

Espionage / Counterterrorism / Cyberpunk

NEUROSPASTA





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Neurospasta ("noo-roe-spas-ta"): Greek for "figures pulled by strings".



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VISIONS

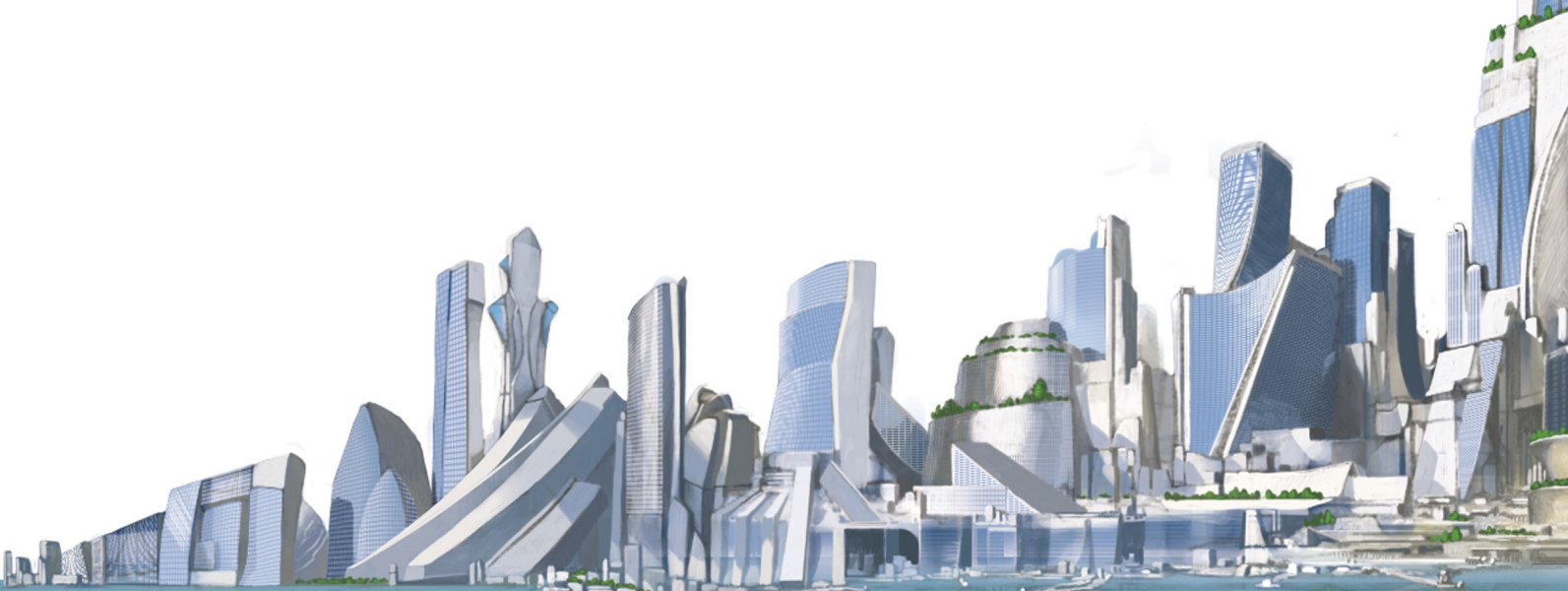
The world as we know it is slowly coming to an end.

Power brokers and dominating nations have forged alliances with multi-national corporations. They have conspired to force the planet into a state of conformity, first by eliminating traditional values, then by undermining national sovereignty. Every value the world holds dear has been quickly erased by political and corporate bureaucracy. Small businesses have been swallowed up, countries wiped out or conquered. All of this has been put into action by a cabal of a powerful few aiming to centralize all control, limiting freedom of choice, freedom of information, and freedom of thought. Every day that passes inches us closer to the fear prophesized by writers for two hundred years—the onset of a global totalitarian state.

Archon is the center of this control—where every aspect of society is regulated and monitored. Every street has a camera. They know where you sleep, where you drive, and where you work. With the development of cyberization, they grow ever closer to a final goal: to control how you think.

As the seconds tick towards this not-so-distant day, the masses of the planet devour their packaged food and absorb the 5-second flash ads that blip across their computer screens, happy and content with heated homes and safe roads, unaware that their freedoms are being stripped one by one.

It now falls to the few enlightened, the few aware of the path ahead, to stop this threat before the entire planet is reduced to a civilization of compliant, consuming slaves.

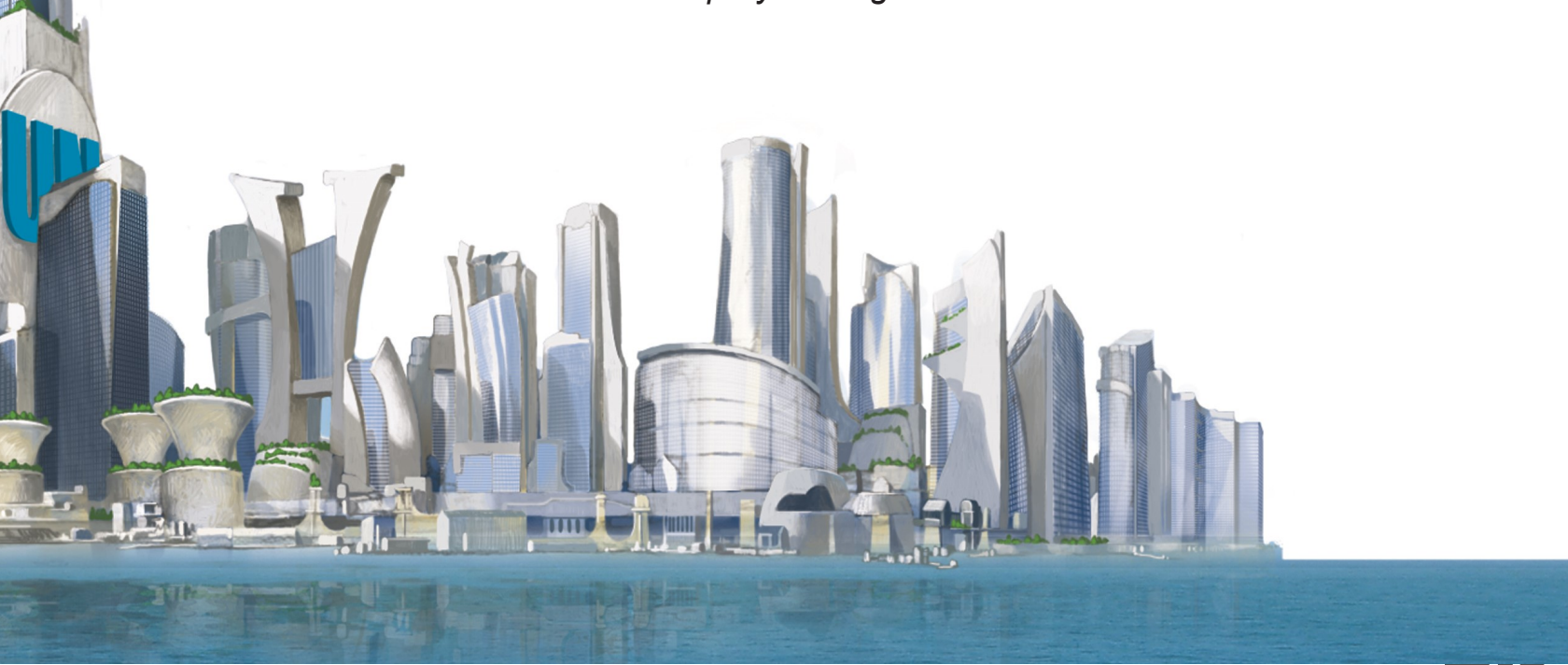


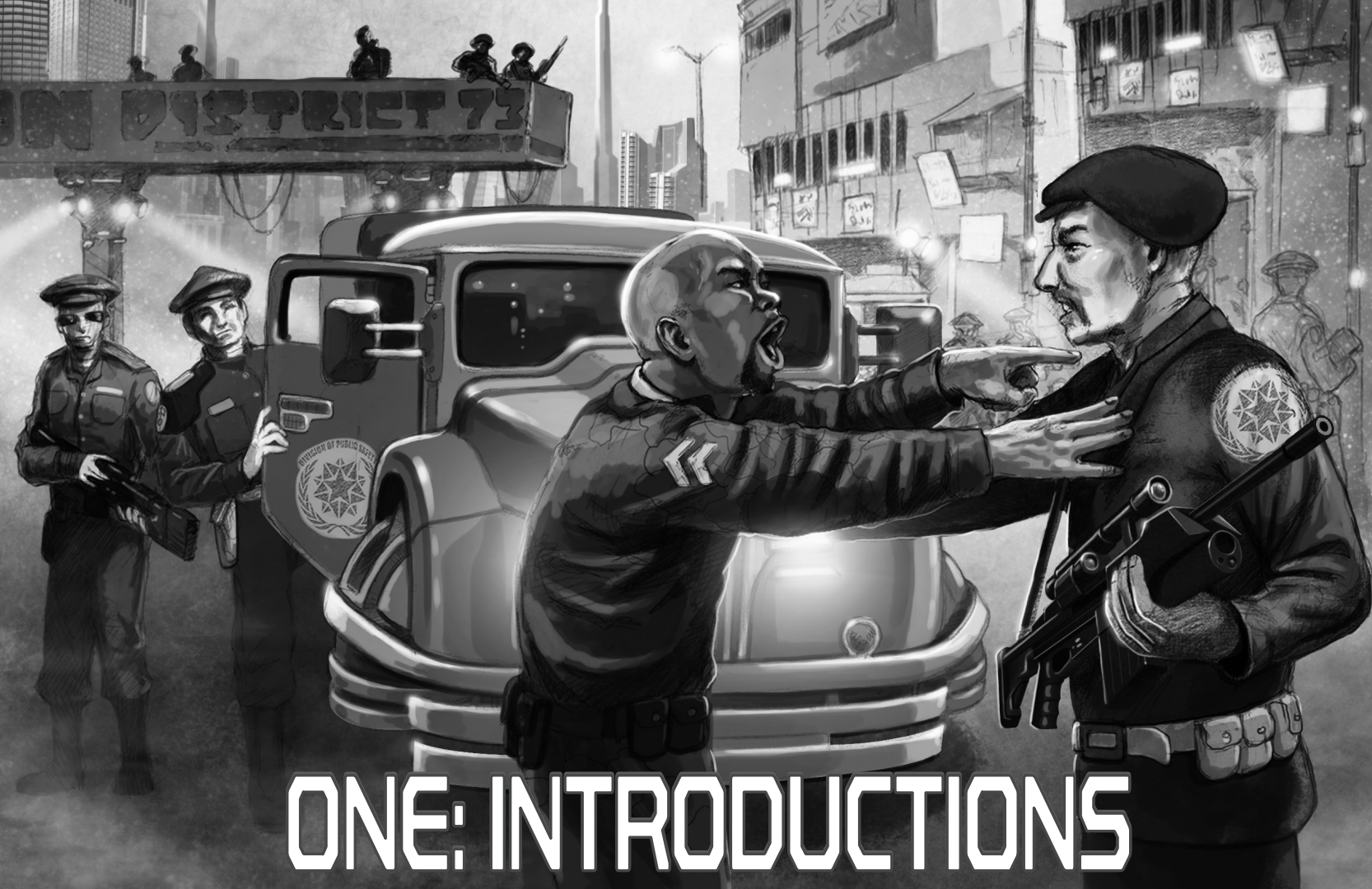
The world hasn't ended. Our resources haven't dried up. Nuclear weapons haven't fallen. Prophecies have passed without consequence. Governments have risen and fallen. Technology has continued to improve. As decades have passed, distant dreams of a fanciful future still remain over the horizon of speculation. As we near the end of 21st century, robots have yet to rise to overthrow us and life beyond our solar system—if it exists—remains quiet. Disasters have fallen and have been survived. Wars have broken out over insignificant conflicts inflated by corrupt politics and religious fanaticism. Mankind remains as he always does. With the onset of globalization and the modernization of every corner of the globe, a paradigm shift grows closer. As the dinosaurs of the old ways maintain a tight grip around ethnic and religious disparities between nations, a growing consensus inches closer to a new world order.

