citizens refused to let us operate. For the past six years, in fact, the National Guard has attempted to force the people of these cities, under penalty of death, to submit fully to having them establish a presence within the cities. Only two have given in since the start of it all. The others just responded with fury and bullets and bloodshed. I say let 'em be. The whole thing's a media nightmare anyway.

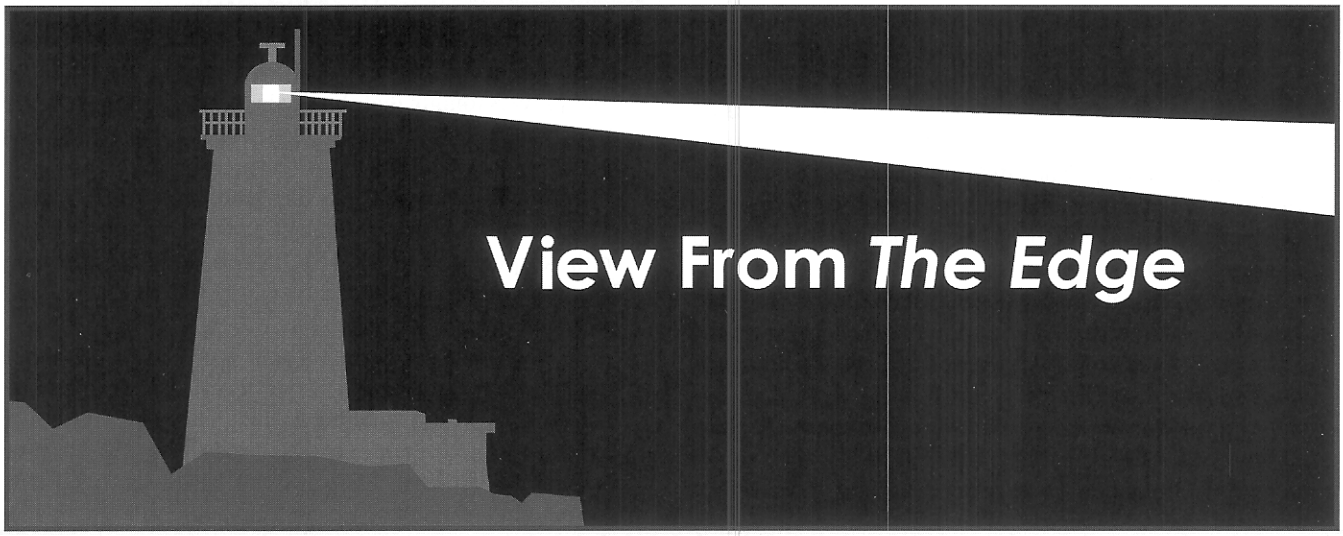
"Anyway, at the time most people believed that it was worth your life to try and help a drunken friend home from the bar. Some respectable bars even went so far as to start a sign-in process, so you could tell the staff who was going to be driving you home. A lot of people avoided using it, though, because they didn't know (or want anyone else to know) who they were going home with at last call. So the program never carried. And, as the Bard said, 'The wounds time doesn't heal, the mind quickly forgets.' The organlegger scare lasted about a year and a half and had about as much effect on daily life as AIDS did in the '90s or Black Molly has today. A few months of fear and then a forgotten notation in a history dialog.

"History will teach us nothing.

"Finally, tired and almost defeated, Hardaway was approached by Lt. Col. Hardin Sevin of GEARSMITH INDUSTRIES, who suggested a different approach. It was one that had been used during the War and was proven effective. What he suggested would attack the chopdocs in their collective pocket books by offering people an alternative to cloning and organmugging. He would offer them surgical steel. It would be clean, quick, and legal. All he needed was the financial backing to buy off his opponents and the political support to ease lawmaker scrutiny. Hardaway could offer that support and endorsement, and soon, everywhere there was a person decked out in someone else's skin, there would now be a metal-skinned cyborg who needed routine maintenance and replacement parts and expensive retooling for years to come. And no one had to die to get them that metal. So ... Hardaway knocked back her drink and picked up her checkbook, and pulled the trigger on our old way of life.

"Welcome to the New World."

Item pulled by Caryl "Cubby" Lyzette



THE WAY OF THE FUTURE

Characters

Now that you kind of know what the temperature is like in the big pool you're jumping head first into, let's get down to what you paid admission for. Time to build the perfect beast, your character. You need to have a vague idea of what type of character you want to play from the starting gate, but here are a few rules thrown your way to help you refine and mutually visualize what your pet psychopath looks like and does.

Advanced Classes

That's who you are and what you do within the realm of Digital Burn. If you don't know what classes are, save up some money and buy yourself a clue. The classes listed herein are Advanced Classes because the green and weak-of-heart need not tread here. The default starting level for characters to advance into Digital Burn is 3rd level. Considering the nature of the world, people walking around with 6 hit points are likely to end up deader than Elvis (he's dead, get over it). It's a dangerous world out there, and Mommy's not here to kiss your boo-boo if you get hurt. For all advanced classes and prestige classes listed in Digital Burn, action points may be accrued at a rate of 6 plus one-half the character's level, rounded down, every time the character attains a new level in that class. Digital Burn class features do not require the expenditure of action points to activate.

There are nine advanced character classes presented within these pages, although many currently existing classes made for the d20 system can be used in the Digital Burn setting. We'll note that from the PHB, the Fighter class does not have the proper skill or feat set to be used in Digital Burn. Also, while Barbarians might do a good job of representing some archetypical "Zipperhead gangs" you may have seen in fiction, we recommend against them as player characters in the dark future. The rest of the character classes from the PHB use magic, which is out of place in the standard Digital Burn setting, but may be used if you're seeking to set up a cyber-magic style of campaign. Just about anything Modern d20 compatible can make the journey into the Burn, with a GM's kind permission. Be aware that some things convert more easily than others and a GM may or may not tell you if the monkey you've built is just perfect for catching rounds with his teeth.

Blank

"In our civilization, and under our republican form of government, intelligence is so highly honored that it is rewarded by exemption from the cares of office."

- Ambrose Bierce, The Devil's Dictionary

"I live in a box. You know me. You've seen me every day of your adult life. I may as well be invisible for all you care, unless o'course yer spitting on me or kicking me out of the way. I know what really bugs ya about me. You're afraid of

me. You're afraid I have some disease to give you, or that your kid'll think I'm sexy or, worse yet, I'll ask you for a job. But you wanna know what scares you most? I am you. One bad day, and yer me. One good day and I'm you. Kinda gets you by the short and curlies and pulls, don't it. Heh. It's thoughts like that what keep me warm at night. That an' the fact that, I see everything. HAR! You think I'm kidding. Listen and learn. I know about that pretty boy you keep on tha southside in the luxury suite your wife thinks is for business meetings. I know about that son you had with that teenage girl from accounting. I know you wanted her to get rid of 'it' and paid someone last week to 'deal with the problem.' I know about yer boss' affair with his male secretary. You know, the one he had sculpted to look just like a younger version of himself. I know all yer dirty little secrets. How do I know? Easy. 'Cuz like I said earlier, I'm invisible, and you never pay attention to me 'cept to spit on me."

Every walk of life has its poor and forgotten, shadows of people who have no permanent residence or occupation.

They exist, as far as "civilized" people are concerned, merely to exist. Civilized people, for the most part, refer to these people as "Blanks" and treat them as if they were irrelevant in the workings of the world. Recently, however, the cops as well as a few high-profile corporations have begun "harvesting" the talent of these lost souls. Few people know police routes better than those who avoid them every day in order to get a decent night's sleep, and no one knows a city like a person who never leaves it.

This untapped talent has caught the eye of many a mercenary group, and a trend is slowly forming among companies to establish Blanks as part of their standard rosters. They also work cheap and are completely deniable.

Blanks, for the most part, tend to be almost extensions of the cities they live in, becoming highly skilled at avoiding danger and sensing when something in their city is amiss. While these Blanks will never equal a Merc's combat prowess, or an Icon's recognizability, they are a force in their own right, and in their ballpark, everyone plays by their rules.

Game Rule Information

Hit Die: d8

Requirements: To qualify to become a Blank, a character must fulfill the following criteria.

Skills: Hide 5 ranks, Move Silently 5 ranks

Class Skills: Bluff (Cha), Climb (Str), Craft (any one) (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Streetwise and one of player's choice) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 8 + Int Modifier.

Class Features

All of the following are class features of the Blank.

Weapon and Armor Proficiencies: Blanks are proficient

Table 1.1 The Blank

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+0	+0	+2	+0	+1	+0	Evasion, Fast Movement, Off the Grid
2	+1	+0	+3	+0	+1	+0	City Rat
3	+2	+1	+3	+1	+2	+0	Sneak Attack +1d6
4	+3	+1	+4	+1	+2	+0	Uncanny Dodge (Dex bonus to AC)
5	+3	+1	+4	+1	+3	+1	One with the Sprawl
6	+4	+2	+5	+2	+3	+1	Sneak Attack +2d6
7	+5	+2	+5	+2	+4	+1	Street Ghost
8	+6/+1	+2	+6	+2	+4	+1	Uncanny Dodge (can't be flanked)
9	+6/+1	+3	+6	+3	+5	+2	Sneak Attack +3d6
10	+7/+2	+3	+7	+3	+5	+2	Home Sweet Box

with simple weapons and are treated as having the Personal Firearms Proficiency.

Evasion: At 1st level, a Blank gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Blank takes no damage with a successful saving throw. Evasion can be used only if the Blank is wearing light armor or no armor. It is an extraordinary ability.

Fast Movement: At 1st level, the Blank has a speed faster than the norm by +10 feet when wearing no armor or light armor and not carrying a heavy load.

Off the Grid: At 1st level, the Blank receives the Off the Grid feat for free.

City Rat: Starting at 2nd level, a Blank may move through the clutter of the urban environment and similar terrain at his normal speed and without suffering damage or other impairment. However, fences, razorwires, and secured areas that are manipulated or guarded to impede trespass still affect the Blank. The Blank also becomes skilled at finding the best route and guiding people through it. When traveling through the Sprawl, the Blank may make a Knowledge (Streetwise) check to reduce travel time. With a result of 15 or better, the Blank reduces total travel time by 25%. With a 25 or better, travel time is reduced by 50%. The Blank can guide a group of up to three individuals at no penalty. For each member above three in the group, apply a +1 to the DC of the check.

Sneak Attack: Any time at 3rd level and beyond that the Blank's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Blank flanks the target, the attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter. Should the Blank score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet. The Blank can't strike with deadly accuracy from beyond that range, even with a firearm that has extended range capabilities.

With a melee weapon or an unarmed strike, the Blank can make a sneak attack that deals subdual damage instead of normal damage. The Blank can also still use a weapon that deals normal damage to deal subdual damage in a sneak attack with the usual -4 penalty.

A Blank can only sneak attack a living creature with a discernible anatomy. Any creature or cybernetic organism that is immune to critical hits is also not vulnerable to sneak attacks. The Blank must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The Blank cannot sneak attack while striking a creature with concealment or while striking at the limbs of a creature whose vitals are beyond reach.

Uncanny Dodge: This works in the same way as the 3rd level rogue's ability described in the PHB. At 4th level and above, a Blank retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 8th level and above, a Blank cannot be flanked and is not subject to sneak attacks. The exception to this rule is that another character class with the sneak attack ability that is at least four levels higher may flank, and therefore sneak attack, the Blank.

One with the Sprawl: At 5th level, the Blank gains a preternatural sensitivity to slight changes in the environment around him. This grants a +4 competency bonus to all Spot and Listen checks. It also grants a +2 competency bonus to Search checks. A Blank with this ability may also make a Navigate check (DC15) at any time to determine his exact location. All of these abilities may be used only as long as he remains within the confines of his city.

Street Ghost: At 7th level, if the Blank is being pursued while on the streets and can manage to get out of sight of his pursuers for one round, he leaves no trail and cannot be tracked except by the most highly sophisticated means. The Blank is familiar enough with his surroundings to know which areas throw off electronic detection devices, so that only the most intensive and expensive of hands-on searches or another Blank is capable of shadowing a Blank in motion on his home turf.

Home Sweet Box: At 10th level, the Blank has squatted on uncontested territory and can rest in relative safety. While in this location, normally of less than 80 square feet, the Blank is considered unreachable by the outside world,

as other Blanks will gladly cover for him and will generally make life hard for any outsiders trespassing on their territories. The GM and player should decide on a location for the alcove, as the area, while immune to most worries, is still vulnerable to area riots and gas attacks.

Notes: A Blank can always find a place to crash or a semi-edible meal for himself as long as he is within the confines of his chosen city. This ability can, in a circumstantial manner, be extended to other members of the party as well, although Mercs hate sleeping in boxes and Icons tend to stay away from bread lines.

Suggested Personal Belongings: Ragged coat, backpack/beltpack or duffel bag, playing cards, matches, heat plate, cigarettes, sports watch, flashlight, about 30 pounds of purely useless crap, binoculars (low, unmodified), lock picks (high), Automapper (low), polycord, duct tape, clothes (includes shoes or boots, gloves, and a hat if so desired), compressible air all-weather sleeping bag (inflates in under 2 seconds), micro-media player (low, plays audio and visual media only), toolkit (low, mechanical or electrical), paper phone, and a multi-purpose pocket knife or switchblade.

Cop

"In God we trust, all others are suspect."
- Unknown

"I walk a beat and I wear a shield. Sure, I get stuff thrown at me, and people occasionally hate me, but it's the job they hate. I mean, come on, I get paid to shoot people and take away their freedom. What's not to love? But, hell, they don't even know me well enough to hate me. Don't get me wrong, I knew that was the score when I signed up. I'm the guy who stands in front of you when some psycho with too much metal wants to punch your ticket because you remind him of what he flushed so he could pick up Tejano radio in his teeth. I'm the guy who gives you a ticket when you're busy doing 160 in a 95 zone. I'm the guy who bags the bodies of toddlers burned to a crisp by some new killer-with-a-cause about once a month, and I'm the guy who bites his lip and white knuckles it as I watch a judge walk him that same day. I'm the guy who drives you home when you've had too much to drink. Like me or not, I'm your neighborhood cop and I'm here to stay. While the criminals may be better armed than they used to be, and the crimes more bizarre than anyone could have thought possible, nothing's changed about me in decades. And there's always more where I came from, so watch your back. Because we are."

Policing is not what it used to be in the U.S., but it isn't so different from what was prevalent in the '90s and later

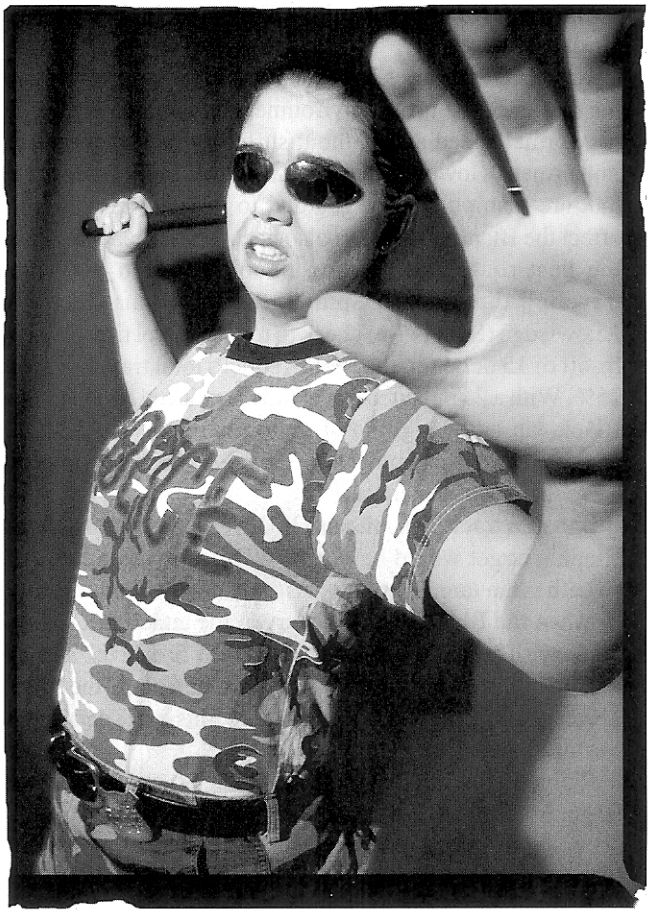


Table 1.2 The Cop

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+1	+0	+0	+2	+1	+1	Codes, Dog Call
2	+2	+0	+0	+3	+1	+1	Assist
3	+3	+1	+1	+3	+2	+1	Hunch
4	+4	+1	+1	+4	+2	+2	Uncanny Dodge (Dex bonus to AC)
5	+5	+1	+1	+4	+3	+2	Bonus Feat
6	+6/+1	+2	+2	+5	+3	+2	Run Hot, BOLO
7	+7/+2	+2	+2	+5	+4	+3	Uncanny Dodge (Can't be flanked)
8	+8/+3	+2	+2	+6	+4	+3	Bonus Feat
9	+9/+4	+3	+3	+6	+5	+3	Priority 33
10	+10/+5	+3	+3	+7	+5	+4	Shakedown

years. That is, of course, unless you consider being shot at by crazed cyborgs on a routine basis to be "different."

Police are still separated by their departments and by what they do. Traffic cops still work traffic beats, beat cops still patrol beats, detectives still detect, etc. The Cops we're referring to are the old-style officers. They answer ultimately (in theory) to the people in a protect-and-serve capacity. They have nothing to do with "corporate interests" and couldn't care less about "secret agendas." They are the last vestiges of the old school and are a dying breed, but they take pride in the fact that they still are an arm of the slowly evaporating government. In the end, a Cop has a lot more direct power over what he does than any corporate rent-a-cop or street sweeper. Cops don't have to worry so much about the bottom line; they are a government entity as long as the public (taxpayers) is in good shape, and so are their budgets and jobs. In the end, they don't hold the corporate trust in any higher regard than do any other law-abiding citizens. In the corporate eye, there is nothing worse in this world than a Cop that can't be bought, killed, or threatened into "behaving."

Game Rule Information

Hit Die: d8

Requirements: To qualify to become a Cop, a character must fulfill the following criteria.

Skills: Investigate 5 ranks, Sense Motive 5 ranks.

Class Skills: Bluff (Cha), Climb (Str), Computer Use (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Navigate (Int), Investigate (Int), Jump (Str), Knowledge (law and streetwise), Knowledge (any one), Listen (Wis), Move Silently (Dex), Profession (law enforcement) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Surveillance (Int).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Cop.

Weapon and Armor Proficiencies: Light armor, medium armor, and shields. Cops are proficient with archaic and simple weapons and are treated as having the Personal and Advanced Firearms Proficiencies.

Codes: Gained at 1st level, this represents a Cop's ability to make arrests without consulting higher authority. Once per encounter, a Cop can, as a full action, attempt to intimidate a potential perp into surrendering and submitting to being arrested. This ability can be used against a single opponent or all opponents within 30 feet who can hear the Cop and see his badge. After the Cop performs a successful Intimidate roll, the targets must then make a Will save against a DC 15 + half the Cop's level + Charisma modifier or suffer the following penalties. Those refusing to surrender take the Cop's level as a penalty to all attack rolls, saves, and skill checks involving the Cop and his party, except running away for the next 10 rounds. This ability works only on perps of equal or lower level than the Cop. If the Intimidate check succeeds but the perp makes his Will save, he suffers only a -2 penalty (or the Cop's level, whichever is lower).

Dog Call: At 1st level, Cops receive the ability to call for back-up, and the perps are well aware of this. If things get too hot for the rookie, once per encounter, the Cop can call 1d6 + Charisma modifier Cops of 3rd level who will arrive within 1d6+6 minutes. While this has little use in immediate conflict, a Cop who knows he's about to get into something bigger than he can handle can plan to put the extra help to good use. As an additional benefit, beginning the round after the last radio contact, a Cop also receives a + 2 morale bonus to saving throws against charm effects, is immune to fear effects, and has a +1 morale bonus to attack rolls while he waits for the cavalry to save his skin. Overuse of this ability (determined by the GM) can result in a loss of potency, such as fewer Cops arriving to assist or additional response time.

Assist: This 2nd level ability mirrors the Dog Call ability in that it is the ability to call for departmental support. The number responding is 1+ Charisma modifier in Hackers, Spanners, or Medicos, each of 1st-3rd level.

Hunch: At 3rd level, a Cop can determine someone's emotional state at a glance with a successful Sense Motive check. The character also receives +3 to Bluff and Diplomacy checks.

Uncanny Dodge: At 4th level and above, a Cop retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by a nonvisible attacker.

At 7th level and above, a Cop cannot be flanked and is not subject to sneak attacks. The exception to this rule is that a character class with the sneak attack ability that is at least four levels higher may flank, and therefore sneak attack, the Cop.

Bonus Feats: At 5th level the Cop gets a bonus feat, and he receives an additional bonus feat every three levels thereafter. These bonus feats must be drawn from the following list: Alertness, Athletic, Attentive, Brawl (Knockout Punch), Combat Expertise, Far Shot, Armor Proficiency (Heavy), Heavy Weapons Proficiency, Heroic Surge, Improved Initiative, Iron Will, Point Blank Shot (Double Tap, Precise Shot), Quick Draw, Tracking, and Trustworthy.

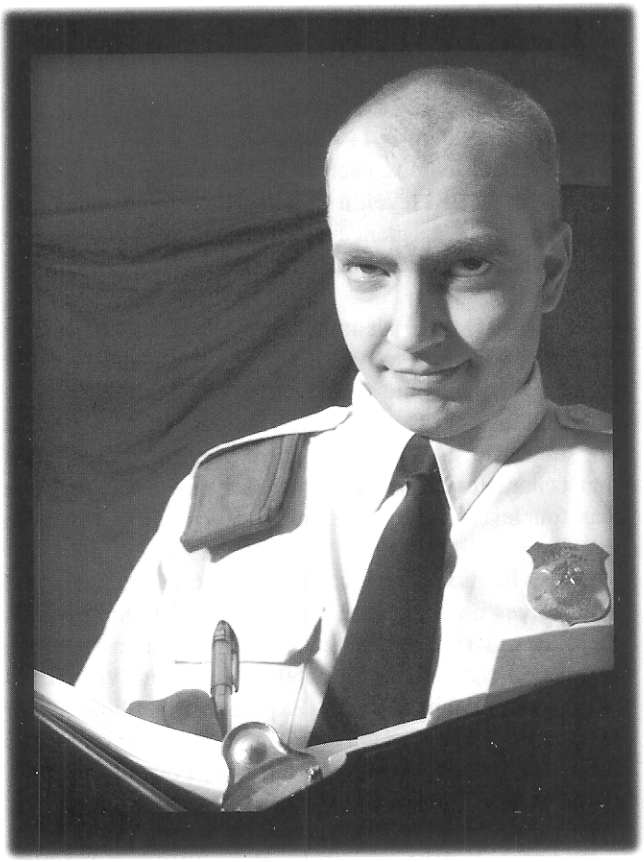
Run Hot: At 6th level, a Cop gains a +4 morale bonus to all saves and a +2 competency bonus to all skills when in active pursuit of or arresting a suspect.

BOLO (Be On the Look Out): To survive the streets of Digital Burn long enough to reach 6th level, a Cop has to be something special. A Cop of 6th level gains a +4 bonus to all Intimidate checks and a +2 bonus to all fear saves. Also, when hostile characters are within 30' of the Cop, the GM may make a Will save for the Cop with a DC of 10 + the

highest level among the hostile individuals. If the Will save succeeds, the Cop can pick up a general "vibe" that he has entered a hostile area regardless of recon of the situation. This is not a rational assessment of a situation, but rather a gut feeling developed through hard-earned experience. While this ability can't be used to locate the threat and won't detect "good" or "evil", it might very well alert the Cop that he's entered an ambush before any of his other senses would have the opportunity.

Priority 33: This 9th level ability mirrors the Dog Call ability in that it is the ability to call on SWAT support or CSWAT in a pinch. The number of officers who respond is 3d6 + Charisma modifier in SWAT or CSWAT, each of 3rd level who are led by one 5th-level Cop.

Shakedown: A 10th-level Cop knows where things are and how to get them. On a successful Charisma check of DC 10, a Cop can garner small favors from his street contacts or others to get whatever he needs at the moment,



such as tickets to a sold-out game or info on where all the Jet that's hitting the streets is coming from. A Cop can also attempt to gain an expensive or illegal favor, such as removing evidence from a forensics room or having his favorite criminal released for the night. The DC for the Charisma check to acquire a major favor is at the discretion of the GM, though at least a 20 is recommended. This benefit isn't situational, and while a contact that was burned once by someone else probably won't help him again in a pinch, a Cop's pigeon may have to keep singing regardless of treatment.

Ex-Cop: If a Cop ever leaves the police or corporate security force (represented by the character taking a level in a different class), he loses his authority and access to back-up. A Cop who abandons his brothers gains a reputation as something of a traitor and is never fully accepted back. Leaving causes the Cop to lose the ability to use Codes, Dog Call, Assist, and Priority 33 but retains other abilities gained. The character may never again take a new level in the Cop class. Call 911 like everyone else. If the character leaves and becomes a wanted criminal, he loses all Cop abilities gained.

Under special circumstances, and at the GM's discretion, a Cop may take a level in a different class and retain his position within the force, but his next available level must be taken in the Cop class again.

Suggested Personal Belongings: Leather boots (combat style), ankle holster with back-up pistol (issued by department), duty belt (leather gun belt which contains ammo holder for two pistol magazines, OC holder containing one can of OC spray with 10 uses, .357 Sig in holster [with papers], flashlight holder and steel-encased rechargeable flashlight, handcuff case with one pair of handcuffs, radio holder with two-way radio (high), expandable baton with holder; issued by department), bullet-proof vest (concealable), uniform, micro-media player with audio and high-definition visual capabilities, shoulder-mounted mini laptop file processor with link to HQ, and multi-purpose pocket tool.

Fixer

"Need is the ultimate Monkey."
- Mr. Parker, The Way of the Gun

"If I don't have it, I have a friend of a buddy of a guy I used to know who can find it. In fact, I just got some of it in, now that I think about it. Something I think you might find that'll tickle your taste buds. It's a beauty. A real nail-biter. Two thumbs up. Eleven on a scale of one to ten. All that and a garden salad. Parental discretion advised, tho. This is some racy stuff. Some assembly required, too. But I'm taking the master for my own collection. You'll get second gen, I swear on my father's plastic heart. This isn't some stepped-up copy of a reproduction. This is one of a kind, larger than life. And it can be yours for only pennies a day. What would you do with the money anyway? Food is for the weak."

Wherever there is need, there are those who profit by filling it. The fixer is just such a person. In simple terms, a fixer is someone who acquires items of value from sources not usually available to the general public and then sells them at a mark-up to his customers. Fixers who are acting as third-party vendors often must pay their original suppliers in either favors or cash. Often the items they

trade are either illegal or kept off the books for the benefit of customers seeking to maintain anonymity or preferred tax status.

Fixers may also be specialists in one or more types of commodity. Fixers who operate in this method tend to be highly sought after, as those who specialize have to strive to stock products no one else can lay hands on. Often, fixers will also be familiar with those in similar fields in order to maintain an eye on the competition as well as to work out deals within the fixer community.

Game Rule Information

Hit Die: d6

Requirements: To qualify to become a Fixer, a character must fulfill the following criteria.

Skills: Gather Information 5 ranks, Bluff 5 ranks.

Class Skills: Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Read/Write Language (Int), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis), and Surveillance (Int).

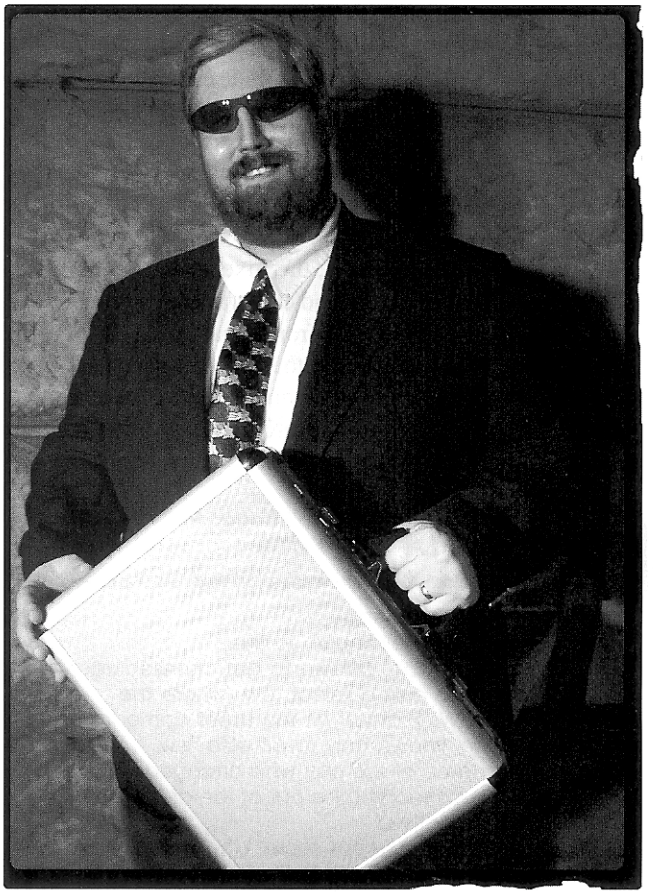
Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Fixer.

Weapon and Armor Proficiencies: Light armor. Fixers are proficient with simple weapons and are treated as having the Personal Firearms Proficiency.

Contacts: A 1st level Fixer has no other mission in life other than to know where things are and how to get them. On a successful Charisma check of DC 10 (secretly rolled by the GM), a Fixer can garner small favors from his street contacts or others to get whatever he need sat the moment, or to find a supply line to black-market or moderately illegal drugs or firearms. At a DC 15+, a Fixer can attempt to gain an expensive or illegal favor, such as information regarding the removal of evidence from a forensics room or the ability to buy low-level military hardware. This ability differs from the Favors talent in that Fixers tend to specialize in the trade of illegal or hard-to-get items and therefore have an easier time getting them. Fixers, however, are not always on the best of terms with their contacts, and as such on a



failed roll may receive defective or inadequate products. This ability isn't situational and a Fixer can always crunch all he wants. There will be others with the same info for a price elsewhere. Due to the nature of this ability, repeated use of the same contacts can potentially cause a +5 or +10 increase in the DC if the GM determines that the ability is being overused. This increase in difficulty can result from the contact simply exhausting his immediate resources and

Table 1.3 The Fixer

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+0	+2	+0	+2	+0	+2	Contacts (+1), Skill Concentration
2	+1	+3	+0	+3	+1	+2	Grapevine
3	+2	+3	+1	+3	+1	+2	Contacts (+2)
4	+3	+4	+1	+4	+1	+3	Skill Concentration
5	+3	+4	+1	+4	+2	+3	Contacts (+3)
6	+4	+5	+2	+5	+2	+3	Blank Check
7	+5	+5	+2	+5	+2	+4	Skill Concentration, Contacts (+4)
8	+6/+1	+6	+2	+6	+3	+4	Bonus Feat
9	+6/+1	+6	+3	+6	+3	+4	Contacts (+5)
10	+7/+2	+7	+3	+7	+3	+5	Skill Concentration

is no indication of potential to help in the future. A standard rule of thumb is once per three days, depending on the expense of the favor. This ability gains a +1 for every two levels.

Skill Concentration: At 1st level the Fixer gains a +4 competency bonus to his Appraise, Bluff, Diplomacy, Forgery, Gather Information, or Sense Motive skill. The Fixer gains a bonus every three levels after the first of either +4 to a previously unselected skill or a +1 to one that has already benefited from this feat. This bonus does not apply to the Bluff skill when feinting. This ability does not stack with the Skill Focus feat.

Grapevine: At 2nd level, the Fixer gains the ability to hear a great deal of gossip and can often tell a thing or two about people he meets just from what he's heard on the street. A Fixer may make a Gather Information check upon meeting or hearing about any individual, item, or place. The GM makes this check secretly and gives the Fixer information based on the results.

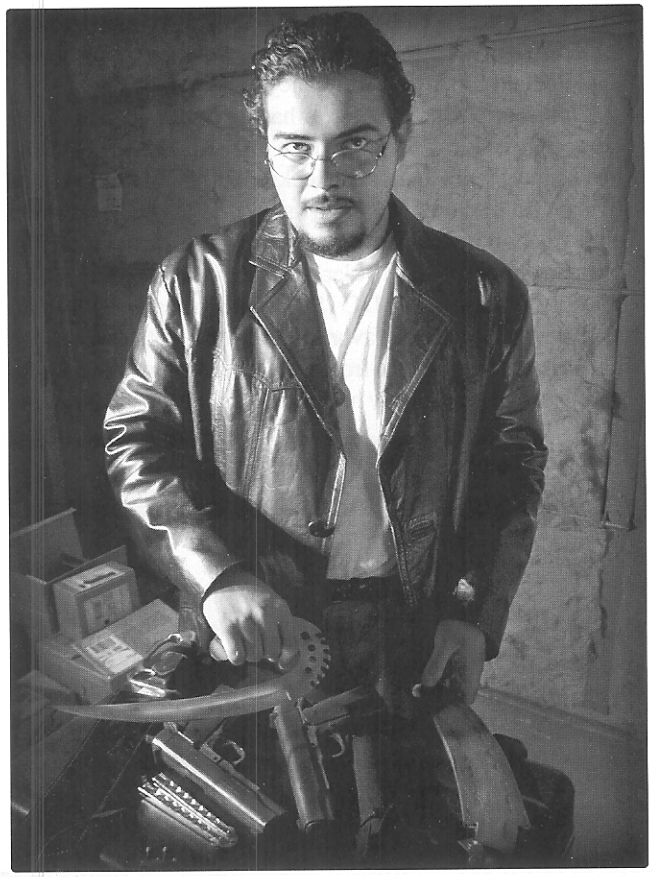
Table 1.4 Grapevine

DC	Type of Knowledge
10	Common, well known to the general public (where to get cheeseburgers)
20	Known to only a select few (where the HK OICWs that just hit the street came from)
25	Hidden, known only to an elite few (the name of the guy who arranged the sale)
30	Well kept secret (one out of ten of the guns are defective)
40	Incredibly well kept secret (the police knew about the sale and helped fund it)
50	Secret that's never seen daylight (what was used to blackmail the Commissioner to do it)

As gossip is not always a reliable resource, the information provided by this ability is not always accurate. The base chance of a Fixer coming up with a truthful rumor is 50%+5% per point of Charisma modifier. Again, the GM makes this percentile roll secretly, so the Fixer cannot separate truth from rumor without further research. If the skill check fails the Fixer either knows a false rumor or no rumor at all. A GM should keep in mind that most rumors have a foundation based on true events and, depending on how close the roll was, may wish merely to adjust names and times in order to protect the guilty.

Due to the nature of this ability, repeated use may potentially cause a +5 or +10 increase in the DC if the GM determines that the ability is being overused. Using this ability to hunt for gossip on a particular subject generally accrues the attention of the intended target.

Blank Check: Beginning at 6th level, the Fixer gains access to resources beyond the reach of even many corporate entities. This can include anything from getting out of jail for all but the darkest of crimes or gaining access to top political records involving all but the blackest ops. At 6th level, the Fixer makes a standard Charisma check to accomplish his goal. He receives a +1 to his roll for every two levels beyond 6th achieved. Access to nonprivate but difficult-to-find information requires a DC10, whereas "losing" a murder charge could easily entail a DC of 20 or more, depending on high profile it was. Fixers can also use this ability to raise an obscene amount of cash or goods, allowing them to have access to military-grade hardware within a business day on a successful roll. A standard rule of thumb is that on a successful standard Blank Check roll against a DC of 15, a Fixer can raise his level x10,000 in raw cash (or, in the case of Modern d20, add his level to his Wealth bonus for a single purchase) once per month. This amount is a loan, however; the interest rate is 40% - (5* the Fixer's Charisma modifier) and the payment is due by the end of the month. The level of success of the roll can easily be used to impact the interest level and duration of the loan at the GM's discretion. Burned expense account resources, while unlikely to have their feelings hurt, will likely come looking for the Fixer for an explanation, if not their money plus interest. A Fixer can attempt to stall debtors for an amount of weeks equal to his Charisma modifier before any true repercussions are initiated. When paying back a loan using the d20 Modern Wealth system, as a rule of thumb add 20 + the Fixer's level - the Fixer's Charisma modifier to



generate the Purchase DC that the Fixer must perform a Wealth check against. Taking 10 or Taking 20 is not possible when paying off a Blank Check loan. While it is possible to use the Blank Check ability to pay off a Blank Check debt, this practice is not recommended. Doing so may earn the Fixer a visit from the local Loanshark's Union.

Bonus Feat: At 8th level the Fixer gets a bonus feat. This bonus feat must be chosen from the following list: Attentive, Confident, Deceptive, Educated, Low Profile, Meticulous, and Windfall.

Suggested Personal Belongings: Due to their nature, every Fixer has a widely different standard package. There are no recommended purchases for this advanced class.

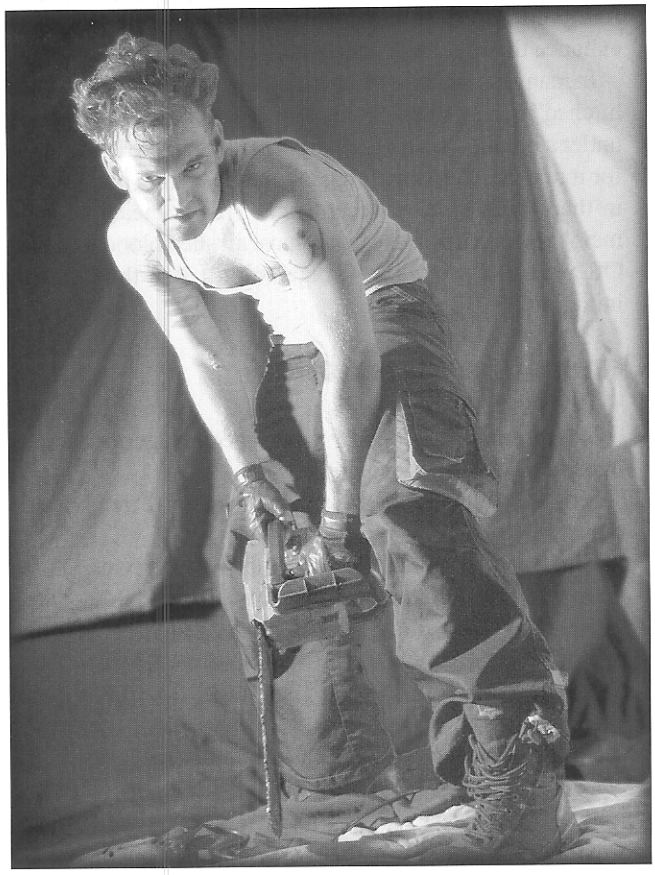
Ganger

"The one means that wins the easiest victory over reason: terror and force."

- Adolf Hitler, Mein Kampf

"Man, I don' know whatchu heard, and I don' give a wipe. Sure, I carry a gat. 'Chu taken a really hard look around the scene, man? Everybody packin' a gat. Let me put it to ya in words even a chump like you can understand, man. If not for me and mine, this neighborhood'd be a cemetery right now. You'd be standin' on ash and dust, know whut I'm sayin'? I ain't playin'. Sure, we ask a little bank, but last chump that came through here, what was it, last week, with more metal than brains, we took care'a him. Yeah, he kil't Grins, Tommy's shorty, and Shakey's lil sista, but tha's the way the game gets played, ya know? This is where my baby's momma eats and sleeps, ya clear? We got's this place onna lockdown. Now git'chur ass outta here befo' I blow it off and give it to my nephew azza Christmas present."

See a Ganger's colors and you already know three things about him: who he is, what he's done, and where he's been. Gangs are not a new invention. Ganglike activity has actually plagued large cities around the nation for decades. In Los Angeles, the average age of a gang member is around 15 years old, while some other states tend to average even younger, but they generally have a life expectancy of about three years.



When you think of a Ganger, you have to think about respect. Respect is of critical concern to gangbangers. A Ganger's name and clout extends not only to him but also to the gang as a whole. In some groups, status is gained by having the most "cred", based largely on one's reputation. While having cred is important, the manner by which they gain the cred is often more important. It's often habit for many gang members to embellish their past gang activities in an attempt to impress whoever will listen. Gang members

Table 1.5 The Ganger

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+1	+2	+0	+0	+0	+2	Gang Feat
2	+2	+3	+0	+0	+1	+2	Initiated
3	+3	+3	+1	+1	+1	+2	Colors
4	+4	+4	+1	+1	+1	+3	Bonus Feat
5	+5	+4	+1	+1	+2	+3	Home Turf
6	+6/+1	+5	+2	+2	+2	+3	Bonus Feat, Initiated (+2)
7	+7/+2	+5	+2	+2	+2	+4	Know Thy Enemy, Colors (+1)
8	+8/+3	+6	+2	+2	+3	+4	Bonus Feat
9	+9/+4	+6	+3	+3	+3	+4	Leadership
10	+10/+5	+7	+3	+3	+3	+5	Bonus Feat, Weapon Specialization, Initiated (+4)

freely admit crimes and most embellish their stories to enhance their feeling of power.

In many gangs, to become a member you must be "blanket bitched" by members of the gang. This entails being beaten under a blanket so you can't fight back until the leader calls for it to end. Afterward, all gang members hug one another in the ultimate act of acceptance. This is meant to bond members together as they now have all shed blood together. Often as not, would-be Gangers don't live through this initiation.

Game Rule Information

Hit Die: d8

Requirements: To qualify to become a Ganger, a character must fulfill the following criteria.

Skills: Intimidate 5 ranks, Knowledge (Streetwise) 5 ranks.

Class Skills: Bluff (Cha), Climb (Str), Driving (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Streetwise and one of player's choice), Listen (Wis), Move Silently (Wis), Sense Motive (Wis), Speak Language, Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Ganger.

Weapon and Armor Proficiencies: Light armor. Gangers are proficient with archaic and simple weapons and are treated as having Personal Firearms Proficiency, Advanced Firearms Proficiency, and Burst Fire.

Gang Feat: At 1st level, the Ganger gains either the Skill Focus Feat for Knowledge (Streetwise) or the Vehicle Expert feat for free.

Initiated: At 2nd level, a Ganger has the ability to "size up" any opponent he comes across. As a full-round action, the Ganger can make a Wisdom check with a DC of 10 + the opponent's character level. On a successful check, the Ganger has an idea of the target's class and areas of specialization.

After a minute of study and a successful Wisdom check with DC 15 + the opponent's character level, a Ganger can get a general feel for what type of armor and firepower the target carries. This ability is not a replacement for the Sense Motive skill and will not tell the target's motives or intentions. The DC for using this ability against disguised individuals is raised by the target's total Disguise skill ranks. Gangers may also use this ability to assess the combat ability of groups, with a range of 30 feet and all characters within line of sight. If a Ganger fails to size up any opponent, he may make another attempt but must wait a full minute before retrying. The DC increases by 10 for each failed attempt. The Ganger gains a +2 bonus to his Wisdom check to size up opponents for every four levels after 2nd.

Colors: At 3rd level the only thing a Ganger knows is his gang, and no challenge goes unanswered. Confrontations between a gang set and single rival gangbangers are a common occurrence. Outnumbered, the lone Ganger departs the area and returns with his posse to complete the confrontation and keep his reputation intact. This willingness of Gangers to die for other Gangers merely adds to their reputation as dangerous opponents. Once per week, a Ganger can ask some of his brothers to back him up. With a successful Charisma check of DC 10, the Ganger can recruit 1d8 + his Cha modifier Gangers of 1st-3rd level to support him for an encounter. A Ganger using this favor too often may find himself required to repay the favor. The Ganger gains a +1 bonus to his Charisma check for Colors at every fourth level after 3rd the character achieves.

Bonus Feats: At 4th level the Ganger gets a bonus feat, and he receives an additional bonus feat every other level thereafter. These bonus feats must be chosen from the following list: Acrobatic, Blind-Fight, Brawl (Improved Brawl), Combat Reflexes, Confident, Drive-By Attack, Exotic Weapon Proficiency: Vehicle, Force Stop, Low Profile, Point Blank Shot (Double Tap), Quick Draw, Tracking, Two Weapon Fighting (Improved Two Weapon Fighting), Weapon Finesse, Weapon Focus and Wheeled Vehicle Expertise.

Home Turf: By 5th level, the Ganger is familiar with every aspect of his gang's territory, inside and out. Whenever

the Ganger is operating within the areas under his Gang's control, he gains a +2 circumstantial bonus to all Hide, Knowledge (Streetwise), and Spot checks. He also gains a +3 circumstantial bonus to his Charisma checks whenever dealing with the residents and shop owners that live and work in his area. This bonus does not apply to other Ganger abilities.

Know Thy Enemy: At 7th level, any target that a Ganger has successfully sized up using the Initiated ability (at DC 20) no longer receives his Dex bonus to AC for attacks from this Ganger. This ability does not work against characters with Uncanny Dodge or similar abilities that allow them to avoid being caught flat-footed.

Leadership: A Ganger gains the Leadership feat automatically at level 9. See the Leadership feat for further details.

Weapon Specialization: At 10th level, a Ganger gains the Weapon Specialization feat. This ability adds a +2 damage bonus with a chosen weapon. The Ganger must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus applies only if the target is within 30 feet, because only at that range can the Ganger strike precisely enough to hit more effectively.

Ex-Ganger: If a character ever leaves his gang (represented by the character taking a level in a different class), he loses his authority and access to back-up. A Ganger who abandons his brothers gains a reputation as something of a traitor and is never fully accepted back into any gang. Leaving causes the Ganger to lose the ability to use Colors but retains other abilities gained. The character may never again take a new level in the Ganger class.

Under special circumstances and at the GM's discretion, a character may be allowed to take a level of a different class and retain his status as a Ganger, if he's doing so to perform a function within his gang. His next available level must be taken in the Ganger class again.

Suggested Personal Belongings: Jacket and hat, clothes of his gang's preference, micro-media audio and visual player with amplifier, cigarettes, melee weapon of choice, .38 sidearm or a 12-gauge shotgun, paper phone, vehicle of preference (usually no more than $8,000/DC 25 in value).

Hacker

"The pure and simple truth is rarely pure and never simple."

- Oscar Wilde

"You need what? That's 101 shit, dude. Eight-year-olds can do it, why can't you? A pure waste of a talent such as myself if you ask me. You don't need me, you need a drool-monkey with an abacus. But for you, and your cash, I'll do it. I'll feel sticky in the morning, but I'll do it. Good thing you're buying the beer."

Hacking might be truly characterized as "an inappropriate application of ingenuity." Whether the result is a quick-and-dirty chip job or a carefully crafted work of numerical art, these are the artists and visionaries of the modern age. One should also recognize that another meaning of hack is a practical joke. Of course, some hackers do both.

To understand Burn Hackers, you have to understand the Net and PAPs. PAPs-Primitive Assembler Pipelines-are a fancy way to describe the union of the old scripting languages and real native code. They're how the brain interprets code in a fully immersed environment. Envision how using 26 letters forms complicated words, or seven musical notes make a song. PAPs would be analogous to small words or word fragments or pieces of a song used to build a larger one. In order to build a program, a Hacker tends to use a lot of small pieces of code-primitives-each of which does one thing really well. To a Hacker, these pieces have a complete sensory component including vision, touch, taste, hearing, and smell. This means that you no longer just see code on the screen, but you also have a sense for what a data feed feels like and can smell an attack program from a turnpike away. With this method of coding, you start at one end and go to the other or alter the middle in a nonlinear fashion, sending the output of one prim as

Table 1.6 The Hacker

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+0	+2	+0	+2	+0	+1	Hacking, Programming
2	+1	+3	+0	+3	+1	+1	Know It All
3	+2	+3	+1	+3	+1	+1	Bashed Programming
4	+3	+4	+1	+4	+1	+2	Hacking (+2)
5	+3	+4	+1	+4	+2	+2	R0v3r
6	+4	+5	+2	+5	+2	+2	Hacking (+3), Know It All (+2)
7	+5	+5	+2	+5	+2	+3	Cyberhunting
8	+6/+1	+6	+2	+6	+3	+3	Hacking (+4), Hardware Expertise
9	+6/+1	+6	+3	+6	+3	+3	Multipass
10	+7/+2	+7	+3	+7	+3	+4	Hacking (+5), Know It All (+4), Net Legend

input to the next, arranging the blocks in the desired pattern. This gives the Hacker a considerable advantage over a linear programmer, who must follow a path of taking one step at a time. Further details on the Net and Hacking are included in the Net section, p. 90.

Game Rule Information

Hit Die: d6.

Requirements: To qualify to become a Hacker, a character must fulfill the following criteria.

Skills: Computer Use 5 ranks, Knowledge (Technology) 5 ranks.

Class Skills: Bluff (Cha), Computer Use (Int), Concentration (Con), Decipher Script (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Hacking (Special), Knowledge (any one), Profession (Information Services) (Wis), Programming (Int), Repair (Electronics) (Int), Search (Int), and Spot (Wis).

Skill points at each additional level: 6 + Int modifier

Class Features

All of the following are class features of the Hacker.

Weapon and Armor Proficiencies: Light armor. Hackers are proficient with simple weapons and are treated as having the Personal Firearms Proficiency.

Hacking: At 1st level, a Hacker gains one rank in the Hacking skill. The Hacker adds his level to his Hacking skill while attempting to gain access to computer systems and other electronic devices. As he advances every other level, the Hacker gains bonuses equivalent to half his current level (e.g., Hackers gain +2 at level 4, +3 at level 6, +4 at level 8, and so on). Hacking includes knowledge of computer security, both setting it up and breaking it. In the Net, Hackers can add this bonus to the skills Decipher Script, Disable Device, Forgery, Gather Information, Intimidate, Listen, Search, and Spot. These advantages are conveyed only while the Hacker is fully immersed in the Net and the Hacker is the priority driver (i.e., not riding shotgun or other carrier options).

Hacking is a class skill specific to Hackers, and more ranks in Hacking can be acquired only after advancing to a new Hacker level. For example, a character that gained two levels of Hacker and is now working on a level of Cop can not advance his Hacking until he takes another level of Hacker.

Programming: At 1st level, a Hacker is an adept at programming computers and gains a +4 Programming bonus.

Know It All: At 2nd level, a Hacker may make an Intelligence check to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places, or can find it out. Given time, a Hacker can attempt to find out anything that's within the public domain or even outside of it. The difficulty of this check is determined by how specific the information is and who knows about it. The DM will determine the Difficulty Class of the check by referring to the table below. This ability gains a +2 every four levels.

Table 1.7 Know It All

DC	Type of Knowledge
10	Common; known by a substantial minority of the population
20	Uncommon but available; known by only a few people
25	Obscure; known by few low-profile people; hard to come by
30	Extremely obscure; known by very few; possibly forgotten by most who once knew it; possibly known only by those who don't understand the significance of the knowledge
40	Information has never been electronically transmitted in its entirety and must be pieced together from other resources

Bashed Programming: At 3rd level, a Hacker has enough experience to know where he can cut corners and shave angles to squeeze out a commonly known program as a full action. Use of this ability drops the program's effective duration to half, and only programs of level 4 or lower can be bashed. In addition, a program whose activation time is more than one full round cannot be bashed.

R0v3r: Upon or after reaching 5th level, a Hacker can create a simple AI to serve him as a Net presence. This AI may be used as a guardian for a specific facility or as a tag-along helper, and should be considered to have the intelligence of an average domesticated pet, like a dog or cat. This R0v3r can also take on whatever appearance the Hacker desires, but this is set at the time of creation and can appear no larger than the Hacker's personal Net presence. The R0v3r gains Net HD and special abilities based on the Hacker's level, and the size of the R0v3r's Net presence may also grow in size as it gains these HD. Popular R0v3rs tend to be wolves, small tigers, and former Playmates.

The Hacker may have only one R0v3r at a time. Should the R0v3r die in the Net, the Hacker may make another one after one month per HD. The new R0v3r has all the accumulated abilities due the Hacker's current level.

- Armor Class: This is the servant's natural armor rating.
- Int: The R0v3r's effective Intelligence score.
- Improved Evasion: If the R0v3r is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved Evasion is an extraordinary ability.

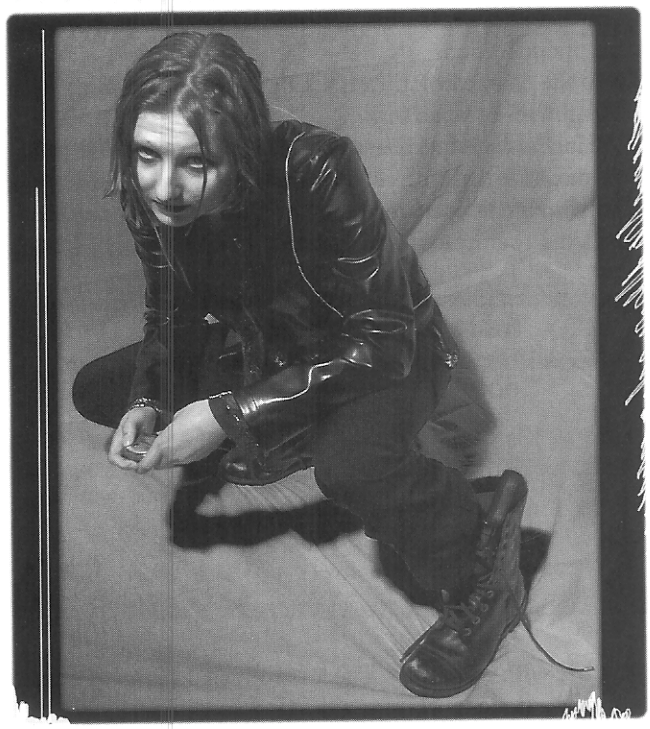


Table 1.8 R0v3r

Hacker Level	HD	Attack	Armor Class	Int	Special
5-6	4 HD	d4	12	6	Improved Evasion, Share Programs, Decipher Script, Gather Information, Search, Spot, Share Saving Throws
7-8	7 HD	d6	16	7	Hacker Speak
9	9 HD	d8	17	8	Take the Hit, Disable Device
10	11 HD	d10	18	9	Resistance, Cyberhunting (feat)

Share Programs: At the Hacker's option, he may have any program he uses on himself also affect his R0v3r. The R0v3r must be within easy access of the Hacker and require less than a full Net action to get to. If the program has a duration other than instantaneous, the program stops affecting the R0v3r if the Hacker jacks out and will not affect it again even if the Hacker returns to the Net before the duration expires. Additionally, the Hacker may use a program with a target of "You" on his R0v3r instead of on himself.

- Skills: The R0v3r may use these skills as if trained in these abilities. Its total skill ranking is equal to one half the Hacker's level.
- Empathic Link: The Hacker has an "empathic" link with the R0v3r out to a distance. The Hacker cannot see through the servant's eyes, but they can communicate somewhat telepathically. Even the most advanced R0v3rs see the world differently from Hackers, so misunderstandings happen on a somewhat regular basis.
- Share Saving Throws: The R0v3r uses the Hacker's saving throws when making checks in the Net.
- Hacker speak: The Hacker and R0v3r can communicate verbally in the Net or through a networked system as if they were using a common language. Other individuals do not necessarily understand the communication, as it tends to be comprised of quirky catch phrases unique to the user.
- Take the Hit: The R0v3r gains a +2 bonus to all attacks, checks, and saves if it witnesses the Hacker being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.
- Resistance: The R0v3r's Will save now equals the Hacker's + 5.

Cyberhunting: At 7th level, a Hacker gains the ability to find Net tracks of anyone who has invaded a particular system or directory and to follow them back to the original user. The Hacker must make a Hacking check every time the trail becomes difficult to follow, such as when the target actively attempts to hide his trail or when the Net

environment presents its own hazards. The DC depends on the conditions.

If the character fails a Hacking check, he can retry after 10 minutes of searching.

Hardware Expertise: At 8th level, a Hacker has the ability to maximize the effects of one program. For this one program, all variable effects are treated as if a maximum result was rolled. Programs without random variables do not qualify for use with this ability. The level of this program is treated as being three levels lower than the actual level.

Table 1.9 Cyberhunting

DC	Conditions
5	Advertised Flags
10	Target is non-Hacker
20*	Target is Hacker being evasive
+5	Target is familiar with your style
-5	Target is unaware of pursuit
-10	Someone riding shotgun

* Plus target Hacker's level

Multipass: A Hacker at 9th level has multiple records equal to half his level rounded down in identities in almost any corporate and government databanks. These fake records are complete with birth certificate, driver's license, fingerprints, DNA on file, Social Security number, credit cards with extreme credit limits, corporate ID, and an arrest record, if so desired. These items will bear out as duplicates under close inspection, but until they are actively investigated, these identities are secure. Actions taken by the Hacker during the campaign may cause a revealing investigation that would destroy these records. Getting physically arrested is probably the easiest way to have an investigation performed, but until the Hacker is actually taken into custody, none of these records would ever turn up. If a Hacker's identities are exposed, it will require 1d6+4 days to reestablish each identity.

Net Legend: At 10th level, the hacker gains the Leadership feat for free and may purchase Intimidate as a class skill.

Suggested personal belongings: Clothes, micro media player (full sensory OLIVETTI DYNAMIX system), laptop wireless interface (THOMPSON THINKLINK 2300 model), program wallet, bit, grips and nose plugs, multi-purpose pocket tool.

Icon

"So the FCC won't let me be, or let me be me, so let me see, They try to shut me down on MTV. But it feels so empty, without me"

- Eminem, "Without Me"

" I am Buddha, Jesus, Lennon, and Hitler all served in a disposable candy-like politically correct shell for your entertainment purposes only. I am THE pretty face and THE popular name. I am the smile of the monument and the resonant moment of a history. I am your graven image. I am the wave of the future. You wear the clothes I wear. You eat the food I eat. You want to be me. I am your messiah from the formless, tasteless desert of your life. I am here to tell you who is right and what is wrong. I am here to make those pesky decisions so you don't have to. I am all 31 flavors, the special sauce, the mystery ingredient that makes life taste better. I am here to change the world and carve its shape into that of my own illustrious image. Smiles everyone, smiles!"

Icons are always there. Whether you want them there or not is another story. This term covers everything from glitzed-out movie stars to trashed-out motorhead rockers to corporate journalists to presidential interns who get caught liking cigars. If someone ever talks to the press through a bathroom stall door, he's probably an Icon. Everybody gets fifteen minutes of fame. This just happens to be theirs. These are the Greek gods of the information age. Their glowing altars are found far and wide and their graven images appear on everything from credit cards to train stock reports. The Icon is a face and a mark of credibility in an otherwise nameless world. While the Icon will never be a ground pounder like a Mercenary, or have the anonymity of a Blank, having an Icon in the party can

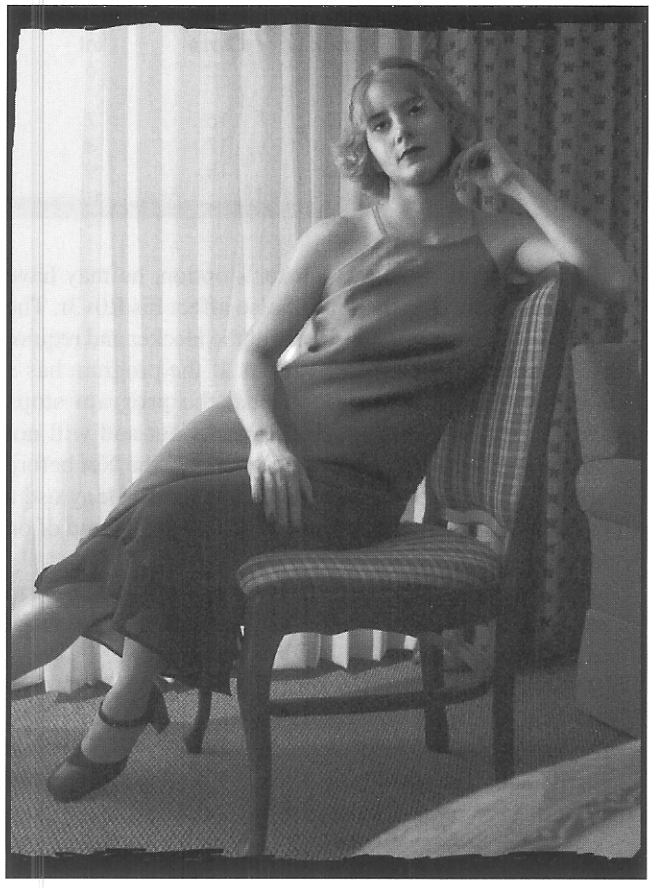


Table 1.10 The Icon

Level	Attack	Fort Save	Ref Save	Will Save	Def Special	Rep Bonus	Bonus
1	+0	+2	+0	+0	+1	+2	Improved Stage Presence, Designated Target
2	+1	+3	+0	+0	+1	+2	Not the Face!
3	+2	+3	+1	+1	+2	+2	Consummate Professional
4	+3	+4	+1	+1	+2	+3	Renaissance Man
5	+3	+4	+1	+1	+3	+3	Designated Target
6	+4	+5	+2	+2	+3	+3	Keep 'em Rolling
7	+5	+5	+2	+2	+4	+4	Leadership
8	+6/+1	+6	+2	+2	+4	+4	Garcia's Liver
9	+6/+1	+6	+3	+3	+5	+4	Riot
10	+7/+2	+7	+3	+3	+5	+5	Cultural Icon, Designated Target

definitely ease tensions and supply the party with much needed PR support if anything should go horribly wrong on a mission. They're also kinda entertaining to have around. After all, that's what they do.

Game Rule Information

Hit Die: d6

Requirements: To qualify to become an Icon, a character must fulfill the following criteria.

Ability Score: Charisma 13

Skills: Diplomacy 5 ranks.

Class Skills: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Driving (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (media) (Int), Knowledge (any one) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read/Write Language, Sense Motive (Wis), Speak Language, and Surveillance (Int).

Skill Points at Each Level: 6 + Int Modifier

Class Features

All of the following are class features of the Icon.

Weapon and Armor Proficiencies: Light armor. Icons are proficient with simple weapons and are treated as having the Personal Firearms Proficiency.

Improved Stage Presence: At 1st level, the Icon receives a +3 modifier for influencing NPC attitudes.

Designated Target: At 1st level, an Icon may select a type of target for his unbiased hatred. This can be anything from megacorporations to Cops, to fellow Icons, to fast food, to rent-a-cops. Due to his extensive study of his foes and training in the proper techniques for dealing with them, the Icon gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Knowledge checks when using these skills against this type of entity. An Icon also receives Knowledge (Enemy) at +2 automatically but must pay for additional levels normally.

At 5th level and at 10th level, the Icon may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1.

Not the Face!: At level 2, smart Icons know when they should stay out of combat. When an Icon performs a total defense action, he gains a Dodge bonus to his AC equal to his Intelligence modifier. This ability can be used only on the Icon's action and can be performed only if the Icon is either lightly encumbered or unencumbered.

Consummate Professional: At 3rd level, an Icon receives a +6 competency bonus to one profession-related skill. In addition, an Icon may make a check with this bonus + his Intelligence modifier to see whether he knows some relevant information about local notable people, items, or noteworthy places of, or relating to, this particular skill. The Icon may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check depending on how widely known the knowledge is and how involved the character might have been in obtaining it.

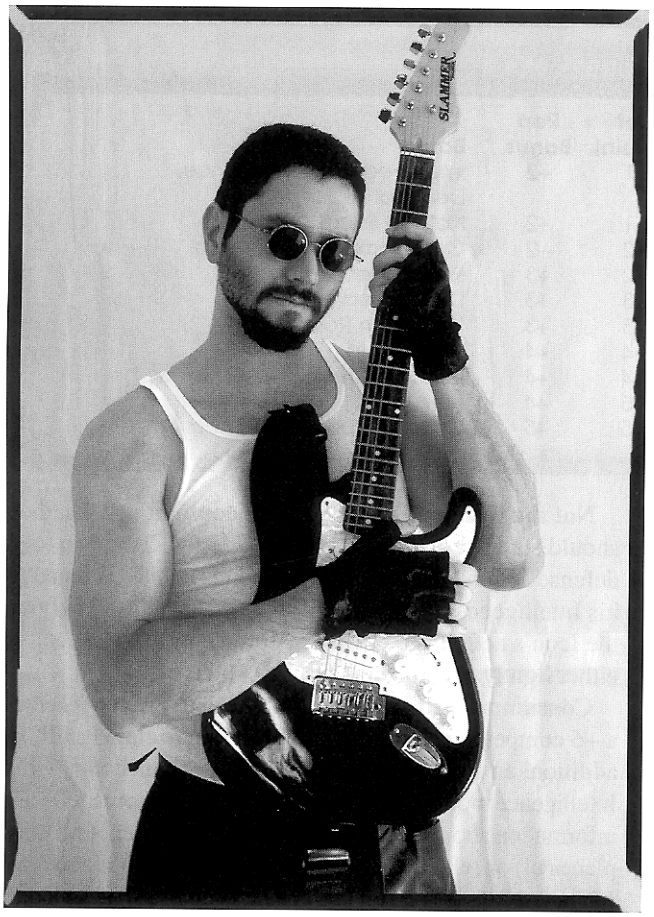
Renaissance Man: At 4th level, an Icon may select his Charisma modifier in cross-class skills. From this point on, these skills are treated as class skills.

Keep 'Em Rolling: At 6th level, an Icon gains a +4 morale bonus to Will saves while immediately and actively performing his chosen vocation in combat or any other similarly stressful situations.

Leadership: An Icon gains the Leadership feat automatically at level 7. See the Leadership feat for further details.

Garcia's Liver: At 8th level, an Icon gains a +6 to Fortitude saves against toxins and diseases due to his constant overexposure to things that'll probably not only kill him but could very well preserve his corpse.

Riot: At 9th level, an Icon's opinion matters, just as it used to, only more so. After three minutes of performing at a chosen venue, the Icon may choose to incite negative emotions toward any of the Icon's Designated Targets. All individuals within 30' of the Icon must succeed on a Will save (DC 10 + Icon's level + Icon's Charisma mod) or be subject to effects similar to the Riot's effects. Individuals openly hostile to the Icon or those directly friendly to the



Target gain a 10+ their level bonus to this save. This ability only functions on individuals of equal or lower level than the Icon. Those under the influence of the Riot are susceptible to the suggestions of the Icon as long as the actions taken are immediate and are directed toward a clearly visible target. This does not enable the Icon to control the Riot, merely give it a direction. The actions taken are the choices of the targets and their new line of thinking. This effect lasts for 10 minutes. Even after the Riot effect ends, while the opinions of affected individuals toward the Icon may not change, the affected will never look at the Target quite the same way again.

Cultural Icon: People like Icons. It's part of their shtick. At 10th level, people wanting to attack an Icon who are of lower level than the Icon must make a Will save against DC 15 + the Icon's Charisma modifier or suffer the Icon's Charisma bonus as a morale penalty to all activities or checks involving the Icon. This penalty lasts for the Icon's level in rounds and only works if the attacker is aware of who his target really is.

Suggested Personal Belongings: Fashionable clothes and make-up, mini cam, micromedia player (full sensory OLIVETTI DYNAMIX system with HIGH amplifier), watch phone, PDA, 1 month taxi-pass driver rental, and a musical instrument or equipment related to profession.

Medico

"Look, all I know is what they taught me at Command School. There are certain rules about a war and rule number one is young men die. And rule number two is doctors can't change rule number one."

- Henry Blake, M*A*S*H

"Okay, pretty boy, shut up while I insert tab A into slot B and try to find that pesky little artery that seems to want to play hide and seek. Man, whatta mess. That's gonna have to go metal for sure. Don't worry your pretty little tin-plated head, Tiny, I've seen worse. This is nothing like the wounds I useta treat back home during the wars, or even like the ones I saw when that guy blew a chip last week on Main Street and started shooting everything that moved. Man, triple-digit body count in under five hours. Don't see that every day ... more like every week, lately. We had to dig under bodies for twenty minutes to find one guy who was still-shut up! Shut up! Shut up. I've got to put my thumb there or you'll bleed to death. Don't worry, the firefight's moved down, so we're in the clear for now. You'll live to start another firefight in the middle of another mall during the holiday shopping season, don't you worry, no siree. Why am I doing this? Well, to meet such entertaining people as yourself, I'm just certain. Now shut up and let the morphine do its job until the ambulance or the cops get here."

In this world of the dispassionate and the hated, a Medico has the singular advantage of never being a stranger to those they seek to aid. To a Medico, everyone is a comrade. The main objective of a Medico is to get the wounded away from the combat and stabilize them until further help can arrive. Many times this involves the Medico climbing out from protection during a heated gun fight or into Zipperhead territory to help a fallen comrade. Once with the wounded, the Medico does a brief examination, evaluates the wound, and applies whatever's necessary, followed by a bandage. Then the Medico normally attempts to drag or carry the patient out of harm's way and to the rear. This is usually done under enemy fire or artillery shelling. More often than not, a Medico faces the enemy unarmed or unable to dedicate himself fully to combat while helping wounded. Most times, however, even the most deviant Zipperhead will respect the Medico arm band that typically has the Combat Medic's badge and let him carry the injured away without actually harming the Medico himself. It is considered a breach of etiquette in most communities, as Medicos are highly prized by everyone. Because you never know when you might need one yourself.

Game Rule Information

Hit Die: d8

Requirements: To qualify to become a Medico, a character must fulfill the following criteria.

Table 1.11 The Medico

Level	Attack	Fort Save	Ref Save	Will Save	Special	Def Bonus	Rep Bonus
1	+0	+2	+0	+2	+1	+1	Improved First Aid
2	+1	+3	+0	+3	+2	+1	Protected
3	+2	+3	+1	+3	+2	+1	Procedures, Surgery
4	+3	+4	+1	+4	+3	+2	Improved First Aid (+2)
5	+3	+4	+1	+4	+4	+2	Unflappable
6	+4	+5	+2	+5	+4	+2	Improved Long-term Care
7	+5	+5	+2	+5	+5	+3	Improved First Aid (+4)
8	+6/+1	+6	+2	+6	+6	+3	Counter Medicine
9	+6/+1	+6	+3	+6	+6	+3	Stat
10	+7/+2	+7	+3	+7	+7	+4	Healing Mastery, Improved First Aid (+6)

Skills: Treat Injury 5 ranks, Profession (Doctor) 5 ranks.

Class Skills: Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (any one) (Int), Listen (Wis), Profession (Doctor) (Wis), Repair (Electronic) (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier

Class Features

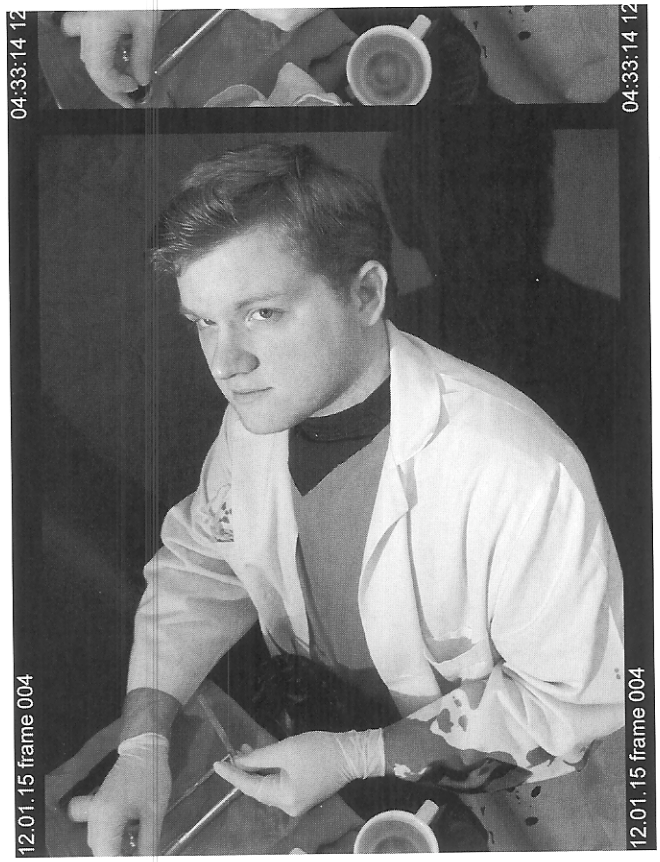
All of the following are class features of the Medico.

Weapon and Armor Proficiencies: Light and medium armor. Medicos are proficient with simple weapons and are treated as having the Personal Firearms Proficiency.

Improved First Aid: At 1st level, a Medico has enough readily available equipment to cure a total number of hit points equal to his Int bonus (if any) by using a full action. This assumes that the Medico is able to treat the injured party and that the injured party is no longer taking additional damage. This ability can be recharged if the Medico is able to spend up to four hours restocking his equipment from a fully functional lab facility. The Medico can use this ability to heal himself. The Medico may choose to divide his curing among multiple recipients, and he doesn't have to use it all at once. Under ideal circumstances, the Medico multiples the effects x2 when using a healing kit or other medical supplies and is in a sterile environment. The true benefit of this ability is that injured parties who are at negative hit points (but not below -10) treated in this method are considered to be at 0 and stable after 1 point of healing, regardless of whether the healing would have brought them to positive or left them with remaining negative hit points to be healed before 0. This ability cannot cure those who have reached -10 hit points or beyond. The Medico may heal an additional 2 points for every three levels gained.

Protected: At 2nd level, a Medico applies his Wisdom modifier (if positive) as a bonus to all saving throws.

Procedures: At 3rd level, the Medico can now perform medical procedures to remove the effects of serious damage or to install cyberware. Using this ability, a Medico can restore half his level in hit points to an injured party under the same conditions as Improved First Aid. This healing takes one hour and can be added to any additional treatment the injured character receives. It is also not dependent upon the target resting. The Medico can attempt to restore temporary ability damage with a successful Treat Injury roll, with a DC equaling 20+ the number of points affected. This ability damage is restored at a rate of 1 point per hour of care. A procedure such as the instillation of cyberware or reattachment of a lost limb takes 3d4 hours and requires a Treat Injury check against a difficulty of 15 for standard operations in a medical facility, 20 in a clean environment,



25 in a dirty environment, or 30 in a hostile (highly polluted, disease-ridden) environment.

Surgery: At 3rd level, a Medico receives the Surgery feat for free.

Unflappable: At 5th level, the Medico is immune to the effects of fear and gains a +4 morale bonus to Will saves when working on a casualty.

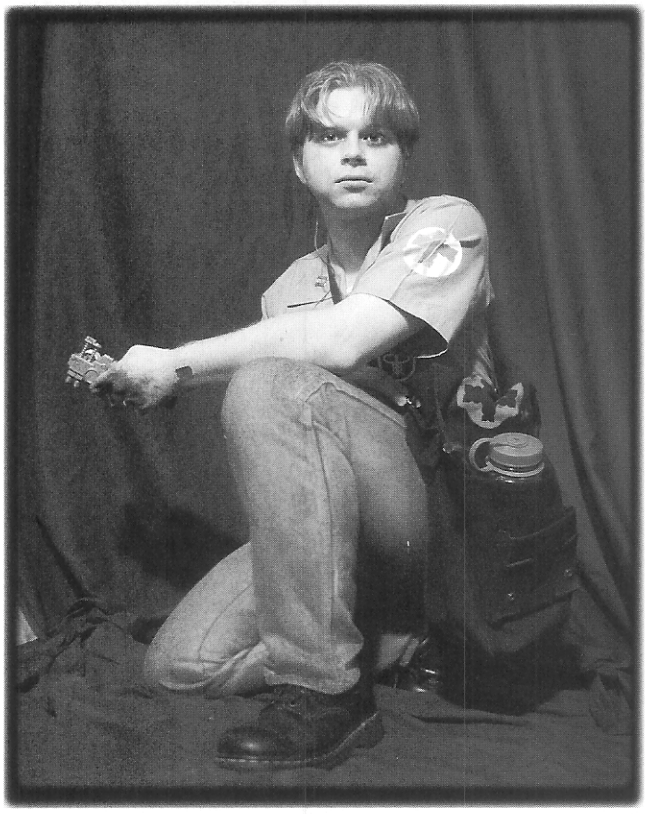
Improved Long-term Care: At 6th level, when a Medico has access to medical facilities, he can add 3d8 per day to an injured target's healing total for that day, as long as the target has 24 hours of complete rest. This ability also allows a Medico to salvage a target's severed limbs for reattachment in a combat environment.

Counter Medicine: At 8th level, a Medico can immediately counter effects that depend on chemical and biological delivery systems. A Medico must use a full action per individual effected and have on hand standard medical equipment to perform a counter. Each round of observation that the Medico takes, he may make a Treat Injury check. After performing a successful Treat Injury check (DC standard being 20, +5 for exotics), any individual the Medico treats (including himself) who is affected by a chemical or biologically dependent attack may add half the Medico's level to a saving throw taken immediately. This ability can function against recognized threats only and cannot be used to cure life-long ailments or permanent effects. Affected allies who have been cured in such a fashion receive a +2 morale bonus to saving throws against immediate further effects of the same type.

Stat: At 9th level, a Medico may move his full movement as well as refocus as long as his only action is to perform medical care on a target that has been disabled and is no longer in combat. If a target takes the disabling damage before the Medico's action would normally take place, initiative proceeds as normal until the next available round. As long as the Medico is engaged in caring for the injured party and takes no other actions of any kind, he is treated as if he rolled a 20 on his initiative check. If the Medico rejoins combat, he forfeits a round and rejoins it at his original initiative. This ability also adds 5 feet to the Medico's base movement as long as he is lightly encumbered or unencumbered and moving toward the injured party in question.

Healing Mastery: At 10th level, the Medico multiplies the effects of using a healing kit or other medical supplies by x4. All variable effects for the purposes of healing, once per day, are treated as if a maximum result was rolled. These two effects can be stacked.

Suggested Personal Belongings: Clothes, shoulder-mounted laptop with the latest in medical walkthroughs and DHRAGOON Voice Recognition Software v 10.0, life detector, toxin sniffer, mini digital audio recorder with playback up to 100 hours, medical kit (first aid, surgical, or paramedic), multi-purpose pocket knife, and an armor jacket.