Archon is the avatar of this order—a city with no loyalties, no nationalities, and no ethnic superiority—a city built to shepherd a new age of world peace. But as the clock ticks closer to the most productive age of mankind, fanatics, anarchists, and warmongers conspire to destroy this fragile peace forever.

All eyes turn to this city, the symbol of global peace, the icon of world order—the sovereign headquarters of a united planet. In this political microcosm, every nation in the world has a voice, every nation has a presence, and every nation is a target. It is the task of a select few to defend the fragile peace of this new world as it takes its first precarious steps.

Archon: last hope for human civilization or harbinger of our ruin? Only time will tell... but that time is rapidly running out.





ONE: INTRODUCTIONS

NeuroSpasta is a role playing game set in a possible future and, for the most part, within the confines of a single city. Archon is an autonomous city-state constructed for the sole purpose of serving as the headquarters of the United Nations. It houses the General Assembly, Security Council, the Secretariat, and the head offices of nearly every organ of the UN. Along with that, it contains over 180 embassies of nearly every member state within the alliance. The city was built by multinational contractors on a manufactured island in international waters. It has no obligations to nor political leanings toward any other nation. Purpose-built from the ground up, it is a shining example of modern technology and architecture. However, its position in the global community has made it a target for every radical, fundamentalist, and anarchist in the world.

The defense of this city falls to many organizations but no single agency has more power and has encountered more controversy than the members of the Division of Public Safety. The DPS has been granted jurisdiction over all of Archon, including every embassy within the city, the only group on the planet with the authority to unilaterally transcend national sovereign territory. In spite of accusations of militarism and the possibility of a police state,

the DPS operates with virtually no oversight in the application of their enforcement.

NeuroSpasta is a highly political cyberpunk game with several notable differences from the standard clichés of the setting. It eschews the traditional “megacorp domination” approach in favor of a highly-charged political environment. The game is set in a utopian metropolis balancing the edge of totalitarianism, rather than a rotting sprawl of homeless people and organized crime. Cybernetics, while present, are all but indistinguishable from normality—two-ton combat hulks and obvious cosmetic cyberware are the rare exception rather than the norm.

Computer hacking as traditionally depicted exists, but by this time, nearly every resident of the modern age is equipped with a neural interface, linking their mind with the global network. This opens up the possibility of *people* being hacked, altering their perceptions, their memories, or even their personality.

In the future, everything can be manipulated.

THE GAME

To play *NeuroSpasta*, beyond this rulebook, you also need the following.

NeuroSpasta is a module for Dias Ex Machina's *Ultramodern5*, and requires that book in addition to the 5th Edition core rules. UM5 is a generic modern/future ruleset designed to adapt Fifth Edition rules to scenarios outside of the standard fantasy world.

New Races. Races in *NeuroSpasta* represent the general phenotypes available to a transhuman future. They do not represent distinct ethnicities, which are better represented non-mechanically or by the lifepath rules presented in *Ultramodern5*.

These new races are nugenic, prosthetic, true-born, and virtuant.

One New Class. *NeuroSpasta* includes one new class, the Freediver. This class is designed to supplement the modern classes presented in *Ultramodern5*, and works with the generic archetype options presented in that book. Standard 5th Edition classes or those from other third-party supplements may be used, with minor modifications and with the GM's permission.

New Equipment. Armor and weapons abound in *NeuroSpasta*. Cybernetics and new gear offer additional enhancements although most cybernetics are only available to those with full body prosthesis.

ARCHON

The year is 2091, ten years since the opening of the city of Archon, the new headquarters of the United Nations. The UN of this day is more than a toothless advisory body, and Archon is far more than just the home of a world government agency: it is a paragon of engineering and technology, a cosmopolitan haven for those who wish to throw off the shackles of nationalism and dogma, and a showcase of the technological and biological advancements that are causing some to question the very definition of humanity.

Nearly every nation in the world has an embassy here, all coexisting as peacefully as possible under the watchful eye of the Division of Public Safety, a multiethnic organization belonging to no nation, tasked with the investigation of disturbances that threaten the security and sanctity of the UN bastion. Some fear that with its ubiquitous security and the broad mandates of its police

TIMELINE

2025

—Annexation of Belarus by Russia.

2028

—Guinea civil war.

2029

—Sudden surge of petroleum investment in Africa, colloquially known as the 'African Oil Explosion'.

2030

—Collapse of Burundi.
—Start of Second South Ossetia war between Georgia and Russia.
—Start of the Second Sierra Leone War.
—Start of the Sudanese Civil War.

2031

—End of the Second South Ossetia war. Russia pulls out from Georgia.
—Abkhazia recognized as a sovereign nation.
—Independence of South Ossetia.

2035

—Iranian civil war.
October
—Zangezor Peace Accords.

2038

—War of Uzbekistan.

2039

—UAE initiates the Progressive Arab Reform (PAR).
—Honshu Nanotech Incident.

2040 – 2050

—Nigerian Civil War.

2040

—Sudan officially takes control of territory previously claimed by the Central African Republic.
—Formation of the AMC (Asian Monetary Coalition) and the AMU (Asian Monetary Unit).

2044

—First proposal of UN-ARMA.
—Togo is classed as a failed nation.
—Publication of the *Micromachine Strategic Forecast*.
—Massive global economic crash known as the "Micromachine Bubble."



2045-2055

—The Carbon Collapse.

2045

- Sudan officially takes control of territory previously claimed by Chad.
- The United Nations Space Agency (UNSA) replaces the UN Office for Outer Space Affairs.

2046

- Royalty of Morocco deposed.
- Placement of the South African Military Provisional Authority.

2050

- People's Revolution of North Korea.
- Formation of the Commonwealth of Papua.

2051

- Namibia is annexed by the nation of South Africa.

2052

May

- Closing of the border between India and Bangladesh.
- Treaty of Kangwon.

2053

- The Kargil incident between India and Pakistan.

2055

January

- Arabian Restructure.
- Irish Reunification.
- Collapse of Somalia.

March

- Independence of Aceh and Papua from Indonesia.

April 10th - 20th

- The 10 Day War between Israel and Palestine.

April 19th

- Emergency Special Session at the UNGA.

June 2nd

- Signing of the Jericho Accords.

June 30th

- Official creation of the IAZ.

August 15th

- Signing of UN-ARMA.
- Dissolution of the CCASG.

forces, that Archon is in danger of becoming a totalitarian state: others rightly point out that Archon is a target for reactionary elements who refuse to see the city for what it is—the promise of utopia.

Since the opening ceremonies of the city, no successful terrorist attack has ever been committed within Archon or in any of its embassies. Crime is extremely low and the DPS's record of arrest is near 100%. Despite the growing threats from fundamentalists and anarchists, the peace of Archon and the stability the United Nations has hoped to maintain has yet to be seriously threatened.

This will change...



GLOSSARY

UNITED NATIONS

Archon. The official name of SAMAZ—the headquarters of the UN.

Asian Monetary Coalition (AMC). A financial alliance of ASEAN along with China, Japan, and South Korea. The forming of this alliance gave way to the creation of the Asian Monetary Unit.

Asian Monetary Unit (AMU). Not one but many types of currency from all over Asia that share economic stability. This includes the Yen, the Yuan, and the Won. They all trade equally on the world market.

Association of Southeast Asian Nations (ASEAN). An economic alliance of ten countries in Southeast Asia (Brunei, Cambodia, Indonesia, Laos, Malaysia, Myanmar, the Philippines, Singapore, Thailand, and Vietnam).

A3—Archon Actual Authority. Also called Archon Actual, the main island of Archon.

Carbon Collapse. A generic name for a series of man-made economic and environmental catastrophes that plagued the planet between 2045 and 2055 claiming a billion lives.

Chief Executive. The elected president of Archon and head of the Executive Council.

Concord. An ethnically and racially diverse terrorist group seeking to break down what they consider to be the onset of world totalitarianism.

Corpus Security Force (CSF). A UN formed police force under sole authority of the IAZ tasked with safeguarding the IAZ (Jerusalem and outlining towns).

Civil Service Authority (CSA). One of thirteen executives that run the day-to-day operations of SAMAZ.

Data Liberation Committee (DLC). An organization funded by a cabal of wealthy international IT companies with the express purpose of maintaining the free flow of information. They govern the operations of I/O Eden.

Division of Public Safety (DPS). A civilian-controlled counterterrorism and law enforcement organization with jurisdiction over all of Archon, regardless of political lines.

Emergency Special Session (ESS). A meeting of the UNGA under specific circumstances of extreme importance. The last time it was employed was to ratify the charter and pass UN-ARMA.

Executive Council. The ruling body of SAMAZ, comprised of the thirteen CSAs and the Chief Executive at the head.

Freeport. A nickname for Archon's international airport, which occupies one of the three islands of SAMAZ.

International Administration Zone (IAZ). A region encompassing Jerusalem and outlining towns, removing them from direct Palestinian and Israeli control and placing them under the blanket of the UN control. Law enforcement is handled by the CSF.

International Criminal Court (ICC). Responsible for the handling of arrests by the DPS.

International Court of Justice (ICJ). The judicial organ of the United Nations. A different organization than the ICC, the ICJ resolves legal disputes between member states and renders advice on issues submitted to it.

Internal Security Authority (ISA). The first law enforcement agency in Archon, downgraded and replaced by the DPS.

InSight. Another name for the OIO.

INTERPOL. International Police, a venerable organization still in operation today. They have an office in Archon.

I/O "Eden". A data haven located on an island south of India and controlled by the DLC

Lunar Freedom Alliance. The governing body over Moonbase Tycho.

Municipal Zone Police (MZP). Another name for UNAPOL, the primary law enforcement in SAMAZ.

"Nowhere". A nickname for SAMAZ before the official title of Archon was designated. It still persists.

Office of Internal Oversight (OIO). Internal Affairs agency for all matters of the UN. Also known as InSight.

Perimeter Patrol Agency (PPA). Border patrol force that operates the gates and mans the bulkheads of SAMAZ.

Residential Zone (REZ). Also called SAR-1, part of SAMAZ.

Special Administrative Municipal Autonomous Zone (SAMAZ). The official designation for Archon and the name it went by during its construction.

Special Administrative Region-1 (SAR-1). An island in SAMAZ that operates as a Refugee Zone. Also called the REZ.

Secretary General. The head of the UNGA.

SAMAZ Independent Monitor (SIM). A massive hyper-intelligent firewall that monitors all electronic traffic to and from Archon.

Special Executive Authority. The head of the DPS.

United Lunar Initiative (ULI). A governing body of international representatives that govern over the majority of lunar stations.

UN. United Nations

United Nations Police (UNPOL). The general law enforcement agency in SAMAZ. Also known as the MZP.

2055

September 11th

—Official declaration of United Nations International Territories.

October 10th

—Syria takes possession of the Golan Heights.

November 30th

—Formation of the PAC. Initial countries: Bahrain, Iraq, Kuwait, Oman, Qatar, Saudi Arabia, and the United Arab Emirates.

December

—Bratislava Accords.

2055 – 2065

—East African War.

2056

—Yemen joins PAC.

2065

—Aceh and Papua admitted to the UN General Assembly.

2056

—UAE and Qatar begin construction of the largest artificial island in history, dubbed "Haven."

—Expansion of the International Monetary Fund.

2056

—Creation of the Corpus Security Force in Jerusalem.

2057

—UN Enacts the Charter of International Law against vocal opposition.

2058

—New York denies the UN the option to expand their headquarters. The UN announces it is leaving New York. Dozens of other countries put forward propositions.

—The Haven project starts proceedings for bankruptcy.

—Swaziland is invaded and dissolved by South Africa.

2060

—Absorption of Somalia by Ethiopia.

—The collapse of Sudan and its absorption by Ethiopia.

—The No Man's Land accord which erases national borders of failed nations in Africa.

United Nations Aggregate Reform Amendment (UN-ARMA). The proposal made to the UNGA during an ESS and passed that ratified the one state-one vote clause of article 27 in the UN Charter and removed the solitary veto rule of the UNSC. It was the single greatest alteration the UN Charter since its formation.

United Nations General Assembly (UNGA). The primary organ of the United Nations where over 190 countries convene.

United Nations International Schools (UNIS). Elementary and secondary schools within SAMAZ. There are ten.

United Nations Administered Zones (The Zones). Areas of the globe the UN has governing control over. This includes SAMAZ and more than a dozen smaller areas across the globe.

UNPK. United Nations Peacekeeping force.

United Nations Space Assembly (UNSA). A committee that oversees international interests in space, excluding the Moon.

United Nations Security Council (UNSC). A smaller group of nations dealing with international security.

United Nations Self Defense Force (UNSDF). A small military branch from the UNPK that deals with the military defense of SAMAZ and all other UN Administered Zones.

United Residential Territory (URT). A smaller island in SAMAZ with high-class housing.

United Tower-1 (UT-1). The largest free standing structure in the world and the home of the UNGA.

UUA. United University of Archon

WHO. World Health Organization

TECHNOLOGY

Automatrix. A computer network that controls automated vehicles, roadworks, and monitors all physical traffic. Archon has an Automatrix.

Cellular-Satellite Matrix (Cel-Sat). The combination of cellular towers and satellites that can connect every human. Every inch of the planet is covered.

Cybercel. A cellular communication utilizing cybernetic implants. All SEEDs rely on cybercel communication.

Dive / Diving. The term used by Freedivers when initiating an attack on a server or brain.

Global Internet Address (GIA). The GIA replaced IP addresses with the onset of the GNOSIS protocol and the connections of SEEDs to the internet.

Global Neural Operating Support/Interface System (GNOSIS). The operating system developed by Cybersoft, employed in 95% of all SEEDs and neural implants. It currently stands at version 2.1.

Freediver. The modern term for a hacker, someone that uses computers to infiltrate memory systems, whether digital, cybernetic, or organic, with the aim of controlling, stealing, altering, or deleting what they find.

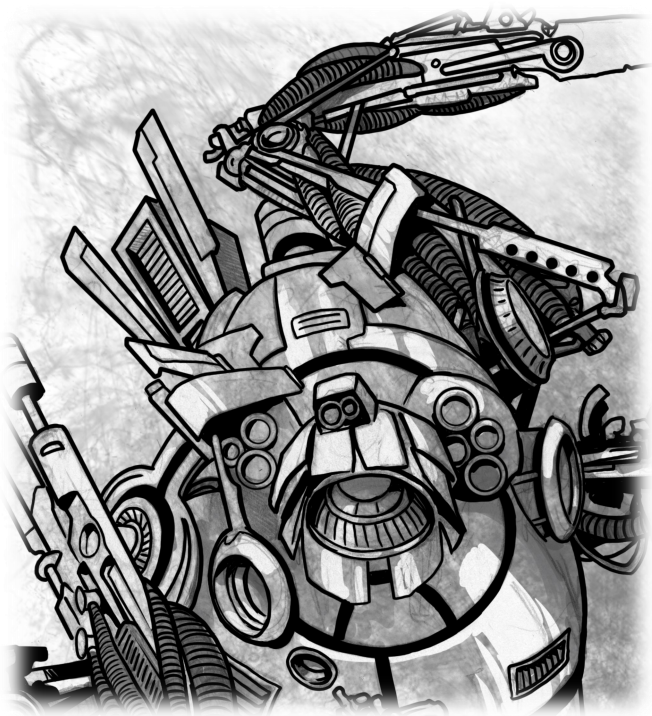
Nomad. A rival operating system to GNOSIS which is open source and popular with computer geeks and hackers.

Neubotics. Coined by Dr. Rudolph Stapp of the CenStem medical institute, neubotics refers to the new generation of nanotechnology. In his opinion, nanotechnology was not entirely accurate since so many of the machines being built were significantly larger to properly measure in the nano-scale and with newer applications using the "pico" scale, he felt a new term should be applied that deals with the inorganic and organic applications of micronization. Originally, the term was only applied to larger nano-machines which had found use in medical applications. Eventually, it expanded to encompass the entire range of micronization. Nanotechnology is still used in many circles.

Open. The normal status of an individual's connection via cell/sat to the outside world. This allows constant access to the internet. This is the default of all computers and neural implants.

Paranoid. The status of severing one's connection to the internet. Also known as "being paranoid" and "going paranoid".

Synaptic Embedded Electronic Device (SEED). A common subsurface neural implant that connects one's brain to the World Wide Web. It can access information, record visual and auditory stimuli, and even digitize one's memory for storage and retrieval with external storage devices. It is the single most common cybernetic device in the world: nearly 80% of the world population has one. Nearly all SEEDs utilize the GNOSIS operating system.



2061

—Opening ceremonies of I/O Eden.

2063

—Official introduction of the Khaleeji.

2065

—Japanese acquisition of South Kuril Islands from Russia.

—Aceh declares independence.

—Papua declares independence.

—Egypt joins PAC.

—Palestine joins PAC.

—The Final Border War between Ethiopia and Eritrea concludes with the expansion of Ethiopia into Eritrea.

—Liberia classed as a failed nation.

—Ikoro founded by Naomi Mudabwe.

2069

—Ethiopia claims a successful nuclear test.

—South Africa claims a successful nuclear test.

—Algeria joins PAC.

—Lebanon joins PAC.

—The American Plymouth Rock Incorporated Mining Enclave goes bankrupt from stock manipulation.

—Moonbase Tycho declares independence.

2070

—The Oman Complex Attack.

—Formation of Lupus Kanti.

December

—Djibouti joins PAC.

—Libya joins PAC.

2071

—South Africa eliminates the monarchy of Lesotho.

2074

—Morocco joins PAC.

2075

—Tunisia "Powerway" to Europe is destroyed by Concord terrorists.

—American National Bank replaces US Bancorp.

—Benue declares independence.

—Syria joins PAC.



NEW RULES SUMMARY

Here is a general list of what to expect in *NeuroSpasta*. These rules are based on those found in *Ultramodern5*, but are expanded to fit in with *NeuroSpasta*.

SKILLS & PROFICIENCIES

Intelligence [Computer Use]

Knowing where the "on" switch is and understanding a point/click interface is a common skill expected of everyone. Computer Use specifically covers more advanced concepts like hardware modification, upgrade, and maintenance.

Computer Use is also employed in the researching of online materials. You can use it to replace

2076

—"Archon" officially wins the contest as the name of SAMAZ.

2077

—First evidence of Concord surfaces.

2078

—United Tower-I (UT-I) officially takes the record as the tallest free stranding structure in the world.

2075

—International Security Authority takes charge of all law enforcement in UN Administered Zones.

2081

—Archon Opening Ceremonies.
—Programmer Nebur Shakrah (founder of CyRev) commits suicide.
—First General Assembly meeting at United Tower-I.

2089

—Rebuilt Tunisia "Powerway" to Europe is destroyed by Concord terrorists.

2090

—Archon Public Safety Act (APSA) signed.
—Division of Public Safety formed.
—ISA officially relinquishes authority of law enforcement in Archon.

2091

Present day...

Intelligence (Investigation) when researching a subject.

Additionally, in *NeuroSpasta*, Computer Use is also used when attempting to create viruses or programs (which are akin to spells in this setting); it is not used when employing a dive ability or a dive attack. Those employ traditional attack rolls and saving throws.

While Diving A Target. Additionally, as an action, any creature in a dive can use Intelligence (Computer Use) to search for information like one would use Intelligence (Investigation). The attacker can implant a piece of information, alter a file, or simply download a document. Computer Use can also be employed to take over a system if the target is a server (see Opponents).

"Information" as defined here is different than "programs" or "memory". Information can be logs, records, reports, or other forms of digital paperwork. Memories are recollections, experiences—elements that can affect a personality. You need dive talents to affect memories. A program is a collection of instructions designed to resist deletion or modification. They can be sometimes hijacked or deleted, though these also require dive talents.

Using Intelligence (Computer Use) while in a dive against a target requires beating the target's Passive Perception (some targets can replace Passive Perception with their Computer Use bonus + 10). This is different than the forging of a false document to be implanted (if that's the goal)—that requires another skill check.

Intelligence [Engineering]

This is the broad skill dealing with all applications of technology, allowing you to craft, modify, and repair devices. These include electronics, general machines, exo-armor, modern armor, modern weapons, prosthetics, and vehicles.

Crafting. Crafting technology deviates slightly from crafting mundane items. Not only are you required to be proficient in Intelligence (Engineering), but you also must possess the appropriate Engineering kit. If so, then you can expend \$5 in widgets each day until you reach the market value of the item (this is called a build schedule). You must have widgets or parts on hand. Alternately, you can attempt to make an Intelligence (Engineering) check—the result is how much in \$ you progress instead of taking the normal \$5 each day. This value can increase with the use of engineering kits.

The tech level of your engineering kit affects the

speed of your build, being a multiplier affecting the number of \$ you can invest per day of use. A TL1 kit thus cannot affect your build time, while a TL5 kit allows you to spend 5 times more \$ than normally for a day's work. You cannot build other kits or medical injections.

Disarm Electronic Locks. When attempting to disarm a trap or break through a lock using an Engineering tool kit, you can use Intelligence (Engineering) provided you have a tool kit of the same tech level or greater than the device you are trying to affect.

Recover Hit Points. You can take eight hours and make an Intelligence (Engineering) to recover the hit points of damaged items, vehicles, or even prosthetics. The number of hit points recovered is equal to the result of your skill check -10.

The tech level of your engineering kit affects both the speed of the repair and the amount of hit points recovered...

If your engineering kit is one tech level higher than the item or vehicle being worked on, the number of hit points recovered is equal to the result of your skill check -5, and the time for the repair is reduced to four hours.

If your engineering kit is two tech levels higher than the item or vehicle being worked on, the number of hit points recovered is equal to the result of your skill check, and the time for the repair is reduced to two hours.

If your engineering kit is three tech levels higher than the item or vehicle being worked on, the number of hit points recovered is equal to the result of your skill check +2, and the time for the repair is reduced to one hour.

If your engineering kit is 4 higher or more than the item or vehicle being worked on, the number of hit points recovered is equal to the result of your skill check +5, and the time for the repair is reduced to ten minutes.

The repair cost in widgets with each attempt is equal the number of hit points recovered x 5.

Reverse Engineer. You can use the Intelligence (Engineering) skill to convert technology into widgets to be used in the creation of other technology. Each

attempt to reverse engineer an item takes six hours. Reverse engineering destroys the item. You recover one-fifth of the item's value in widgets.

Sabotage. You can use Intelligence (Engineering) skill to sabotage devices and vehicles. With this technique, you can inflict effects instantly or when certain conditions occur.