Merc

"Tho' much is taken, much abides; and tho'
We are not now that strength which in old days
Moved earth and heaven; that which we are, we are;
One equal temper of heroic hearts,
Made weak by time and fate, but strong in will
To strive, to seek, to find, and not to yield."
- Alfred Tennyson, "Ulysses"

"They talk about people in my profession as if we were dinosaurs and a dying breed. We're not becoming extinct due to the evolution of civilization. We're becoming extinct because we murder each other. That's what we do, and that's how the game is played. It's not about stakes, it's not a matter of how will it happen. It's a matter of 'Will I get the job down before God turns off the lights?' I have a name that won't be remembered and perform a dirty job that no one else wants to do for people nobody likes. At least I've made peace with myself. I always said that you should make peace with yourself before you make war with others. But, then again ... I don't make war. I am war. I am flesh of its flesh and blood of its blood. If you've ever hungered for the feeling of your own blood running down your arm while someone else's sprays your face, you know exactly what I mean."

Table 1.12 The Merc

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+1	+0	+2	+0	+1	+0	Armed and Dangerous
2	+2	+0	+3	+0	+2	+0	Bonus Feat
3	+3	+1	+3	+1	+2	+0	Armed and Dangerous (+1), Combat Ready
4	+4	+1	+4	+1	+3	+0	Gun Shuffle
5	+5	+1	+4	+1	+4	+1	Bonus Feat
6	+6/+1	+2	+5	+2	+4	+1	Armed and Dangerous (+2)
7	+7/+2	+2	+5	+2	+5	+1	Hardwired
8	+8/+3	+2	+6	+2	+6	+1	Bonus Feat
9	+9/+4	+3	+6	+3	+6	+2	Armed and Dangerous (+3)
10	+10/+5	+3	+7	+3	+7	+2	Killshot

Mercenaries are professional soldiers who fight for pay or in some cases a cause or some other wayward motive. They have been employed in armies since ancient times and were the accepted main force of armies throughout history. Mercenaries, as a class, have been associated with virtually all recorded wars on the sides of good and evil, for both high and low pay.

As laws concerning the status of mercenaries and the use of them by corporate and governmental agencies are extremely vague due to the changing social atmosphere, mercenaryism has reached an all-time high among chosen occupations. Mercenaryism is probably the second-oldest profession, and now that talent has been ranked among the most sought-after resources in corporate America. According to previous laws, during an armed conflict, only "combatants" were permitted to "take a direct part in hostilities." "Noncombatants" who did so could be charged with committing a war crime and lost any protected status that they might have had. By this definition, "combatants" were defined as all members of the armed forces except medical and religious personnel. This definition was repealed shortly after the scare of '02. Every U.S. citizen was now considered a combatant.

Paramilitaries began to be routinely deployed by governments to preserve plausible deniability and to cloud interpretations of national interests. In an effort to curb this practice a law was passed requiring security companies to be registered with national and international governments. This made the companies accountable to government licensing bodies for the activities of their mercenary groups. This allowed and required Mercenaries to be licensed in all fifty states. It quickly became customary practice for this to be paid for by their employer as part of their sign-on package. This allowed the company to offer a lower cash output to acquire higher-end Mercs as well as greater ability to track a prospective Merc's achievement record and allowed the Mercenary, once a job was finished, unparalleled flexibility in looking for a new job. This coupled with extreme military and local law enforcement cutbacks (cutbacks mandated by the arming of local citizens) forced hundreds of U.S. soldiers and police officers into the market. Now, more than any other time in history, do the warriors decide fate.

Game Rule Information

Hit Die: d10

Requirements: To qualify to become a Merc, a character must fulfill the following criteria.

Base Attack Bonus: +2,

Skills: Knowledge (Tactics) 5 ranks.

Class Skills: Balance (Dex), Climb (Str), Demolitions (Int), Treat Injury (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Streetwise, Tactics, and any one of player's choice) (Int), Listen (Wis), Move Silently (Dex), Read/Write Language, Search (Int), Speak Language, Spot (Wis), and Tumble (Dex).

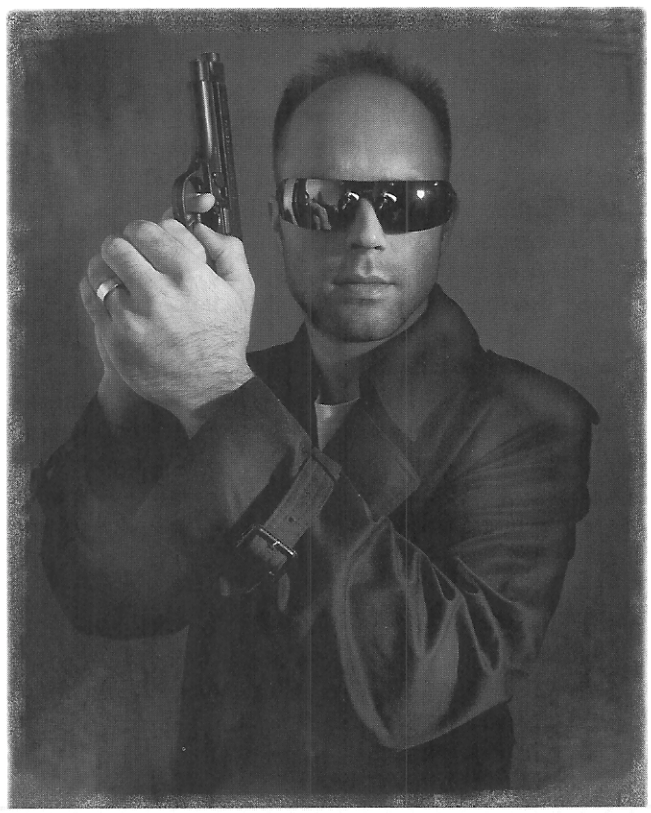
Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the Merc.

Weapon and Armor Proficiencies: Light, medium, and heavy armor. Mercs are proficient with archaic and simple weapons and are treated as having the Personal and Advanced Firearms Proficiencies.

Armed and Dangerous: At 1st level, each Merc begins the game with a masterwork weapon of his choice. As a Merc becomes more proficient with his weapon, it becomes more and more an extension of his own body and force of will. A Merc may sacrifice experience points in order to enhance the combat effectiveness of his chosen weapon. The Merc's level must be at least three times the bonus he wishes to grant his weapon (maximum +3) and he must sacrifice 100 times the bonus in experience points. The Merc may not spend experience if doing so would reduce his experience level, but he may choose not to gain a level so that he may improve his weapon instead. The Merc must spend eight hours practicing to refamilarize himself with his weapon at the time he spends the experience in order to activate this bonus.



Bonus Feats: At second level, and at every third level thereafter, the Merc gains a bonus feat. These bonus feats must be chosen from the following list: Burst Fire, Combat Martial Arts, Far Shot (Dead Aim), Heavy Weapons Proficiency, Improved Initiative, Point Blank Shot (Precise Shot, Shot on the Run), Quick Draw, Strafe, Weapon Focus.

Combat Ready: At 3rd level, a Merc can refocus as a standard action instead of a full-round action.

Gun Shuffle: At 4th level, a Merc, while using a single weapon, may swap a small weapon to his empty hand and draw another small weapon into his free hand, combining both as a free action. This second weapon must be above the Merc's waist level for this ability to be effective. The Merc may then make a partial-action attack with his off-hand at a -4 in addition to any other penalties he may suffer.

Hardwired: At 7th level, a Merc is so wired that once per round, whenever one opponent misses an attack at the Merc, the opponent creates an immediate attack of opportunity for the Merc at no attack bonus. The Merc must be aware of the attack, and the attacker must be within line of sight. The Merc must have an attack of opportunity available to him in the round to make use of this feat.

Killshot: At 10th level, a Merc is a capable killer, plain and simple. At this point, he may add +1 to his critical multiplier on his chosen weapon.

Suggested Personal Belongings: Clothes, micro media player, mini laptop file processor, watch phone, multi-purpose pocket tool, and a weapon of choice with papers.

Spanner

"Whatever the mind of man creates, should be controlled by a man's character. Someday man will imprison the power of the sun, release atomic power, and harness the rise and fall of the tides."

- Thomas A. Edison

"Hey, what's that you got there? Is that one of those new Switchback Neural Chernobyl Sensepax? Skizzit man, I have I been wanting to crack what's under the hood of one of those for so long, my mouth's watering just looking at it. I have one of the betas, two number twos, the first three model released in the States, and built my own model four. It really wasn't that tough if you know a bit about advanced polymer circuits and baseline man-machine interface applications. Yeah, this baby's supposed to have the new 860 prong assembly with neural pop-up interface and guide-by-wire reaction sensors with bilateral gold boosts to up the translation index. Yeah, you got me. I've never worked with this model before, but I can make it sing again. I'm good at patching things up, just ask anyone. All you did was spill coffee on it, anyway. Geez."

Spanners are not a brand-new role in the world, but they are one that's come into excessive demand as the age of cybertechnology and full-sensory Internet has reached adolescence. Spanners are the people who oversee the

Table 1.13 The Spanner

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+0	+2	+0	+2	+1	+1	Frankenbash
2	+1	+3	+0	+3	+1	+1	Decipher Tech
3	+2	+3	+1	+3	+2	+2	Hit It Make It Better
4	+3	+4	+1	+4	+2	+2	Forge
5	+3	+4	+1	+4	+3	+3	Torque
6	+4	+5	+2	+5	+3	+3	Burnout
7	+5	+5	+2	+5	+4	+4	Cyberdoc
8	+6/+1	+6	+2	+6	+4	+4	Skill Focus
9	+6/+1	+6	+3	+6	+5	+5	On the Fly
10	+7/+2	+7	+3	+7	+5	+5	One with the Machine

smooth flow and function of technology in its myriad of forms, from automotive mechanics to computer repair and eventually higher cybernetic functions. The role has come into its own as technology has become more sophisticated and people have found new ways to break it.

The job of a Spanner is not for lightweights or the weak of heart. Scrounging and Net hacking are left to people with those skills, but a Spanner is required if you need to create full-blown new technology. This unique ability makes Spanner highly prized and sought after, but also makes them automatic targets for a company's distinguished competition.

Game Rule Information

Hit Die: d8

Requirements: To qualify to become a Spanner, a character must fulfill the following criteria.

Skills: Craft (Electronic) 5 ranks, Craft (Mechanical) 5 ranks.

Class Skills: Bluff (Cha), Computer Use (Int), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Listen (Wis), Knowledge (any one) (Int), Read/Write Language, Repair (any) (Int), Search (Int), Speak Language, Spot (Wis), and Surveillance (Int).

Skill Points at Each Level: 6 + Int modifier

Class Features

Weapon and Armor Proficiencies: Light armor. Spanners are proficient with simple weapons and are treated as having the Personal Firearms Proficiency.

Frankenbash: At 1st level, a Spanner gains Frankenbash, which adds a bonus of +4 to the Spanner's Repair ability to fix and modify a piece of existing noncyberware technology, which applies only to alterations, which allow technology to perform a task it was already designed to do (hotwiring a car to start, fixing a trigger on a gun, etc.). The Spanner gains a +2 bonus to modify existing hardware with existing hardware (such as making flechette rounds). The DC and the price of the item determine the cost of the alteration. For further details on repairing items, see the Repair skill.

Table 1.14 Frankenbash

Craft	DC	Item
Armorsmith	15	Armor, custom
Firearm design	20	Rifle, custom
Firearm design	20	Over-under grenade config
Firearm design	15	Pistol, custom
Varies	5	Very simple item
Varies	10	Typical item
Varies	20	High-quality item
Varies	25	Complex or Superior item
Weaponsmith	5	Simple melee or thrown weapon
Weaponsmith	10	Archaic melee or thrown weapon
Weaponsmith	20	Exotic melee or thrown weapon

An example of alteration is making an item into a masterwork. The masterwork alteration has its own price and DC, which tends to be +10 to a standard alteration. The price of turning an item into a masterwork is normally one third of the item's original purchase price.

Decipher Tech: A 2nd-level Spanner can decipher technology of an unfamiliar nature and identify the function of an item in an incomplete or archaic form. This ability adds a +4 bonus to Knowledge rolls used for such purposes. The base DC is 15 for the simplest technologies, 20 for standard, and 25 or higher for intricate, exotic, or very, very old technology. If the check succeeds, the character understands the general intention of the device (or its equivalent) in 1 minute. If the check fails, the GM makes an Int check (DC 15) for the character to see if he avoids drawing a false conclusion about the item in question.

Hit It Make It Better: A 3rd-level Spanner gains a +6 bonus to Concentration rolls made to repair items while on the defensive.

Forge: A 4th-level Spanner can now radically redesign, alter, and create complete noncyberware technologies. Alterations can now include changes that are completely incompatible with the technologies' original intentions. Crafting a new technology takes 1 day for each $1,000 (roughly every 2 points of Wealth) of base price. To create a previously nonexistent item, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price. Some items incur extra costs in material components or XP dependent on the GM's decision.

Table 1.15 Forge

Craft	DC	Item
Armorsmith	15 *	Armor, custom
Firearm design	20 * *	Rifle, custom
Firearm design	20	Over-under grenade config
Firearm design	15 * *	Pistol, custom
Varies	10	Very simple item
Varies	15	Typical item
Varies	25	High-quality item
Varies	30	Complex or Superior item
Weaponsmith	10 * *	Simple melee or thrown weapon
Weaponsmith	15 * *	Archaic melee or thrown weapon
Weaponsmith	20 * *	Exotic melee or thrown weapon

* +5/+1 AC bonus
** +5/+1 accuracy or damage bonus

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the GM set one.
2. Pay one third of the item's price in raw materials.
3. Make a skill check representing one week's work.

If the attempt succeeds, the final price of the item times equals the DC x $100. If the attempt fails, the Spanner loses one third of the price of the item in unsalvageable material and must start again. If the result check equals double or triple the DC required or a Natural 20 is rolled, the character has completed the task in one-half or one-third the time. A general rule of thumb for the time required to alter an item is one 8-hour business day per +1bonus. To create an item, it's one week per +1 bonus.

Torque: At 5th level, a Spanner can bash a current technology so that all its variable, numeric effects are maximized. A maximized gun deals maximum damage, affects the maximum number of targets, etc., as appropriate. Tech without random variables is not affected. A maximized tech item is useful only for a number of uses equal to the Spanner's level.

Burnout: At 6th level, a Spanner may empower a maximized technology so that it gains half again the normally rolled result, but it has only half the number of uses.

Cyberdoc: At 7th level, a Spanner may now apply his abilities and bonuses to uninstalled and external components of cybernetics as well as mundane technology.

Skill Focus: At 8th level, the Spanner gains the Skill Focus feat for the technical skill of his choice.

On the Fly: At 9th level, the Spanner gains a +6 competency bonus to all checks using the Repair skill.

One with the Machine: The Spanner gains a +4 competency bonus to all Craft, Repair and Disable Device skill tests at level 10.

Suggested Personal Belongings: Clothes, micromedia player (WINSTON audio visual media player), laptop with the latest in technical walkthroughs, mini digital audio recorder with 100 hours of playback (normally half full), lock picks, bug detector, tool kit, multi-purpose pocket tool, flashlight, and a semifunctional compact vehicle of choice.

BUILDING THE PERFECT BEAST

- **Watch IRONCLAD Senior editor Schuster Walsh get tasered, beaten by police, and attacked by police dogs as he resists arrest!!**
- **Military secrets for elite troops ... and gung-ho mercenaries looking to score!**
- **Get a rundown of the cheapest and worst cyberdocs to ever hook an artery to a hydraulic!!**
- **Discover a recipe for an Irish drink that'll raise more than your spirit ... it'll kill your horse!**
- **Spot the girl with a condom in her purse and a hypo-injector in her tongue!**
- **Orgizmo! 23 mind-bending, life-changing gadgets!**
- **Cop-proof your pad!**
- **Live chats with the hottest women in the world. They could really be greasy trolls, but who cares??!**

WELCOME TO THE IRONCLAD!!

New members are recruited into the IRONCLAD on a trial basis. Usually only a small amount of time is needed to determine if someone has the basic personality and skill set needed to become a valuable member. If you have found us via our data site, look one of us up. If you find a sponsor, you will be invited into the guild; pay your fee and you'll be given your chance. It's that EASY!!

All new recruits are expected to do the following:

1. Read the Guild Info.
2. Read the descriptions of The CHROME. If you're feeling ambitious, read The ELITE as well.
3. Post an introduction in the Public Forum telling us your name, profession, and a list of wetwork you've done that you think is worth mentioning, or merely post dates for your own public execution and we'll track you by those! Once you have done this, we may give you access to The Long Walk, which is for members only.
4. Bookmark this site. This is where any news, events, and information will be found.
5. We're currently experiencing litigation and most of our primary supporters are currently serving time within the Texas penal system, so there could be extended delays in replying. Be assured we acknowledge every avatar that visits us. We have to! We're under investigation!

Join us now for only $650, and we promise to change your life! Even if you've only got two more weeks of it left!!

Skills
Existing Skills

If the setting for your campaign is a mixture of the technological future of Digital Burn and the fantasy setting of the PHB, then all skills listed in the PHB may be considered to be viable. However, in the technological setting of Digital Burn, not all skills are available. Unavailable skills are Knowledge (Arcana), Knowledge (The Planes), Spellcraft, and Use Magic Item. All of the skills in Modern d20 may be used, unaltered in most cases.

A few skills have been changed slightly for the Digital Burn setting. These skills are listed below.

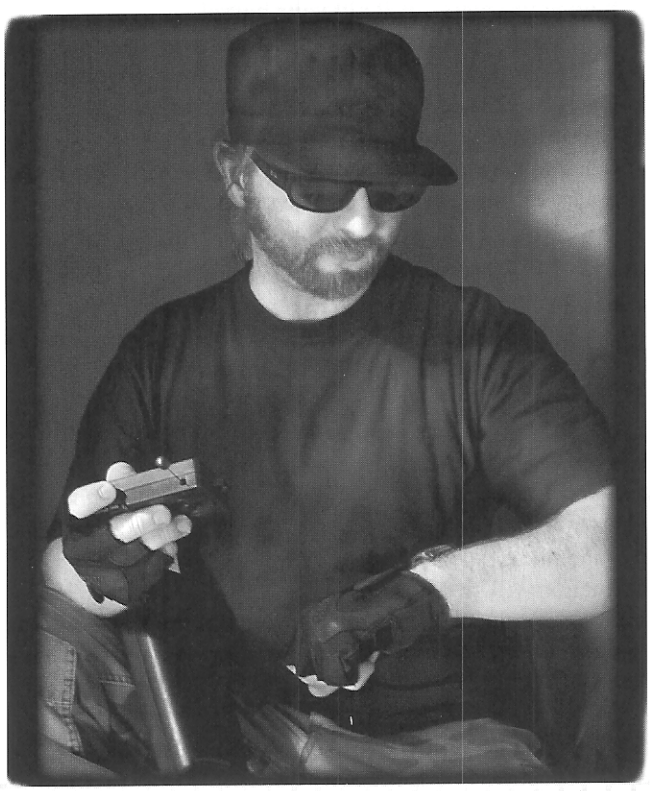
Computer Use (Int)

For Digital Burn, Computer Use has been broken down into two skills: Computer Use and Programming. Those interested in being higher-end users should consider purchasing both skills.

The Computer Use skill is used to set up and maintain computer and electronic systems. This covers nothing more in depth than the point-and-drool interfaces the average population uses. The Hacker character class is not required to have this skill, as it is considered to be covered under the Programming ability.

Decipher Script (Int; trained only)

This skill now extends to allow a non-Hacker to use a computer to break encrypted messages and ciphers. This task normally takes days to weeks even with the most sophisticated systems, and most encrypted messages have a DC of 25 or 30. Simple substitution ciphers can be broken in minutes and have a DC as low as 10 or 15. AI-encrypted messages are effectively unbreakable and cannot be cracked with this skill.



Retry: No, unless conditions change or new information is uncovered.

Special: You can still take 10, but not 20 using this skill.

Demolitions (Int)

These optional rules are merely expansions on the existing rule.

This skill can be used to set explosive charges and to estimate the amount of explosives needed to demolish buildings. This skill has changed due to the continued development of better and much more exotic explosives and the selectivity of knowledge in the Digital Age.

The DC of the check depends on the activity being attempted.

Table 2.1 Demolitions

Activity	DC
Set Charge	10 or 15
Estimate Charge	20
Tamped Charge	20

Set Charge: This can be used to set a single charge to be detonated by fuse, timer, or hand held detonator. If a series of charges is to be detonated from a single fuse, timer, or detonator, add +2 to the DC for each charge after the first. Partial success is possible with the use of this skill. For instance, if a character attempts to set a chain of four charges to blow at once, the DC is 16. If he rolls a 14 on his skill check, only three of the four charges (determined randomly) actually detonate. Successful use of the Demolitions skill also means that the building's damage points are halved for the purposes of the demolition. Success by more than 10 means the building's damage points are divided by 4 for the purposes of the demolition. Multiple-story buildings and making a structure fall in a particular direction or fashion may incur higher a DC.

This ability can also be used to set booby-traps. The base DC for this use is 15, +2 for every additional charge rigged to the same trigger. In most cases, a booby-trap is rigged to a wire or object that triggers the explosion when moved. The Demolitions roll used to set the charge is the DC for any Spot or Search checks made to notice it.

Rolling a natural 1 while rigging a charge is bad news. Roll 1d20. If the roll is greater than the character's Demolitions skill level, the charge detonates immediately. If the roll is less, the charge fails to go off when needed or goes off 1d6 minutes (rounds for short fuses) before or after desired.

Setting a simple charge (single explosive and fuse) is a full-round action. Setting up a string of linked charges is more complicated and takes a minimum of 1 minute per charge. The GM may increase this time depending on the circumstances.

Estimate Charge: A successful Demolitions check for this use gives the hero an idea of how many damage points a structure has remaining within ±10%. Characters with the Profession (engineer) skill at +5 or better gain a +2 synergy bonus to this check. Failing this check means the character over- or underestimates the structure's integrity.

Tamped Charge: Tamped charges are used against buildings to cause extra damage without additional explosives. The explosives are shaped to channel the explosion in the direction it can do the most damage. A successful check causes the explosion to do double damage against its intended target. If the Demolitions roll is high enough to make the DC to set a normal charge but below that for a tamped charge, it is still set, but it does only normal damage. Tamped charges can only be placed against buildings, parked vehicles, and other stationary objects.

Combining Charges: Sometimes the damage caused by a single basic explosive isn't enough to get the job done. Adding more explosives to the mix increases the size and power of the blast. Each basic charge added to a bomb increases its damage by 1 die and its burst by 1 foot.

Retry: This really depends on what you mean by retry. If a character has evaluated a building and come to the conclusion that he does not have enough explosives to bring it down, he might try again after a couple of hours of further investigation to see if he can get more effect out of the explosives (i.e., get that 10-over DC x4 multiplier). If a character has blown the explosives and it did not come down, he can continue to try as long as he has more explosives. If he was trying to fell a building in a certain fashion, and the building fell but not like he wanted it to, well ... there's really no going back on that, is there? If the character blew himself up, he should probably make a demolitions specialist in his next life, or better yet, leave them the hell alone.

Driving (Dex; trained only)

This is merely an expansion on the existing rule.

If a character uses the skill with a different mount (such as using a standard transmission automobile when he is used to driving automatics), his rank is reduced by 2 (but not below 0). If the character uses this skill with a very different mount (piloting an airplane when the character is used to driving standard transmission automobiles), the character's rank is reduced by 5 (but not below 0).

Check: Typical riding actions don't require checks. Mounting or dismounting from a motorcycle or the like is a move-equivalent action. Entering or exiting an automobile is a full action, and entering a plane is often multiple actions. Combat actions may require checks at the GM's discretion.

Normal: Characters driving cars without this skill incur a -4 non-proficiency penalty in combat environments. Driving motorcycles or large trucks without this skill incurs a -6 non-proficiency penalty. A character that attempts to pilot a vectored thrust or airborne vehicle without being proficient with it incurs a -12 non-proficiency penalty and is likely to be a danger to himself and others.

Knowledge: Streetwise (Int; trained only)

Check: The character can survive unprotected in the wilds of the Urban Sprawl. The Urban Sprawl covers thousands of square miles, and outside of the arcologies many people are still faced with suffering from exposure to the elements and in some cases even starvation. The character is trained to overcome the hazards of the decaying urban environment.

Without this skill, for each 24-hour period that the character remains in the Sprawl unprotected, make a Int check against DC 20 or take 1d6 points of subdual damage from fatigue.

Table 2.2 Streetwise

DC	Task
10	Get along in the city. Recognize local gang signs and tags. Forage (no food or water supplies needed). The character can provide food and water (through theft or by digging through dumpsters, etc.) for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain +2 on all Fortitude saves against severe weather while moving up to one-half of the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
20	Avoid getting lost and avoid roving hazards, such as wandering Zipperhead tribes or other hardened gangs.

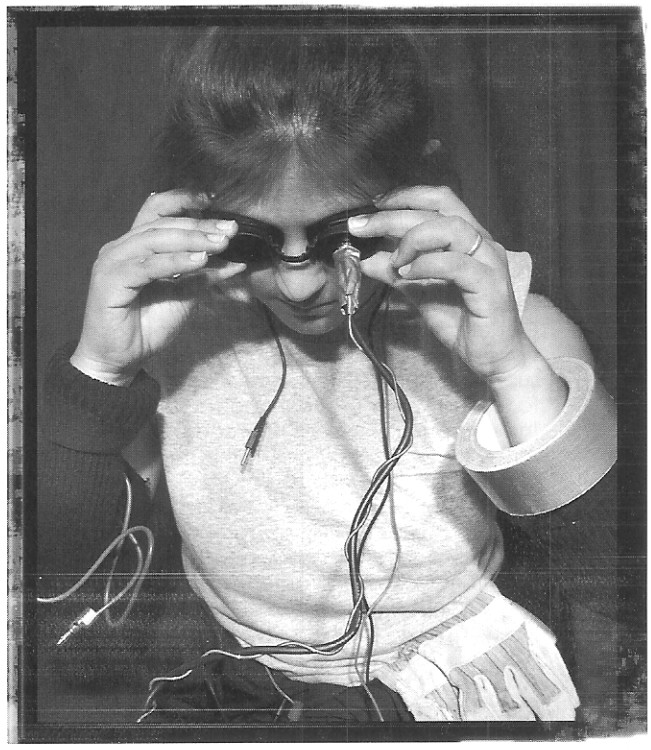
Retry: For getting along and for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost, etc., the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific hazard are normally not allowed.

Special: If the character has 5 or more ranks of Navigate, he receives a +2 synergy bonus on Knowledge (Streetwise) checks to avoid getting lost.

Repair (Int)

This is offered as an expansion or alternative to the existing Modern d20 rule.

You can repair damaged mechanical devices, electrical devices or guns. The Repair skill has actually been broken down into a number of separate skills. For instance, the character could have the skill Repair (Mechanical). The character's ranks in that skill don't affect any checks the character happens to make for Weapon Modifications, for example. The character could have several Repair skills, each with its own rank, each purchased as a separate skill. The categories for the Repair skill are Mechanical, Electrical, and Firearms. Mechanical repairs can be performed on vehicles, cybernetic extremities such as cyber hands and legs, and machinery. Electrical devices include computers and the cybernetic man/machine interface. Because of their specialized nature, firearms form a separate category of their own.



Check: Most repair checks are made to fix broken vehicles or weapons. The DC to repair an item is normally equal to 10+ the amount of damage done. The time required to repair an item depends on the type of repair being made. Each successful attempt to restore lost damage points restores the Repair level + Int bonus in points plus 1 for every point by which the skill roll exceeds the DC. Beating the DC also reduces the time required by 10% for each point by which the roll exceeded the DC (maximum reduction of 50%).

The listed DCs assume the mechanic has the proper tools and access to spare parts. If he doesn't have ether, he suffers a -5 penalty. A vehicle that has lost more than 25% of its original damage points has suffered serious structural damage. Restoring it back to its original total requires access to some form of welding equipment. Without this equipment, the vehicle can never be restored to more than 75% of its original damage point total. Working on unfamiliar vehicles or machinery increases the DC by +5.

A mechanic can also choose to attempt temporary or jury-rigged repairs. This reduces the DC by 5 and cuts the required time in half. There is a chance that these repairs will come apart under stress. Each time the weapon or vehicle takes damage or is used in a way that requires a skill check, roll 1d20 against the mechanic's skill rank. If the roll is higher than the character's Repair rank, the repairs fall apart. Damage points lost in this manner cannot be restored through jury-rigging. Mechanical items that have lost function may be jury-rigged to function, but receive the restoration of points equal to the mechanic's Int modifier in temporary hit points only and cannot be salvaged in such a fashion twice.

Table 2.3 Repair

Repair	DC	Time
Personal Weapon	10	1d10 minutes
Heavy Weapon	15	1d20 minutes
Critical Damage	20	1d10x10 minutes
Restore DP	15	1d20x10 minutes

Scry: now Surveillance (Int; trained only)

As an optional rule, the d20 Modern Investigator and Infiltrator Advanced Classes can also get this skill as a class skill in the world of Digital Burn.

Check: The character with this skill is familiar with surveillance techniques and equipment. Use of this skill is described in association with those items. These items allow the character to spy on others, and this skill just lets him do it better. This skill also improves the character's chance to notice when he is being watched.

Special: Although this skill is considered a trained skill, it can be used to some degree untrained. This means that a character with no ranks in Surveillance can still make an Intelligence check to notice when he is being watched.

New Skills

The dark future requires a few new skills not needed in your average fantasy or strictly modern setting. Each follows the standard rules and mechanics for skill usage unless otherwise noted.

Programming (Int; trained only)

This skill enhances Computer Use in order to accommodate the various program levels available in Digital Burn. Net security in Digital Burn is almost always treated as having an on-site administration available to defend it, and often immersion combat between a Hacker and an Admin must take place for a secure instillation to be compromised. In addition to the capabilities bestowed by

the Modern d20 version of Computer Use, Programming also conveys the following abilities:

A character with this skill can create programs to do any number of tasks, and can reverse-engineer someone else's code to figure out why it's faster than his. The character can write any program of a level half his total Programming ability, rounded down. The character can also examine any program of equal level to determine what it does. Any level of Programming over the minimum required reduces the time to perform the task. The base DC for creating a program is 15 + the desired level of the program. Add 10 to this value when trying to reverse-engineer someone else's code. The time required to write a program varies by level, but a rule of thumb is 1d6x20 minutes per level of the program. If the Hacker does nothing else while he is programming and succeeds at a Concentrate roll of 15, he may deduct 5xInt modifier in minutes from the time.

Feats

Existing Feats

Most existing feats are available to characters in Digital Burn. Combat Casting, Extra Turning, item creation feats, metamagic feats, Spell Focus, Spell Mastery, and Spell Penetration are not available to characters. A few existing feats need some modification for use in Digital Burn. Those feats are listed below.

Far Shot

This feat cannot be used with shotguns using shot shells. A character firing slugs from shotguns may use the Far Shot feat.

Simple Weapons Proficiency

This includes the use of the rifle butt as a weapon (1d6 damage, critical 20/x2) and the use of hand grenades.

Tracking

This includes the ability to shadow people and to follow them for one mile. Each mile requires a Knowledge (streetwise) check. The character must make another Knowledge (streetwise) check every time the target becomes difficult to follow, such as when he backtracks or diverges from a normally populated area. This feat does not grant the ability to Disable Device, Hide, or the like; it merely allows the character to deduce the target's ultimate destination.

The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the area and the prevailing conditions.

Table 2.4 Tracking

Area	DC
Local Neighborhood	5
Residential/Corp Zone	10
Ganger Turf	15
Hot Zone/Corporate HQ	20

Local Neighborhood: Any area that the character is intimately familiar with and would not seem out of place venturing into.

Residential/Corp Zone: Any area that is unaccustomed to being infiltrated and has limited capacity for dealing with unwanted guests, or that has very few obstacles to restrict tracking. While the character might be out of his element, he's not likely to be shot simply for being on the premises.

Ganger Turf: Any area controlled by local gang activity that would make life hard for the character.

DM Zones or Corporate HQ: Any general area under police restriction, military confinement, or corporate management.

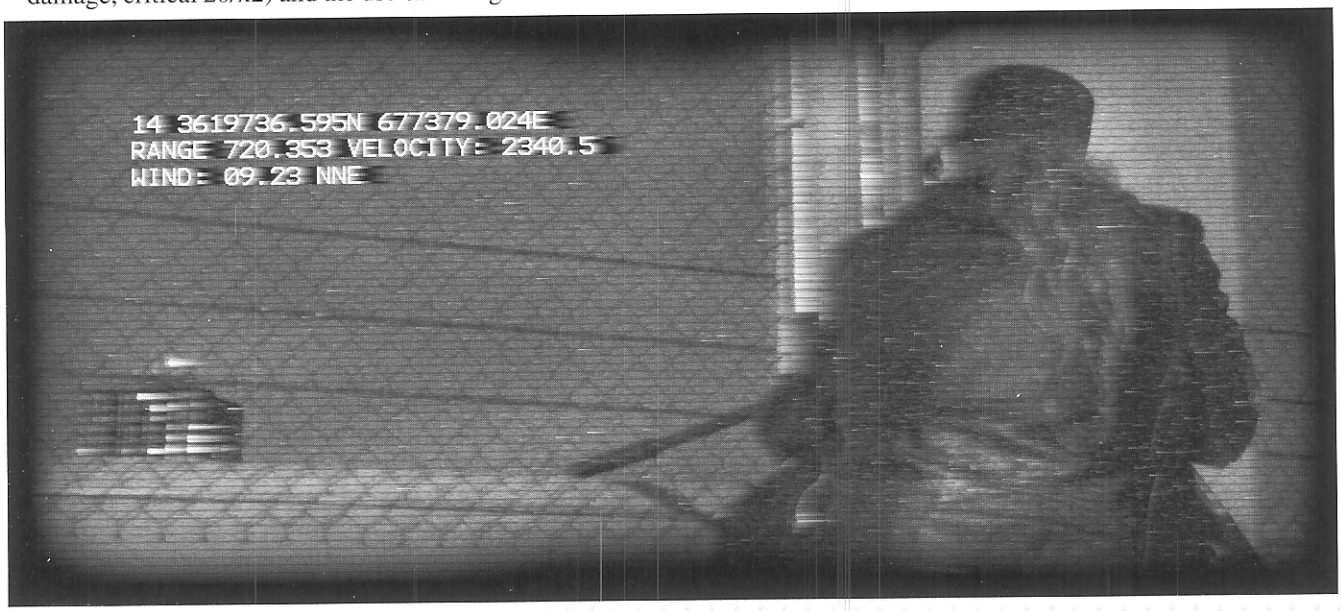


Table 2.5 Conditions

Condition	DC Modifier
Every three entities in the group being tracked	-1
Size of item or entity being shadowed *	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours spent following the target	+15
Every hour of rain following the target	+10
Overcast or moonless night	+6
Streetlights only	+3
Fog or precipitation	+3
Tracked party evades (and moves at double speed)	+10

*For a group of mixed sizes, apply only the modifier for the largest size category.

If the character fails a Knowledge (Streetwise) check, the character can retry after 10 minutes of searching.

New Feats

Many of the feats listed in d20 supplements can be used in the world of Digital Burn without alteration. GMs should, however, keep in mind that the Strength statistic and melee combat abilities are not used as often as they might be in a fantasy campaign and should adjust their benefits accordingly.

Airplane Expertise

You are an expert at the operation of fixed-wing aircraft.

Prerequisites: Dexterity 13, Pilot (airplane) 6 ranks, Expert Vehicle Operation.

Benefit: You may apply certain personal feats for use with the Pilot (airplane) skill. These feats include the movement portion of Blind Fighting, Improved Bullrush, Lightning Reflexes, Mobility, and Shot on the Run.

Normal: Characters may not apply personal feats while piloting a vehicle. This feat may be purchased multiple times; each purchase adds one new available feat for use with a motor vehicle.

Boat Expertise

You are an expert at the operation of power and sailboats

Prerequisites: Dexterity 13, Drive (boat) 6 ranks, Expert Vehicle Operation.

Benefit: You may now apply certain personal feats for use with the Drive (boat) skill. These feats include the movement portion of Blind Fighting, Improved Bullrush, Lightning Reflexes, Mobility, and Shot on the Run.

Normal: Characters may not apply personal feats while piloting a vehicle, and I would strongly recommend against any touching, drinking, or staring too long at sea water, as it's probably not safe. This feat may be purchased multiple times; each purchase adds one new available feat for use with a boat.

Broad Experience

You have a wide number of skills not normally associated with your class.

Benefit: Gain two new skills that can be used as class skills.

Special: You can take this feat multiple times. Each time, it allows you to use two more skills as if they were class skills.

Cold Start

You are used to starting your vehicle in a hurry.

Prerequisites: Vehicle proficiency of choice

Benefit: This allows the character to start the vehicle in the same action that he mounts it on a successful Drive check (DC 15). For example, mounting and starting a motorcycle can be done as a move-equivalent action. A roll of 1 on the Drive check means that the vehicle has stalled and will require an additional action to start.

Dead Shot

Some people are naturally good shots. Dead Shot raises a character's damage when he has made an exceptional attack roll with a ranged weapon.

Prerequisite: Proficiency with weapon, Point Blank Shot, base attack bonus 4+

Benefit: If the character uses the full-attack option while shooting, he adds his level to the damage of his attack. This feat applies to all the character's attacks in a round. The damage is multiplied as usual if the shot is a critical.

Special: Entities that are immune to criticals, such as certain Conversions, do not suffer this additional damage.

Eagle Eyed

You can spot a gnat at 100 yards without the use of cybernetic enhancements.

Prerequisite: None

Benefit: You gain a +2 proficiency modifier to any Spot checks made at 100 yards or more. You gain a +2 to-hit bonus in air combat.

Exotic Weapon Proficiency: Vehicle

You know how to use a vehicle as a weapon, such as ramming and charging.

Prerequisite: Base attack bonus +1 or higher, proficiency with chosen vehicle

Benefit: The character makes attack rolls with the weapon

normally.

Normal: A character who uses a vehicle as a ramming weapon, or the like, without being proficient with it suffers a -4 penalty on bull rushes or charging attack rolls, in addition to any driving penalties.

Heavy Weapons Proficiency

You have been given military training in heavy weapons.

Prerequisites: Advanced Firearms proficiency

Benefit: You can use gyrojet rifles, grenade launchers, and rockets without incurring a non-proficiency penalty.

Normal: A character that uses a heavy weapon without being proficient with it incurs a -8 penalty.

Helicopter Expertise

You are an expert at the operation of rotary aircraft.

Prerequisites: Dexterity 13, Pilot (helicopter) 6 ranks, Expert Vehicle Operation

Benefit: You may now apply certain personal feats for use with the Pilot (helicopter) skill. These feats include the movement portion of Blind Fighting, Improved Bullrush, Lightning Reflexes, Mobility, and Shot on the Run.

Normal: Characters may not apply personal feats while piloting a vehicle. This feat may be purchased multiple times; each purchase adds one new available feat for use with a helicopter.

Lethal Shot

You know how to get the attention of those you hit with a ranged attack.

Prerequisite: Proficient with weapon, Point Blank Shot, base attack bonus 4+

Benefit: After a successful critical attack, the character may choose to reroll any 1s on a damage roll he just made. The second result on these dice must be taken. This ability may be used only once per damage roll.

Special: Entities that are immune to criticals, such as certain Conversions, do not suffer this additional damage.

Long in the Saddle

You're used to riding for extended periods of time.

Prerequisites: Applicable vehicle proficiency

Benefit: Whenever the character makes a Con or Str check for actions over an extended period of time, he receives a +4 bonus to every check made after the first.

Off the Grid

You are a nonperson as far as the electronic world is concerned

Prerequisite: General, available at 1st level only or with GM consent

Benefit: You do not have any records in any corporate or government databanks. You have no birth certificate, no driver's license, no fingerprints or DNA on file, no Social Security number, no credit cards, no corporate ID, no arrest record. This is can be both a blessing and a curse. Actions taken by the character during the campaign may cause you to gain records-getting arrested is probably the easiest way to enter the system, but then you have an arrest warrant, and they have your fingerprints and DNA.

Normal: All characters have a registered birth certificate, driver's license, fingerprints and DNA on file, Social Security number, and possibly credit cards, a corporate ID, or arrest record. All of these make you a fairly traceable public entity should anyone with sufficient power want to find you.

Shield Proficiency

You are proficient in the use of shields.

Benefit: When you wield any type of shield, you get to add the shield's equipment bonus to your Defense.

Normal: A character who uses a shield with which he or she is not proficient suffers an armor penalty on attack rolls and on checks on the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. Also, a character that wields a shield with which he or she is not proficient adds only a portion of the shield's equipment bonus to Defense.

Vector Thrust Expertise

You are an expert at the operation of vectored-thrust aircraft

Prerequisites: Dexterity 13, Drive 6 ranks, Expert Vehicle Operation.

Benefit: You may now apply certain personal feats for use with the Drive skill. These feats include the movement portion of Blind Fighting, Improved Bullrush, Lightning Reflexes, Mobility, and Shot on the Run.

Normal: Characters may not apply personal feats while piloting a vehicle.

Wheeled Vehicle Expertise

You are highly skilled in the use of wheeled vehicles.

Prerequisites: Dexterity 13, Drive 6 ranks, Vehicle Expert.

Benefit: You may now apply certain personal feats for use with the Drive skill. These feats include the movement portion of Blind-Fight, Improved Bullrush, Lightning Reflexes, Mobility, and Shot on the Run.

Normal: Characters may not apply personal feats while piloting a vehicle. This feat may be purchased multiple times; each purchase adds one new available feat for use with a motor vehicle.

BLEEDING CHROME

Recapturing History: Remembering the First Test Human Cyborg

OXFORD, England-After nearly twenty years, we look back to a time when a young British university college student volunteered to be fitted with technology enabling his nervous system to be fully linked to that of a computer.

The ground breaking surgery performed on Christopher Oshman effectively made him the world's first cyborg-part human, part machine. Although at the time it was a long way from what we see walking our crowded city streets every day, it was an accomplishment that marked a cornerstone in the development of the Man-Machine Interface.

Similar experiments had previously been carried out on cats and monkeys in the United States, but Oshman was the first human to receive such a procedure. Surgeons implanted a silicon square about 3 mm wide into an incision in Oshman's left temple and attached its electrodes, over 100 in number, each as thin as a hair, into his optic nerve. The wires were linked to a transmitter/receiver device to relay nerve messages to a computer by radio signal and used a heads-up-display format to acquire targets Oshman blinked at. While this simple process would look to you and me as archaic as any cave man drawing, at the time it cost over half a million dollars.

Recently, we contacted Oshman, who is currently a spokesman for CyberFree, a relief agency dedicated to aiding those who have lost family and loved ones to conflicts involving cybernetic criminals. He had this to say: "When we did it, it was always about seriously helping people with disabilities. I never dreamed things would get like this, to this level of saturation. It never occurred to us that people would ever want this type of device so badly they'd self-mutilate. Don't get me wrong; I don't regret what we've done. We've saved lives and helped improve the quality of life for so many people. I love watching someone walk who twenty years ago would be stuck in a wheelchair for the rest of his life. But to be honest, CyberFree is about me wrestling with my own demons. It's not as altruistic as you might think, and I'm no hero. You can't put the genie back in the bottle, you just have to keep striving to make it a better world."

Cybernetics and You

One has to wonder if the people who lived during the time that the word "cybernetics" was coined and made popular, by Wiener's 1948 book, Cybernetics or Control and Communication in the Animal and the Machine, had any inkling that the world we live in today would ever come about. Cybernetics is typically defined as the science or study of control or regulation mechanisms in human and machine systems. In recent years, however, the word has become a slang term to mean man-machine interface, or cyberware.

Let's start off with a lesson in cyberware.

For starters, let's examine the heart (so to speak) of the system. Every item of cybernetics that uses power, and that the user has any control at all over, first requires a central processor unit. This mass of semi-AI plastic does the massive, brute force math required to translate between "body language" and "machine language." It takes the "lift the left arm and scratch the nose" electrical nerve impulses from the brain and translates them into machine code that the cybernetic arm, or "cyberarm", can interpret. In the other direction, it takes the "scratching the nose" sensory data from the arm and translates it back to nerve signals so that the brain can go "bonk, bonk, I CAN feel my nose...." This is extremely important due to the fact that if the body could not "feel" the sensory information, the amount of constant attention and training that standard use of a cyberlimb would require would make them impractical, or at least definitely less fashionable.

Cybernetic enhancements these days, on some levels, are as common as tattoos were in the late twentieth century and mean just as much. Slowly but surely, the clientele has migrated from war-torn vets and the handicapped to the Hollywood elite and Wall Street power-hitters at a clearly visible and exponential pace. It started slowly with the odd person here or there with a skinwatch or a chipped radio in his head so he could hear how much the latest Dow figures fell. Like a cancer, it's grown to the point where you almost can't turn a street corner without seeing someone with some kind of glistening metal on him. It could still be as small as a skinwatch, but believe me, it's there.

Of course, being in a cybernetic age has its own hazards. For example, if you're stopping by Trinity Medical any time soon, you may want to see Elliot Branch in the Intensive Enhancement Ward before you saw off your arm to get the latest StreetSleeker from Barelli. On March 3rd, Elliot took a .22 slug to his head and his headware was damaged. On top of all his other wounds, imagine a radio in your head blaring Tejano music 24 hours a day, 7 days a week. The doctors had no clue, because his jaw had been destroyed in the combat. It took them ten days to discover it. He turned violent in six. At least they managed to stop him before he was able to hurt anyone else. The doctors finally shut it off. They think he should be ready for therapy by the end of the month. Now if they could only get him to stop humming those ancient Ricky Martin tunes....

Cybernetic Equipment List

Equipment Rules

Quality: Almost anything you can buy is available in a wide variety of different qualities. For game purposes we have divided everything into four different quality categories: Low, Normal/Commercial, High/Industrial, and Luxury (also known as Military in the case of cyberware). Normal-quality items are typical examples of what someone could expect of an object of its type. Low-quality objects are made with a little less care, inferior materials, poor engineering, or sometimes all of the above. Low-quality objects are more prone to breakage. Under circumstances that the GM deems necessary, the player should roll 1d20; on a 1 or 2, the object has broken or failed in some manner. High-quality items must meet exacting standards and usually are made of superior materials, are better designed, or incorporate some technology that make them slightly better than their Normal-quality counterparts. High/Industrial-quality objects are extremely resistant to breaking, incorporate more features, and frequently offer bonuses that Normal-quality objects do not. Luxury/Military-quality items are all the rage for the corporate elite or meet the requirements of a military professional. Unless otherwise noted, a Luxury-quality item offers the same benefits as the High-quality item; whatever makes it cost more is usually something rather frivolous, pointless, or illegal for a civilian to have.

The Luxury modifier may also be applied to disguise cyberware to appear as nonthreatening enhancements, such as disguising a cyberarm as a normal replacement limb (Spot check to tell it's cyber against DC 25 or better and requires at least 1 minute of inspection) or a wetdrive as an epilepsy prosthetic. In these cases, multipliers stack, so an Armored Limb would cost its initial purchase price ($2,600) x3 (for military, $7,800), and then the additional x3 multiplier is applied for disguising it as a normal cyberlimb, making it a total purchase of $23,400 (Purchase DC 29!) per limb. However, this also eliminates any negative Charisma modifiers that the cyberware may cause. Yes, disguising things is expensive. Welcome to the world of "Can I smuggle it through customs?" You want to carry your big, bad cybergun out of the country? Good luck. Hope you have either really good credit or a super pair of waterwings.

Durability and functionality aside, where quality level really matters is when it hits your wallet. The base price listed in the Equipment List is the price for a Normal-quality item of that type. Consult the table below to modify the cost for objects in other quality categories.

Table 3.1 Quality

Quality Level	Cost Modifier
Low	X 1/2
High/Industrial/Professional	X 2
Luxury/Military	X 3

Most of the cyberware listed below include servicing intervals. Costs for servicing cyberware can be counted as part of a character's normal life-style expenditures (much like paying rent and utilities), but as a rule of thumb, the cost for servicing each piece of cyberware should be calculated as one-fourth of the original total purchase price, rounded up. Costs for unscheduled maintenance and repairs should range from one-fifth the original purchase price (for tasks such as refilling fluid reservoirs) to three-quarters of the purchase price (repairing and replacing severed cyberlimbs), rounded up.

Bonuses: The bonuses and penalties granted by cybernetics are cumulative. If you receive a +2 Fortitude bonus from one piece of cybernetics and a +3 Fortitude bonus from another piece, you will have a total +5 Fortitude bonus. A given piece of cybernetics grants its bonus to a character only once. Installing the same piece of cyberware multiple times does not grant additional bonuses, unless the description specifically states otherwise. If a character has multiple grades of the same piece of cybernetics installed, only the highest grade's benefits are used. The penalties are calculated for each piece of cybernetics, however.

Cybernetic Equipment List

		Purchase DC*				
Name	Price*	Low	Normal	High	Luxury	Restriction
Active Infrared Vision	$860	—	17	20	21	Restricted
Active Ultraviolet Vision	$860	—	17	20	21	Restricted
Additional MMIs	$850	15	17	20	21	——
Adrenal Control System	$2,600	19	21	24	25	——
Appetite Suppressive Implant	$500	13	15	18	19	——
Armor Implants	$2,300	—	21	23	25	Restricted
Armored Limb	$2,600	—	21	24	25	Restricted
Audio Recording	$450	13	15	17	19	——
Autoinjector	$1,300	—	19	21	23	Restricted
Blood Filters	$850	15	17	20	21	——
Body Replacement	$14,850	—	27	30	31	Restricted
Bug Detector	$650	—	16	19	20	Restricted
Camera Module	$550	13	16	18	20	——
Chameleon Skin	$2,200	—	21	23	25	Restricted
Chemical Analyzer	$1,800	—	20	23	25	Restricted
Claws	$800-$3,500	15-20	17-22	20-23	21-24	——
Climbing Hand Module	$650	—	16	19	20	——
Climbing Leg Module	$850	—	17	18	21	——
Contraceptive Implant	$550	13	16	18	20	——
Datascreen	$450	13	15	17	19	——
Dermal Enhancement	$950	15	18	20	22	——
Dexterity Increase Module	$3,100	—	22	24	26	Restricted
Digital Visual Enhancement	$550	13	16	18	20	——
Digital Hearing Enhancement	$550	13	16	18	20	——
Digital Microscope	$450	13	15	17	19	——
Digital Telescope	$650	14	16	19	20	——
Digitigrade Legs	$2,400	—	21	23	25	——
EMP Shielding	x2.0 multiplier	—	Var	Var	Var	Restricted
Eye Color Control	$350	12	14	17	18	——
Facial Modifications	$1,500+$300/ear	18	21	23	24	——
Fangs	$150/$350	9/11	11/14	14/17	16/18	——
Flare Compensation	$650	14	16	19	20	——
Full Gyroscopic Stabilization	$2,600	—	21	24	25	Restricted
Fur/Scales Implants	$2,200	18	21	23	25	——
Gills	$350	11	14	17	18	——
GPS Mapping System	$260	11	13	16	17	——
Grapple Hand Module	$1,500	17	19	22	23	——
Gyroscopic Stabilization	$1,300	—	19	21	23	Restricted
High Range Radio Link	$450	13	15	17	19	——
Hostile Environment Modifications	$8,470	—	25	28	29	Restricted
Internal Air Supply	$1,300	16	19	21	23	——

Name	Price*	Purchase DC* Low	Normal	High	Luxury	Restriction
Knowledge Module	$1,800	18	20	23	24	—
Knowledge Chips	$600	14	16	18	20	—
Liver Filters	$850	15	17	20	21	—
Locksmith Hand Module	$1,250	—	19	21	23	Restricted
Man/Machine Interface	$1,800	17	20	23	24	—
Medical Hand Module	$1,800	—	20	23	24	—
Motion Detector	$850	15	17	20	21	—
Muscle Implant	$2,800	—	22	24	25	—
Net Module	$750	15	17	19	21	—
Noise Damper	$2,200	18	21	23	25	—
Noise Editing	$950	15	18	20	22	—
Olfactory Increase Module	$650	14	16	19	20	—
Optical Boom	$1,300	—	19	21	23	Restricted
Optical Recorder	$1,300	16	19	21	23	—
Pain Editor	$2,600	—	21	24	25	Restricted
Passive Infrared Vision	$750	—	17	19	21	Restricted
Phone Link	$350	12	14	17	18	—
Programmable Hair	$350	12	14	17	18	—
Programmable Tattoo	$350	12	14	17	18	—
Radar	$1,300	—	19	21	23	Restricted
Radar Detector	$900	15	17	20	21	Restricted
Radiation Detector	$450	—	15	17	19	—
Replacement Eye	$1,800	17	20	23	24	—
Replacement Hearing	$1,800	17	20	23	24	—
Replacement Limb	$2,400	—	21	23	25	—
Respiratory Filters	$3,300	20	22	25	26	—
Retractable Claws	$800	—	17	20	21	Restricted
Retractable Fangs	$450	—	15	17	19	Restricted
Retractable Holster	$2,200	—	21	23	25	—
Retractable Monowire Whip	$9,200	—	26	28	30	Illegal
Robotics Module	$1,800	—	20	23	24	Licensed
Running Leg Module	$550	—	16	18	20	—
Scrambler	$850	—	17	20	21	Restricted
Skeletal Enhancement	$3,200	—	22	24	26	—
Simsense Module	$4,200	21	23	25	27	—
Sleep Inducer	$450	13	15	17	19	—
Smartgun Module	$1,250	—	19	21	23	Licensed
Sonar	$800	—	17	20	21	Restricted
Sonar Detector	$720	—	17	19	21	Restricted
Sports Heart	$3,900	—	23	25	26	—
Sports Joints	$2,600	—	21	24	25	—
Sports Lungs	$3,700	—	23	25	26	—
Spray Injectors	$350	—	14	17	18	Restricted
Standard Organ/Limb Replacement	$4,000	20	23	25	26	—
Stealth Leg Module	$2,200	—	21	23	25	Restricted
Stomach Filter	$1,800	17	20	23	24	—
Strength Increase	$1,850	—	20	23	24	Restricted
Subdermal Pouch	$300	11	14	16	17	—
Subdermal Watch	$150	9	11	14	15	—
Subvocal Microphone	$980	15	18	20	22	—
Sunscreen Implant	$250	11	13	15	17	—
Swimming Leg Module	$350	—	14	17	18	—
Tactile Increase	$650	14	16	19	20	—
Tail Implant	$450/$750	13/15	15/17	17/19	19/21	—
Tail, Prehensile	$2,600	19	21	24	25	—
Taser Implant	$1,500	17	19	22	23	—
Thermal Baffling	$12,640	—	27	29	31	Restricted
Tight Beam Radio Link	$560	—	16	18	20	—
Tool Hand Module	$1,250	—	19	21	23	—
Vehicle Module	$750	15	17	19	22	—
Vocal Control System	$950	15	18	20	22	—
Wet Drive	$1,200	16	18	21	23	—

* There are some pieces of cyberware that are available only as industrial and/or military-grade, but the cost multipliers for such have not been taken into account in the default price listing. Also, in these cases normal quality should be considered as low quality, and low quality should not be available at all.

Cybernetic Descriptions

Format for cybernetics descriptions:

Cybernetics Name

Price: How much the item in question costs, including installation.

Description of what the cybernetics do.

Prerequisite: Other pieces of cybernetics that are required for the device to function.

Benefit: What the cybernetics allows you to do.

Penalty: Negative modifier to attribute caused by the installation of the cybernetics.

Special: Additional facts about the cybernetics.

Implants that do not require man/machine interface

Civilian modifications

(general access; anyone can purchase these). These modifications provide minimal reinforcement of bone, tendon, or muscle. Excessive pressure or torque against any one of these implants may result in injury. CyTeCorp does not assume any responsibility for injuries sustained while attempting to use cosmetic modifications for activities they were not intended.

Appetite Suppressive Implant

Price: $500

Worried about losing weight or keeping your figure, or just trying to keep from gaining too much? Let CyTeCorp help with our clinically proven appetite-suppression implants. We preprogram a suggested caloric intake range into the unit that we implant into your stomach. The unit then makes an estimated calculation of how many calories you've consumed, based on the material composition of the food you're eating. When you have taken in as many calories as you have designated yourself to ingest, the unit uses one of several different methods of negative reinforcement techniques to discourage you from eating any further, most commonly mild pain or nausea. The unit needs to be checked once every four months to ensure that stomach acids have not damaged the surface.

Prerequisite: None

Benefit: Controls your eating habits. You get a +4 bonus to your Willpower saving throws for dieting and all Fortitude saves or Concentration checks where hunger is involved, etc.

Penalty: None

Special: None

Claws

Price: $800 bone, $1,200 chitin, $2,000 plastic, $3,500 steel/ceramic

An ideal addition to your full-body fur or scale enhancement. These nonretractable claws can be implanted into your fingertips, toetips, or forearms. The claws can be made of any material that you desire-anything from genetically harvested bone or chitin to plastic or steel. Metallic and ceramic models are not available through our cosmetics branches. The claws are chemically fused into your distal phalanx or radius, depending on the type that you purchase. Distal phalanx extensions are limited to a maximum length of 2 inches, and radius extensions are limited to a length of 8 inches. Claw design shapes include conical, bladed, and the sexy, natural look.

Prerequisites: None

Benefit: Your unarmed attack deals 1d6 damage. When attacking unarmed with claws, a 19-20 on the attack roll threatens with a x2 critical hit.

Penalty: You suffer a -1 penalty to Dexterity when attempting to manipulate items when your claws can get in the way.

Special: Long, forearm mounted claws do 1d8 damage but cause a -1 to Charisma in addition to the situational Dexterity penalty. Bone receives a hardness of 8 with 5 hit points due to the layered nature of the blades, chitin has a hardness of 10 with 5 hit points, plastic has a hardness of 10 and 10 hit points, and steel has a hardness of 15 and 10 hit points. Broken claws cost one third of the original price to repair.

Contraceptive Implant

Price: $550

Don't let the threat of unwanted pregnancies ruin your mood tonight. Our contraceptive implants have proven 100% effective preventing pregnancies. The unit replaces the vas deferens in men and the Fallopian tubes in women to intercept sperm and ovum, respectively. From the implant, the captured cells can then either be redirected into the bladder to be disposed of through urination or saved to be extracted later for storage or research. The implant can be disabled or reenabled at any time by toggling a microswitch built into the unit, accessible by a fine point such as a needle. We recommend that you come into one of our customer service centers to have this procedure done quickly and painlessly.

Prerequisites: None

Benefit: 100% effective birth control.

Penalty: None

Special: None

Facial Modifications

Price: $1,500 + $350 per modified ear

Uncomfortable about the way you look? We can help! With our team of experienced specialists, we can alter your appearance in any way you desire within a mere 2-hour outpatient visit to any of our facilities. No job is too exotic or too unusual for us. Every facility is equipped to handle anything from cosmetic enhancements such as fur or scale implants to a complete skull face modification to give you

larger eyes, higher cheekbones, a bigger smile, or even a smaller nose. We can even move your facial features up to one inch from their original placement. While the procedure is only slightly painful, at your request, we can administer a mild, local anesthetic or put you completely under during the modifications. Ear modifications cost extra.

Prerequisites: None

Benefit: You receive either a +2 bonus each to Diplomacy checks and Bluff checks, or a +4 bonus to all Intimidate checks. You much choose which bonuses you receive when the Facial Modifications are performed on you.

Penalty: None

Special: Facial Modifications can be taken only once at a time. It can not provide both a bonus to Diplomacy and Bluff and to Intimidate at the same time.

Fangs

Price: $150 for standard, $350 for saberfangs

Fangs are an excellent way to augment that feral look of your full-body or facial fur and scale enhancements. The basic, half-inch extension merely replaces your canines without requiring any major reconstructive surgery to be performed. Larger models will require replacement of the lateral incisor and/or first premolar as well, depending on the style of the fang and your preferences. Modifications to the gumline, lips, and jaw may need to be performed to allow for a comfortable fit of your new fangs.

Prerequisites: None

Benefit: You receive a +2 bonus to all Intimidate checks, and a +2 bonus to Diplomacy checks when interacting with a person who is attracted to people with fangs. Fangs also allow you to do 1d4 (1d6 for saber) damage with an unarmed attack. When attacking unarmed with fangs, a 20 on the attack roll threatens a x2 critical hit.

Penalty: You suffer a -1 (-2 for saber) penalty to Charisma. When attacking unarmed with fangs the attacker provokes an attack of opportunity, regardless of whether or not he possesses the Improved Unarmed Combat feat.

Special: None

Standard Organ and Limb Replacement

Price: $4,000 per replacement

Note: This type of organ and limb replacement refers to synthetic tissue replacement or artificial limbs that do not require a man-machine interface. These limbs use pressure sensors, angle detectors, and strain gauges to deduce what the user is doing and to perform accordingly, if they are not simply tissue replacements, which tend to be the case most of the time. Metallic cyberlimbs are sold under Replacement Limbs. After several years of research, our company has developed several reliable organ and limb replacements for the human body. Waiting lists for transplants, compatibility issues, and tissue rejection are problems of the past with our cybernetic and our laboratory-grown alternatives. We have perfected the techniques developed by the renowned Dr. Terry Johnson to artificially grow practically every part of the human body, except for the brain, in a lab using synthetic tissue indistinguishable from real flesh. Cybernetic replacements are available for bone (but not the marrow), muscle, and a limited number of other parts, such as the eyes, lungs, blood vessels, cartilage, and tendons. Each replacement part will perform as well as its natural counterpart and will not be susceptible to rejection, disease, or infection. See your doctor if you think an artificially grown or cybernetic organ or limb replacement is right for you.

Prerequisites: Must be missing a limb or organ.

Benefit: Replacement organs perform all of the functions of their natural counterparts.

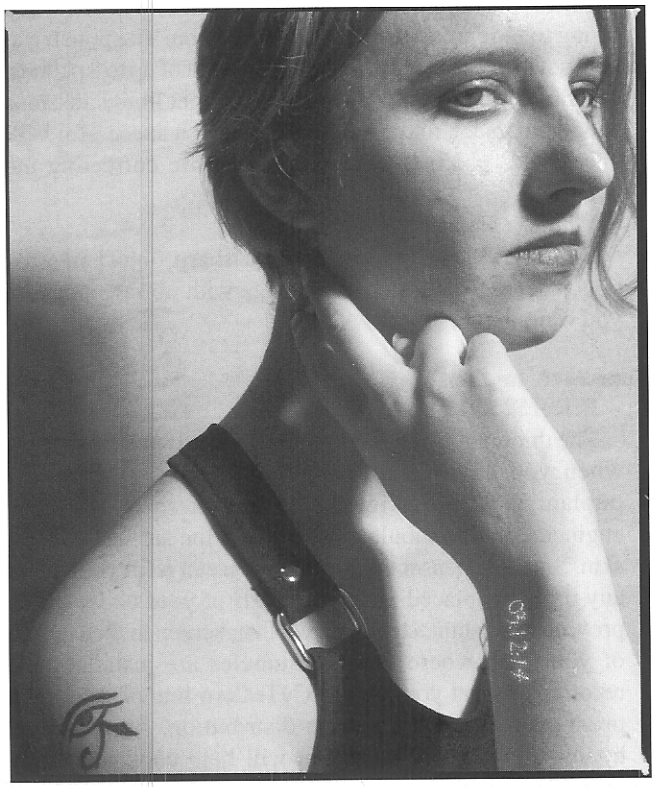
Penalty: None

Special: None

Subdermal Watch

Price: $150

You'll never be late again! Instead, be fashionably late with this latest accessory from CyTeCorp Personal Enhancements. Each model comes standard with your choice of a digital or analog timepiece, a calculator, an alarm clock, a 5-second voice memo recorder, and an appointment calendar. The watch face is also programmable with any of our selection of more than 2 billion predefined images and patterns, or you can customize the look of your watch by creating your own 48-bit color patterns and pictures-that gives you more than 281 trillion colors! You can also program the display to cycle through as many as 256 different images. Wow! While the subdermal watch can be



installed on any open patch of skin, we highly suggest installing it on the back of the wrist, as is customary.

Prerequisites: None

Benefit: Allows you to know the time to the hundredth of a second and instantly recognizes changes in time zones or situational time zone alterations, such as Daylight Saving Time.

Penalty: None

Special: None

Subdermal Pouch

Price: $300

The ultimate personal enhancement that provides maximum functionality without sacrificing appearance. The pouch can be implanted anywhere on the body with a broad, flat surface area such as the hip or the belly area. We form a cavity within the body fat or muscle in the area that you wish to have the pouch implanted. Muscle cavitation may result in some loss of functionality of that muscle due to loss of tissue and to the pouch itself. The size and depth of the pouch depends on the amount of body fat you have available, or the amount of muscle you are willing to do without. While you may have any type of fastener installed to seal the opening of the pouch, we recommend our special molecular binders which allow you to seal and unseal the opening by applying one of two special ointments that catalyze the reaction which binds and releases the molecules in the pouch's opening. We do not recommend placing sharp objects in the pouch.

Prerequisites: None

Benefit: You receive a +3 to Pick Pocket checks when trying to hide small objects on your person. The pouch can hold small objects, with a maximum weight of up to 8 pounds. Overloading the pouch beyond this weight limit can cause subdual damage to the user and requires a successful Will check (DC = 15) to continue use before correcting the situation.

Penalty: None

Special: Placing an unsheathed sharp object in your pouch causes 1d4 points of damage with no save because you were dumb.

Sunscreen Implant

Price: $250

The thinning ozone layer no longer needs to be a concern when you have CyTeCorp's revolutionary sunscreen implant in you. We implant a fine mesh of specially engineered microtubules just beneath the surface of your skin. Small dispenser units, which you can refill yourself at any time, are placed in various parts of your body, which provide a constant, steady flow of sunscreen to the surface of your skin where the microtubules are installed. We recommend that you use the CyTeCorp line of sunscreen products to ensure a precise distribution. As an added bonus, this flow of sunscreen will help cool your body much like the natural process of perspiration. If the mesh is ever broken, the damaged areas will seal themselves off to prevent the sunscreen from leaking. Such damage should be brought into any one of our licensed customer centers to be repaired. Use of anything other than sunscreen in the dispensers voids all warranties on the product.

Prerequisites: None

Benefit: You no longer get sunburns. You receive a +1 to Fortitude saving throws when dealing with severe heat fatigue. Each round, this enhancement absorbs the first 3 points of damage the character would otherwise take from extreme heat conditions. This enhancement, however, does nothing to protect the character's equipment or other cyberware.

Penalty: None

Special: None

Tail Implant

Price: $450with randomizer installed; $750 with mood detector

A must-have accessory for the full-body fur or scale enhancement. Each tail is custom-built and covered in the same fur or scales that you have on the rest of your body. Our standard model is constructed from a flexible metal frame surrounded by our patented Smart-Putty, which allows anyone to mold the tail into a desired shape. Our mechanical upgrades allow you to program up to ten different movements or shapes to be randomly displayed, or a mood detector, which moves the tail in a predefined pattern based on various changes in your physiology including tone of voice, temperature, pulse, and hormonal fluctuations. These tails are chemically fused to your coccyx for anchoring and stability. The maximum length for tails is twenty percent of your full standing height. Warning: These tails are not prehensile and cannot support more than 100 pounds of weight.

Prerequisites: None

Benefit: The nonprehensile tail gives you a +2 to your Diplomacy checks and Bluff checks when interacting with a person who is attracted to people with tails. The tail also gives you a +2 to all Balance checks.

Penalty: Many chairs become uncomfortable.

Special: None

Multiple-grade models

(civilian, industrial, military)

Blood Filters

Price: $850

In a standard installation, we implant a biopolymer mesh into major arterial thoroughfares. The mesh attaches itself onto the arteries' walls and begins extracting proteins from your body to build the filtration receptors. Using a biochemical process originally theorized by Dr. Terry Johnson, these protein receptors bind to foreign substances

in the blood stream, such as viruses, bacteria, and even some toxins and poisons, and renders them ineffectual. The segment that is bound to these substances breaks off of the mesh to be filtered out naturally by the kidneys, and the mesh regrows itself with proteins supplied by the body. Our industrial-grade installation contains pre-engineered receptors to catch more specific substances, and the biopolymer mesh is spread into more locations throughout the body. The military-grade installation involves a complete implant of the mesh throughout every artery and vein. We recommend a sports heart implant to go along with the blood filters, since the blood filter implant has been known to increase blood pressure significantly. We also highly recommend a dietary supplement of 4,000-8,000 calories from meats and beans to supply the necessary proteins. You should go in for a check-up at least twice a year to ensure that the blood filters are still functioning properly and to replace the pre-engineered receptors if necessary.

Prerequisites: None

Benefit: You receive a +2 to your Fortitude saving throws against poison and disease.

Penalty: You receive a -1 penalty to your Strength.

Special: Industrial-grade blood filters give a +3 bonus to Fortitude saving throws against poison and disease. Military-grade blood filters give a +4 bonus to Fortitude saving throws against poison and disease. Military-grade blood filters cause an additional -1 Wisdom penalty.

Dermal Enhancement

Price: $950

Protect yourself from the cuts, scratches, and abrasions of everyday life. We implant our special biopolymer weave just under the parts of the skin that you wish to have protected. After two weeks, your skin grows naturally through the mesh and integrates itself with the protective enhancement. Because of this integration, all natural skin functions will be unaffected. The weave will help guard against minor cuts and scratches as well as protect you from bumps and bruises, and most people won't be able to tell you have it on! Our industrial model includes carbon fibers interwoven into the biopolymer matrix, providing increased protection for people who work in especially dangerous environments. The military model includes the carbon fiber and biopolymer weave and a layer of an ultrathin, ultralight antiballistic fabric found in all commercial bulletproof vests today, which helps absorb and distribute concentrated kinetic energy into a wider area. The military model is visible beneath the skin.

Prerequisites: None

Benefit: You receive a +1 to your armor class at all times.

Penalty: The maximum Dexterity bonus of someone with dermal enhancement is +8; maximum running speed is 30 feet without further enhancements.

Special: Industrial-grade dermal enhancement provides a +2 to your armor class; military-grade dermal enhancement gives a +4 to your armor class. Industrial- and military-grade dermal enhancement inflict a -2 Charisma penalty and have no Dexterity bonus maximum or any impact on movement.

Gills

Price: $350

This specialized implant replaces the trachea with our patented filtration device, specifically designed to extract breathable air from any liquid that passes through it. The air is passed through the bronchial tubes for the lungs to process, while the inhaled liquid is routed through tubes that vent on either side of the body through openings in the ribcage. A valve is also implanted into the palate for manual ejection of excess fluid remaining in the device or fluid release tubes; this valve can also be used for emergency respiration should standard air passages be blocked. Emergency respiration may not be employed for underwater breathing. Recipients of the artificial gills must undergo a week-long training session to learn how to use them; they must learn how to breathe properly when submersed in water as well as relearn how to breathe in air, and they must be aware that they will need to breathe as much as ten times as often, depending on the model and how well aerated the water is. After every 100 hours of underwater breathing, our standard model must be brought into one of our facilities for cleaning to clear out contaminants and foreign substances that could not be processed and which may have infiltrated the unit. The gills are not intended for use beyond a twenty-foot depth and have a 35% efficiency in processing oxygen out of water. Our industrial-grade model needs to be serviced for every 250 hours of underwater use, is intended for use up to depths of forty feet, and provides an approximate 50% oxygen-processing efficiency. The military-grade model provides about a 75% oxygen-processing efficiency, cannot go beyond 75 feet of water, and must be serviced for every 500 hours of underwater use.

Prerequisites: None

Benefit: You gain the ability to breathe water. This does not mean you are instantly ready to swim in the contaminated oceans of Digital Burn, but it's a start. A Fortitude save, normally of DC 15 or higher, is required to use this enhancement in unclean water environments.

Penalty: You receive a -1 penalty to your Charisma.

Special: Industrial-grade gills grant a +2 Fortitude save when underwater. Military-grade gills grant a +4 Fortitude save when underwater.

Liver Filters

Price: $850

We install a pre- and postprocessor filtration unit behind the liver, between it and the major blood vessels leading to and from the liver, to assist it in ridding the body of alcohol

and toxins. The filter's built-in AI samples the blood, looking for high traces of alcohol or any one of over a thousand registered poisons and toxins, both before and after the blood has passed through the liver, to ensure a thorough cleansing. The materials filtered are then diluted in water from a reservoir that you can either fill manually every morning, or allow the filter to extract the water automatically from the blood as it needs it. There, the contents can then be ejected directly out of a catheter, or be redirected into the bladder for a more natural disposal. You must remember to drink plenty of fluids if you are not manually refilling the reservoir daily. The industrial-grade model consists of a more complete toxin, chemical, and poison database, whereas the military-grade model possesses records of unregistered poisons and toxins. The unit must be serviced and cleaned at least once a year.

Prerequisites: None

Benefit: You receive a +1 to your Fortitude saving throws against poison. You process alcohol quickly enough that you no longer get drunk.

Penalty: You have to make many trips to the bathroom when drinking heavily.

Special: Industrial-grade liver filters give a +2 bonus to your Fortitude saving throws against poison. Military-grade liver filters give a +3 bonus to your Fortitude saving throws against poison.

Respiratory Filters

Price: $3,300

Is smog worrying you? Do you have an ill co-worker whose fits of coughing could infect your entire office? Our respiratory filters help you feel at ease once again. With a documented 90% success rate, our filters are the most reliable in the industry. Our patented self-cleaning mechanism allows you to expel contaminants each morning, encapsulated in clear mucous membranes so you can see just how much our filters are doing for you. The standard model can selectively filter out mild smoke and smog, and most airborne spores, bacteria, and viruses larger than 2 microns in diameter. Our industrial upgrade can selectively filter out caustic fumes, heavy smoke, and microscopic contaminants larger than 80 nanometers in diameter. Our military-grade model can selectively filter out corrosive fumes, very thick smoke, most respiratory toxins, and most microscopic contaminants larger than 20 nanometers in diameter. All models can also extend underwater activity for up to five minutes, though the unit must be replaced if it is forced to extract breathable air out of water for more than one minute. Using this filter for underwater respiration voids all warranties on the product. Respiratory filters require a partial-lung replacement as well as complete replacement of the bronchial tubes and the trachea, and the filtration unit should be serviced at least once a year.

Prerequisites: None

Benefit: You receive a +2 to your Fortitude saving throws against gas attacks. Each round, this enhancement absorbs the first 3 points of damage the character would otherwise take from successful gas attacks.

Penalty: None

Special: Industrial-grade respiratory filters give a +4 to your Fortitude saving throws against gas attacks. Military-grade respiratory filters grant a +6 to your Fortitude saving throws against gas attacks and absorbs the first 6 points of damage. Both Industrial and Military grade Respiratory filters cause a -1 Wisdom penalty.

Stomach Filters

Price: $1,800

Our stomach filters replace part of the lower esophagus to prescreen substances before they enter the stomach. The filtering AI contains a database of over one thousand registered poisons and toxins, and analyzes each sample as it passes through for a match. If it is able to detect a match, the filter encapsulates the entire sample in a nondegradable polymer shell; the shell can then be safely passed through the body without affecting you. Our industrial model also includes a database of chemicals and information on a number of pharmaceuticals, which can be filtered. The database on the military model contains all of the above, as well as a database containing information on over five thousand unregistered poisons and toxins. The unit should be serviced at least once a year for cleaning and replacement of the polymer reservoirs.

Prerequisites: None

Benefit: You receive a +5 to your Fortitude saving throws against ingested poison and are immune to nausea except

in the conditions of dump shock. Each round, this enhancement absorbs the first 3 points of damage the character would otherwise take from successful poison attacks.

Penalty: You receive a -1 penalty to your Constitution.

Special: Industrial-grade stomach filters give you a +7 to your Fortitude saving throws against ingested poison. Military-grade stomach filters give you a +10 to your Fortitude saving throws against ingested poison and absorb the first 6 points of poison damage. Military-grade stomach filters incur an additional -1 Wisdom penalty.

Specialized-grade models

(Industrial, Professional, Military)

Armor Implants

Price: $2,300

Plates of high-impact plastics are molded to the contours of your body and embedded under your skin for unparalleled protection against cuts, punctures, and other forms of kinetic impact. Layered into the plastic is the same antiballistic fabric found in most forms of body armor today. These plates absorb a concentrated amount of kinetic energy and distribute it across a wider area to minimize tissue damage, and to prevent the damage from spreading too deeply into your body. The military model is reinforced with a composite ceramic and carbon-steel layer inside the plastic, which makes it a little more difficult to mold. The plates are implanted in several pieces into your chest, abdomen, and back. Each plate should be replaced after every use; otherwise the plates are good for the life of user.

Prerequisites: None

Benefit: You gain a +2 to your Armor Class at all times and a +2 to your Damage Resistance. Maximum speed with this enhancement is 30 feet, and maximum Dexterity bonus is +6.

Penalty: You incur a -1 Charisma penalty.

Special: Military-grade armor implants give a +3 to Armor Class and Damage Resistance.

EMP Shielding

Price: x2.0 multiplier to initial purchase, x3.0 for High/Industrial grade, and x4.0 for military grade.

Electromagnetic pulses (EMP) are a significant risk to your cybernetic enhancements. Proper shielding will protect you and your investments. Your cyberware's vulnerable electronics can be fitted with transient voltage suppression arrays that will protect it from any level of electronic interference, from electrostatic discharge (ESD) to a nuclear electromagnetic pulse. The shielding has an effective frequency range of approximately 3 Hz to 50 KHz. Electromagnetic shielding (EMS) is also installed around the entirety of the unit to help shield the unit from electromagnetic interference (EMI). This extends the life of your cyberware and reduces the need to replace electronic components. Military versions of the shielding are rated for a wider range, especially at the high end, of electromagnetic radiation frequencies.

Prerequisite: None

Benefit: You gain a +4 to all Fortitude saving throws to resist the effects of EMP and tasers. Each round, this enhancement absorbs the first 4 points of damage the character would otherwise take from successful electrical or magnetic attacks.

Penalty: None

Special: Military models grant a +8 bonus to all Fortitude saving throws to resist the effects of EMP and tasers.