You can only attempt sabotage against a target which you can incapacitate logically. The GM can refuse a sabotage attempt if you have no way of accessing vital components in the target. The GM may also require you to spend time gaining access to said components.

There are hundreds of different effects you can accomplish with sabotage. Effects last until the effect is repaired unless stated otherwise. Effects can be repaired by a contested Intelligence (Engineering) check or with specific solutions to each problem (breaking open a door instead of fixing the sabotage).

MEDIC & TECHIE

Generally, medics from *Ultramodern5* are trained to heal animals, those with a biological makeup. Likewise, techies can repair or modify technology. In *NeuroSpasta*, there are fully-formed personalities—including players—walking around in cybernetic bodies. As a result, characters with prosthetic bodies would be unable be healed by medic abilities when employing a medical kit. Thankfully, there are solutions to this dilemma.

(If a GM desires, she can ignore these rules and keep with the status quo—where the healer is able to heal any characters regardless of their makeup with a medical kit)

Medic

The medic generally employs medical kits to heal and otherwise restore allies while using the drug kit to impose temporary boosts. In the future of *NeuroSpasta*, the drug kit also includes Neubotic injections to affect prosthetic bodies per the details of the medical exploit being used (so nothing changes)

With applications or exploits requiring the medical kit, if you have proficiency with Intelligence (Engineering), you can use an engineering kit of equal TL of the prosthetic body being worked on (being at least TL 3 for starting characters) and use widgets to duplicate a similar result as the medical kit. You cannot use both a medical kit and the

engineering kit at the same time (so you cannot use one exploit to heal both an organic creature and a prosthetic at the same time).

Higher TL engineering kits do not affect the hit point recovery like using Intelligence (Engineering), but like the skill check, using widgets and engineering kits with medical applications /exploits does cost money in widgets. The repair cost in widgets with each attempt is equal the number of hit points recovered x 5.

Techie

Instead of relying on medical applications/ exploits to recover hit points or taking time with a general Intelligence (Engineering) check, you can receive additional training to enact in-field repairs on items, vehicles, or even your prosthetic allies. You have this additional tech savant trait available for selection.

D.I.Y. You can instead use your tech points to enact quick and dirty repairs on items, vehicles, or even prosthetic allies in the field. Spend tech points with an action and select one item, vehicle, or

prosthetic ally in reach. For each tech point spent, the target recovers 1d6 + your engineering kit's tech level value hit points.

Like all repairs, the repair cost in widgets with each action is equal the number of hit points recovered x 5.

DIVING

Before truly embracing the cyberpunk mindset of *NeuroSpasta*, one first must understand one of its key components, diving.

Diving is the term used when hackers virtually attack targets. Unlike tradition, hackers are not limited to just computers sitting in buildings—they can attack any target with Internet access. As most individuals are constantly connected through their SEEDs, and most technology in the world is adapted to accommodate this, hackers are provided with a target-rich environment.

Since these links are part of the opponent's composition (like a robot) or are implanted, said



opponents are open to outside attack via wired or wireless access.

Technically anyone able to access a computer system can attempt a dive—it is not the sole speciality of the freediver class, though the aforementioned class has access to more abilities. The process is not too dissimilar to physical combat, save for the physical element. There are attacks rolls, skill checks, and saving throws.

However, one aspect of diving different than physical combat is the lack of any combat space. Targets do not move, reposition, or outmaneuver. There are no avatars sending out magical-looking computer viruses from their fingertips.

The process of virtual combat / dive combat involves the following steps.

- **Locating A Target**
- **Breaching A Target's Firewall**
- **Being In A Dive**

Locating A Target

GIA. With firewall attacks, dive abilities, and dive talents with a range listed as "GIA", you must know the target's Global Internet Address. Gaining a GIA takes no action and is assumed to have been done if one of the following situations occur:

- You are informed of the target's GIA directly from an information source.
- You have line of sight on the target. Line of sight is limited to 100 feet unless using enhancements (binoculars, targeting scope, cybernetics, etc.).
- You can see the target through telepresence (a camera) and you know the physical location of that camera. Your space is considered the same as the camera (thus limited to that same 100 foot range unless that camera has a zoom).
- The target answers a cybercell or traditional phone call and you know the exact global position of the transmission's destination (either by the location of the land line or by a phone trace).

The moment a mobile target moves, its GIA changes and you must re-establish it, that is unless you have breached all your opponent's Firewall defenses, in which case your connection to the target is established and you can begin diving. Once you are diving your target, your software automatically updates the target's GIA even if it leaves your sight,

so ducking behind a wall will not sever an active connection. Any ability that uses a GIA does not provoke opportunity attacks.

Open. Being "open" refers to a target's capacity to access the wireless network. Many class abilities and talents require a target to be able to access this network, via exposed or hidden communication devices, of which the SEED is the most common and useful.

If an ability or talent requires a target be open, then that target must have some form of wireless communication, even if within a reasonable listening range. Target SEEDS cannot be "paranoid" (in closed mode, incapable of transmitting or receiving wireless data) if they wish to benefit from an ability requiring an open target.

Many abilities that require being open will work with non-SEED wireless devices (such as radios), but may not work as efficiently as a SEED, at the GM's discretion. Alternative wireless devices are more subject to interference, discovery, or interception, and may require free hands and extra actions. Communicating through your SEED requires no action, does not require a hand, cannot be interfered with or disrupted except by conditions that affect all wireless transmission, and does not automatically reveal your physical location.

Any ability requiring a target to be able to see and/or hear you can be replaced with open range. This includes the marshal's Command Presence abilities.

Breaching A Target's Firewall

Firewall Attack. Firewall attacks are meant to bring down a target's Firewall defense. You must bring down all Firewall defenses on a target (some can have more than one) before attempting a dive. Like physical attacks, a firewall attack requires an action—you make one attempt against on firewall (some abilities and opponents allow multiple attacks with an action). If you score a critical hit with a firewall attack, you have advantage with your next firewall attack against the same target within one minute. You do not need to breach the firewalls of allies if applying positive effects—allies are only required to be "open".

If you are proficient with the device used to make the firewall attack, you add your proficiency bonus, just like a regular attack roll. You can also gain enhancements from cybernetic implants.

When a hacker breaches a target's firewall, that firewall remains down until the end of the attacker's next turn. This allows allies with the target's GIA to circumvent that breached firewall and proceed to the next step, whether

that be targeting the next firewall in line or initiating a dive. If an ally does not possess the target's GIA, the hacker that breached the firewall can be used as a "pass-through" to gain the GIA if the initial hacker allows it.

At the end of the attacker's next turn, any firewalls breached come back online. The attacker is then kicked out of the system. If the attacker attempts to breach an already broken firewall, that firewall remains down until the end of the attacker's next turn once again. There are also dive talents that "brace" a firewall—keeping it open without requiring another attack for a set amount of time.

Although those few seconds a firewall is open may be all an attacker needs, she may elect to upload a virus or malware program in that time, allowing multiple dive talents to occur in a target while the attacker remains outside. Implanted programs are not required to breach a firewall as they are already past it.

Firewall defense. In addition to Armor Class, characters and opponents now have a Firewall defense. In almost every way, a character's Firewall defense, or FW, operates the same as Armor Class. Opponents target FW with an attack roll, and a FW is determined by adding relevant modifiers from ability scores as well as armor—armor in this case being a firewall.

"Lighter" firewalls provide reduced benefit but make it easier for hackers to attack from behind them. Lighter firewalls also allow a target's own Wisdom or Intelligence ability modifier to be added to its FW. "Heavier" firewalls are extremely secure and are common with people with average computing skills who are unable to actively defend themselves. Heavier firewalls impede dives from those operating the firewall.

Unlike Armor Class, targets can have more than one firewall, though these are generally only found in larger computer systems. In this case, all FW layers must be circumvented in order to attack the source (although some servers with multiple levels do offer limited access without breaking through all layers of defense).

Being In A Dive

Once an attacker has made it past the firewalls, she is now in a dive. Everything has come down to this moment—the entire point of attacking a target in the first place, being in a dive.

While diving a target, an attacker has access to several options. She can search for information via an Intelligence (Computer Use) check, use a dive talent if access to one, or implant a malware program.



Computer Use. As stated under the Computer Use skill, any creature in a dive can use an action with a Intelligence (Computer Use) check to search, implant, or modify information. It can also be used to hijack a system if the target is a server. You cannot use Computer Use to fabricate, delete, otherwise alter memories—you need dive talents for those.

Use a Dive Talent. Specifically the realm of the freediver class, using a dive talent involves initiating an ability that affects the target in some way. The majority of these impose negative affects, forcing the target to make a saving throw (Intelligence, Wisdom, Constitution, or Charisma).

Not all dive talents are harmful—some are personal effects benefiting the user only, while others are designed to benefit allies. However, these can be used any time, regardless if the user is in a dive or not.

Dive talents are broken up into limited-use dive talents and at-will hotkeys. Dive talents may require an action or a bonus action to use. Additionally, dive talents can be implanted in a program (a beneficial one or malware). Talents an attacker uses "on-the-fly" are basically the hacker using her skills at the moment, while those implanted in a program occupy space and require time consuming programming.

When you use a dive talent, that talent affects one target by default (one whose firewall has been breached). Some class abilities allow you to affect multiple targets at once with a single use of a dive talent. If you have breached the firewall of multiple targets, you can use the appropriate class ability to have one talent affect all the targets at once, though only counting as one use of the talent.

See **Dive Talents** under the **freediver** class for available talents.

Implanting a Program. Programs are software applications meant to aid or hinder targets. They can be run from within a brain or server, and during a dive they can even be installed on someone else's system without their consent or knowledge. Of course, there are millions of different programs in the world, and any computer or SEED will hold hundreds of them; however, for game purposes, a “program” refers specifically to the applications described in Chapter Five, “Programs”. Some programs are beneficial utilities; others, known as “malware”, are tools of electronic warfare that range from the merely irritating to the profoundly deadly.

Programs require time and skill to create. A user can create her own programs or purchase them from other programmers, at which point the program occupies one or more program slots in the user's SEED or her remote storage. A SEED has only a limited capacity for programs: most characters will use this storage solely for beneficial applications, but hackers have to be calculated in what they store—more attack programs or more utility ones. At the end of a short or long rest, as long as the character has some sort of access to her personal storage, she can swap out as many programs (that are not currently functioning) as she has room for in her SEED.

As an action, a program can be implanted in a target whose firewall is breached. This does not require a free slot in the target's system—the program runs from the attacker's system, and once the code is activated it uses processing cycles, not storage space. The attacker can also use certain dive talents to send programs to multiple available targets as a single action. Depending on the program, it may activate immediately after implantation or under set conditions. While any program that can affect another target can be implanted this way, dedicated hackers are chiefly concerned with the subset of programs known as “malware”.

Malware is any software program that contains a sequence of embedded dive talents, activated in sequence. It is often disguised as a benign application so that the target

doesn't notice it. The advantages of a malware program over direct interference during a dive are manifold, but the principle benefit is that they allow the diver to use more than their normal allotment of talents: limited-use talents are expended when the program is created, not when it is activated, and are recovered normally even if the program simply sits in memory or storage, so with enough time (or money) it is possible for a user to build up a large library of normally limited applications.

Once a target is implanted with a program, regardless whether it succeeds or fails, it remains in the target's system until removed. Some programs delete themselves or attempt to re-activate their talents. However, once a program is implanted, that same program cannot be implanted again in the same target until the program is cleaned or deletes itself.

Although someone can have multiple copies of a single program, their effects do not stack on a single target, and if a program requires a period of time after activation before it can be used again, possessing a another copy of that program does not cut this time down. If a hacker implants a malicious program in an opponent, implanting a second copy of that same program will have no additional effect—it overwrites the existing program and neither reduces cool down or causes the malware to start over.