Muscle Implant

Price: $2,800

Bundled biopolymer fibers are woven through striated skeletal muscle and tendons to reinforce the tissue and provide an enhanced stabilization and strengthening of the contractions of your muscles. The implants contract and relax similarly to natural muscle through standard electrochemical impulses from the brain amplified to activate the fibers. The contraction of the fibers also releases minute amounts of biochemicals such as triglycerides and glycogen into your natural muscle to aid in its activity. This helps keep your natural muscle from being damaged due to heightened activity. For Type I, "slow twitch" muscles, your brain's signals are amplified by repeaters inserted just under the skin throughout the body at various skeletal joints for greater lifting capacity. For Type II A and Type II B "fast twitch" muscles, the electrochemical signals are boosted with capacitors to increase the velocity of contractions for greater power. The fiber bundles provided are significantly massed such that areas with muscle enhancements will be up to twice as large as the original mass. Military-grade enhancements include more areas of muscle enhancement and a greater signal boost from the repeaters and capacitors. The chemical reservoirs need to be filled once a month by a licensed technician. Repeaters and capacitors should be serviced at least twice a year. While some reinforcements are made to your bone and joints, we highly recommend getting a full skeletal and joint enhancement to go with your muscle enhancement.

Prerequisites: None

Benefit: You gain +2 Strength.

Penalty: You suffer a -2 to Charisma.

Special: Military-grade muscle implants grant +3 Strength but incur an additional -1 to Wisdom.

Pain Editor

Note: This model does not require a man/machine interface

Price: $2,600 (the two types of pain editors are NOT interchangeable)

This model of the Pain Editor is designed to run continuously without the need of a Man/Machine Interface

port. Electrode probes are inserted into specific areas of the thalamus, filtering signals from the pain receptors around the body. This effectively numbs the brain to registering pain. Reflexive actions that are associated with pain are also stunted. Industrial models more comprehensively block signals from pain receptors in other areas of the brain in addition to the thalamus. Military-grade implants include local anesthetic injectors in various areas of the body to instantly and completely numb those areas to pain, though some motor control may be affected as well. The pain editor should be serviced at least once every year.

Prerequisites: Man/machine interface or none

Benefit: The pain editor allows you to remain conscious until you reach -8 hit points. You can take only a partial action each round after being reduced to negative hit points, and if you perform any full action, you take 1 point of damage after completing it. A character that is exhausted still moves at half normal speed but only suffers an effective penalty of -3 to Strength and Dexterity and only suffers a -1 if fatigued.

Penalty: You suffer a -2 Wisdom penalty.

Special: Professional-grade pain editors give you an additional +4 hit points. Military-grade pain editors give you an additional +6 hit points and add +8 to any Fortitude saves to withstand the effects of fatigue and exhaustion. Both professional and military-grade pain editors cause an additional -1 Intelligence penalty.

Skeletal Enhancement

Price: $3,200

Special pocketed sleeves made of multiple layers of a carbon-fiber weave are first placed over the bone and then fastened into place. A thermosetting liquid resin is poured into the sleeve, which permeates through the fiber weave. The sleeve is vacuum-sealed. As the resin hardens, it creates a highly impact-resistant shell, which aids in preventing your bones from breaking. The skeletal enhancement provides as much as a 200% increase to your bones' resistance to shear and tensile stress. The military-grade enhancement is 15 millimeters thicker than our industrial-grade enhancement. This implant is guaranteed to remain consistent for as long as you live.

Prerequisites: None

Benefit: There is a 50% chance that any critical hit or sneak attack effect against a character with this enhancement is negated, in which case damage is instead rolled normally.

A character's maximum speed with this enhancement is 40 feet, and the maximum Dexterity bonus is +5.

Penalty: None

Special: Military-grade skeletal enhancement grants a +3 to Damage Resistance as well as the above benefits.

Sports Heart

Price: $3,900

Our heart replacement helps increase the efficiency of blood flow through your body without the limitations of fatigue and damage that normal hearts suffer. The unit is self-cleaning, which helps keep the aortic and ventricular passages clear and free of plaque buildup. The sports heart also has chemical sensors so that-for example, in the case of increased adrenal activity-the unit responds by increasing its rate of pumping, much as a normal heart would do. The unit's power pack is guaranteed to provide steady power for one month without recharging but comes with a recharging unit that can be plugged from the socket that we install in your chest to any standard wall outlet. It is recommended that the unit be serviced once a year for maintenance.

Prerequisite: None

Benefit: You gain a +1 to all Fortitude saving throws. A character with this enhancement that is exhausted or fatigued moves at normal speed but only suffers an effective penalty of -4 to Strength and Dexterity and only suffers a -1 if fatigued.

Penalty: None

Special: Military-grade sports hearts grant a +2 bonus to all Fortitude saving throws.

Sports Joints

Price: $2,600

The hinged and ball-and-socket joints in your body that are typically under a great deal of stress are replaced with titanium replicas. These replacement joints are self-lubricating, padded with a nondegradable gel, and threaded together with elastic biopolymer fibers that allow for the joints to have a full range of movement while preventing them from slipping more than a half-inch in case of a dislocation. With some slight alteration to the tendons and muscle around the joints, you can experience a wider range of movement at greater speeds without risking debilitating wear or damage to the joints. Our military models include a partial muscle and tendon replacement to eliminate the limitations of tissue damage from stressful activity. The lubrication units need to be replenished once every three months. The joints should be examined at least once every two years.

Prerequisites: None

Benefit: You gain a +2 to all Reflex saving throws.

Penalty: None

Special: Military-grade sports joints grant a +3 to Reflex saving throws.

Sports Lungs

Price: $3,700

By partially replacing your lungs, our sports lungs can help you process the air that you breathe more efficiently. The cyber replacements cycle the air several times to extract

all breathable elements before sending the air to your natural lungs to process. Even when you are not actively breathing, the unit continues to pass processed air through your diaphragm and lungs, which is expelled and replaced the next time you are able to take a breath. A warning light, which can be installed anywhere you choose, or an audible alarm installed in your ear, goes off when the supply of breathable air is running low. Fresh air is pumped into your sports lungs when the units are first installed so that once you awaken you have a full, fresh supply of air already cycling through the cybernetic lungs. The sports lungs contain a constant supply of 10 liters of air, which is cycled through as you breathe normally. The increased efficiency and capacity help you get more out of each breath of air that you take. The military models are designed to contain up to 14 liters of air. The unit should be serviced once a year.

Prerequisites: None

Benefit: You can hold your breath for twice as long as normal. A character with this enhancement also takes only 1/2 standard pressure damage from being deep underwater.

Penalty: None

Special: Military-grade sports lungs allow you to hold your breath three times as long as normal.

Implants that require the man/machine interface

Civilian modifications

Additional Ports

Price: $850

Instead of constantly unlinking and relinking cybernetic links, have additional interface ports installed so that you can have all your man/machine cyberware online at once. Each additional interface port requires a relay juncture that needs to be installed close to the root jack. These ports and relays should be serviced once every three years.

Prerequisites: Man/machine interface

Benefit: Allows you to be connected to multiple devices or have multiple knowledge chips active at the same time.

Penalty: Every additional man/machine interface port causes you to suffer a -1 to Intelligence.

Special: You may take as many additional man/machine interface ports as you like.

Camera Module

Price: $550

The camera module attaches to one interface port, and the module's access port can be installed anywhere on the body for convenience. This module allows you to interface with a smart camera for clearer, more accurate shots. Lighting, iris aperture diameter, exposure time, and zoom are among the functions controlled through the module. It is highly recommended that you have full EMS installed to protect you and your investment. This unit should be serviced once every one to five years, based on usage.

Prerequisites: Man/machine interface

Benefit: +5 competency bonus to all Craft (photography) and Craft (cinematography) checks when using a smart camera.

Penalty: None

Special: None

Datascreen

Price: $450

The datascreen cybernetic eye upgrade creates an image overlay in the corner of the wearer's field of vision. This image can be toggled through the man/machine interface module between solid and translucent, depending on the wearer's needs. The image can also replace the entire field of vision if desired. The datascreen comes with an output jack, which can be implanted anywhere on the body that allows the data shown on the datascreen implant to be transmitted to an external viewing device. This is a required enhancement for use with some other eye expansion packages, but it can be used as an upgrade to almost any cybernetic replacement eye expansion package. The datascreen should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement eye

Benefit: Allows multiple images to be projected into your field of vision. When used in combat to track semivisible enemies, opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still receive sneak attacks because the wearer is still partly flanked).

Penalty: None

Special: Several pieces of cybernetics require the datascreen for you to be able to see their data.

Eye Color Control

Price: $350

This basic enhancement to the replacement eye provides the wearer the ability to alter the color of the iris at will. The man/machine interface transmits any desire to change the eye color to the unit, and the photoemission cells within the eye adjust to that color. The power pack for the eye, which is implanted into the skull, is good for twenty years. The color control can emulate any color or design, limited only by the wearer's imagination. Color control eyes should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement eye

Benefit: You gain a +1 to your Disguise skill checks.

Penalty: None

Special: None

GPS Mapping System

Price: $260

The GPS cybernetic eye enhancement displays your current location in longitude and latitude accurate to

approximately a millionth of a minute, about a meter, onto a datascreen implant. This display can be toggled to show the name of the region you are currently in and, if applicable, the mailing address of your location. The GPS database also maintains a comprehensive list of key locations and landmarks. The GPS display can be toggled to show exact distance and directions to nearby locations within the database. The GPS should be serviced once every two years.

Prerequisites: Man/machine interface, replacement eye, datascreen

Benefit: Allows you to know your location to within one meter. The character using this enhancement gains a +6 competency bonus to all Navigation checks.

Penalty: None

Special: None

Grapple Hand Module

Price: $1,500

The grapple module cybernetic expansion requires the replacement of the entire hand and arm. The fingers of the hand can be bent and locked into position, and the hand can be detached as a grappling hook, which can support up to half a ton. The arm contains a pneumatic launcher capable of projecting the grapple hand as far as 150 feet, a coil of 100 yards of two-ton test microcable, and a mechanical winch with a quarter-ton pull. When the grapple module is not in use, the arm and hand can function at approximately 40% of capacity of their natural counterparts. The grapple module requires the use of one man/machine interface port. The grapple module should be serviced at least once every two years.

Prerequisites: Man/machine interface, replacement arm

Benefit: You hand can be used as a grappling hook. Your arm contains 100 yards of two-ton test microcable and the housings can support up to 1,000 pounds, plus the weight of the character, before taking hit point damage. This grappling hook can also be used as a grapple attack with a +8 attack bonus. The cable cannot be broken by sheer strength and must be severed by an edged or monofilament weapon. The cable has an AC of 17, 15 hit points, and a hardness of 10.

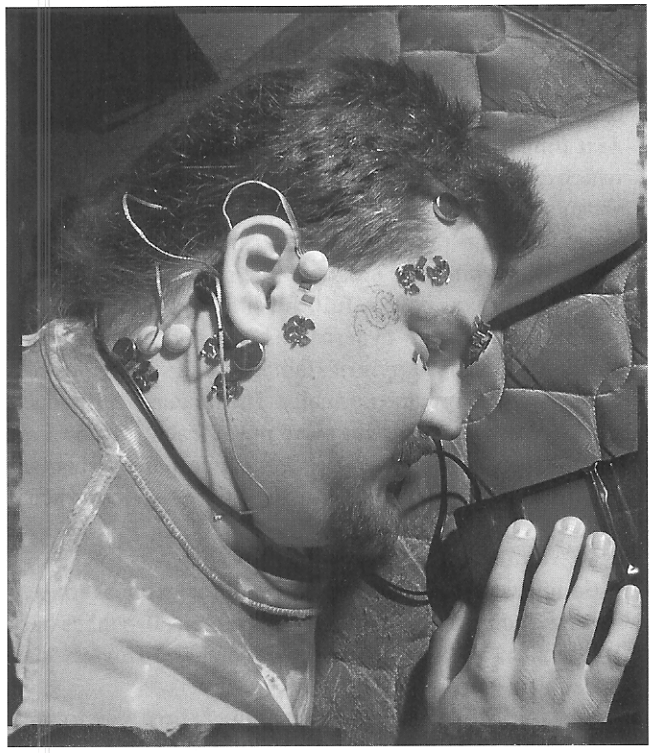
Penalty: -3 to Dex checks or Reflex saves when hand is used for tasks requiring fine manual manipulation

Special: A character may only have one hand module per replacement arm.

Knowledge Module

Price: $1,800

The knowledge module attaches to one interface port, and the module's access slot can be installed anywhere on the body for convenience. This module allows you to use knowledge chips. The module and cabling have some protection against EMI and EMP, but it is highly recommended that you get full EMS to protect yourself



and the unit. The access slot should be constantly cleaned as per the instructions in the manual, and it should be brought in for service once a year.

Prerequisites: Man/machine interface

Benefit: This module is necessary for the man/machine interface to be able to use knowledge skill chips.

Penalty: You suffer a -1 Intelligence penalty.

Special: None

Man/Machine Interface: Root Jack

Price: $1,800

The quintessential factor in obtaining a true cybernetic interface and full Internet immersion. The root jack is the primary junction between man/machine cybernetic wear and your brain. It translates specific bioelectronic signals into digital and analog signals for your cyberware, and back to electrochemical signals to be interpreted by the brain. With a week of training, any new user of the root jack can be taught the basics of the mental disciplines needed to employ any cybernetic enhancement properly. The basic unit comes with one interface port, which can be used for any one module, chip, or physical link. The device is fitted into the skull cavity, and several electroprobes are inserted into various areas of the cerebrum and fastened into place to minimize dislocation. The root jack should be serviced at least once every three years.

Prerequisites: None

Benefit: Gives you a port to connect to electronic devices or use knowledge chips.

Penalty: You suffer a -1 to Intelligence.

Special: The man/machine interface is the primary translator from your brain to your cybernetics. Many pieces of cybernetics require the man/machine interface.

Net Module

Price: $750

The Net module attaches to one interface port, and the module's access port can be installed anywhere on the body for convenience. This module allows you to hook up to any standard Net access terminal for partial or full Net immersion. There are some safeguards against premature disconnection, EMI, and EMP, but for the latter two, EMS is highly recommended. The manufacturer and its subsidiary companies will not be held responsible for any damage that results from misuse or premature disconnection. The Net module should be serviced once a year.

Prerequisites: Man/machine interface

Benefit: Allows full and partial immersion connections to the Net.

Penalty: None

Special: None

Phone Link

Price: $350

The cybernetic hearing phone link expansion is recommended for use with the subvocal microphone. The phone link is a cellular phone built into the cranial cavity. All functions of the phone are controlled through the man/machine interface module. If the wearer does not have the subvocal microphone cybernetic implant, an external microphone can be jacked into an external port that can be implanted anywhere on the body. Incoming transmissions are directed through the replacement hearing module. The phone link expansion cannot facilitate Net immersion. Page messages can be dictated by a pleasant artificial voice of the wearer's choosing. The phone link expansion should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement hearing

Benefit: You have an internal cellular phone. Communication using this phone is not subject to interference from any but the most extreme environmental conditions but can be blocked easily at a distance using conventional technology.

Penalty: Never being able to tell somebody you missed his call.

Special: None

Prehensile Tail

Price: $2,600

This model is the upgraded version of our standard tail implant. Like the regular tail, the prehensile model is custom-built and covered in the fur or scales of your choice. That's where the similarities end. We reinforce the areas around your pelvis and lumbar spine so that the tail itself can support up to 250 pounds. The tail module attaches to one man/machine interface port and has electrode probes that attach to the posterior parietal cortex, which allows you to control the movements of the tail consciously. The same physiological detection technology from the standard mechanical model can be applied to the prehensile model as well, so that your tail can reflect your mood without you having to think about it. With practice, you can develop fine motor control of the tail and have it manipulate objects as small as two cubic inches in size, though the extent of this control is still limited. Grip strength of the tail is rated at approximately 90 pounds. The tail should be serviced at least once every three months.

Prerequisites: Man/machine interface

Benefit: The prehensile tail gives you a +2 to your Diplomacy checks and Bluff checks when interacting with a person who is attracted to people with tails. The tail also grants you a +2 to all Balance checks. Finally, a prehensile tail can be used to manipulate tools or weapons.

Penalty: Many chairs become uncomfortable.

Special: Standard off-hand penalties apply when using the prehensile tail.

Programmable Hair

Price: $350

Replace your plain, boring hair with our specialized optical fiber weave. We employ the same photoemission technology from our programmable tattoo product line and replace your scalp with the photoemission and photoabsorption cell mesh. The fiber-optic weave is laid over the scalp like a wig and sealed to the skin to hold it in place and to allow it to capture the light emitted by the cells. When not in use, the fiber hair appears as a pale, platinum blond. When activated, each individual hair fiber glows in the color that its specific photoemission cell is exuding. The patterns and colors available are limited only by your imagination. Different wigs with varying hair lengths can be purchased and easily replaced whenever it strikes your fancy. The fiber hair is easily styled and can be safely ironed or curled without damaging its capabilities. Your programmable hair includes a lifetime warranty.

Prerequisites: Man/machine interface

Benefit: Programmable hair gives you a +2 to your Disguise skill checks.

Penalty: None

Special: None

Programmable Tattoo

Price: $350

Programmable tattoos are the ultimate form of artistic expression, where your body is the canvas. These tattoos can be implanted beneath any sizeable patch of skin. The implant is actually a mesh containing millions of alternating

microscopic photoemission and photoabsorption cells, which are controlled by the tattoo module, installed into one of your man/machine interface ports. Your thoughts are then translated into signals that the photoemission cells interpret into color, and the image is displayed onto the mesh. The photoabsorption cells collect and store residual light energy, enough to power the tattoos for up to three hours. Because these tattoos are created by light rather than pigments, your tattoo will glow dimly in the dark. Designs for the tattoos are limited only by your imagination. Corporate sponsorships are available to help defray some of the costs of the tattoos, provided that you display their corporate logo on your tattoo. Details of the contract vary from corporation to corporation, and breach of contract can result in legal or criminal proceedings. The tattoos should be serviced at least once every three years.

Prerequisites: Man/machine interface

Benefit: Programmable tattoos give you a +2 to your Diplomacy and Bluff checks when interacting with a person who is attracted to people with tattoos.

Penalty: None

Special: Full-body programmable tattoos can be used to grant a +8 bonus to Hide skill checks, if the character is wearing no clothes. This bonus is not cumulative with chameleon skin. Programmable tattoos on all exposed skin give a +2 to your Disguise skill checks.

Replacement Eye

Price: $1,800 per eye

Are you concerned about your failing vision? The standard cybernetic replacement eye can assuage those fears and allow you to enjoy perfect vision at all times. The standard cybernetic replacement eye requires use of one man/machine interface port. One or both eyes can be substituted with our replacement eyes. Each unit interfaces with the optic nerves to send and receive signals from the brain. The replacement eye is designed to be able to fit any one of over a dozen different enhancement upgrades. A replacement eye is guaranteed for the life of the wearer.

Prerequisites: Man/machine interface

Benefit: You gain 20/20 vision.

Penalty: You suffer a -1 to your Constitution.

Special: You can get both eyes replaced and suffer a -2 to your Constitution. There are several cybernetic options that you can add to a replacement eye.

Replacement Hearing

Price: $1,800 per ear

Never worry about failing hearing or deafness again. A digital audio receptor replaces the bones within your middle ear in the tympanic cavity and transmits any sound it picks up to the man/machine interface module, where the signals are then converted and transmitted through the auditory nerves. One or both ears can be augmented with cybernetic hearing. The standard cybernetic replacement hearing unit can be upgraded with any one of several types of hearing expansion packages. The standard replacement hearing kit is guaranteed for the life of the wearer.

Prerequisites: Man/machine interface

Benefit: Grants you a +1 to Listen checks.

Penalty: You suffer a -1 Constitution penalty.

Special: You can have both ears replaced at a -2 Constitution penalty. Several pieces of cybernetics require replacement hearing.

Sleep Inducer

Price: $450

The sleep inducer module attaches to one man/machine interface port and does not require any external access ports. Several probes are inserted into the cerebral cortex and ensured to be in contact with several specific neurons. The sleep inducer is activated through conscious thought, which starts by stimulating the neurons to release neurotransmitters associated with relaxation and sleep, such as acetylcholine, endorphins, and serotonin. As relaxation sets in, signals are sent through the probes, which effectively ceases activity in the cerebral cortex, helping the user achieve unconsciousness while retaining a small amount of conscious awareness. As it nears the time for the user to wake, neurotransmitter activity is moderated, and then the probes are deactivated, allowing instant wakefulness as activity goes through the cerebral cortex once again. This procedure does not promote REM sleep. The unit should be serviced at least once a year.

Prerequisites: Man/machine interface

Benefit: Instantly fall asleep. This enhancement also refreshes the body and mind, so that its wearer need sleep only 2 hours per day to gain the benefit of 8 hours of sleep.

Penalty: After three consecutive days of using the sleep inducer, you suffer a -1 Wisdom penalty. After one week of everyday use of the sleep inducer, you suffer an additional -1 Constitution and -1 Intelligence penalty.

Special: None

Subvocal Microphone

Price: $980

The subvocal microphone module uses a man/machine interface port and is designed to be used in conjunction with a replacement hearing module and either a high-range radio link, a tight beam radio link, or a phone link. Electrode probes are inserted into Broca's area and Wernicke's area in the left hemisphere of the cerebrum. The brain activities in these regions, instead of being sent through the nerves to operate the muscles for vocalization, are translated through the subvocal microphone module when the unit is active. These signals are interpreted as words and transmitted through the appropriate link. The unit is acclimated to your brain's patterns for speech after

approximately an hour of reading specific phrases out loud. It also replicates the tone and specific frequency of your voice. Aphasia affects the subvocal microphone just as it does normal speech. The unit should be serviced approximately once every three months.

Prerequisites: Man/machine interface, replacement hearing, and one of the following: high range radio link, tight beam radio link, or phone link.

Benefit: Allows you to use the high range radio link, tight beam radio link, or phone link without speaking.

Penalty: None

Special: None

Tactile Increase

Price: $650

Heighten your sense of touch with the tactile booster. The booster attaches to one man/machine interface port and has probes that are inserted into the inferior parietal lobule in the cerebral cortex and into the thalamus gland to help magnify any tactile input that comes through. All sensory data are intercepted from the thalamus and filtered through the tactile booster before being sent back through the probes to the cerebral cortex. The booster effectively magnifies tactile signals while all other sensory data are left alone. This may sometimes result in a slightly delayed reaction time, or in some cases in a doubling of sensory input as some of the data manage to bypass the probes before they are filtered. The unit should be serviced at least once a year.

Prerequisites: Man/machine interface

Benefit: You get +2 to Search checks when using your sense of touch, and increased sexual stimulation.

Penalty: None

Special: None

Wet Drive

Price: $1,200

By using a combination of solid-state technology and the storage capacity of the human brain, the wet drive uses the latest and greatest advancements in cognitive bioengineering. Several petabytes can be transferred to the wet drive to be stored at a time, and there is theoretically no effective limit to its maximum capacity. The wet drive module uses one interface port, and the entirety of the unit is installed into the cranial cavity against the cerebrum, where neural nodes can be in full contact with the receptors in the wet drive itself. As more and more information is stored in the brain, it becomes increasingly difficult for the brain to sort the data properly during periods of sleep or unconsciousness. This can result in severe headaches, dizziness, disorientation, or loss of short-term memory. Data can be transferred through a Net module to and from any available system, from knowledge chips, or even through another wet drive. It is highly recommended that the wet drive be properly shielded from EMP and EMI.

Prerequisites: Man/machine interface

Benefit: Allows you to store petabytes of information on a drive using a combination of cybernetics and your brain as the storage media. A character with this enhancement gains an inherent bonus of +2 to his Intelligence score.

Penalty: You suffer a -1 Wisdom penalty.

Special: The wet drive can be overloaded with data, being pushed to hold many hundreds of petabytes of information. While it is overloaded, the character loses one point of Constitution per day. You can transfer data to and from your wet drive from chips or systems connected to your man/machine interface port.

Multiple-grade models

(civilian, industrial/professional, military)

Adrenal Control System

Price: $2,600

The Adrenal Control System (ACS) uses one man/machine interface port. The unit can be activated at will. Part of the ACS is implanted around the adrenal gland, with electrodes placed throughout. The rest of the ACS is implanted throughout the body. The ACS can be activated twice a day; once active, it directly stimulates the adrenal cortex and adrenal medulla through the electrodes surrounding the adrenal gland, while the units throughout the rest of the body also secrete corticosterone, epinephrine, and norepinephrine to stimulate the muscles and blood vessels instantly. For a short period while the ACS is operating, the user will experience a significant boost to muscle and cardiovascular activity. This is physically draining and the individual must rest for at least one hour after each use. Once a day, the ACS stimulates the adrenal gland to absorb the hormones released to help replenish its own supply. Professional and military models of the ACS store enough hormones to be activated three and four times a day, respectively. The ACS should be serviced at least once every two months to refill the protein reservoir used to manufacture the hormones.

Prerequisites: Man/machine interface

Benefit: When the adrenal control system is activated, you temporarily gain +4 to Strength and +4 to Constitution as well as a +2 morale bonus on Willpower saves. The heightened state lasts for a number of rounds equal to 3 + the new Constitution modifier. Activating the adrenal control system is a move-equivalent action. The character can activate the adrenal control system twice per day.

Penalty: While the adrenal control system is activated, the character cannot use skills that require patience or concentration. At the end of the adrenal control system's activation period, the character suffers -2 to Strength and to Dexterity for one hour.

Special: Professional-grade adrenal control systems may be used three times per day, and military-grade adrenal control systems may be used four times per day.

Audio Recording

Price: $500

The audio recorder cybernetic replacement ear enhancement allows the wearer to record anything that the wearer hears through the ear. This data can be saved on a chip included in the man/machine interface module, which has an effective recording time of 48 hours, or to a wet drive, which has effectively unlimited storage capacity. The data on the chip or wet drive can be easily downloaded into external storage media through an interface port that can be installed anywhere on the body. The ear can also transmit data real time through the interface port to an external speaker or recording device. Recordings can be played back internally at any time. Professional-grade models include advanced on-the-fly editing options and features, as well as a library of effects which can be integrated into the recording easily and quickly through the use of the man/machine interface. The military model separates sounds of differing frequencies onto different tracks such that individual sounds can be isolated during playback. The audio recording implant should be serviced at least once every two years.

Prerequisites: Man/machine interface, replacement hearing

Benefit: Allows you to record everything that you hear.

Penalty: None

Special: Professional-grade audio recording gives a +3 competency bonus to Perform (singing) and Perform (play instrument) skills on recorded songs. Military-grade audio recording gives a +2 competency to Listen checks to detect a specific sound during playback. Audio recordings can be saved on chips connected to the man/machine interface port or to a wet drive.

Digital Visual Enhancement

Price: $550

The digital enhancement eye expansion allows a wearer to focus on objects as small as an inch in diameter up to a distance of twenty feet away. The digital enhancement is also sensitive to sudden movement and flashes within the wearer's standard field of vision. The wearer can focus on a particular area through the man/machine interface port and zoom into that specific area, and the eye will automatically enhance the image. Industrial models can focus on a one-inch diameter object up to a distance of thirty yards away. Military models can enhance the image of a one-inch diameter object up to fifty yards away. The digital enhancement unit should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement eye

Benefit: You gain a +3 to all Search and Spot checks dealing with vision.

Penalty: None

Special: Professional-grade digital enhancement gives a +4 to Search and Spot checks. Military-grade digital enhancement gives a +6 to Search and Spot checks.

Digital Hearing Enhancement

Price: $550

The digital enhancement upgrade to the standard cybernetic hearing replacement further processes incoming sound to filter out white noise, digitally editing the remaining input to be sharper and clearer. Industrial- and military-grade models provide the wearer with increasingly more effective noise filtering and sound enhancement. The digital enhancement upgrade should be serviced at least once every two years.

Prerequisites: Man/machine interface, replacement hearing

Benefit: You gain a +3 to Listen checks.

Penalty: None

Special: Professional-grade digital hearing enhancement gives a +4 to Listen checks. Military-grade digital hearing enhancement gives a +6 to Listen checks.

Digital Microscope

Price: $450

The digital microscope enhancement grants the wearer the ability to examine miniscule objects. The digital microscope magnifies an object as much as 225x, and the magnification is adjusted by the wearer's thoughts through the man/machine interface module. Industrial-grade models provide a maximum magnification of 525x, while military models grant a magnification of up to 825x. A science model is also available which has a magnification setting as high as 1,000x. The scanning aperture is installed into a fingertip of the arm with the gyroscopic stabilization enhancement. The image can be displayed on a datascreen or routed to an external monitor.

Prerequisites: Man/machine interface, replacement eye, replacement arm, gyroscopic stabilization

Benefit: You gain 225x or 525x magnification on your vision to see small objects. This enhancement enables the character to see much better than normal at distances of 1 mm or less, granting him a +6 bonus to Search checks to locate or identify features such as tiny marks, writing, or imperfections that are normally too small to be noticed.

Penalty: None

Special: Professional-grade digital microscopes offer an additional 825x magnification setting, granting a +7 bonus. Scientific-grade digital microscopes offer the 825x magnification as well as a 1,000x magnification setting, which offers a +10 bonus. Can be used with a datascreen to

maintain normal vision while you are using the digital microscope.

Digital Telescope

Price: $650

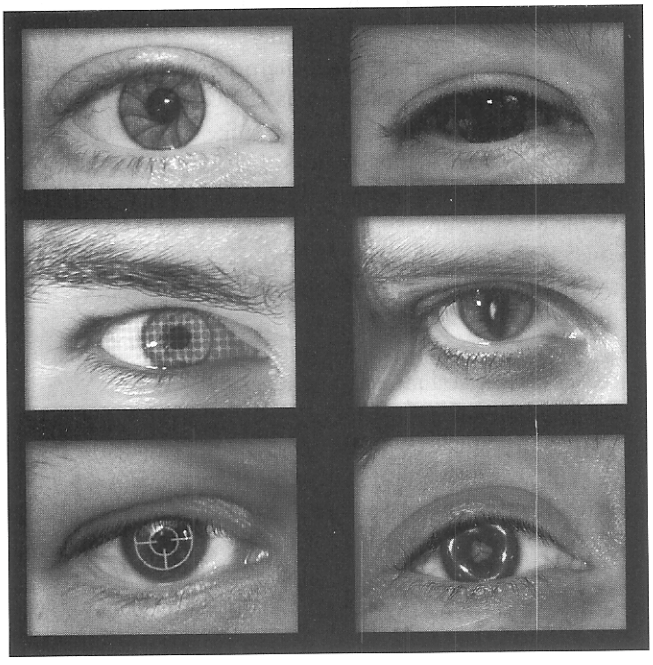
The digital telescope enhancement for the standard cybernetic eye grants the wearer as much as a 10x magnification to view distant objects. The magnification is adjusted by the wearer's thoughts through the man/machine interface module, and the image is digitally enhanced. Industrial-grade models have a maximum magnification of 20x, and military models provide a magnification of as much as 40x. A science model is also available with up to a 400x magnification and an inlaid display that transmits data from a star locator computer included with this upgrade. A datascreen can be installed with this enhancement to allow the user to maintain normal vision while the telescope is in use.

Prerequisites: Man/machine interface, replacement eye

Benefit: You gain 10x magnification on your vision to see things at a distance. This enhancement grants a +5 circumstance bonus to Spot checks made at over 50'.

Penalty: None

Special: Industrial-grade digital telescopes give a 20x magnification, which offers a +6 circumstance bonus to Spot checks made at over 50', and military-grade digital telescopes give a 40x magnification, which offers a +8 bonus. Scientific-grade digital telescopes give a 400x magnification, which offers a +8 circumstance bonus to spot checks made over 500', with an additional computer star locator that gives a +3 to Profession (astronomy) checks. This enhancement can be used in conjunction with a datascreen to maintain normal vision while you are using the digital telescope.



Flare Compensation

Price: $650

Shield your vision from the blinding effects of sudden bursts of light. The flare compensation upgrade to the standard cybernetic eye replacement also protects your night vision from the headlights of oncoming vehicles. The polarized lens can be activated at will through the man/machine interface module, or it can be activated automatically whenever excessive amounts of light suddenly strike the photoreceptors within the eye. The industrial and military models employ increasingly more effective and quicker reacting shielding. The flare compensation eye should be serviced at least once every eight months.

Prerequisites: Man/machine interface, replacement eye (both eyes)

Benefit: You gain a +3 to your Willpower saving throws to avoid the effects of blinding attacks.

Penalty: None

Special: Professional-grade flare compensation grants a +5 to your Willpower saving throws to avoid blindness, and military-grade flare compensation grants a +7.

High Range Radio Link

Price: $450

The radio link enhancement allows wearers to monitor and listen in on civilian-band radio frequencies at a range of 10 miles from the source of transmission. If the wearer wishes to communicate over the radio, the subvocal microphone or a microphone jacked into an implanted external port is necessary. Channels, squelch, and other options are adjustable at will through the man/machine interface module. Police-grade radio links include restricted police bands and a signal booster that gives the radio a range of 20 miles. Industrial-grade radio links include restricted corporate bands and a signal booster that gives the radio a range of 40 miles. Military-grade radio links include restricted military bands and a powerful signal booster that gives the radio a range of 80 miles. The radio link should be serviced at least once every two years.

Prerequisites: Man/machine interface, replacement hearing

Benefit: You are able to communicate and listen in on civilian-band radio frequencies at a range of 10 miles. Communication using this radio is not subject to any but the most extreme environmental conditions and cannot be blocked at a distance using conventional technology.

Penalty: None

Special: Police-grade high range radio links have additional police bands and a range of 20 miles. Professional-grade high range radio links have additional corporate bands available and a range of 40 miles. Military-grade high range radio links have additional military bands and a range of 80 miles.

Internal Air Supply

Price: $1,300

The internal air supply module uses one man/machine interface port. It is activated at will or automatically whenever there is not enough oxygen getting to the brain. It requires a partial removal of the lungs for the air tanks to fit into the thoracic cavity. A regulator controls the amount of air that goes into the lungs, such that it replicates a normal breath cycle. The standard model contains up to thirty minutes of air that is approximately 45% oxygen. The industrial model contains up to an hour of this air, with a valve and regulator upgrade to handle the higher pressure. Military-grade models include a partial sports lung implant to recycle the air more efficiently, increasing the use of the air to approximately 2 hours. Great care should be taken to ensure that no excessive force is applied to the air tanks. Such force may cause them to rupture and explode. The internal air supply should be serviced once every four months. The module should be serviced one every two years.

Prerequisites: Man/machine interface

Benefit: You have 30 minutes of breathable air.

Penalty: You suffer a -1 Constitution penalty.

Special: Professional-grade internal air supplies have a 1-hour duration. Military-grade internal air supplies have a 2-hour duration.

Knowledge Chips

Price: $600

A knowledge chip is a solid-state database of information as it pertains to a particular subject. The standard model can contain up to 100 terabits of data, which must be consciously sorted. Industrial-grade chips have approximately the same amount of data but include a fuzzy logic search functionality that provides greater reliability in a data search. Military-grade chips include an index of the information as well as the fuzzy logic search algorithm for unparalleled data search accuracy. The user must take care in protecting the chips from electrostatic discharge (ESD). Any damage resulting from negligence voids any warranties.

Prerequisites: Man/machine interface, knowledge module

Benefit: +6 competency bonus to a particular Knowledge skill. The Knowledge skill must be chosen when the skill chip is purchased.

Penalty: None

Special: Professional-grade knowledge chips provide a +8 bonus to a Knowledge skill. Military-grade knowledge chips provide a +10 bonus to a Knowledge skill. It takes 5 minutes from slotting the Knowledge Chip for these bonuses to take effect.

Motion Detector

Price: $850

The motion detector replacement eye enhancement allows the user to notice movement more easily in the vicinity. Using parallax calculations, the eye quickly compensates for the wearer's head and eye movement such that it does not trigger the motion detection. A datascreen must also be installed to use the motion detector. The motion detector can be activated at will, and while active it will highlight objects within the wearer's field of vision within 20 yards that are in motion on the datascreen. The datascreen can also be configured to show relative location of these objects to the wearer on a radar-like display. The industrial-grade model is designed with a range of 40 yards. The military model has a range of 80 yards. The motion detector should be serviced once every nine months.

Prerequisites: Man/machine interface, replacement eye, datascreen

Benefit: Grants a +7 situational bonus to spot checks to detect motion within 20 yards

Penalty: None

Special: Industrial-grade motion detectors have a range of 40 yards. Military-grade motion detectors have a range of 80 yards.

Noise Damper

Price: $2,200

The noise damper hearing expansion implant protects the wearer from sudden loud sounds that can also damage the replacement hearing unit. The noise damper automatically activates whenever there is a noise spike of greater than 40 decibels in a span of less than one tenth of a second, reducing all sound levels to at most around 50 decibels. This protects the wearer from the noise without disrupting the ability to hear anything at all. The noise damper also activates when there is any constant noise level of greater than 110 decibels. Industrial-grade dampers are able to activate with a noise spike of greater than 35 decibels within a span of less than one hundredth of a second. Military models activate on a 25-decibel spike within the same time span. Noise dampers should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement hearing

Benefit: Gain a +2 to Willpower saving throws to avoid the effects of sound-based attacks.

Penalty: None

Special: Industrial-grade noise dampers give a +4 bonus to Willpower saves against sonic attacks. Military-grade noise dampers give a +6 bonus to Willpower saves against sound-based attacks.

Noise Editing

Price: $950

The noise editing hearing expansion package links the replacement hearing cybernetic implant with the areas in the reticular activating system associated with attention through the man/machine interface module. By focusing on a specific sound or voice, the module can isolate the sound being concentrated on and filter out most of the surrounding noise to assist in hearing that sound. The industrial and military grades have increasingly more complex connections to the RAS for more advanced sound and signal filtration. The noise editing enhancement should be serviced at least once every four months.

Prerequisites: Man/machine interface, replacement hearing

Benefit: Gain a +3 to Listen checks to hear a specific sound over the background noise.

Penalty: None

Special: Industrial-grade noise editing gives a +4 to Listen checks to detect a specific sound. Military-grade noise editing gives a +6 to Listen checks to detect a specific sound.

Olfactory Increase

Price: $650

A chemical analyzer is installed into the upper portions of your nasal cavity to assist your biological chemoreceptors in identifying specific scents in quantities as small as one part per 100 million. Stimulus captured by the analyzer is passed on through the olfactory nerves, and along with impulses sent from the natural olfactory receptors, are magnified tenfold through the olfactory module to the brain for exceptional scent identification. Our industrial model identifies chemicals in quantities as small as one part per 500 million, and magnifies olfactory signals by twenty times. Military models can distinguish chemicals in quantities as small as one part per billion, and increases the olfactory signal by fifty times. The olfactory module uses one man/machine interface port and should be serviced at least once a year.

Prerequisites: Man/machine interface

Benefit: You gain a +5 to scent based spot checks. When encountering stench attacks or the like, the character must make a Fortitude saving throw (DC 14) or be nauseated for 1d4 rounds.

Penalty: You suffer a -1 to your Wisdom, and smell many things you'd probably rather not.

Special: Professional-grade Olfactory Increase Modules grant a +7 to scent based spot checks, and Military-grade Olfactory Increase Modules grant a +9 to scent based spot checks.

Optical Recorder

Price: $1,300

The optical recorder cybernetic replacement eye enhancement allows the wearer to record anything that the wearer sees through the eye. This data can be saved on a chip included in the man/machine interface module, which has an effective recording time of ten hours, or to a wet drive, which has effectively unlimited storage capacity. The data on the chip or wet drive can be easily downloaded into external storage media through an interface port that can be installed anywhere on the body. The eye can also transmit data real time through the interface port to an external display or recording device. Recorded data on a chip or wet drive can be played back internally, but it requires a datascreen upgrade interface. Professional-grade models include advanced on-the-fly editing options and features, as well as a library of effects which can be integrated into the recording easily and quickly through the use of the man/machine interface module.

Prerequisites: Man/machine interface, replacement eye

Benefit: Allows you to record everything you see.

Penalty: None

Special: Professional-grade optical recorders give a +2 to your Craft (cinematography) skill checks. You can save your video recordings on a chip in your man/machine interface port or on a wet drive.

Pain Editor

Price: $2,600 (the two types of pain editors are NOT interchangeable)

The pain editor module uses one man/machine interface port and can be activated at will. Electrode probes are inserted into specific areas of the thalamus, filtering signals from the pain receptors around the body. This effectively numbs the brain to registering pain. Reflexive actions that are associated with pain are also stunted. Industrial models more comprehensively block signals from pain receptors in other areas of the brain in addition to the thalamus. Military-grade implants include local anesthetic injectors in various areas of the body to instantly and completely numb those areas to pain, though some motor control may be affected as well. The pain editor should be serviced at least once every year.

Prerequisites: Man/machine interface

Benefit: The pain editor allows you to remain conscious until you reach -6 hit points and provides a +1 damage reduction. You can take only a partial action each round after being reduced to negative hit points, and if you perform any full action, you take 1 point of damage after completing it. A character that is exhausted still moves at half normal speed but only suffers an effective penalty of -2 to Strength and Dexterity and no longer suffers a penalty if fatigued.

Penalty: You suffer a -1 Wisdom penalty.

Special: Professional-grade pain editors give you an additional +4 hit points. Military-grade pain editors give

you an additional +6 hit points. Both professional and military-grade pain editors cause an additional -1 Intelligence penalty.

Simsense Module

Price: $4,200

Don't just remember an experience, relive it to its fullest. The simsense module allows you to record sensory input from all five of your senses and to play back simsense recordings, whether they are your own or someone else's. With a combination of electrodes connected to the thalamus and to the various sensory nerves, including the olfactory, optic, acoustic, and glossopharyngeal nerves, the simsense module is able to record and play back accurately every smell, sight, sound, taste, and feel that you experience. The module uses one man/machine interface port and has an external chip slot that can be implanted anywhere on the body for easy access. The industrial-grade module is custom-tuned to each individual through an exhaustive set of tests, to ensure the highest possible accuracy in recording and playback. The simsense unit is compatible with the wet drive for storing and playing back recordings. The module should be serviced at least once every four months.

Prerequisites: Man/machine interface

Benefit: Allows you to record sensory experiences from all five of your senses.

Penalty: None

Special: Professional-grade simsense modules grant a +5 competency to your Craft (simsense artist) skill checks. You can save your simsense recordings on chips ported in your man/machine interface or on in a wet drive.

Taser Implant

Price: $1,500

The taser implant requires one man/machine interface port. The taser itself is installed into your hand, and your whole arm is shielded to protect yourself from the electrical discharge. The taser can be primed at will through the man/machine interface and the power pack for the unit can be external, or it can be implanted anywhere in the body. The power pack can be recharged at any standard power outlet. The taser implant and the shielding should be serviced at least once every five years.

Prerequisites: Man/machine interface

Benefit: This enhancement allows the character to use an internal taser once per day as a ranged touch attack with a range of 100 feet. On a successful attack, tasers do 1d8 (1d10 military) subdual damage and the target must make a Fort save (DC = 15 + damage) or the taser suppresses any currently active cyberware and has a 65% chance to suppress any other cyberware the character possesses, regardless of the level or strength of the enhancement, for 2d6 rounds.

Penalty: None

Special: Professional-grade taser systems may be used twice per day, and military-grade systems may be used four times per day.

Vehicle Module

Price: $750

The vehicle control module uses one man/machine interface port. The unit consists of probes, which are inserted into specific areas of the cerebellum that control motor functions, and an external port that can be installed anywhere on the body for easy access. The external port can then be hooked up to a vehicle smartlink jack for finer vehicle control. The vehicle module allows you to control every aspect of the vehicle, from the flow of fuel to steering, to the opening and closing of doors. Industrial-grade modules include an additional set of probes that are inserted into other parts of the cerebellum as feedback devices and a vehicle smartlink upgrade, which includes proximity and pressure sensors on all sides of the vehicle, which send signals back through the module. The military-grade module expands on the industrial-grade module by including pressure sensors on the tires and brakes, which can be regulated individually for ultrafine control of the vehicle. Both the vehicle modules and the corresponding smartlink connections should be serviced once every three months to maintain perfect synchronicity.

Prerequisites: Man/machine interface

Benefit: You receive a +3 competency bonus to your Drive skill checks.

Penalty: None

Special: The Industrial-grade vehicle module gives a +5 to your Drive skill checks. The military-grade vehicle module gives a +7 to your Drive skill checks. The industrial- and military-grade vehicle modules cause a -1 Intelligence penalty.

Vocal Control System

Price: $950

The vocal control system (VCS) is installed around your larynx, with electrode probes attached in your tongue and the various muscles in your jaw and lips to enhance your own voice digitally. You can use the VCS to adjust your voice minutely to match a certain key, project your voice, enunciate words more clearly, or even change the pitch by several steps. Sound waves produced by your larynx are first absorbed by the VCS, then are modified according to the movement of your mouth to produce the correct words, and finally are projected to make it seem as if the sound were coming out of your own mouth. The actual enhancement made to your voice is selected at will through the VCS' man/machine interface. The professional and military models include larger selections of voice modification, a voice recording functionality to emulate specific voices, and a week of training, both for the VCS

and for the user, to make the most out of the unit. The VCS should be serviced at least once a year.

Prerequisites: Man/machine interface

Benefit: You gain a +3 competency bonus to Perform (singing) and Perform (acting) skill checks.

Penalty: None

Special: Professional-grade vocal control systems grant a +5 to Perform (singing) and Perform (acting) skill checks. Military-grade vocal control systems grant a +3 to Bluff skill checks.

Specialized-grade models

(professional/industrial, scientific, military)

Active Infrared Vision

Price: $860

The active infrared vision enhancement for cybernetic replacement eyes projects a beam of infrared light to illuminate objects clearly in the dark to infrared vision. While infrared vision is active, the wearer can see in black and white only. Active infrared vision can be activated at will through the man/machine interface module. Anyone using infrared imaging can detect the infrared beam that the active infrared vision enhancement emits. The military model employs some limited digital enhancement to make infrared images clearer. The active infrared vision expansion should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement eye (both eyes)

Benefit: This enhancement confers the ability to see with no light source at all, normally to a range of 60', which can be extended in conjunction with other optical enhancements. This vision is black and white only and does not allow characters to see anything that they could not see otherwise. The presence of light does not spoil active infrared vision. A character using active infrared gains a +1 situational bonus to Spot and Search checks made while in a darkened environment due to the focusing of the optical enhancements.

Penalty: People with passive infrared vision gain a +3 bonus to Spot someone using active infrared vision.

Special: Military-grade active infrared vision gives you a +2 to Spot and Search checks.

Active Ultraviolet Vision

Price: $860

The active ultraviolet vision enhancement for cybernetic replacement eyes projects a beam of ultraviolet light to illuminate objects clearly in the dark to ultraviolet vision. While ultraviolet vision is active, the wearer can see in black and white only. Active ultraviolet vision can be activated at will through the man/machine interface module. Anyone using ultraviolet imaging can detect the ultraviolet beam that the active ultraviolet vision enhancement emits. The military model employs some limited digital enhancement to make ultraviolet images clearer. The active ultraviolet vision expansion should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement eye (both eyes)

Benefit: This enhancement confers the ability to see with no light source at all. This ability operates out to a range of 30' normally, which can be extended in conjunction with other optical enhancements. Ultraviolet vision never allows a character to read in total darkness, however. Ultraviolet works underwater and in a vacuum. This enhancement also gives a +1 situational bonus to Spot and Search checks made while in a darkened environment due to the focusing of the optical enhancements. Ultraviolet vision is black and white.

Penalty: Other people with active ultraviolet vision a gain a +3 bonus to Spot someone using active ultraviolet vision.

Special: Military-grade active ultraviolet vision gives a +2 to Spot and Search checks.

Armored Limb

Price: $2,600

Instead of using standard molded plastics for the exoskeletal shell that forms the limb, it is replaced with the same high-impact plastics that are used in the armor-plating implants. The shell provides unparalleled protection against cuts, punctures, and other forms of kinetic impact. Layered into the plastic is the same antiballistic fabric found in most forms of body armor today. The shell is also reinforced with a composite ceramic and carbon-steel layer inside the plastic. These plates absorb a concentrated amount of kinetic energy and distribute it across a wider area to minimize trauma. Because the limb is custom-built with the armor upgrade, it appears to be a natural arm. Except for repairs that should be expected after use, the armoring is good for the life of the user.

Prerequisites: Man/machine interface, replacement limb

Benefit: You gain +1 to Damage Resistance and an additional +1 to Armor Class at all times. A character's maximum speed with this enhancement is 30 feet, and the maximum Dexterity bonus is +4.

Penalty: None

Special: You may take the armored limb cybernetics up to four times, but each time requires an additional replacement limb.

Autoinjector

Price: $1,300

The autoinjector unit can be fitted into any place in the body, though the closer it is to major blood vessels the more effective it can be. The man/machine interface module monitors the user's body's vital signs. When a severe trauma affects the body the module activates the autoinjector and

prompts it to inject a dose of drugs into the body to help stabilize the condition. A man/machine interface module can be used to control up to three autoinjector units. The military models can be calibrated to react to specific types and levels of trauma for more specialized treatment of different types of injury and stress. The autoinjectors should be refilled after each use. The module should be serviced once every two years.

Prerequisites: Man/machine interface

Benefit: Automatically dispenses a dose of drugs to you when you reach unconsciousness. Further options for autoinjector ammo available on p. 149.

Penalty: None

Special: The military-grade autoinjector can be set to dose at the hit point total of choice instead of just at unconsciousness. Autoinjectors and military-grade autoinjectors can be installed multiple times so that the character can be given multiple doses of the same or different drugs.

Body Replacement (Full Conversion)

Price: $14,850

When physical trauma is too severe for a patient to survive, a full body replacement is in order. In the standard full body replacement package, all four limbs, the skin, the eyes and ears, and often parts within the torso are replaced with the basic cybernetic equivalents. These replacement parts are all made of high-impact plastics, ceramics, and composite metals, so the body is actually significantly more resistant to damage after the replacement. A military-grade replacement includes mechanically assisted joints for improved mobility of the limbs. This is an extremely expensive procedure and should be considered only when there are no other options available. The full body replacement should be serviced at least once every three weeks.

Prerequisites: Man/machine interface, replacement limbs (both arms and both legs), replacement eyes (both) and replacement hearing.

Benefit: The benefits of being a full conversion are numerous and varied:

- +2 to Will saves regarding fear effects, +5 save vs. poison and disease
- Damage Reduction and AC bonus (see table below).
- Hit Dice: Increase to d12.

Table 3.2 Body Replacement

# of Hit Dice	Damage Reduction	AC Bonus
1-3	1	+1
4-7	5	+2
8-11	10	+3
12+	12	+4

- Abilities: Adjustments to current ability scores as follows: Str 24, Dex 22, Con 24, Int -2, Wis -4, Cha -8/-2 for N'kognito version (looks just like your old self!).
- Full body conversions are not subject to critical hits, subdual damage, ability damage, or energy drain.
- Full body conversions receive a +4 to Bluff and Intimidate checks.

Penalty: A full body conversion applies one negative level to the user of this enhancement. This negative level persists as long as the character remains at full conversion. This negative level never actually results in a level loss, but it cannot be overcome in any way other than organic replacement and therapy. Strength, Dexterity and Constitution Scores can no longer be improved through non-cybernetic means.

Special: the Standard Infantry Military Grade Body Replacement grants a +1 to Dexterity and is treated as +1HD for the purposes of determining Damage Reduction and AC bonus. Military models can never be disguised but do offer the following options:

- Flamethrower:

Price: $4,950

The MiGBR offers a fully functional flamethrower, which normally discharges from the left arm. When charged, the flamethrower offers 15 shots. Every attack from this item uses between one and four shots, at the user's discretion. Each shot does 1d8 damage, and on a roll of 17-20 ignites flammable objects within a 10' radius, doing 1d8 damage the first round, then 1d6 damage until the fire is suppressed. Each recharge of 15 shots costs $450. Use of the flamethrower arm for manual tasks is impossible. Wearers suffer a -5 to Dex checks and Reflex saves requiring fine manual manipulation.

- Jump pack:

Price: $7,000

The MiGBR also offers a booster pack that can lift up to 200 pounds, as well as the weight of the carrier, for a little over 3 minutes. The pack's movement rate is 75, and vertical movement costs 10 feet for every 5 feet climbed, with a maximum altitude of 1,000 feet. Successful use of this enhancement requires a Drive (Jetpack) roll, normally of 15 or higher, depending on conditions.

Bug Detector

Price: $650

The bug detector replacement hearing expansion aids the wearer in detecting hidden listening devices. When activated, the bug detector attempts to track down sources of microelectronics and low-frequency transmissions. When it detects a possible listening device, the wearer hears a soft chime that pulses rhythmically, which beats faster the closer the wearer is to the source. If there are multiple sources, each chime has a different pitch. The electronics

for the military model are more sensitive and may also detect hidden recording devices and cameras as well. The bug detector should be serviced at least once every two years.

Prerequisites: Man/machine interface, replacement hearing

Benefit: Grants a +5 competency bonus to Spot checks for detecting listening devices within a 30' area.

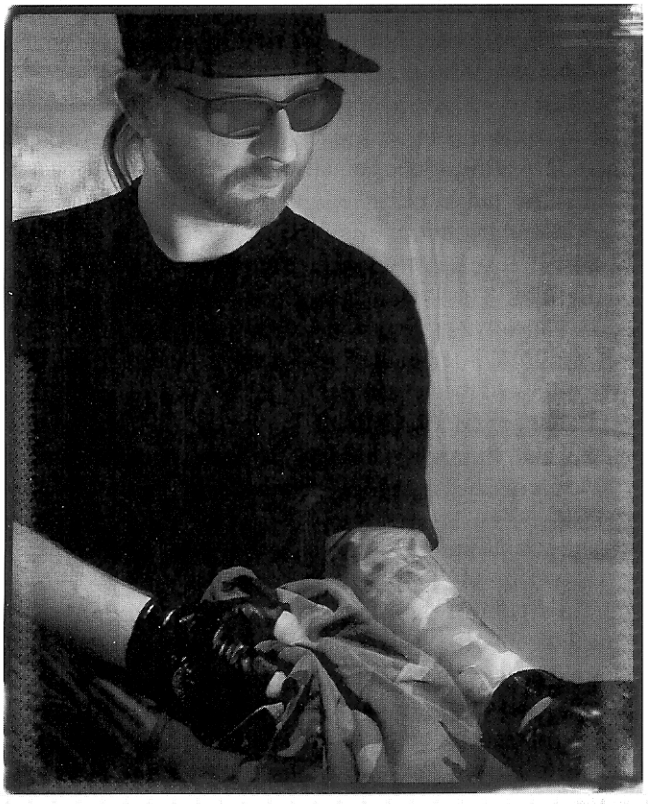
Penalty: None

Special: Military-grade bug detectors grant a +8 to Spot checks for detecting listening devices.

Chameleon Skin

Price: $2,200

This upgrade to the common programmable tattoo implant employs a more advanced mesh of photoemission, photoabsorption, and photoreception cells. The photoabsorption cells harness light to provide minimal power to the entire unit, and the photoreceptors act as an image-capturing device. The image captured by the photoreceptor cells is processed by the man/machine interface module and projected on diametrically placed photoemission cells. The chameleon skin can be activated and deactivated at will through the man/machine interface. The mesh must replace every piece of skin, and a perfectly transparent film is placed over it to protect the body as the skin would. All body hair must be removed as part of the procedure. The military model includes a power pack installed in the chest cavity that helps boost the strength of the photoemitters; it also uses a better image processor in the man/machine interface module, which handles complex calculations for effects such as parallaxing and shadows, for more reliable image projection on the photoemission cells. The chameleon skin should be serviced once every two months, and it should be repaired immediately if any damage is done to it.



Prerequisites: Man/machine interface

Benefit: When not wearing any clothes, you gain a +15 bonus to Hide skill checks.

Penalty: Chameleon skin causes a -1 to your Constitution.

Special: Military-grade chameleon skin gives a +20 bonus to Hide skill checks.

Chemical Analyzer

Price: $1,800

The chemical analyzer cybernetic eye expansion requires a datascreen upgrade. This unit displays the chemical composition of any specified object within the wearer's field of vision up to a distance of five feet. The object can be selected and analyzed through the man/machine interface module. The level of detail returned is dependent on the model of the chemical analyzer enhancement. Industrial models include a significantly larger database of known chemicals and can return the approximate percentage composition of each chemical. The science model's database includes every known chemical and biochemical and can also be toggled to display the molecular model of the individual component chemicals.

Prerequisites: Man/machine interface, replacement eye, datascreen

Benefit: Can give chemical breakdown of items within 5 feet. This enhancement determines the single most basic function of each analyzed chemical, including how many doses were used. If the chemical has multiple functions in the compound the analyzer identifies the lowest-level or the most potentially dangerous function.

Penalty: None

Special: Professional-grade chemical analyzers grant a +5 bonus to Profession (chemist) and Profession (forensics) skill checks. Scientific-grade chemical analyzers grant a +7 bonus to Profession (chemist) and Profession (forensics) skill checks.

Climbing Hand Module

Price: $650

The climbing module cybernetic enhancement requires the replacement of both hands and arms. The standard model arms can support and lift up to 300 lbs. At will, diamond-tipped steel teeth can extend from the fingers to provide superior grip on rough surfaces, and then be retracted again. The palms are recessed and air can be evacuated out of the cavity at will to provide powerful suction to help cling to smoother surfaces, and can be released just as easily with a mere thought. The joints can be locked in such a way that the user can hang from even the most precarious ledge indefinitely. A mechanical rope

pulley wheel installed into the forearm just above the wrist can clamp onto a rope as thick as two inches across, for assisted rope climbing and rappelling maneuvers. The military model uses hydraulically assisted actuators for improved performance when attempting to climb and can support up to 600 lbs. We do not recommend attempting to lift anything of that weight with your climbing arms unless your legs and body are also capable of supporting such a load. When the climbing module is not in use, the arm and hand can function at approximately 70% of capacity of their natural counterparts. The climbing modules should be serviced at least once a year, or after every ten uses.

Prerequisites: Man/machine interface, replacement arm (both)

Benefit: You gain a +6 to Climb skill checks. With this enhancement, climbing speed is 10, 25 if used in conjunction with climbing leg module. Walls should be treated as normal floors for the purposes of measuring your movement. Going from horizontal to vertical is equivalent to 5 feet of movement along a normal floor. Going over windows and other open areas requires a Jump check of DC 15 or higher and is equivalent to 10 feet of movement if using only the hands (5 if used with the leg module). Opponents on the floor still have attacks of opportunity as you move within areas they threaten.

Penalty: -2 to Dex checks or Reflex saves when hands are used for tasks requiring fine manual manipulation.

Special: Military-grade climbing hand modules grant a +8 bonus to climbing skill checks. Climbing hand modules prevent you from using any other hand modules.

Climbing Leg Module

Price: $850

The standard climbing leg modules can support and lift up to 500 lbs. At will, diamond-tipped steel teeth can extend from the toes to provide superior grip on rough surfaces, and then be retracted again. The soles of the feet are recessed and air can be evacuated out of the cavity at will to provide powerful suction to help cling to smoother surfaces, and can be released just as easily with a thought. The joints can be locked in such a way that the user can hang from even the most precarious ledge indefinitely. A mechanical rope pulley wheel installed into the calf just above the ankle can clamp onto a rope as thick as two inches across for assisted rope climbing and rappelling maneuvers. The military model uses hydraulically assisted actuators for improved performance when attempting to climb and can support up to a half ton. We do not recommend attempting to lift anything of that weight with your climbing legs unless your arms and body are also capable of supporting such a load. When the climbing module is not in use, the legs can function at approximately 70% of capacity of their natural counterparts. The climbing modules should be serviced at least once a year, or after every ten uses.

Prerequisites: Man/machine interface, replacement legs (both)

Benefit: You gain a +6 to Climb checks and have a maximum speed of 25. With this enhancement, climbing speed is 15, 25 if used in conjunction with climbing hand modules. Walls should be treated as normal floors for the purposes of measuring your movement. Going from horizontal to vertical is equivalent to 5 feet of movement along a normal floor. Going over windows and other open areas requires a Jump check of DC 15 or higher and is equivalent to 10 feet of movement if using only the legs (5 if used with the hand module). Opponents on the floor still have attacks of opportunity as you move within areas they threaten.

Penalty: None

Special: Military-grade climbing leg modules give a +8 to Climb checks. You may have only one type of leg module. The military version of this enhancement enables, on a successful Climb check, movement on vertical surfaces or even upside-down along ceilings, leaving the wearer's hands free.

Dexterity Increase Module

Price: $3,100

Major modifications and replacements are made to most of the skeletal muscles throughout the body to allow for improved fine motor control and increased twitch response speeds. With much of the muscle control handled through the dexterity control module, the user can reliably perform tasks that require a steady hand, experience increased coordination, and respond to physical danger more quickly. The military model includes a nerve impulse enhancement unit installed into the cerebellum to aid further in improving reaction speed and coordination for the user. The Dexterity increase module uses one man/machine interface port. The muscle modifications should be serviced at least once a year. The nerve impulse enhancement unit should be serviced at least once every three months.

Prerequisites: Man/machine interface

Benefit: This enhancement adds +2 to Dexterity and automatically ignores any damage dealt by the first 20 feet of a fall. The character also always lands on his feet regardless of the height of the fall.

Penalty: -2 to Constitution

Special: Military-grade dexterity increase modules grant +3 to Dexterity, but have in addition a -1 to Wisdom penalty.

Digitigrade Legs

Price: $2,400

The digitigrade replacement legs require use of one man/machine interface port. This is an upgrade to the standard leg replacement package. Both legs are completely replaced from the hips down. At least two weeks of training with our physical training department is required to accustom you to the differences in balancing on your digitigrade legs.

Your entire body's center of gravity is shifted forward and weight is set on the balls of the feet and the toes instead of the arches. This design, as well as the engineering of the legs themselves, aids in faster running speed and improved running-jump distances. The military model includes mechanically boosted actuators in the ankle, knee, and hip joints to assist in achieving exceptionally longer running-jump distances. The digitigrade legs can be used as a base unit for installing a replacement leg module. The digitigrade legs should be serviced at least once every six months.

Prerequisites: Man/machine interface, replacement legs (both)

Benefit: When running, you move six times your normal speed instead of the usual four times movement rate. A character with this enhancement also can jump twice as far or as high as is indicated on his Jump check. The maximum jump is twice normal, and any extra distance jumped (beyond the normal distance rolled) is not counted against your total allowed movement in the round.

Penalty: The enhancements offered by the digitigrade legs and the effects of the Run feat do not stack. The digitigrade legs take priority thus negating all bonuses that the Run feat provides.

Special: Use of military-grade digitigrade legs adds a +10 competence bonus to Jump checks, and the distance is no longer limited by the character's height.

Full Gyroscopic Stabilization

Price: $2,600

The full gyroscopic stabilization package for the full body replacement requires that the gyroscopic stabilization module for the replacement arms has also been installed. This gives the user an unparalleled sense of balance and a rock-steady stance and posture. The military-grade module requires that the military-grade gyroscopic stabilization module for the replacement arms be installed as well. The gyroscopic stabilization module should be serviced once every year.

Prerequisites: Man/machine interface, body replacement, replacement arm, gyroscopic stabilization

Benefit: Characters with the Full Gyroscopic Stabilization cybernetic replacement receive the Burst Fire feat for free. When using an automatic weapon on autofire, the targeted 10-foot-by-10-foot area has an effective Defense of 10. All targets within this area must make a Reflex save at a DC 25, or take normal weapon damage. Autofire shoots 10 bullets and can only be used if the weapon has at least 10 bullets in it. This enhancement also offers a +2 circumstantial bonus to any Reflex saves or Dex checks requiring steady hands or fine manipulation and an additional +2 circumstantial bonus to Balance checks and all Piloting checks when flying any type of aircraft. These enhancements do not stack with the bonuses given by the gyroscopic stabilization cyberware.

Penalty: None

Special: Military-grade full gyroscopic stabilization requires military-grade gyroscopic stabilization. When using an automatic weapon on autofire, the targeted 10-foot-by-10-foot area has an effective Defense of 10. All targets within this area must make a single Reflex save at a DC 15, or take damage as if it were struck by the Burst Fire feat, and at a DC 25, or take normal weapon damage. This enhancement also offers a +3 circumstantial bonus to all Piloting checks when flying any type of aircraft.

Gyroscopic Stabilization

Price: $1,500

Gyroscopic stabilization modules keep your arm steady no matter what activity you are using it for, from performing a menial task such as painting a straight line to more motion-sensitive activities such as holding a bottle of nitroglycerin while jogging down the stairs. Military-grade models require both arms to be replaced, and the stabilizers aid significantly in reducing the recoil of automatic weapons. The gyroscopic stabilization module should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement arm

Benefit: Characters with the Full Gyroscopic Stabilization cybernetic replacement receive the Burst Fire feat for free. This enhancement also offers a +1 circumstantial bonus to any Reflex saves or Dex checks requiring steady hands or fine manipulation, and a +1 circumstantial bonus to Balance checks and all Piloting checks when flying any type of aircraft.

Penalty: None

Special: Military-grade gyroscopic stabilization requires both arms to be replaced. When using an automatic weapon on autofire, the 10-foot-by-10-foot target area has an effective Defense of 10. All targets within this area must make a Reflex Save at a DC 20, or take normal weapon damage. This cybernetic enhancement also grants a +2 circumstantial bonus to all Reflex saves or Dex checks requiring steady hands or fine manipulation, and to Piloting checks when flying any type of aircraft.

Hostile Environment Modifications

Price: $8,470

(High/Low Temperature, Underwater, Radiation, Space, NBC)

The hostile environment module is available in several different packages. Each package protects the wearer from one specific hostile environment. All the necessary adjustments to the full body replacement unit are permanent and cannot be removed without destroying the effectiveness of the package. Available packages include extreme heat, extreme cold, underwater, radiation, space, and NBC (nuclear, biological, and chemical). Several packages overlap and can be installed with an existing package. Military-grade hostile environment modifications use higher-quality materials that are rated for a greater

variety of agents or extremes. The hostile environment modifications should be serviced once a month to maintain effectiveness.

Prerequisites: Man/machine interface, body replacement

Benefit: You gain a +12 to Fortitude saving throws against a specific hostile environment: high temperature, low temperature, underwater, radiation, space, disease, or chemical. A character's speed with this enhancement is a maximum of 20 feet and the maximum Dexterity bonus that can be achieved is +3.

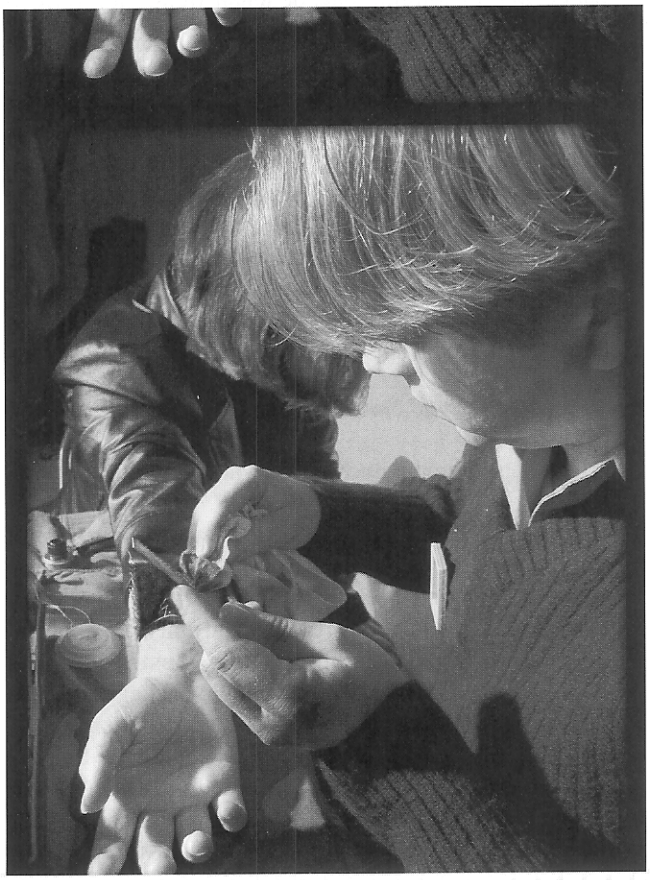
Penalty: None

Special: Hostile Environment Modifications can be taken many times. Military Grade Hostile Environment Modifications give a +20 to saving throws against their specific hostile environment. Military models allow for speeds up to a maximum of 30 feet and the maximum Dexterity bonus that can be achieved is +4.

Locksmith Hand Module

Price: $1,250

The locksmith module cybernetic enhancement requires the replacement of a hand and part of the forearm. A full set of insulated lock picks is stored in a recessed compartment within the arm. Each lock pick can be fitted onto the fingers for ease of use. Sensors along the length of the fingers can give an approximation of the status of the tumblers in the lock, and an LED installed into the back of the hand illuminates when the lock is close to or has been successfully picked. The military model includes sensors that can count the number of tumblers that need to be manipulated, and up to ten LEDs are implanted into the hand to give the user the status on each individual tumbler as it is being moved. When the locksmith module is not in use, the hand and arm can function at approximately 95% of capacity of their natural counterparts. The locksmith module should be serviced at least once every three years.



Prerequisites: Man/machine interface, replacement arm

Benefit: You gain a +4 to all Disable Device checks.

Penalty: None

Special: Military-grade locksmith hand modules give a +6 bonus to all Disable Device checks. A character may only have one hand module per replacement arm.

Medical Hand Module

Price: $1,800

The medical module cybernetic enhancement requires the replacement of the hand and arm. A suturing tool, scalpel, tweezers, and cauterization laser are standard issue equipment provided with the module. Each unit can be affixed to the fingers for ease of use, or for power, as in the laser's case. A stabilization gyroscope is installed in the arm to keep the hand steady, especially for the more precise procedures. Each tool unit is kept in a recessed container in the forearm for storage. A miniaturized autoclave is built into the upper arm, to sterilize each tool prior to use. The autoclave is thermally shielded to protect the arm from burns, but the opening is not protected. We do not recommend sticking an unprotected finger into the autoclave's opening. Military models include a wider range of tools, including biostaples, forceps, a vibro-saw, and a more advanced gyroscope. When the medical module is not in use, the hand and arm can function at approximately 85% of capacity of their natural counterparts.

Prerequisites: Man/machine interface, replacement arm

Benefit: You gain a +4 to Treat Injury skill checks.

Penalty: -1 to Dex checks or Reflex saves when hands are used for tasks requiring fine manual manipulation

Special: Military-grade medical hand modules provide a +6 bonus to Treat Injury skill checks. A character may only have one hand module per replacement arm.

Optical Boom

Price: $1,300

The optical boom can be implanted on the side of the head or on the forearm. A high-quality mini camera is installed on the end of a telescoping boom, which can extend to a length of 3 feet. Each optical boom implant needs a cybernetic eye replacement with the datascreen expansion, with a maximum of two installations. Each unit requires a man/machine interface module. When activated, incoming data from the optical boom overrides vision from the cybernetic eye and displays images on the datascreen.

The user can control the speed and increment at which the boom extends and retracts through the man/machine interface module. The military model uses an advanced camera that includes limited zoom capabilities, motion-sensitive tracking, and antiglare filters. The optical boom should be serviced at least once every nine months.

Prerequisites: Man/machine interface, replacement eye, datascreen

Benefit: This enhancement allows the character to see around obstacles while remaining behind full cover. This also can extend the effects of other optical enhancements up to 10'.

Penalty: None

Special: Military-grade optical booms provide an additional +2 to Spot checks.

Passive Infrared Vision

Price: $750

The passive infrared vision enhancement for cybernetic replacement eyes allows the wearer to see at any level of illumination by use of ambient infrared radiation. While it is active, however, the wearer can see in black and white only. Infrared vision can be activated at will through the man/machine interface module. The passive infrared enhancement can be further upgraded with thermographics. The thermograph overlay colors objects within the wearer's field of vision depending on their relative temperatures. The military model thermographic upgrade employs a larger color palette for more accurate temperature differentiation. The passive infrared expansion should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement eye

Benefit: This enhancement negates the need for any light source, to a range of 60'. This range can be extended in conjunction with other optical enhancements. This vision is black and white only and does not allow characters to see anything that they could not see otherwise. The presence of light does not spoil passive infrared vision. Passive infrared vision also allows for the use of a thermographic overlay. This colors all of the images in your field of vision by how hot they are. This grants a +2 bonus to Spot checks for finding a person or item whose temperature is different from the background.

Penalty: None

Special: Military-grade passive infrared vision grants a +4 bonus to Spot checks in such instances.

Radar

Price: $1,300

Directional radar constructs an image based on data returned by bouncing a radar beam off objects within your field of vision. This cybernetic eye replacement enhancement can be activated at will through the man/machine interface port to see in the dark, to detect holographic images, and to detect objects hidden through chameleon technology. When the directional radar is activated, the wearer can see in black and white only. Other forms of radar emitting at the same frequency will interfere with and may disrupt image construction. The radar beam can be seen by anyone using radar detection technology. A datascreen upgrade can be used with the directional radar enhancement. The military model projects several radar beams at random frequencies to reduce the chances of interference and to build a more accurate image. The directional radar enhancement should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement eye (both eyes)

Benefit: Radar allows you to see in the dark by constructing an image based on information returned by a radar beam "painting" the area in front of you. This vision has a range 120 feet but provides no depth perception. It also gives you a +1 to Spot and Search checks. The images produced by radar are in black and white. A character with this enhancement active in the dark retains his Dexterity bonus to AC even when flat-footed.

Penalty: None

Special: Military-grade radar gives a +2 to Spot and Search checks.

Radar Detector

Price: $900

The radar detector cybernetic eye enhancement allows the wearer to see areas of excessive radar radiation within his field of vision. When activated, the radar detector constantly scans through the spectrum of high-frequency radio and microwaves in search of unusually high levels of emissions. When suspected radar transmissions are detected, the radar detector highlights the area in the wearer's field of vision. The wearer can choose to stop the scan and study the area within that specific frequency range for more detail. Military models are more sensitive and are capable of scanning through the radar frequency spectrum much more quickly. The radar detector should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement eye

Benefit: Gives a +2 to Spot people using cybernetic radar and a +8 to Spot vehicles using radar.

Penalty: None

Special: Military-grade radar detectors give a +3 to Spot people using cybernetic radar.

Radiation Detector

Price: $550

The radiation detector cybernetic eye enhancement allows the wearer to see objects emitting or areas that are contaminated with harmful levels of radiation at a distance of up to 20 yards. The radiation detector can be activated at will and highlights dangerously radioactive objects or areas. Military-grade radiation detectors are capable of detecting

dangerous levels of radiation at a distance of up to 40 yards. The scientific model requires a datascreen upgrade but is able to detect, color-code, and label any level of radiation at a distance of up to 20 yards, which is displayed on the datascreen.

Prerequisites: Man/machine interface, replacement eye

Benefit: Allows you to detect and identify levels and types of harmful radiation at a range of 20 yards. This enhancement identifies the single most prevalent form of radiation, including likely uses and threat level. If the radiation has multiple functions the detector identifies the most potentially damaging.

Penalty: None

Special: Military-grade radiation detectors allow you to detect levels of harmful radiation at a range of 40 yards. Scientific-grade radiation detectors require a datascreen and have a range of 20 yards, but can detect any level of radiation, down to ambient cosmic radiation.

Replacement Limb

Price: $2,400

Each standard replacement limb (or limb pair) requires one man/machine interface port. The biomechanical replacement units are designed to function almost exactly as their natural counterparts, except that they are engineered to be stronger and more durable. These replacement limbs are more resistant to strain and damage, and can give as much as a 33% boost in strength. After approximately a week of specialized training with our physical training department, you will learn to exercise the replacement limbs to function almost like natural limbs. Each replacement limb can be used as a base model for upgrades to specialized modules designed for use with the cybernetic unit. Limbs that can be replaced are the arms (even if you are getting only a hand module) and the legs. Military-grade models employ more efficient actuators and biopolymer fibers in the musculature for better mobility over the standard model. All replacement limbs should be serviced at least once a year.

Prerequisites: Man/machine interface

Benefit: Each replacement limb gives +1 to Damage Resistance, +1 to Armor Class at all times, and +1 to Strength. A character's speed with this enhancement is 30 feet and the maximum Dexterity bonus that can be achieved with a replacement limb, even through enhancement, is +6.

Penalty: Replacement limbs each cause-1 to Constitution and -1 to Dexterity.

Special: You may get up to four replacement limbs: two arms and two legs. Military-grade replacement limbs do not have a Dexterity penalty.

Retractable Claws

Price: $800

Retractable fingertip claws require the replacement of each distal phalanx in the hands, and a link to a man/machine interface port for the control module. The replacement parts are a telescoping unit that can extend and retract at will. The sheath is typically made of a ceramic alloy, while the claw segment can be made of any material, though we recommend ceramic or metal alloys. The claw is exposed where the fingernail would be and at a minimum extends out a half-inch when in a retracted state. The minimum length fingertip claw can extend to as much as two inches, with multiple telescoping layers. The absolute maximum length for a fingertip claw is four inches. A forearm claw requires the replacement of the ulna plus a link to the man/machine interface port. A permanent slit is cut into the forearm to allow for the claw to extend and retract without causing tissue trauma to the user. The sheath and claw are similar in design to the fingertip claws, only at a larger scale. The claw extends to a maximum possible length of 18 inches for a straight blade model and 12 inches for a curved blade model with a maximum width of four inches. If the straight blade's width is wider than the user's original ulna, a segment of the blade will be visible from the surface of the arm when retracted. The curved blade will always be visible when retracted. Military models are equipped with serrated edges and grooved blades for more damage potential. The blades are good for the life of the user. The control module should be serviced once every two years.

Prerequisites: Man/machine interface

Benefit: Extending retractable claws is a move-equivalent action. When your claws are extended, your unarmed attack deals 1d6 damage. When attacking unarmed with claws, a 19-20 on the attack roll threatens a x2 critical hit.

Penalty: You suffer a -1 penalty to Dexterity when attempting to manipulate items when your claws can get in the way.

Special: Long, forearm-mounted claws do 1d8 damage but cause -1 to Charisma in addition to the situational Dexterity penalty. Military-grade retractable forearm claws do 1d10 damage.

Retractable Fangs

Price: $450

This upgrade to the standard fang implant allows you to extend and retract your canine tooth replacements at will, with a link to a man/machine interface module. The retractable fangs require minor reconstructive surgery done to the jaw, maxillae, gum line, and lips. The fangs can be drawn into a sheath implanted within the skull cavity, leaving only the outer half-inch exposed. Recesses are dug into muscle tissue, if necessary, to accommodate the fang. When the fangs are extended, they telescope out from the sheath, growing to as much as 3 inches. The military model is fitted with a reservoir that can be used to deliver various types of fluid subcutaneously. The fangs should be serviced at least once a year. The reservoir of the military model requires refilling by certified personnel only and need to be

refilled after each use.

Prerequisites: Man/machine interface

Benefit: You get a +2 bonus to all Intimidate checks, and a +2 bonus to Diplomacy checks when interacting with a person who is attracted to people with fangs. Fangs also allow you to do 1d6 damage with an unarmed attack. When attacking unarmed with fangs, a 20 on the attack roll threatens a x2 critical hit.

Penalty: When attacking unarmed with fangs the Improved Unarmed Combat feat does not negate the opponent's attack of opportunity.

Special: Military-grade retractable fangs have a reservoir for delivering an injected poison.

Retractable Holster

Price: $2,200

Mechanized compartments with fitted holsters can be installed into your replacement limb to open and close at will. The holsters in your arms can fit only weapons of small pistol size or less. The holsters for leg replacements can fit weapons as large as a sawed-off longarm. The military-grade holster is mounted on a swivel that can be controlled via the man/machine interface. When used in conjunction with a firearm smartlink, a weapon can be fired while it is still in the holster, leaving the user's hands free. The retractable holster module should be serviced at least once a year. The military model should be serviced at least once every six months.

Prerequisites: Man/machine interface, replacement limb

Benefit: You gain a +3 to Pick Pocket checks to conceal a weapon on your person. The holster can hold most standard-size arms, with a weight maximum of up to 21 pounds. Overloading the holster beyond this weight limit causes the holster to become stuck in its current position and requires a successful Repair roll (DC = 15) to become operational again.

Penalty: None

Special: Military-grade arm retractable holsters can be connected to a smartgun module to allow you to fire an arm-mounted weapon while leaving both of your hands free.

Retractable Monowire Whip

Price: $9,200

Because of the dangers inherent to monowire technology, several modifications and replacements are done to the body to protect the user. The composite metal monofilament wire is suspended in a strong magnetic field to keep it from damaging the user when it is employed. The monowire is recessed into a coiled magnetic tube implanted into the arm, which replaces the entirety of the index finger and some of the bones of the hand. The wire is designed to extend out through an opening at the tip of the index finger. Both ends of the monowire are designed to be lumped into a sizeable mass, to act as a stopper such that the wire does not overextend or overretract during usage. A man/machine interface module controls the release and return of the monowire. The monowire unit should be serviced once every two months.

Prerequisites: Man/machine interface

Benefit: You can attack with a monowire whip in unarmed combat. This potent and feared enhancement severs the limbs of those it strikes on a successful critical hit (18-20). This is considered to be a slashing weapon and does 1d12 damage on a standard hit (considered glancing blows). If a monowire's housing is affected by a taser or similar strike, the user suffers critical damage and must make a Fort save (DC 15) or suffer limb loss in the monowire's designated limb. Entities immune to criticals are considered immune to the severing effects of the monowire whip as well.

Penalty: None

Special: None

Robotics Module

Price: $1,800

The robotics control module uses one man/machine interface port. The unit consists of probes which are inserted into specific areas of the cerebellum that control motor functions, and an external port that can be installed anywhere on the body for easy access. The external port can then be hooked up to a robot smartlink jack for finer robot control. A different set of probes is inserted into other parts of the cerebellum as feedback devices; when coupled with a robot smartlink upgrade that includes proximity and pressure sensors on every side of the robot, they send signals back through the module. The military-grade module expands on the industrial-grade module by including pressure sensors on all the robot's extremities, including manipulators and transport limbs, which can be regulated individually for ultrafine control of the robot. Both the robot modules and the corresponding smartlink connections should be serviced once every three months to maintain perfect synchronicity.

Prerequisites: Man/machine interface

Benefit: +2 to skill checks when operating robotic equipment.

Penalty: None

Special: Military-grade robotics modules grant a +4 to skill checks when operating robotic equipment.

Running Leg Module

Price: $550

The running module for legs boosts the wearer's running speed significantly. The legs are designed and balanced for this faster movement, so when the running module is activated, its engineering does not resemble that of a normal leg. Joint movement is mechanically assisted to increase its speed and power. The biomechanical fibers used for the cybernetic muscle are fashioned almost entirely after fast-twitch muscles for more effective explosive motion. The

military-grade model employs more advanced actuators, lighter and stronger materials, and more efficient Repairal boosters in the joints. When the running module is not in use, the legs can function at approximately 95% of capacity of their natural counterparts.

Prerequisites: Man/machine interface, replacement legs (both)

Benefit: When running, increase the multiplier of your running speed by one. In usual circumstance, this means that you move at five times your normal speed instead of four times the speed. If you have digitigrade legs, you move at seven instead of six times your normal speed. On a successful Jump check (DC 15), a character with this enhancement can take part of one of his move actions on a vertical surface as long as he begins, ends, and spends half his move on a horizontal surface. The height you can achieve on the wall is limited, being equal to that of the character 's height. Treat the wall as a normal floor for the purposes of measuring your movement. Going from horizontal to vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still have attacks of opportunity as you move within areas they threaten.

Penalty: The enhancements offered by the running leg module and the effects of the Run feat do not stack. The running leg module takes priority thus negating all bonuses that the Run feat provides.

Special: Military-grade running leg modules increase the multiplier of your running speed by two. You may have only one type of leg module.

Scrambler

Price: $850

The sender and receiver must employ the same encryption key in order to transmit and decrypt the coded message successfully. The scrambler can also be used with a standard microphone, but this breach in security defeats the purpose of the scrambler. The military-grade model employs a much more complicated encryption key and uses a more advanced scrambler to process the encoding and decoding within a reasonable time. The scrambler should be serviced at least once a year. Users are encouraged to change and upgrade their associates' keys often.

Prerequisites: Man/machine interface as well as a phone link, high range radio link, or tight beam radio link.

Benefit: Allows secure transmission by adding +10 to the DC of any Decipher Script attempts made against the user.

Penalty: None

Special: Military-grade scramblers have a +20 to their DC to be descrambled.

Smartgun Module

Price: $1,250

The smartgun module uses one man/machine interface port. It has an external port, which can be implanted anywhere on the body for easy access to a smartgun jack, and an eye interface that is designed specifically to work with a replacement eye. The smartgun module grants the user unrivaled marksmanship when using any firearm fitted with the smartgun upgrade. The smartgun is calibrated to fire at the exact location that the marksman sees through the smartgun link, with minor adjustments computed for range and wind. The smartgun module should be serviced and recalibrated at least once every four months.

Prerequisites: Man/machine interface, replacement eye

Benefit: You gain a +3 to hit with all equipped smartguns.

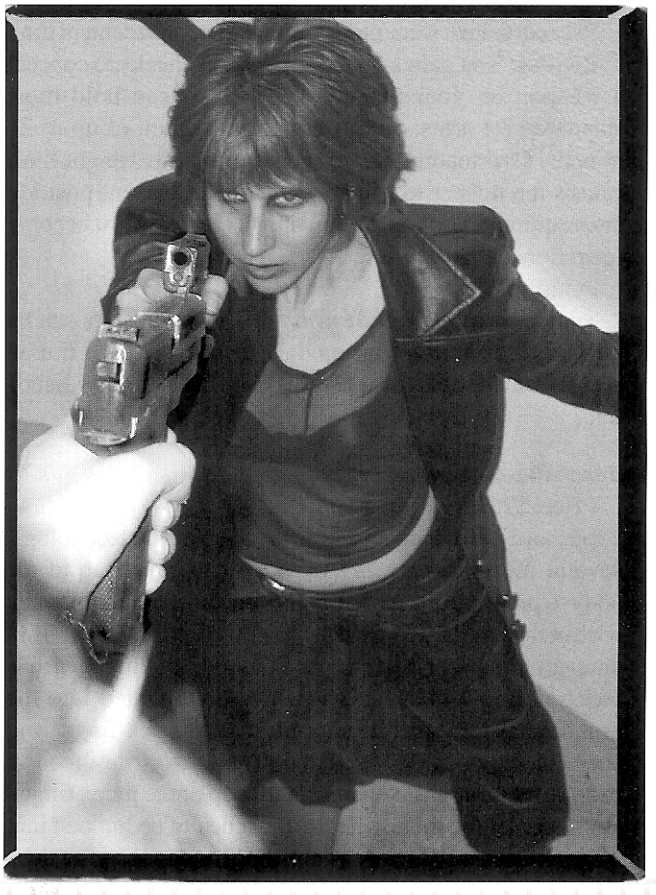
Penalty: None

Special: You gain the Precise Shot feat when using a smartgun.

Sonar

Price: $800

The sonar replacement hearing expansion is designed to work in conjunction with a sonar replacement eye option. Sonar constructs an image based on data returned by bouncing ultrahigh-frequency sound waves off objects. Slight modifications are made to the wearer's earlobes to intercept reflected sound waves properly. High-frequency sound emitters are implanted into the zygomatic bones in the skull, carefully dampened so that the sound is not transmitted through the bone to the ears. As the signal bounces off objects, the modified ears intercept the sound



waves and transmit the data to the man/machine interface module, which calculates object distance, shape, and density based on the data. An image is then constructed and formed in the sonar eye. This cybernetic eye and ear replacement enhancement can be activated at will through the man/machine interface port to see in the dark, to detect holographic images, and to detect objects hidden through chameleon technology. When sonar is activated, the wearer can see in black and white only. Other forms of sonar emitted at the same frequency will interfere with and may disrupt image construction. Sonar can be detected by anyone using any form of sonar detection technology, including the sonar hearing enhancement. A datascreen upgrade can be used in conjunction with the sonar expansion. The military model projects several bursts of sound waves at random frequencies to reduce the chances of interference and to build a more accurate image. The sonar eye and hearing replacement should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement hearing, replacement eye

Benefit: Sonar allows you to see in the dark by constructing an image based on information returned by ultrasonic sound "painting" the area around you. This vision only has a range 80 feet but provides limited depth perception. It also gives +1 to Spot and Search checks. The images produced by sonar are in black and white.

Penalty: None

Special: Military-grade sonar gives +2 to Spot and Search checks.

Sonar Detector

Price: $720

The sonar detector cybernetic hearing enhancement allows the wearer to detect excessive sonar emissions. When activated, the sonar detector listens for ultrahigh sound frequencies in search of unusually concentrated or regular emissions. When suspected sonar transmissions are detected, the sonar detector emits a soft chime through the wearer's hearing replacement, into the ear closest to the direction that the transmission is coming from. The user may turn his head to attempt to pinpoint the source; when the chime sounds in both ears, he has an approximate direction of the sonar emissions to within a 5 degree arc. Approximate distance is calculated from the strength of the signal and is interpreted by the volume of the chime. The louder the chime, the close the source is. Military models are more sensitive and are capable of scanning through a larger ultrahigh frequency spectrum for sound. The sonar detector should be serviced at least once a year.

Prerequisites: Man/machine interface, replacement hearing

Benefit: Gives +2 to Spot and Listen checks to detect people using cybernetic sonar, and +8 to Spot and Listen checks to detect vehicles using active sonar.

Penalty: None

Special: Military-grade sonar detectors give +3 to Spot and Listen checks to detect people using cybernetic radar.

Spray Injectors

Price: $350

Spray injectors can be implanted almost anywhere in the body. The needle is recessed into the body and can be extended at will through the man/machine interface module. A typical installation requires at least a partial body replacement or modification to properly protect the needle, pneumatic injection device, and fluid reservoir. Each spray injector man/machine interface module can maintain control of up to two spray injector implants. The most common configuration is replacement of the distal phalanx of an index finger, with the pneumatic injector and fluid reservoir implanted subcutaneously on the forearm. The needle can be employed for intravenous or intramuscular injection. The needle can be easily removed for replacement, which is recommended after every use. The fluid reservoir can be detached and replaced by a certified technician. The pneumatic injector is reset automatically after each use. The military model is designed with a higher gauge needle and a reinforced setting to prevent the needle from breakage or unintentional detachment. The spray injector implant should be serviced once every four months.

Prerequisites: Man/machine interface

Benefit: Allows the character to inject targets with drugs or poison from a hidden reservoir. Normal spray injectors are not designed for battle and have a -4 to hit penalty if used in unarmed combat. Options for spray injector ammo are listed on p. 149.

Penalty: -1 Constitution penalty.

Special: Military-grade spray injectors can be used in unarmed combat without penalty.

Stealth Leg Module

Price: $2,200

The stealth module for legs assists the wearer in being able to move silently in any sort of terrain. The legs are fitted with shock-absorbent hydraulic pistons and counternoise generators on the underside of each foot, which help counteract any noise generated at or near the feet by emitting sounds with diametrically opposed waves, which effectively masks both sounds. The stealth module is designed to work even when the wearer is moving at normal to twice-normal speeds. The military-grade model employs more efficient pistons and antiwave noise generators for improved performance. When the stealth module is not in use, the legs can operate at approximately 95% of capacity in comparison to their natural counterparts. The stealth module should be serviced at least once every two years.

Prerequisites: Man/machine interface, replacement legs (both)

Benefit: You gain a +6 bonus to your Move Silently skill checks.

Penalty: None

Special: Military-grade stealth leg modules give a +8 bonus to Move Silently skill checks. You may have only one type of leg module.

Strength Increase

Price: $1,850

By carefully tailoring the replacement arm to your specific body type, the power in the contractions of the biopolymer musculature can be boosted significantly. Part of the module installation also includes reinforcing the unmodified parts of your body to compensate for any additional force or weight that your arms may incur. The military-grade module employs an experimental biopolymer fiber that is coupled with actuators in the joints, which produce a higher torque than the standard model to grant the user a significant increase to arm strength. The module should be serviced at least once every four months.

Prerequisites: Man/machine interface, replacement arm

Benefit: This enhancement grants +1 to Strength. This enhancement also grants a virtual bonus of +2 for the purposes of calculating carrying capacity.

Penalty: None

Special: Military-grade strength increase requires both arms to be replacement arms but grants +2 to Strength.

Swimming Leg Module

Price: $350

The swimming module for replacement legs aids the wearer in underwater movement. The feet are fitted with retractable fins that can be operated at will through the man/machine interface port. The hips are fitted with Repairal actuators, which can automatically move the legs in the proper flutter-kicking motion, with the knees locked, to reserve the swimmer's own strength. The military-grade model is augmented with a water intake/water jet propulsion unit installed in the thighs for an additional boost in swimming speed. When the swimming module is not in use, the legs and feet can operate at approximately 90% of capacity of their natural counterparts. The swimming module should be serviced once every three years.

Prerequisites: Man/machine interface, replacement legs (both)

Benefit: +6 competency bonus to Swim skill checks.

Penalty: None

Special: Military-grade swimming leg modules give +8 to Swim skill checks. You may have only one type of leg module.

Thermal Baffling

Price: $1,2640

This full body modification effectively masks your body's heat signature, making it almost impossible for infrared and thermal imaging to detect you. A layer of a special bipolar gel pack is implanted all over the exterior of body, just under the skin, which looks and feels like natural body fat. The interior of the gel serves both to cool the body constantly and to absorb and disperse any residual heat that the body produces, while the exterior of the gel remains consistent with room temperature. The military model also thermally seals orifices such as the eyes, the interior of the ears, and the interior of the mouth. A small cooling system is implanted in the throat and anus to lower the temperature of expelled air. Warning: Thermal baffling has been known to cause infertility in men. The body will feel very cool to the touch. Any damaged gel packs should be extracted from the body right away. Thermal baffling should be serviced at least once a year.

Prerequisites: Man/machine interface, body replacement

Benefit: You appear the same temperature as your background. Passive infrared vision only grants a +1 spot check to detect you. This also provides a +4 Fortitude save versus adverse heat conditions.

Penalty: None

Special: Military-grade thermal baffling reduces the bonus from passive infrared vision to zero.

Tight Beam Radio Link

Price: $760

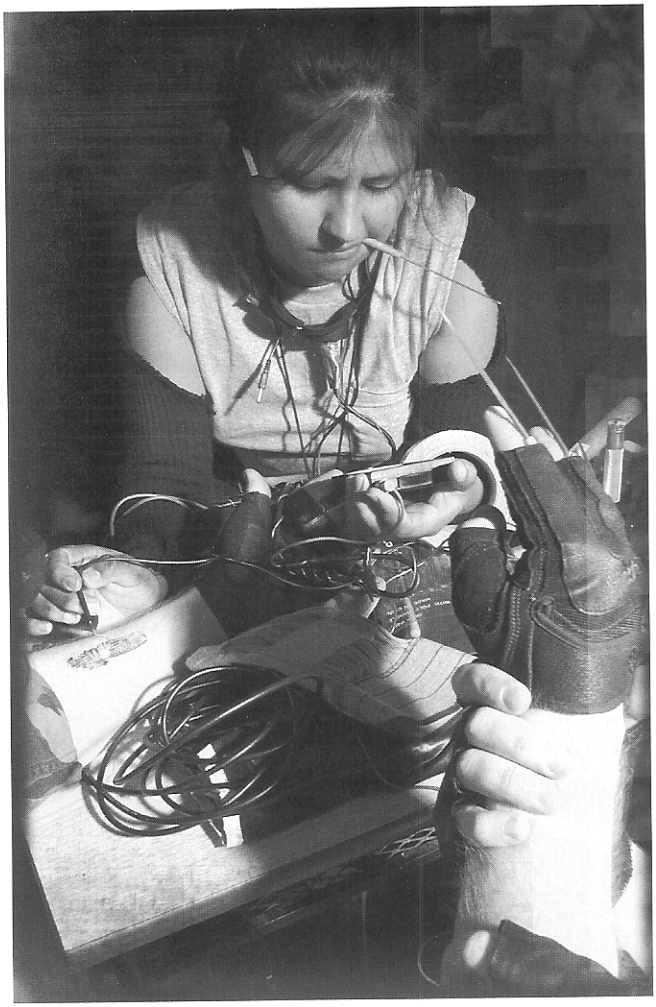
The tight beam radio link replacement hearing enhancement transmits using a directed radio signal instead of a general broadcast. This procedure practically eliminates the chance of the communication being intercepted. The tight beam radio must be directed to another tight beam radio tuned to the same frequency no more than 100 yards away. Obstacles between radios will disrupt communications. It is recommended that this be used with a subvocal microphone, though a standard microphone can be plugged into an interface port implanted anywhere on the body. The military model can transmit to a distance of up to 200 yards. The tight beam radio link should be serviced at least once every five years.

Prerequisites: Man/machine interface, replacement hearing

Benefit: Allows you to engage in direct beam radio communication. Unless the beam is intercepted, people other than the intended recipient cannot listen in on the communications. Tight beam radio links have a range of 100 yards. Communication using this system is not subject to any but the most extreme environmental conditions and cannot be blocked at a distance using conventional technology.

Penalty: None

Special: Military-grade tight beam radio links have a range of 200 yards.



Tool Hand Module

Price: $1,250

The tool module cybernetic enhancement requires replacement of the entire hand and arm. The module comes in several different packages, depending on your needs. The tools available with each package are small, nonpercussive tools, though pneumatic, hydraulic, and Repairal powered tools are available. When the tool modules are not in use, the replacement hand and arm function at approximately 60% of capacity of their natural counterparts. Spare bits and other parts can be kept within bins recessed into the forearm or carried on your person separately. The military model is capable of minor percussive actions, and the actuators in the powered tools are significantly more efficient to provide increased torque for better performance. The tool module requires the use of one man/machine interface port. The tool hand should be serviced at least once every six months.

Prerequisites: Man/machine interface, replacement arm

Benefit: You gain +5 to the Craft skill of your choice. The skill must be chosen when you purchase the tool hand module.

Penalty: None

Special: Military Grade Tool Hand Modules give a +6 bonus to the Craft skill of your choice. The Tool Module Hand may be taken twice, however, each Tool Module Hand requires its own Replacement Arm. A character may only have one Hand module per Replacement Arm.

One Final Note on Cyberware Going Buggo (Optional Rule)

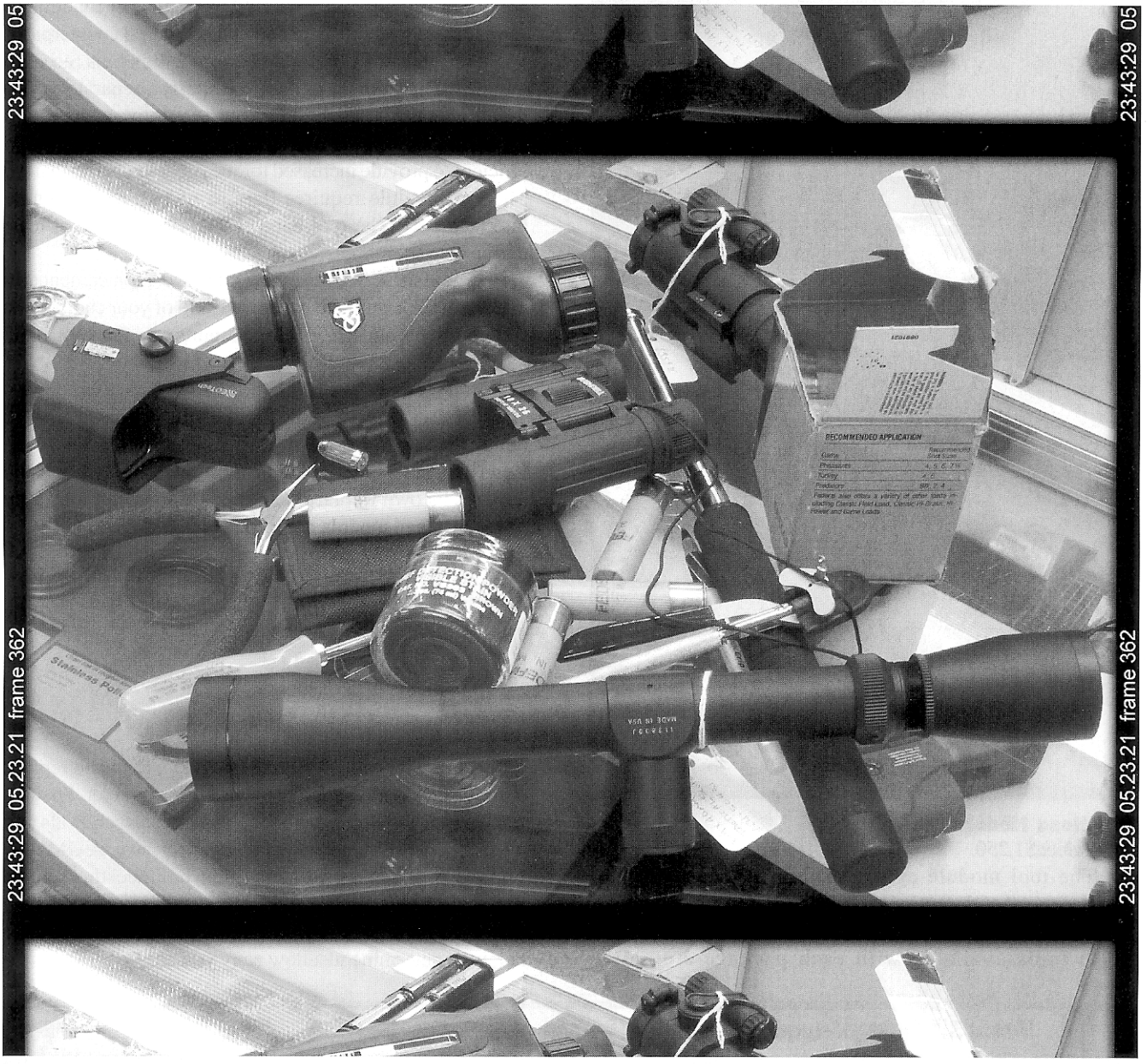
Not everyone who decides to saw off a limb and replace it with shiny is as well adjusted as your character, Spanky. Sometimes people, even though there are psych evals and testing, go a little crazy at losing all their meat. A GM may impose a dementia roll to kinda balance the scales. Remember, with great power comes great insanity.

Roll and add your adjusted Wisdom bonus on the table below to determine just how zany you are.

Table 3.3 Going Buggo

Roll	Derangement	Effects
< 0	Frenzied Sociopathy	Character must make a Will save every 8 hours (DC 20) or begin executing everybody he can lay eyes on.
0	Calm Sociopathy	Character must make a Will save every 24 hours (DC 20) or suffer the effects of one cumulative negative level until he kills someone. Killing someone reduces the negatives on a one-for-one basis.
1-2	Paranoia	Character must make a Will save (DC 20) to function normally.
3-4	Major Phobia	Character must make a Will save (DC 25) in the presence of whatever provokes his phobia or suffer a -6 penalty to all actions.
5-6	Delusion	Character believes something patently untrue, like he's a robot, or Ernest Borgnine.
7-8	Schizophrenia	Character hears voices that tell him to do really odd things. The GM should have fun with this one.
9-10	Various	Character constantly talks to himself, refers to himself in the third person, and wets his bed
11+	No Derangement	Remember to thank God in your prayers. *YOU* got off easy.

BELLS AND WHISTLES



NEW FBI ALERT: BOMBERS MAY TARGET MALLS

The FBI issued a new alert Wednesday that the international terrorist organization "The Sons of Eden", known primarily for its devastating use of suicide bombers, may be poised to strike arcologies and other public places throughout the USA. Federal law enforcement authorities cautioned that the threat could not be substantiated, and no specific targets are mentioned.

The information that prompted the warning was to be considered less reliable than last week's alert about possible attacks on banks in the Midwestern USA and the inner regions of China.

Unlike last week's warning, the latest alert was issued only to FBI field offices, which quietly relayed the information to state and local police. One source of the information was former Red Sun lieutenant Katsukitchi Montoya, the highest-ranking former terrorist leader currently in U.S. custody.

Meanwhile, the State Department warned Americans traveling abroad to be on the lookout for unspecified terrorist threats in Pakistan and the Israeli border.

GUARANTEED PRICING AND VOLUME DISCOUNTS!!!

Dear Valued Customer,

We would like to welcome all our customers, new and old, to our Spring edition mini-catalog. As you can see, our inventory just keeps growing and our quality has set an industry standard others can only strive to achieve. This year, we've listed products we've always carried but have not had the chance to include in our catalog in an effort to give you the widest possible selection to choose from. As always, if you don't see it in our catalog, ask one of our account specialists. If it's something we carry, we can quote you a competitive price. If it's something we don't carry, ask us and we'll get it for you!

If you order now, pricing is guaranteed until January 1! You can't miss with our 100% Satisfaction Guarantee. Call on us for your next large purchase or full conversion and we'll work with our account managers to get you the best price possible. That's a promise!

WE'VE GOT THEM ALL!!

- 970 Taurus Tracker
- 9 mm Sig P226
- Sig Pro SP2340-A
- Model 64 S&W Revolver
- FN Police Shotgun
- .45 ACP Mauser M2
- Camo Lion 12 Gauge
- FN303
- Desert Eagle Mark XIX
- .38 Model 859 Protector
- Magnum Research Lone Eagle
- Model 21 Bobcat

BRING THIS AD IN FOR A 5% DISCOUNT!!

Crazy Omar's House of Guns is an authorized Walker Arms®distributor, featuring Authorized-Only™technology.
We will work with Walker's Custom Design department for any special requirements.

WEAPONS

The difference in the guns of Digital Burn is immediately noticeable and easily accounted for. On September 13, 1994, the domestic gun manufacturers of the U.S. were required to stop production of semiautomatic assault weapons and ammunition clips holding more than 10 rounds except for military or police use. Imports of assault weapons were also halted. The assault weapons ban, however, expired in September 2004 to the sound of cheers and waving of flags. This newfound freedom, combined with an ever-increasing demand for personal protection, mandated continuing research into the refinement of existing weapons and the promotion of new ones. With this need came investors, looking to ride the tide of this booming market, who were looking to make a name for themselves, Walker Arms being primary among them.

Walker Arms continues to manufacture certain guns under their pre-existing names, as market testing quickly determined that name recognition was often as valuable as brand identity.

Table 4.1 Weapons

	Damage	Critical	Range	Ammo*	Action	Weight	Size	Cost ($) /DC	Restriction
Pistols									
Magnum Research	2d4	20/x2	30	1I	Single	1 lb	Tiny	$320/14	Licensed
Model 21 Bobcat	2d4	20/x2	30	7I	Single	1 lb	Tiny	$320/14	Licensed
970 Taurus Tracker	2d4	20/x2	30	7C	Single	1 lb	Small	$375/15	Licensed
Model 64 S&W	2d6-1	20/x2	30	6C	Single	2 lb	Small	$375/15	Licensed
M859 Protector .38	2d6-1	20/x2	20	5C	Single	2 lb	Small	$375/15	Licensed
.380 Sig Sauer 232	2d6-1	20/x2	20	8B	Semi	2 lb	Small	$375/15	Licensed
9 mm Sig P226	2d6	20/x2	30	15B	Semi	2.25 lb	Medium	$75017	Licensed
Sig P2340-A	2d6+1	20/x2	30	10B	Semi	2.25 lb	Medium	$750/17	Licensed
Desert Eagle XIX	2d6+2	19-20/x2	40	8B	Single	2.50 lb	Medium	$990/18	Licensed
.45 ACP Mauser M2	2d6+2	19-20/x2	30	8B	Semi	2.50 lb	Medium	$990/18	Licensed
Submachine guns									
MP5	2d6	20/x2	60	15/30/40B	Semi/Auto30	6 lb	Huge	$990/18	Licensed
MP5/10	2d6+1	20/x2	60	15/30/40B	Semi/Auto30	7 lb	Huge	$990/18	Licensed
Thompson M1	2d6+2	20/x2	60	30B	Semi/Auto20	11 lb	Huge	$1,250/19	Restricted
P90 5.7 mm	2d6+2	20/x2	100	50B	Semi/Auto30	9 lb	Huge	$1,250/19	Restricted
Shotguns									
FN Police Shotgun	4d6	20/x2	30	8I	Single	8 lb	Huge	$349/15	Licensed
Sawed-off FN	2d8	19-20/x2	10	5I	Single	5 lb	Medium	$369/15	Restricted
FN303	4d6 sub	19-20/x2	100	15/65/110B	Semi	5 lb	Large	$990/18	Restricted
Camo Lion	2d8	20/x2	30	2I	Semi	9 lb	Large	$349/15	Licensed
Rifles									
OICW	2d10/g	20/x2	20	30/6B	Semi	8 lb	Large	$3,650/23	Licensed
.50 WSG 2000	2d10	17-20/x2	300	10B	Single	22 lb	Huge	$3,200/22	Licensed
Machine Guns									
7.62 mm Maxim	6d6	18-20/x2	120	500B	Auto	58 lb	Huge	$2,600/21	Restricted
Heavy Weapons									
20mmgyrojet rifle	2d12	18-20/x2	400	10L	Single	30 lb	Large	$3,200/22	Restricted

*Ammo notes: The type of magazine/ammo feed for each weapon is denoted by a single letter following the ammo supply: B = belt, C = cylinder, I = internal magazine, L = Linked.

WEAPON DESCRIPTIONS

The weapons listed on the weapons table are described below.

Magnum Research Lone Eagle

Magnum Research is best known for its Desert Eagle line of automatic pistols, but it also makes the Lone Eagle. The Lone Eagle is a single-shot pistol that uses mostly rifle calibers and makes an excellent emergency weapon.

Caliber: .22 Hornet
Overall Length: 15.13 inches
Overall Height: 5.6 inches
Barrel Length: 15.13 inches
Mag Capacity: 1

Model 21 Bobcat

The Model 21 Bobcat is chambered for .22 LR or .25 ACP. The compact frame measures just 4.9 inches overall and weighs only 11.5 ounces. It features a lightweight alloy frame, blued steel slide, tip-up barrel, and double/single action. The Bobcat comes with a 7-round magazine for .22 LR ammunition or an 8-round magazine for .25 caliber cartridges and is available in a variety of special models including nickel and EL versions.

Caliber: .22 LR or .25 ACP
Overall Length: 4.9 inches
Overall Height: 3.7 inches
Barrel Length: 2.4 inches
Mag Capacity: 7

970 Taurus Tracker

Taurus Tracker comes in both the well-known .22 LR and the popular, more powerful .22 Magnum. These calibers make the perfect support gun for Blanks or people who need to travel light.

Caliber: .22 LR
Overall Length: 11.25 inches
Overall Height: 5.5 inches

Barrel Length: 6.5 inches
Mag Capacity: 7

Model 64 S&W Revolver

The revolvers of Smith & Wesson were long regarded as the best value in high-performance handguns. In general, the 64 was one of the most popular police revolvers in the USA. At one time, 80% of all U.S. police departments were armed with the 64 or its variants. These guns were also used by U.S. military, especially the Air Force and Navy, in recent years due to their solid reliability. Until recently, the 64 has been available only from limited distributors. Now, all models and variations are available to dealers through all Walker distributors.

Caliber: .38 Special
Overall Length: 9.5 inches
Overall Height: 4.9 inches
Barrel Length: 5 inches
Mag Capacity: 6

.38 Model 859 Protector

The Protector is prized for having a fully shrouded zero-profile hammer that can be manually cocked/uncocked in a single-action operation when needed. The Protector also functions smoothly in full double-action. This firearm also features the Walker Security System built in at no extra charge and carries the Walker Unlimited Lifetime Repair Policy. The Protector is available in .38 Special +P or .357 Magnum, both holding 5 rounds.

Caliber: .38 special
Overall Length: 6.6 inches
Overall Height: 5.7 inches
Barrel Length: 2 inches
Mag Capacity: 5

.380 Sig Sauer 232

The Classic Sig Sauer P232 is a rugged .380 ACP pistol featuring a proven design with a well-earned reputation for reliability and accuracy. The P232 is available in two frame materials: stainless steel for the ultimate in corrosion resistance or black hard-anodized aluminum alloy for lightweight. The magazine release is reversible for the left thumb to release the magazine.

Caliber: .380 ACP
Overall Length: 6.6 inches
Overall Height: 4.7 inches
Barrel Length: 3.6 inches
Mag Capacity: 7

9 mm Sig P226

The P226 is the pistol that set the standard by which all other combat handguns are measured. Previously used by the U.S. Navy SEALs, Federal agents, and numerous law enforcement agencies (including the Ohio State Highway Patrol, Texas Department of Public Safety, and Michigan State Police, to name a few), the P226 has a long history of reliable service. The P226's exceptional ergonomics and balance make this high-capacity full-sized pistol easy to fire. Its longer barrel yields better ballistic performance and accuracy.

Caliber: 9mm
Overall Length: 7.7 inches
Overall Height: 7.7 inches
Barrel Length: 4.4 inches
Mag Capacity: 15

Sig Pro SP2340-A

The Sig Pro SP 2340-A is available in either .357 Sig or .40 S&W. The Sig Pro features a polymer frame using advanced technologies in synthetic materials manufacturing. The Sig Pro also features an electronic fire-control unit for easy conversion from SA/DA to double-action-only, integral accessory rail to mount a tactical light, laser sight or smart linking, and a unique six-point safety system. The magazine release is reversible for the left thumb to release the magazine.

Caliber: .357, .40 S&W
Overall Length: 7.4 inches
Overall Height: 5.7 inches
Barrel Length: 3.9 inches
Mag Capacity: 10

.45 ACP Mauser M2

The Mauser M2 is the perfect personal safety pistol. The M2 includes a hammerless, striker-fired DAO operating system, rotating barrel-locking system, four-point safety system, combat-type sights, replaceable side rails, and more. The magazine release is reversible for the left thumb to release the magazine.

Caliber: .45 ACP
Overall Length: 6.85 inches
Overall Height: 5.0 inches
Barrel Length: 3.54 inches
Mag Capacity: 8

Desert Eagle Mark XIX

The entire Mark XIX component system is based on a single platform. With its gas operation, rotating bolt, and all-steel construction, this is the heart of the firearm. Once you've purchased a Desert Eagle, you can change the barrel length or the caliber in seconds, if you have the appropriate components on hand.

The safety is ambidextrous and can be operated by right-handed and left-handed shooters. Desert Eagle pistol parts are machined or precision-cast and machined to strict military standards from high-quality steel.

Caliber: .44 Magnum
Overall Length: 10.6 inches
Overall Height: 5.7 inches
Barrel Length: 6 inches
Mag Capacity: 5

MP5 9 mm Submachine Gun

Used by military and law enforcement units in more than fifty nations, the MP5 was firmly established as the world's preeminent submachine gun. Walker has continued to produce more than 200 variants of the HK MP5 submachine gun, available to address the widest range of tactical requirements. A selection of optional trigger groups allows for single-fire only, full automatic, and 2-round and 3-round burst options. The weapon's unique modular design and a variety of optional buttstocks, forearms, sight mounts, and other accessories gives the MP5 extraordinary flexibility to meet almost any mission requirement.

Caliber: .9 mm
Overall Length: 12.80 inches
Overall Height: 8.26 inches
Barrel Length: 4.5 inches
Mag Capacity: 15/30/40

MP 5/10 10 mm Submachine Gun

The MP5/10 SMG is a variation of the MP5 9 mm submachine gun. Designed especially for the American law enforcement user, the MP5/10 is chambered for 10 mm cartridges. Operation and functioning principles of the MP5/10 are identical to that of the 9 mm MP5.

Caliber: 10 mm
Overall Length: 12.80 inches
Overall Height: 8.26 inches
Barrel Length: 4.5 inches
Mag Capacity: 15/30/40

Thompson M1.45 ACP Submachine Gun

The 1928 and M1 Thompson have become popularized recently as the weapons of legends. These M1s have fully machined steel frames and receivers with solid walnut stocks and grips. Only time will tell if this is a fad for nostalgia or a permanent trend.

Caliber: .45 ACP
Overall Length: 32 inches
Overall Height: 8.26 inches
Barrel Length: 10.5 inches
Mag Capacity: 30

P90 5.7 mm Submachine Gun

The mechanism of the P90 is quite simple and may be among the top reasons for the resurgence of this firearm's popularity. Without tools, the gun breaks down for field stripping into three major assemblies, in addition to the magazine, in about five seconds. The P90 features a blowback mechanism and fires from a closed breech (which is protected from extreme environments), thereby combining the reliability of the simplest operating system with the accuracy potentials of a full-sized weapon. The P90 needs little or no lubrication, the full-automatic cyclic rate is in the 900 rpm range, and the gun is capable of firing more than 20,000 rounds before needing any maintenance.

Caliber: 5.7 mm
Overall Length: 19.7 inches
Overall Height: 8.3 inches
Barrel Length: 4 inches
Mag Capacity: 50

FN Police Shotgun

Shotguns for law enforcement applications are being called upon to perform in ways unheard of a few years back. The variety of buckshot loads in use today requires something other than the old-fashioned fixed chokes. With the widespread use of body armor and tactical vests, stock lengths identical to sporting shotguns no longer make sense.

Caliber: 12 gauge
Overall Length: 38.75 inches
Overall Height: 5.5 inches
Barrel Length: 18 inches
Mag Capacity: 7+1

Sawed-off FN

On the streets, a single-barrel shotgun never seems to last long before it is sawed off. This shortened version is

an all-too-common "surprise" hidden beneath the armored long coat of the denizens of the street.

Caliber: 12 gauge
Overall Length: 34.75 inches
Overall Height: 5.5 inches
Barrel Length: 14 inches
Mag Capacity: 4+1

FN303

The FN303 is a compressed-air system designed to launch a variety of 8-gram, 12-gauge-sized projectiles with impact, marking, malodorant, or illuminated effects at long ranges. The FN Herstal FN303 system is the answer to those law enforcement and military situations where lethal force is not required. The FN303 is particularly well suited for use against individual subjects but also has crowd-control versions.

Caliber: 12 gauge variable
Overall Length: 29 inches
Overall Height: 8.7 inches
Barrel Length: 6.4 inches
Mag Capacity: 15/65/110

Camo Lion 12 Gauge

Fabarm semi-automatic shotguns are recognized for a combination of reliability, excellence, and low recoil. Using a proven and highly perfected gas operating system, the Camo was one of the first shotguns to be made of responsive materials, which accommodate the shooter's respiration as well as pulse for the purposes of targeting consistency.

Caliber: 12 gauge
Overall Length: 44.25 inches
Overall Height: 6.3 inches
Barrel Length: 24 inches
Mag Capacity: 2

HK Objective Individual Combat Weapon

The U.S. military wanted a weapon system that mated a conventional rifle with a 20 mm "cannon" capable of delivering a special munition that could be user-set to explode with an airburst at user-determined and programmable ranges.

HK produced the OICW, which can be a dual- or single-barrel weapon. The removable top barrel hurls 20 mm high-explosive air-bursting fragmentation rounds over the heads of hidden targets more than a half-mile away. The lower barrel shoots NATO-standard 5.56 mm ammunition. These "kinetic" rounds provide accurate single-round or suppressive fire bursts at distances up to about 500 yards. A single trigger is linked to both barrels, by way of a laser-guided electronic fire-shot system as sophisticated as what you will find on a modern tank.

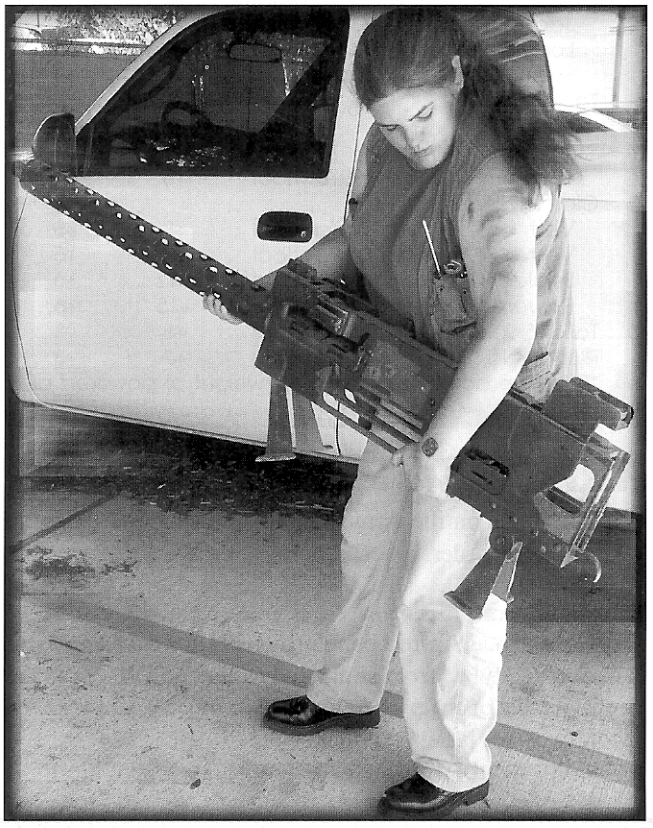
The key to the OICW's success in urban warfare is its electronic fire-control system, which enables the rifle to determine when its "smart" 20 mm ammunition should detonate. Like conventional explosive rounds, these shells will detonate on impact. However, they also can be set to explode after passing through a wall or sheetmetal. The most impressive and useful feature of these munitions is their airburst capability. A laser rangefinder pinpoints the precise distance at which the fragmenting round needs to detonate, killing the enemy even if he is hiding behind trees or walls, or in trenches.

Caliber: 5.56 mm/20 mm
Overall Length: 40 inches
Overall Height: 8.7 inches
Barrel Length: 10 inches
Mag Capacity: 30/6 grenades

HK WSG2000 .50BMG

Originally shelved, the newly reinstated WSG2000 provides the shooter with fully adjustable cheekpiece and buttplate, contoured pistol grip, 3.1-pound match-grade trigger pull, and ambidextrous operating controls, to include cocking handle, magazine release, and safety lever. The weapon, however, operates in the semi-automatic mode of fire only. A secure smartplug interface for the attachment of the fire-control system has been incorporated into the top of the polymer housing of all current models.

Caliber: 9x90 mm MEN
Overall Length: 47.3 inches
Overall Height: 11.8 inches
Barrel Length: 27 inches
Mag Capacity: 5



7.62 mm Maxim Machine Gun

Invented in 1884 by Hiram Maxim, an American living in Britain, this weapon immediately became the standard machine gun of the British Army. This was the first truly "automatic" weapon in the world, as firing required no manual operation other than pulling the trigger. As did most nations, the British quickly discovered that rifle-caliber guns were ineffective against modern aircraft, and the Maxim was replaced by the heavier 12.7 mm (0.50") machine gun on most ships. Now the Maxim has seen a renewed increase in popularity as the weapon of preference for vehicle-mounted combatants who want to use them on crowded city streets.

Machine guns can only shoot in autofire mode. Because of their incredible rate of fire, characters within a targeted area are vulnerable to being struck. A character firing a machine gun targets a 10-foot-by-10-foot area, which has an effective Defense of 10. Every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, so the machine gun can only be used effectively when there are at least 10 bullets loaded in it.

Caliber: 7.62 mm
Overall Length: 43.6 inches
Overall Height: 11.8 inches
Barrel Length: 28.4 inches
Mag Capacity: 500

Walker M20 20 mm Gyrojet rifle

Walker specifically designed this rifle to take down cyborgs modified for combat, and the M20 fulfills its function supremely. This large weapons fires self-guided 20 mm munitions with a HEAP warhead. The computer guidance systems and penetration of these rounds grant the weapon a +6 to hit bonus. This weapon is rarely seen outside of law enforcement and military units.

Caliber: Gyrojet
Overall Length: 46.5 inches
Overall Height: 6.7 inches
Barrel Length: 23.4 inches
Mag Capacity: 5

ARMOR

Table 4.2 Armor

	Type	Equip.	Nonprof.	Penalty	Speed	Weight	Cost ($)	DC	Restriction
Light Armor	Concealable	+2	+1	0	30	15 lb	$175	12	——
Bullet Resistants									
Vest	Concealable	+3	+2	0	30	15 lb	$190	12	——
Jacket	Concealable	+4	+2	-1	30	15 lb	$210	13	——
Long Coat	Concealable	+5	+3	-2	25	25 lb	$250	13	——
Suit	Concealable	+6	+3	-3	20	30 lb	$290	14	——
Tacticals									
Vest	Tactical	+6	+3	-5	25	10 lb	$675	17	Restricted
Vest and Helmet	Tactical	+7	+4	-5	25	15 lb	$915	18	Restricted
Body Armor	Tactical	+8	+4	-5	20	20 lb	$1,510	20	Restricted
Clamshells									
Vest	Tactical	+8	+5	-5	25	15 lb	$850	17	Licensed
Vest and Helmet	Tactical	+9	+5	-5	25	22 lb	$890	17	Licensed
Sealed	Tactical	+12	+6	-8	15	30 lb	$1,710	20	Licensed
Powered	Tactical	+15	+6	-8	30	20 lb*	$9,200	26	Military
Taser Shield	Tactical	+5	+3	-3	30	10 lb	$300	14	Restricted
Riot Shield	Tactical	+7	+3	-4	30	15 lb	$375	15	Restricted

*Effective carry weight. Actual weight of powered clamshell is 90 lb.

ARMOR DESCRIPTIONS

The items on the Armor Table are described below in alphabetical order.

Bullet-resistant Jacket

Jackets made from a puncture-resistant weave come in a variety of styles, from simulated leather and denim to the silk suitcoat of an up-and-coming executive. There are even cold-weather jacket versions!

Cold-weather bullet-resistant jackets provide a +2 equipment bonus on Fortitude saves to resist cold temperatures but incur a -1 Armor Check Penalty.

Bullet-resistant Long Coat

Long coats made from a puncture-resistant weave are most frequently designed as trenchcoats, though dusters are common and most manufacturers also offer opera cloaks. The bullet-resistant long coats can be fashioned to appear as a wide variety of materials.

Bullet-resistant long coats have a removable lining that provides a +2 equipment bonus to Fortitude saves to resist

cold temperatures when it is used. The lining adds 5 lb. to the weight of the jacket.

Ballet-resistant Suit

Business wear in both men and women's fashions made from a puncture-resistant weave are popular among executives whose positions require them to leave the arcology on a regular basis.

Ballet-resistant Vest

Considered the bare minimum of personal protection, a vest made from a puncture-resistant weave can be worn almost undetectably under most types of clothing.

Clamshell Vest

Clamshell armor is so named because the hard advanced plastic pieces are hinged so that they open and close like a clam to allow their wearers to don them. Clamshell armor is worn by the military and special police and corporate security units. As such, people wearing clamshell armor attract a lot of attention.

Clamshell Vest and Helmet

Clamshell vests are most commonly paired with helmets made from the same advanced plastic. Both open and full-faced varieties of helmets can be found, but the proliferation of smartguns has made the full-faced helmet by far the more popular design. Frequently, vision enhancements are built into the visor of the helmet.

Powered Clamshell

Powered Clamshell armor is a full-body suit made of plates of hard plastic with flexible antiballistic plastic joints. The same servomechanisms used for replacement limbs are used in powered clamshell to reduce the load on the wearer. Powered clamshell provides environmental filters and can provide a complete environmental seal and operate on a one-hour internal oxygen supply.

Powered clamshell armor provides a +4 equipment bonus to Fortitude saving throws against gas attacks and a +5 circumstance bonus to Will saves against suppressive fire.

Riot Shield

Riot shields are large shields made of impact-resistant plastics that are used in crowd-control efforts by the military, police, and corporate security forces.

Sealed Clamshell

Sealed clamshell armor is similar to powered clamshell in that it is a full-body suit of antiballistic plastics. It does not have any mechanical parts to assist in load bearing, however. Like powered clamshell, sealed clamshell has environmental filters, as well as its own half-hour internal oxygen supply.

Sealed clamshell armor provides a +4 equipment bonus to Fortitude saving throws against gas attacks and a +5 circumstance bonus to Will saves against suppressive fire.

Tactical Body Armor

Tactical body armor is used by police and corporate security forces the world over. Consisting of a heavy vest made of an antiballistic weave with armored inserts, armored guards on the forearms, shins, and thighs, and a full-faced helmet, tactical combat armor is the choice of law enforcement personnel when they are expecting a combat situation. People wearing tactical body armor normally attract a lot of attention.

Tactical Vest

Tactical body armor is too encumbering to be used on a daily basis. Corporate security personnel often wear only the vest. Corporate security tactical vests come in a variety of camouflage patterns and colors, from "night operations" black to "safety" orange, and everything between.

Tactical Vest and Helmet

Considered the patrol uniform of most police departments, the tactical vest and full-faced helmet has become a symbol of the law enforcement community. Some departments are able to equip the visors of the helmets with vision enhancements, but most never seem to be able to find funds for it in their budgets.

Taser Shield

This type of riot shield has copper tape adhered all over the shield's face, with a break in the center of the shield that allows for electricity to arc through the open space. The power pack and ignition switch are located behind the shield, where the individual can activate the 10,000 volt jolt at any time. Anything that comes in contact with the surface of the shield is subject to electrocution.

EXPLOSIVES

Table 4.3 Explosives

Explosives	Damage	Radius	Save DC	Range	Size	Weight	Cost$/DC	Restriction
Airfoil Grenade	4d6	10 ft.	Ref 15	15 ft.	Small	2 lb	$1150/16	Military
Flashbang Grenade	special	10 ft.	Will 15	5 ft.	Small	2 lb	$500/13	Licensed
HEAT Grenade	5d6	5 ft.	Ref 12	5 ft.	Medium	2 lb	$1300/16	Military

Flashbang Grenades

These crowd-control weapons create a flash of light and sound that causes an instant reaction, even in those with protected senses. People within the primary burst radius must make a Will save (DC 20) or are unable to take any action except make a single move. Within the secondary burst radius the DC is only 15. Those who do act, do so at a -6 penalty to all skill and save rolls. This save is made in the initial burst round only and multiple flashbangs do not stack the effect. The effects of a failed save last as long as the character is within the cloud and continue for 2d4 minutes.

HEAT Grenades

High explosive, antitank grenades are designed to be used against light armored vehicles. When being used against a vehicle, a HEAT grenade's focused explosion grants it a +15 bonus to hit.

STANDARD EQUIPMENT

Table 4.4 Standard Equipment

Item	Base Cost	Weight	DC				Restriction
			Low	Normal	High	Luxury	
Binoculars	$200	3 lb.	10	12	15	16	Restricted
Bug Detector	$400	2 lb	12	15	17	18	—
Infrared	$300	1 lb	11	14	16	17	—
Life Detector	$2,000	5 lb	18	20	23	24	Licensed
Nightvision	$300	1 lb	11	14	16	17	—
Toxin Sniffer	$600	5 lb	14	16	18	20	Licensed
Clothing							
Chameleon Suit	$20,000	5 lb	26	28	31	32	Military
Boots	$200	4 lb	10	12	15	16	—
Gloves	$80	1 lb	6	9	12	13	—
Hat	$50	1 lb	5	7	10	11	—
Shirt	$80	1 lb	6	9	12	13	—
Pants	$120	2 lb	8	10	13	15	—
Underthings for men	$20	1 lb	3	4	6	8	—
Underthings for women	$60	1 lb	5	8	10	12	—
Jacket	$200	4 lb	10	12	15	16	—
Shoes	$150	5 lb	9	11	14	15	—
Entertainment:							
Amplifier	$800	20 lb	15	17	20	21	—
Computers	$1,500	5 lb	17	19	22	23	—
Micro-Media Player	$1,000	1 lb	15	18	20	22	—
Mini-Cam	$600	2 oz	14	16	18	20	—
Speakers	$3,000	80 lb	19	22	24	25	—
Furniture							
Chair	$80	10 lb	6	9	12	13	—
Table	$500	40 lb	13	15	18	19	—
Sofa	$1,000	100 lb	15	18	20	22	—
Bed	$1,500	150 lb	17	19	22	23	—
Goggles:							
Infrared	$1,000	3 lb	15	18	20	22	Restricted
Metal Detector	$500	2-10 lb	13	15	18	19	—
Motion Sensor	$200	2 lb	10	12	15	16	—
Microphones:							
Miniature	$200	1 oz	10	12	15	16	—
Long-Range	$400	5 lb	12	15	17	18	—
Laser	$2,000	10 lb	18	20	23	24	Licensed
Miscellaneous:							
Automapper	$400	1 lb	12	15	17	18	—
Belt Pack	$80	1 lb	6	9	12	13	—
Cigarettes (carton)	$25	8 oz	4	5	7	9	—
Duffle Bag	$150	3 lb	9	11	14	15	—
Heat Plate	$50	2 lb	5	7	10	11	—

Table 4.4.1 Standard Equipment (cont.)

Item	Base Cost	Weight	DC Low	DC Normal	DC High	DC Luxury	Restriction
Miscellaneous:							
Lock Picks	$200	1 lb	10	12	15	16	——
Multi-Purpose Pocket Tool	$80	1 lb	6	9	12	13	——
Paper Phone	$50	4 oz	5	7	10	11	——
Poly Cord (25 ft)	$60	5 lb	5	8	10	12	——
Program Wallet	$25	1 lb	4	5	7	9	——-
Tool Kit (Repair)	$300	20-60 lb	11	14	16	17	——
Tracer Bug	$2,000	1 oz/2 lb	18	20	23	24	Restricted
White Noise Generator	$1,000	5 lb	15	18	20	22	——
Water Filter	$150	5 lb	9	11	14	15	——
Sports Equipment							
Ball	$20	8 oz-3 lb	3	4	6	8	——
Pads	$500	5-10 lb	13	15	18	19	——
Raft	$400	10-60 lb	12	15	17	18	——
SCUBA Gear	$1,500	30 lb	17	19	22	23	——
Snorkel	$60	2 lb	5	8	10	12	——
Tool	$150	1-5 lb	9	11	14	15	——
Vanity Wear							
Adaptive Contacts	$1,000	1 oz	15	18	20	22	——
PolyWig	$2,000	1 lb	18	20	23	24	——
Skates	$500	10 lb	13	15	18	19	——
Sports Watch	$60	4 oz	5	8	10	12	——
Watch Phone	$100	4 oz	7	10	12	14	——

Binoculars

Price: $200 **Weight:** 3lb.

The Optikal 77 and Kodazoom 62 binoculars employ a unique "Total-Optical" memory polymer in an air-spaced, triple-element mapping configuration designed to provide precise optical, color, and depth correction. In normal to wide-angle lenses almost imperceptible changes are corrected with digital adjustment techniques, but these lenses magnify the variation in focus between red and blue light rays in order to give you a more precise image than any other line on the market can offer.

Low: Standard binoculars reduce the range penalty for visual Spot checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for visual Spot checks takes five times as long as making the check unaided.

Normal: In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused. They also provide for 2 times the normal Spotting Distance allowed due to adverse conditions.

High: Rezware binoculars function the same as standard binoculars, but provide for perfect visual clarity, although without color, regardless of lighting conditions. They also add a +3 to Visual Spot checks while in use during normal daylight visual conditions.

Luxury: These sets come with additional eyepieces, a protective All-Environment Field Case, color and polarizing filters for night time use, solar filters to safely view the sun, and a Fotografixz Camera Adapter. The OptiKal 77 field binoculars also include our international "No Foul" Lifetime Warranty against failure due to defects or harsh treatment. These binoculars provide for a +4 bonus to all visual Spot checks in addition to a +4 bonus to all Fortitude checks to resist the effects of flashing damage.

Binoculars (Life Detector):

Price: $2,000 **Weight:** 5 lbs

The SaintBenny's Life Detector is a seismic/acoustic listening device designed specifically to detect and locate trapped, live victims in collapsed structures such as those caused by earthquakes, explosions, landslides, mine disasters, or construction cave-ins. Searching for survivors after a disaster is always a race against time. The SB can help fire and search and rescue services to pinpoint persons who can still indicate that they are alive by means of movements, knocking or calling. The Life Detector is capable of detecting these signs of life by using special sensors designed to pick up the extremely small vibrations transmitted in solid or gaseous media.

Low: Primary detection of a living being results in a high-pitched whine. By tracing the direction and volume you would almost definitely pinpoint any living being in a 10 x 10 room, regardless of non-specific interfering matter. This

device adds a +5 enhancement bonus to all Search checks in regards to spotting hidden or concealed beings with normal respiratory systems.

Normal: Primary detection of a living being results in an on-screen graphic 'divining arrow' that provides details on the direction and the probable survivability of any living beings in a 60 x 60 foot area, regardless of non-specific interfering matter. This device adds a +5 enhancement bonus to all Search checks in regards to spotting hidden or concealed beings with normal respiratory systems.

High: Primary detection of a living being results in a holographic three-dimensional graphic 'divining arrow' that provides details on the direction and the probable survivability of any living beings in a 100 x 100 foot area regardless of non-specific interfering matter. This device adds a +6 enhancement bonus to all Search checks in regards to spotting hidden or concealed beings with normal respiratory systems.

Luxury: Primary detection of a living being results in a holographic three-dimensional graphic 'divining arrow' that provides details on the direction and probable survivability of any living beings in a 150 x 150 foot area regardless of non-specific interfering matter. It also provides a rundown of the specific mass of detected individuals as well as likely cyberware and arms. This device adds a +6 enhancement bonus to all Search checks in regards to spotting hidden or concealed beings with normal respiratory systems.

Bug Detector

Price: $2000 **Weight:** 2 lbs.

This compact BigAudeoNoiz receiver scans a preset area for encoded frequencies or potential listening devices. It actively detects transmitting bugs in a room, car, office, telephone or cybernetic uplink.

Low: Primary detection of a transmitting device results in a high-pitched whine. In tracing the direction of the signal strength you would almost definitely pinpoint any transmitting bugs in the room. This device adds a +5 enhancement bonus to all Surveillance checks in regards to spotting detection devices.

Normal: Primary detection of a transmitting device results in an on-screen graphic 'divining arrow' that provides details on the direction and the signal strength of any transmitting bugs in the room. This device adds a +5 enhancement bonus to all Surveillance checks in regards to spotting detection devices.

High: Primary detection of a transmitting device results in a holographic three-dimensional graphic 'divining arrow' that provides details on the direction and the signal strength of any transmitting bugs in the room. This device adds a +6 enhancement bonus to all Surveillance checks in regards to spotting detection devices.

Luxury: Primary detection of a transmitting device results in a holographic three-dimensional graphic 'divining arrow' that provides details on the direction and the signal strength of any transmitting bugs in the room. It also provides a rundown of local manufacturers of the specific item model and a rundown on the listening device's serial number for date of purchase. This device adds a +6 enhancement bonus to all Surveillance checks in regards to spotting detection devices.

Toxin Sniffer

Price: $1000 **Weight:** 3 lbs.

Enfinitys Biosensors have attracted considerable attention in the last few decades, since the monitoring of a specific substance is central to many applications ranging from clinical analysis to environmental control to drug manufacturing.

Low: This toxin test involves either sampling the surface of potentially contaminated objects with a moistened collection swab or dipping the dry collection swab into a solution suspected of containing harmful chemicals, and placing the collected sample into a collection tube containing a mild 'Prismatik' identifier solution. After collection, the sample is transferred into a compact test device and dye-labeled 'Platelettes" will detect small amounts of the toxin and indicate (by way of a color-grid) its presence and type in the test result window. These testing devices will test for 5 major drug classes and 216 biochemical toxins with incredible accuracy. These tests add +5 enhancement bonus to all Knowledge: Physical Science involving toxin identification.

Normal: This toxin test involves sampling the air within 14 inches of a potentially contaminated object. The 'Prismatik' identifier solution uses colored 'Platelettes' that detect and identify the collected toxin, and displays the results in a window. These testing devices will test for most major drug classes and 221 biochemical toxins with incredible accuracy. These tests add +5 enhancement bonus to all Knowledge: Physical Science involving toxin identification.

High: This toxin test involves sampling the air within 21 inches of a potentially contaminated object. The 'Prismatik' identifier solution uses colored 'Platelettes' that detect and identify the collected toxin and displays the results in a high-resolution digital display window. These testing devices will test for all drug classes and over 500 biochemical toxins with incredible accuracy. These tests add +8 enhancement bonus to all Knowledge: Physical Science involving toxin identification

Luxury: This toxin test involves sampling the air within 12 feet of a potentially contaminated object that it is pointed at. The 'Prismatik' identifier solution uses colored 'Platelettes' that detect and identify the collected toxin and displays the results in a high-resolution digital display window. The display also lists possible distribution methods and the potential threat level of the toxin, as well as its recommended precautionary handling methods. These testing devices will test for all known drug classes, 51 potential designer classes and over 2,000 biochemical toxins

with incredible accuracy. These tests add +8 enhancement bonus to all Knowledge: Physical Science involving toxin identification

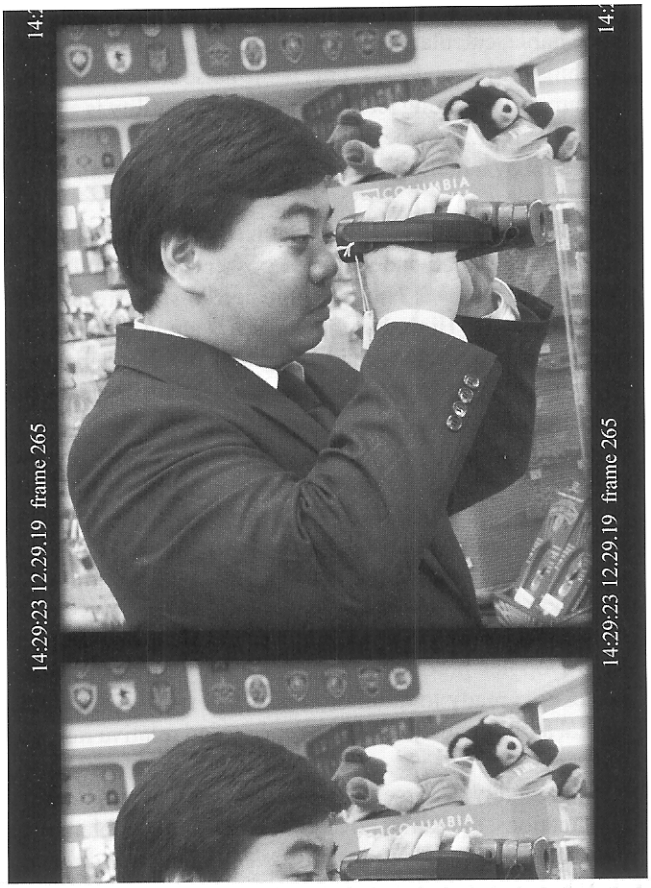
Goggles (Metal Detector)

Price: $500 **Weight:** 4 lbs

The Ganthet Master Seeker allows you to search for hidden weapons, evidence or whatever other metal targets you may seek. The Hostile Target Analyzer™ shows you just what the detector has found. This entire line is so easy to use that anyone can press a single touch pad on the side of the goggles and begin finding metal targets immediately. Its HUD Information Center continuously displays all control and discrimination settings, and the Metal Guide helps identify potential targets.

Low: This utility offers a 14-inch wand-type metal detector that is waved over a target. This metal detector is an attachment that extends by way of a smart-cord from the goggles. This detector offers a +4 enhancement bonus to Spot checks for the purposes of spotting obvious and non-obvious cyberware as well as all metal firearms and weapons.

Normal: This self-contained device is the ideal metal detector for many security and law enforcement applications. Its simplicity of operation requires minimal training and ensures that the instrument will always be ready for use. With its range of 10 feet and automatic response systems, this device will seek out its targets through any type of armor or padding. Precise sensitivity control is available if enhanced performance is ever required. This detector offers a +4 enhancement bonus to Spot checks for the purposes of spotting obvious and non-obvious cyberware as well as all metal firearms and weapons.



High: This monocular device hunts for metal within the user's field of vision within a range of up to 30 feet. A Full-Metal mode offers nanosecond balancing and lets you find every metal target on up to 30 individual targets. This detector offers a +6 enhancement bonus to Spot checks for the purposes of spotting obvious and non-obvious cyberware as well as all metal firearms and weapons.

Luxury: Professionals worldwide rely on the proven performance of this famed metal hunter. Adjustable discrimination technology rejects bottlecaps, pulltabs, and other trash metal as well as providing an extensive cybernetic profile on up to 45 targets at a range of 60 feet. This monocular device excels equally on land and in hostile environments and is especially prized by the Coast Guard as a beach-combing detector because it totally ignores salt water and iron mineralization (oxidation?). Submersible to 800 feet, it has OnTheGoh rechargeable batteries. This detector offers a +6 enhancement bonus to Spot checks for the purposes of spotting obvious and non-obvious cyberware as well as all metal firearms and weapons.

Goggles (Motion Sensor)

Price: $400 **Weight:** 3 lbs.

This monocular device from Nightblind International emits ultrasonic pulses and waits for an echo. The time it takes for the reflected pulses to return is used to calculate target distance, velocity, and acceleration.

Low: These devices work by comparing a freshly grabbed image with a reference image. If there is no motion and no noise, nothing happens. If there has been a change in the picture, the result will be different and the wearer notified by HUD. These come preset with a certain level of 'noise compensation' and there has to be a certain level of change before motion is declared. This motion detector offers a 90 degree arc and a 10 foot radius of coverage, and provides a +2 circumstantial visual Spot bonus against a moving target.

Normal: These devices work by comparing a freshly grabbed image with a reference image. If there is no motion and no noise, nothing happens. If there has been a change in the picture, the result will be different and the wearer notified by HUD. These come with an adjustable level of 'noise compensation' and the user can set the level of change needed before motion is declared. This motion detector offers a 180 degree arc and a 20 foot radius of coverage, and provides a +3 circumstantial visual Spot bonus against a moving target.

High: These devices work similarly to Low and Normal devices. In addition, if there is a certain part of the image that you want excluded from motion detection you can use a mask to filter it out. With the grayscale option, you can

select the sensitivity of the detection in certain areas. You can even filter out certain colors since the mask is in full color. This motion detector offers a 270 degree arc and a 20 foot radius of coverage, and provides a +4 circumstantial visual Spot bonus against a moving target.

Luxury: These devices work similarly to High devices. In addition, if you have a certain target object within the image that you want excluded from motion detection in you can use a mask to filter it out. This motion detector offers a 360 degree arc and a 40 foot radius of coverage, and provides a +8 circumstantial visual Spot bonus against a moving target and the character retains his Dexterity bonus to AC (if any) if caught flat-footed.

Microphones

Price: $200 **Weight:** N/A

These Chatner Digital noise-canceling digital microphones employ technologies that enable optimal performance by overcoming any high-noise environments. These microphones, which are generally designed for in-vehicle applications, must be capable of not only focusing on and enhancing the user's voice, but also eliminating background noise from multiple sources. This include screening for influences such as high wind, ambient radio, engines, the road and other passengers, as well as external combat hazards such as background weapons fire and explosions.

Low: This adaptive microphone technology enables optimal performance of hands-free, far-field audio input by centering the microphone sensitivity on the user's target and canceling noise outside of that signal. This approach dramatically reduces ambient noise caused when a speaker's voice reverberates from walls or ceilings, which often has the effect of confusing the audio input device. This device is about the size of a common nickel and has a broadcast range of 1000 yards.

Normal: This dynamic microphone has a digital noise canceling design set to sample the ambient noise environment and attenuate the noise sources around the selected noise signals, delivering only a pure audio signal. As a result, continuous and repetitive noise is removed from the audio input and a clearer signal is received. This device is about the size of a common nickel and has a broadcast range of 1000 yards.

High: This dynamic microphone technology utilizes an array of tiny microphones and a unique algorithm to detect the presence of a desired noise, determine its direction, and follow and track it when it moves. In a videoconferencing setting, this unique technology can provide direction to a videoconferencing camera and allow the system to steer and concentrate on the speaker, thus providing a "video-follow-audio" capability. This device is about the size of a common dime and has a broadcast range of 2000 yards.

Luxury: This dynamic microphone technology utilizes an array of tiny microphones and a unique laser-coupled system to detect the presence of a desired noise, determine its direction, and follow and track it when it moves. Due to the nature of this system, it can track through most surfaces and be bounced off most reflective surfaces. In addition, this microphone allows for a 216-stage noise separation of ambient noise, separate channel recording and on-site enhancement. This device is about half the size of a common dime and has a broadcast range of 5000 yards.

White Noise Generator

Price: $1000 **Weight:** 1 lb.

These Chi-NMC manufactured micro-devices were designed for the individual that requires more than simply detecting body wires and room transmitters. These units effectively mask the transmission of body wires, room transmitters, laser transmitters, and infinity bugs by generating "white noise" that is impossible to filter. With any of these, you now have an effective means of fighting back once you have detected an uninvited eavesdropper.

Low: This box utility is a bulky 4 by 2.25 by 1.25 inches, and can fill a 10 x 10 foot room. It is powered by a 9V battery and has a lifespan of less than 2 hours.

Normal: Eavesdroppers are a pretty clever crew, and, it's fairly easy for current technology to sift out a conversation masked by a myriad of sources. The point here is that while there are many manufacturers making noise generator chips and noise masking units, few are willing to make a true random noise unit. True white noise is not based on a repeatable, calculated pattern of audio, but rather a chaotic mishmash of frequencies. True white noise cannot be filtered by currently existing technology. This box utility is a bulky 4 by 2.25 by 1.25 inches, and can fill a 30 x 30 foot room. It is powered by a home adapter plug and has a lifespan of just over 2 hours.

High: As Normal, but this device is about the size of a quarter. It has an independent power supply and has a lifespan of just over 2 hours before needing to be recharged.

Luxury: As High, but this device is about the size of a dime, and can fill a 45 x 45 foot area. It has an independent power supply and has a lifespan of just over 9 hours before needing to be recharged.

Tracer Bug

Price: $2,000 **Weight:** Negligible/2 lbs

The Bloodhound Ranger is a revolutionary Shallow Reality Direction Finder and electronic tracking system designed specifically for covert tracking by law enforcement. Consisting of an 816 micro-antenna array and an enhanced Neo-Doppler processor with proprietary algorithms, the Tracker is ready to monitor almost any type of electronic signal and provide you with a bearing and relative range to the signal.

Specifically designed for law enforcement and military applications, the Ranger overcomes a serious problem with interference common to virtually every other radio direction

finder. Twenty-six powerful microprocessors apply newly developed algorithms to analyze and discard confusing indications due to phase shift from multipath signals. The result is a clear, unambiguous bearing to the target. The Ranger is very easy to use even for non-technical personnel.

Low: The Ranger connects to a standard, multi-point GPS monitor, and can track a target for over 21miles, regardless of standard urban interference. The tracking unit is a bulky 3 by 2.5 by 1.25 inches, and the bug itself is about the size of a standard currency dime.

Normal: As Low, but this version of the Ranger includes a carrying case for the antenna set and whips that extend the range to 40 miles.

High: As Normal, but this version of the Ranger includes an adjustable array for mounting to vehicle dashboards. This unit has an extended range of 220 miles.

Luxury: This Covert Vehicle Tracking System is ready to use and includes the Ranger direction finding unit, a secondary HUD visual screen that is compatible with most cyber-systems, a signal strength/range indicator, 'Piggy-Proof' signal encryption, and a rechargeable battery and charger. This unit is a slender .5 by 2.5 by 1.25 inches and the bug itself is almost impossible to detect when worn in conjunction with standard jewelry (-9 to all Spot checks).

Lock Picks

Price: $200 **Weight:** 1-3 lbs

Ranger Productions (a Division of Ranger Security) is proud to sponsor this equipment for locksmiths and security professionals. We are dedicated to providing the security industry with the very best in education, tech manuals and tools. We offer an exclusive lifetime guarantee on all tools as well as a free "Help Line" maintained to provide any assistance possible to our customers. All of our lock pick sets include picks and tension bars for opening locks operated by standard, and some electronic keys.

Low: This pick set includes 5 picks, 2 turning tools, and a broken key extractor. All picks have metal handles. Packaged in a top-grain cowhide carrying case designed to fit into your shirt pocket. This set provides only a -1 enhancement bonus to Disable Device Rolls.

Normal: This set contains fifty picks, turning tools, broken key extractors and a set of warded padlock "Master Keys." All of this comes packed in a deluxe zippered top-grain cowhide carrying case. The case has nine separate compartments to keep all of your tools organized. Most picks have metal handles for comfort. This set provides no enhancement bonus to Disable Device rolls.

High: This package includes all the tools necessary to pick all standard key-ways. Also included are the decoder and shutter door tools for car door and trunk locks, a leather wallet-style carrying case and an R&D instructional videotape. This set provides a +1 enhancement bonus to all Disable Device rolls.

Luxury: This set was designed for the professional. This set is so intuitive that a first time user should be easily able to pick a 7-pin tubular lock in less than a 30 seconds - without reading any instructions. The exclusive display controls make picking and decoding easier and more accurate than ever before. This tool comes complete with nine interchangeable key tips for picking all common types of 7-pin and 8-pin locks. The Pro-1 is designed for a lifetime of service - ALL replacement parts are guaranteed and easily available from the manufacturer, and the pick set can be easily enhanced to pick additional styles of tubular locks. This set provides a +6 enhancement bonus to all Disable Device rolls.

First Aid Kit

Price: $50 **Weight:** 3-40 lbs

The F1RS+ Medical Kit is a fully stocked soft-padded comprehensive medicine system, easy to use and resupply. It has a series of universal compartments, and the shoulder strap detaches to become a hands-free utility belt. This versatility gives you or your organization the peace of mind knowing that users at all levels have a LIFETIME system but at prices guaranteed to be lower than retail.

Low: The Mobile First Aid Kit is ideal for cars, trucks, campers, and recreation vehicles. It contains a comprehensive assortment of absorbent pads, adhesive bandages, a triangular bandage, oval eye pads, sterile eyewash, first aid cream, aspirin, antiseptic wipes, scissors, forceps, first-aid manual and more in a plastic weatherproof cabinet. It's also designed to assist in roadside emergencies by including jumper cables, a rescue blanket, hand warmers, a flashlight, a reflective triangle, and more. The pack is also offers velcro strips to keep the bag in place. This kit adds a +1 enhancement bonus to all Treat Injury checks.

Normal: This General Use 160 piece kit contains a wide assortment of quality first aid products designed to serve emergency needs in a variety of settings, including the workplace, home, auto, shop, and boat. It features a durable plastic cabinet that is lightweight, portable, and totally waterproof. This kit is a good choice for a basic, industrial first aid kit in a wall mountable metal cabinet or portable pack. It comes in a wide selection of kit styles, types, and contents. Choose the ones that best fit your workplace needs. This kit adds a +2 enhancement bonus to all Treat Injury checks, regardless of style.

High: These Sports Kits are designed for active people of all ages. They contain a variety of first aid items including instant cold packs, spray-skin, dressings, antiseptics, tapes, relief patches and more to treat sports and outdoor-related emergencies. This kit adds a +3 enhancement bonus to all Treat Injury checks, regardless of style.

Luxury: A rescue kit for up to four people. This kit contains all of the gear needed for a professional rescue team. In most disaster situations it can take quite some time before help arrives. When lives are at stake, it's up to you

to be in control and take action. This kit includes: 2 compressed packets of spray-skin (60 feet), 10 yards Adhesive Tape, 1 CPR Mouth Piece, 6 pairs Latex Gloves, 2 Ice Packs, 1 Hand Sanitizer, 1 multi-sterile dose (also functions as eye-wash), 1 Bio Hazard Waste Bag, 6 Wet Naps, 2 Eye Pads, 1 Combo tweezers-scissors-scalpel unit, 4 Hard Hats, 4 Folding Shovels, 4 pairs of Leather Gloves, 4 Dust Masks, 4 Whistles, 4 Flashlights with 20 Hr. batteries, 300 ft. Caution Tape, Pry Bars, 1 Multi purpose tool, 120 Piece Trauma Bandage Kit, Toe Tags, Grease Pen, Chalk, 5 Slow Burning Candles, 5 Paramedic Solar Blankets and 1 Water Purification Tabs (50). This kit adds a +5 enhancement bonus to all Treat Injury checks, regardless of style.