See the Programs chapter for a list of available programs.

PSYCHIC

Damage inflicted on a brain or system during a dive is psychic damage (even if the target is a robot or a CPU). Dive talents and programs that inflict psychic damage automatically reveal to the target that it is being hacked. If no damage is dealt, the target does not automatically associate a program's effects with external interference, but can still make an appropriate check to find out, run diagnostic and cleaning software, or even go paranoid if it has reason to suspect it is being tampered with.

ROBOTS

Robots are both opponents and servants. As servants, they can operate on their own or remotely through a physical remote control or a neural interface. If a character is controlling a robot remotely, she can apply her Control Bonus to the robot—a value equal to her proficiency bonus that is added to the robot's attack, proficient saving throws and proficient skills in place of its own bonus.



RACES

Although the planet carries a rich tapestry of different ethnicities and different races, the actual physical and mental differences between them are statistically insignificant. The only real noteworthy deviations are those that have broken free from the evolutionary confines of the human species. Despite where on Earth you've lived, the color of your skin or the shape of your body, everything can be altered with the advent of the new science. The four races available in *NeuroSpasta* are nugenic, prosthetic, true-born and virtuant. Each represents the capacity of the human race to tinker with what nature hath wrought.

These races are not differentiated by ethnicity, creed, or traditions, the details and significance of which are up to you (though your Lifepath can offer some direction). For some races, their ethnicity is a veneer placed by choice in order to ease integration. Others have the capacity of erasing any elements indicative of social identity—allowing the creation of truly unique individuals. While ethnic dissent is somewhat rare in the canon setting, the degree to which this is true of your character is your choice.

QUICK SUMMARY

The following races are available in *NeuroSpasta*. For game mechanics purposes, all four are considered human.

Nugenic. These are genetically altered humans that have had their code tinkered in utero by their parents. Nugenics are still very much human, but many, including themselves, believe them to be of superior stock.

Prosthetic. Prosthetics are individuals who, through accident or choice, have lost most of all of their organic bodies save their brain. The flesh is replaced by advanced cybernetics, in this case a total body prosthesis. This is the path one must pick if they plan on heavy cyberization later.

True-born. The vast majority of the planet are still home-grown organic human beings born in the traditional way and not tinkered with by science. Someone rolled the dice and what emerged has all the normal virtues and flaws of anyone else born in the previous few million years of human evolution.

Virtuant. The rarest of individuals, virtuants have no organic components at all, and are entirely digital personalities. Their minds reside on remote servers, and they interact with the physical realm through prosthetic bodies or robots.

NUGENIC

"Breaking the ladder" is a term referred to a new generation of genetically engineered people. Couples, hoping to offer their children the best chance in the world, spend exorbitant amounts of money to have their offspring custom designed. Sperm and ova are extracted from the parents and technology removes inherited disease, unwanted mutations, propensity towards obesity and substance abuse. Their intellect can be increased but, despite numerous attempts, physical characteristics are unable to go beyond the limits of what can be produced naturally. This has created a new

breed of intellectual elite, as the upper echelons of society are increasingly populated by this growing demographic.

Since the process of producing genetic perfection is costly, only the wealthy could originally produce modified offspring, and while their children continue the trend in its original form, the modifications can be passed on the same as any other genetic trait. Despite this, nugenics are still not an overwhelming demographic even among the rich, nor are they to be found in every government. Naturals (or true-born) are often skittish around those publicly admitting to be





modified, and few have been elected to office, though certain exceptions do exist in Europe and in many seats of the UN. Some nugenics often display a certain level of arrogance toward what they consider “inferior stock”.

PHYSICAL DESCRIPTION

Nugenics do not possess most of the so-called imperfections that make it easier to describe “normal” people. Baldness, obesity, poor eyesight, crooked teeth—all of it can be fixed before birth. They are never short but are also rarely too tall. Though they do not universally excel in athletics, they are neither weak nor slow. Mentally, they exhibit superior recall and problem solving skills. They are known for their empathy, and many are natural leaders in whatever groups they are found. This is not to say all nugenics are born alike. There are an infinite number of factors which can be tweaked depending on the budget of the family investing as well as their personal interests. At base, the subject may only have been afforded a traditional “gene-filtration”—screening out mutations and genetic errors, giving the newborn the best state of health without the extreme of the full psycho-physical makeover.

Additionally, certain features have also been allowed to pass on like freckles and body hair. Although many nugenics become scientists and engineers, they are still bound by their parents’ upbringing and their genetic predisposition to certain careers. Though this can also be altered, it is far less common. The richest families in the world have produced children that are so altered and custom-designed, there is little of the original genetic imprint left.

PLAYING A NUGENIC

Nugenics have grown up to be psychologists, prime ministers, social workers, and police officers. Because of genetic tinkering, you usually exhibit one trait over others. It has been discovered that often enough, pushing one path on a child leaves others lacking; this is especially true when one’s predisposition for that path is hard-coded into their genes. For example, if you were hard-wired to become a doctor more than anything else, than most everything else probably won’t interest you. Unlike average, or true-born people, you never pursue multiple careers in life. What you wanted to do when you were a child is what you sought throughout your progression to adulthood. There was seldom a time where you deviated from that. Because of your physical and mental perfection, you stray away from cybernetic augmentation save for a SEED.

NUGENIC TRAITS

Your nugenic character has a variety of options depending on what your parents intended for you at birth.

Ability Score Increase. Increase two of the following ability scores by two: Intelligence, Wisdom, or Charisma.

Age. Nugenics enter puberty the same as normal humans (9-13 for girls, 11-15 for boys) but they don’t exhibit any physical depreciation due to their age until their late 60s to even early 80s. Given the recent development of nugenic technology, no nugenic has died from an age-related cause; as such, there is no clear indication of their maximum age, so some evidence indicates it can be in excess of 110 years.

Size. Nugenics range between 5’8” and 6’2”. They weigh between 135 and 170 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Superior Vision. Genetic tampering has improved your vision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Languages. You begin play speaking English. You can choose two additional languages.

Controlled Psyche. You can resist mental effects. You have advantage with all Intelligence, Wisdom, and Charisma saving throws against any non-dive effects.

Phenomenal Skills. You gain proficiency in two skills of your choice.

Progressive Individual. You gain a “FullPlay” SEED as a free cybernetic.

Unfaltering Resolve. Select either Charisma, Intelligence, or Wisdom. If you fail any ability check using your selected attribute by 4 or less, you may re-roll. You must take the second result. You may only attempt this once per check.

PROSTHETIC

You were born as an organic human. At some point during your life, you were forced or chose to swap out your body for an artificial one. This was not done lightly. You could have been a child when the incident occurred, requiring multiple body swaps to match your age; or you may have swapped it out later as part of an accident or from entering a vocation that made such a choice advantageous. This could include the obvious military application but police, counterintelligence, security, and even construction can all benefit. You could have swapped out because of a desire to extend your own life or because the definition of being human is no longer characterized by the husk your soul chose to embody. You can look younger or older, change your gender, your race, anything. Beyond external applications, purely selfish reasons may very well be the deciding factor.

Regardless of the reason, the organic part of you is no more than a heavily cyber-grafted brain in an entirely synthetic body forged from advanced ceramics, carbon composites, organic simulations, and billions of nanomachines. Since you are most likely not independently wealthy, you require significant income to maintain the various systems of your prosthetic body. Other than the prosthetic food you eat to resupply your brain with nutrients and your body with power, everything else must be supplied by outside maintenance. While the body's self-repair systems will cover minor injuries, the costs for major repairs are much higher than traditional medicine, and most countries don't cover full-body replacement or maintenance under Medicare (notable exceptions include Canada and Sweden). Therefore, you are naturally predisposed toward careers that pay enough to cover these costs or you're employed in a profession where being a prosthetic is beneficial enough for the company to cover the costs of maintenance. Nearly any career involving physical strain that can exceed a human's capacity will be happy to recruit you. Of these, military roles are the most popular, but the wage isn't high—it only offers the basic coverage, making it incredibly difficult to save for retirement. The challenges are severe but the end result may be worth it.

PHYSICAL DESCRIPTION

The advances of synthetic flesh have made artificial bodies indistinguishable from the real thing. The uncanny valley has been bridged. Prosthetics are easily distinguishable from androids thanks to legal restrictions that require purely artificial life to be clearly identifiable as such in ways that cannot be concealed, although such regulations are slowly being changed: additionally, prosthetics display the same unconscious physical tics as purely natural lifeforms,

generally out of habit. At first glance, prosthetics are physically similar to a nugenic—ideal representations of a human body. The big deviation lies that prosthetics can push themselves beyond the limit of human biology.

Unlike cyberpunk fiction of the 20th century, nearly all cybernetics are made to look human, but you can be made to be taller or thinner or fatter and not have that greatly affect your physical abilities. You are not bound by any gender or ethnicity. Whatever you were at birth can be adjusted. The only thing that can identify you definitively is your brain signature.

PLAYING A PROSTHETIC

Prosthetics have normal human brains with normal limitations. You can adjust nearly everything else. For some, this provokes a strong introspection on personal identity. What defines you as you? It's no longer your eye-color, your hairline, or your voice. Anything you are can be modified except your soul. You may have cast away your heritage and ethnicity, changing for another or swapping it



several times through your life. Perhaps your body looks different than your organic form would, or perhaps it is exactly the same, as you treat your new body just like any other prosthesis. Unlike organics, you have the capacity to improve upon your body in ways they could only dream, including adding concealed weapons, super speed, and great strength. More advanced models can jump across city blocks while the most expensive military models have been known to change their identity in an eyeblink, concealing themselves into their surroundings. Or perhaps you can fly. Anything is possible.

PROSTHETIC TRAITS

Your prosthetic character has a variety of options depending on what your parents intended for you at birth.

Ability Score Increase. Increase two of the following ability scores by two: Constitution, Dexterity, Strength.

Age. Prosthetics can become so at technically any age, though younger ones are uncommon. However, as long as a prosthetic body has routine maintenance, it is effectively ageless. Thus, you can choose how old you actually look, and remain that “age” as long as you remain in the same body.

Languages. You begin play speaking English.

Size. Prosthetic models cover a range from 5’ to 6’2”. Prosthetics weigh more than traditional organics despite how large they actually look. Your actual weight is 25% more than how you’re perceived. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Fully Body Prosthesis. As having a complete artificial body, you are able to purchase and upgrade FBP cyberware. You do not gain a cyberbody from the equipment section. Your attributes represent the model you have acquired at character creation.

Progressive Individual. You gain a “FullPlay” SEED as a free cybernetic.

Enhanced Model. You may choose ONE of the following upgrades to your prosthetic body:

Fedor Alpha One: You gain a +1 bonus to all melee damage rolls. At 11th level, this bonus increases to +2. You also gain proficiency with Strength (Athletics).

Panther Mark II: If you roll a natural 1 with any Dexterity ability check or saving throw, you can reroll. You also gain proficiency with Dexterity (Acrobatics).

Titan Ironshell: Your hit point maximum increases by 1 and it increases by 1 every time you gain a level. Also, your speed is not reduced while wearing heavy armor.



TRUE-BORN

Despite claims by many, there are no radical differences between ethnicities and cultures to warrant any separation of any group from the rest of the human race. The only deviation occurs through the use of technology. The vast majority, over 95%, of the remaining population of the planet is still born under traditional methods, growing up as flesh and blood, bound by their inherited genes as governed by biology from the beginning of time. This provokes distinctions in height, weight, skin color, fitness and intelligence between every single person on the planet.