Tool Kit (Mechanical/Electrical/Gun)

Price: $300 **Weight:** 20-60 lbs

Are you in demand as a "Do Everything" tech that works on just about everything mechanical, electrical, and cyber? Then this kit is for you! The MickeyG is built with both large industrial manufacturing plants and maintenance under combat conditions in mind. The MickeyG includes the most complete selection of tools ever offered to the general public.

Low: This kit offers everything from cushion grip screwdrivers to fixed handle nutdrivers, and universal wrenches and socket sets are included to make any install or repair go quicker and easier. In addition to the mechanical tools, we have also added many items critical to electrical and optical repair. Besides putting this big selection of over 186 tools into your choice of 19 Super-Size tool cases, we also fit each tool into two tool pallets and two tool rolls to both organize and protect your valuable equipment. This set provides a +1 enhancement bonus to applicable Repair rolls.

Normal: As Low, but this also offers a protective pallet that fits your specific tool selection. The MickeyG has a wide selection of REGULAR SIZE and SUPER SIZE tool pallets so you can pick the combination that best fits your tool selection. Our tool pallets are professional quality, ensuring a long life, and all tool pockets are riveted and double stitched at the stress points. The resilient Memori pockets come equipped with memory metal pockets for the tools they hold, providing a tight fit and superior grip. This set provides a +1 enhancement bonus to applicable Repair rolls.

High: Quickly make repairs and reduce expensive downtime with this 122-piece Biomed Tool Kit created specifically for Biomedical Equipment Services. Sensitive and expensive medical and laboratory equipment demands a tool selection capable of maintaining both electronic and small mechanical systems. That is why we built the Bonez biomedical repair tool kit series. Provide your Biomedical Repair Techs with this professional quality tool kit and you can keep your department's billable time up and reduce costly downtime. Every one of the 122 tools in this fine kit was chosen for its usefulness in medical equipment service, repair, and maintenance. This set provides a +3 enhancement bonus to applicable Repair rolls.

Luxury: Let our in-house experts work with you to configure the ideal tool kit! The TailorMade Tool Kit Program is designed for our customers who want a tool kit built to their exact specifications. The TailorMade Tool Kit Program is perfect for growing companies who are adding techs or opening new offices and established companies who are looking to change their existing tool kit supplier or standardize the kits they use regularly. This set provides a +8 enhancement bonus to one specific area on your Repair roll and only a +2 to all others due to its highly specialized nature.

Watch Phone

Price: $100 **Weight:** 4 oz

Shuniko's Watch Phone is the world's lightest and smallest comprehensive wireless data terminal, but don't let its size fool you! The Watch Phone has a variety of impressive features: 9 hours of continuous talk time, 160 hours of standby time, voice-activated and sub-vocal dialing, phone directory and calendar, earplants, HUD capability and multiple alert icons and signals. Shuniko's new Watch Phone also provides an innovative voice-command feature that allows users to dial numbers and operate the phone through sub-vocal spoken commands as well as Eye-spot character typing.

Low: This Watch Phone doesn't always really work. It has a picture of Ronald Muck on the faceplate and is mostly used by the mentally impaired who swear they can receive messages on it. It's a niche market, but hey, they spend money too. Roll a d20 in critical situations. On a 1-4 it doesn't work, and on a 5-10 (what about 11-20, it's a d20?) it picks up someone else's Low quality Watch Phones transmissions.

Normal: This Watch Phone has a variety of impressive features: 9 hours of continuous talk time, 160 hours of standby time, voice-activated and sub-vocal dialing, phone directory and calendar, earplants, HUD capability and multiple alert icons and signals. Shuniko's new Watch Phone also provides an innovative voice-command feature that allows users to dial numbers and operate the phone through sub-vocal spoken commands as well as Eye-spot character typing.

High: Shuniko is the world's only firm to develop all aspects of wireless service technologies. Additionally, Shuniko was the first to unveil Neo-speed packet data delivery, which consists of moving picture data transmissions utilizing existing airborne technologies and conditions to amplify signals. Shuniko's handset Aplink watch transmits data nearly 10 times faster than that of

conventional wireless handsets, allowing for seamless data download even in an Immersion environment. This superior rate of transmission is made possible by Shuniko technologies, which also developed a superior method of data compression. In this compressed format, transmission efficiency is increased upwards of 400 times and is rarely influenced by environmental conditions. Shuniko has designed its upgraded handset to be highly energy efficient. The handset features a standby time approximately 2.5 times longer than that found on other handsets. The Aplink also offers a talk-time capacity that is 1.5 times greater than standard models.

Luxury: The EyeVew digital camera may be hooked up to the handset watch so that users may take pictures at any location and wirelessly transmit the images to the remote location of their choice. This universal-mode product is smaller and lighter than anything else available in today's market.

Chameleon Suit

Price: $20,000 **Weight:** 5 lbs

Shuniko's Kamelon uses an electromagnetically conductive, polyaniline-based, and radar-absorbent composite cloth, exclusive to the Kamelon line. This electrochromatic polymer can change color and brightness instantaneously. Photosensitive receptors, mounted on all surfaces of the all-concealing outfit read the ambient light and color of the sky and ground. A miniature onboard computer adjusts the brightness, hue, and texture of the skin of the suit to match the environment surrounding the subject. In other words, it works like a chameleon's skin, only better.

Normal: Despite its visual accommodations, the Kamelon is not silenced and certain conditions can render the recipient easily detectable, such as stepping into a puddle. The effect is also compromised if the Kamelon user attacks anyone in melee combat. Actions directed at unattended items do not compromise the suit's abilities. Undetected Kamelon users gain a +2 bonus to attack rolls, a +6 enhancement bonus to Hide, and any Dexterity bonuses to their opponents' AC are negated (The opponent is considered flat-footed). This bonus is reduced to +1 and their opponents' Dexterity bonuses to AC remain unaffected if the user is exposed or is engaged in melee combat.

High: Despite its visual accommodations, the Kamelon is not silenced and certain conditions can render the recipient easily detectable, such as stepping in a puddle. Actions directed at unattended items do not compromise the suit's abilities. Undetected Kamelon users gain a +2 bonus to attack rolls, a +6 enhancement bonus to Hide, and any Dexterity bonuses to their opponents' AC are negated. These bonuses remain in effect even if the user is engaged in melee combat.

Luxury: This model combines two technologies: The Kamelon visual stealth technology and noise elimination technology that consists of broadcasting sound of the opposite waveform from user-produced noise. The result is a silent, invisible individual with nearly unlimited capabilities. Undetected Kamelon users gain a +2 bonus to attack rolls, a +8 enhancement bonus to Hide and Move Silently and Dexterity bonuses to their opponents' AC are negated. This version suffers no penalty for engaging in melee combat.

Computers

Price: $1,500 **Weight:** 5-15 lbs

From desktop to mobile models, Preschizm computers are designed for ultimate performance and scalability when working advanced business Full-Immersion applications. Each Preschizm is Fully Certified and comes with dedicated technical support.

Low: The Mackeve is the ultimate PC for users who need a high-performance system for work and play. This system is fast when needed but designed to withstand the wear and tear of daily computing. After considering the mind-numbingly conformist mentality of most A-types and a custom-built but generic PC, we opted to go with Preschizm, a company that custom builds the fastest Non-Immersion PCs available. They can put them in chassis that only look better with every scratch and ding they get. This computer allows standard, non-intrusive Immersion access to the net.

Normal: The DigitalWere 8002 offers leading-edge performance and features for an affordable price, but the limitations to its standard support should give novices pause. If the 8002 were any more screaming, you'd have to wear earplugs to handle it. From its performance and feature-packed configuration to its semi-portable case design, it's sure to please all types of users looking for a system that can take on anything. What doesn't work quite so well is the company's standard support policy, which lacks the weekend support and the free on-site service, which novices and businesses would prefer. This computer allows standard Immersion access to the net, with browsing-only capabilities.

High: For frequent business travelers and people on the go, ChiNMC's Atitude offers good features and performance, as well as the option of a versatile memory platform that lets you configure your board to take along as little or as much as you'd like. The new Atitude is the first ChiNMC ultralight to offer fully capable Full-Immersion technology. While the enhanced drives push up the price of the total package, it also brings the Atitude to the level of a respectable corporate replacement. Frequent travelers will appreciate its versatility, speed, and thoughtful design.

Luxury: With its good looks, light weight, special features, and unparalleled performance, the Titanic G6000 has it all and a bag of chips. If price is no object, this is a compelling alternative to just about any board or even desktop PC. The slim, trim Titanic is now in its ninth

generation since Shuniko entered the world of PCs 6 months ago. In the board's most recent revision, Shuniko has kept the eye-catching, elegant form factor but added the fastest processor available to the public, a more powerful resolution-environment card, and a higher price. This computer often gives users the feeling that it doesn't really need you. It adds a +6 enhancement bonus to all applicable skill rolls during use and is a fully capable Immersion system.

Quantum: Come back when you have a real credit rating. You don't get this. Beg your GM so he can mock you.

Cigarettes

Price: $25 **Weight:** 8 oz

"The use of tobacco has long been considered a factor in the incidence of cancer of the buccal cavity . . . Heavy smoking is more common in the cancer group than among the controls," Lombard & Doering, 198 N Eng J Med 485, 487, supra. But did you really wanna live anyway?

Low/Normal/High/Luxury: Cigarettes haven't changed a bit over the years. Some are just prettier than others.

Paper Phone

Price: $50 **Weight:** 4 oz

The CallMeNot is simply a piece of paper with an embedded circuit, which can be delivered as a letter. The recipient can then call the sender back with the touch of a single button. More of a gimmick than an everyday means of communication, the letter-mobile is a unique way of keeping in touch. The sender activates it and configures the recipient's phone number beforehand to ensure the phone calls the correct person.

Low/Normal/High/Luxury: These phones come in an array of colors and prints, none of which impact the device's performance.

VEHICLES

Table 4.5 Vehicles

Name	Crew/ Pass	Cargo (lbs)	Init	Man.	Max Spd	AC	Hard	Hits	Size	Purchase	DC	Restriction
Civilian Aircraft												
LMBell Model X-212 VTV	2/8	5,000	-4	-2	360(36)	10	10	52	G	$2,108,000	45	Restricted
Civilian Cars												
Toyota MR261 (sports coupe)	1/1	175	-1/0	-1	335(33)	8	5	34	H	$158,000	36	Licensed
Toyota P.O.D. 600 (econ. coupe)	1/4	475	-1	-1	220 (22)	9	5	30	L	$9,100	26	Licensed
Bugatti Sakai (sports coupe)	1/1	100	-2	1	390 (39)	7	5	30	H	$385,000	39	Licensed
Civilian Motorcycles												
MachineArt 21K (speed bike)	1/0	0	+2	+3	370 (37)	10	5	18	M	$13,000	27	Licensed
BMW City Scooter (street bike)	1/1	0	-1	+1	275 (27)	10	5	22	L	$9,800	26	Licensed
Hard Targets												
Gangtank (Gestalt tank)	4/0	425	-4	-4	80 (8)	6	20	64	G	N/A	N/A	Illegal
Hot Drop Carrier (VTV)	2/14	9,000	-2	-2	325 (32)	6	5	46	G	$4,600,000	47	Military

LMBell Model X-212 VTV

The X-212 is the standard by which all other VTVs are measured and will probably remain the standard for years to come. Produced around the world, primarily for civilian defense and military purposes, the X-212 appears in hundreds of individual variations and models. Early models were notorious for their quirky flight-control systems and tendency toward hypersensitive response controls. These problems were easily taken care of with the innovation of using smart-targeting on vehicle systems. Since that time, incidents due to mechanical responsiveness have dwindled into nostalgia. Although often outpaced in both comfort and technology, the X-212 is so durable and reliable that it is common enough to be considered nondescript.

Toyota MR261

With its cocktail of wild ingredients, there's nothing left on the road to chase it. Modeled by Toyota's Formula 1 race shop, Toyota Team Europe, the MR261 Roadster is a rich blend of track athlete and streetcar. Along with its

topless design and mid-mounted engine, the MR261 has impossibly wide tires, no doors, and a sequential response manual transmission: the clutchless, electronic marvel that responds to the driver's respiration and eye movements along with standard drive motions. Other volatile contents include 19-inch wheels, Eiuchibach springs and dampers, and a top speed in the neighborhood of 335 mph.

Toyota P.O.D. 600

The P.O.D. (personalization on demand) 600 continues the P.O.D. tradition by creating a responsive, humanized environment that raises ergonomics to a new level. Its internal "dog brain" AI greets you when you approach. It opens its doors and rotates a seat toward you and immediately begins filling you in on your personalized agenda. Talking to someone behind you? It rotates your passenger seat toward them. The P.O.D. 600 memorizes your music and television preferences by observing you in your house and even features an "extrapolate" function that allows it to seek similar avenues for your perusal. How? The P.O.D. utilizes "mini-pod", a portable terminal that constantly observes one's lifestyle and habits and adjusts the driving experience to provide greater user comfort and satisfaction. It watches your driving style and adjusts the suspension; it takes note of your mood and changes the thermostat. When the conversation seems to be going well, it photographs the memory for you. It even wags its antenna to let you know it's happy.

Bugatti Sakai

Among the sports cars that have stood out in the last decade, the evocative Sakai remains the top machine for a host of reasons. Thanks to their growing links with Mercedes-Benz, this two-seater sports car penned by the brilliant Laurence Murray and styled by the equally illustrious Peter DeWinter has written its name in the history books in words of gold. This vehicle was not designed to take on the likes of Ferrari or Toyota or even the Lamborghini and Honda models, but to kick off a whole new direction for the sports car to head into.

With performance levels that are no sales brochure hype, the Sakai set an all-time record for straight-line speed when it thundered to a top speed in excess of 385 mph in the hands of sports car racer Mandy Wallright. Today, however, you won't be able to buy a Sakai from an American dealer, as they have stopped making it in the United States. One model is still manufactured by the exclusive Mayfair Motors in London.

MachineArt Z1K

The MK21 follows the legacy of the MachineArt line and is designed to excite motorcycle enthusiasts and to emphasize the beauty of machinery. The ResponseSystem reactive leather seat is wide at the hip for comfort and elongated to provide an interactive surface for gripping with the knees and to prevent abrasions. Rear-view mirrors respond instantly to head and eye movements, double as turn signals, and are located low and forward to allow a sight line past the rider's waist, decreasing diversion from the road. Body panels are produced as large sections to reduce the numbers of parts, fasteners, and time needed for service removal.

City Scooter

The City Scooter combines the advantages of a two-wheeled motorized transportation with the strengths of the automobile. BMW has designed the Scooter to offer weather protection and safety comparable to that enjoyed by cars without foregoing the pleasure of riding a motorized two-wheeler. The Scooter is light and agile, measuring a little more than six feet in length and weighing 375 pounds dry. It guzzles about a gallon of gas every 80 miles or so, and BMW promises to continue keeping it cheap in terms of retail price, tax, insurance, and service.

Gangtank

Gangtanks tend to have two methods of thinking. Some are gestalt compositions of hammered-together vehicles, while others tend to be disused Abrams tanks that have been heavily modified by street Spanners, intent on optimizing them for urban warfare.

Standard enhancements can include a precision-mounted .50 caliber machine gun, grenade launchers that fire high-explosive rounds, fiber-optic cameras (to provide the crew a full range of view), an automatic 7.62 mm gun turret for the loader's hatch, additional armor on the turret roof (normally in the form of a car door or the like), and a new canister round in the basic load.

Luckily, these tanks are few and far between, but their growing popularity has given many cause to worry.

S171-A Hot Zone Deployment Carrier VTV

The primary mission of the S171-A is as a troop carrier and logistical support aircraft, but in addition the VTV can be configured immediately to carry out medical evacuation, command-and-control, search-and-rescue, armed escort, electronic warfare, and executive transport missions. The S171-A has low detectability and outstanding nap-of-the-earth flight capabilities. The aircraft is tolerant to small-arms fire and most high-explosive projectiles. The flight controls are ballistically and electronically hardened and the VTV is also equipped with redundant electric and hydraulic systems. The S171-A also has the ability to absorb high- impact crash velocities. The fuel system is crash-resistant and self-sealing, and has an "evaporation" function that can be used in case of a catastrophic failure. The crew seats and the landing gear are energy absorbing.

THROUGH BURN COLORED GLASSES

The History of the Net

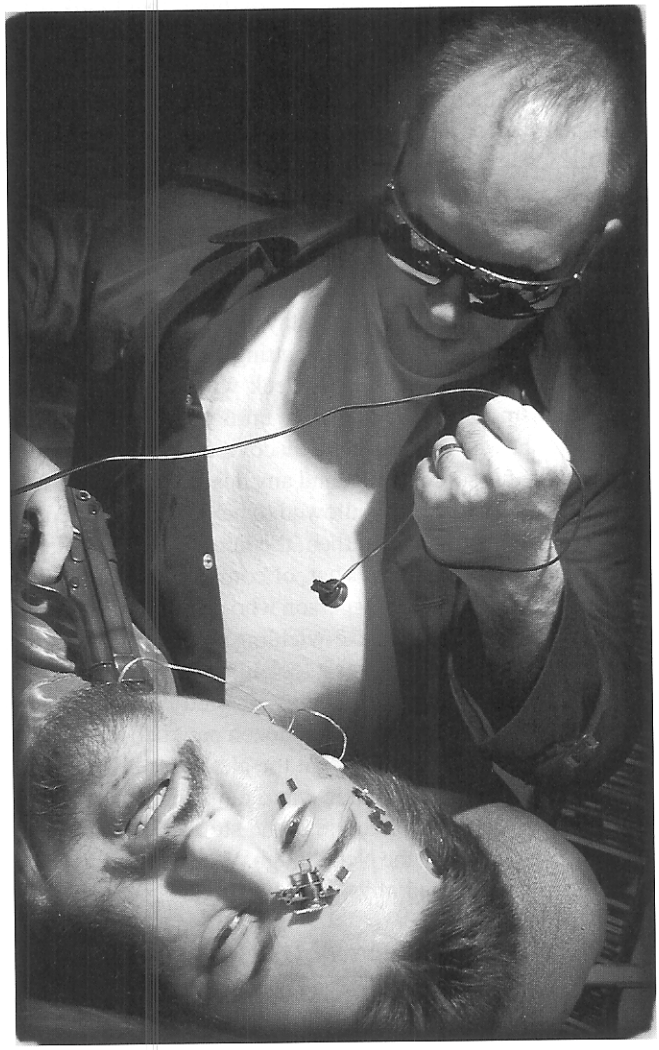
by Francesca Davis, age 12, Mrs. Grover's 6th Grade Class, Cleveland, Ohio

The Net as we know it today started as a United States military experiment in the 1960s. What they wound up with, though, was nothing really impressive by today's standards, because my older sister sets up larger networks on weekends with her friends just to play games on. It did grow, though, and by the mid-1990s it was made up of several thousand computers in many countries around the world. Somewhere along the way, people started calling this network the Internet. It was in the late 1990s that the Internet Boom occurred, and the thousands of computers turned into millions of computers. This was a really big thing, since before only geeks were using the Net, and now everyone was using the Net. The geeks thought this was going to make them cool, since now everyone was doing what they'd been doing. But they were still geeks, just geeks in the Net instead of in real life. As time went on, more and more services came to be available online. Services that were before carried on different wires all started to become digital and get carried over the Net. Telephones, television, bills, junk mail, even libraries, all of these things were now available on the Net. Which is probably why everyone wanted to have access to the Net all the time. PADs (Pocket Access Devices) started showing up as early as 1999, but they were slow and didn't offer much actual content. It wasn't until a few years later that true PADs, as we know them today, started showing up. With a PAD, anyone can access all the services of the Net at any time, anywhere. PADs filled all the niches that had before been held by portable telephones, gaming devices, hard-copy books, portable televisions, newspapers, and many other older technologies. As a result, hardly anyone publishes anything on paper any more. It's just too expensive since everyone from my little brother in kindergarten all the way to my great granny has a PAD. Almost no one thinks about the Net when they think about what comes over their PADs, though. Mostly, when people talk about the Net, they're talking about jacking in.

Used to be the only way people ever interfaced with computers was by typing on a keyboard (and Granddad tells me that his dad used to use cards with little holes in them, but I really don't understand how that worked at all). In time, the mouse was invented, and later voice tech came around, but all of these things were way too slow for some people. A man named Dr. Lang decided that the best way to interface with the computer was to send his thoughts directly into the computer, and for the computer to directly send its output to his brain. Some pages say that Dr. Lang's experiments killed 4 people and left more than a dozen in a permanent coma, but others say those are merely anti-progress lies and exaggerations. Finally, in about 2012, he perfected the jack, and it was immediately a huge success. Early on, the jack required several risky surgeries, requiring the temporary removal of 75% of the skull, so that probes could be placed in different parts of the brain. Today the

procedure is performed so often that it's very routine. A 5 mm hole is drilled behind the ear (they say they put it there so that it doesn't look bad), and extremely small auto-surgeons carry the necessary probes through that hole to where they need to go in the brain. A small amount of electronics is left around the hole, everything's cleaned up, and the next day, the patient is ready to experience full immersion. One of Dr. Lang's early developments was the "squid" (I'm told the name comes from several old pieces of fiction that described similar devices), which allowed reading brain activity and playback of recorded experiences, but since this was not his goal, Dr. Lang considered it merely a trivial step toward his final goal. The squid was used for pre-surgery brain examinations in the early surgery days, and it was a couple years before one of the surgeons realized the possibilities of the device. Nowadays, the squid has been simplified to a simple cap with a single cable running from it, so people who don't want a hole in their head can use it instead.

There are two kinds of immersion available, full and partial. Full immersion is what you get with a jack, and partial immersion is what you get with a squid. In partial immersion, full experiences are available, it's just like you've gone to a whole other place and get to experience what's going on, but you don't have any say as to what's happening or what you do. It's like riding along in someone else's body. If you concentrate really hard, you can operate a keyboard while this is happening, allowing for a little bit of an interactive experience. People who can't afford jacks often use this method to use the Net, but because of the keyboard, they're considered to be really slow. Partial immersion, however, is almost completely safe. Full immersion allows you to completely enter the Net, you experience everything in the computer as if it's happening to you, and you are able to affect other things in the computer. While under full immersion, a person's external senses are completely switched off, and it is impossible to communicate with them without jacking in. This completely interactive experience takes place at what they call the speed of thought. It's slightly faster than the real world, allowing for very strange time experience difference during long periods of immersion. A person can wake up, jack in, feel like they've spent an entire day in the Net, and be back in the real world in time for an early lunch. All of this is really wonderful, and it has changed our world, I think for the better, but it is not without its dangers.



There are two main concerns when using immersion: addiction and dump shock. Of these, addiction is probably the worse of the two. According to Dr. Lindemulder, the absolute and utter escapism that immersion allows naturally leads to addiction. Under immersion, you can be whatever you choose to be, and you can do whatever you want to do, with no "real" consequences. This sort of freedom is so enticing that people have been known to spend days on end under immersion. It is much more common under partial immersion, mostly because a squid is a lot cheaper than an actual jack, and therefore a lot easier to acquire. An entire culture has evolved around this addiction. Addicts frequently have shaved heads (they claim they get a better signal from the squid that way, despite studies to the contrary) and are usually either really skinny or really fat, depending on their genetics and the quality of food they eat when they finally wake up from their dream world. The most ambitious "squidheads" (or "Netheads" or "Wire Junkies", etc.) aspire to get a real jack so they can get the ultimate interactive experience, doing odd jobs when they can manage to stay away from the squid and scrimping and saving until they can have enough to get a jack. Because the outside senses are only mostly masked while under partial immersion, addicts are usually forced by hunger pangs to drop out of the Net every 10-12 hours to eat something. Unfortunately, those with a jack have their external senses completely switched off, so without some sort of external timekeeping method, or some sort of nutrition monitor or the like, many Net addicts have been known to die from lack of water, all the while enjoying the blissful escapism of the Net. This, of course, all makes dump shock sound like no big thing, but people say it can really ruin your day. Normally, when someone jacks in, it

takes a few seconds to get used to his or her surroundings and they can move on from there. Similarly, when they want to leave the Net, it takes a few seconds to close everything down and exit peacefully. If their connection to the Net is disrupted, either by someone yanking their jack plug out, or because something else on the Net caused them to dump out, they can suffer from dump shock. Usually, this consists of a minute or more of nausea and disorientation. Seems small next to the addiction problems, but any time it ever happens to my older sister, she winds up puking and swearing a lot. While my older sister is certainly not so bad off to be called addicted, it is the pastime of her generation. Our parents had the web, and their parents had television, and now this is our generation's medium. I'm too young to get a jack yet, but my sister has let me use a squid to experience what she sees in the Net before, and I can't wait until I'm 16. Daddy's promised me then I can get a jack just like Rachel did.

On the times when I've gone into the Net along with Rachel ("riding piggyback" they call it, I wear the squid and experience what she's experiencing, but she calls all the shots), she's taken me to some really neat places. The Net looks just like real life, but idealized. Since actual construction restrictions don't matter, buildings in the Net are built in all shapes and sizes. I've seen areas modeled after Ancient Rome, Victorian England, 1950s Illinois, and even someplace so surreal that it had buildings that would never stand up in real life, everything built at odd angles and such. That last place made my head hurt. Rachel says that's pretty common, and that people tend to stick with things that are anchored firmly in reality, so that people don't have a problem adjusting to the new environment. In the Net, I've visited a zoo that consisted entirely of animals that never existed in the real world, but were instead ripped from various pieces of classic fiction. I loved that zoo. I could spend days there looking at the dragons, the unicorns, the thundra beasts, the dewbacks, and all the rest ... I can't wait until I get my jack.

That was a report my little sister Frankie wrote in middle school. I found it the other day while going through some of her old documents. Dad made good on his promise, when Frankie turned 16, she got her jack, just like she'd been wanting for such a long time. There were a lot of things that Frankie didn't know about when she wrote the report above. Some things she missed because she didn't actually have a jack yet, but most just because she was too young to identify with everything. First and foremost, of course, is all the sex. Sex is everywhere in the Net, you can hardly turn a corner without running into a couple of people deciding this is the time and place to get it on. Sexual release via the Net has become so common that many people fear for long-term population issues if people don't get out there and get busy in the real world. It is, of course, one of the leading activities for the addicts Frankie mentioned above. Not surprisingly, though, many of those people just don't want to leave the Net and get back to how harsh the real world can be. Also, she put a lot of emphasis on dump shock, probably 'cause I'd yelled at her more than once for running around and tripping over my cord and dumping me out of the Net. It's bad, but it'll at worst ruin your mood and make you toss your Oreos. The one terribly tragic thing that she left out, though, was that you can die in there. I don't mean starve to death like some jackhead who decided he'd rather pay his power bill than groceries so he could stay plugged in. I mean there are things in the Net that can kill you. It turned out the people who were terribly frightened about getting a hole drilled in their heads were right to be concerned. Certain combinations of signals sent through the Net to your deck will, in fact, kill you, causing your heart to suddenly stop beating, or causing your metabolism to go into overdrive until your body temperature was so high you couldn't survive it, or any number of other unpleasant ways people have discovered to instruct your body to self-destruct. Laws, of course, quickly sprang into effect to handle this sort of thing, and any deadly piece of code is considered a lethal weapon that you must be licensed to possess. The only people usually allowed to have this sort of code are corporations who use it in programs designed to keep you out of their servers, and even then, the licenses to have that sort of thing are so expensive that it's usually restricted only to the most important systems. That, of course, all assumes that people always follow the law. The reality of the situation is that there's the very rare crazy person who decides to write a piece of code that wanders around the Net killing people. Sometimes they make it look like an axe-wielding madman, sometimes they make it look like a rampaging steamroller, and then there's the occasional sicko who makes it look like a kitten. Regardless of what it looks like, generally we refer to it as a "virus" or a "bug." Don't get me wrong, these things are pretty rare, but they have been known to happen, and a really successful run by one of these programs can kill several dozen people before it's stopped, either by Net cops or a group of civilians who gang up on the thing. What it means is that the Net is not always the idyllic place that Frankie described above. You have to watch out for yourself in there. Frankie was a rank amateur and didn't deserve what happened to her. The bug that got her took out 40 people before the cops found it and stopped it, and to my knowledge, they still haven't found the guy that put it together. Such is the nature of the Net, though. With maximum anonymity, maximum freedom, and zero accountability, it's hard to find and stop the true bad guys. It is the single biggest flaw in what could theoretically be the Utopia that mankind has always dreamed of.

Rachel Davis, 22, New York, USA

Net Overview

If you weren't picking up the bar tab, I'd tell you to go scan a history feed. It's all there, from the ARPAnet up through today. But you're buying the drinks, and I've got some time. Is that thing recording? Good.

General Net Description

The modern Net is a global communications system used by nearly every person in any country that dares to call itself civilized. Even the neo-Luddites reluctantly use the Net, as local and national governments moved to requiring digital signatures on everything from death certificates to tax forms.

Most people connect to the Net via "wired" skullcaps that send sensory input and receive the wearer's reactions, electrode ("trode") bands that accomplish the same task, albeit with much lower resolution and speed, or (if they can't afford either of the above) an old-fashioned monitor/keyboard set-up. The exceptions to this are those with a direct neural interface (DNI). A DNI is a port or jack implanted in the user's skull, wired into various parts of the brain. It gives the user a more "realistic" Net experience, not to mention a speed that conventional connections can't provide.

You can tell the knobs by their shiny bald heads. Our term for newbie. The neophyte wannabees who don't have a DNI, so they shave their scalp because they think it gives 'em better resolution on their skullcap. Urban legend. The whole idea probably started when some soon-to-be knobs cornered a Hacker as he was leaving a bar and begged him for advice. My guess is the guy they approached had a pretty twisted sense of humor. If I ever find out who it was, I'll have to buy him a round.

The Net appears as a three-dimensional landscape. During its early years, people and corporations experimented with many different user interfaces, but the vast majority of people seemed most comfortable with a virtual world that mimicked their own. Since the Net is more than 95% commercial, it's not hard to guess that the interface that kept people coming back was the one that won out.

Networks, systems, databases, and everything else in the Net are represented by some kinds of objects. The amount of detail is up to the object's owner. For example, Shuniko Tech's entire corporate Net presence is a precise recreation of Mount Shuniko in Japan, whereas many Hackers don't bother with such eccentricities and prefer geometric shapes.

There's no real concept of "space" in the Net. Things can be as close together or as far apart as anyone wants. As new nodes appear, those around them shift to make room. While the unclaimed space outside any specific node isn't really regulated, if you try setting your home node up next to some big corporation, you can expect at least a cease and desist letter using some lame excuse like dilution of trademark. The end result is much the same as the real world-companies vie for users' attention with gargantuan ads and flashy sites. Only it costs a lot less than physical ads, so everyone does it. Companies and their close partners will often cluster their nodes together, and local government departments are usually close together for convenience.

Jacking In

Jacking in is the act of a user connecting to the Net.

For skullcaps or trode sets, the experience overlays the user's senses. If he opens his eyes, he'll have double-vision. Anyone doing this will need to make a Concentration roll (DC 10) or suffer the same penalty as if he'd experienced dump shock (see "Jacking Out", below), except he remains connected to the Net.

For hackers connected via DNIs, the Net experience is much more intense. Hackers get a speed boost in the Net due to their more intimate connection, but they give up control of their bodies while jacked in. As soon as the DNI port goes active, the Hacker's body goes limp, and his entire sensory input comes from the Net. No attempt to communicate with him will work unless it goes through the Net. Involuntary body functions will continue to operate normally, but the DNI overrides some of the brain's functions, so that the Hacker doesn't need to worry about soiling himself. This is optional, and for long runs in the Net, a catheter is a good idea.

Two things show up in the Net when someone drops in: his home node and his Net presence.

The home node is a representation of the user's personal system. It can look like anything the user chooses, from a steel castle to a diamond pyramid to a matte colored cube. If your home node is disconnected from the Net, so are you.

Where you physically connect to the Net often determines where you can place your home node and how it can look. The big-name service providers usually arrange their users' nodes like some idyllic suburbs, not to mention curbing any extravagance in a node's presentation, to maintain their "good corporate image." Most companies force employee nodes to appear in specially designated spaces, arranged by department, and exercise even stricter appearance controls. Some service providers don't care where their users "set up shop." Not surprisingly, such providers are favored by Hackers and anyone who doesn't care for the "Net experience" provided by the bigger players.

Like his home node, a user's Net presence can look like anything, barring restrictions from the node in which he's located.

After jacking in, everyone starts in his home node. Jacking in is a full action.

Movement

Moving around is one aspect of the Net that isn't analogous to the real world. The 3D layout of sites and systems gives the illusion of distance to an observer, but that's as far as it goes. A person can request a specific site, and he will instantly be taken to the coordinates for that site's main entrance. It's possible to move instantly inside a site or node, but only if that node allows you access to the point to which you're jumping. That kind of movement also requires knowledge about the layout of the site's interior in order to specify the destination correctly. Most commercial sites don't allow this, because then you're bypassing some of their ads, and that simply cannot be.

This means it's also possible to jump to any set of coordinates in the system. Modern Net navigation programs allow the user to jump directly to a specific spot or to anywhere within line of sight. Most people never use this capability, preferring instead to remember the names of the places they like to frequent and "fly" there. It's also considered bad form in most circles to disappear and reappear anywhere public.

A character's ability to move about may be restricted by the node he is currently inside. Net protocol allows the local node to enforce some rules on those inhabiting it. In addition to appearance (discussed above), nodes can prevent jumps into and out of the node, restricting access to one or more entrances. If a character finds himself stuck in such a place, his only options are leaving through the designated exits, which could be guarded by some nasty defense programs, or jacking out.

However, what looks instantaneous to the casual Net user, isn't. Even devices connected via fiber optics have to deal with some latency, wireless nodes even more so. Everyday use isn't sensitive to this delay, but two Hackers vying for control of a system are going to feel every nanosecond. In such situations, the GM may choose to adjust the Initiative roll and/or program start-up times of the Hacker on the slower connection.

For example, Byron G is sitting outside a café, using his wireless link to scan VGSS System's main node. Normally the scan would take only one Net round, but the wireless latency pushes this up to two. If he botches the scan, and some VGSS defense programs come after him, his initiative will be at -4, and he'd better get away quickly.

Jacking Out

Jacking out of the Net is simply a matter of a skullcap or trode set user physically removing the device from his head, or a Hacker with a DNI deciding he wants to jack out. A user need not disconnect his system from the Net when jacking out.

If a user is removed from the Net prematurely, say by having his skullcap knocked off as the vehicle he's in takes a turn at 60, or if he's a Hacker and someone yanks his DNI cable, he'll suffer from dump shock. If your brain's not ready for the switch, changing realities can really suck. Normal users will be dazed for 1d4 rounds. Because of their deeper connection to the Net, DNI users are dazed for 1d6 rounds. For the first round, they will be too disoriented to move under their own power. After that, they can move at half speed, if aided by another character. In addition, DNI users must make a Fortitude saving throw (DC 10) or lose their lunch. Manually jacking someone out causes no damage, permanent or otherwise.

If a character is knocked unconscious while jacked in, he can be disconnected from the Net by another character without suffering the consequences of dump shock. He will still be unconscious. This applies to anyone connected to the Net, including those with a DNI.

Jacking out is a full action.

Riding Shotgun

It's possible for someone without a DNI to "look over the shoulder" of a hacker while she performs a run. The addition of a passenger to a run does not hinder the hacker in any way. The two can talk as if they were standing next to each other, and this communication can (if the speaker desires) be invisible to anyone viewing them in the net. However the passenger has no control over where they go or what happens. The only actions they can take are running programs (but the programs can only affect themselves), jacking themselves out or jacking out the Hacker on which they're piggybacking. Only one person at a time may ride shotgun with a hacker. The passenger's connection is

completely dependent on the hacker's. If the hacker is disconnected or jacked out, so is the passenger. Anyone looking at the pair as they cruise the Net will see the Hacker followed by a translucent "ghost" of the passenger.

Since any attacks on the passenger must go through the hacker's system, the passenger has a +2 bonus to their NetAC. In addition, 1/4 of the damage from any attacks on the passenger will instead go to the hacker with whom they're riding. It is not possible to do an Attack to Disconnect against the passenger.

Stats and Checks in the Net

Hit Points

A character's HP are the same in the Net as in the real world. A rampaging attack program is just as deadly as a chemmed-up ganger with a flechette pistol, and much, much faster. In addition, a character doesn't get a second HP pool from which to draw for Net damage. If a character's buddies can't protect him while they swipe the data, and a stray shot from corp security drops him below 0 HP, it's nighty-night time.

Armor Class

Base AC varies, depending on whether a character is connected via a DNI or other means. DNI users have a base AC (in the Net) of 10 + Int modifier. All others are at 5 + Int modifier. In the Net, it pays to have a DNI.

Base Attack Bonus

A character's base attack bonus in the Net is equal to his real-world ranged base attack bonus. Characters using a DNI get +1 to their base attack bonus for combat in the Net. Those not connected via a DNI suffer a -1 penalty.

Time in the Net

Time in the Net is the same as the real world. When combat becomes necessary, rounds are six seconds long. The only exception to this is use of the optional Double Action rule for DNI-connected characters (see "Net Combat" below).

Skill Checks

Most skill checks in the Net are against a character's Hacking level. This is because working in the Net is different from the real world, and the same techniques might not apply.

For example, Devon Smith, a 4th-level Cop, transfers to the Netcrime department after a couple of years on the beat. He gets a DNI and takes a level of Hacker. If he is allowed to use his 7 ranks in Search when trying to find things in the Net, it could seriously unbalance the game, given his lack of Net experience.

However, characters with at least two levels of Hacker may, at the GM's discretion, substitute the following skills for Hacking checks (assuming one of these skills applies): Disable Device, Disguise, Hide, Disable Device, and Search. These substitutions can be made only in the Net, and they must be declared before the roll is made.

For example, r0x0r, a 2nd-level Hacker, needs to find a piece of data in the current node-fast. The DC for the roll is a 15, and r0x0r's Hacking is only a 6. r0x0r declares that he'll substitute his Search skill-a total of 8-for the Hacking roll. He rolls a 7-just barely found it. He grabs the data and skates away. Unknown to him, his near miss means he took a bit too long, and local security knows something's up.

Programs and Programming

Sure. You can fly around the Net all day. Lounge at the latest pop star's overdone site. Convince some people you'll never see that you're not really an overweight dweeb with a soft spot for furry porn.

That's not why you get a DNI.

A DNI is all about running at the same speed as the systems in the Net. It's about leaving a site just as the droves of drones start pouring in, because you've already been there and done that. It's about making the systems do what you want them to do. And that's where the code comes in.

Coding It Up

If you think coding-yeah, that's what anyone worth a damn calls programming-is easy just because we've got PAPs, forget it. PA ... you don't do any research before an interview, do you? Good thing you're buying the alcohol. PAPs-Primitive Assembler Pipelines-a fancy way to describe the union of the old scripting languages and real native code. You build a program from a lot of small pieces of code-primitives-each of which does one thing really well. Concept's the same as it's always been with code. Only diff now is how we put it together. To someone writing some code, the PAP makes those prims look like pearls on a string. Start at one end and go to the other, sending the output of one prim as input to the next. 'Course it's not usually that simple-the string can split or loop back on itself-one pearl could really be a whole web of code-you get the idea. Point is, unless you're doing serious, low-level, OS kernel code, what you want can be built from prims.

All right. You want an example? Here's one even you can follow. Take a prim that listens for incoming Net connections. Hook it up to one that adds any two numbers you give it. Instant Net calculator for the exceedingly simple-minded.

Any character with ranks in Programming can write a program. A DNI is not required. Programs are rated by complexity on a scale of 1 to 9. A character can code programs of a level equal to his Programming rank divided by 2 rounded up, or lower. Having more than the required ranks in Programming reduces the time required to write the program.

Like users and systems, programs must have an object to represent them in the Net. What a program looks like is up to its coder and (usually) its user. For example, one of the more famous firewalls was written by a Hacker with a major dose of nostalgia. It literally deflected incoming probes and connections off a simple white rectangle that rotated around the node on which it was running.

The exception to this rule is any program that doesn't interact with anyone or anything but the person running it. An example might be a biomonitor program that just overlays the character's vision in the Net with his general health in the real world (a good way to know if it's time to jack out and hit the bathroom).

Writing a program can take quite a bit of time. The following table gives suggested coding times and a general feel for the complexity of each program level.

Table 5.1 Coding It Up

Program Level	Typical Coding Time	Examples
1	5-10 minutes	Simple, one-shot code that does a very specific task.
2	20 minutes-1 hour	Basic program (e.g., Copycat: creates duplicate Net presence as decoy)
3	2 hours-1 day	Standard program (e.g., Frag: 1d6 damage/level)
4	2-5 days	Medium-level program (e.g., Lassa's L33t L33ch: scours a data node, copying everything within to a target location)
5	1-2 weeks	Dangerous program (e.g., PunchDrunk: makes subject behave oddly for 1 round/level due to confused input)
6	3-6 weeks	Advanced program (e.g., Got Yer Back: adds +3 Net AC when attacked from behind)
7	3-6 months	Superior program (e.g., ChumpDump: "kills" DC 30 or less protected node)
8	8-12 months	Master programs (e.g., d33p ag3nt: scans a node with a +6 bonus)
9	18 months +	Operating systems, databases, devastating programs (e.g., BadAss: negates incoming attack programs directed at targeted character)

For anything above a level 1 program, the coder must devote at least one hour per day to working on it. Additionally for such programs, the GM should make the character perform periodic Programming checks to ensure the coder stays on track. Failure means the project is delayed. The DC for these checks is (10 + Program level) for levels 1-4, and (15 + Program level) for levels 5+.

Multiple people may work on one program to reduce creation time and create programs that would otherwise be too complex for them alone. At least one character must be able to code at half the level of the program desired, rounded up. Coding time is decreased by one third to one half, depending on the number of people working on the program and their Programming levels. How much is up to the GM.

Reverse-engineering

If a character can get someone else's program onto his system, he can examine it to figure out how it works. Reverse-engineering a program requires twice the ranks in Programming to create a program of the same level (minimum of 2 for level 1 programs) and anywhere from half (sometimes you get lucky) to twice the time required to create it. Like coding, reverse-engineering requires periodic Programming checks, but the DC for these is higher: (15 + Program level) for levels 1-4, and (20 + Program level) for levels 5+. The coder must still devote at least one hour per day to reverse-engineering a program above level 1.

Start-up Times

Programs generally have a start-up time equal to their level in rounds, with a minimum start-up time of one round. Running a program on better hardware may cut the start-up time by a round or two, but it can never get lower than half the program's level, rounded up.

Maximum Programs Running

The maximum number of programs a character can have running on his system is equal to his Intelligence modifier + 2, with a minimum of 2. This represents the character's ability to keep track of several things at the same time. Non-DNI-connected characters can run no more than three programs at a time, whatever their Intelligence modifiers. In general, nodes can run up to five programs at a time. Faster or slower machines will have a larger or smaller number of running-program slots, respectively.

A character can run more than his maximum number of programs but must make a Concentration check every round to maintain them. The DC for this check is 10 + (5 x number

of programs above max). If the character fails the check on any round, the most recent programs still running will shut down until the number running is equal to his max.

Storage and RAM

Storage used to be a big deal. People wanted astounding amounts of media available on their computers, not to mention the feature bloat that came with most applications. Then the Solidrive Corporation made history when it released the first cheap, fast, solid-state media storage devices that were comparable in data size to their Repairal counterparts. Solid-state meant no moving parts, so they were low power, low heat, and orders of magnitude more reliable. Their added speed made them a shoo-in as a replacement for what people used to know as RAM. Needless to say, they were reverse-engineered as fast as competing corporations could find loopholes in the patent laws. Nowadays no one worries about storage requirements. If someone has to, chances are he's a video pirate pulling down full-quality feeds from the major networks for illicit resale.

Gamewise, players will probably never have to worry about running out of storage space on their machines. If a Hacker indicates he's going to pull down a very large amount of data (say the entire Library of Congress), the GM should step in. An appropriate solution to such a situation might be to "charge" the hacker for the space he's going to use, as if he went out before the run and purchased more. Strict GMs and/or players can also assign a point value to programs and data and ensure the Hacker doesn't go over his limit. An average-sized drive costs about $150 (Wealth Score 11) and holds more data than Joe Schmoe user will probably need.

Program Stats

Name: The program's name. Anything from "UltraScan3" to "lassa's l33t l33ch."

Level: Level of the program, from 1 to 9.

Target: What the program can be run against: a user, another program, a node, or any object in the Net.

Start-up Time: The program's start-up time in rounds. Usually equal to the level of the program, with a minimum of one round.

Duration: How long the program sticks around.

Description: The specifics of what the program does, what it looks like, how long it runs.

Program Types

Programs generally fall into one of the following groups:

Attack: Any program that causes harm to an object in the Net. Treat it like a standard attack in the real world.

Defense: A program for deflecting and/or absorbing attacks. Adds to the target's Net AC to help avoid damage. Defense programs may be run only on users (i.e., characters or AI) and may not be run by a node.

Firewall: Helps deflect trace and scan programs and keeps unauthorized users out of a node. A firewall can add to the DC for a successful scan or trace, and can act as a security gateway, requiring some kind of authentication before a character or program can pass. Only a node may be the target of a firewall.

The usual DC for circumventing a firewall is 10 + Firewall Level + the Hacking level of the person who installed it, versus the Hacking check of the person or program trying to get through.

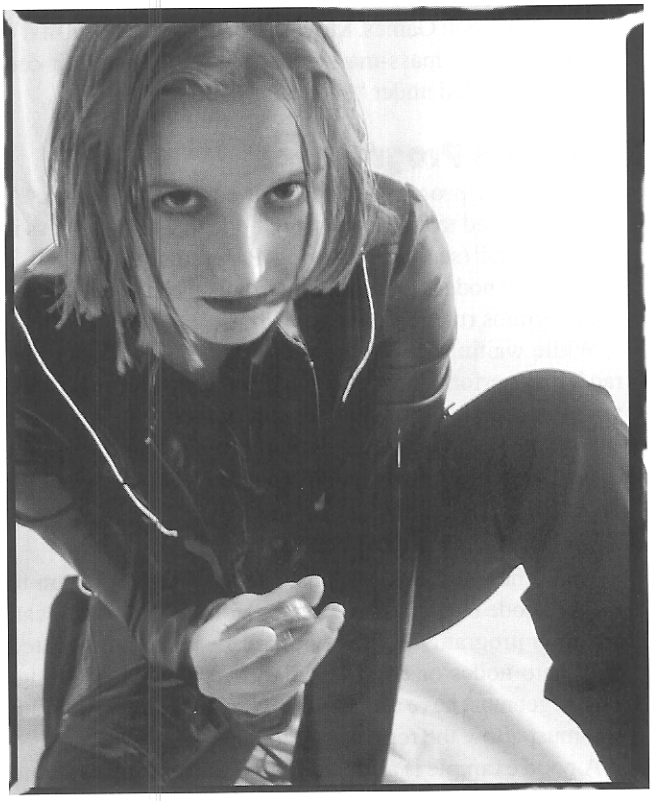
Trace: Attempts to track a program back to its originating node or user, whichever is applicable.

Typical DC for a trace is 15 + any firewall or other bonuses versus the trace program's level + the Hacking level of the person running the trace.

Scan: Can mean different things, depending on how it was written. Some check a target for vulnerabilities, granting a bonus when trying to penetrate them. Others can sort through a field of data, picking out pieces of interest to the person who invoked them.

A scan should be treated like a Search in the real world. The character running the scan might roll against his Hacking or Search level, depending on the GM (see "Skill Checks", above).

Sentry: Can watch for any number of things-incoming scans, incoming Hackers, data being moved, etc.-and notify



someone of that fact. Sentries are passive and don't actually try to stop an intruder.

Getting past a sentry is usually a matter of rolling better than 10 + Sentry Level on a Hacking check.

Encrypt: Pretty self-explanatory. Takes data and renders it unintelligible, except to the people with the proper key. Encrypting data can take anywhere from one round for a piece of email to several hours for video and other large files.

There is no check to perform when encrypting data. Higher-level encryption programs simply encrypt the data with a stronger algorithm that's more difficult to break and usually take longer for the encryption to run.

Decrypt: Also self-explanatory. Runs encrypted data and a key together to get the original stream, or without the key tries to "brute force" the encryption. Decrypting can also take a while, even if you have the key. The times are the same as those for encryption.

If you don't have the key, things get complicated. It's not possible to break encryption "just because you're good enough." Instead, you must "brute force" the encryption open, which in layman's terms means you guess. A lot. The higher level the decryption program, the smarter it is and the more shortcuts it can take, saving you time. You're still looking at anywhere from a day to several months to break the code.

Utility: Any program that performs some simple or mundane task, like keeping track of your bank balance. 'Nuff said.

Entertainment: Games. Movies. Music. You name it-if it's mass-produced, mass-marketed, and utterly bland, it can probably be filed under "entertainment."

Running a Program

Running a program is a move-equivalent action. A program is tied to the character or node that ran it, unless it is reparented (see "Reparenting Programs" below). If a character or node is disconnected from the Net or destroyed, the programs running on it go with it.

While waiting for a program to start, the character that ran it may perform other actions. If that character so desires, any programs he's run that are still in their start-up phase can be shut down as a free action. If a program is already started, shutting it down requires a move-equivalent action.

Reparenting Programs

For some programs, it's possible to "reparent" them to another node or user. This frees up slots so a character can run other programs. However, programs can be reparented only onto nodes or users that they are directly affecting. The target must have a slot open to accept the new program and must allow the reparenting to occur.

A good example is a firewall. A character might want to protect a node where he's stashed some data against intrusion. Normally, this would require the sacrifice of an open running-program slot for the character. If he reparents the firewall to the target node, not only will the slot be freed, but the program will continue running even after the character has disconnected from the Net.

Reparenting a program requires starting the program first. Once started, the reparenting process takes one round.

AI

Writers dreamt of it, scientists researched it, governments feared it, but eventually someone created an actual thinking machine-an artificial intelligence, or AI. That someone was RURA Corp., partnered with VGSS Systems, the people who originally wrote and released the Netspace protocol and code. The original's name was DGR-10. Since then, a couple of dozen other "cyber consciousnesses" or "digital sapiens", as the buzzwords go, have been publicly announced.

Most governments have draconian laws regarding AI: how smart they can become, how much access they're granted to the Net, and fail-safes in case they start to run amok. Mostly, companies comply with these laws, as AI research is a profitable and visible industry. Mostly. There are rumors that some of the AIs being paraded before the public are really distributed across multiple systems in several countries, to make shutting them down that much more difficult. Each country with AI regs has its own task force for enforcement, and they rarely cooperate, making such distribution a clever choice.

There is also a rumor few hope is real, of a massively distributed AI living freely in the open Net. The story goes that some computer wunderkind took a page from the spyware people's book and hacked a popular file-sharing/chat program. He added in his own, very simple, AI code and coaxed people to download his version of the program. Once in the wild, the simple pieces started to communicate, and as enough nodes provided processor cycles, a kind of directed hive mind came about. Now it roams the Net, with a purpose that no human can fathom. Or at least that's how it's told to knobs. No one with any decent credentials has ever claimed to have met this AI, and nodes devoted to cataloguing such urban legends have plenty of commentary from experts in the field who claim such a feat would be nigh impossible.

Gamewise, an AI is treated as a Hacker with a DNI, but with no physical link save a cluster of servers locked away somewhere. What differentiates an AI from a normal program with some built-in smarts is its self-awareness. This bestows upon it concepts like self-preservation and all the usual emotions that humans have to deal with. RURA Corp.'s second AI was so obsessive-compulsive that sometimes it would leave in the middle of a conversation to reorganize its data nodes into patterns none of the researchers could understand.

A typical AI has an Intelligence and Dexterity of at least 16. AIs can be the target of an attack to disconnect (see "Net Combat" below), but suffer from only half the 1d6 rounds of dump shock should the attack succeed.

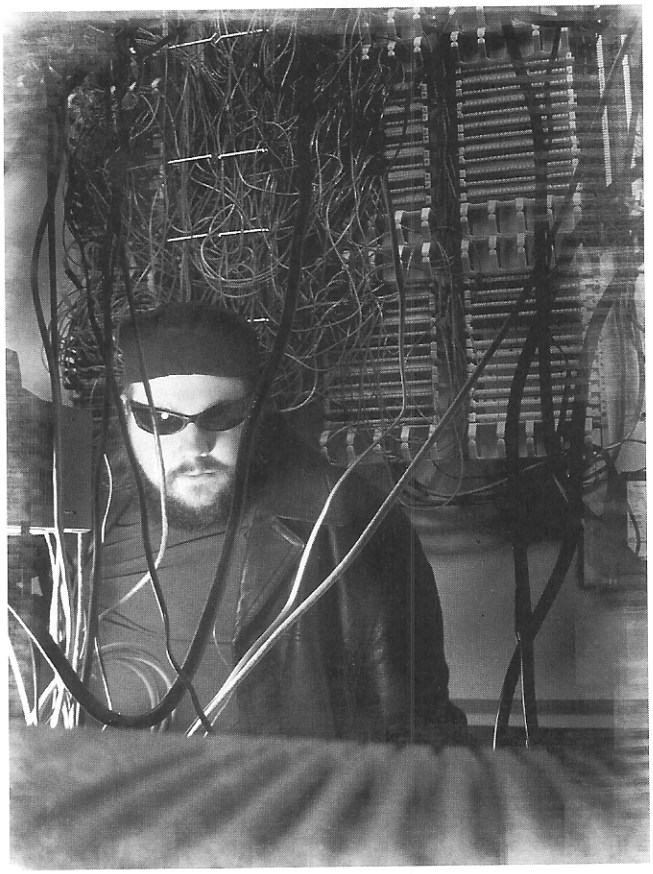
Viruses, Worms, and Other Malicious Code

With so many people and systems as such easy targets, it was inevitable that viruses would appear designed to use the Netspace protocol. Most users don't worry too much about them, as the nodes they frequent and even the public Netspace around those nodes is patrolled by corporate antivirus code. After all, if some errant program slams potential customers as they're about to enter your multibillion-dollar site, it's not going to make a good first impression.

Nonetheless, attacks do happen, and more frequently than many people realize. Viruses, worms, and their ilk have two goals in life: multiply, and perform whatever task the sick and twisted humor of their creators can devise. The former is accomplished by finding new nodes from which to propagate; the artificial 'burbs of the major providers are a favorite launching point. The latter usually happens when they infect a new system, or at some predetermined time.

When a malignant piece of code finds a node it can hack into, it attempts to run itself. If the owner of the node isn't at his maximum program limit, the virus fills up the remaining slots with copies of itself, which then go off to continue the process. With so many people's home systems constantly connected to the Net, there's no shortage of tantalizing targets. If a virus attempts to run more copies of itself than a node can handle, the owner of the node will be tipped off to the infection. Assuming he's connected to the Net, that is. A virus of level 3 or higher can attempt to kill other running programs in a node to make room for more copies of itself. The DC for this is at least a 15. The check is versus the program creator's Hacking level plus the program's level.

To penetrate a node, the virus must make a Hacking check using the Hacking level of its creator plus its program level. The DC for this check can be 10 or more, depending on the strength of the node being penetrated. Any defense bonuses on the target node increase this difficulty.



Net Combat

Combat in the Net works like its real-world counterpart, but with much quicker results. A successful attack by the admin of a system might kill a trespassing Hacker, or at least disconnect him long enough for the admin to shore up his defenses.

Initiative

Initiative works the same in the Net as in the real world: 1d20 + a character's Dexterity modifier. All the standard bonuses from feats, etc. apply. The only difference is anyone not using a DNI rolls at a -5 speed penalty. Differences in Net and system speed can also grant bonuses or penalties, as the GM sees fit. -4 to +4 is a good range for such modifications.

A DNI lets a character move pretty fast in the Net, so fast that some may feel an initiative bonus isn't enough. The initiative order can be slightly modified to allow double actions. In this method of play, DNI-connected or equivalent characters have two turns every 6-second round. The first comes at initiative 20, the second at 10. When one of these numbers is reached, first proceed down the list of DNI-connected characters in their initiative order. Each can take a full action on that turn. Once these characters have finished acting, those with a 20 (or 10, depending on where the game is in the round) may act. The round then continues normally.

Range and Melee

There is no concept of range in the Net. If it's within line of "sight", it can be harmed. Being able to see the target means you have a direct connection to them, as your systems share information on relative positions, etc. It's over this connection that attacks are mounted.

There is also no concept of a melee attack. Thus there are no Attacks of Opportunity in the Net.

Attack to Disconnect

Any attack against a Hacker or an AI can be declared an attack to disconnect. This special kind of attack does no physical damage to the target. On a successful hit, an attack to disconnect ejects the target from the local node, site, or even the Net altogether. Where is up to the GM.

To make an attack to disconnect, declare your intentions and roll your attack with a -4 penalty. If you hit, the target is disconnected. Making such an attack against a non-DNI-connected character is only at a -2 penalty.

Attacking Programs

Programs themselves can be attacked, as when some pesky level 0 advertisement won't get a clue and needs to be whacked. In these cases, treat the program as a d4, d6, d8, or d10 hit die creature, with a level equal to the program's level. Level 0 programs get 1 hit die.

When Programs Attack

Viruses and their ilk can do damage natively, without the need of a special attack program. When this occurs, the program's attack strength is based on its level-1 and 2: d4, 3 and 4: d6, 5 and 6: d8, 7 and 8: d10, 9: d12. Level 5+ programs may have more than one attack per round.

Life in the Net

For most people, the Net is a place you pay your bills, are entertained, and socialize with faraway friends. They rarely stray far from the "corporate-controlled" areas of Netspace, and some never leave the custom nodes their Net provider has set up.

Just as in real life, gangs are something of a problem in the Net. There are cadres of bored, bitter teens with nothing better to do.

Running a Game with the Net

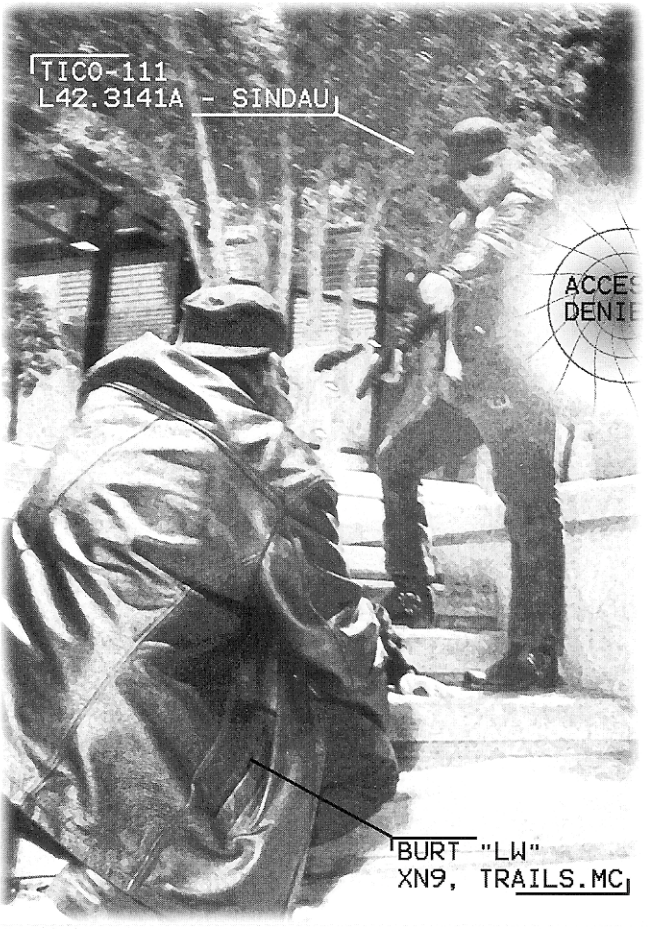
It's easy for a game that involves the Net to become mired in details at the expense of fun. While the Hackers in the party are doing their thing, the rest of the group is probably sitting around bored. It's the GM's job to keep the game flowing, and adjusting the detail of a Net run is a good way to do it.

A session in the Net can be extremely complex, requiring a Hacker to navigate multitudes of nodes, crack several security systems, and sneak past defense programs at the same time. For simple tasks, this is overkill. Say the party needs to get past a locked door, but the resident Spanner is out of ideas, and the group has need of some subtlety. The Hacker they dragged away from his comfortable cave of an apartment could probably help, if the lock is computer-controlled. They find an empty Net port in an adjacent office, and he jacks in. One Hacking roll to find the lock's system, another to bypass it, and the job is done. The whole process takes less than five minutes-real and game time-and proves the Hacker isn't as useless "in the field" as he'd like his more HP-endowed colleagues to believe.

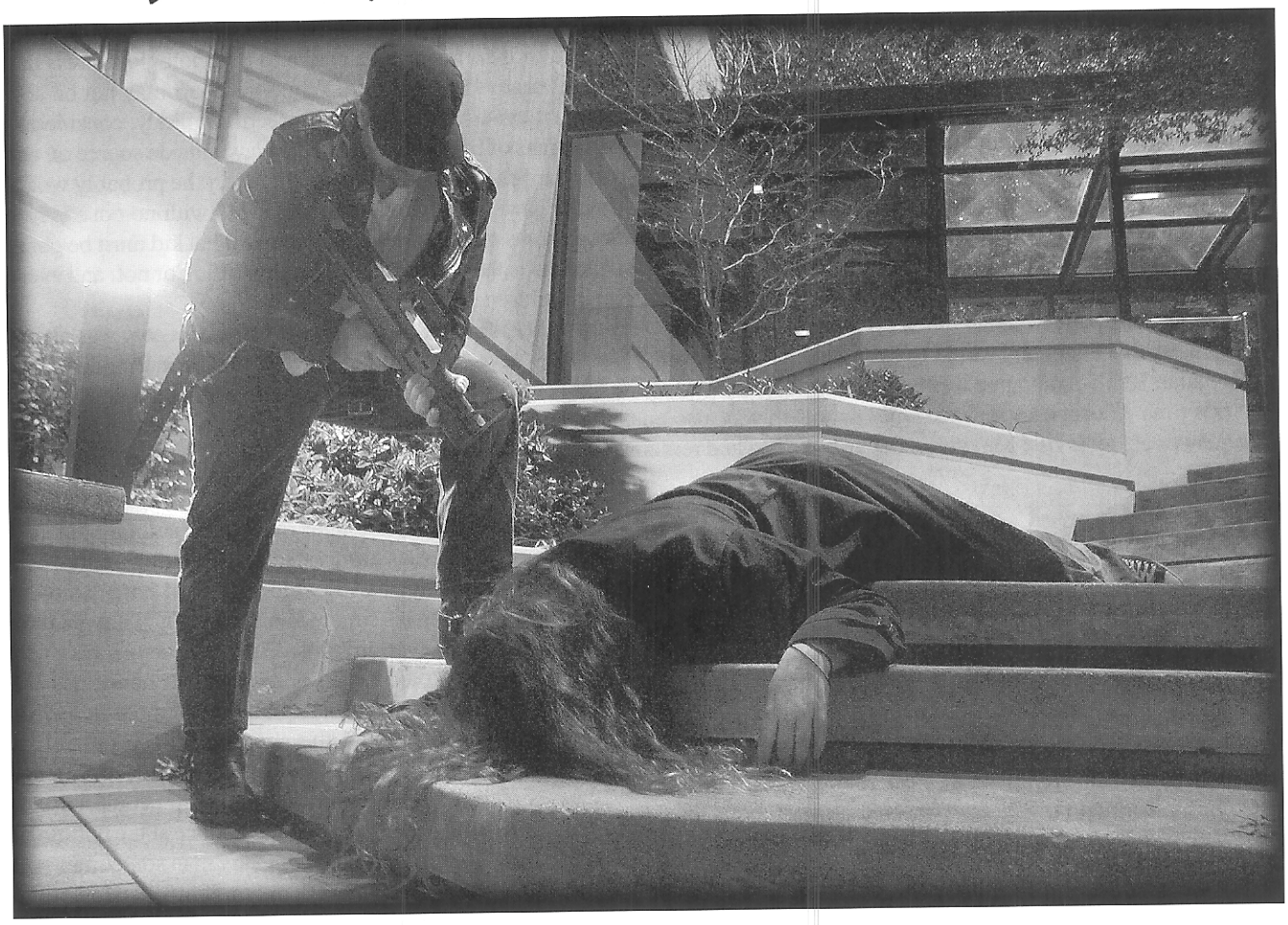
More detailed runs, perhaps to secure a piece of data the group will need for its upcoming job, can be run as separate sessions with just the Hackers' players present, or presented separately to the Hacker in a hand-out if he's found out something you're not sure he'd want the rest of the party to know. This alleviates the boredom of the other players and ensures the next game session hits the ground running.

Levels of Success

The idea of levels of success can add a new dimension to roleplaying, especially in the Net. This goes beyond rolling a natural 20 or a 1. A player might need to beat a 16 to gain access to a system. He rolls a 17 and he's in. What he didn't know is he needed an 18 or the system's sentry program would know about the penetration. Taking that same example, suppose the player rolled a 15. Technically, he didn't make it. But to make things interesting, the GM might let him in anyway. Of course now the system's on full alert, and the Hacker will really need to work to avoid any conflicts.



THE WORLD OUTSIDE YOUR WINDOW



Community Outraged at Response to Suit

By Daniel Branion, 22 May

In his first response to charges that Father Phillip Kekli-Aragoniez mutilated an 8-year-old Newtown boy with a straight razor, Cardinal Warren Laughlin of the Western Cross of the Catholic Church asserted that cybernetic environmental tampering contributed to the alleged assault. The cardinal's claim, filed by his attorneys, has been viewed by many as an inflammatory legal defense and is the first documented use by this newly formed branch of the Catholic Church of the cybernetic tampering defense polarized last year by the high profile Dr. Jimmie Brosnan case.

Carmine Duncan, a New England prosecuting attorney, said he found no legal fault with the defense. But for Laughlin to make use of it, Duncan said, "is irresponsible to say the least. It is a stupid and noncredible argument to make when you know that the Catholic Hierarchy is already staring at you, angrily watching your every move."

"Even the Church is having a hard time swallowing the 'Devil and the Chrome made me do it' defense. Kekli-Aragoniez has very little in the way of intrusive cyberware, excluding his brainware, and his proclamation that his body was taken over by his cyberlinks is ludicrous at best, malicious and inflammatory at worst," according to local cyber-expert Dr. Jared Winslow. "The archdiocese so far has been incredibly clumsy in the way they have handled this media-popularized crisis. And as hard as it was to do, they have managed to make things worse for themselves. At least they're making the prosecuting attorney's job easier for him. But he'll probably not find an unbiased juror in the State."

Last night, the parents of the boy, who was forever scarred by Kekli-Aragoniez on December 17, 2015, said they are furious. "To blame an outside influence other than the dementia of one man for Greg's condition is horrific," Nikolaus Fitzgerald, the father of Gregory Bleyaert and former porn star turned porn director, said in an interview. "He's trying to make it look like there are people out there willing to use a f***ing priest to get to me though my son, and that's just not the case. This isn't my fault or anyone else's. It's his. My son will never look at his reflection in the same way again, no matter how much surgery we do.

He'll always remember that d*** in the robes coming at him with a razor blade. I hope the freak fries." In the lawsuit, the Fitzgeralds charged that Laughlin was negligent in overseeing Kekli-Aragoniez, whom he knew to be a danger to children, due to his previous record.

W. Reighardt Snipe, a priest and a psychotherapist who has treated those who have had adverse psychological stress due to cybernetic implants, said that the defense chosen by Laughlin's attorney "is laughable. While the court may not be able to prove that Kekli-Aragoniez was NOT controlled through the use of cybernetic terrorism, it seems unlikely, considering Aragoniez's record, that they'll really have to. He exhibited no early signs of being manipulated by any outside source on any of the reports we've received or any of his monthly reviews. I think they're grasping at straws. Honestly, he probably would have a better shot at getting off if he had just killed the kid. Now the jury gets to look at a 9-year-old with no nose before making any decisions. I just wish the defense wasn't holding off corrective surgery until after the trial. That kid must be going through Hell." Snipe said the message that people should take from this is that "every child, Church-going or not, and every parent should be watching out for everyone they entrust with their children. Period."

Gregory Bleyaert (who has taken his mother's last name) was reportedly assaulted while away at camp. Gregory was placed in camp so that Fitzgerald would be free to work on the set of A Girl, Two Guys, Her Dog and a Cyberarm: Neon Bug-alloo Part 61. Father Kekli-Aragoniez was unavailable for comment, as he has been advised to have only limited contact with the press at this time. Gloria Bleyaert, the child's mother, was also unavailable for comment, as she is serving three consecutive life sentences at Huntsville Maximum Security Prison and remains in solitary confinement at this time. ■

The World of Digital Burn

Globally, the 21st century was marked by (a) the threat of another devastating world war; (b) the Second Great Depression; (c) the rise of what would become known as megacorporations; (d) rapid advances in science and technology, from the first functional cybernetic implants (U.S.) to the development of Full Immersion Internet Communications (U.S.); (e) constant military conflicts between an ever-present and evolving terrorist alliance against the Big Seven nations; (f) a sharp rise and decline in living standards in North America, Europe, and Japan; (g) an informal schism within the Roman Catholic church as the U.S., Canada, the Netherlands, and certain other European countries broke away from Rome to form the Western Cross of the Catholic Church; (h) the onset of the Black Molly epidemic; (i) the Great Quake of 2010; and (j) the ultimate emergence of the U.S., China, Russia, India, and Japan as the world's Internet superpowers. The planet's population continues to explode: from 1 billion in 1820, to 2 billion in 1930, 3 billion in 1960, 4 billion in 1974, 5 billion in 1988, 6 billion in 2000, 7.5 billion in 2010, and 9 billion in 2015.

Quality of Life and the Economy

One of the key elements to the life of most of the population in the dystopian world depicted in Digital Burn is the complete inability to rise above their station in life. They live in apartments, in corporate housing blocks, or in corporate-owned subdivisions and tenements. Housing has become a perk of employment in many areas, and entire companies exist solely due to their role as housing managers for production and data-manipulation firms who do not want to be bothered with the hassle. Durable goods as we know them no longer exist-even automobiles and high end electronics are treated as disposable items. The lowliest company man is able to afford entertainment wonders that keep his simple mind and stunted imagination happy. Because everything is disposable he always owns new appliances, electronics, and games. He consumes and is happy. This also serves a key interest of the ruling elite, the fabulously rich, and the economically powerful: It prevents the transmission of wealth outside the upper classes. It is a system engineered to keep people in their place, where all of the mobility takes place at the bottom of the ladder: The middle-class company man sometimes will fail and he and those who depend on him slide down into poverty. Occasionally someone will overcome the substandard or often absent educational system and work his way to a position as a valued corporate employee. On very rare occasions someone might appear to rise all the way to the highest ranks in a firm, into the executive class, but such tales are more often noted as a theoretical possibility rather than a reality.

The Megacorps

Megacorporations are the center of the economic engine that drives the world. They decide what is produced, for whom, and how much it will cost. Early in the last century companies began to realize that they did not have to create products that people wanted, they had to create want in people for their products. This became even more of an important force late in the century with the so-called "service" economy: Companies did not even have to manufacture anything; they just had to make their customers feel served. The modern era sees the ultimate evolution of this trend in the infotainment industry-information processing, a task humans had evolved and refined over millions of years in order to survive, done for fun and profit.

The Military, Government, and Law Enforcement

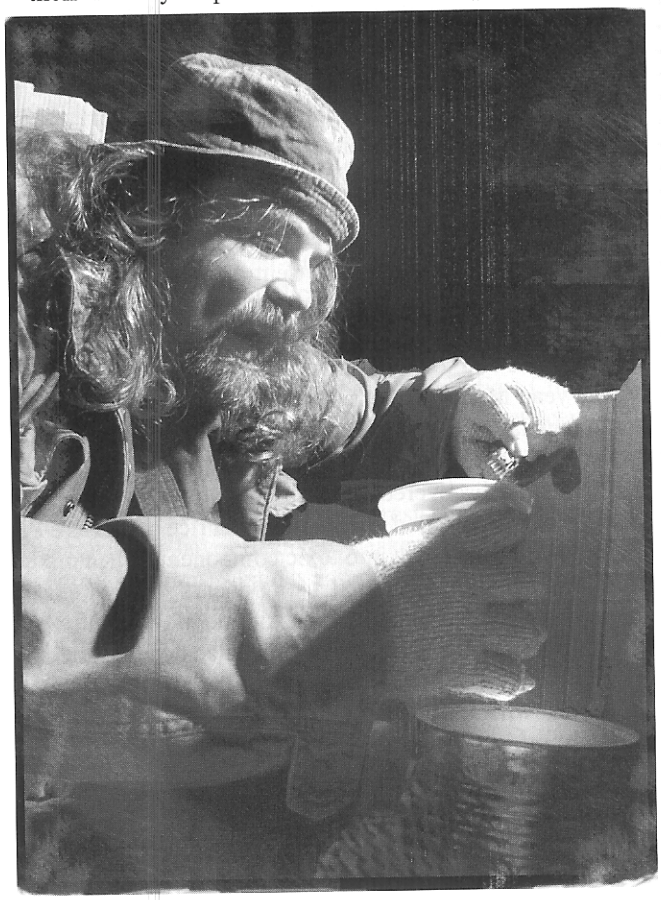
The counter balance to corporations in most areas of the world remains the military establishment. While most vestiges of government-central banking, trade regulation, public health, and welfare-have either been internationalized, privatized, or entirely abandoned, the idea of common defense has remained. For the most part international companies are left alone, and armies serve only to reinforce the fact occasionally that some people still care about boarders on paper. Frequently in less affluent countries governments will fall, generals will be executed, prime ministers replaced, and, save for some problems with the permanent absenteeism of unlucky employees, business goes on. In stronger nations, however, the might of the military remains something to be reckoned with. Common defense for these countries has taken on a very proactive stance; in essence, in their eyes the best defense is a good offense. When they perceive something threatening in another country they often act swiftly, brutally, and with appalling accuracy. The few remaining countries with federally organized law enforcement bureaus (sometimes little more than domestic paramilitary branches of the regular army) have equally ruthless reactions to domestic threats. As explosives, biological agents, and other weapons have become easier to produce, the definition of threat has expanded. The military, and most federal enforcement divisions, also have the advantage of being hard to pay off-troops travel hundreds of miles for a mission, devastate everything they encounter, and haul survivors off for interrogation. It leaves little opening to find the morally flexible officers in the lot. The same can be said for command staff-after rising up through the ranks they tend to be cut off from normal access channels. This obstacle does not prevent the industrious from making the occasional attempt, however.

Police forces have been mostly reduced to peacekeeping duties within their own jurisdictions. Because the higher-ups in individual corporations value being protected from each other and the random man on the street, police forces are usually funded so that they keep the minimum necessary public order for commerce without becoming too much of an obstruction to the executive class. The occasional bust of a few metric tons of Ottawa Gold moving in New Tijuana is the cost of doing business. The loss of the valued employees defending the shipment is considered a regrettable expenditure of natural resources. When local investigators begin moving up the food chain looking to indict one of the elite, though, then it's time to buy a few votes on the city council and see about budget restructuring. Maybe even a few well-placed donations as well. After all, accidents happen to police officers all the time. Small events like food riots and other violent public get-togethers are viewed as safety valves for the steam of the collected repressed masses. Besides, when was the last time anyone saw an executive near a food riot?

If this leaves the impression that the concept of civil rights has met a nasty end in the back of some dark legal ally, congratulations, you get the Kewpie doll. In many countries civil rights still exist on paper and are even exercised when dealing with run-of-the-mill crimes. For most organized criminal activity, and especially violent assaults or organized resistance to police authority, bail is paid in teeth at a minimum. An overworked and underappreciated police force will usually respond to someone flashing an ID and making facedown like they requested with a minimum amount of excessive force if for nothing else than to avoid the possibility of rogue media scrutiny. In a dark alley after chasing you a block or two? Hope you know a good prison doctor.

Life on the Streets

While the slack-jawed, mouth-breathing, knuckle-dragging masses make up the majority of the population, there are those who are not content with palming a clock 45 hours a week for food, lodgings, and all the HD3D they can absorb. Most of them are mentally defective, pathologically criminal, or dangerously unhinged. They are the members of the disaffected youth gangs who managed to remove their truancy implants and rove the unpatrolled zones



looking for chemicals and kicks. There is a contingent of workers who have failed somehow and been cast adrift by the superculture. There are also scant few missionaries, doctors, therapists, and other social deviants who believe they can help their fellow man by staunching society's bleeding, when the mainstream is arguing for an amputation. In most countries a limited social welfare system exists in the cities. Frequently it is intentionally designed to drive people out of the city in search of a better life, but most have discovered that each city is pretty much the same, and even the worst conditions beat trying to live like savages off of the land. As such, microeconomies have sprung up in these various areas with a semblance of order prevailing for the most part, as long as you follow local customs. Unfortunately for most outsiders, they discover local customs only after violating one of them, often with fatal results.

Apocrypha

In the beginning of the current century, genetic manipulation had finally become a scientific success, despite political oppression. Cloned animals began to live full lifespans, presumably undisturbed by the crippling genetic defects of their predecessors. The engineered growth of human organs began to flourish for a bit on the black market after decades of frustratingly slow progress. The holy grail of bioengineering, a viable human clone, seemed not far behind, no matter how may laws hit the books and how many people cried "heresy."

They may have had a point, as history, if anyone really paid attention, recounts disaster striking the globe almost overnight, starting in 2010. The reality is that it had been looming in wait for decades. Sterile corn, during many years presumably starting around 2008, managed to propagate and replace the wild maize in Central and South America, reducing yields from reseeding more than 46% in less than a decade. The agricorps at the time didn't care-it just meant that people had to buy more of their stock of starter seeds each year. Many smaller farms began a downward spiral, and legislation had no hope of stopping the slow domino descent into extinction of the unincorporated farmer. In 2009 it was discovered that a small amount of vitamin A, which had been added to 78% of global rice stocks as a PR gimmick, broke down into toxic components when mixed with polluted rain. The toxic components slowly built up and killed paddies all over Asia. Another blow came when a antifungicide bacterial gene, which had been inserted by many national R&D resources into the latest versions of corn and wheat, was outsmarted by a destructive mold that slowly infested plants across the globe. It was only after humans and livestock alike began dying in droves that the world learned the mold had built up slowly in the seed kernels and reacted toxically to mammalian physiology. Then, as if throwing dirt on the grave, came the Great Quake of 2010, which killed 6% of the world population and caused immeasurable property damage on a global scale. When dust settled in 2011 and the food riots were done, more than 12% of the planet had starved to death, and another 15%, which had concentrated itself disproportionately into the cities not struck by the quake, was dead from the disease and the violence that springs from such massive overpopulation explosions in such small communities.