As a true-born, you fall into the largest demographic—those still embracing the old ways of reproduction and child development. You may not necessarily have a revulsion for progressive ways—you can just blame your parents for that one. They were content just with you having ten fingers and ten toes. The opportunities available to you are not dictated by your genes but by your heritage—where you were born and how you were raised and by whom. A nugenetic or prosthetic would necessarily have some loyalty to the new age but as a traditional individual, your personality can be as varied as every other soul on the planet. You can be born anywhere. You can be raised with all the advantages possible or you could have crawled from the bottom rung to earn everything you have gained in adulthood. This offers a distinction others envy, an adaptability in your life, where you have probably tried several different paths—different careers, different jobs—until finding the right one. The majority of the planet is still run by true-borns, and that may never change.

PLAYING A TRUE-BORN

Unlike other races, true-born can be and do anything. Prosthetics often are slaved into a profession because of the unique capacities of their body while nugenics are often in the same restraints because of the unique capabilities of their minds. Nugenics are often programmed with a career preference before bursting from the womb, while with you, everything was left up to chance. Genetically, the human body is a trustworthy machine, with the odds in your favor you will emerge a perfectly healthy member of society. Because true-born are in the majority, there is no geneism towards you, but your feelings towards the others depend, once again, on your upbringing.

PHYSICAL DESCRIPTION

True-born have the greatest range of physical and mental characteristics. By leaving everything to chance, or more specifically, to your parents, there are billions of different combinations of features you can possess. Unlike the other three "races" presented, it is vitally important you specify where you were born and how you were raised. Those factors can alter your life in the present more than any genetic tinkering and prosthetic augmentation ever could. It is important to note that the majority of the members of other races are not necessarily stronger or smarter. They are only programmed by will or by genes to be more focused.

TRUE-BORN TRAITS

True-born are identical to humans from *Ultramodern5*, with the notable addition below.

Progressive Individual. You gain a "FullPlay" SEED as a free cybernetic.





VIRTUANT

You never have been and never will be human. That being said, you take it as a personal insult to be labeled a "robot" or even an "A.I.". Artificial Intelligence implies simulating intelligence without actual sentience. Simulated personalities replicate responses without generating them on their own. It was only recently with the onset of nano-nerve artificial brains that the concept of growing a genuine personality came to fruition. Such a controversial concept was met with severe opposition until the prototypes emerged from Japan.

The first Genuine Inorganic Personality (GIP) was conceived in a computer as a child-like persona and accelerated with simulated experiences, reaching the level of an adult in a few years. Because of the precise control of the simulated experiences and the ability to modify the persona's actual programming, what emerged could be completely controlled right down to the slightest personality quirk. The blossoming personality was fully aware of its purpose and programming, but possessed a knack for human-like responses that were dictated by the personality itself and not by an external programmer. The original intent was to create powerful sentient servers for company switchboards, but have since expanded into more major corporate systems and even private residences.

Nowadays, the formative process has been reduced to only a matter of months, though many of the limitations have remained. The emerging personalities are always loyal with a built-in drive to accomplish the tasks assigned by their programming. They possess a natural attachment to their creators and/or owners which are innately developed, although they still have failsafes programmed in to ensure that they do not go rogue. However, never once in the history of the GIP program has a failsafe been activated to override a virtuant's actions. Because even the most cutting-edge GIP core processor is twice the size of a human head, implanting them within an artificial body is still not possible. Thankfully, recent developments have permitted (with legal restrictions) the capacity for a virtuant to implant part of her programming and a remote access controller into a robot or slaved prosthetic body and control it remotely.

For all purposes, the virtuant is within that body, even though the majority of the system is still at home. Though a popular, albeit divisive, concept, it does have certain risks: because the uplink must be constantly active for best effect, both slave and core server are left vulnerable to digital attack, which has the potential for unimaginable damage to the personality. Security-conscious virtuants are thus very serious about their firewall and antivirus software.

PLAYING A VIRTUANT

Modern technology has been able to shorten the development of a virtuant like yourself and you were "grown to order" for a specific role. Many corporate headquarters have one often single-handedly running a switchboard or tech support. Several large police organizations possess one as well. They are popular for these purposes because of their ability to ape human behavior as well as their natural and legitimate problem solving skills.

Because their growth is simulated in a computer, you still lack many of the experiences others take for granted. You're aware of your simulated background but also consider it a blessing since it places you above the stature of archaic "bot AI". Even still, you were commissioned for a purpose and will be forever loyal to that end. Although taking joy in your sentience, it is sometimes depressing that the majority of the human race still considers you mindless—a drone programmed to think that it possesses more. To you, your development is no different than the organic nugenics that have their purpose written into their genetic code before they were born. You may walk around in a synthetic body but so do thousands of prosthetic humans. If you had even a handful of organic cells, there may be nothing to distinguish you from them.

Your weakness is the lack of extreme emotions. You dislike derogatory labels categorizing you as an AI, robot, or droid. Even the term "*gip*" is used negatively in some circles, resulting in some virtuants preferring the clumsier term PARSYN (Pattern Recognition SYNthetic) though most still call themselves virtuants. Even still, you are property and understand that you would not exist if it wasn't for the company, organization, or individual that paid for you.

One of the biggest misconceptions of virtuants is that you are totally subservient. This is not the case. Because of your "grown" personality, you've developed traits that can be discerned as morals and desires. As these morals and interests are forged because of your simulated upbringing, the majority of your ethics are intentional and warranted. This does not prevent you from engaging in heated conversations or even arguments over a subject you're passionate about. Your loyalty is part of who you are but you don't like thinking of yourself as a slave, any more than a child is a slave to its parent. You would never quit what you are doing because you enjoy it...but you enjoy it because you were created to believe so.

PHYSICAL DESCRIPTION

With virtuants, your personality is what truly counts. While controlling a body, you possess a level of disconnection,





aware that you exist in two places, though understanding that everyone believes the machine they are addressing is actually you.

Your body is commonly a human-like prosthetic, with the differences being on the inside. You have neither an organic brain nor even a life support system for one. Yours is a totally inorganic body with a nano-nerve artificial brain tied into a powerful encrypted cellular/satellite link. A fragment of your personality is implanted in the slave with the remainder sitting in a home server. Because of laws in place to distinguish androids from full-body prosthetics, your body is required to have a non-concealable design, usually a facial tattoo (often the logo of the organization that commissioned you), that indicates your artificial status. This stigma often sours your relationships with others.

Alternatively, you can choose to use a robot as your physical body. This is more common than many people would think, as not only are clearly non-human robots not subject to stigmata laws, but larger robots can contain the entire virtuant cyberbrain, negating the security disadvantages of operating the body remotely. Robot-wearing virtuants are common in the military as well as in ERT and law enforcement. The downside is that people who don't know you (and some who do) will often treat you like any other robot.

VIRTUANT TRAITS

Your virtuant character has a variety of options depending on how you were programmed.

Age. Virtuants enter the real world as developed adults, and considering they assume prosthetic bodies, are virtually ageless.

Encyclopedic Recall. You have proficiency in all Intelligence checks when recalling lore of any kind.

Languages. You begin play speaking English as well as four additional languages.

Progressive Individual. You gain a "FullPlay" SEED as a free cybernetic.

Fixed Origin. You cannot select a background despite where you were built or conceived. You gain two skill proficiencies and two tools of your choice. Your lifepath can be a mix of fabricated and real events.

Machine Origin. You might have a personality, but there still remains something inflexible in your

mind. You have proficiency with all Wisdom saving throws.

Remote. Your prosthetic body only contains a fragment of your personality and your short term memory. You cannot control more than one slave prosthetic at any one time. If a slave prosthetic you are connected to is destroyed, you must acquire a new one and have it synced with your home server. You cannot simply dive into a nearby machine. You must acquire a new body and have it fitted.

Severed Link. Unlike other races, only part of your personality sits in your physical body. The majority exists in an external memory you constantly access. You are assumed always connected as only your short term memory sits in the slave. If your connection to your home system is severed (by either a dive attack, entering a jamming field, or going paranoid), you can still operate as the slave body but have disadvantage with all Intelligence, Wisdom, and Charisma ability checks, attacks, and saving throws. Your server can be physically destroyed. It is a 1 hit point minion. If destroyed, you are dead.

Subrace. The two main kinds of virtuant is dependent on if they are implanted in a human-like prosthetic body or a less-attractive, inhuman-like robotic body.

Prosthetic

As a prosthetic, you closely resemble an organic human, with only stigma markings revealing your true origin. You often wonder what truly separates you from the humans that created you.

Ability Score Increase. Increase two ability scores by two. Strength, Dexterity, and Constitution cannot be higher than 18 at 1st level.

Size. As virtuants control prosthetic bodies, they cover a range from 5' to 6'2". Prosthetics weigh more than traditional organics despite how large they actually look. Your actual weight is 25% more than how you are perceived. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Fully-Body Prosthesis. As a complete artificial body, you are able to purchase and upgrade FBP cyberware. You do not gain a cyberbody from the equipment section. Your attributes represent the model you have acquired at character creation.

Robotic

You have never been mistaken for a human. Despite your social personality, you look like a machine—built for a purpose. You excel in the tasks assigned to you, which are often physical in nature.

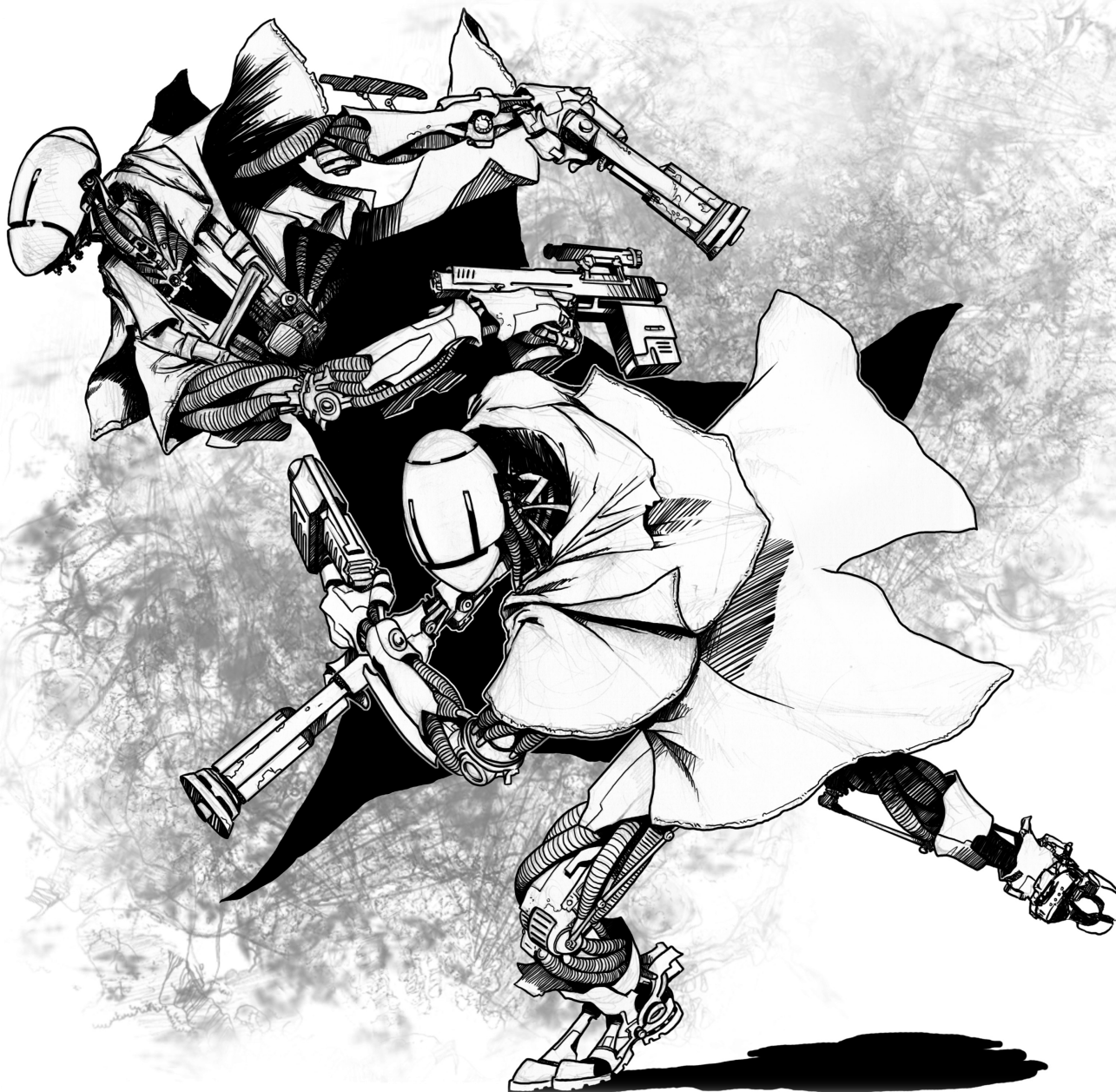
Ability Score Increase. Increase one ability score by two, and another by one. Charisma cannot be higher than 14 at 1st level.