The scientists who had almost destroyed humanity finally found a solution to the mold, but by then the damage was done. Fire licked over the heartland of Kansas and continued around the world to the province of Reclaimed Sahara as contaminated crops were eliminated. New plants were grown to feed a population that had learned to subsist on synthetic nutrient puddings brewed in laboratory vats. After witnessing the death of billions from what the initial press release described as "opportunist of a previously unknown genetic flaw", a complete ban on further genetic manipulation was enacted. Known as 14-54, the arcane ratification number assigned by a forgotten bureaucrat, the dream of a Utopian world free of hunger ended. The few lines of synthetic organs that had been perfected were radically restricted. All those in development were shelved. Gene therapy, even in the pursuit of ending famine, ceased to exist.

Cybernetics

Not all advances in medical science were impacted, however. With an understanding of the blood-brain barrier that relied more on basic neurochemistry and experimentation than on any of the advances in genetics, the little-considered field of biomechanical engineering received new life. Implanted microcircuitry had for years been returning sight to the blind before the advent of cloned retinal tissue or superwheat. While regenerating a severed limb was still possible, the costs involved skyrocketed and no one, and I mean no one, wanted to pursue further research in the field. It had always been cheaper to give an injured veteran or line worker a prosthesis anyway. With a small control implant at the base of the skull and proper care, no one would ever be able to tell the difference. There were a lot of people in need of help after "the Burn" (which is what many people came to call the turn of events that took place in the early 21st century, beginning with the famine of 2008 and ending with the fires of 2012). Corporations raced to be the first to develop various areas of implant technology-if you were going to need a cybernetic eye, why not one with NiCan optic technology, just like in their famous cameras? NSport was the first station to sponsor a team of "augmented" players-former military men cashed out on disability who could literally rip another player's arm off-who played in exclusively enhanced athletic challenges. The hundreds of thousands of victims of land mines every year became a customer base for Ekin foot

replacement modules. As the price on neural implants declined more and more mechanized prostheses were created, and "improvements" began to make their way out of military research labs and onto the street.

Ecology

Large stretches of earth have yet to be reclaimed. When the effected crops were destroyed, a long process of sanitation was initially needed to clean the remains of the mold from the soil. Now patches, left barren and overturned by the constant environmental changes, have been slowly eroded and since the Quake have become abandoned and lifeless. It is estimated that a full third of the world's calories are still brewed in vats on an assembly line, although modern technology has been applied to turn them into nameless semi-palatable meat-like and cheese-like products. A 'trip to the country' has become slang for murder. What little safe land remains outside the cities and mega-farms is jealously guarded, and anyone straying too far from the central highway system takes their life into their hands.

Recycling has taken on a whole new meaning in this modern age. Following the loss of a significant portion of the world's population, there was a lot of stuff left lying around: homes, cars, electronics, and occasionally jewelry or cash. While most of the high-concentration areas were picked clean during the riots, or in some cases left completely untouched, there are housing blocks and whole suburbs which have been abandoned and are being reclaimed by various corporate interests. The population probably wouldn't even care that "made from organic materials" could be read by some to mean "wood pulp." Add a few parts per million of roofing felt, a dash of household pet for spice, and voila! It's soup. Grind the rest (brick, shingles, stray nails, broken electronics, plastic bottles, etc.) and simmer in a chemical bath and you have a building block as tough as concrete, a road surface cheaper than asphalt, and consumer products more durable than plastic. Technology finally realized the promise of low-impact landfill concepts that are were over fifty years old.

Infotainment and the Sanitation of Media

There is never a need for the average man-on-the-streets to worry about his environment, though. Figuring that the burden of wondering whether the pollution in the air or the vanishing ozone ring was going to kill them first, the corporations decided to tell the public nothing new about either condition. Enough actual news manages to leak out across the air waves and Net connections that the corps continue to supply politicians with drugs and sex workers (for the sheer scandal effect), but there's no real fear that Joe Public will wake up and start thinking for himself anytime soon. Ten years of spirit-crushing public education guaranteed that he never learned how to connect cause and effect anyway, let alone express himself coherently on anything more complicated than last weekend's Netsex dialogue.

National Profiles

China

The Chinese power base has risen considerably in strength due to the growth of its economic and military capabilities. The array of political, social, and economic pressures within China, however, increasingly continue to challenge the stability and legitimacy of the regime. China is currently seeking to solidify its current powerbase, often at the expense of risking conflicts with neighbors and powers outside their region. Unfortunately, the present change in the political landscape has increased prospects for narcotics trafficking, illegal immigration, proliferation of weapons of mass destruction and AI technology, and widespread social instability on a national level.

The China's People's Liberation Army (PLA) remains the world's largest military, but the majority of the force is not even remotely considered to be fully modernized. China's capability for regional military operations, however, has improved significantly. China has begun exploiting advanced weapons and production technologies acquired from abroad (from Russia, Israel, Europe, Japan, and the United States) that enable it to integrate naval and air capabilities against potential adversaries in the South China Sea. Nevertheless, as an emerging regional power, China continues to expand its influence without regard to outside global interests.

As a testament to its resolve, China has, at any given moment, hundreds to several hundreds of missiles with nuclear warheads targeted against the United States. It also has hundreds of shorter-range ballistic and cruise missiles for use in regional conflicts. Some of these shorter-range missiles have nuclear warheads as well, but most are armed with conventional warheads.

Location: Eastern Asia, bordering the East China Sea, Korea Bay, Yellow Sea, and South China Sea, between North Korea and Vietnam

Geographic coordinates: 35°N, 105°E

Economy Overview: Popular resistance and changes in central policy have effectively weakened China's population control program, which is essential to maintaining growth in living standards. Another long-term threat to China's continued economic growth is the deterioration in the environment, notably air pollution, soil erosion, and the steady fall of the water table especially, in the north. These factors, coupled with previous weakness in the global economy, have begun to hamper current growth in Chinese exports. Beijing consistently intensifies efforts to stimulate growth through infrastructure spending in such programs as water control programs and power-grid construction and through tax reform.

Black Molly Adult Prevalence Rate: 0.8%

Languages: Standard Chinese or Mandarin (Putonghua, based on the Beijing dialect), Yue (Cantonese), Wu (Shanghaiese), Minbei (Fuzhou), Minnan (Hokkien-Taiwanese), Xiang, Gan, and Hakka dialects

Government type: Communist state

Capital: Beijing

Military Age: 16 years

Illicit Drugs: China is a major transshipment point for heroin produced in the Golden Triangle. It has growing domestic drug research and abuse problems and is a source country for chemical precursors and methamphetamine.

India

India has continued to strengthen its role as a regional power, but many uncertainties about the effects of global trends on its society have begun to cast doubt on how far it will go. India faces growing extremes between wealth and poverty, a mixed picture on natural resources, and problems with internal governance.

India is also highly prone to military miscalculation and continues to build up its nuclear and missile forces. India has continued to expand the size of its nuclear-capable forces. While Islamabad has publicly claimed that the number of nuclear weapons and missiles it is capable of deploying is calculated regardless of the size of India's arsenal, recent noticeable increases in the size of India's arsenal have prompted Pakistan to continue to increase the size of its own arsenal further.

Location: Southern Asia, bordering the Arabian Sea and the Bay of Bengal, between Burma and Pakistan

Geographic coordinates: 20°N, 77°E

Economy Overview: India's economy encompasses modernized village farming, agriculture, handicrafts, a wide range of modern industries, and a multitude of support services. More than half of the population is too poor to be able to afford an adequate diet. India's international payments position remained strong in 2008 with adequate foreign exchange reserves, despite the depression experienced by most of the world. This moderately depreciated nominal exchange rates and booming exports of software services. Growth in manufacturing output has begun to slow in recent years, however, and electricity shortages have continued to plague many regions.

The Black Molly epidemic appears to have hit India the hardest of any developed country and has begun to impact it economically as well as socially. Many nations are currently unwilling to allow India access to their research on Black Molly due to India's documented disregard for patents surrounding the AIDS vaccine. It is believed among some nations that India's clumsy handling of the affair contributed to the collapse of the U.S. life science market, which precipitated the Second Great Depression. This epidemic coupled with general global animosity could potentially contribute to a slowdown in trade for India and lead to further hostilities between India and its neighbors.

Black Molly Adult Prevalence Rate: 1.6%

Languages: Assamese, Awadhi, Bengali, Bhojpuri, Gujarati, Hindi, Kannada, Maithili, Malayalm, Marathi, Oriya, Punjabi, Tamil, Telugu, Urdu

Government type: Federal republic

Capital: New Delhi

Military Age: 19 years

Illicit Drugs: India remains the world's largest producer of licit opium for the pharmaceutical trade, but an undetermined quantity of opium is diverted to illicit international drug markets. It is a transit country for illicit narcotics produced in neighboring countries and an illicit producer of hashish, methaqualone, and many new drugs, including Helixysium, Jet, and recreational Tarragonis

Japan

Japan struggles constantly to maintain its current position as the world's third-largest economy. As of the time of this writing, Tokyo has still not shown a willingness to carry through any of the painful economic reforms necessary to slow the erosion of its leadership role in Asia.

Japan has a small but modern military force, more able than any other in Asia to integrate large quantities of new weaponry. Japan's military strength reflects the state of its economy and the health of its security relationship with the United States. Tokyo increasingly pursues greater autonomy in security matters and develops security enhancements, such as defense improvements and more active diplomacy, to supplement the U.S. alliance. In the absence of any external shock, Japan as a whole, however, is unlikely to accelerate changes in security policy.

Location: Eastern Asia, island chain between the North Pacific Ocean and the Sea of Japan, east of the Korean Peninsula

Geographic coordinates: 36°N, 138°E

Economy Overview: Japan continues to maintain one of the world's largest fishing fleets, despite the growing environmental problems of that region, and accounts for nearly 26% of the global catch. Growth slowed markedly in Japan in the 1990s largely because of the aftereffects of over-investment during the late 1980s and contractual domestic policies intended to wring speculative excesses from the stock and real-estate markets. Government efforts to revive economic growth have met little success and were greatly hampered in late 2008 by the depression of the U.S. and Asian economies, as well as the economic impacts of the Great Quake of 2010. The crowding of habitable land area and the aging of the population are two major long-standing problems in Japan. Robotics and robotic design now constitute one of Japan's key long-term economic strengths, by possessing 913,000 of the world's 1,720,000 "working robots."

Strangely, Japan has not pursued an active cybernetic or Internet-driven culture since the quake and has apparently decided to leave that industry to its Western peers. Only 3% of the world's cybernetic industry is in Japan, and Japan's almost complete absence of a governmental Net presence, along with this nation's apparent resistance to the Black Molly epidemic, is often worthy of note.

Black Molly Adult Prevalence Rate: 0.02%

Languages: Japanese

Government type: Constitutional monarchy with a parliamentary government

Capital: Tokyo

Military Age: 17 years

Illicit Drugs: Japan is a major transshipment and development point for Jet as well as neo-heroin and, to a lesser degree, recreational Tarragonis for exposure on the European market. Limited areas also produce recreational buzz-chips, the legality of which is still open to review.

Russia

Russia is presently challenged to adjust its expectations for world leadership to accommodate the dramatically dwindling resources it has available to play that role. The quality of Russian government is an arguable question at best, as the country has seemingly been unable to advance politically in a manner that preserves rather than upsets regional stability. Russia has been unable to maintain conventional forces that are sizable and modern or to project significant military power with conventional means for quite some time. The Russian military increasingly relies on its shrinking threat of strategic and theater nuclear arsenals to deter or counter large-scale conventional assaults on Russian territory. Moscow currently maintains as many strategic missiles and associated nuclear warheads as it can afford but well short of START I or II limitations. The total Russian military strength, including air-launched cruise missiles, is currently less than 2,500 warheads. As Russia struggles with the constraints on its own ambitions, it continues to invest scarce resources in selected and secretive military technology programs, especially weapons of mass destruction, hoping to counter Western conventional and strategic superiority in areas such as ballistic missile defense.

Location: Northern Asia (that part west of the Urals is sometimes included with Europe), bordering the Arctic Ocean, between Europe and the North Pacific Ocean

Geographic coordinates: 60°N, 100°E

Economy Overview: Russia remains heavily dependent on exports of commodities, particularly oil, natural gas, metals, and timber, which account for more than 92% of exports, leaving the country vulnerable to swings in world prices and price gouging. Russia's agricultural sector remains beset by uncertainty over land ownership rights and famine, which has discouraged needed investment and restructuring. Another threat is negative demographic trends, fueled by low birth rates and a deteriorating health situation-including an alarming rise in AIDS and Black Molly cases-that have contributed to a 2% drop in the population since 2002. Russia's industrial base is increasingly dilapidated and must be replaced or modernized if the country is to achieve sustainable economic growth. Other problems include widespread corruption and capital flight.

Black Molly Adult Prevalence Rate: 0.28%

Languages: Russian, other

Government type: Federation

Capital: Moscow

Military Age: 17 years

Illicit Drugs: Russia is known for amphetamine production, mostly for domestic consumption. The government has an active and increasingly ineffective eradication program. It is increasingly used as a transshipment point for southwest and Southeast Asian opiates and cannabis and Latin American Helixysium and cocaine to Western Europe, possibly to the U.S., and a growing domestic market; and is a major source of heroin precursor chemicals. Corruption and organized crime are still major concerns; Neo-heroin continues to be an increasing threat in the domestic drug market.

United States

The United States, with its decisive edge in both information and weapons technologies, has remained the dominant military power for the past 20 years. Furthering the strong position of the United States is its unparalleled economic power, its Internet communications system, and its investment in research and development. The U.S spends Three quarters of the total spent annually by the advanced industrial world. The United States' constantly evolving Internet technology has given it the ability to expand its lead in conventional war-fighting capabilities beyond that of any other recognized nation and deep into the new frontier of cybernetic warfare. This has often generated the pursuit of asymmetric conflicts against U.S. and allied forces. U.S. opponents have often not wanted to engage the U.S. military on its own terms, due to the sheer military might the U.S. has at its disposal. Many opponents have instead adopted political and military strategies designed to dissuade the United States and its allies from using force, or to exhaust national will, circumvent strengths, and exploit perceived weaknesses. Asymmetric challenges have arisen across the spectrum of conflict that confronts national interests as well as those of the global community.

Location: North America, bordering both the North Atlantic Ocean and the North Pacific Ocean, between Canada and Mexico

Geographic coordinates: 38°N, 97°W

Economy Overview: The years following the Second Depression witnessed solid increases in real output, low

inflation rates, and a drop in unemployment to below 5% in the U.S. economy. Long-term problems, however, continue to plague the economy. The problems include inadequate investment in economic infrastructure, rapidly rising medical costs of an aging population, sizable trade deficits, and stagnation of family income in the lower economic groups. Growth weakened in the fourth quarter of 2010; growth for the year 2015 was substantially lower than the strong 5% of 2013. The outlook for 2018 is further clouded by the continued economic problems of Japan, Russia, Indonesia, Brazil, and many other countries. While the current Corporate Cold War state exists between the U.S. and China, many economists believe that the U.S. is experiencing an "artificial inflation" in economic growth. If they are correct, a sudden decline in the economy could have extreme impacts on the middle and lower classes, which rely on the increased military spending to provide employment. Despite being a world leader in cybernetic research and Internet applications, the future of the U.S. remains in doubt and the world continues to keep its eyes on how this global superpower will respond to the change in the political and technological landscapes of the coming decade.

Black Molly Adult Prevalence Rate: 0.61%

Languages: English, Spanish, and Japanese

Government type: Federal republic; strong democratic tradition

Capital: Washington, DC

Military Age: 18 years

Illicit Drugs: The U.S. is a leading global consumer of cocaine shipped from Colombia through Mexico and the Caribbean, is among the top consumers of heroin and marijuana, and has increasingly broadened the methamphetamine market from Mexico. The U.S. is a consumer of high-quality Southeast Asian heroin, an illicit producer of cannabis, marijuana, depressants, stimulants, hallucinogens, and methamphetamine, and is a globally recognized money-laundering center. While the streets of the U.S. are riddled with designer drugs and Jet derivatives, legislation on these new drugs has yet to be rendered truly enforceable. Therefore, no true assessment as to the amount of proliferation these new drugs has experienced has been able to be established.

Orbital Decay

Orbital debris in the near-Earth space environment, made up of micrometeoroids and man-made debris, has all but stopped the thought of humanity advancing to space stations in low-Earth orbit. Man-made debris or space junk that consists mainly of fragmented rocket bodies, spacecraft parts number in the millions and orbit the Earth at hypervelocities averaging 10 km/s (22,000 mi/h). This debris, aided by several terrorist satellites that exploded and released volumes of ball bearings of various sizes, was responsible for the destruction of the satellite Aestara and the aborted flight of the space shuttle Pilgrim.

To make matters worse, the orbital debris environment is growing. More satellites are being launched daily, and with nonfunctioning satellite explosions and fragmentation, the threat of debris impact damage on satellites and spacecraft is a major concern. Orbital debris remains in orbit a long time, and high-speed collisions between existing particles can produce even more debris.

Larger particles (objects greater than 10 cm in diameter) are being tracked and catalogued by USSPACECOM radar. Spacecraft and satellites can avoid collisions by maneuvering around the larger debris. For example, when a space shuttle is in orbit, USSPACECOM regularly examines the trajectories of orbital debris to identify possible close encounters. If a catalogued object is projected to come within a few kilometers of the space shuttle, it will normally maneuver away from the object.

Particles less than 1 mm in diameter, however, are not tracked by radar. Fortunately, small particles pose less of a catastrophic threat, but they do cause surface abrasions and microscopic holes to spacecraft and satellites. The projectiles launched by terrorists, primarily within the past few years, are also notoriously hard to identify with the radar USSPACECOM uses. Many have used this fact to fuel their argument that those responsible are familiar with the workings and techniques of the Space Administration Community.

Transnational Terrorism

States with poor governance; ethnic, cultural, or religious tensions; weak economies; and porous borders have become prime breeding grounds for terrorism. In such areas, domestic groups have often challenged the entrenched governments. Internet terrorism is often the focus of these underfunded militaries and is in many ways as effective as conventional warfare in their chosen environment. This shift has focused the trend away from state-supported political terrorism and toward more diverse, transnational networks of self-established terrorists. Some of the states that actively sponsored terrorism or terrorist groups in the 20th century, in fact, have decreased or even ceased their support entirely as a result of regime changes, reprisals from offended parties, or the conclusion that terrorism has become counterproductive. Some larger and more powerful political and corporate entities have gone underground with their support of terrorist organizations, and some have even begun funding terrorism in the interest of pursuing blameless in-house executions. Recently, the focus of terrorist tactics has turned to that of acts designed to achieve mass casualties. This trend toward greater lethality in terrorist attacks seems to be the new face of terrorism for this decade if not this century.

Weapons of Mass Destruction

WMD programs reflect the motivations and intentions of the governments that produce them. These programs have often been altered by the change of a regime or by a regime's change of view. The United States currently faces ICBM threats from North Korea and Iraq, in addition to long-standing threats from Russia, China, and even certain independent terrorist factions. Sales of ICBMs continue to further increase the number of countries that are able to threaten global warfare with a missile strike.

The certainty that a missile armed with WMD could be used against a developed nation is higher today than in any other recorded period in global history. The emerging missile threat mounted by countries possessing considerably fewer missiles than the forces of the former Soviet Union grows in number on an almost daily basis. North Korea's first successful space launch in 2011 demonstrated its capacity in seeking a long-range missile capability that could be used against interests abroad. Moreover, many countries developing longer-range missiles believe, possibly correctly so, that the mere threat of their use could complicate crisis decision-making and potentially deter militarily superior nations from pursuing certain objectives.

The Streets of Digital Barn

At the turn of the century, the balance of power between the corporations and government was just beginning to shift in the corporations' favor. The stringent antitrust and monopoly prosecutions had begun to slow down as large corporations once again united behind a common platform of "too much regulation kills the economy." Slowly, money was pooled in secret accounts and funneled untraceably to candidates with the proper frames of mind. Never before had so many corporations, previously on opposite sides in every legal struggle, combined behind a single idea: deregulate everything.

The goal of this deregulation movement was to build what would become known as the "megacorporations". Megacorporations would be formed through the fusion of immersion media, television chains, cable television companies, film studios, telecommunications providers, entertainment houses, tourism services, and others. These conglomerations were structured so that the products and services of their different divisions would be able to mutually support and offer public exposure to one another. This would allow them the freedom and access to search for a broadening audience in their respective market niches.

The movement grew and gained momentum as it went.

First to go were the technicalities, the minor points in the laws that had kept the large companies from becoming even larger. The media were the most obvious beneficiaries of this, shackled for years by laws and regulations on how many radio stations they could own, what percentage of cable customers they could serve in the nation, all in the name of freedom of speech. The media giants saw these as political maneuvers by smaller, less efficient companies to keep the giants from the natural monopolies that would rightfully be theirs if the government were not constantly interceding, and the laws fell one by one.

With the public listening to a single voice, further domination of the political structures came naturally. More and more of the laws and regulations that had hindered the large corporations were amended or outright repealed. As the restrictions on them lessened, the corporations limbered up and began to explore their newfound freedom. With the death of each law, a new round of mergers and acquisitions covered the pages of the business section. Small companies that had previously lived under the protection of grandfathering clauses or legal loopholes soon found themselves bought out or, worse, forced to sell at a loss. The problems were further compounded by the flight of investors from the now risky small- and midsized corporations to the safety of the megacorporations, giving the megacorporations even more strength in the process.

With their grip on power firmly cemented in place, these megacorporations, or "mega corps", began to look to the future and for ways to ensure that their position would not soon be challenged. They sought to get rid of what had

traditionally been their greatest foe: the regulatory agencies. One by one they fell to political maneuvering. Some were rendered toothless, like the Justice Department with the repeal of the Sherman Antitrust Act. Others, notably the Federal Communications Commission and the Federal Energy Regulatory Commission, rolled over and became protectionist agencies for the megacorps, priority one being "keep the status quo." The rest were outright purchased, as when the top ten megacorps offered to replace the Environmental Protection Agency with a multi-trillion dollar fund that would be handled by a private company at no cost to the taxpayers.

Unsurprisingly, the newly privatized agency tended to go after only smaller corporations, usually those that were stepping on the toes of the founding megacorps. According to some sources, the megacorps made their investment back by the second year.

Not all took the corporate oppression of the megacorps in stride. At first, some tried to complain in the traditional ways. Stifled by the megacorp-controlled press and ignored by their so-called representatives, the politically minded activists began to turn to the outlandish tactics that were previously the purview of fanatics and extremists. Underground newspapers, guerrilla vandalism, and planned rioting have become the sole political voice of a public desperate to be heard by their government. Nobody talks politics at the office water cooler anymore. These activists meet in secret as citizens oppressed in the comfort of their own homes.

This is the state of the megacorps of today's world-giants opposed only by each other, buzzards nibbling at the carcass of free trade, taking time out only to swallow whole any smaller beasts that might one day compete. Corporate wars have become part of the global political landscape and, while never having made it into any history texts, the Cola Wars and the OS Blitzes are familiar terms to even the most uneducated man on the street. Taking advantage of the loose restrictions now in place over most of the country, most megacorps have incorporated the grounds upon which their buildings are located as municipalities or townships, freeing them from zoning restrictions and city laws. These corp-cities have their own laws and regulations, which must be followed not only by the employees of the megacorp but also by anyone who comes onto the corporate grounds, legally or illegally. Many an operative has spent years in corporate lockup after being caught "on the job." To keep from attracting too much attention, the punishments are roughly the same as those on the outside, but corp-city kangaroo courts are notorious for their failure to provide trials that are either "fair" or "speedy." Corporate security forces are trained to be careful not to violate any state or federal laws, which is the sole factor that keeps their aggressiveness in check.

Tickertape and Solid State

All right, time to break into the history lesson here. You paid me for my time, so I'm here to give you the real lowdown on the corporations and what they mean to you as a operator. The best place to get information has traditionally been in the corporate filings, the documentation that they have to provide to the Securities and Exchange Commission. Those don't mean much anymore. The SEC has become a corporate plaything, a secondary battleground where winners and losers are judged by the number of SEC appointees that they have that week. The more people you have in the right offices, the more you can get away with without drawing the ire of the federal government. And while the Feds don't have a lot of power, they've gotten a lot freer in using what they do have-when the federal government buys one of something for everybody it employs, that's a lot of purchasing power. Corporations fawn like lapdogs at its feet, and the Fed uses that purchase contract like a sledgehammer.

Nobody pisses off the Fed around budget time.

Getting back to the matter at hand, the corps tell more lies than truths in their corporate filings, but we'll cut and paste their corporate boilerplate so you can get a feel for their flavor. Now, I know you'll be interested in how they all stack up against each other, so I've taken the liberty of rating each of them on a scale of 1-10, according to my own personal biases. I'll say my two bucks at the end so that you'll know which way the wind is really blowing. Here's how we'll break it down:

- Trade name - The full official name of the company
- Representative - Who greets the cameras when they need to tell us how they didn't screw up.
- Date of Establishment - When the doors opened for business.
- Sector - What the corporation does.
- Head office location - Duh. If they're extranational, I'll list their U.S. headquarters as well.
- Operating Areas - Where they do business.
- Exchange - Who trades their stock.
- Corporate Profile - Who they tell the world they are.
- Business & Strategy - What makes 'em who they are.
- Technology - The level of technical competence of the staff (and the R&D department in particular). This covers many things, from how competent the average wage slave is with his data terminal to who's going to come out with the latest fancy tech-toy.
- Security - Penetrability. How easy is it to get in and out of the average corporate location (or data havens). Note this is the AVERAGE. Don't start thinking you can knock off the ISC payroll department on payday just because ISC posted last week it was cutting its monthly budget for security. Always do your homework.

• Political Involvement - How they get the government to dance to their tunes. For some, this means they spend a lot of money. Others may get their power from the inherent threat of a trade embargo.

• Overview - Just my general twenty cents.

Corporate Profiles

Chi-NMC

Trade name: China National Manufacturing Corporation

Representative: Kwan S. Chan

Date of Establishment: March 14, 1991

Sector: Consumer Manufacturing

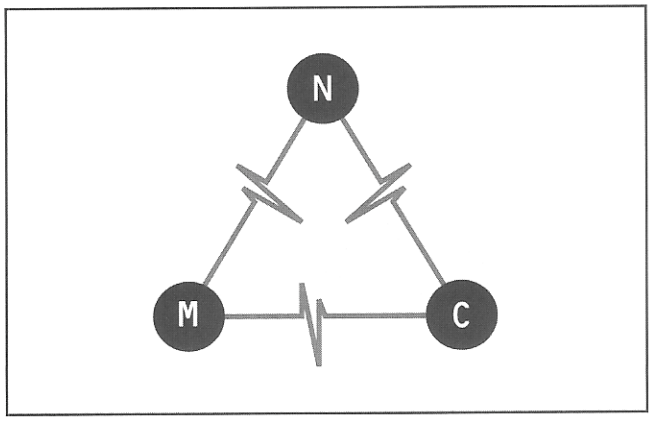
Head office location: Beijing, China with another main base in New York, NY

Operating Areas: Worldwide

Exchange: HK

Corporate Profile: The China National Manufacturing Corp. was developed on the basis of the merger of four 100-year old manufacturing firms. It has since grown to be a completely independent, almost self-governing body. The year 1988 marked a milestone in the group's history as it went public and obtained an official listing for its shares on the Stock Exchange of Hong Kong Limited in July 1988. The annual growth rate of Chi-NMC now stands at more than 72% in the past five years. Chi-NMC contains national-level key enterprises of patented Chinese products. In the meantime, the company has also co-invested in some pharmaceutical factories and Chinese processing factories.

Chi-NMC is proud to be China's first and foremost producer and exporter of consumer goods and the largest national brand for the nation of China. With a brand known worldwide for quality, Chi-NMC is constantly among the first to take advantage of brand new technologies, and usually at a much lower price than its competitors. Backed by the full support of the Chinese government, Chi-NMC has been providing consumers a low-cost alternative for more than15 years. With the most advanced research and production facilities in China, Chi-NMC is how the family man stays on the cutting edge of technology.



"China National Manufacturing Corporation: If you can find it cheaper, it's probably stolen!"

Business & Strategy: Overseas projects have, until recently, been promoted only in such developed countries as Australia and New Zealand, because of the importance of infrastructure to protect and collect on invested capital and the lower potential of political upheaval within these areas. Recently, Chi-NMC has deemed it necessary to promote its projects in countries in which its technology would offer it leverage against local competitors. The U.S. is one of these countries. At present, Chi-NMC has launched four major activities within the U.S.-"receiving trainees from the local area to promote rural industrialization", "sending technical experts from China to oversee U.S. activities", "joint projects with the Japan Federation of Economic Organizations within U.S. territory", and "the commercial project." Currently, Chi-NMC appears to intend to cultivate a closer relationship with the U.S. despite local political tensions.

Technology: (4) Development of preexisting nonexclusive intellectual property is a critical element to Chi-NMC's strategy. The objective of Chi-NMC's patent strategy is to protect and maximize the long-term benefits that can be derived from advancing currently existing technology. Chi-NMC further develops a technology and asserts its patents rights on the "innovations" when any infringement is identified, but Chi-NMC continues to have very little in the way of independent technology.

Security: (7) Chi-NMC significantly increased its security capabilities last month by establishing a remote vulnerability testing area. It has added staff to support an aggressive assessment schedule and developed a new approach to security that isn't currently being used by anyone else. Due to some of the new changes, however, most of its security force is heavily compartmentalized, in order to minimize the impact of a breach on field sites, so if one area gets hit, it's unlikely that anyone other than corporate headquarters will know about it for days, maybe months. Just don't get caught, as Chi-NMC has a standing "No Warning Shot" policy in place that extends to its nodes as well.

Political Involvement: (8) Chi-NMC plays a major role in determining the extent of its country's participation in global affairs. Declines in production due to legislation often mean a decline in the proportion of Chinese contributions toward the peace process. Chi-NMC is also known to influence the voting opinions of its lower- and middle-status employees, the result being that elected officials are more responsive to the political desires of such a large cross-section of voters and public policies tend to be less consistent with the interests of the smaller companies. Chi-NMC also gets a good portion of its political power from the inherent threat of trade embargoes and the threat of even greater tension between the U.S. and China.

Overview: Let me inject some truth into this drivel: "Chi-NMaC is happy being the world's biggest exporter of sweatshop products. Known for breaking at the worst time, Chi-NMaC equipment is usually a knockoff of some name-brand product. Aided in our theft by the Chinese government, we've been stealing for 16 years and don't plan on stopping anytime soon!" Occasionally there's licensing involved, but more often they just steal the blueprints or reverse-engineer the tech, with no money going to the original developer. The Chinese government makes boatloads of money from the export taxes and so is happy to help out in return-lawsuits against Chi-NMC are usually either blocked by the Chinese government or are dragged out for so long that it just isn't worth the hassle in the first place. They usually focus on hardware, mainly electronics, but they have been known to branch out. Their media group tries to match our tastes, but they usually botch it-badly-most recently with the complete box-office bombing of their blockbusters Eat the Golden Polish and My Mommy the Roly-Poly Cyborg Honey-Man.

So what does this mean to you? Two things: cheap equipment and lots of work. Now, Chi-NMC equipment is usually decent ... comes out a few months after the original, and most of the time doesn't break. Would I buy a Chi-NMC pen or media player? Sure. A ChiN gun? Not on your life. Now, as far as the work goes ... Chi-NMC spends most of its so-called "R&D" money on black-market IP thefts, and it's not squeamish about hiring outsiders. Speaking Chinese just like they do in Beijing can get you about 10% more, too-they hate dealing with foreigners. On the flip side, a lot of smaller companies are happy to hire some freelance security teams if it keeps their multibillion dollar prototype away from Chi-NMC, or if said prototype needs to be stolen. What's funny is a lot of Chinese don't like Chi-NMC one bit and will, as likely as not, do whatever they can to cause you grief if they think you work for them. So always check your audience and watch where you tread.

ISC

Trade Name: International Service Corporation
Representative: Sharon Garza
Date of Establishment: January 9, 1993
Sector: Service
Head office location: Philadelphia, Pennsylvania
Operating Areas: Worldwide
Exchange: NASDAQ

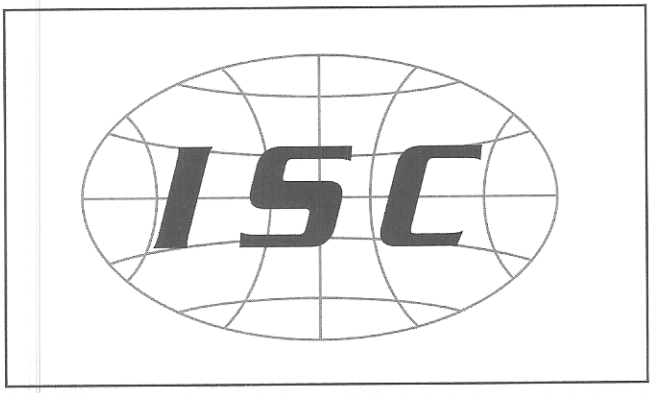
Corporate Profile: Now in its twenty-fourth year, the International Service Corporation has a history of excellence in providing temporary and short-term contract services and specialized personnel to a wide range of customers who enjoy avoiding the overhead and uncertainty inherent in self-sourcing such solutions. From business-process consulting to on-site catering and janitorial services, ISC is the one-stop provider for all of your auxiliary business needs. From as short as 24 hours from when you make the call, we can get the necessary permits and paperwork, lease office space, and provide every worker except for your R&D personnel! Whether you need one or one thousand, temporary or long-term, ISC will be there for you. ISC pioneered the modern cyberservice marketplace, establishing its presence globally in 1994, and has continued to help fuel the product evolution with its enhanced solutions for high-value or highly sensitive individuals and their constantly changing service requirements. ISC's proven track record and leadership has positioned the company as the partner of choice in the industry.

"ISC: Our job is to let you focus on yours!"

Business & Strategy: Recently ICS has been improving its knowledge of immersion-based technology. For example, there are regions of Netspace designed to foster small business marketing that might draw unwanted attention from the megacorps if placed in a deep reality environment. ICS has begun to apply the knowledge it gains from working with these smaller companies to more general activities. ICS is also looking at extending its trading hours to coincide with the megacorporate holders in London, Tokyo, and New York, so that it can maximize its availability during that period.

Technology: (4) ICS and its group affiliates announced last month that they intend the global launch later this year of a sleek new worker interface resource, designed to serve as a powerful enabler of mobility for its service providers. The new interface ensures seamless integration into corporate IT and directional migration systems. This will enable an employer to immediately notify required personnel of a changing condition or needed repair with a simple subvocal command.

Security: (3) Funny thing about this megacorp is it's easier to use its stuff on other people than it is on them. For the most part, ICS still relies on biopassword technology and MobileWatch, the interfaced system that gives security operatives the ability to summon help at any time using a series of eye movements or vocal commands. Staff can receive and respond to the call from anywhere in the facility or campus. Highly sensitive areas are usually secured by



an easy-to-use pressure-sensitive system that requires no interface. While hardpoint intrusion with the guys can be a pain, a combination of Net efforts and elbow grease can normally get you what you need as long as you know what you're looking for.

Political Involvement: (2) In recent events, there has been only one instance when ICS has involved itself in the political landscape in any way. In 2013, the federal government had decided to reduce old-age pensions significantly in order to help handle increased spending due to national crisis and presumably figured they'd have little problem doing it. Instead, the move became a call to arms. Some dubbed it the "retirees rebellion." Seniors formed into groups and rallied across the country, mounting a massive lobbying effort. The pinnacle of the debate was a memorable encounter between a little gray-haired woman, no more than five feet tall, named Sharon Garza and a much taller, broad-shouldered Louisiana Senator. The woman, speaking in front of the media with a Southern accent so thick you could cut it with a knife, told a shocked hearing committee, " If you touch our pensions, you can say goodbye to you spit-free food and hello to wiping your butts with tree leaves."

The pension programs were left untouched

Overview: Ah, ISC. I love these guys. I personally keep at least four or five ISC outfits in my closet. They color-code them based on the type of service: blue for electrical, orange for janitorial, and so on. Of course, I don't actually work for them, although a lot of guys in the biz do-they don't look into backgrounds too carefully and they're okay with paying in cash. Me, I don't shit where I eat. Even if you don't want to work for them long-term, I'd suggest signing on for a temp job or two. Think of it as research-it'll help you act the part when some security guard is paying a bit too much attention to the new janitor in the high-security zone. Now, this next bit is pure rumor-mongering, but ISC is also rumored to have a "Special Executive Projects" group, a high-dollar black-ops group available only to CEOs and the like who have shown themselves to be willing to work on the edges of legality. Nobody knows if they really exist or not, but I've heard enough rumors to make me think there might be a kernel of truth to the idea.

Ranger Guard Services

Representative: Lt. Robert Byrne

Date of Establishment: August 10, 1993

Sector: Personal Security

Head office location: Austin, Texas

Operating Areas: Worldwide, concentrated in the U.S., primarily Texas

Exchange: NASDAQ

Corporate Profile: To Serve and Protect. This is the calling of Ranger Guard Services, the nation's leading private security and law enforcement organization. Serving a multitude of clients, Ranger has recently announced a number of milestones, including our 10,000th small business customer and the recent contract with Dallas to privatize its legacy police force, the largest such privatization project ever undertaken. With more than half our staff coming from a law enforcement or military background, Ranger Guard Services is uniquely positioned to provide reliable and efficient security services, with capabilities in both traditional and cyberspace protection environments. Where allowed by local regulations, Ranger Guard personnel are also available as "advisory" employees in high-threat situations such as military incursions or corporate bodyguarding.

"Ranger Guards: Your Life. Your Property. Your Choice."

Business & Strategy: Ranger Guard Services is moving aggressively to capitalize on its leadership position and advantage by delivering the broadest range of security capabilities on the market. This is intended to provide customers with the enhanced security needed to move high-value transactions across international borders. By combining its award-winning identification, entitlements, verification, privacy, and security management capabilities, Ranger Guard Services seeks to deliver unmatched security and privacy for its customers and partners and their customers. In today's market, however, there is a significant and growing need for enhanced security, and while RGS offers a comprehensive array of enhanced capability forces to meet that need, it's not above performing raids on lesser recognized companies. Its belief is that if the company cannot secure itself, it shouldn't be allowed to secure others.

Technology: (5) While RGS tends to get its guns and armor from other places, RGS research is the widely recognized world leader in digital identification solutions. Originally developed in the late twentieth century, RGS' reliable, noninvasive, and cost-effective recognition technology continues to be acknowledged for its leadership performance in the personal security industry.

Security: (10) As strange as it sounds, RGS internal security methods are widely respected in Japan and are finally starting to get noticed in the U.S. As a model, these

guys practice what they preach and take a great deal of personal pride in how tight a ship they run. RGS always uses encrypted data transmission when relaying any information over the Internet (so you might fight for hours to lay hands on what turns out to be Martha's recipe for goat-cheese dip), randomly checks client-to-client communication of private data, and screens its employees routinely for invasive listening devices. It currently uses a user identification system that provides site security by enhancing the ordinary username/password system that would invariably exist in a prefabricated location. This enhanced access control system consists of a breakwall to protect the company's internal network from intruders and an address-scramble mechanism that randomizes internal network addresses, thus permitting access from the outside without compromising the security of internal data. It's a fairly tough nut to crack. A legendary team might be able to do it. A great team'll probably end up in a dog food can somewhere, and a good team'll probably get their moms smacked around. These guys don't play.

Political Involvement: (4) For several years, RGS has had executives on the Government Relations Council and has a regular attendee presence at the yearly Public Affairs Assembly. Lt. Robert Byrne presently serves as vice chairman of the Williamson County Republican Party and has served as a delegate to the Republican state convention on multiple occasions. Being located and well recognized in his native Austin, Texas has also gained Byrne the ear of local government, which generally consists of his former military buddies. He's only tugged on that available ear a very few and publicly inconsequential occasions, so they're generally willing to listen if he's willing to talk.

Overview: These guys are the fuzz, plain and simple. Y'know, I wonder how anybody ever thought that paying these guys by the arrest was a good idea. It's not as bad today as it used to be before several lawsuits pointed out just how many people were being wrongfully imprisoned, but the average man on the street still remembers it. Ranger Guardsmen in the metroplex don't tend to make a lot of friends on the street. They get a lot warmer reception when they're working contracts for some corp, but then they're just hassling the visitors instead. Now, while it's true that most of the Ranger employees are ex-military, that doesn't mean that they're all competent, so you may have a shot at a job with them after all. A good number of them were chefs and supply clerks in the army and are about as scary as your average convenience store clerks, but it pads the figures that Ranger touts so loudly in all its press releases. Because of our way of life, you'll probably run crosswise with these guys on a fairly constant basis, so you'll be better off in the long run if you spend the time now to learn about their tactics and capabilities.

Shuniko Labs

Trade Name: Shuniko Laboratory Technologies, Incorporated

Representative: Yuki Morimoto or Lance Palmeroy

Date of Establishment: June 1, 1997

Sector: Consumer Technology

Head office location: Kiyoto, Japan with another main base in Los Angeles, California

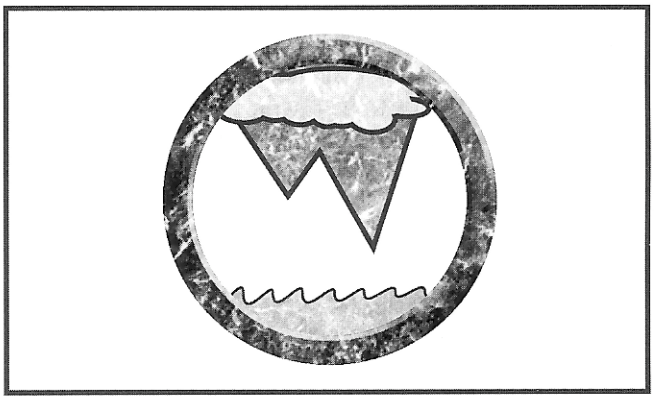
Operating Areas: Worldwide, concentrated in Japan

Exchange: NYSE

Corporate Profile: Today's uncontested leader in the realm of high technology, Shuniko Lab Technologies is the sole survivor of the Keiretsu Corporate Wars that rocked Japan's business structure. Created by the merging of the top two keiretsu, Shuniko Labs Technologies is now Japan's largest company and is the foremost name in consumer equipment of all kinds, from intelligent toasters to full-room entertainment systems. We spend one fifth of our profits on our top-notch Research & Development programs, and we invite only the best and brightest minds to join our team. Honoring our Japanese ideals with each successful products, Shuniko Lab Technologies is the only name you need to know for home electronics.

"Shuniko Technologies: Bring the Magic Home"

Business & Strategy: Shuniko is a very diverse organization and a world leader in the information and communications technology (ICT) and microelectronics industries. Its global network consists of more than 3,100 companies spanning more than 190 countries and has more employees than any other commercial technology research firm in the world. Currently, Shuniko is playing a major role in bringing formerly undeveloped nations to the Internet and the Internet to them. In North America, Shuniko is the leading supplier of the communications systems that are the backbone of the Internet. In Europe, Shuniko is busily linking homes and businesses to new immersion-based entertainment and commercial services. In Asia, Shuniko's ultrahigh-speed networks are replacing slower electronic networks for immersion transmission, and in Japan Shuniko is the leading information technology company and the No. 1 immersion Net service provider. In Australia and New



Zealand, it has an enviable track record in transforming the operations of public and private enterprises into fully functional immersion stations by delivering the best technology and electronic business solutions available in the world today.

Shuniko's local knowledge and experience is enhanced and complemented by the resources of the locally merged groups of companies and telecommunications subsidiaries in Europe and the USA. Shinko is also one of the world's leading providers of outsourcing services (including infrastructure management, help desks, and call centers), is the world's largest supplier of information storage drives, and is one of the largest suppliers of ATMs in the world with machines that dispense stamps, process loan applications, perform stock exchanges, sell guns, and book theater tickets as well as provide traditional banking functions.

Technology: (8) Shuniko's Software Technology group constantly pushes to develop industry-standard-worthy, global software solutions, including applications and technologies that allow companies to maximize online business potential by integrating diverse and backward-compatible computing systems. Shuniko is the largest supplier and developer of consumer solutions in the U.S. and Australia and an innovator in immersion-screen technology applications. Shuniko continues to develop the world's finest digital-sensory-interactive TV services in Japan as well as Internet refrigerator technology that eliminates the need for trips to the grocery store completely.

Security: (5) Shuniko takes the view that it cannot permit competition for skilled IT staff and the cost of retaining them to become an impediment to business success. As a consequence, its gone back to the basics with its approach to security by intensifying its focus on core business locations and outsourcing security for noncore sites that have little relation to the infrastructure of the entire operation. As such, mission-critical systems are available only at hardpoint locations except in the most extreme circumstances. While Shuniko has proven security methodologies and is supported by a team of highly skilled mercs, it often has a little trouble managing the complexities of securing such a large and desirable IT resource. So once an individual can actually track down where the information he's looking for is, he can probably get it. It's just a matter of not getting killed while trying to locate it.

Political Involvement: (4) Shuniko is currently in charge of operating and maintaining a diverse range of government departments' technology, in addition to having built and operated a vast majority of the government's infrastructure and electronic business solutions. At the present time, Shuniko is in charge of revenue collection, film and literature classification, certain emergency services, land title classification, police and governmental coordination assistance, and defense solutions for 18% of governmental agencies. This close proximity allows Shuniko a wide range of political influence within certain parties but does not allow much leverage against political parties that do not rely on Shuniko's products for support.

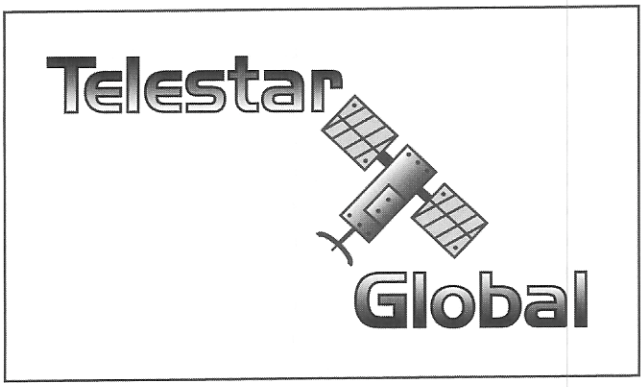
Overview: You'd think there're a lot of different brands in consumer techtoys, right? Wrong. Go to any of the numerous stores they run-all of them are nothing but fronts for selling only Shuniko tech under different brand names. Say they've got four white noise generators for sale. Two of those are actually the same product with different packaging (and of course different prices). One is the same product, but crippled so that it doesn't work as well and is cheaper. The good thing about that is that if you know the right people, you can have your toy "blessed", and suddenly it works just like its more expensive older brother. Now, the fourth product-the one that's obviously substandard and used only to make the other products look better by comparison? That's the product that isn't made by Shuniko. It's that product that keeps them from being prosecuted for unfair competition. You can always tell when one has sold too well, because it disappears from the shelves. It's a nice racket, and they've got enough lawyers working for them to make sure it all stays legit.

Now, how do we make money from Shuniko? Well, there's the usual R&D theft, personnel extraction, and so forth. Shuniko also does some things that would be considered downright strange in other corps. I was once hired by them to return a prototype that a Shuniko team had just stolen from a competitor-turns out the boss of the section owed the owners a favor, and when he found out where the prototype had come from, he hired me to return it before they even knew it was missing. Said he was doing it to satisfy honor. A week later, he called on me to steal it again-apparently now that his honor was satisfied, he wanted it back. They're really into the whole Bushido/yin-yang nonsense over there. They call themselves corporate samurai and run the company like an army. But whatever you do, don't ever insult them. They'll find a way to pay you back, and you might not ever even know why you're dead.

Telestar Global

Trade name: Telestar Global Communications
Representative: Andrew Lin
Date of Establishment: March 8, 2001
Sector: Telecommunications
Head office location: Kansas City, Kansas
Operating Areas: Worldwide
Exchange: NYSE

Corporate Profile: Telestar Global Communications, founded in 1987, is well known today for its comprehensive range of solutions, providing communications infrastructure, support, and services to individuals and businesses alike. The sum product of many mergers and



acquisitions, Telestar has the largest corporate holdings of consumer connectivity (the so-called "last mile") and satellite communication in the world. Telestar has more satellites circling the Earth right now than any other nongovernmental entity, and more are constantly being launched as part of our ambitious schedule to bring high-speed communications to any point on the globe. With services from local telephone to corporate satellite uplinks, Telestar is the only solution that can provide you the reliability, safety, and security that America has come to associate with the Telestar name. Telestar has established a proven track record of developing and commercializing innovative high-tech solutions. Over the past two years, Telestar has strengthened its senior management team, established strong corporate and government partnerships, attracted substantial new investment capital, and moved into new corporate headquarters while retaining its research and product development facilities located in Kansas City, Kansas.

"24/7 anywhere in the world. Telestar."

Business & Strategy: Telestar's technologies target multibillion-dollar renewable markets and offer a comprehensive line of derivative products. Telestar believes, probably rightly so, that over the next several years, these markets will continue to grow in response to the world's insatiable demand for greater telecommunication functionality and that emerging regulatory and environmental drives will push the demand for competitive and new technology. Telestar is certain that its technologies are well positioned to respond to changing market dynamics and that continued development and expansion through strategic partnerships will ensure long-term growth and profitability.

Telestar also intends to generate a main source of revenue from license fees and royalties as well as technical services contracts from licensees. Telestar has now established operating companies in Europe, the U.S., and Canada and intends to establish additional companies in Brazil, the Far East, and other key markets. The main function of these subsidiaries is the development and implementation of market strategies for the establishment of Telestar's technology in its specific market.

Technology: (6) Telestar is continually seeking and evaluating new technology and product candidates to add to its product portfolio. Telestar leads the globe in telecommunications innovations and is known worldwide for taking whatever actions it deems necessary to acquire marketable technology. Outside of telecommunications, however, Telestar appears to have little interest in advancement.

Security: (6) Don't do it by wire. Just don't. If anybody on the network has an AI in his pocket, it's these guys. I'm not 100% sure of what heat they're legally packing, but I've only seen a few who've buzzed their tower and kept their scalp intact. They have redundant back-ups for their redundant back-ups. If you're gonna break these guys, do a hardpoint intrusion. While the network protection is superior, the on-site coverage is limited and outsourced to the lowest bidder.

Political Involvement: (5) Telestar is said to have organized everything from riots to executions to bar brawls, from corporate takeovers to staged political wife beatings. While it's never actually leveraged its political assets very well, it tends to have a lot of them in preparation for that day it figures out what to do with them.

Overview: Ah, Telestar. These guys have a press release that's refreshing truthful-they really do own that much stuff. Of course, they don't mention things like the tribal war they started in northern Africa in order to destabilize the governments and replace them with more "friendly" puppets, or the strategic campaigns to discredit the politicians of this nation arrayed against what was becoming our nation's second telecom monopoly. Not that the politicos were snow white to begin with ... but when untraceable photos and e-mails, all incriminating in the most dire ways, began showing up on the doorsteps of the country's most right-wing publications, nobody asked why not a single one of the pro-monopoly politicians was implicated. Why not? The story was a good moneymaker as it was-and it's a well-known fact that companies that publish news unfavorable to Telestar start having "problems." Calls don't go through, network connections suffer, which is a shot to the jugular for today's connected corporations. Is this censorship? Of course not. As any Telestar representative will tell you, these are merely problems that occur from time to time and are unavoidable. Of course, for a fee, you can subscribe to service "protection." The old Mafia has nothing on these guys. Although it's never been proven, the word on the street is that these guys can listen in on just about any communication sent through a network and have expert systems that listen for anything that might affect their financials. Screw high-tech-the old face-to-face is still the best way to do business.

The question you should be asking yourself now is, how do I make money from Telestar? It's not too hard, actually.

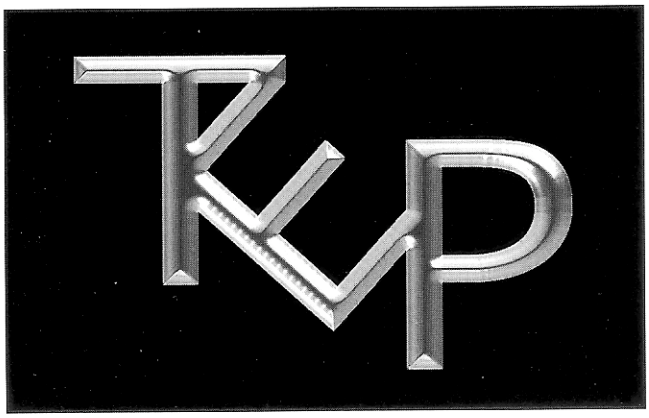
All the hackers want to breach their systems, and there's a big market for protection-protecting the hackers from Telestar or vice versa, it's all money.

Telestar also puts a lot of money into space launches. It's one of the only megacorps with private launch facilities, and nowhere will you find more valuable cargoes, pound for pound, than those that are being rocketed into orbit. They're also rumored to be doing a lot of black research and orbital spying with all of their orbital presence, but nobody knows who's paying for it. Now, you can also get a lot of work running against Telestar facilities, either blacking out communications or (even trickier) inserting custom data into the feed, but be very, very careful what you cut. The Feds run most of their communication over Telestar's SSN-their "Secondary Secured Network"-and if you splice into that, it won't be Telestar's security forces that come after you, it'll be federal hackers with special forces support for "physical interdiction." People who get stupid and cross that line tend to disappear.

Texas Energy & Petroleum (TE&P)

Trade name: Texas Energy and Petroleum, Incorporated
Representative: Duke Morrison
Date of Establishment: January 27, 2003
Sector: Energy
Head office location: Houston, Texas
Operating Areas: Worldwide
Exchange: NYSE

Corporate Profile: The leader in today's multinational energy market, TE&P is constantly inventing new and more efficient ways to provide the energy that drives the world. Involved in extraction, production, and energy brokering, TE&P has numerous plants all over the world and is constantly exploring the far reaches of the planet looking for new sources of energy. TE&P has regional centers in Alaska, Kazakhstan, Nigeria, and Venezuela, as well as its corporate headquarters in Houston. Along with providing natural gas, oil, and electricity, TE&P is also a major player in bandwidth brokering, allowing small companies to dial up their Net connections from a trickle to a flood and back again, all completely automated for your convenience.



"From the fields of Alaska to your living room, TE&P powers your life."

Business & Strategy: Over the past few years, TE&P has invested heavily in establishing footholds in markets around the world. The company's two primary targets, North America and Western Europe, represent the largest energy markets in the world. In Latin America and Eastern Europe, the company has successfully launched new locations and eliminated competition while building its positions there.

Through the first nine months of 2016, sales in the region increased 23 percent, while operating income climbed to 31 percent from the first nine months of 2015.

Technology: (5) TE&P is the global research leader in electricity and natural gas services, merchant energy trading, energy marketing, energy delivery, non-Internet telecommunications, and other energy-related services. Not much goes on in the world of energy research that it didn't invent, reinvent, or steal from somebody. It is, however, extremely focused in its sector and tends not to venture far from it.

Security: (5) While TE&P contracts out to some of the lower bidders in the in-house security market, it often backs them up with its own internal security teams. Lt. Christopher Martinez runs the Oversight and Performance Assurance protocols, so they're a pretty tough nut to crack. He does seem to have a very lenient policy regarding noninvasive Net traffic though. Getting your bill erased for three months is fairly easy, unless it hits six digits, at which point it's next to impossible. TE&P hasn't been a serious target for transnational terrorism for a while, though, so within the past six months it has begun to lower its bids on in-house security arms and software. It's due for a pretty ugly wake-up call in the near future.

Political Involvement: (6) On the record, none. Off the record, TE&P owns half the Democratic Party. The long-standing joke is that it has a politician in every harbor. While most of the times this goes completely unnoticed in day-to-day activities, it has caused dynamic shifts in the global energy policy as well as certain tax reforms. These guys can pretty much get away with surgical strike murder, and have on more than one occasion.

Overview: Cowboys and jockeys, the whole lot of them. I heard their CEO Duke Morrison wears his hat to corporate meetings and once gave a quarterly briefing from his horse, with a six-gun at his side. Don't expect these guys to play by the rules if they think they can get away with it. They hung one guy-literally hung him from a tree-when they caught him trying to play ecoterrorist with one of their coal strip-mining operations. Because of their loose attitude toward the law, though, they're not too picky about who they hire, and they're willing to turn a blind eye to your methods as long as it doesn't make the news. If you work for these guys, you'll probably be guarding a plant or hunting down some Net jockey who hijacked their feed. Or

they may ask you to go exploring in Africa or Antarctica. These guys, more than any other corp, are truly a multinational giant. On the other side, you can make a lot of money working for the ecoterrorists, but they're a right crazy bunch. At least the Texans are in it for money; the Ecos think they're saving the world. Also, a lot of Hackers seem to have fun stealing rides on their bandwidth for their runs. Because of the way their system is set up it's fairly easy to cover your tracks, unless you actually piss off TE&P ... and then they come down hard.

Walker Arms

Trade name: Walker Arms Corporation
Representative: Gen. Grant Walker
Date of Establishment: July 15, 1836
Sector: Military Manufacturing
Head office location: Hartford, Connecticut
Operating Areas: Worldwide, concentrated in the United States
Exchange: Not available

Corporate Profile: September 27, 1896 is the earliest patent date to appear on any Walker automatic pistol. For the past two hundred years, the components of Walker Arms have been working to produce the best firearms available. Now, after numerous mergers, the top minds in weapons platform design are united to create the most efficient, most reliable, and most deadly firearm designs ever. Known for years for its personal and man-portable firearms, Walker Arms has recently begun to branch out into the area of vehicular weapons systems with the recently announced Omega Project. Walker Arms is the preferred provider of two thirds of the nation's governmental security forces and has won more major military and private-sector contracts than any other supplier in the United States. On the leading edge of firearms technology, Walker Arms is foremost in the area of SmartGun technology, allowing for unprecedented accuracy. For those with unique requirements, the Walker Custom Design department specializes in one-off and small-run firearm designs for the discerning individual.

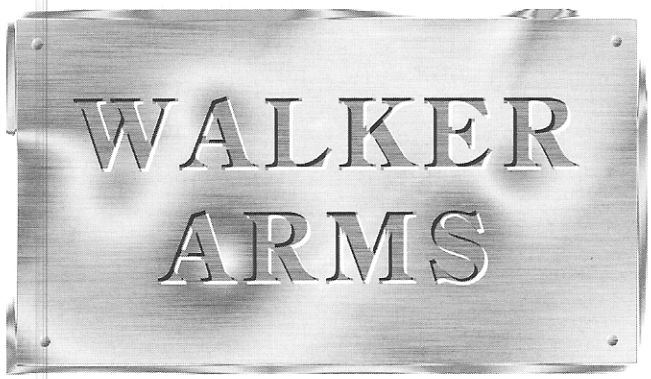
"If it's not a Walker, it should be."

Business & Strategy: Since its inception, Walker has been developing proprietary gun and personal safety devices and is uniquely positioned to meet the increased public and legislative demand for such devices. Walker products continue to be designed to be compatible with the vast majority of owned in the U.S. and abroad. Recently Walker has become focused on preventing unauthorized gun use and unintentional firearm accidents. The company has pumped unequaled capital into the research and development of safety and security devices in addition to continuing the development of Authorized-Only(tm) technology for firearms. Aggressive product development and brand placement, coupled with improved utilization of the company's existing manufacturing capabilities, a strong sales and marketing organization, and an industry-leading worldwide distribution network, provide Walker with the necessary tools for consistent and significant yearly growth.

Walker maintains a strong presence on the Net and continues to update and create online tools for safety awareness, product information, and corporate updates. Walker currently intends to offer firearm safety locks on its complete firearm product line at no extra charge in an effort to establish a routine need for such devices.

Technology: (6) Walker is currently the world leader in personalized gun technology. Over 80% of all patents for personalized guns awarded within the past few decades were awarded to Walker. The "Only You"(tm) has been adopted by a multitude of local law enforcement agencies and is fitted permanently into the grip or the magazine of most household firearms. The "Only You" is a small modular device that is fitted to a gun after purchase and prevents use of the gun unless fingerprint, body temperature, matching implant signals, and a coded grip combination all register as correct by the receptors of a limited AI. The Authorized-Only module is a clamp-on device that can be attached to most firearms models even after purchase. The user wears a ring containing a coded signature, which, when properly aligned with a receiver installed in the grip of the gun, physically drops the trigger into the trigger guard of the firearm, allowing the gun to be fired. Personalization technologies built into the design of a gun, however, offer far superior protection when compared to after-purchase devices.

Security: (8) Walker never contracts out security and over the last six months has started backing up its own internal security teams with Walker family members to ensure loyalty. Due to a recent increase in raids and internal sabotage, most of the security force has heavily updated the amount of contact communication that exists between sites in order to minimize the response time of security teams sent to handle breaches at field sites. It's said that lately the response time to aid a location under siege is less than nine minutes, although it is still vulnerable to hacked invasions, as it is still investigating ways of handling Net



terrorism effectively. As with Chi-NMC, don't get caught. Walker also has a standing "No Warning Shot" policy in place.

Political Involvement: (8) Walker Arms plays a vital role in keeping military and civilian weapons manufacturing firms and associates in successful business environments and has become the one true voice among legislative committees for promoting the extension and preservation of the right to own and use firearms without undue regulatory restraint. Its appointed representatives, composed of certain past U.S. presidents and presidential candidates, meet regularly with current electees in casual environments to discuss upcoming reviews and current legislation. The purpose of the group is to provide guidance when necessary and lend support to the current President and his political advisors. The group often uses the Administration of Former Nations Real Estate (which is sponsored by the past presidents with annual voluntary contributions) as a means of swaying those who can't be reasoned with through normal channels.

Overview: Officially, that slogan doesn't have anything to do with Chi-Corp stealing and copying most of its designs over the past ten years, but everybody knows that Walker is pissed about it. Things have been kept pretty quiet, but those in the know are pretty certain that relations between Walker and Chi-Corp have devolved into actual low-level skirmishes at least three times in the past couple of years. It's usually in the guise of supporting opposite sides of some third-world border war, but when the underground news reports note that two thirds of the dead in some battle were "extranational," it's pretty clear what's going on. Naturally, whoever's side wins the war gets a big leg up when it comes time to get the next contract, and it's said the Walker and Chi-Corp project teams have gone up against each other so many times that the Walker guys speak Chinese and the Chi-Corpers have started screwing soccer moms.

Now, apart from my personal preferences for most Walker guns over the Chi-Corp knock-off counterparts, this little corporate spat is chock-full of opportunities. One of the most unusual things about Walker Arms is that it is privately owned. No stockholders to answer to means it can get away with a whole lot more, and it definitely takes advantage of it. A lot of the profits it makes outside of the U.S. are squirreled away in secret accounts and used when Walker wants something done with the proper level of "deniability." Tech grabs, prototype defense, R&D bodyguarding, even experimental weapons deployment-working for Walker can be almost as much fun as it is dangerous. Walker takes no chances with green operatives, either. If you have enough street cred, you might end up working for Walker, but there's a saying on the street: "Never go to Walker. Walker will come to you." If you are approached, you'll have to give them a yes or no right away, but the reason you can afford to say yes is this: Walker takes care of its own, even contract personnel like you and me. That's what you get from a company owned by a Marine.

Join the Police

Metro Police Service can offer you the chance to work with your community toward reducing violence, crime, and fear, in a career that will be as challenging and rewarding as you want to make it!

If you've spent 6 or 8 years studying things like Humanities, Social Science, Law, Cybernetic Technology, Interface Design, or the Arts, it's more than likely you're looking for some real hands-on work experience.

It's hard to think of any career more hands-on or exciting than that of a police officer. Or more worthwhile for that matter. Moreover, because you've spent so long studying already, as a graduate you can get advanced entry into the Diploma of Policing Practice, meaning the usual 48-month-long course could be cut to as short as 48 weeks at the Police Academy.

Then you can then hit the streets, spending a year in a real police station as a probationary constable and earning real money, and dealing with real criminals. Your last week, you join the Cybernetic Response Team on patrol! Call now and check out this exciting new career opportunity!!

The Metro Police Service in conjunction with Adams Humanitarian University is in no way responsible for injury or loss of life during the course of this program.

"OK, not that any of you care, but I've been working this case for the last couple of months that's just been bugging the heck out of me. There's a lot of 'he-said/she-said' crap, which someone had to be lying about. So, there I was spending yesterday afternoon in the basement of the Dallas municipal records building shifting through a pile of police reports as thick as my thumb, since they don't sim-copy warning citations, cooking in the heat, cursing print and swearing off fashion (note: should not have worn trenchcoat; while maintained detective chic, government building poorly ventilated). What I've learned is you can repeatedly threaten to shoot your ex-spouse in front of your child and police witnesses and still not get arrested. The cops will document it, but can't arrest you because the charges'll never stick. Ever since the lawsuits, they don't want to even question anyone who doesn't have a smoking gun in his hand and the victim's ear in his teeth. Yea, team blue. We wonder why we get so many family violence calls in this town...."

Corporate Security

From Blue/Green: *A Historical Review of the Privatization of the Police Force*, by A. Ragland

"Run the police like any other business. This idea, seemingly radical, springs forth naturally from the precepts of capitalism. With roots dating back to the 17th century,

when private associations would be responsible for the costs of arresting and prosecuting criminals, the notion that the police force could be run more efficiently and economically by a private company has existed for hundreds of years. The first city in the U.S. actually to privatize a piece of its police force was Kalamazoo, Michigan, which in the 1950s hired a private company to provide patrols of the streets and apprehend traffic offenders. From there, it was but a short logical step to hiring a company to do all of the work of a police force. Several cities in the next few decades would hire companies such as Corporate Security, Inc. or Rural/Metro to take over some or all of the responsibilities that had traditionally been held by employees of the city. In the majority of cases, these experiments were extremely successful, sometimes cutting the cost of law enforcement for a city by two thirds while maintaining (or sometimes improving) the quality of the service provided to residents. As the 1900s drew to a close, the occasional 'experimentation' with privatization became more and more common, and by the early 2000s there were a large number of cities (and some metroplexes) that had replaced most if not all of their police, fire, and ambulance departments with private companies. In some cases, these private companies were nothing more than the same employees and structure recast into the form of a commercial interest, in order to provide service with more of an eye toward the bottom line. More commonly, larger corporations (such as Ranger Guard, Inc.) would come in to replace the previous force entirely, many times hiring previous employees of the city but able to choose only the cream of the crop and provide additional employees from their own ranks. With the ability to consolidate training and management functions across numerous enforcement locations, the security corporations can take advantage of the economies of scale that come naturally to a large business venture, allowing them to provide the same services at lower costs. This efficiency, combined with the general efficacy of the private police forces, allows privatized police forces to provide service to the customer with an unprecedented level of cost-effectiveness. It is this value that has made the privatization of police, fire, and ambulance services a common thing in today's world, and the trend toward privatization is not likely to stop there.

"The most important thing to remember about cops is that they're people, and they want to live. They don't want to put their life at risk trying to take yours. The most dangerous thing you can do is make a cop think that you're going to kill him or other innocent bystanders, because then his first priority shifts from incapacitating you to stopping you by any means necessary. Most of the time, this situation is going to end up with one of you dead, and that never turns out well. Even if you get the drop on the cop, you're now officially labeled a cop-killer. If you want to surrender, you better do it on live TV, because otherwise you're not even going to make it to the station. As always, the best way to handle an operation is to make sure they never even know you're there. And for all you chipheads, that's just as true for hacking as it is for real-world ops, so pay attention.

"Now, this next bit about the different flavors that cops come in is fairly comprehensive, but may be lacking in immediate practical usefulness. I'll be saying my bit here and there so that you don't get killed your first night out on the streets."

There are several types of law enforcement forces in today's environment. The basic structure of some of these has not changed in several hundred years, while others (such as the corporate troops that patrol a megacorporation's municipal area) are recent developments, possible only recently in light of the relaxation of corporate regulations and other political developments. The types of various forces that can be found in today's law enforcement arena can be broken down into a few familiar groups.

Small Private Security Departments

These are generally employed by stores, malls, and so forth in order to protect the inventory or property of the employer. While this is occasionally contracted out to a third party, often these personnel are employed by the same company that they work at. ISC and Ranger Guard are both common sources for third-party personnel of this nature. Night watchmen, theft prevention personnel, and recreational security enforcement all fall into this category. The only real power these personnel have is to make a citizen's arrest, after which they must call a member of law enforcement to continue the process of adjudication and punishment. These personnel may carry firearms, depending on what is allowed by their employer.

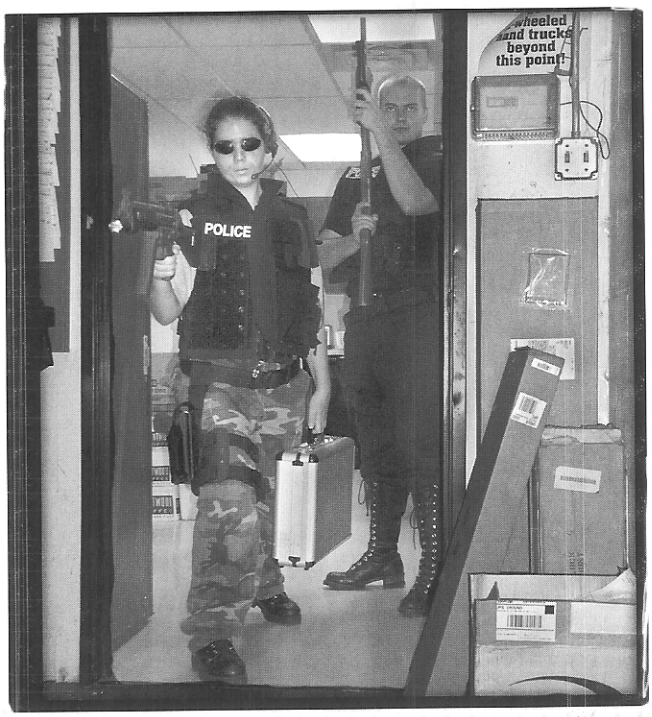
Overview

Ahh, the rent-a-cops of the world: nightshifters, department store goons, and bouncers. I absolutely love it when I run into these guys. I'd say nine out of ten of them are making minimum wage and don't give a damn about the people they're working for or the stuff they're protecting. Even if you wake them up in the first place, they're usually bribable or can be threatened into keeping quiet while you do your business. A lot of times you can get away with cons that wouldn't have worked on a real cop: fake IDs, pretending to be a city utility employee, etc. For the most part, these guys don't care and just want to get back to watching soap operas on one of the fifteen screens they're responsible for. Now, that doesn't mean you can ignore them-it only takes one call to the boys in blue to ruin your whole life. Maybe the boss is watching that day, or maybe he has a yearly review coming up and one more shoplifter or trespasser would look awful good on his record. Or one's been working there for his whole life and has strong personal

attachments with every other person in the store. They'll surprise you sometimes, I can tell you that. If they do see or hear something suspicious, their reaction is likely to differ depending on what they do and how paranoid they are. Bouncers will bounce you at the first sign of trouble, unless you're well known or have some pull with the owners, while a night watchman who hears something will probably go check it out himself and call it in if it looks suspicious. While you'll never need to worry too much about going toe to toe with the average rent-a-cop (you'll win), if you're on the kind of job where you can't be seen or shouldn't be memorable, you should think about going around these guys instead of through them. Use your discretion.

Suburban Police Forces

Often contracted out to a private company, these police forces are in charge of law enforcement for suburban and rural areas. While these forces are actually law enforcement officials, there is often a large difference in quality of services offered due to differences in funding and contractual obligations. While the general crime level is smaller in the suburban areas due to the lower influence of gangs and organized crime, there are often racial or political clashes that end in violence that is just as intense, if less prevalent. The equipment of these forces is usually limited to standard firearms (handguns, rifles, shotguns, and the like) and automobiles, and only rarely will they have any form of air support or advanced cybernetic paraphernalia. Some suburban jurisdictions have taken to sharing the cost of high-threat response teams so that they can have some support when it is necessary, but spotty availability reduces the usefulness of this idea.



Overview

Burbcops. The kind of PD that you spend most of your time blissfully ignoring, until the one time you expect them not to be paying attention and they actually are. These are the small-town kinda cops, who just like everything to stay nice and peaceful. While drugs and gangs aren't as widespread in the 'burbs as they are in the 'plex, they've definitely seen their share, and they probably have a couple of gangs which house all the usual troublemakers. They generally patrol by themselves on foot and in cars (or 4x4s in the rougher rural areas), and will usually try to take care of a situation by themselves before calling in for more support or back-up. They will call for back-up at the first sound of explosions or any military-grade weaponry, though, so keep the boom-boom to a minimum if you don't want the whole force on you. General response times range from around five to twenty minutes, depending on where you are in relation to the station; if they have any air support, it's probably at least fifteen minutes away. That's usually enough time to get away, but it might not be enough time to finish what you came to do. Hope you were already done when the cops are called. The big advantage that burbcops have over most of us operatives is knowledge. They know the area like the backs of their hands because they drive or walk it everyday. Many operatives have been caught or cut off at the pass by a sharp burbcop who knows all the shortcuts that aren't on the chipmaps. More importantly, they know the people-who can be bribed, who can be trusted, who talks, and even who they should expect to see at each building (if it's their usual beat). You might steal Bob's ISC jumpsuit, only to end up talking with the cop who's known little Bobby Jones since he was in grade school. That's when you know you're busted.

Large City/Metroplex Forces

The stereotypical police force, most large urban forces are well trained and equipped and need every bit of it to deal with widespread crime. The largest threats facing the average metroplex force are drugs (and the gangs that sustain them), terrorism, and organized crime. Large forces also have the luxury of specialization, allowing for teams focused on dealing with rioting, drugs, cybercrime, and crime scene investigation. An investigator working for a large city will often have a wide range of resources available to him, including researchers, area specialists, police Hackers (with the appropriate search order), and a full team of medical examiners that can assist in exploring a crime.

Overview

City cops-the archetypical police officers. Assuming you're a citycrawler like myself, these are the guys that you'll be going under, around, and through nine times out of ten. Expect to see a limited response within five minutes or less, and a larger responding force, including possible air coverage or VTVs (if warranted), within fifteen.

Now, you may be asking yourself, "Where do you find these not-so-rare blue-jacketed symbols of justice?" Well, the average cop on the street comes in three styles.

The most basic kind is beat cops. They are assigned a certain area of the city (their beat), usually areas that are densely populated or filled with pedestrian traffic. They patrol that area on foot and usually develop a rapport with the inhabitants and people who regularly frequent the area, similar to the burbcops. Patrolling the same area repeatedly means they're almost always predictable-you can set your watch by their lap times. Predictable is good. Also good is the fact that because they have to carry all of their equipment around, they're likely to be lightly armed if you do have to tussle with them. Beat cops usually patrol alone, but in especially dangerous areas they may travel in pairs.

The more dangerous areas are usually covered by the second variety, vehicular patrol. For most of the city, this equates to two officers in an American four-door, or in extremely rare instances a VTV, doing laps around a district. What this means is that one of the officers can be on the radio while the other is doing something requiring his full attention-like running you down at high speed or trying to shoot you dead. Being able to ride around all day means they get to carry more gear-most cop cars are going to be carrying at least a shotgun and usually a couple of bulletproof vests in the trunk along with plenty of extra ammo and supplies. A lot of PDs also employ motorcycle officers when they need greater agility or are going to be patrolling in areas filled with narrow alleys and back streets. Unfortunately for them, the cycle cops gain all that agility by carrying the same load as a beat cop or less.

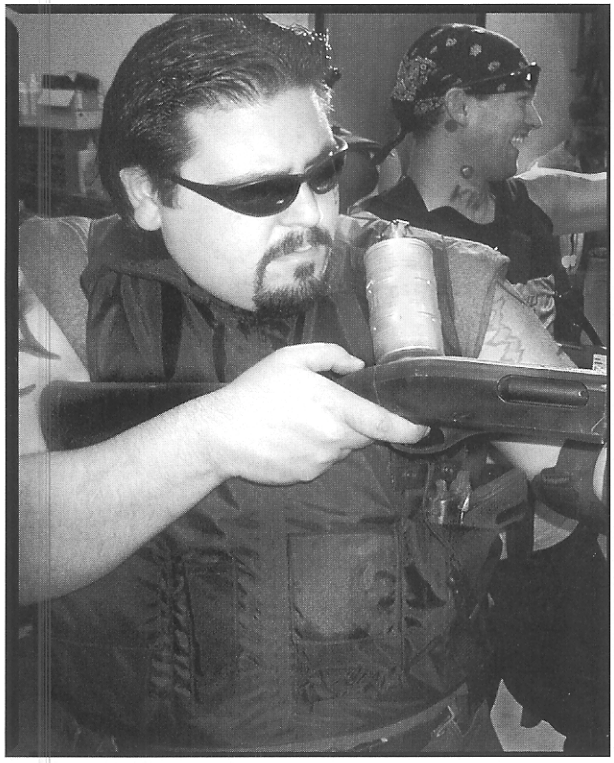
Finally, there are the traffic cops. These guys aren't really that different from the vehicular patrol cars, except that they care only about criminals in cars. Most of their day is taken up with speeders, guys with busted taillights, and the like, but don't let that fool you. Every one of them is waiting for the highlight of his career: a high-speed chase. These guys usually come armed with the standard vehicular patrol equipment as well as a good knowledge of the major and minor roadways, along with fancy heads-up displays that allow them to concentrate on the fleeing suspect. That's you. One of the worst things about having the traffic cops after you is that no matter where you go, there's likely to be a traffic cop in that area ... and unless you've figured out some way to take out their comms, he'll be ready and waiting for you. Your best bet is usually to have some kind of diversion and several escape routes ready.

Corporate Police

Where a megacorporation has created its own municipal area, it must also provide for the safety and security of those living in the area. Thus, the idea of the corporate police force was born. While they must enforce the same state and federal laws as everyone else, the supporting megacorp is free to pass whatever local laws and regulations it likes, often leading to a confusing tangle of sometimes contradictory laws. This legal tangle has created a whole new class of lawyer-the corporate municipal lawyer, a rare breed who can actually figure out what is and is not illegal in a megacorp's municipal area. Both the quality of the personnel employed and the diligence with which they enforce the laws vary widely from corp to corp, but it should be kept in mind that unlike traditional law enforcement officers, the corporate police are charged with protecting the employees of the corporation. This means their protection does not have to extend to anyone who happens to be on the grounds, although most corps value their customers just as much or more than their employees. Equipment and resources available to the average officer also varies between megacorps. For smaller (or more cash-strapped) megacorps, corporate forces may have fewer resources than the average suburban counterpart. Other corporations may place a high price on the security of their corporate municipalities and will thus ensure that their forces are trained and equipped as well as any public-sector employee.

Overview

Corpcops are a pretty strange version of police officer. A lot of them don't even deserve to be called police. They're just corporate security with a badge and a gun. You can really tell how serious a corp is about its security by who it hires and what it equips them with. To give you two ends of the scale, Ranger Guard allows only prior officers and former



military with at least ten years of experience to be corporate police at its headquarters, and the pay is astronomical compared to the standard Guard's salary. Similarly, Ranger Guard corpcops have nothing but the finest equipment and resources at their disposal, but I hear some of that money comes out of the PR and R&D budgets. ICS, on the other hand, generally uses department store cops who've burned out and need a change of scene, so you can guess how well trained and motivated they are. Response times also vary. Ranger can be anywhere on its premise in under three minutes with a full team. ICS takes longer: You have to consider the time it takes to put down the donut, put on the gun belt, and then wait for a commercial before they even leave the station.

The one thing you must never forget about corporate police is that they are NOT there to help you. The only thing their regulations direct them to care about is the corporation, and by extension the employees and customers. Anybody else, if found, is usually treated with extreme prejudice-guilty until proven innocent. If you end up having to deal with the corporate legal system, you've already screwed up. Make sure you don't do it twice, and get a lawyer who understands that corp-muni's laws.

Specialist Forces

While usually found only in metroplexes and large cities, these specially trained officers are sometimes also found in corporate municipalities and suburban areas. Usually trained much more extensively than the average officer, these specialists tend to be experts in one area and cross-trained in several others. Most are excellent marksmen in addition to their primary fields. While the names of the forces differ from location to location (Special Weapons And Tactics, Fast Response Team, High-Threat Response, etc.), the main idea of the groups is the same: to be able to respond to situations in which the average police officer is likely to be unprepared or outgunned. Specialist forces, or SpecFor, are trained to deal with a multitude of situations including hostage/officer rescue, antiterrorism, explosive ordnance disposal, breach and entry, cybernetic threat response, and high-risk warrant execution. The larger the city, the more likely it is to have a specific group for each of the above areas: a bomb squad, a SWAT team, etc. While there are always experts in some commonly used areas (hacking, electronics, lock picking, chemical warfare), members of the team often have more esoteric knowledge. The SpecFor train with and use military tactics and equipment, modified for the civilian arena so as to limit the number of criminal casualties.

Overview

Hoo boy. These are the guys that I worry about. While they aren't all ex-military, a lot of them cross-train with the military Special Forces, so some of them are almost as good. They generally get a much bigger piece of the budgetary pie, which can cause some resentment between them and the guys on the street. Anybody that complains too loudly might notice an increase in response time (usually in the 10-25 minute range) if he ever gets deep in the shit and needs to call for back-up. Most SpecFor officers are really good-some as good as any operative I've seen-and they train constantly AS A TEAM. Some of them are even cybered up, so don't expect to be better than them just because you have a big bankroll.

A SpecFor breach team hit a safehouse I ran once. I put together a chronology, just so that you can know what you're in for when you get in too deep. Mikey had his dialog recorder running the entire time, so don't worry about it, it wasn't that much work. These aren't their real names and I've rounded off the times for easy math.

3:00 a.m. We've come back to the safehouse after doing a big job-hit a payroll of a minor subsidiary of some megacorp. We had to come in pretty hot and ended up doing a lot more shooting than we planned on. The heat was on us pretty good for a while, but we think we managed to get away clean. Most of us are pretty beat but we're still a little wired from the job, so we're up talking when this all goes down.

3:00:00: The power goes out. We're not stupid enough to think this is a coincidence, so we start reaching for our guns, cue up our 'ware, and grab our NV goggles.

3:00:03: Something flies through the window in the living room. The world explodes into a blindingly bright light, as if the sun was the only thing to look at. The concussion and EMP wave hits along with a sound louder than I've ever heard before, and all I hear for the next few minutes is gunshots and a loud ringing.

3:00:04: The front door explodes inward and a dozen men clothed in black start pouring in like water through the front rooms of the house, tributary pairs flowing into each room they pass.

3:00:06: They hit the living room. T-Bird points his assault rifle at one of the men in black and takes six in the chest. I drop my weapon and put my hands up.

3:00:07: Rotgut stands up from behind the couch where he was hiding and lets off a burst with the shotgun. The first shot takes one in the chest, two go into the ceiling. The men dive down and take cover.

3:00:07.6: Rotgut's face disappears in a hail of blood and glass as he is "neutralized" by a sniper outside the building.

3:00:12: The last burst of gunfire comes from the bedroom. Tigerstripe tried to let off a grenade, but they shot him before he could pull the pin.

3:00:15: The operation is over. Those of us still living are handcuffed and taken away.

Fifteen seconds from start to end. They get the money and a dead ringleader, but it never made the news because

of corporate maneuvering. I get out due to some prior arrangements made with the local evidence clerk for just such an occasion. I made several mistakes that led up to that night being as successful for the cops as it was, but I was lucky-I lived, and I won't make those mistakes again. Think of me whenever you're feeling safe after a good run.

Uncle Sam's Misguided Children

Now, I feel this little lesson wouldn't be complete without spending at least a little time on the military. Your chances of surviving go way down if the actual armed forces start coming after you, but you should know at least a little about them.

The military has changed from the lumbering giant that it was back in the Reagan era. Today's force is a lot leaner, and it tends to go for a few expensive toys rather than lots of cheap ones. In the past it would operate inside the country only in times of extreme need-rioting and the like. Now, with the dramatic upswing in domestic terrorism and the increasing use of military-grade hardware by organized crime, the gloves have come off, and it's no longer unusual to see an armored personnel carrier rolling through the tougher streets of the big cities.

The tech these guys use is generally at least a generation ahead of the stuff out on the street. They get the latest prototypes from Chi-NMC, Walker, and Ranger and usually even get paid to use them in combat situations. Their relaxed

rules of engagement even allow for a limited amount of collateral damage (read: civilian casualties) if the alternative (rampaging gangs with machine guns) is bad enough. They do occasionally go way overboard, such as the precision bombing of a hotel being used as a terrorist base in Los Angeles. Three undercover cops were killed, and the resulting media frenzy led to a presidential directive banning bombing in urban areas, a directive that is almost always followed.

Luckily, these guys don't get involved unless you threaten national security. Lemme give you the national commandments real quick:

1. Thou shalt not conduct terrorist activities.
2. Thou shalt not hack government datacenters.
3. Thou shalt not interfere with government communications.
4. Thou shalt not carry prohibited cargo across the border or across state lines.
5. Thou shalt not rob federal banks.
6. Thou shalt not attack or trespass on any federal institution.
7. Thou shalt not attack any politician at the state level or higher.
8. Thou shalt not interfere (accidentally or not) with government black ops.
9. Thou shalt not use military-grade hardware in the commission of a crime.
10. Thou shalt not cause more than $50,000,000 in property damage.

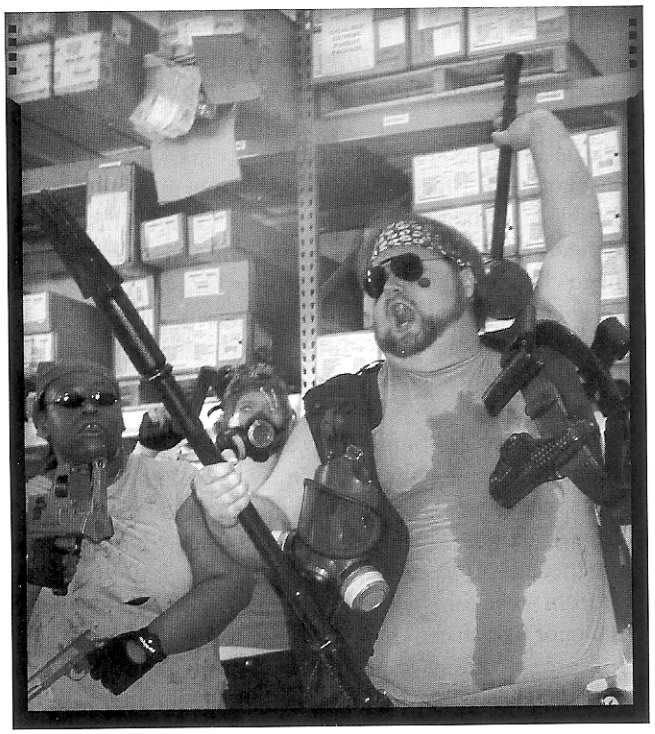
Numbers 9 and 10 are somewhat flexible-it's the city's (or megacorp's) choice whether it wants to involve the military, and some don't because they don't trust the military not to cause more damage than is already done by the criminals. Stay away from the other eight if you can, because those will bring Uncle Sam's boys down, and they hit hard and fast. Depending on what you stole, broke into, or killed, you might get anything from a Special Forces team to a full company of troops with associated support. When that happens, you have two choices: hide long enough for them to forget about you, or go to the media and hope for some public sympathy (or outrage, depending on what you did). Do NOT try to fight them toe-to-toe, because you will eventually lose. My advice on this, as it is in all matters, is simply this - Don't get caught.

Gangs

Eat Netiquette and Die!

I heard this one about a year ago when I was living up in Seattle. A newbie shotgun rider seemed to think it was happening all the time in and around SimReal, but that seemed unlikely to me. Anyway, here goes:

The story is that a new braingang initiation ritual has become prevalent in recent months. The Hackers pile



together on a node and hang out near the high-traffic zones, beaming back and forth from place to place. The first person that drops them a line telling them, "Hey, idiot, that'll get you killed here!" becomes their prey. The gangbangers then pursue the Samaritan and the initiate must blank his chip down without mercy.

Sounds like a myth, right? But do you suppose there is a kernel of truth to the rumor that perhaps somewhere at sometime some thugs did, in fact, use this modus operandi?

Guide's note: Sounds like a myth and is a myth. Since the early '10s, this rumor has hit just about every major chat room in the U.S., but there are only 217 documented cases of incidents exactly fitting this description occurring, which police insist are apparent "copycat" instances.

While maintaining that the rumor is false, most law enforcement agencies are still recommending to the public to play it safe when dealing with apparent knobs in high-profile zones of the Net. They probably fear that growing publicity will spark another copycat occurrence.

The Profiles

These days, you can't throw a drunken hooker without hitting someone who thinks he knows something about gangs. Gang profilers. Gang psychologists. Gang chopdocs. Gang atoms. Gang deprogrammers. Gang warfare specialists. Gang-defense motivational speakers, for pity's sake. Well, I'm here to try to clear out some of the fog. You don't really need to know where they came from, who started 'em, why mommy didn't hug them enough, or what poor sob stories from their childhood led them down this misdirected path to a life on the streets.

What you need to know is what's going to happen when you walk around a corner some dark night and come face to faceplate with a dozen Hive Drones. Are they going to kill you for looking stupid? Should you kill THEM for looking stupid? Are there a hundred more just out of sight? And if you have to put some of 'em down, are their friends and relatives going to come through your window a month from now?

Every 'plex block has its own "gang", whether they merit the name or not. The small-time, local-boy stuff isn't my problem, and probably not yours. I'm going to stick with the big players. The gangs that have their own WAN codes. The gangs that are big enough to merit concert tour stops. The DANGEROUS ones.

You'll almost never encounter Gangers except on the street itself. There aren't as many targets inside a building, no matter how big it is. No building will offer as many directions to attack and escape, either. Gangs prefer ground level. It's their natural habitat.

What they all tend to share in common:

- Typical member has an average of 117 arrests by age 30.
- 72.5% believe that "fear is the only effective means that you can use to control people."
- 36.1% have been in court-mandated psychological counseling, cybernetic removal, or therapy.
- 43.8% have been in a drug/substance-abuse counseling program.
- 61.0% indicate "I believe in God", and 78.2 percent expect to go to hell in the afterlife.
- 4.7% have tried to quit the gang.
- 84.8% have been "violated or brutalized" by their own gang.
- 94.7% have murdered someone to defend their gang or their turf and will do so again.
- 96.7% are willing to die for their gang friends.

The Hive

"My name is Hive," he replied, "for I am many."

The Hive is one of the lesser threats. Yeah, they knock over stores and peds for quick cash, but who doesn't? They don't eat their dead, they don't strip bodies for parts (usually), and they don't turn their turf into a free-fire zone for anybody who wanders in. They live for sensation, the weirder, the better. If you want to make a solid contact, offer 'em a case of good hallucs and a safehouse to bend in.

What they're about: Sensation. Theirs, yours, whatever. They're wired into each other so thoroughly it's hard to tell where one mind stops and the next ones begin. After a few weeks, there's not much practical difference anymore. They're mostly interested in being left alone, but they need to make enough money to support their cyber and drug runs.

What they wear: The easiest way to spot a HiveDrone is by his face. He doesn't have one. HiveDrones have their

faces covered with a heavy plastic plate, to protect their sensor arrays. Notice I didn't say "eyes." Under the faceplate you'd have a hard time identifying anything that looked human. Most of the sensory organs have been replaced with a variety of cyber systems, and where one range of senses is good, three are better. Expect them to field everything from ultrasonic sonar to micromillimeter-wave radar. Optic, audio, seismic, olfactory, you name it; someone in the gang has it.

And if ONE HiveDrone has it, they ALL have it.

The core to the system, what makes a HiveDrone different from some sense-junkie on the street, is the interlink system between them. It's a form of the sensory cutouts and overrides that body pirates or meat-monkey pilots use. Simply put, any HiveDrone can sense what any OTHER HiveDrone can. They eat, sleep, breathe, move, and, worst of all, fight, as a single unit.

What they pack: The Hive usually doesn't run much of anything bigger than small, suppressed autos. No shotguns, no grenades, no rifles, nothing like that. Light to medium armor, usually orange or yellow and black. They're big fans of smoke grenades, flashbangs, trip flares, anything that distracts, confuses, or blinds an enemy. Odds are, whatever they toss out, at least one of them is in a position to ignore it, and that means they can ALL sight around it. In a firefight, these guys take "forward observer" to a whole new level.

They've lived with the link long enough that they can triangulate in the blink of a shutter. The safest way to think of it is that cover doesn't matter. No matter what you're behind, in, under, or on top of, if at least one of them can see you (and remember what kinds of sensors they're looking with), you can expect rounds to punch through your comfortable wall right on target. Don't consider anything cover unless you're sure that it's heavy enough that they can't shoot through it at all.

On the flip side of the coin, it also means that they don't usually have to expose themselves to shoot at you, either. All they need is one HiveDrone on a rooftop with zoom, and all the rest of them need is slits for the gun muzzles.

The Hive is just like a wasp nest. It sticks to its own business, but if you poke it, you get the whole swarm in your face.

Who runs the show: As far as I've been able to find out, nobody outside of the gang has ever met the Queen. (I haven't been able to turn up anyone who's ever left the Hive, either.) There are a lot of rumors floating around, of course. Some think the Queen is a stolen C3 AI that got delusions of grandeur and uses the HiveDrones as remote waldoes. Some think she's a semi-retired immersion junkie who's let her body waste away while she surfs the minds of the Drones. A few people have told me flat-out that she's a Hacker who got brainbaked, and all that's left is her brain pattern, connecting the HiveDrones and guiding the Hive. If you ever find out the truth, look me up and let me know.

The Templars

"Drugs are strong, Government even more so, Women make fools of all of these, but the way of the Templars will conquer all."

The Templars are almost universally known as "Fairies", just not to their faces. They prefer to live in some fantasy-land idea of the world, where they're "knights of the city, defending the helpless" or something like that. They're huge vid fans, always looking around for a new delusion to live out. They run some low-level crimes for cash, like theft, v-jacking, or other petty stuff. Occasionally they do a grab, but bizarre as it sounds, their targets are rarely injured. By them, anyway.

What they're about: You've always heard the old joke about bringing a knife to a gunfight. Well, the Fairies do that as a lifestyle. They practice with high-end PolAl swords, knives, axes, and even big spear things. No, honest. They see themselves as adventurers from a thousand years ago, or from some fairy world. They operate by their own code of honor (which can change awfully damn quick), and they run around doing what they consider good deeds. Of course, what they call good deeds might not always mesh with what everybody else thinks.

What they wear: Usually, you can spot a Fairy pretty easy, because they prefer white body armor, usually vests and limb plates. Don't get me wrong, they wear some pretty good light and medium gear, but they stick out like a blown cap. Although you might be tempted to aim for the weak spots around the armor, ten outta ten Fairies I've run into have heavy plating under the skin, too. That fantasy kick apparently doesn't rule out combat cyber.

What they pack: As I said, the Fairies tend run with bladed weapons. They don't usually fight as a group; they like to challenge people to single combat with the ranking Fairy at the scene. If somebody takes them up on it, they're pretty good about sticking to the bet, or whatever stakes are set for the fight. The leader, once he gets into combat, will start raving and acting all dramatic. Somebody or two in the shadows will be filming the fight, and they like to look their best. He'll also kick in his cyber and combat drugs; there's no easy way to take down a Fairy once you're in reach of each other.

Problem is, whatever their delusions, the Fairies aren't stupid, either. Whenever they set up a "duel", there are always at least half a dozen snipers around with heavy bipod rifles. The Fairies call them "keepers of honor." Everybody else calls them backstabbing bastards. As long as nobody on the other side tries to interfere and the guy fighting the duel doesn't go for a gun or anything else the Fairies consider cheating, you'll never know the snipers are there. Once somebody pulls a gun, heads start exploding and the Fairies pull out. If you ambush them outside of a duel or come down in a group, the Fairies will pull back-up pieces and start blazing away. Those damn snipers will be

around somewhere, too. Lucky for most other gangs, the Fairies aren't interested in winning gunfights, just in ending them and getting away. If they have a safe line of retreat and can get their wounded away, they'll abandon the scene as fast as they can. But some morning soon, there's going to be somebody in white armor hiding in your shadow, and his sword is waiting for you.

Who runs the show: The leadership of the Fairies rotates pretty often. They duel for it between themselves. Usually, fights for rank aren't to the death, but on the other hand, with the drugs pumping and strength jacked up, you can get laid out pretty fast. Currently, the leader is a woman who goes by De Molay, after some vid character. Anybody can come in and challenge a Fairy for a place in the gang. If the Fairy loses, he doesn't get kicked out, but he becomes the new Ganger's servant and right-hand man for a week or so. In theory, an outsider could come in and challenge De Molay for leadership of the gang, but I don't see anybody winning that kind of fight anytime soon.

The Jaz Junkies

"Got the needle. Got the Skates. Let's Rush."

The Jaz Junkies are pretty far off the usual gang structure. You usually won't find them in groups, they're mostly from corp families, the average member doesn't need to worry about money, and they don't start fights just for the hell of it. So why should seeing a Jaz Junkie worry you? Because odds are, he's about to trash everything in a ten-block area.

What they're about: The Jaz Junkies are all about fast thrills. You'll see them climbing onto moving cars and running from roof to roof across traffic, or scaling up or down bridges or buildings, or grappling behind vehicles and skating behind them through traffic. Just on their own, they're not terribly dangerous. The problem is, every time they pull one of these stunts they end up destroying traffic for a wide area around. The average city driver's reaction to having some kid slam onto his roof is to hit the brakes. For most remote vehicles, the safety overrides will try and slow down to a safe stop, but the Junkies don't go for them much anyway. So one Junkie runs across a street full of cars, and a half dozen accidents happen in a second. That ties up traffic around that area, which leads to road-rage incidents, and life gets ugly for hours. Or they skate behind a car. If the Junkie's good, he can hide behind the car's own bulk and the driver won't know he's there for a good while. Meanwhile, cars behind him are panic-braking or veering away as he swerves towards them, and so on. More crashes, more deadlock, more violence. And if he sends a car off into a building, through the peds on the sidewalk, it's that much worse.

What they wear: The Junkies are usually spotted in bright, clashing colors. They WANT to be noticed, after all. Most of the time they don't have any armor or safety gear, because that would defeat the whole purpose. Some of them sport cyber from past injuries, but it's not common.

What they pack: Again, the Junkies are off the chart for gangs. Most of the time, you won't see a Junkie packing at all. If he has a gun, it'll be a small holdout of some kind. Of course, when they get in trouble, they run for the Metros or for the nearest corp checkpoint. After all, they have corp locators; the Metros or corpguns can pick them up a block away. And guess what's going to happen when the corpguns see some poor, unarmed corporate baby seal running for his life from a dozen pissed-off street people?

Who runs the show: There's not much in the way of structure to the Junkies. They sometimes coordinate their stunts using sim reality run-throughs or meet to swap stories at coffee shops, but there's no real leader or rank involved. Their membership changes all the time as they get bored and move on to something else, or new victims decide to try being a Junkie for a week or so.

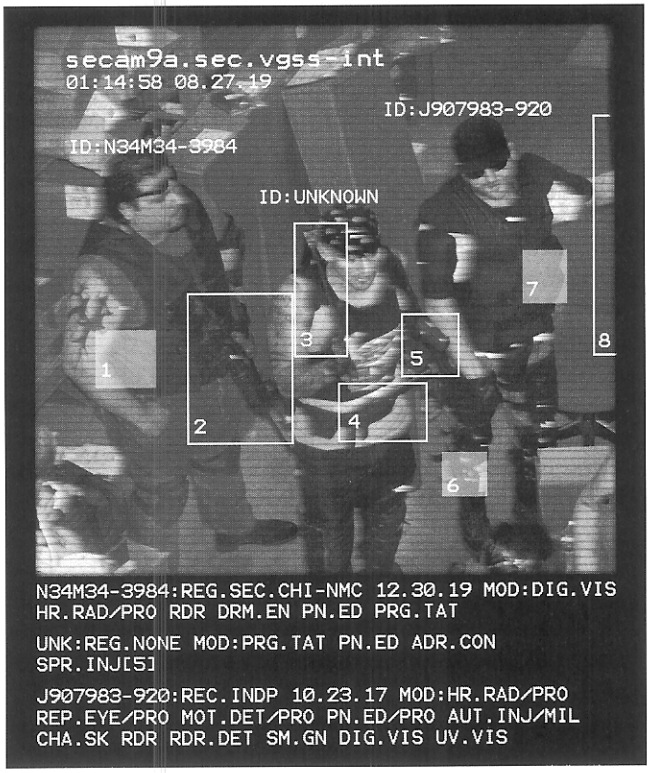
The Puppeteers

"Don't worry, this'll only take a minute. I'm going to make you a legend."

The Puppeteers are just about the scariest gang you'll encounter, because if they come after you, there's no defense against them. None.

The only way to fend them off is not to be targeted in the first place. Of course, they can only 'jack you for a few minutes, but that's far too long.

What they're about: The Puppeteers are all about being bodyjackers, plain and simple. Using high-powered comm



gear and brute-force encryption systems, they can signal in through your datafeed system and take limited control of your Net presence in Sim Reality. While they're in control, you won't get any input from your datafeed. In real terms, you're Net-blind, -deaf, and -dumb. But don't worry; they'll put your avatar to good use. Just be warned, people have gone over the edge after having their senses turned off for just a few minutes while they can still feel their body running around and fighting. Most just dump out, leaving the Puppeteer in complete, unchallenged control of their Net presence, their programs, and their node. But don't worry, a Puppeteer always has a specific purpose for 'jacking someone.

Maybe you're in a bank they want to steal bearer sticks from. Maybe you're close to somebody they want to drop. Maybe you're near a node they want data from. Maybe they just want to frame you for something. But don't worry, it's not permanent. Once they're in control, they get the job done and drop you.

What they wear: Odds are, you'll never meet a Puppeteer face to face. That's the entire point, really. They don't need heavy gear themselves. Usually, they'll hire some better-than-average muscle to watch over the safe house they 'jack from, but that's really just against accidents. Unless the Metro eyeballs run 'em down in the process of 'jacking, they're almost untraceable. Of course, when the Metros DO pinpoint a 'jacking source, they trash the hell out of it. Netjacking is unwritten as an automatic death sentence, after all. The Puppeteers are well aware that if they're caught, the only options are death or escape, so they're prepped for escape at any cost.

What they pack: Again, they don't need that much in the way of physical gear. More importantly, you need to consider what's going to happen when someone around you gets 'jacked. A Puppeteer pawn always has, at a minimum, a decked-out system and enough programs to make him a target. Usually a chosen pawn will have a R0v3r, because it's easier to override and control a Hacker by establishing a link through his AI. Make no doubt; if the only person in the wrong place at the wrong time has nothing but the basics, the Puppeteer will have to make do with him. A pawn will be a little uncoordinated while he's being 'jacked, but he'll have no regard for danger, either. After all, to the 'jacker, he's a disposable one-shot. The pawn won't be concerned with witnesses, either, so a hit right in the middle of a high-traffic zone is entirely possible. So is a kamikaze run on a government data fortress. If something physical is being stolen via remote, the pawn will need to get it to whatever drop-off point the Puppeteer has set up. Most of the time, this will be something like a remote cab, a disposal chute, or anything else that can't be easily pursued or tracked.

Once the job's done, the pawn is dropped. The Puppeteer will be packing and bailing as fast as possible, wherever he is. The pawn will take a while to recover as his connection resets itself or has the safety systems shut it down. The best way to avoid the Puppeteers is simply not to be wandering SimReal. If you're not there, they can't touch you. It's that simple. If you have to be there, be wary.

Who's running the show: No one I know has ever met (or will admit meeting) a Puppeteer. Besides the automatic death sentence, there are a number of under-the-table bounties being offered on their heads. They're pretty much universally hated by everyone on the streets. They usually pose as regular Hackers, normally of less than average skill. There's no way to identify a Puppeteer that I know of, outside of detection during a 'jack.

Sanity Claus

"Pay up or suffer. I don't care which. Merry F@kin' Christmas!"*

Sanity Claus is the most feared gang on the streets. Much like the Puppeteers, you probably won't ever meet one face to face. You'll get an untraceable note telling you that your protection payment for this month will come to a certain amount that you need to transfer to an anonymous account. My advice is pay them and get on with life.

What they're about: Sanity Claus is an extortion group, no gray area here. They collect protection money from business and wealthy (relatively speaking) individuals, to not blow them up. Nine times out of ten, they are paid right on time. That tenth time is the reason for the 20-foot-wide crater in the sidewalk you passed on the street last night.

What they wear: The only constant signature Sanity Claus leaves is that the packages are always "signed." A bag of some kind will appear out of nowhere at the target area, and it will always be "signed." It may be something as innocuous as a single Christmas sticker somewhere on the bag (but visible without touching the bag), or as obvious as a decorative wrapping paper over the whole package. They also pack scraps of Christmassy paper around the explosive, and almost inevitably much of it will survive the initial explosion to flutter around the scene afterward.

What they pack: Whoever and wherever they are, Sanity Claus has access to high-quality ingredients or finished explosives, and a skill pool of talented bombers. A package will explode when touched; if someone notices the "signature" and tries to evacuate the area, it will go off on some hidden command. Depending on the location and the target, the bomb can vary from a small, high-impact charge designed to shatter buildings and armored vehicles to a shrapnel-packed area charge designed to cut down crowds of peds. The charge will very rarely be designed to burn, although there are obviously secondary effects that often cause a fire.

Sanity Claus is one of the few gangs that has openly targeted cops and public transit alike in the past, though most of the time the Metros are paranoid and equipped well

enough to pick up the signature or the explosive itself before they touch it. Even when they're caught in the blast of a command-triggered charge, the response teams are usually armored enough to survive it, if not remain completely untouched. When a trooper has the bad luck to touch a package unaware, the antiarmor charge will usually destroy everything within a few feet. If Sanity Claus contacts you, the obvious solution is to stay away from anywhere they could plant a bomb, but that's not as easy as it sounds. They've managed to get packages inside corp arco bathrooms and private complex phone cubes, and close enough to armored limos or VTVs to punch through 'em.

Who's running the show: Despite HomeSec, the cops, and various corp and private teams, no one to date has been able to trace where a Sanity Claus payment disappears to in the Net. There have been a few incidents where a ringer tried to cash in on Sanity Claus' rep and collect a payment or two for himself, claiming to be one of them, but so far every one of these posers has found himself an explosive surprise within a few hours. At present, the Feds haven't bothered to look into it, stating that they are otherwise occupied with more prominent trans-national terrorists and that extortion should be handled by the "local smokey."

The Arrowheads

"White's not a color. It's a lack of color. Screw Martin Luther, I want my pound of flesh."

The Arrowheads are a loose collection of smaller groups that sort of have common interests. Each group will be of a single ethnic group trying to act out what they see as their "hereditary ways." So you get black groups with face paint, faux animal skins, and spears or cleavers, or Asian groups with furs and bows, or Amerind groups with bows and small axes. Some of them have pretty weird ideas of what their ancestors would have looked like, but most of them haven't seen grass their entire lives either, so it's not too hard to understand their lack of accurate research.

What they're about: The Arrowhead tribes are the biggest gang to follow what people think of as a "standard" gang pattern. They do lots of low-level, violent crimes to keep the gang in weapons, drugs, and so on. Although the "tribes" bash on each other often enough, when an outside force hits a tribe the others will back them up. If you can drive off a tribe within a reasonable time (a few minutes at most), you can usually get off the scene before more tribes show up.

What they wear: Each tribe has its own "look", depending on what ancient group they're trying to mimic. A lot of them use face or body paint and tattoos. Feathers are popular, as are animal skins, whether they're plastic prints or slashed-up seat covers. Even if they look mostly naked, expect cyber armor or other enhancements. They may look unprepared, but believe me, they're packing.

What they pack: Again, each tribe has its own style, though almost all of them have some sort of bows or crossbows. You might also see spears, axes, or other throwing weapons. They tend not to go for close-up melee weapons (except the faux-Viking tribes). Often they'll be carrying holdouts, or a few members will be lurking out of sight with longarms, just in case they run into someone who knows what century they live in.

Who runs the show: Each tribal group has its own "chief", and they get together every so often to beat each other bloody and decide which tribe is supreme for the next few weeks. Some of the local tribals I've met go by Screaming Winnie Bear, Shaka Kahn, Beorn the White, and Gingis. Original, well informed, and proficient spellers, they're not.

Urban Breakdown

"Where you see only garbage, I see a really, really big gun."

Urban Breakdown members are the modern-day cannibals of the Plex. They don't waste anything. Although the idea of Gangers using pieces of vehicles, furniture, and street debris for weapons and armor may seem funny, remember that the piece of plating they wear as a chest piece stopped bullets just fine before they tore it off a cab. And high-density batteries and industrial machinery will chunk a steel spike through a car just as well as a heavy rifle will.

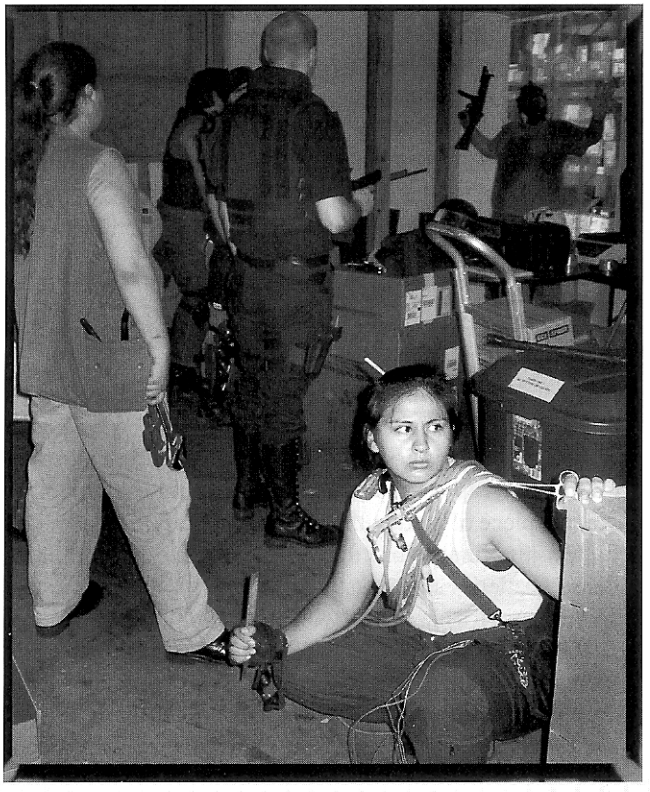
What they're about: Urban Breakdown Gangers consider themselves true natives of the Plex. Everything they need, they get from their surroundings-food, clothing, armor, shelter, whatever. They have the skills to rebuild the pieces

they collect back into functional gear, so they have to be learning from someone. They're dangerous to be around, because they'll jump you in a pulse if they decide they like your jacket.

What they wear: Well, they're distinctive, no doubt about that. Some of them might look like any other street rat because they took their clothes from someone they just put down. Others are going to be wearing parts of street ads, storefronts, BalPlas windows, car plating, whatever catches their eye. Fortunately, they don't pack that much obvious cyber, because they prefer to do without.

What they pack: It's hard to say for sure what you're going to see. Yeah, they're salvaged scraps and macked-up weapons, but I've seen one launch a piece of steel pipe far enough into an armored car to shrapnel the crew. Lots of hand weapons are the baseline, with a few crossbow-style rigs. Some of them go for the chain-edge motif, using whatever chain system they can scrape up. Others go for the "lots of small bits" line of thinking, with shotgun or grenade launcher results. Then there's the "big heavy projectile" school, using compressed gas or heavily altered hydraulics to throw pieces of pipes, bricks, or poles, some as big as my forearm Every Ganger has his own pet project, and every group fights differently. They know what their gear can and can't do and they plan for it. Just because they're too stuck-up to use a cheap Chinese shotgun doesn't mean they're not willing and able to put down the cheap corpsec wannabe using it.

Who runs the show: There are a handful of old geezers I've seen at a distance who seem to be the brains of the group. They're the ones who have the know-how to engineer all this crap together. A Breakdown Ganger scrounges up his own materials, but when he gets stuck trying to make it function, he retreats back to the Council to show him how to make it work. From the information I've been able to pick up, they used to be engineers back about 15, 20 years ago. This is their form of striking back at what the world turned into around them. They hate the corps and the govs, and they teach anybody who wants to learn how to kneecap them at every turn. The cops can confiscate and destroy every weapon they come across, and the govs can ban imports of armor and ammunition, but nothing can stop Urban Breakdown from making guns out of Coke machines. In another life, these guys woulda been cockroaches.



Playing Digital Burn

There are no blanket origins in the Digital Age. There are no wild card viruses, handy mutant genes, radioactive spiders, or pulp heroes. Every character decides for himself whether or not great power equals great responsibility. Behavior in DB is not dictated by alignments, or in most cases even by laws and punishments. Behavior is a personal choice. Choose well.

Live fast. Love hard. Die with a gun in your hand.

Here ends the lesson.

GMing Digital Burn

There is only one mantra to keep in mind: "This is only a game, so have fun with it." If you've misread a rule but your players are having a blast, don't mess with it. If you think it's not gritty enough but your players are beating you with sticks to run the game again and can't stop talking about last week's game, screw the grit. There is no score or tally on GMing. There are no commentators or gala events. Your players are either having fun or they aren't. Period. Also, DB is not for everyone. I've personally run games that were only five hours long but were completely exhausting, mentally and emotionally. Do not take it as a personal failure if your players just don't "dig" DB. It's harsh, cold, and more than a little violent.

We've left a lot of stuff in here for plots and metaplots. In an effort to spur ideas, let's start by asking 10 questions.

1. Whatever happened to Chandler? Who funded him and how'd he get out?

2. Cloned body + AI = what? How do you know you aren't one?

3. Why did Japan go into robotics as opposed to cyberware?

4. Who funds the Hive?

5. Rev. Phillip Kekli-Aragoniez: Warning shot or dipstick in a robe?

6. Considering Chandler happened before cybernetics were common, that means someone was preparing to promote cyberware over cloned parts, even before the Angel Hardaway incident, doesn't it?

7. What is the final purpose of Urban Breakdown?

8. Just who has been throwing terrorist satellites into space, and why doesn't anyone know?

9. Would another, smaller corporation be able to spark a corp war between Walker and Chi-NMC?

10. What if all this is just corn-fed media crap and no one knows the real story except a circus-dwarf blank who lives on the south side selling blood for cheap booze?

For those interested, check out our website at http://www.lrgames.com/digitalburn/ for further information and plot ideas.

Alternate Realities

While we have made every attempt with **Digital Burn** to offer you a complete roleplaying environment, you can also create any kind of advanced setting you want. Using these rules, you can combine the dark future with some elements of other genres if you who want to explore a different kind of campaign. Here's a brief overview of possible campaigns suggestions.

Kast in Khrome

In this setting, the world of magic collides with the dark future in that chocolate and peanut butter kind of way. Warriors using enchanted weapons duel with decked-out, gun-toting Mercs and the monsters of fantasy are set loose on the burning city streets of Downtown USA. In this type of campaign, cybernetically enhanced orcs could mingle with street Hackers and werewolves could begin killing the Dallas Underground despite the best efforts of the Mechanized Police Force.

Recommended Reading: PHB, Shadowrun

Last Reichs

In this setting, Germany never lost WWII and the SS still openly prowl the streets of our world. Hitler's chosen prodigy follow in his footsteps, seeking to establish the Third Reich as the Master Race once and for all, using genetic manipulation and brainwashing techniques the likes of which the world has never seen. All this is done in preparation for the return of the ultimate Father, who remains frozen, awaiting for his triumphant return. The casualties are extreme, and with the invention of the Full Immersion Internet and cybernetic soldiers, things are as bleak as they've ever been. Allied troops, now armed with weapons of mass destruction, hold the key to saving the world from her enemies or destroying her for all time.

Recommended Reading: Weird Wars

Cybernetic Cafe

In this setting, Japan is the battleground as a reawakened enemy from another age returns to threaten the world anew. Goblins and bakemono wage war with cybernetic samurai and the Taint has reached the borders of the Internet. Once there, it has begun using the Net's massive connections to expand from mind to mind, unhindered by terrain. Representatives of the eight great megacorporations and all of the minor corps have put aside their differences to fight the ever-growing Taint, knowing that the world will blame them should they fail to prevent the shuffling horde from attaining global domination.

Recommended Reading: Oriental Adventures, Legend of the Five Rings

Western Digital

In this setting, the West was never won. The Civil War continues to drag on, stalled by some horrific occurrences neither the U.S. nor the Confederacy want the public to know about. The Indians have claimed the Net as theirs and AI "spirits" have granted them amazing powers within the confines of the digital realm. There's something going on in the American Midwest and everybody knows it. Undead creatures from man's legends sport high-tech enhancements and state-of-the-art firepower and lurk in the shadows of small towns and superscrapers alike, and strange cults chant, singing of horrors still to come.

Recommend Reading: Deadlands

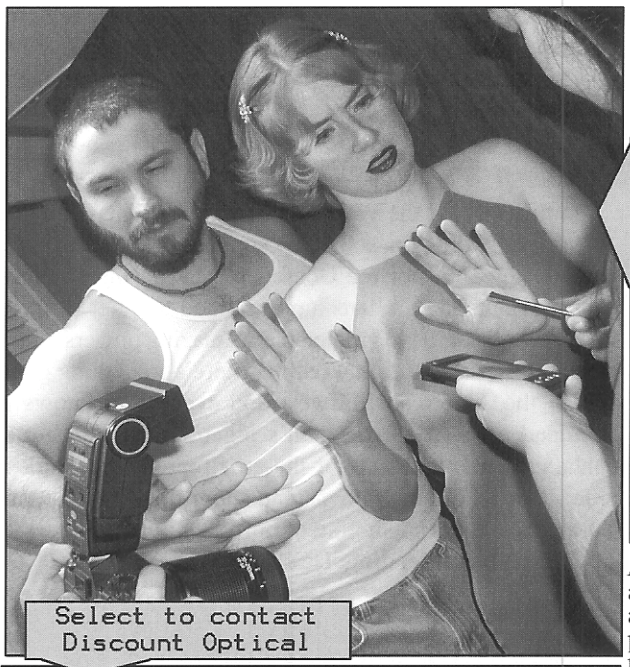
THE DAILY INQUISITION

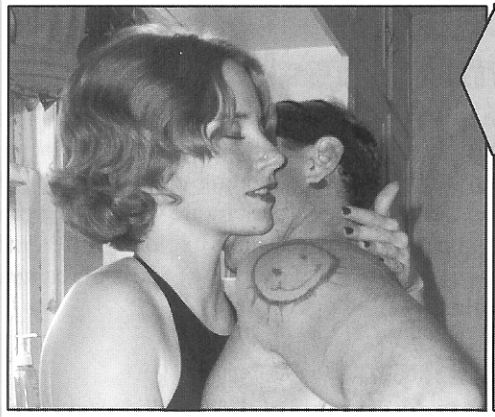
"Just the Good Stuff, All the Time!" Updated Hourly, Downloadable Everywhere

CLARA'S BOY TOYS?

Socialite's Steamy Secret!

Who is the mystery man keeping Clara company? And does Sergei have something to say about it?



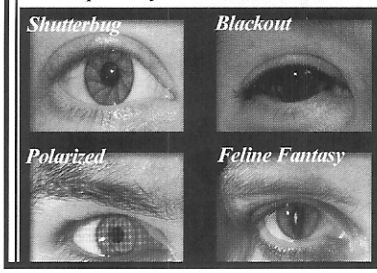


LEFT: Socialite, philanthropist, and CEO Clara Griffith Lasky and rocker Sergei "Nighthorse" Zarzamora emerge from a room at the Valhalla Arms early this morning. "We were discussing a potential business deal" says the clever Clara. But the negotiations must have been long and brutal: according to our intrepid correspondents, Griffith Lasky and Zarzamora checked in to the hotel three days ago without taking a break from bargaining to go out and catch a bite, judging by the stream of room service deliveries to their door. When asked about the nature of their deal, Zarzamora refused to elaborate, saying that no contracts had been signed. "Clara is a wonderful person and it is an honor to do business with her," he added. "We hope for a long and mutually profitable association."

ABOVE: Hope away, Sergei, for it seems Clara took no time to rush to a less-savory zone of the metroplex and engage in a little outside arbitration with an as yet unidentified person about ninety minutes ago. Anyone with info on his ID or who has any sort of news items can, as always, contact *hotscoop* at *dailyinq.telestar.mc*. Any items we print will earn you $50 and pictures are worth $150.

DISCOUNT OPTICAL

Popular styles available include:



Paid Advertisement

"She's got her father's eyes!" But you don't have to be stuck with them! Discount Optical's affordable payment plans ensure that good vision and great looks are within everyone's budget! Choose from our large stock of cosmetic and multifunctional models at no down payment

Prestige Classes, Multiclass Paths, and Beyond

Within the world of Digital Burn, prestige classes occupy an elite and privileged niche. They represent membership in an organization that not just anyone can attain. They are a breed apart-rarely seen but often felt by their broad influence. They are elites in the truest sense of the word.

This selection of prestige classes is not meant to be a comprehensive list. Rather it is a selection that can be customized and tailored to your specific campaign. First and foremost, let's make it clear that these prestige classes are not balanced with the PC classes. In fact, they are specifically designed to be more powerful than the other classes and therefore unbalanced.

Prestige classes allow you to draw the PCs more deeply into the game. They expand their importance and abilities. They are a reward to be earned in-game, not something to be given automatically if the requirements are met. But not only PCs can use prestige classes. These can be used to craft a truly dangerous opponent. Given their power, all of these prestige classes are strictly optional.

Black Ops

Table 7.1 The Black Ops

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+1	+0	+2	+2	+1	+0	Background Check, Corporate Funding
2	+2	+0	+3	+3	+1	+0	Bonus Feat
3	+3	+1	+3	+3	+2	+1	Synchronize Watches
4	+4	+1	+4	+4	+2	+1	Bonus Feat
5	+5	+1	+4	+4	+3	+1	Team Loyalty
6	+6/+1	+2	+5	+5	+3	+2	Bonus Feat, Synchronize Watches (+1)
7	+7/+2	+2	+5	+5	+4	+2	Hit 'em Fast Hit 'em Hard
8	+8/+3	+2	+6	+6	+4	+2	Bonus Feat
9	+9/+4	+3	+6	+6	+5	+3	Synchronize Watches (+2)
10	+10/+5	+3	+7	+7	+5	+3	Bonus Feat

Every megacorporation did not rise to its current level of global prominence without occasionally handling difficulties in a direct manner. The black ops team is the ultimate statement of that corporate will. It is a team of highly trained specialists provided with state-of-the-art equipment backed by the tremendous resources of a megacorporation.

Tightly regimented and controlled by a corporation, black ops team members probably make better NPCs than PCs in most campaigns. They would certainly make an excellent cadre of villains. Occasionally a black ops member will be given a special assignment and sent out into the field. These assignments could be broad enough in latitude to afford the PC some degree of freedom. The corporation would always be close, watching over his shoulder, wondering how its trusted asset is performing in the field.

Game Rule Information

Hit Die: d10

Requirements: To qualify to become a member of a black ops team, a character must fulfill the following criteria.

Base Attack Bonus: +4

Skills: Hide 6 ranks, Move Silently 6 ranks

Special: Must be invited to join by an existing member of a black ops team.

Class Skills: Balance (Dex), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Law or Tactics) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

Light armor, medium armor and shields. Black Ops are proficient with archaic and simple weapons and are treated as having the Personal and Advanced Firearms Proficiencies.

Background Check: Make no mistake, when you join a black ops team, the company owns you. Before it takes you into its confidence and trusts you with missions where the company's image could be at risk, it is going to check you out thoroughly. It is looking for anything: criminal history, psychological troubles, blackmail material, excessive tardiness in the third grade, anything-it wants to know more about you than you do.

The reason for this rigorous investigation is that the corporation wants to make sure it can control you. A rogue black ops agent is a terrible liability. A criminal history may not disqualify you from being a member of the black ops. In fact, it may be that same history that makes you an ideal member. But it will mean that if you ever double-cross the company, information of your whereabouts will end up on the desk of every police officer in town.

Corporate Funding: You are outfitted by a company with deep pockets. The GM must decide what is standard issue for the black ops team. It will certainly include weaponry, armor, ammunition, explosives, and surveillance equipment. For special missions, the corporation may issue you even more exotic equipment. But never doubt-all this stuff belongs to the corporation. If you try to sell it or perform unauthorized missions with it, the company and its agents will be very upset.

There is an upside. While you are a member of a black ops team, you are one of the corporation's most valuable assets. You can expect high-quality accommodations and access to corporate facilities around the world.

Furthermore, you can request special items like cyberware or exotic weapons by making a Charisma roll and adding your black ops level to the roll. Target numbers to requisition items successfully depend on the cost and scarcity, but are never lower than DC 20.

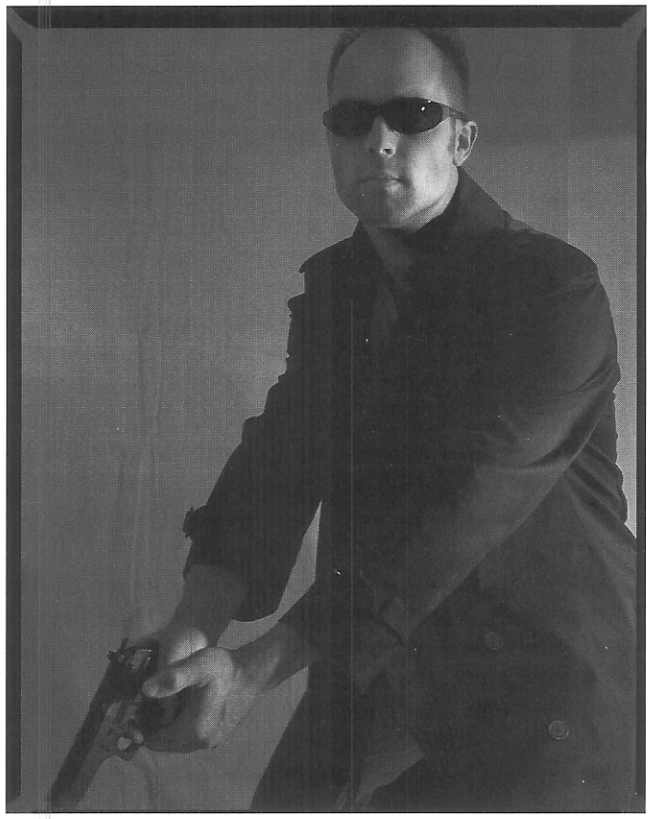
Bonus Feat: Starting at 2nd level and for every other level thereafter, Black Ops receives an additional bonus feat from the following list: Alertness, Blind-Fight, Burst Fire, Combat Expertise (Improved Disarm), Combat Martial Arts, Combat Reflexes, Dodge (Mobility), Endurance, Exotic Melee Weapon Proficiency, Exotic Firearms Proficiency, Far Shot (Dead Aim), Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot (Double Tap, Precise Shot, Shot on the Run), Quick Draw, Power Attack (Cleave, Great Cleave), and Strafe.

Synchronize Watches: At 3rd level, the Black Ops member has started to become finely attuned to the rhythm of the team. At 3rd level, at any point during combat, the Black Ops member may adjust his timing to match that of his teammate's by spending one move equivalent action to adjust his initiative to 3 points under the highest Initiative check of the Black Ops' team. For every three levels after third, the Black Ops member may get one additional point closer to the highest Initiative check (2 points under at 6th level, and 1 point under at 9th level).

Team Loyalty: By 5th level, you are an established veteran of the black ops team. Not all of your fellow team members may like you, but they at least respect you for all you had to do to earn this level of experience. Team Loyalty means that other team members will do everything in their power short of suicide to rescue you from a bad spot. No matter how bad things are, there is a team of hardened black ops veterans willing to pull your butt out of the fire. They also expect this of you. Betraying the loyalty of your team causes this advantage to disappear.

One of most important aspects of Team Loyalty manifests when dealing with corporate executives. Any time a black ops member does anything questionable, the executive's first response is often, "He must be eliminated for the good of the company." Having this advantage means a senior commander may stick up for you to the executive. Betraying this trust means you are truly on your own.

Hit 'em Fast Hit 'em Hard: As a unit, Black Ops operates



with unparalleled efficiency. Whenever the team is executing a pre-planned mission, every member of the squad of 7th level or higher may make a Knowledge (Tactics) check against a DC 25. Each successful check grants everyone on the Black Ops team at least a +1 bonus to Initiative and To Hit rolls. For every two points above 25 that the Black Ops member makes in his check, the team gains an additional +1 bonus, up to a maximum total of +10 from all checks.

Ex-Black Ops: No one quits a black ops team. The corporation either thinks you're dead or is working to ensure it. Even knowing about who is in a black ops team and that they definitely exist means you know too much.

The Cyborg

Table 7.2 The Cyborg

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+1	+2	+0	+0	+1	+0	They Own You, Upgrade
2	+2	+3	+0	+0	+2	+0	Guinea Pig
3	+3	+3	+1	+1	+2	+0	Upgrade 2
4	+4	+4	+1	+1	+3	+0	Guinea Pig
5	+5	+4	+1	+1	+4	+1	Upgrade 3
6	+6/+1	+5	+2	+2	+4	+1	Guinea Pig
7	+7/+2	+5	+2	+2	+5	+1	Upgrade 4
8	+8/+3	+6	+2	+2	+6	+1	Guinea Pig
9	+9/+4	+6	+3	+3	+6	+2	Upgrade 5
10	+10/+5	+7	+3	+3	+7	+2	The Works, The Off Switch

The Cyborg firmly believes the maxim that metal is better than meat. He has been offered membership in an elite organization that has agreed that in exchange for the PC's services it will finance his transition into a full-fledged cybernetic organism. You could be a member of law enforcement, a corporate black ops team, or even an emergency search-and-rescue team. The organization itself does not matter for these rules, only its willingness to pay for the cyberware and needed counseling, and its expectation of a return on that investment.

Not all cyborgs have the Cyborg prestige class. This prestige class represents someone who is being shepherded through the process of being transformed by an organization that has both the resources to smooth the transition and its own agenda.

Game Rule Information

Hit Die: d10

Requirements: To qualify to become a cyborg, the character must fulfill all the following criteria.

Base Attack Bonus: +6

Skills: Knowledge (Cybernetics) 2 ranks

Ability Score: Good Health 12 Con, no major illnesses; Stable Mental State 10 Wis, 10 Cha, no obvious major psychological disorders. Not even the craziest criminal cartel searching for a cyborg hitman knowingly converts a psychopath into a metal killing machine.

Special: The cyborg must be a member of an organization with the resources to afford the cyberware and the psychological counseling necessary to become a cyborg.

Class Skills: The cyborg's class skills are Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (Cybernetics) (Int), Profession (Wis), Search (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

Light armor, medium armor, heavy armor, shields. Cyborgs are proficient with all simple and archaic weapons, and are treated as having the Personal and Advanced Firearms Proficiency.

They Own You: Before even the first upgrade is made and the first piece of flesh is cut away, you lose something else: your privacy. Thorough physical and psychological profiling go hand in hand with a thorough background check. The benefit to this is similar to Off The Grid in that local law enforcement will find it very challenging to gain access to your files, and as often as not, from a legal standpoint, you are treated as a product and not a person capable of independent thought, so getting charges pressed against you is a royal pain. On the downside, there are rumors that much of this implanted cyberware contains microtransmitters that broadcast their location to someone tuned to the right frequency and that could potentially detonate your skull if your boss had a bad quiche day. Of course, you have no proof of this, but still....

Upgrade: When purchasing cyberware, all of the cyborg's equipment is treated as if it were -1 to the cost modifier. For example, a x2 modifier for High/Industrial quality is treated as only a x1 modifier for cost purposes. This adjustment does not apply towards the Wealth system rules for determining the number of enhancements in Upgrade 2-5.

Guinea Pig: As if being more metal than meat wasn't enough, the organization that funds your cybernetic enhancements occasionally uses you to test out wonderful new toys. Sometimes they work, sometimes they don't, and sometimes you're carted back to the lab on multiple gurneys. Starting at 2nd level, and then for every other level afterwards up to 8th, your sponsors may or may not decide to use you as the test subject for new experimental equipment and/or drugs. This can be very good or utterly disastrous, but you have no say in the matter. Everything is left to the whims of the sponsor (or GM, really). After all, if you break, they can fix you up.

Upgrade 2-5: You receive 3d6 x 10,000 dollars in cybernetic enhancement.

Under the Wealth system, you receive a Wealth bonus of 3d6 x 3 (The character's own Wealth bonus does not apply, nor do any abilities or feats that grant Wealth bonuses) to purchase a number of cybernetic enhancements equal to the Cyborg's level. For the purposes of determining the number of cyberware that can be purchased, each cost modifier increment is treated as a separate enhancement. For example, a military grade armored limb disguised to appear nonthreatening counts as four individual enhancements.

By now you are well adapted to your newly mechanical existence. You no longer have to roll for cybernetic dementia, because if you didn't get it before now, you're just not going to.

The Works: At 10th level, you receive a full cyborg conversion. Anything available and appropriate to the agency you are working for is implanted. Price is no object. You are now truly a machine. You lose no additional Charisma or Wisdom from this upgrade.

The Off Switch: Also at 10th level, you are given (perhaps without your knowledge) a "kill switch." If you ever get out of line or oppose your "creators", they can turn you off and shut down your brain, in effect killing you instantly and with no possibility of resisting it. Only a handful of individuals know the codes necessary to do this. But as long as they do, you had better keep them happy.

Ex-Cyborgs: Hey, once the meat is gone, there is no going back.

The Made Man

Table 7.3 The Made Man

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus	Special
1	+0	+2	+2	+0	+1	+0	Clout
2	+1	+3	+3	+0	+1	+0	Connected
3	+2	+3	+3	+1	+2	+1	Makin' Money
4	+3	+4	+4	+1	+2	+1	Bonus Feat
5	+3	+4	+4	+1	+3	+1	Lieutenant
6	+4	+5	+5	+2	+3	+2	Bonus Feat
7	+5	+5	+5	+2	+4	+2	Makin' Money 2
8	+6/+1	+6	+6	+2	+4	+2	Bonus Feat
9	+6/+1	+6	+6	+3	+5	+3	Makin' Money 3
10	+7/+2	+7	+7	+3	+5	+3	The Boss

It's one thing to be a criminal. It's quite another to be a member of an established and respected criminal organization. The made man is a crime boss. He is a known member of a large and influential empire of crime. Mess with him and you mess with all of his "associates." The made man needn't be a member of the literal Mafia. The Yakuza, the Triads, drug cartels, and other similar organizations all have key members who are afforded their protection.

Of course, this ain't no free lunch. With this kind of power and respect comes responsibility. You have to answer to your boss and carry out his orders. Sometimes his orders are going to be messy. You can count on it.

Game Rule Information

Hit die: d8

Requirements: To qualify to become a made man, a character must fulfill the following criteria.

Base Attack Bonus: +4

Skills: Gather Information: 6 ranks, Knowledge (underworld): 4 ranks

Special: You must do a favor for another made man who recommends you to the organization.

Class Skills: Bluff (Cha), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Business, Law, Underworld) (Int), Listen (Wis), Move Silently (Dex), Read/Write Language, Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Light Armor. A made man is proficient with archaic and simple weapons, and is treated as having the Personal and Advanced Firearms Proficiency.

Clout: This represents how respected within the organization the made man is. A Clout roll is d20 + Charisma modifier + the current level of made man + a situational modifier of -10 to +10 depending on how respected the made man is within the family.

The following are samples of each level of modifier:

+10 You just saved the boss' beloved daughter and the entire organization from certain destruction and/or conviction.

+8 You took out the organization's long-hated archrivals once and for all.

+6 You just made the boss as much money as he made all last year.

+4 You pulled off a major job without a hitch or did time for holding your tongue.

+2 You have been in the organization for years and have always done the right thing.

0 You're a loyal member of the organization but not outstanding.

-2 You're the new guy. Nobody's heard of you.

-4 You screwed up your last job.

-6 You screwed up one of the boss's personal projects.

-8 You caused a member of the organization to get killed or busted or both.

-10 The boss is this close to icing you. Everybody knows it.

With clout, you can make things happen. But each time you use clout, successful or not, your situational modifier is lowered by one. This is a cumulative effect that should be kept track of. You have to keep pulling off successful jobs to keep your clout.

What can clout do? Here are some samples:

DC 15: Get you some guns (nothing fancy)

DC 15: Get a nobody whacked

DC 15: Get you a personal meeting with the boss

DC 20: Get you a cash advance of 2d6 x 1,000 dollars

DC 20: Get you forged documents

DC 20: Get you a couple of armed goons for a job

DC 25: Get somebody important whacked
DC 25: Get you a cash advance of 4d6 x 1,000 dollars
DC 25: Get you a hard-to-find item or weapon (nothing military)
DC 30: Get you a whole gang of guys to back you up
DC 30: Get a cash advance of 2d6 x 10,000 dollars (+3 Wealth)
DC 30: Call a meeting of all the bosses
Ultimately, the difficulty is up to the GM.

Connected: At 2nd level, you are a person who knows people. You get a +2 bonus on Gather Information checks.

Makin' Money 1-3: Whoever said crime does not pay has obviously never been to Las Vegas. Crime is in fact very lucrative, and as you advance in the chain of command it only becomes more so. What it is not is reliable. Thanks you to your criminal contacts and activities, every month you receive cash for doing nothing. Occasionally things go bad and you owe your boss money for things that aren't your fault. No one said crime was fair.

- Makin' Money 1 (Level 3 to 6): 3d6 x 1,000 - 2d4 x 1,000 per month; Wealth 2d6 - 1d4
- Makin' Money 2 (Level 7 to 8): 6d6 x 1,000 - 4d4 x 1,000 per month; Wealth 3d6 - 2d4
- Makin' Money 3 (Level 9+): 10d6 x 1,000 - 8d4 x 1,000 per month; Wealth 4d6 - 3d4

Bonus Feats: Choose one feat from this list every time you receive this ability: Alertness, Confident, Dodge, Far Shot, Great Fortitude, Improved Initiative, Iron Will, Point Blank Shot (Double Tap, Shot on the Run), Quick Draw, Renown, Weapon Focus, and Windfall.

Lieutenant: At 5th level you are somebody in the organization. You now control a gang of toughs as if you had the feat Leadership.

The Boss: You've gained enough reputation and trust within the organization to be given charge of an entire branch of the organization's money-making ventures. This could be anything from drugs or black market sales to gambling or prostitution. You're now in charge of other Made Men Makin' Money for themselves, and of course, for you. Expect another 10d6 - 8d4 x $1,000 to come your way each month (Wealth bonus 4d6 - 3d4) from your goons on top of the Makin' Money you're earning for yourself. Any significant losses are duly noted by YOUR boss, and if you lose too much, don't expect to keep your position (or your life, for that matter) for long. Being in charge does have its downside. Running the show means you won't be doing things yourself anymore. You pay people to go out and do stuff for you.

Multiclass Paths

"Lookin' for a new job, eh? What happened, get kicked offa yer old gig? Oh, you're 'expanding your horizons.' Yeah, whatever. Well, I suppose I could introduce you to someone who'll teach you a thing or two. Can't make any promises you'll survive the experience, but, hey, that's always the deal."

Every now and then you want to try something different. For a character in the Burn, multiclassing is a great way to do just that. The advanced classes in Digital Burn can combine into nearly limitless combinations, with even more options if you decide to introduce other d20 or Modern d20 classes. Below is a suggestion for using the Digital Burn classes to create a different type of character, with more unique abilities and features. This description is meant as a guideline and to spark your imagination. There is no need to adhere strictly to this path to create a SWAT character, for example. It is recommended you adhere to the rules and guidelines presented outside this section (such as the limitation on Cops and Gangers taking levels in different classes), however.

SWAT

"All right, boys, this is a hard entry. Five targets in this unit, holding one hostage. Take each target into custody. The hostage is not to be harmed. HIT IT!"

Part of an elite division of the force, SWAT members are specially trained for combat situations. While standard Cops specialize in team tactics in a fight, SWAT members work just as well on their own. They've undertaken their training

Table 7.4 SWAT

Level	Class	ATT	Fort	Ref	Will	HD	Def Bonus	Rep Bonus	Special
1	Cop 1	+1	+0	+0	+2	1d8	+1	+1	Codes, Dog Call
2	Cop 2	+2	+0	+0	+3	+1d8	+1	+1	Assist
3	Cop 2/Merc 1	+3	+0	+2	+3	+1d10	+2	+1	Armed and Dangerous
4	Cop 3/Merc 1	+4	+1	+3	+3	+1d8	+2	+2	Hunch
5	Cop 4/Merc 1	+5	+1	+3	+4	+1d8	+3	+2	Uncanny Dodge (Dex bonus to AC)
6	Cop 4/Merc 2	+6/+1	+1	+4	+4	+1d10	+3	+2	Bonus feat
7	Cop 5/Merc 2	+7/+2	+1	+4	+4	+1d8	+4	+3	Bonus feat
8	Cop 6/Merc 2	+8/+3	+2	+5	+5	+1d8	+4	+3	Run Hot, BOLO
9	Cop 6/Merc 3	+9/+4	+3	+5	+6	+1d10	+5	+3	Armed & Dangerous +1, Combat Ready
10	Cop 7/Merc 3	+10/+5	+3	+5	+6	+1d8	+5	+4	Uncanny Dodge (Can't be flanked)

to handle situations beyond the scope of the typical police officer. Apart from cybernetically enhanced officers, SWAT is the ultimate in combat law enforcement.

Advantages: Access to greater combat ability of the Merc while retaining Cop's back-up abilities; slightly increased hit point potential; improved Reflex save

Disadvantages: Fortitude save is not very good; special abilities stall at upper levels; back-up abilities are not acquired as quickly

NPC CLASSES

Not everybody is somebody, especially in the dark future. Most people don't know anything about what goes on behind the palisades of power or what's really going down in the streets. They are the faceless masses that everyday go to work or live among abandoned buildings in abject poverty. But sometimes, often inadvertently, the common man becomes involved in the lives of PCs. That's why these classes are here-so that when the PCs run afoul of the rent-a-cops at the mall or get caught in a fire fight at a burger joint and the shift manager tries to save the day, you have statistics for these nobodies. None of these classes holds a candle to a PC. If they did, then they wouldn't be nobodies, would they?

Professional

The big cities are crammed with professionals. From accountants to waitresses, everybody has to make a living. These people usually don't want to be heroes. They want to get by in a world that increasingly seems out to get them. They are often numbed by street crime and oblivious to the world around them. The dark future is a place where a person can be murdered in front of a hundred people and the police can find no witnesses.

Hit Die: d6

Class Skills: The professional's class skills are Profession (Wis) and nine other skills of the GM's choosing. Only one of these skills can be exclusive to one of the PC classes.

Skill points at 1st level: (6 + Int modifier) x 4

Skill points at Each Additional Level: 6 + Int Modifier

Class Features

The professional is proficient in the use of simple weapons and is considered to have the Personal Firearms Proficiency

Table 7.5 The Professional

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus
1	+0	+0	+0	+2	+0	+1
2	+1	+0	+0	+3	+1	+1
3	+2	+1	+1	+3	+1	+1
4	+2	+1	+1	+4	+1	+2
5	+3	+1	+1	+4	+2	+2
6	+3	+2	+2	+5	+2	+2
7	+4	+2	+2	+5	+2	+3
8	+4	+2	+2	+6	+3	+3
9	+5	+3	+3	+6	+3	+3
10	+5	+3	+3	+7	+3	+4

Table 7.6 The Street Person

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus
1	+0	+0	+2	+0	+0	+0
2	+1	+0	+3	+0	+1	+0
3	+2	+1	+3	+1	+1	+0
4	+3	+1	+4	+1	+1	+0
5	+3	+1	+4	+1	+2	+1
6	+4	+2	+5	+2	+2	+1
7	+5	+2	+5	+2	+2	+1
8	+6/+1	+2	+6	+2	+3	+1
9	+6/+1	+3	+6	+3	+3	+2
10	+7/+2	+3	+7	+3	+3	+2

Street Person

A street person is not too different from a professional except he doesn't have a regular job. He have to make his living on the streets. They are bums, derelicts, and winos, but also street performers and cornerside entertainers. Life doesn't let them drift by in the conformist haze of the professional. They have to be alert and on their toes. As a result, they see a lot and often know a lot. For a few bucks, maybe they'll even share it with you.

Hit Die: d6

Class Skills: The street person's class skills are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (Streetwise) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Spot.

Skill Points at 1st level: (6 x Int Modifier) x 4

Skill Points at Each Additional Level: 4 + Int Modifier

Class Features

The street person is proficient in the use of all simple weapons and is considered to have the Personal Firearms Proficiency.

Tough

There are lots of people in the dark future who are making their way through life by using their muscle. They could be rent-a-cops, street thugs, or bouncers at the local bar. What they aren't are elite combat machines. Instead they are more than capable of handling punks breaking in and trying to clean out the till or accountants who have had too much to drink.

Hit Die: d8

Class Skills: Climb (Str), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (Law) (Int), Spot (Wis), and Swim (Str).

Skill Points at 1st level: (2 + Int modifier) x 4

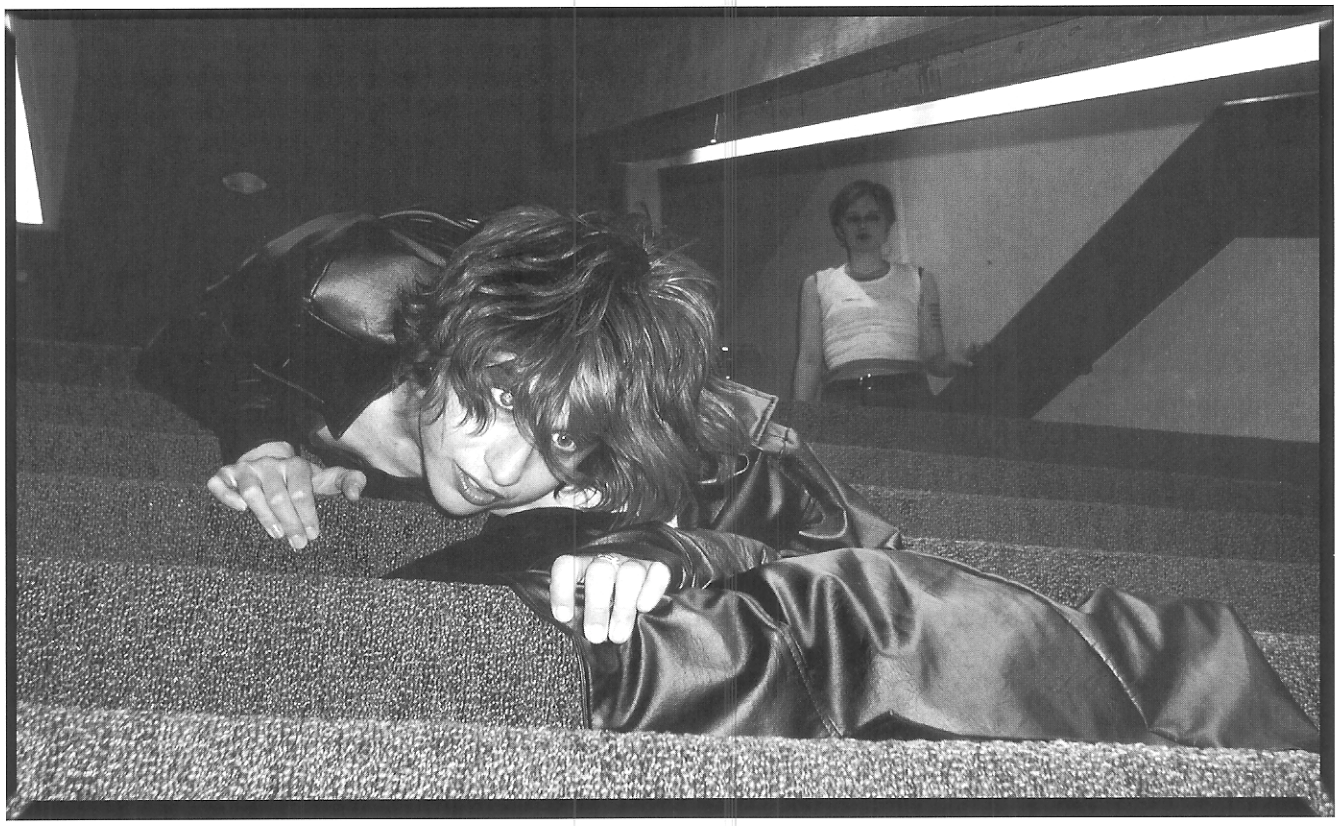
Skill Points at Each Additional Level: 2 + Int Modifier

Class Features

Light Armor, Medium Armor, Heavy Armor. The Tough is proficient in the use of all simple and archaic weapons, and is considered to have the Personal and Advanced Firearms Proficiencies.

Table 7.7 The Tough

Level	Attack	Fort Save	Ref Save	Will Save	Def Bonus	Rep Bonus
1	+1	+2	+0	+0	+1	+0
2	+2	+3	+0	+0	+1	+0
3	+3	+3	+1	+1	+2	+1
4	+4	+4	+1	+1	+2	+1
5	+5	+4	+1	+1	+3	+1
6	+6/+1	+5	+2	+2	+3	+2
7	+7/+2	+5	+2	+2	+4	+2
8	+8/+3	+6	+2	+2	+4	+2
9	+9/+4	+6	+3	+3	+5	+3
10	+10/+5	+7	+3	+3	+5	+3



OPTIONAL DRIVING RULES

Any and all of these conditions are cumulative. Someone driving on a foggy night on an old, worn-out, busy sidewalk in the middle of a blizzard would be at -14 to his driving check.

Table 8.1 Driving Conditions

Terrain/Condition	Driving Check	Attack Mod.	Speed Mod.
Obstructions			
Undergrowth	-2	0	1/2
Pedestrians	-4	-2	1/2
Surface			
Mud*	0-4	0	1/2
Ice	-8	0	1/2
Light Snow*	-2	-2	3/4
Heavy Snow*	-4	-4	1/2
Potholed Pavement	-2	-4	1/2
Steep Slope	-2	0	3/4
Rainy/Wet Pavement	-1	-2	3/4
Oily Pavement	-4	0	1/2
Visibility			
Darkness	-2	-4	-
Fog	-4	-6	-

*The vehicle runs the risk of being bogged down.

Poor Condition Checks

Whenever a vehicle is moving under conditions that impose a negative modifier to maneuver checks, the driver must make a check against a DC of 5 (plus modifiers) each turn (or as the GM requires) or lose control of the vehicle.

Bogging Down

Certain types of terrain (as noted on the Driving Conditions Table) may cause a vehicle to bog down and become stuck. Whenever a driver fails a maneuver check on any of these surfaces, he must make a second check against a DC of 15 (plus modifiers). If this check is failed, the vehicle bogs down.

The driver can attempt to free the vehicle on subsequent actions by making another check against the same DC, but should he fail a check by more than 5, the vehicle is stuck and cannot be freed without the help of another vehicle or some serious digging.

Damage to Vehicle or Driver

Whenever an attack or collision causes damage or the driver himself takes damage, he must perform a Drive check against a DC of 20 (plus modifiers) or lose control of the vehicle.

OPTIONAL RULES FOR LOSING CONTROL

In most cases, failing a driving check will lead to losing control of the vehicle. At the very least, it means that the attempted maneuver failed. Whenever a Drive check is failed, consult the Control Loss Table to see what ill consequences this has, if any. Note that some maneuver descriptions specify the effects of a failed check, and in those cases the described effects supercede the effects from the table.

Table 8.2 Losing Control

Failed DC by	Effect	Penalty
4 or less	No Effect	0
5-7	Minor Slip	-2
8-10	Slip	-4
11-13	Skid	-6
14+	Spin/Flip*	-10

*Vehicles moving at Extreme Speed or Top Speed go into a flip. Otherwise, this is simply a spin.

Minor Slip

The vehicle is slightly out of control and moving erratically. All passengers in the vehicle (including the driver) suffer a -2 to any checks that may be affected by vehicle movement.

Slip

The vehicle slides, moving 5 feet to the right or left (determined by GM) for every 60 feet it moved this round. If this brings it into contact with another object, see "Collisions", below. All passengers in the vehicle suffer a -4 penalty to any checks that may be affected by movement.

Skid

The vehicle goes into a skid, moving 5 feet right or left for every 30 feet it moved this round. If this brings it into contact with another object, see "Collisions", below. All passengers in the vehicle suffer a -6 penalty to any checks that may be affected by movement.

Spin

The vehicle goes completely out of control, spinning wildly. It moves at half its current speed in a random direction until the driver regains control; colliding with other objects brings it to a stop. All passengers suffer a -10 penalty to any checks that may be affected by movement.

Flip

The vehicle skids rapidly and flips into the air, causing 5d6 damage to the vehicle, as if it were involved in a collision. Roll 1d6 to determine the outcome of the flip. On 1-2, the vehicle is back on its wheels; if the damage dice were very kind, it's possible that the vehicle could still be operational. Note that the vehicle must be moving at either Extreme Speed or Top Speed for this to take place. Passengers in the vehicle will almost certainly find it impossible to accomplish anything while this is happening.

COMBAT

Unless you're within the safety of a corporate arcology, combat is a fact of life in the dark future.

OPTIONAL RULES

Attacks of Opportunity

Using a pistol does not provoke attacks of opportunity. Rifles and other ranged weapons do.

You can use a pistol to make an attack of opportunity against anyone for whom you would normally receive an attack of opportunity. Rifles and other ranged weapons count as normal missile weapons and therefore can not be fired to make an attack of opportunity.

You can use a rifle to attack against anyone for whom you would normally receive an attack of opportunity if you use the rifle as a club. It counts as a club in all respects in this case. A rifle outfitted with a bayonet can use the bayonet for attacks of opportunity as an alternative to using the expensive rifle as a club.

Hacking or any sort of technical action (repairing a device, hotwiring a car, etc.) provokes an attack of opportunity.

Guns and Subdual Damage

Guns can not be used for subdual damage unless loaded with special nonlethal ammunition. Two types of special ammunition are commonly employed.

Rubber Bullets: These are bullets with a rubber casing and a metal core. They are an old technology developed to quell riots and disperse prison uprisings with a minimum of casualties. They are only somewhat successful at this goal.

Half of the damage done by a gun firing rubber bullets is subdual damage. The other half is real and treated exactly as normal. Rubber bullets cost the same as the normal ammunition for the weapon.

Nonlethal Rounds: A variety of modern bullets are designed to be nonlethal. Often the slug is actually a jelly-filled bead or a "bean bag." These rounds are available for all guns and due only subdual damage. The range of the weapon is halved when using these underpowered weapons. Furthermore, the rounds cost five times as much as normal ammunition. These rounds are equally useful to law enforcement and criminals in the kidnapping business.

Bracing

Submachine guns fire light pistol rounds and can easily be fired from the hip or while moving. Machine guns and assault rifles fire a heavier cartridge and are designed to be fired braced form the shoulder or on a bipod. Whenever

one of these weapons is fired from the hip or while taking more than a five-foot step, each burst suffers a -4 circumstance modifier to hit.

Stray Rounds

Under most circumstances it's not necessary to worry about where bullets from missed firearm attacks go-most just sail off harmlessly down-range. In situations where other potential targets, friendly or otherwise, are near the intended target, there's a chance they may be struck by errant rounds.

If a bystander is a few feet from the target and directly between it and the shooter-as in the classic hostage situation-use the standard rules for determining if the covering creature is hit.