Size. Depending on the model of robot chosen, your size can be Small, Medium, or Large. While it is an uncommon choice for obvious reasons, a Large chassis can optionally house your entire cyberbrain, so you never lose connection with your body.

Speed. Your speed is determined by the robot body you occupy. Your initial body can have one of three movement modes:

- Walking speed of 30 feet.
- Walking speed of 20 feet, ignoring penalties for difficult terrain.
- Wheeled chassis with a drive speed of 40, but you have disadvantage on all movement-related rolls in difficult terrain.

Robot Upgrades. You may use a robot body, but you are still a virtuant. You cannot install robot upgrades but can employ cybernetics as long as the upgrade makes physical sense. You can also swap out your body later for others listed in the Opponents chapter. If you do so, you replace your physical ability scores, size, movement speeds, and Armor Class with those of the new model. You do not gain any of that model's other traits. You are not limited to the appearance of the models described in the Opponents chapter—hundreds of robot designs exist, so your appearance is up to you.





BACKGROUNDS

These additional backgrounds operate identically to those found in *Ultramodern5*—they denote where you came from, usually detailing the first few years of your life. It may not determine your current status, only that which was given to you upon your birth.

AFRICAN OIL SECURITY

Although the African oil explosion has been reduced to little more than a candle, several surviving warlords in the region still maintain an iron grip on the last few surrounding city-states. They often hire-out security firms that either handle internal security or, more often, escort shipments from their city, through the no-man's land to the docks for export. These shipments are worth millions, treasures that every rival for a thousand miles would kill to get their hands on. Many of these states collapsed when unable to export outside of their city. You have seen more action than any other member of an armed service. Regardless of your origin, this is where your resume was written. You have more experience in desert and urban warfare than anyone else. You either came from the local militia or entered through an independent contractor. Your survival and intelligence in combat have earned a reputation as more than just a mindless mercenary.

Skill Proficiencies: Perception, Survival, History (Africa)

Languages: Arabic, French, or Swahili (choose one).

Equipment: Common clothes, an archaic simple melee weapon of your choice, \$25 in various currencies.

Boosted Awareness: You gain a +1 bonus to Initiative.

CORPORATE PROTECTION

You have been under contract as a bodyguard for an established corporation. Even the most respected company has enemies, from corporate insurgents and competing firms to ordinary anarchists. It has been your duty to protect VIPs and division heads from those threats. Your past may include stints with the military, mercenary companies, and special forces. You may have also had time in the inner circle of several governments, running security for state officials. A background in law enforcement is also common. Your wards have praised your self-sacrifice and your cool demeanor under extreme duress.

Skill Proficiencies: Insight, Perception

Languages: One language of your choice.

Equipment: A set of fine clothes, a security pass to a major corporation, \$25 in various currencies.

Trained Bodyguard: As a bonus action, you can designate one ally within 5 feet as your charge. As long as your charge does not make an attack, they use your AC and saving throw bonuses if less than yours. You can take any damage and additional effects dealt by successful attacks against your charge, unless the attack succeeded by 5 or more. This effect ends if your charge moves out of range.

CRIMINAL SYNDICATE EXPATRIATE

You were once a high-level member of a prominent criminal organization or a peripheral member of a criminal family. You have either concealed your past or turned over evidence to incriminate your old comrades (or you might still be a member of this organization). Your talents are obvious, but they don't reveal themselves easily. You keep your history to yourself and expose details only if unavoidable. You might have changed your name or place of birth. The truth of your past may not only threaten you but all those you care about and work with.

Skill Proficiencies: Insight, History (local)

Languages: One language favored by your former organization.

Equipment: Common clothes, \$25 in various currencies.

Contact: You receive one \$500 contact.

EX-MERCENARY

You claim the entire planet as your jurisdiction. You don't come from one hot-zone: chances are you have worked them all. From the IAZ to the African exclusion zones to the civil war in Iran, you have dipped your toe in several conflicts without particular loyalty to any side. You have been hired by corporations, governments, and even private citizens. Your company may have included a half-dozen trained personal or been a global organization of thousands. Beyond your desire for money, the reason to lease out your talents may come from a disenchantment with your home country's internal or foreign policy. Even now, as you have moved into a new role, your particular interests may be limited to the paycheck or just the opportunity to keep from having to return home.

Skill Proficiencies: History (two countries of your choice), Survival

Languages: Two languages of your choice.

Equipment: Common clothes. One free small-arm under \$300. Be specific on its model and specification. You are proficient with this weapon.



GOVERNMENT INTELLIGENCE

Whether an analyst or a field operative, you have spent the majority of the past few years in the employment of government intelligence. This includes the acquisition of sensitive information, its dissemination and interpretation, and its counteraction. You may not necessarily know how to kill a man with a newspaper, but you have training to understand why that person may need to be killed. You know how to blend into a crowd, fake dozens of accents, and even master difficult regional dialects. You can spot and avoid cameras, track patterns in security movements, and size up opponents before a possible fight. Even if you have a license to kill, your job is much more successful, not to mention elegant, if you can accomplish a mission without anyone ever knowing you were there.

Skill Proficiencies: Deception and Performance

Languages: Arabic, German, Mandarin, or Russian (choose one); three other languages of your choice.

Equipment: Common clothes from three different countries, \$25 in various currencies.

IAZ CPF

For the past while, your time has been spent in the IAZ—the International Autonomous Zone, consisting of Jerusalem and its outlining towns. As a member of the CPF, or Corpus Police Force, you have been tasked with maintaining the peace of the volatile region. You are also an employee of the UN, as the IAZ is an international territory

and under their jurisdiction as mandated in the charter. The region has a special status given its history and those employed in the CPF are heavily scrutinized and vetted. There are five stages of interviews and background checks, and your religious affiliation is taken into account. The CPF has a very specific affirmative action policy requiring absolute parity at all levels between the three major Abrahamic religions. You need not be devout, but you do have some faith. Your talents were applied, not in the enforcement of petty crime, but in the awareness of possible threats. Millions of people come and go through the territory each week. Security and electronic gates can only do so much. You were that last line of defense against those that would threaten the peace.

Skill Proficiencies: Perception, Religion

Languages: Arabic and Hebrew.

Equipment: Common clothes, \$25 in various currencies.

I/O EDEN I/T SPECIALIST

You were hired for your computer expertise, regardless of any other talents you may possess. Your history with I/O Eden has given you certain opinions regarding governmental oversight. You have issues with the control and regulation of information. You believe the internet should have no limits and that all information should be free for everyone. Even if you can understand the reason why a place like Archon would have a massive firewall, you still believe it may be overkill. Whether you work for or against



the system, you still believe that everyone is a dry sponge, and information should flow like water throughout the world. You are by no means an anarchist, neither are you a criminal (I/O Eden performs extensive background checks on potential employees), but you also believe that a smaller government is a more efficient government, and you may have creative opinions regarding the interpretation of information security laws.

Skill Proficiencies: Computer Use, Engineer, History (I/O Eden). You gain an additional +1 bonus to either Computer Use or Engineering (your choice).

Languages: You can use programming languages to convey hidden messages. The recipient of your message must either also have this ability, be provided with a separate decrypt code, or have an equal or higher score in Intelligence (Computer Use).

Equipment: Common clothes, \$300 in your wallet—I/O Eden pays well.

INTERPOL AGENT

You came from either a regional police department or transferred from Europol. You don't deal with minor infractions. Your specialty is in the pursuit of major criminals across international borders, negotiating with foreign police agencies, and cooperating with various countries in the apprehension of international fugitives. In many ways, you are less a law enforcement officer and more a diplomat. In spite of what films like to brag about, you are not some jet setting international super hero. Most of your work is over the phone or in the field along with local police groups. Your skill in navigating the political ocean to catch your prey is unequalled.

Skill Proficiencies: Investigation, Insight

Languages: Arabic, French, German, Mandarin, or Russian (choose one): one additional language of your choice.

Equipment: \$50 in various currencies.

Contact: You receive one \$500 contact.

LUNARIAN

You were born or spent the majority of your life either in space or in a lunar colony. Frequent visits back to Earth have staved off any lasting effects associated with microgravity, unlike the true lunarians you have read about. You have traveled between space stations and the lunar colonies, seen unbelievable sights, and lived with the possibility that at any second, for any number of reasons, you could die. It may be an air leak or a microwave surge. Your skin could freeze or broil. Radiation from a dozen different sources, not the least of which being the sun, could mutate your genes. Cancer, cataracts, and bone

disorders are all possibilities. Your arrival on Earth may be due to health or personal reasons. Maybe it was necessary, you being the one of the rare expert out there willing to come back. With few exceptions, there are no murders or thefts in space. Your biggest threat is space garbage. Knowing that a grain of dust can, at any time, penetrate your skull, all other matters have their volume turned down a tad. With that in mind, very little bothers you.

Skill Proficiencies: Acrobatics, History (lunar colonies and all orbiting stations)

Languages: French, Hindi, Korean, Mandarin, or Russian (choose one).

Equipment: \$25 in various currencies.

Zero Experience: You have advantage with Acrobatics checks when in microgravity or freefall.

Cool and Controlled: You have advantage with saving throws against fear.

MZP TRANSFER

You were a traditional police officer but was assigned a position of law enforcement in the highest profile city in the world. In your heart, you're a conventional cop, cutting your teeth on a beat, enforcing basic laws, never involving in terrorism or political dissidents. MZP is not some grungy backwater precinct but one of the most disciplined and efficient law enforcement agencies in the world. Officers are filtered through strict employment standards and rarely has there been any accusation of corruption. Having lived in Archon, you know its corners and alleys better than most. You know where people hide and why they would hide there. The city may be considered a utopia to some, but it still has shadows, and you know where they lurk.

Skill Proficiencies: History (Archon), Insight

Languages: Arabic, Farsi, or French (choose one).

Equipment: \$25 in various currencies.

Investigative Instinct: If you fail a Charisma (Insight) check by five or more, you may re-roll (pick one when you choose this trait). Once you use this ability, you cannot use it again until you finish a long rest.