On the other hand, if the ranged attack just outright misses the target, roll 1d6 for each bystander within 5 feet of the attack's path, starting with the bystander closest to the shooter. On a roll of 2-6, move on to the next target until the round hits (on a 1) or there are no more potential victims. On a roll of 1, roll a new attack roll with no modifiers. If that roll hits the target's AC, he takes full damage from the shot. This shot can be a critical as usual.

Automatic Fire and Shotguns

Automatic weapons and shotguns firing buckshot are even more likely to hit bystanders. A roll of 1 or 2 on the d6 has a chance to hit a victim in the shot's path. Automatic shotguns are more likely yet. A roll of 1, 2, or 3 on the d6 has a chance to hit a victim in the shot's path.

Stray Rounds and Smartguns

Smartguns reduce the chance of stray rounds striking friendly targets on the 1d6 roll by 1. This means that only automatic weapons or shotguns have a chance of hitting friendlies when you are using a smartgun, and even they are less likely to do so.

Reloading

Reloading a weapon with an integral magazine is a full-round action. This allows the character to reload 1d4 bullets plus his Dexterity modifier.

Reloading a magazine-fed weapon is a move-equivalent action. Revolvers have speed loaders that allow them to be reloaded as if they were magazine-fed.

Reloading a belt-fed weapon is a full-round action for a single person. Reloading a belt-fed weapon with the help of an assistant is a move-equivalent action. In addition, assistant gunners may attach a new belt of ammo to the one in the gun as a move-equivalent action, even while the gun is firing.

Misfire

Most high-quality weapons do not have a chance of misfire, but many weapons on the street are knock-offs of quality weapons manufactured in third-world weapons plants. When using one of these weapons, when you roll a natural 1 when attacking with a firearm, you've suffered a misfire. Most of the time your weapon is likely jammed, but occasionally you may be jarred just before firing and hit a random target as well. Roll 1d6 immediately.

On a 1, the shot hits a random target. The most likely victims are anyone in melee with the original target, followed by those roughly between the shooter and his target. If there are no other targets, the shooter is jarred and fires in a random direction. Roll randomly between all possible targets in range. That target is automatically hit.

On a 2, the shooter drops his weapon.

On 3-6, the weapon jams. Attempting to clear a jam is a move-equivalent action. You must succeed at a Craft (gunsmithing) check at a DC of 10, or a Dexterity check at a DC of 15, to clear the jam. If the check fails, the shooter can continue to attempt to clear the jam on subsequent actions. Rolling a natural 1 on one of these checks means the weapon is seriously damaged and cannot be used until repaired by a gunsmith.

If a character rolls a natural 1 when attacking with a high-quality firearm, the weapon must be serviced by a gunsmith before the next combat or it will no longer be considered high quality for purposes of avoiding a misfire.

WEAPON ACCESSORIES

Flash Suppressor

When guns fire, they vent explosive gases that make an easy-to-spot "muzzle flash". A flash suppressor vents these gases in such a way as not to give away the shooter's position. A flash suppressor is necessary if a character wishes to use the Hide skill while firing a weapon.

Laser Sight

A laser sight projects a red dot that, when calibrated correctly, shows where the gun will hit. It grants a +1 to-hit bonus, unless the weapon is also a smartgun.

Silencer

This reduces the sound of a weapon. Unless the weapon has been specifically designed for it, and is firing special subsonic ammunition, it still makes noise. However, without a silencer, a character cannot use the Hide or Move Silently skills while firing a weapon.

Smartgun

Adding smartgun electronics to a weapon allows it to interface with the cybernetic smartgun link. The exact location where the bullet will land, as well as other information from the weapon such as the number of rounds remaining in the magazine, are displayed in the character's electronic vision. The smartgun, when working in conjunction with visual enhancements, also utilizes an auto-

targeting system that auto-aims at up to three enemies in your forward firing arc.

Other smartgun benefits include its use of a unique matching system that allows for friendly recognition capability, even on automatic and machine gun models. This tends to allow for a greater conservation of ammunition when firing on multiple targets, as the gun will not fire on a friendly, even in bursting instances, but performs as normal against hostiles. If the user has a trigger lock installed in the gun, the gun is rendered unusable unless the smartlink activates this (so you cannot be shot by someone else with your gun).

Telescopic Sight

A scope reduces penalties due to range by an amount equal to its power, i.e., a 4x score reduces the range penalty by 4. This is not a bonus to hit. It simply reduces the penalty. If the DC of a shot is raised by 2 due to range, a 4x scope would simply reduce this modifier to +0, not give a +2 to hit. A telescopic sight grants this ability only to aimed fire attacks.

SHOTGUNS

A shotgun normally fires a shell that contains around a dozen .32 caliber bullets. This shot spreads out rapidly after it leaves the barrel, covering a larger area the further it travels from the gun.

As you might guess, this makes it easier for even a relatively unskilled character armed with one of these weapons to hit the target. On the other hand, it also means that the further from the target the attacker is, the less shot actually hits the target.

In game terms, any character using a shotgun gains a +1 bonus to his ranged attack roll at the first increment and an additional +3 bonus for each range increment beyond the first, to a maximum bonus of +7. This represents the widening of the shot. Normal range modifiers still apply.

On the other hand, damage caused by the shotgun is reduced the further the target is from the attacker. This is summarized on the Shotgun Table below.

Table 8.3 Shotguns

Range	Damage	Bonus
Touching	4d6	0
First Increment	3d6	1
Second Increment	2d6	4
Third Increment	1d6	7
Fourth Increment	1d6	1

Beyond the fourth increment, the damage remains 1d6, and the bonus continues to reduce by -2 as normal for range penalties.

Slugs

Shotguns can also fire large, rifled hunks of lead called "slugs." A slug is fairly inaccurate, despite its rifling, so a character firing one suffers a -2 penalty to his attack roll. Since the slug doesn't spread like normal pellets, it doesn't grant any sort of attack bonus. Still, a slug is a big hunk of lead and packs a hefty wallop, so it does 3d6 of damage regardless of range and has a critical of 19-20/x3.

Double-barrel Shotguns

Double-barrel shotguns have two barrels. Each barrel is loaded with a single shell and each has its own trigger and hammer.

A character may fire both barrels in a single attack, though both must be directed at the same target. A character with two or more attacks may fire at two separate targets by firing one barrel at each.

Firearms in Melee

Should your character find himself in melee combat with a firearm in his hand, he's going to have a hard time using it effectively.

Pistols, submachine guns, and sawed-off shotguns can be fired at an opponent who is threatening your character in hand-to-hand combat, but due to the jostling and fighting, he gets a -6 penalty to his attack roll. On the plus side, firing a pistol, submachine gun, or sawed-off shotgun at someone who is right on top of your character doesn't provoke the normal attack of opportunity that using a ranged weapon does. If a character shoots at a target outside the melee, he still gets the -6 penalty and also provokes an attack of opportunity from his opponent.

Rifles, assault rifles, full-sized shotguns, and machineguns are even more difficult to target in melee combat. The length of the weapon makes it very vulnerable to being knocked aside. Attempting to shoot somebody with a longarm while you are in melee combat incurs a -12 penalty to your attack roll and provokes an attack of opportunity from your opponent.

Of course, your character can likely take a five-foot step and fire the longarm normally. It all depends on the circumstances of the fight.

AMMUNITION

The statistics listed for the weapons assume that they are firing standard metal-jacketed lead ammunition. There are, however, some types of ammunition that grant additional game effects.

Armor-piercing Ammunition

Armor-piercing ammunition may be used with pistols, submachine guns, rifles, assault rifles, and machine guns. Pistols and submachine guns using armor-piercing ammunition reduce the armor bonus of their targets by 3.

Rifles, assault rifles, and machine guns reduce the armor bonus of their targets by 5. In all cases, armor-piercing ammunition reduces the damage done by one die.

HESH Ammunition

High-explosive squash head ammunition is an antivehicular theory applied to firearms due to the proliferation of powerful armors. HESH ammunition may be used with pistols, submachine guns, rifles, assault rifles, and machine guns. When firing at an opponent who has an armor bonus from worn armor or cyberware of +8 or greater, you gain a +3 to hit bonus, and you increase your damage by one die.

Hollow-point Ammunition

Hollow-point ammunition may be used with pistols, submachine guns, rifles, assault rifles, and machine guns. Hollow-point ammunition grants +3 to damage. If the opponent is wearing any armor or has dermal enhancement, armor implants, or body replacement cybernetics, he gains +4 to his armor bonus.

Safety Ammunition

Designed to not penetrate internal walls, safety ammunition may be used with pistols and submachine guns. Safety rounds break apart when they hit their target, doing one additional die of damage. If the opponent is wearing any armor or has dermal enhancement, armor implants, or body replacement cybernetics, he gains +6 to his armor bonus.

Tracers

Tracer ammunition may be used with submachine guns, assault rifles, and machine guns. Tracer rounds grant a +1 to-hit bonus when firing bursts. Tracer rounds do not grant any bonus if you are using laser sights or a smartgun.

EXPLOSIONS

All explosive weapons have a primary burst radius listed in feet. All targets within this radius must make a Reflex save (DC 15) or take full damage. Those who save take half damage. Targets within twice the listed burst radius for an explosive weapon take only half damage. If they make a successful Reflex save (DC 15) they take no damage. Grenades use the standard deviation for grenade-like weapon attacks. Even rifle-launched grenades are now "intelligent" enough so that they rarely miss their targets by more than a few feet.

Stun

The blast from an explosion can have a stunning effect on those caught within it. All characters within an explosion's primary blast radius must make a Fortitude save (DC 15) or become stunned. Those within the secondary radius must save versus a DC of 10. Flashbang grenades cause only this stun, but they are very effective at it. Increase the DC in both the primary and secondary radius by 5 for flashbang grenades.

Returning Grenades

Unlike grenades from launchers, which detonate at a range determined by the shooter, hand grenades do not explode immediately when they reach their target. This can give a defender time to scoop up the grenade and throw it back. Whenever a hand grenade lands within 5 feet of a character, he may declare that he is attempting to throw it back. To do this, he must make a Reflex save versus a DC of 20. If the save is made, the character can throw the grenade as a normal attack. A returned grenade explodes as soon as it reaches the target.

If the would-be hero fails his save, the grenade explodes as normal and the character does not get a Reflex save to reduce the damage.

Falling on Grenades

"Heroes" have been known to throw themselves on live grenades in order to save their buddies. A character can throw himself on a live grenade that lands within half his speed in feet by making a successful Reflex save against a DC of 15. If the character succeeds, he is the only one to take damage from the grenade. The bad news is that the grenade does double damage against the hero and he gets no Reflex save to reduce the damage.

BREAKING STUFF

These tables expand the rules in the PHB for attacking an object. They allow you to break (or at least try to break) just about everything you'll encounter.

Table 8.4 Substance Hardness

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ceramic	3	5/inch of thickness
Plastic, normal	3	5/inch of thickness
Wood	5	10/inch of thickness
Concrete	6	12/inch of thickness
Reinforced concrete	8	15/inch of thickness
Shatterproof glass	10	20/inch of thickness
Steel	12	30/inch of thickness
High-impact plastic	15	30/inch of thickness
Hi-tech alloy	20	40/inch of thickness

Table 8.5 Weapon Hardness

Item	Hardness	Hit Points
Knife	12	2
Sword	12	5
Pistol	12	2
Rifle	12	5
Wooden club	5	10
Riot shield	15	30

Table 8.6 Item Hardness

Item	Hardness	Hit Points	DC
Rope, nylon	0	2	23
Plastic ties	0	3	25
Handcuffs	12	15	28

BUILDINGS

Ninety-nine percent of the time, any damage caused to a building is completely negligible. Anything up to and including throwing some goon though an interior wall can be ignored. However, high explosives or driving large vehicles though it can really start to weaken the stability of a building.

To determine how much damage a building can withstand before it falls down, figure out the square footage of a single floor of the building. Divide this number by 5, and then multiply it by the factor listed for the building's principal construction material (see the Building Materials Table). This number is the amount of damage a single floor of the building can take before it collapses. Damage to each floor is tracked separately.

Extremely spread-out buildings should be broken down into sections. A mansion, for example, might be divided into three sections: center, south wing, and north wing.

Not all buildings will have their full allotment of damage points. Many older buildings may have begun to experience the ravages of time and may be weakened.

Note that extremely tall structures' lowest floors are reinforced to an extremely high degree.

Table 8.7 Building Materials

Material	Damage Point Multiplier
Wood	x1
Stucco	x2
Brick	x3
Stone or concrete	x4
Reinforced concrete	x6

DAMAGING BUILDINGS

As stated above, buildings should ignore most typical damage. If you want to knock a building down, either you're going to need high explosives, or you're going to need to hit it with something big and heavy, like a wrecking ball or a truck. Use of the Demolitions skill can help, of course. Knowing where to damage a building to bring it down is what a demolitionist is all about. See the Demolitions skill for more details on how the skill can be used.

Collapse

A building floor reduced to 0 damage points will collapse. All floors above it collapse as well (the quickest way to take down a multistory building is to destroy the bottom floor, naturally). When a floor collapses, it causes damage equal to one quarter of its original damage points to the floor below it. If multiple floors collapse at once, the damage inflicted is cumulative. This can in fact lead to a chain reaction, bringing the entire building down.

Characters caught in a collapsing structure take damage equal to one quarter of the damage point value of the floor they were occupying. If the character is within 10 feet of an open door, window, or other exit, he can try to make a Reflex save (DC 20) to dive from the building and take no damage (unless, of course, he jumps from an upper-story window).

Characters who are unable or fail to exit a collapsing building are pinned in the rubble. They may free themselves with a Strength check against a DC of 10 plus 5 per collapsed floor. A trapped character has one chance at this check. If he fails, he is trapped in the wreckage until freed by another character.

TO LIVE AND DIE IN THE DIGITAL AGE

We live in a world where medicine has conquered all but the greatest diseases of mankind and broken the back of aging. Never before has humanity had more options for living longer, healthier lives than now. Unfortunately, most people never have a chance to take advantage of these amazing resources. Medical technology, while vast and powerful, has become a playground for the rich and powerful. The poor schmucks on the street are dying of cholera and typhoid because they have no money. If you look up "Charity" in the dictionary these days you find it was the most popular name for white Anglo-Saxon females in the year 2012. Don't look any further because that's where it probably died.

Whenever you think you have it bad because you live in a small apartment with badly filtered air, fishing choice bits of meat out of a dog food can, you should remember that for every one of "you there are a couple hundred thousand of "them." "Them" who live below you. "Them" who would

have been called homeless when I was a kid. Now we have a new name for "them." There are so many of "them" and there is so much empty space that we call them Blanks. Some Blanks live their entire lives out there in the empty places we left for dead. If you were to film a documentary on Blanks, it would look like Western Europe post-Black Plague. The Black Plague with sports logos. Everything rolls downhill, our waste, our scraps, our poisons, and our cast-off trash from yesterday's media blitz. The Blanks say our lifestyle is the reason for Black Molly. They say that Black Molly is just the scales coming into balance. A balance needed because Blanks get it all. They get it all and process it, like a combination recycling plant, or a data archive.

Never forget who they are. Never forget, no matter how much you know or how much hardware you're packing, that just below the greasy surface of the pool is a sleeping monster with a long memory and a strange sense of justice.

Life may not be coming up roses, but at least you have a chance. It doesn't matter where you came from. Only that you realized staying in the slums and living on refuse is not the answer. If you're smart you have a plan, skills, and a cybernetic arm. If you're smarter, you have a direction in life. Just because you made it this far does not mean that you have made it.

OPTIONAL RULES

If you want to run a cinematic campaign, you probably shouldn't use these rules. If you want a grittier dark future, Severe Wounds may be the rule for you. If you want a dark future where combat is a thing to be feared and avoided, check out the Combat Is Deadly rule.

Severe Wounds

Whenever a character is reduced to less than 0 hit points and then stabilized, he must make a Fortitude save against a DC of 20 plus the number of points by which he dropped below 0. If he makes the save, he may heal normally. If the save failed, then the character has lingering effects. Roll 1d20 and add the number of points the character dropped below 0 and compare it to the Severe Wound Effects Table.

Table 8.8 Severe Wound Effects

Roll	Effect
1-5	The character has received a deep and painful flesh wound. This causes him to lose 1d4 points each of Strength and Dexterity temporarily.
6-10	The character has lost a lot of blood. He temporarily loses 1d6 points of Constitution. He must make a Fortitude save (DC 15) at the new lower score or permanently lose 1 point of Con.
11-15	A limb is crippled, an eye is destroyed, or hearing is damaged. Determine which effect at random. If an arm, tasks that require two arms are either impossible or suffer a -8 penalty. If a leg, the character's move is reduced to 1/2 of normal, he may not run, and Climb and Jump checks suffers a -8 penalty. If an eye, the character suffers a -4 on ranged attacks and on Spot and Search checks. If a character's hearing has been damaged, he suffers a -8 penalty on Listen checks. These effects can be fixed by cybernetic or organic replacements of the damaged limb or organs.
16-20	The character is stable but cannot regain any hit points until he has had surgery. Each hour that passes without surgery, the character must make a Fortitude save (DC 15) or he starts to die (loses hit points at the rate of 1 per round) and must be stabilized again.
21+	The character is stable but will soon die without surgical treatment and hospitalization. The character must make a Fortitude save (DC 20) every 10 minutes or begin to worsen again (and require stabilization again). Each time the character is stabilized after the first, he must make a Fortitude roll (DC 15) or permanently lose 1 point form a randomly determined attribute.

COMBAT IS DEADLY

If you feel that hit points do not completely reflect the deadly nature of combat in the Dark Future, for each attack add a 1d4 Constitution loss to the target character. When a character reaches 0 Constitution, he is dead. To regain lost Constitution requires surgery.

Another alternative is that any time a critical hit succeeds, the defending character must make a Fortitude save (the DC being the amount of damage taken) or die right there on the spot.

These rules are extremely deadly, however, and should be used by a GM only after careful consideration.

On Dying

When a character's current hit points drop to -10 or lower, or if he takes massive damage and fails the saving throw (see above), he is dead and is considered unrecoverable in the Digital Burn environment without benefit of the most cutting-edge technology. A character can also die from taking ability damage or suffering an ability drain that reduces Constitution to 0. There are no magic potions to pull your butt out of the fire if you screw up and die.

Resurrection

Should GM grant a character or NPC a near-death experience and let him walk among the living once again, a

recommended rule of thumb is that the character should be treated as having a negative level for every 12 minutes he was considered brain-dead. This negative level would apply even if the character was recovered from a brain chip and transplanted into a new body or whatever. These negative levels are dissipated as normal. The GM should also feel free to play with visions and flashes from the other side, give nervous disorders, roll on the CyberSkitz Derangement Table, etc. Everyone should feel the effects of having been dead, no matter how rich, powerful, or cybered-up. Everyone.

HEALING

A character can never recover more hit points than he lost.

Natural Healing

A character recovers 1 hit point per character level per day of rest. If he undergoes complete bed rest (doing nothing for an entire day), he recovers one and one half times his character level in hit points.

Assisted Healing

Various abilities, medicines, and treatments can give a character back hit points. Each use of an item, treatment, or ability restores a different number of hit points. Assisted healing won't raise a character's current hit points higher than his hit point total.

THE WORLD OF PHARMACOPOEIA

Medical Services

The rules for medical services and procedures have been broken out into three major categories. These categories will help you determine the time, cost, and effectiveness of medical technology.

Healing

The healing category covers all normal healing from physical damage. Setting broken bones, stitching up open wounds, treating burns, electrical shock, gunshot wounds, organ failure, and even replacement are all part of the healing process. Medical facilities can provide a wide range of services to aid the body in repairing and replacing damaged tissue and organs. The major factor is time. The body needs rest and time to heal. Medical technology can reduce the amount of time this takes and help alleviate the discomfort that comes with that process. When a character is damaged, most often he is going to need healing.

Augmentation

Augmentation covers the vast array of alterations and additions a person can have done to his body. A facility's ability to provide augmentation varies from provider to provider. The GM is strongly recommended to use discretion in what is appropriate for the required alteration. For simplicity in game play, here are some common-sense guidelines for major and minor augmentations. Augmentations that can be done under local anesthetic are consider minor. Minor augmentations are commonly outpatient procedures taking only hours and doing negligible harm to the character. A major augmentation is one, which cannot be done under a local anesthetic. Each major cyber augmentation takes at least 24 hours. These operations will take the patient down to 1 point from unconscious. The rate of healing for this damage is the same as normal bed rest unless the provider who installed or implemented the augmentation states otherwise. The character will not be able to leave until he is fully healed. Someone attempting activity before he is fully healed from an augmentation will risk rejection and/or permanent dysfunction from the augmentation. These rules are fairly generic so that this system will allow players and GMs the flexibility and scalability to make it work in their worlds. As always, the ultimate decision on these repairs will lie in the hands of the GM.

Detox

Detox is the common terminology for the treatment of any number of now-common diseases, conditions, plagues, infectious diseases, addictions, and ailments that occur in the world. With the advent of genetic engineering many diseases such as cancer, heart disease, tuberculosis, diabetes, multiple sclerosis, and Parkinson's disease have been cured. Bacterial and viral infections are now fought with retroviruses and panacealike remedies. Addiction to various vices has been curbed, controlled, and in many cases eliminated where users are willing. Detox is the term for any treatment dealing with disease.

Specialist Services

Specialist services are the cutting edge of medicine, offering the rich and powerful discreet access to almost anything possible, if they can afford the price. These providers offer a wide range of unconventional custom medical services. There is very little they will not at least research, if not implement for their customers.

Hospitals

Much like the medical establishments of today, the hospitals of tomorrow provide medical services by highly trained medical professionals in clean properly maintained facilities.

Table 8.9 Medical Services

Service	Duration of Care	Cost for 24 hours/DC	Game Effect
Special Services			
Healing	as long as desired	$25,000/29	+3 HP/level per day with light activity
Augmentation	1 day/device	10x hardware	Augmentation healing time 1/2 normal
Detox	Normal	$10,000/26	Cumulative +2 save (Fort/Will) for every day spent in care
Hospitals			
Healing	3 days maximum	$5,000/23	+2 HP/level per day of bed rest
Augmentation	1 day/device	1/2 of hardware	Healing time for augmentation normal
Detox	Normal	$1,000/18	Cumulative +1 save (Fort/Will) for every week spent in care
Cosmetic			
Healing	3 days max	$6,000/23	+2 HP/level per day of bed rest
Augmentation	1 day/device	Equal to hardware	Healing time for augmentation 2/3 normal
Detox	-	-	-
Medifast			
Healing	20 minutes	$1,000/18	+1 HP/level per day with light activity
Augmentation	-	-	-
Detox	30 minutes	$5,000/23	One-time +5 to Fort per condition
Med-Evac			
Healing	20 minutes	$1,000/18	+1 HP/level per day with light activity
Augmentation	-	-	-
Detox	30 minutes	$5,000/23	One-time +5 to Fort per condition

Cosmetic

A large number of private and corporate facilities offer services that are considered cosmetic medicine. These range from the traditional services like optometry, dermatology, and dentistry to extensive full-body alterations and gene therapy. These providers have a wide range of medical abilities and capacities to offer medical services. Quality and capacity vary widely from provider to provider, as does cost.

Medifast Unit

Medifast is a common street kiosk using medical expert systems to diagnose and treat ailments and injuries. What Medifast lacks in personalized human care it makes up for in its fast, efficient service. While Medifast does offer a wide range of services, it is not recommended for the treatment of severe trauma.

Med-Evac

A number of companies supply this essential medical service. Large heavily armored VTOL ambulances provide emergency trauma and triage to their customers. These services are available only in urban areas through existing contracts and have stipulations about the level of risk a provider is willing to take to extract and stabilize a customer. Each customer either wears a Med-Evac monitor band on his wrist or has a Lo jack set inside the femur. A wide range of service levels and risk levels are available, dependent on the contract. A Med-Evac team can provide a +6 to stabilization once they have the client in the ambulance for one full round.

Table 8.10 Contracts

Contracts	Level	Cost/Year	Arrival time
Hot Zone Extraction (HZE)	Worldwide Active	$500,000/39	10 minutes
Amber Zone Extraction (AZE)	Metropolis-wide	$50,000/31	5 minutes
Executive Platinum Plan (EPP)	Worldwide	$100,000/34	10 minutes
Gold Care Plan (GCP)	Citywide	$35,000/30	5 minutes
Care Plus Plan (CPP)	Stated contract location	$17,500/28	10 minutes

RUSTY BROKEN NEEDLES

Ten minutes into tomorrow the pharmaceutical companies are no less prolific in producing new drugs than they are today. If anything they are even worse, as there exist a greater number of diseases than ever before combined with reduced moral obligation to produce only beneficial medications. The giants of the medical world make drugs for anything that demand will support. What is illegal in one place is legal in others, and ultimately anything you can get away with is all that matters. With this pharmacopoeia of drugs it is impossible to list all the variations that might come up in a game. Below are some good starting points to work with.

Dosage: The amount needed to have the desired effect

Duration: The length of time the desired effect will remain active

Cost: The average cost to buy this item from a common source

Legality: The legal classification of this drug in most metropolitan areas

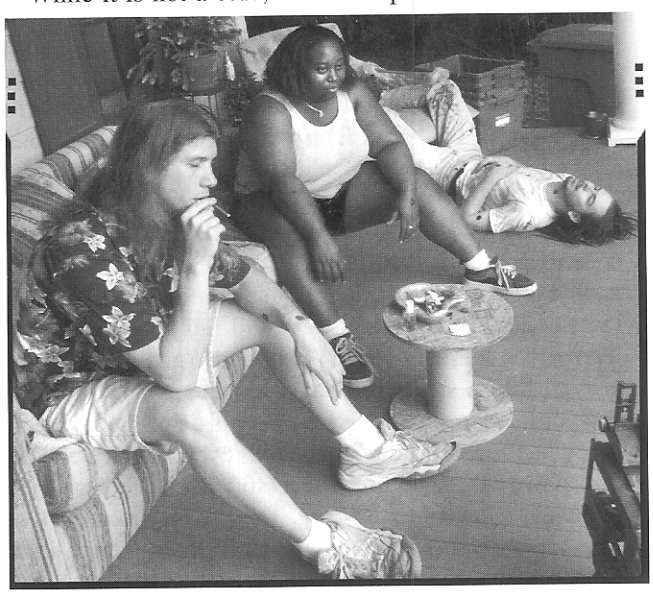
Addiction: The base DC for the Fort save (see "Addiction" below)

Vector: The means by which this drug can be administered (A = Air Hypo, C = Cyberpump, D = Dermal Tab, H = Hypodermic Needle, N = Nebulizer, OR = Oral, OS = Ocular Spray, P = Pill, S = Slap Patch)

PHARMACEUTICAL

Neotraxin

The final result of trillions of dollars in research, Neotraxin is a widely used gene therapy for treating cancer. While it is not a cure, it does stop 99% of all cancerous growth. Used once a year, this treatment can allow a cancer patient to live with the disease effectively forever. This drug has been known to be mildly addictive, but as breathing is 100% addictive, it is not a major concern as long as the user is careful.



Dosage: 100 CCs
Duration: 1 year
Cost: $25,000/29
Legality: Legal
Addiction: DC 5
Vector: H

Pancellis

The end product of a long-running line of "super" antibiotics. Pancellis is a drug commonly used to treat many bacterial infections. It is easily available and the most commonly prescribed drug in the world.

Dosage: 500 milligrams
Duration: 1/day for 3 wks
Cost: $500/15
Legality: Legal
Addiction: NA
Vector: P, D

Amourex

Amourex is the latest weapon in the war against sexually transmitted diseases. It covers a wide range of ailments and taken daily can control the symptoms of most common diseases. It is a cheap and plentiful drug that many take as a precaution.

Dosage: 1 gram
Duration: Daily
Cost: $15/4
Legality: Legal
Addiction: DC 7
Vector: P, D, S, N, C

INTOXICANTS

Alcohol

Perhaps the most commonly used intoxicant, alcohol is served in a vast array of forms and flavors. It is popular the world over and widely used even today. While mild in smaller doses, alcohol rapidly becomes debilitating in larger amounts. Assume -1 Wisdom, Dexterity, and Intelligence for up to three doses; every dose after that is an additional -1 to Wisdom, Dexterity, Intelligence, and Constitution for the remainder of the duration. It should be noted that the stats here are for 200-proof alcohol. Many diluted forms will not be as strong as this and therefore the doses should be adjusted accordingly. Long-term abuse of alcohol can permanently lower a person's Constitution.

Dosage: 1 oz 200 proof
Duration: Several hours
Cost: $15/4
Legality: Over 14
Addiction: DC 8
Vector: OR, H, N, C

Helixysium

A powerful hypnotic, psychedelic drug. Helixysium is very popular on the street and in the dance culture. Its small dosage amount and reasonably low price make it a drug of choice in many subcultures even with its status as an illegal drug. While on Helixysium, Intelligence and Wisdom are at -2 per dose for the duration of the drug.

Long-term abuse of the drug can lower Constitution and Intelligence permanently.

Dosage: 75 micrograms
Duration: 12 hours
Cost: $50/7
Legality: Illegal
Addiction: DC 10
Vector: All

Jet

The dark future has many a 24-hour shift plugged into the wire, partying until smoggy green dawn in clubs, sitting in the rain on a rooftop, and night after sleepless night waiting on the call from a fixer to move on a deal. Right there with you is Jet, making it all possible. Jet is the benchmark from which all stimulants are measured. Being illegal has made it no less popular with the denizens of the future. This is most likely in large part due to its extremely addictive nature. Jet addicts find that without Jet their body not only lacks the sharp crisp edge they crave, but in fact no longer seems to be able to function normally at all. Jet supplants part of the serotonin uptake in the brain and eventually will damage this neural process. Jet increases Intelligence and Dexterity by +1 for the duration of the drug's effect. There is a residual effect of the user being at -2 Intelligence, Dexterity, Wisdom and Constitution for 24 hours after each use. Once a user reaches level 3 addiction he is no longer able to function normally without constant doses of Jet. A stay in a hospital or specialist facility to detox can correct this uptake failure. Long-term Jet abuse causes severe nerve damage and has been know to interfere with the man/machine interface.

Dosage: 25 cc
Duration: 5 hours
Cost: $100/10
Legality: Illegal
Addiction: DC 15
Vector: D, H, A, N

POISONS

Mort

Mort does what it says and says what it does. It is a supremely powerful neurotoxin that attacks the nervous system and the brain within seconds of being administered. There is no known antitoxin. The victim must make a Fort save vs. a DC of 16. A successful save does 2d10 damage and paralyzes the victim for 1d10 rounds. A failure causes the victim to suffer 5d10 damage and make another Fort save to avoid instant death. A save on the second Fort test paralyzes the victim for one turn for every point of damage taken. Mort can be stopped by some of the better cyber toxin filters. Mort also has an extremely short shelf life. A dose when purchased will only be hours old and must be used within 12 hours or it loses all effectiveness.

Dosage: 100 micrograms
Duration: < 10 seconds
Cost: $50,000/31
Legality: Illegal
Addiction: NA
Vector: H, A

Tarragonis

Following in the long line of interrogation drugs, Tarragonis is a very effective tool for extracting information from reticent parties. Once administered the victim must make a Fort save vs. DC 15 or Tarragonis begins to release certain hormones and targeted neurotransmitters to induce fear. Under the influence of Tarragonis any interrogator gains a +5 bonus per dose to any negotiations done with its victim for the duration of the drug. These interrogations generally involve restraints, a great deal of screaming, frantic twitching, and frothing at the mouth. Tarragonis inflicts no permanent damage, but more than two doses have been known to cause stroke, heart attacks, and aneurisms in victims.

Dosage: 100 milligrams
Duration: 1 hour
Cost: $10,000/26
Legality: Illegal
Addiction: NA
Vector: P, D

Two-Step

As the name implies, this drug hits its victims in about two steps. It is based on a neurotoxin taken from a Malaysian spider. The drug itself is a paralytic agent. Once administered the victim must make a save vs. Fort at DC 15 or become paralyzed. This paralysis lasts up to 24 hours per dose. After 12 hours the victim may make a save once an hour to regain control of their body. This drug has a residual effect that it leaves very limited memory of the time during which the victim is paralyzed. This short-term memory loss ends as soon as they make their Fort save.

Dosage: 10 cc
Duration: 30 seconds
Cost: $5000/23
Legality: Legal
Addiction: NA
Vector: OS, H, A

ADDICTION

Strong medicine comes with strong consequences. Whether it is a drug to cure cancer or something that makes someone feel like a superstar from one of the interactive vids, there is a cost to be paid. To this end all drugs, and pharmaceuticals are rated with an Addiction DC number. This DC number is for a Fortitude saving throw. Every time a character chooses to use a drug, the GM can choose to have him roll this save. Every time a character fails this save he gains one level of addiction.

The table below describes the levels of addiction and their consequences. Due to the great differences in drugs' addictive potential, each item's DC is based on its overall addictiveness. With increased use come increased odds that sooner or later the players will fail a save and find themselves with a problem. The option to go through detox is available. A successful detox requires both Willpower and Fortitude saves. For each successful detox the character drops one level of addiction. So a level 3 addict will be forced to go through three successful detoxes before he is no longer addicted to the drug. Those who choose to live with addiction suffer the consequences of long-term abuse. Long-term abuse is generally defined as living with a level 2 or higher addiction for a year or more.

Table 8.11 Addiction

Level	Dosage Needed	Withdrawal	DC to Detox
1	Weekly	-1 all skills until used	DC 16
2	Daily	-1 all stats until used	DC 19
3	Constantly	-3 stats/skills until used	DC 22

RULES FOR CYBERWARE REMOVAL

There comes a time in a character's life when he realizes that having a blender in his right thigh just hasn't worked out like he hoped it would. When that day comes there is only one thing to do: have the hardware removed. If this were a car or a house or a personal computer it would not be a big deal. This, however, is a human body, or at least it was before they shoehorned in all that technology. Removing cyberware costs the same as installing it, less the cost of the actual hardware. The rules for healing and bed rest for installing cyber ware also apply. Any penalties associated with the cyberware are gone by the time the healing is done, with one exception. Any Constitution penalties from the installation of cyberware are permanent. The only way to remedy this is to have the affected areas replaced with cloned human tissue to repair the damaged or altered tissue. This process requires six months to grow the tissue and can only be done by specialist services at an additional cost of 10 times the cost of the initial cyberware installation.

MEDICAL TECHNOLOGY

Flash Pack

A flash packs is an on-the-spot trauma stabilization pack. It is a blue plastic hockey-puck-shaped device with one black button on it and "rip and stick" glue pad backing. To activate it one rips off the back covering, pushes the button, and places the pack on the exposed lower sternum of the person being stabilized. The pack drives a hypodermic needle into the heart and injects it with a cocktail of stimulants, restoratives, and antitrauma medication. If the heart is not beating it begins a defibrillation pulse. This device is good for only one use but will continue to monitor and prompt stable cardiac function for up to 3 hours. Flask packs provide a +5 to stabilization rolls.

JumpStart

JumpStart, or JS as it is often called on the streets, is the equivalent of a doctor in a can. It is a bright red metal cylinder about 2" around and 8" long, with rounded black plastic caps on either end. To use JumpStart you first pop off the end marked with a single black line. When this is done a long hypodermic needle extends itself from the can. This is pressed into the body in any large muscle tissue group. The thigh is a good location. When the needle is completely inserted the can begins injection of a supercharged mixture of medicines and restoratives. This takes one round. The needle then retracts itself into the can, and the other end of the can is forcibly popped off automatically. This exposes a spray nozzle. The user sprays a chemical latex skin across all damaged areas. This fake skin comes out as a thick, white foam, which quickly undergoes an exothermic reaction, smoothing out and sealing itself to the living skin. This takes one round as well. Once this is done the person on whom this was used gains 1d8 HP plus 1d4 per level. This healing cannot raise a character higher than his base HP. JumpStart can be used only once on a character, at which point he must go to a medical facility or trained medical professional and have it removed. While JumpStart is in place a character cannot heal any damage that it has treated. Removing the JumpStart skin inflicts half of the damage it healed back to the user. Once the skin is removed normal healing can begin.

Spray Skin

Spray Skin is the bandage of the future.

Zero-Zip bags

Zero-Zip bags or "Z-Z-Bs" come in small round plastic containers that look not unlike ancient celluloid film cans. Inside is a rolled-up latex bodybag designed to cover the body of a deceased individual. Once the bag is sealed a button on the tin can be pressed that will release liquid helium, chilling the body. As this is happening a micropump sucks the bag to a near vacuum state. The complete process takes less than 10 minutes and renders the corpse into a rigid, airtight, frozen package with easily attached carrying straps.

Tote-Lab

The Tote-Lab is a portable steamer-trunk-sized metal case. It contains everything necessary to test, diagnose, and treat most common medical problems and injuries. The lab can be plugged into a personal computer as well as having Net jacks for expanded capabilities. It has an internal power supply good for 72 hours. The lab requires several hours to synthesize most common medicines and drugs. While impressive, the Tote-Lab is extremely finicky and prone to problems if not handled with caution. The Tote-Lab requires an essential chemical reload every 12 uses at a cost of 10,000.

CyberDoc (cybernetic diagnostic tools)

Ever try to figure out why a cyber limb or implant isn't functioning up to spec? Just trying to read serial numbers off an X-ray make you want to scream? Here is the answer for you. The CyberDoc uses a wireless protocol standardized as of 2011 by the IEEE to read common information broadcast from the implants themselves. No more trying to guess if it's a patch issue or if a microsolenoid has burned out. Get the word from the hardware itself. This device adds +2 to all attempts to repair cyberware.

DES (Diagnostician Expert System)

The doctor is IN. With this hand-held, voice-driven PDA you can diagnose almost any set of symptoms. The fuzzy logic expert system will help walk you through the process and lead you to most likely conclusions. This device adds +1 to all medical skill checks.

Dermal Tab Loader

Ever want to mix your own derms but don't have the patience or the legal status to allow you to go to the big boys? Or maybe you don't need 10,000 derms; you just want to make a few special ones for friends and family. Here is your chance. The dermal tab loader can load up to 10 tabs at a time with any chemicals in a liquid form.

Ocular Spray

Only the coolest of the cool have the nerve and style to use an ocular spray. Why be seen with derms all over your neck and arms looking like some junkie when you could be flying high through your eyes? They say that the eyes are the windows to the soul, and the first time you use an ocular spray you will see why.

Dermal Tab

Simple, clean, and efficient, dermal tabs or ("derms") are the way of the future. Derms are small plastic tabs with a peel-and-stick backing that can be placed over any major artery for discreet timed release of any drug you need. They come in all shapes, sizes, and colors. Derms are everywhere and loaded with just about everything you can think of. Long-term use of derms can lead to dark tan-like discoloration of the affect areas and is a common mark of drug addiction.

Air hypo

The air hypo is an elegant and painless means of taking medication. Considered an affectation of the rich, it is still a very efficient means of passing drugs into the blood stream with no fuss.

Nebulizer

For those who want to get the drugs to the lungs as quickly as possible. The nebulizer passes a fine mist into the bronchial passages and lungs of its user. An excellent means of administering medication or just delivering a good buzz.

Cyberpump

For those who find that worrying about taking medication is a hassle. The cyberpump is an outpatient-installed medical pump, which can contain up to one month's worth of medicine. Medical professional can reload the pump with a hypodermic injection into a sealed gasket in its end.

Med-Evac Wristband

The Med-Evac wristband generally looks like a very thin watch. The band is worn on the wrist or the ankle. Once placed on, the band's elastic strip becomes stiff and seals onto the body and begins to monitor the vital signs of the wearer. Each band has a serial number; it is from this number that a person establishes a contract with a Med-Evac service. If for any reason the wristband stops broadcasting, a team is sent to investigate its last known good location. These bands are heavily shielded from damage of almost any kind and can broadcast through several stories of steel-reinforced concrete.

Table 8.12 Medical Tech

Item	Cost	Uses/Item
Flash Packs	$5,000/23	1
JumpStart	$10,000/26	1
Spray Skin	$500/15	10
Zero-Zip Bags	$1,000/18	1
Tote-Lab	$100,000/34	Renewable
CyberDoc	$8,500/25	NA
D.E.S.	$6,000/24	NA
Dermal Tab Loader	$5,000/23	Renewable
Ocular Spray	$4,000/23	Renewable
Dermal Tab (empty)	$100/10	50
Air Hypo	$6,000/24	Renewable
Nebulizer	$1,700/20	Renewable
Cyberpump	$9,000/25	Renewable
Med-Evac Wristband	$10,000/27	10-yr battery

DISEASE

As with the world today, there are a great many infectious diseases and conditions that can harm or kill. The task of listing and cataloguing them is one better left to medical science. In this case we have provided a simple means of creating game mechanics for disease. The chart below has examples of some maladies that could be used in game play. Using the format described you can create any disease you need for a game. Below is a quick description of the fields and their meanings.

Name: The common medical name of this sickness

Type: The general cause (genetic, viral, bacterial, poison, etc.)

Vector: How it is spread (contact, insect, body fluid, etc.)

Incubation: How long before symptoms are present

Effect: Symptoms

Duration: How long it will last without treatment or being overcome

Fort Save: The DC save needed to avoid contracting the illness

Black Molly is a viral disease that appears to be completely unique to humans. To sustain itself, the virus must pass from person to person in a continuing chain of infection and is spread by an exchange of body fluids, much like AIDS of the late 20th and early 21st centuries. Five to seven days after infection, the patient typically becomes febrile and has severe aching pains and prostration. Approximately a day later, a rash develops over the face and spreads to the extremities. The patient remains aware throughout the evolution of the rash and customarily experiences considerable pain through the development of the virus. Death invariably occurs during the second week.

The diseases most commonly confused with Black Molly are smallpox and chickenpox. During the first two to three days of rash it may be all but impossible to distinguish it from smallpox without thorough testing. The defining difference between Black Molly and either of these diseases is the speed and accuracy with which it kills and how it's transmitted. Black Molly may even be a derived strain, but at the time of this writing there is precious little we know about this new disease.

At the height of the virus' course, the lesions that identify a Black Molly victim are so densely confluent that the skin looks like rubber and all patients exhibit bleeding into the skin and intestinal tract.

Black Molly vaccination is not without some risk of adverse reactions; 16% of those immunized against Black Molly have suffered fatal side effects, and some patients are left with permanent neurological damage. Preventive vaccination is recommended only for laboratory staff that may be exposed to the virus as part of their daily research. There are two reasons for this. First is the risk of complications. Second, the U.S. national vaccine stocks are sufficient to immunize only 3 to 4 million persons. This amount is significantly less than sufficient for emergency needs. Plans are now being made to expand this reserve. At least 48 months are required before sufficient quantities can be produced.

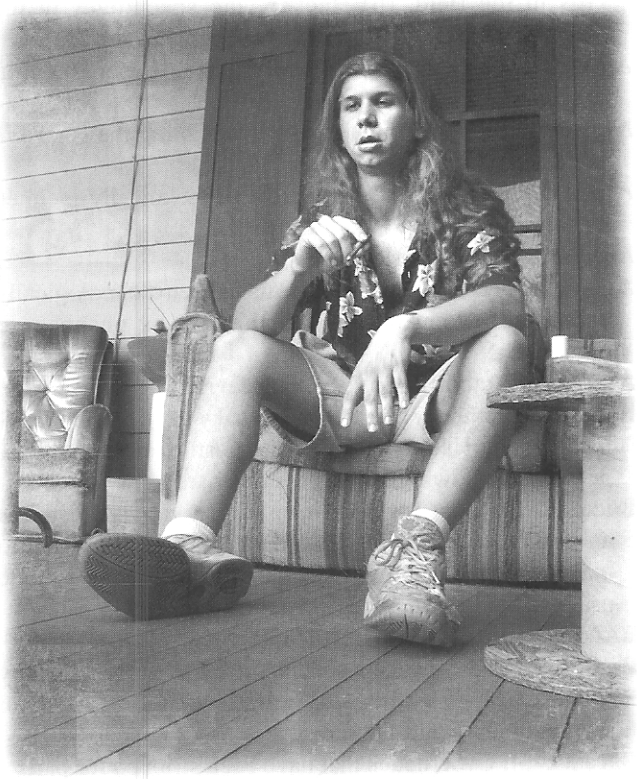


Table 8.13 Disease

Name	Type*	Vector**	Incubation	Duration	Fort Save	Effect
Common Cold	Viral	C	2-3 days	1-3 weeks	DC 10	Respiratory and sinus congestion, fever, fatigue
Food Poisoning	B, V, P	I	Hours	1-5 days	DC 10	Cramps, diarrhea, vomiting, fatigue, dehydration
Ebola Blue Nile	V	A	2 days	Until death	DC 18	Fatigue, fever, dizziness, bleeding, organ failure, death
Allergy	Var	Var	Various	Until treated	DC 14	Rash, fever, cold like symptoms, fatigue, vomiting, swelling of extremities, death in extreme cases
Meningitis	V	IN, B	1-2 days	Until death	DC 15	Fever, dizziness, dizzy, vomiting, fatigue, eventual coma and death
Black Molly	V	B	5-7 days	Until death	DC 25	Fatigue, fever, flulike symptoms, lesions, death

* B = Bacterial, V = Viral, P = Poison, Var = Various

**A = Aerosol, B = Body Fluids, C = Contact, I = Ingested, IN = Insects, Var = Various

Appendix: Lexicon

A Team: Small team of elite troops outsourced from a company of substandard reputation, normally used to meet insurance requirements

Abomination Assembly: Slang for Ready-Dead, a corporate chain of suites dedicated to the preservation of the recently deceased, where they are preserved (for a basic fee and yearly renewal charge) in hopes that technology will advance to the point of reanimating the corpse

Ace: (a) Someone with more than 20 high-profile confirmed kills in the field. (b) Hacker who specializes in the extranational information trade. (c) Highly qualified.

Agricorp: Conglomeration of farms run by one central megacorporation

AI: Net-presence decoy, normally resembling the Hacker's original avatar

Alpha Geek: Most knowledgeable or technically inclined person in an office or work group

Ant Farm: Huge American malls

Augment: Person whose abilities have been technologically enhanced beyond ranges unobtainable by unenhanced humans

Auto-Key: Automated lock-picking device

Babysit: Accompany a particularly cranky, lazy, or technically incompetent Hacker on a run into hostile territory for the purpose of allowing him access to a hardpoint

Bacon Strip: Slang for a two-way road, normally created as an extension of existing HOV lanes, that runs parallel to major roadways and is reserved for emergency vehicle usage. Also known as pig strip.

BAMF: (profanity) Short term for Bad A** Mother F*****

Bank Left/Right: Make a sudden left or right turn, usually while driving, by impacting and bouncing off local surroundings to aid the turn

Bare Metal: Cybernetics that have been stripped for parts

Beam: Practice of moving from your apparent Net location to a new Net location without moving through the intervening space; considered rude in most Hacker circles

Beerzerker: Combatant who is only effective while on the effects of a regularly consumed combat drug

Betty: Traditionally, a heavily augmented female in the employ of a major corp used for sexual companionship as well as protection

Big Iron: Large, heavy infantry weapon

Bio-Imperative Fundamentalism: Conservative way of thought that resists any attempts at asexual reproduction, genetic enhancements, cybertechnology, or extending the natural lifespan of a person or animal beyond conventional boundaries

Bitch: Derogatory term for a facially or body-sculpted individual who resembles an animal form

Bitch Click: All-female street gang

Blank the Chip: Act of turning a Hacker into a vegetable. In most cases it also refers to the removal of all known references to that person, including hardcopy outside of corporate files.

BleedSuit: Illegal clothing used to render the wearer nearly invisible to scanning devices.

Blitzer: Another name for a Zipperhead

Blotter: Nickname for a Blank who is being entered into a city's information feed for the first time

Blow a Chip: Lose control of one's facilities in a particularly noteworthy and destructive manner

Blown Code: Hacker term for corrupted programs

Border Protection Act of 2011: Law allowing on-the-spot termination of illegal immigrants who enter the U.S. using new paths created by the Quake of 2010

Brain Case: Hacker who has been rendered a vegetable due to full immersion activities

Brain Chowder: Mildly amusing entertainment completely devoid of actual informational content

Brainbake: Derogatory term for a Hacker whose unsuccessful history has caused him some limited damage to his mental faculties; also someone who suffers from the excessive use of inferior neural cyberware

Brute Force Programming: Upload programs directly without scanning and running them directly with little or no changes, and no attempts to refine the code

BugDive: Combat drop into an area free of civilian targets

C-coin: $100 coin. Used commonly in large-scale vending machines such as meal units and automated sleeping facilities

Cargo: Dead body

Cement Poisoning: Murdered by organized crime members; refers to the rumored archaic practice of burying bodies in the cement of buildings under development

Chalk Outline: Someone targeted for assassination or whose competency level will lead to his own demise

Chip-flip: 180° change in behavior or personality blamed primarily on cybernetic enhancements

Chips: Short for infochips. Transportable rewritable data media. Used for small to medium data transfers where wireless transmission is not possible or favored. Holds less than 100 gigabytes in most cases.

Chrome: Generic reference to cyberware

Chub Up: Get ready for combat

Circling the Drain: Repeatedly coming back from death while never regaining consciousness

Cleaner: Outside expert who is brought in to remove witnesses and evidence to previously performed illegal activities, including those who committed the crime

Client: The person you are working for. Alternatively: the target of a contract killing.

Climbing the Corporate Ladder: Having your immediate superior killed for personal career advancement

Cogtelligence: One unsophisticated method of measurement to determine the combination of awareness and computational power present in an artificially intelligent network. Used to assess threat levels.

Counsel: Adjust the attitude of a malcontent by using specialized technology to create feedback within his current cybernetic enhancements

Crackdown: Tightening of law enforcement activity against a particular area in order to coerce the local criminals to turn over someone who committed an unrelated crime.

Crash Test Dummies: Individuals who pay for unreliable or untested cyberware

Crossway: Any overhanging pedestrian walkway

Crypsecrate: Making an area of the Net significantly tamperproof through the use of high-level programs or R0v3rs

Cyberchist: Movement that seeks to remove all forms of government control through the use of technology

Cybercide: Act of killing of a person by destroying his projected Net presence in cyberspace

Cybercision: Act of rendering an individual asexual for the purposes of adding cyberware. Full conversions are asexual.

Cybersport: Now-illegal sporting event where cybernetically enhanced players attempt to move a ball from one end of the field to another using melee weapons and small arms for defense. Said to be a combination of rugby, Australian rules football, and American arena football.

Cybertheosis: Belief in evolution to the point of god hood through the use of technology

Cypherpunk: Hacker

Dead Baby: False identity

Decella Chute: Sports equipment commonly used on superscraper-class buildings by enthusiasts seeking dangerous stunts. These chutes are noiseless but expensive and currently not carried by any credible retailer due to their high capacity for failure.

Deep Anarchy: Poorly named movement centered on the belief that performing an action in a simulated reality environment (that is modeled to the exacting specifications of its deep reality counterpart) will cause the effect of the action to occur in both realities simultaneously

Deep: Number of members in your gang (e.g., the Backhands are only 35 deep)

Deep Reality: The real world we live in, as opposed to the Net

Deniable Asset: Independent Merc with little or no ties to his source of employment

Digital Fruit Salad: Another name for puking due to dump shock

Digital Kudzu: Useless Internet marketing garbage

Disco Gun: Another name for a taser

Discriminatory Mine: Land-based explosive which can be programmed to recognize IFF signatures and which will activate only once those are safely out of the possible blast radius

Divinduals: Clones

Dog Brain: Simple AI used for very basic processes. Used in some advanced cybernetics.

Drooler: Hacker who doesn't pay much attention to deep reality

Dry Op: Assassination performed by others that you received payment for

E-Tran: Shorthand term for a local-area transit train

EOL: End Of Line. Term used to refer to a complete unwillingness to communicate further on a given issue.

Executive Class: The last remaining area of society with upward mobility. While not members of the ludicrously rich, members of the executive class generally have lives of sophisticated consumption and comfort. They are often able to secure more power and security for themselves by engineering takeovers of other's holdings, either in their own company or corporate division, or through acquiring outside resources. Often this amounts to a zero-sum game between different members of this upper-class group.

Exocognition: Using permanently linked exterior systems to extend the range of a person's information-gathering and -processing capabilities

Eyecatch: Net advertisement

Face Arrest: Arrest of an individual who appears to be in the process of becoming a criminal risk, for reasons that are currently legally unsupportable

Fire Lane: Area surrounding the entrance to a corporate zone designated as a kill zone used for the purposes of security. Also known as a No Warning Shot Zone or NWS Zone.

Flatscan: Someone with no cyberware

Florist: Pimp

Flyzone: Precalculated flight-path "lanes" for VTVs

Furtique: Shop geared to providing its clients with stylishly futuristic concepts that require animalistic implants or cybernetics to achieve their true aesthetic worth

Furvert: Derogatory term for anyone who has a strong attraction to people who have exotic animalistic modifications

Garbage Kit: Kit-bashed semifunctional cyberware

Gestalt: Pull together a single program or piece of cyberware by taking bits from various sources of dissimilar function

Glass: Easily traced, usually pertaining to Net trails

Gomer: Senile, incompetent, or highly unpleasant corporate security guard

Got the Free Tattoo: Spent enough time in prison to require a tracking tattoo

Grounder: Assassination in which the victim was tossed from a high structure

Grown a Dot: Marked for assassination

Gump: A power broker who pretends to be a small-time criminal or cheap hood in order to obtain information at better rates or similar price breaks

Halfscan: Derogatory term for someone with only limited cyberware, or cyberware of poor quality

Handcom: Hand communicator, primarily used by corporate security. A wireless communication device combined with hand-held computing. Part PDA, part pager, part cell phone. Good for playing many common video games and storing pictures and video as well.

HD3D: Common broadcast audiovisual infotainment media

Highrider: Derogatory term for someone who has never left corporate-patrolled areas

Hot Drop: Term used for when a Cybernetically Enhanced Threat Response team drops from VTVs into a hot zone

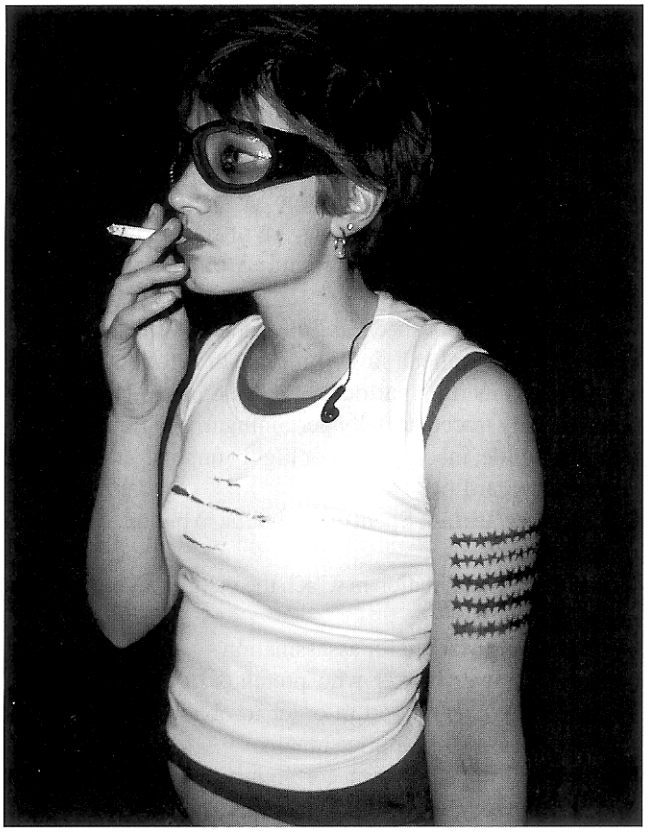
Hot Zone: Urban area characterized by high crime rates, unmaintained streets and buildings, no local military or police coverage, high concentrations of homeless people, and frequent riots

Hydrochloride Caps: One of a variety of cleaning and sanitation chemicals stored in capsule form occasionally used by cleaners to remove evidence. Dissolves in water. Fumes of this product are hazardous and contact with skin causes serious chemical burns.

Interceptor: Police vehicle

Interface Window: Operating area called up by programmers and operators in full immersion. Gives direct access to codefiles running in a sim, as well as normal Net-searching abilities.

Jacked In and Trashed Out: Type of system shock and fatigue that occurs as a side effect of using stimulants to ward off the effects of extended biological negligence caused by prolonged full immersion activities



Jerry's Kid: Derogatory term for any individual who has a mental or physical handicap due to the removal of cyberware

Judicial Review Act: Allows for an illegally obtained confession from a suspect, obtained through the use of physical torture, to be admissible in court when used in reference to a capital crime

Jump Test: Rookie's ultimate test for entrance into a cyber-response squad. This test normally involves walking the prospect down a long narrow containment hall and releasing a predetermined cybercriminal (rigged with tasers to stop him at a certain point) at the rookie. If the rookie flinches or runs before the criminal is tasered, he must endure whatever constant torture his peers wreck upon him. If he remains calm, he is allowed into the group with open arms. If he actually strikes the criminal, he gets to drive for his first week on the job.

Jumped the Shark: Long past the peak of popularity for an item, individual, or group

K-10: Derogatory name for a cybernetically enhanced canine guard unit

Leper: Individual who suffers disfigurement around his cybernetic implants due to poor medical service at the point of instillation

Liquid Aluminum: Transparent metal polymer composite most often used in safety-window and vehicle-windshield material

Log Back: Go to partial immersion in the Net or to ride shotgun

Lost in the Tape: Lack or destruction of local police evidence which might provide the possible conviction of a high-ranking corporate executive or senior police officer

Maho: Japanese word for magic often used to refer to highly sophisticated programs or defenses

Mannequin: Nonliving clone used for the purposes of organ transplanting. Highly illegal.

Meat Monkey: Person whose memory and/or senses are disabled and replaced with sensory equipment accessible by an outside source

Meat Truck: Ambulance

Megatech: Technology that will require energy or methods far beyond the current capabilities. Many megacorporations use megatech as part of their five- and ten-year plans.

Metatron: Benefactor of hard-to-find information, communicated via the Net, whose identity remains unknown despite Hacker efforts

MI Suit: Suit of slightly enhanced powered armor used by the police only in special instances. Short for Mechanized Infantry suit.

MI-Tac: Mechanized Infantry Tactical squad is a division of the Cybernetically Enhanced Threat Response team, the police elite unit that tackles crimes committed by augmented criminals. Also occasionally referred to as Cy-ko squads.

Mobile Killing Squads: Corporate special-duty units, composed primarily of Mercs and corrupt police personnel,

assigned to eliminate protesters or the homeless who occasionally group around large buildings seeking shelter or warmth

Mock War: Conflict between two very similar megacorporations for reasons undisclosed to the media

Moto: Single-person pedestrian conveyance consisting of two wheels, a small motor, and a set of handle bars

Narrowcasting: Television and other media selectively filtered so that programs are inherently personalized

NeDS: Networked DNA Identification System. Used by police to identify suspects.

Neophobe: Individual who fears change to the point of seeking to abort technological and social advances

Neuralthesis: Any device implanted within the brain to overcome a neurological disorder

No-pest Strip: Protective airborne vehicle barrier that attempted to prevent VTV accidents from impacting other areas. Discontinued in 2015 as being cost-ineffective and less than functional. A magnetic alternative is currently in development.

Nutra-goo: Brand name of a low-budget liquid protein, fiber, and vitamin drink. Provides sufficient nutrition to sustain human life over long periods. Not recommended as the sole source of nutritive intake. A remnant of the technology used to survive the burn.

Obesity Control Act of 2009: Forced rationing and excommunication of overweight citizens following the food shortages of 2009. Repealed 2015 in most major cities.

Organ Donor: Dead body

Paper Doll: Full conversion of low quality

Permanent Absenteeism: Death

Perp Jumping: Killing a bounty hunter in order to collect the bounty on his captive prisoner

Personal Protection Amendment: Permits every citizen to undertake normally illegal actions should the safety of the public at large be directly and immediate threatened

Public Health Act of 2012: Authorizes Cops to destroy any public or privately owned property that poses a significant and immediate health risk to the environment

Riding the E: The point at which your vehicle has only enough fuel left to return to the closest known safe zone

Rim: Hidden passages located in older towns, created by the Quake

Rockcrete: High-strength building material composed of brick, shingles, stray nails, broken electronics, plastic bottles, etc. taken from abandoned areas. Used primarily as a road surface that is cheaper than asphalt to manufacture. Also a component in consumer products that require greater durability than plastic can offer.

ScrambleSuit: Program which shields the wearer from Net detection

Scrawler: Net graffiti artist

Section 1322a: Guarantees the legal right of every citizen to enter the home of another and search for incriminating evidence if he believes his life is in significant and immediate danger. Failure to produce conclusive evidence, however, can result in prison time and heavy fines.

See You in Hell: Covert phrase used by Mercs who wish to meet at a later time but are unable to give exact details immediately due to a mixed audience. Means literally "Meet me in the worst bar in town 30 minutes after I'm done here."

Silicon Mana: Functional technology that is discovered after being discarded by a corporate occupant who has replaced his old technology with the latest upgrades

Sim: Simulated reality. The space created though total immersion, which can sometimes be indistinguishable from actual reality.

Spanky: Decoy target of a high-profile assassination, leaked to security, used to distract attention away from the true target

Stage Dive: The act of jumping a long (usually fatal) distance, usually more than 100 feet, without the benefit of safety gear

Stone Garden: Community that has been covered over and converted into a generic burial plot

Suicide Blitzers: Zipperheads who have explosives implanted within their own bodies, set to explode when they reach their target, as part of their initiation

Tag-free Zone: The point at which a black ops member must surrender dog tags and adjust identification in order to grant his employer complete deniability

Tinsuit: A full-body conversion cyborg

Triple-burned Bastard: A very competent Mercenary

Unpatrolled Zone: An area where the police do not regularly respond. Frequently near low-income neighborhoods. Crimes meriting police attention in these areas are usually dealt with using riot-suppression tactics.

VTV: Vee-Tee-Vee, shorthand term for a variety of vectored-thrust vehicles

Way-by: Small landing areas set aside on certain superscrapers in regular intervals where VTV drivers can pull off and temporarily park their vehicles

Wetflex: New type of reflex chip that responds to preset conditions in a preprogrammed manner without consulting higher brain functions

Zipperhead: Any particularly violent gang member who displays a strong affinity for cyberware

Zone: Normally used to refer to a self-contained living environment that belongs to a corporation, government agency, or nonprofit organization

Index

A

ACP Mauser M2 76
Active Infrared Vision 59
Active Ultraviolet Vision 59
Addiction 150
Adrenal Control System 53
Advanced Classes 9
AI 98
Air hypo 152
Airplane Expertise 36
Alcohol 149
Ammunition 143
  Armor-piercing 143
  HESH 144
  Hollow-point 144
  Safety 144
  Tracers 144
Amourex 149
Appetite Suppressive Implant 42
Armed and Dangerous 28
Armor Implants 47
Armored Limb 59
Arrowheads, The 130
Assist 13
Attack to Disconnect 100
Attacking Programs 100
Attacks of Opportunity 141
Audio Recording 54
Augmentation 147
Autoinjector 60
Automatic Fire and Shotguns 142

B

Background Check 133
Bashed Programming 20
Binoculars 81
  Life Detector 81
Black Molly 153
Black Ops 133
Blank 9
Blank Check 16
Blood Filters 44
Boat Expertise 36
Body Replacement 60
Bogging Down 140
BOLO (Be On the Look Out) 13
Boss, The 137
Bracing 141
Broad Experience 36
Bug Detector 61, 82
Bugatti Sakai 89
Bullet-resistant Jacket 78
Bullet-resistant Long Coat 78
Bullet-resistant Suit 79
Bullet-resistant Vest 79
Burnout 30

C

Camera Module 49
Camo Lion 12 Gauge 77
Chameleon Skin 61
Chameleon Suit 87
Chemical Analyzer 61
Chi-NMC 111
China 105
Cigarettes 88
City Rat 11
City Scooter 89
Clamshell Vest 79
Clamshell Vest and Helmet 79
Claws 42
Climbing Hand Module 62
Climbing Leg Module 62
Clout 136
Codes 13
Coding It Up 95
Cold Start 36
Collapse 145
Colors 18
Combat 141
Combat Ready 28
Computer Use 32
Computers 87
Connected 137
Consummate Professional 23
Contacts 15
Contraceptive Implant 42
Cop 12
Corporate Funding 133
Corporate Police 123
Corporate Security 120
Cosmetic 148
Counter Medicine 26
Cultural Icon 24
CyberDoc 152
Cyberdoc 30
Cyberhunting 21
Cybernetic Cafe 131
Cybernetic Equipment List 40
Cybernetics 104
Cyberpump 152
Cyberware Removal 151
Cyborg, The 134

D

Damaging Buildings 145
Datascreen 49
Dead Shot 36
Death 146
Decipher Script 32
Decipher Tech 30
Demolitions 32
Dermal Enhancement 45
Dermal Tab 152
Dermal Tab Loader 152
DES 152
Desert Eagle Mark XIX 76
Designated Target 23
Detox 147
Dexterity Increase Module 62
Digital Hearing Enhancement 54
Digital Microscope 54
Digital Telescope 55
Digital Visual Enhancement 54
Digitigrade Legs 63
Disease 152
Dog Call 13
Driving 33, 140
Drugs 149

E

Eagle Eyed 36
Ecology 105
EMP Shielding 47
Evasion 11
Ex-Black Ops 134
Ex-Cop 14
Ex-Cyborgs 135
Ex-Ganger 19
Exotic Weapon Proficiency: Vehicle 36
Explosions 144
  Stun 144
Eye Color Control 49

F

Facial Modifications 42
Falling on Grenades 144
Fangs 43
Far Shot 35
Fast Movement 11
Feats 35
Firearms in Melee 143
First Aid Kit 85
Fixer 14
Flare Compensation 55
Flash Pack 151
Flash Suppressor 142
Flashbang Grenades 80
FN Police Shotgun 76
FN303 77
Forge 30
Frankenbash 30
Full Gyroscopic Stabilization 63

G

Gang Feat 18
Ganger 17
Gangs 125
Gangtank 89
Garcia's Liver 23
Gills 45
GMing 131
Goggles
  Metal Detector 83
  Motion Sensor 83
GPS Mapping System 49
Grapevine 16
Grapple Hand Module 50
Guinea Pig 135
Gun Shuffle 28
Guns and Subdual Damage 141
Gyroscopic Stabilization 63

H

Hacker 19
Hacking 20
Hardware Expertise 22
Hardwired 29
Healing 147
  Assisted 147
  Natural 147
Healing Mastery 26
HEAT Grenades 80
Heavy Weapons Proficiency 37
Helicopter Expertise 37
Helixysium 149
High Range Radio Link 55
Hit 'em Fast Hit 'em Hard 134
Hit It Make It Better 30
Hive, The 126
HK Objective Individual Combat Weapon 77
HK WSG2000 .50BMG 77
Home Sweet Box 11
Home Turf 18
Hospitals 147
Hostile Environment Modifications 64
Hunch 13

I

Icon 22
Improved First Aid 25
Improved Long-term Care 26
Improved Stage Presence 23
India 106
Initiated 18
Internal Air Supply 56
Intoxicants 149
ISC 112

J

Japan 106
Jaz Junkies, The 127
Jet 150
JumpStart 151

K

Kast in Khrome 131
Keep 'Em Rolling 23
Killshot 29
Know It All 20
Know Thy Enemy 19
Knowledge Chips 56
Knowledge Module 50

L

Large City/Metroplex Forces 122
Laser Sight 142
Last Reichs 131
Law Enforcement 103
Leadership 19, 23
Lethal Shot 37
Lieutenant 137
Liver Filters 45
LMBell Model X-212 VTV 88
Lock Picks 85
Locksmith Hand Module 64
Long in the Saddle 37
Losing Control 141

M

MachineArt 21K 89
Made Man, The 136
Makin' Money 1-3 137
Man/Machine Interface 50
Maxim Machine Gun 78
Maximum Programs 96
Med-Evac 148
Med-Evac Wristband 152
Medical Hand Module 64
Medical Technology 151
Medico 24

Medifast Unit 148
Megacorps 102
Merc 26
Microphones 84
Misfire 142
Model 21 Bobcat 74
Model 64 S&W Revolver 75
Model 859 Protector 75
Mort 150
Motion Detector 56
MP 5/10 10 mm Submachine Gun 76
MP5 9 mm Submachine Gun 76
Multipass 22
Muscle Implant 47

N

Nebulizer 152
Neotraxin 149
Net, The 100
  Jacking Out 94
  Movement 94
  Riding Shotgun 94
  Stats and Checks 95
Net Combat 99
Net Legend 22
Net Module 51
Noise Damper 57
Noise Editing 57
Not the Face! 23

O

Ocular Spray 152
Off Switch, The 135
Off the Grid 11, 37
OICW 5
Olfactory Increase 57
On the Fly 30
One with the Machine 30
One with the Sprawl 11
Optical Boom 65
Optical Recorder 57
Orbital Decay 108

P

P90 5.7 mm Submachine Gun 76
Pain Editor 47, 57
Pancellis 149
Paper Phone 88
Passive Infrared Vision 65
Pharmaceutical 149
Phone Link 51
Poisons 150
Police, The 119
Ports, Additional 49
Powered Clamshell 79
Prehensile Tail 51
Priority 33 14
Private Security Departments 121
Procedures 25
Professional 138
Program Types 97
Programmable Hair 51
Programmable Tattoo 51
Programming 20, 34
Programs 95
Protected 25
Puppeteers, The 128

R

R0v3r 21
Radar 65
Radar Detector 66
Radiation Detector 66
RAM 97
Ranger Guard Services 113
Reloading 142
Renaissance Man 23
Repair 33
Reparenting Programs 98
Replacement Eye 52
Replacement Hearing 52
Replacement Limb 66
Respiratory Filters 46
Resurrection 146
Retractable Claws 66
Retractable Fangs 67
Retractable Holster 67
Retractable Monowire Whip 67
Returning Grenades 144
Reverse-engineering 96
Riot 23
Riot Shield 79
Robotics Module 68
Run Hot 13
Running a Program 98
Running Leg Module 68
Russia 107

S

S171-A Hot Zone Deployment Carrier VTV 89
Sanity Claus 129
Sawed-off FN 76
Scrambler 68
Scry. *See* Surveillance
Sealed Clamshell 79
Severe Wounds 146
Shakedown 14
Shield Proficiency 37
Shotguns 143
  Double-barrel 143
Shuniko Labs 114
Sig P226 75
Sig Pro SP2340-A 75
Sig Sauer 232 75
Silencer 142
Simple Weapons Proficiency 35
Simsense Module 58
Skeletal Enhancement 48
Skill Concentration 16
Skill Focus 30
Skills 32
Sleep Inducer 52
Slugs 143
Smartgun 142
Smartgun Module 69
Sneak Attack 11
Sonar 69
Sonar Detector 69
Spanner 29
Specialist Forces 123
Specialist Services 147
Sports Heart 48
Sports Joints 48
Sports Lungs 48
Spray Injectors 69
Spray Skin 151
Standard Organ and Limb Replacement 43
Start-up Times 96
Stat 26
Stealth Leg Module 70
Stomach Filters 46
Stray Rounds 142
Stray Rounds and Smartguns 142
Street Ghost 11
Street Person 139
Streetwise 33
Strength Increase 70
Subdermal Pouch 44
Subdermal Watch 43
Suburban Police Forces 121
Subvocal Microphone 52
Sunscreen Implant 44
Surgery 26
Surveillance 34
SWAT 137
Swimming Leg Module 70
Synchronize Watches 134

T

Tables
  Table 1.1 The Blank 10
  Table 1.2 The Cop 12
  Table 1.3 The Fixer 15
  Table 1.4 Grapevine 16
  Table 1.5 The Ganger 17
  Table 1.6 The Hacker 19
  Table 1.7 Know It All 20
  Table 1.8 R0v3r 21
  Table 1.9 Cyberhunting 22
  Table 1.10 The Icon 23
  Table 1.11 The Medico 25
  Table 1.12 The Merc 27
  Table 1.13 The Spanner 29
  Table 1.14 Frankenbash 29
  Table 1.15 Forge 30
  Table 2.1 Demolitions 32
  Table 2.2 Streetwise 33
  Table 2.3 Repair 34
  Table 2.4 Tracking 35
  Table 2.5 Conditions 36
  Table 3.1 Quality 40
  Table 3.2 Body Replacement 60
  Table 3.3 Going Buggo 71
  Table 4.1 Weapons 74
  Table 4.2 Armor 78
  Table 4.3 Explosives 79
  Table 4.4 Standard Equipment 80
  Table 4.4.1 Standard Equipment (cont.) 81
  Table 4.5 Vehicles 88
  Table 5.1 Coding It Up 96
  Table 7.1 The Black Ops 133
  Table 7.2 The Cyborg 134
  Table 7.3 The Made Man 136
  Table 7.4 SWAT 138
  Table 7.5 The Professional 138
  Table 7.6 The Street Person 139
  Table 7.7 The Tough 139
  Table 8.1 Driving Conditions 140
  Table 8.2 Losing Control 141
  Table 8.3 Shotguns 143
  Table 8.4 Substance Hardness 144
  Table 8.5 Weapon Hardness 145
  Table 8.6 Item Hardness 145
  Table 8.7 Building Materials 145
  Table 8.8 Severe Wound Effects 146
  Table 8.9 Medical Services 148
  Table 8.10 Contracts 148
  Table 8.11 Addiction 151
  Table 8.12 Medical Tech 152
  Table 8.13 Disease 153
Tactical Body Armor 79
Tactical Vest 79
Tactical Vest and Helmet 79
Tactile Increase 53
Tail Implant 44
Tarragonis 150
Taser Implant 58
Taser Shield 79
Taurus Tracker 74
TE&P 117
Team Loyalty 134
Telescopic Sight 143
Telestar Global 116
Templars, The 126
Terrorism 108
Thermal Baffling 70
They Own You 135
Thompson M1.45 ACP Submachine Gun 76
Tight Beam Radio Link 71
Tool Hand Module 71
Tool Kit 86
Torque 30
Tote-Lab 151
Tough 139
Toxin Sniffer 82
Toyota MR261 88
Toyota P.O.D. 600 89
Tracer Bug 84
Tracking 35
Two-Step 150

U

Uncanny Dodge 11, 13
Unflappable 26
United States 107
Upgrade 135
Upgrade 2-5 135
Urban Breakdown 130

V

Vector Thrust Expertise 37
Vehicle Module 58
Viruses 99
Vocal Control System 59

W

Walker Arms 118
Walker M20 20 mm Gyrojet rifle 78
Watch Phone 86
Weapon Accessories 142
Western Digital 131
Wet Drive 53
Wheeled Vehicle Expertise 37
White Noise Generator 84
Works, The 135
Worms 99

Z

Zero-Zip bags 151

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specif! ically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or ! the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Open Gaming Licensing Information: Digital Burn is done under version 1.0a of the Open Gaming License and the D20 System Trademark License, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast.®

This product requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, or Modern D20 published by Wizards of the Coast® Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission.

"d20 System" and the "d20 System" logo are trademarks owned by Wizards of the Coast® and are used according to the terms of the d20 System License, version 1.0a. A copy of this license can be found at www.wizards.com.

Portions of Digital Burn are Open Game Content licensed with version 1.0a of the Open Gaming License.
Portions of the material referenced in this sourcebook, including, but not limited to Characters, Skills & Feats, Equipment, and Combat was derived from the Open Content Sections of Weird Wars, Weird War Two and Rokugan. Weird Wars, Weird War Two is Copyright 2001, Pinnacle Entertainment Group, Inc, Rokugan is Copyright 2001, Wizards of the Coast.

Designation of Product Identity: All material other than game rules already considered Open Gaming Content is considered Product Identity as described in Section 1(e) of the Open Game License v. 1.0a. This includes, but is not limited to Digital Burn, all named non-historical characters, non-historical place names, events, plots, artwork, logos, trade dress, product names, product lines and item names.

In addition, the following specific terms are considered Product Identity: "Riding Shotgun", "R0v3r", and "Off the Grid". The class name "Blank" is also considered Product Identity.

Designation of Open Gaming Content: With the exception of Product Identity or content used with permission, the text of all Classes, Skills, Feats, Weapons, and Cyberware herein are considered Open Game Content. All Stat Blocks, excepting the name or proper name associated with the Stat Block are Open Game Content.

Any content from the System Reference Document (www.wizards.com/d20), or derived from the System Reference Document is also Open Game Content. If you have questions about the Open Game status of any material herein, please contact Living Room Games at www.lrgames.com for clarification.

DIGITAL BURN™

"Electricity lances every nerve of your chromed right eye and minute twinges shock your brow with a constant pulse, reassuring you that, despite the head wound, you're still functional. A collection of digitally enhanced shadows mark those chasing you, pulling the green threads of a targeting display into unsettling crystal clarity on the surface of your eye. Crouching, you pray, trying desperately to squeeze hope from your artificial heart as your stainless steel hand clenches desperately to your Walker .45. Answers are few and far between in this neon desolation, but, when you're ducking behind cover on a cluttered city street, there's little else to do anyway, so you might as well make the most of your time. Rain mixes with blood as you anxiously slide a new clip into your gun and take a deep breath. You're dead. You know you're dead. No one's even going to remember you. Funny how when you're dead, you never feel more alive. Welcome to the Burn."

Widely recognized and critically acclaimed, the hard-hitting cyberpunk genre returns to the roleplaying world and introduces itself to the d20 community with the arrival of *Digital Burn*. Unlike any game before its time, Digital Burn seeks to merge the versatility of the d20 system with the gaming environment that revolutionized the way we look at the world outside our window.

Digital Burn includes:

- *Nine New Advanced Classes, along with Prestige Classes and Multi-Class paths*
- *Fourteen New Feats for use in the Digital Burn and other Modern and Futuristic environs*
- *An extensive list of over 100 highly detailed Cybernetic Enhancements*
- *And a complete setting for use with the d20 System*

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast®. d20 Modern® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast and are used with Permission. Digital Burn: *A Resource for a Cybernetic Future*™ is copyright© 2002 by Living Room Games, INC. All Rights Reserved.

Living Room™ Games

d20 system™

ISBN 0-9704191-6-3 $35.00
53500
9 780970 419163