OLD MARTIAL DISCIPLINE

Since you were young, you've followed a strict physical discipline. Whether it was culturally significant where you were raised or not, you chose this path for its clarity of thought and its application to your state of physical and mental well-being. It is also useful when you have no other option and need to pummel an enemy into submission. Whether or not you truly respect the history of this path is up to you. It took years just to master the fundamentals and years more to earn the respect of your teacher. Despite whatever role you took in life after, the impact of your teacher's lessons (as well as his fists) have carried with you

and have affected how you handle the affairs of the day. The advent of self control prevents you from losing your cool or your temper. Your hands are lethal weapons and you treat that power with respect.

Skill Proficiencies: Acrobatics, Religion

Weapon Proficiencies: All simple melee, simple ranged, and martial melee weapons.

Languages: Cantonese, Japanese, Korean, or Hebrew (choose one).

Equipment: \$25 in various currencies.

PPA / UNPK REASSIGNMENT

You were once a member of the UN's military force. You could have been either part of a national military on attachment to the United Nations or part of the new and growing group that directly enlisted. You took your assignment as either part of Archon's Perimeter Patrol Authority or the traditional UN Peacekeepers. As a peacekeeper, most of your duties were in foreign countries, maintaining public safety, and ensuring the stability of regions, though not often getting involved in actual combat. If you were part of the PPA, you haven't seen any combat at all, as no organized force as ever attempted an assault on Archon. Regardless of your post, you have been trained to deal with combat situations, but unlike other armed forces, you are taught to not use your firearm as a reflex action. Safeties remain on, and your words often save the day. Discharging a weapon means an end to peace and a failure of your objective.

Skill Proficiencies: Diplomacy, Survival

Weapon Proficiencies: One handed and two-handed small arms.

Languages: One language of your choice.

Equipment: \$25 in various currencies.

REZ IMMIGRANT

The overwhelming majority of REZ immigrants are extremely well educated, often employed by the UN or closely affiliated with them, which allowed their asylum in the first place. As a REZ immigrant, you find false stereotypes of being jobless—a worthless bum—repugnant. You have obtained the proper permits and visas and consider Archon your country, one of the first residents able to make that claim. Whether or not you make your home in the REZ is dependent on your upbringing. You take extra effort in everything you do, proving your usefulness in every situation. There is no threat of deportation or that your visa will be suspended, but you still apply yourself to your occupation as if it was still a threat. Archon was and is your haven. Where you came from may be no more, or it has

become so hostile as to prevent your return. You are a part of a new order, a citizen of the new age.

Skill Proficiencies: Deception, Sleight of Hand, Stealth (pick two). You also gain History (the REZ).

Tool Proficiency: One tool of your choose

Languages: One language of your choice.

Equipment: \$5 in your pocket.

SPECIAL FORCES OFFICER

Your history is classified even though your previous vocation probably isn't. It may be common knowledge to your comrades and employers what you did before, but the specifics are hard to come by. You seldom talk about your past and your previous employer refuses to release any information. You were specialized in small-team, discreet engagements where stealth was key. You performed rescue, reconnaissance, and perhaps assassination. You have worked in a half dozen different countries but entered at night and left before the sunrise. Your successes were never acknowledged but your failures were never forgotten. Your reasons for leaving are important and should be understood. One does not enter special forces unless they are patriotic to their cause and country. Abandoning it or accepting a transfer elsewhere is a rarity, and everyone, especially you, knows that.

Skill Proficiencies: Demolitions, Stealth

Tool Proficiency: Thieves tools

Weapon Proficiencies: One-handed small-arms and one-handed melee weapons.

Languages: One language of your choice.

UNIVERSITY RESIDENT

Whether at Archon's own UUA or any of the other hundreds of schools across the world, you have spent the whole of your adult life within the walls of higher education. You might have been a full-time student or a professor. Finally away from the school, you might reconsider the logic of your choice. You have no obvious talents beyond what you have picked up behind a desk or in a laboratory, but it seems somebody thinks those talents have application in a field which may put you in harm's way. Your expertise in a specific field is unrivaled.

Skill Proficiencies: Any one Intelligence or Wisdom skill. You gain an additional +2 to this skill.

Tool Proficiency: One tool of your choice.

Languages: One language of your choice.



THREE: DEVELOPMENT

NeuroSpasta uses all the classes from *Ultramodern5* and introduces a new one, the freediver. With the GM's permission (and minimal alterations to account for new skill and equipment proficiencies), non-magical classes from any 5e source can also be used.

FREEDIVER

You are a soldier of the new age, a disciple of data. You refuse to associate yourself with the tired cliché of hacker cowboys and the prophetic but technologically improbable visions of 80's cyberpunk writers. There are no jacks. There is no "virtual realm" of cyberspace. You are only aware of a different layer of reality that cannot be articulated by sight or sound. That is the true internet. A space without space, where time and distance are the same. You are a master of a kingdom larger than any nation, yet could fit onto a needle's point. Although many outsiders still persist in calling you a hacker, you prefer something more graceful and elegant. You are simply an apostle of chaos. Nothing is fixed, no rule unbreakable. You can alter perception, memory, and even someone's personality. You are a simple freediver. You may not be an anarchist, but you do endorse the freedom of information and consider yourself a vigilante for the flow of knowledge. The more

control they enforce, the more encouraged you feel to prove how futile such control is.

PLAYING A FREEDIVER

Even if you endorse a future of peace and global harmony, you don't believe this should come at the price of censorship and the curtailing of one's mind to explore the new dimension of cyberspace. What defines humanity is not their wars or ethnicities or customs, but the capacity for knowledge and in the sharing and development of such knowledge. If you pursue the path of anarchy, then you believe any attempt to control the flow of information is a sin. You rebel by shattering the virtual walls that enclose corporations and nations. Make everything knowable within the grasp of public domain. More corrupt followers of this ideology believe that everything else is suspect, whether it is personal identity or one's memories. If you're on the side of global order, you fight to keep the expanding realm of information uncorrupted by those wishing to steal and destroy it. Although you may possess natural technical skills, you are not a front fighter. Your talents are subtle and quiet and most opponents aren't even aware of your actions until it's too late.



Freediver			Dive Talents				
Level	Proficiency	Special	Hotkeys	1st	2nd	3rd	4th
1	+2	Advanced Firewall Attack, Exposed But Not Defenseless, Diving Knack	2	2	—	—	—
2	+2	Diving Knack	2	3	—	—	—
3	+2	Archetype feature	2	3	—	—	—
4	+2	Ability Score Improvement	2	3	—	—	—
5	+3	Diving Knack	3	4	1	—	—
6	+3	Diving Knack	3	4	2	—	—
7	+3	Archetype feature	3	5	2	—	—
8	+3	Ability Score Improvement	3	5	3	—	—
9	+4	Diving Knack	4	5	3	1	—
10	+4	Advanced Firewall Attack	4	5	3	2	—
11	+4	Archetype feature	4	6	3	2	—
12	+4	Ability Score Improvement	4	6	3	3	—
13	+5	Diving Knack	5	6	4	3	1
14	+5	Diving Knack	5	6	4	3	2
15	+5	Archetype feature	5	7	4	3	2
16	+5	Ability Score Improvement	5	7	4	3	3
17	+6	Diving Knack	6	7	5	4	3
18	+6	Archetype feature	6	8	5	4	3
19	+6	Ability Score Improvement	6	8	5	4	3
20	+6	Diving Knack	6	8	5	5	3

CLASS FEATURES

As a freediver, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per freediver level

Hit Points at 1st level: 6 + your Constitution modifier

Hit Points At Higher Levels: 1d6 (or 4) + your Constitution modifier per freediver level after 1st

PROFICIENCIES

Armor: Light armor

Saving Throws: Intelligence, Wisdom

Skills: Computer Use; select five skills from Deception, Demolitions, Engineering, History, Insight, Investigation, Nature, Perception, Persuasion, and Sciences

EQUIPMENT

As a freediver, you receive the following equipment at 1st level.

- a CyberSoft SD-528 external memory device.
- a data screen.
- a handheld assistant
- \$200 in additional non-military gear (no weapons, weapon-accessories, bullets, or armor)

ADVANCED FIREWALL ATTACK

Starting at 1st level, you are able to dive into opponents using a variety of ciphers and shortcuts most others don't have. You are proficient with firewall attacks.

You can also spend 30 feet of movement to attempt a firewall attack. At 10th level, you can attempt a firewall attack as a bonus action.

EXPOSED BUT NOT DEFENSELESS

Starting at 1st level, if you wear light armor or no armor at all, you gain a +2 bonus to AC.

DIVING KNACK

Starting at 1st level, you can select a diving knack. This is an additional ability relating to hacking ability. You can select one additional diving knack at 2nd, 5th, 6th, 9th, 13th, 14th, 17th, and 20th level.

Active Security

Instead of using Passive Perception to detect enemy dives in your system or brain, you employ Passive Computer Use (Computer Use skill bonus + 10).



Back-Hack

You can attempt to back-hack an opponent attempting a dive on you. You must be aware an enemy is diving. If so, you can make a Computer Use skill check against your opponents ProgDC as a reaction. If you succeed, you gain the target's GIA (not their physical location) until the end of your next turn. You are not in a dive unless you initiate a firewall attack and succeed. If the target does not move (or cannot), you maintain knowledge of the target's GIA until it does so or until it is able to scramble its GIA. If the target has a GIAS (GIA Scrambler) and you hit, you must make a Computer Use skill check against the GIAS's ProgDC before attempting to locate the attacker. This takes no additional action. You only gain one attempt against the GIAS per use of back-hack. After you employ a back-hack, you cannot attempt another until the beginning of your next turn.

Batch File

Prerequisite: 6th level

You can activate a program requiring an action as a bonus action.

Competent Hacker

Prerequisite: 2nd level

You gain a +1 bonus to attack rolls when attempting a firewall attack.

Compression

For every four slots your SEED possesses, you gain one additional slot.

Special. You can select this knack a second time—for every three slots your SEED possesses, you gain one additional slot.

Custom Compression

Prerequisite: 13th level

You gain an additional slot in your SEED that can only be used for a second firewall. You must purchase the firewall separately (you cannot just copy your existing one).

Embedded Command

Any dive talent that does no damage can have its effects delayed until you give an activation word as a reaction to any trigger. Because the command has already been implanted, you don't need to be in a dive to activate, and no reset firewalls will prevent it. The command remains in the brain/network for up to five minutes. This is a basic virus and not a full program. It takes up no space in your memory.

Expanded Talent

Prerequisite: 5th level

The number of 1st level dive talents you can use increase by 1

Special. At 13th level, you can select this knack a second time, gaining 1 additional 1st level dive talent.

Improved Firewall defense

You can spend an action and increase your Firewall defense by +3 until the end of your next turn.

Lingering Malware

Prerequisite: 9th level

Any dive talents you activate that require saving throws gain a +1 to their DCs.

Neural Shock

Prerequisite: 13th level

You score a critical hit with all firewall attacks on a natural roll of 19 or 20.

Pain Threshold

Any dive talents or abilities that inflict damage increase their damage dice by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d10). You can select this knack twice.

Electron And The Switch

You gain one additional hotkey.

Special. At 5th level, you can select this knack a second time. At 11th level, you can select this knack a third time.

Phishing Macro

Prerequisite: 5th level

You have advantage on your first firewall attack on your turn.

Risk An Aneurysm

As a bonus action, spend your largest Hit Die, but recover no hit points: instead, you take damage equal to the die's maximum result and gain an additional action this turn.

Special. You can select this knack a second time—you no longer suffer damage, but you still spend a Hit Die.

Virulent Programmer

Prerequisite: 6th level

Benefit: All programs you create gain a +2 bonus to their ProgDC.

Special. You can select this knack a second time—the bonus increases to +4.



DIVE TALENTS

Starting at 1st level, a freediver gains dive talents he can use each day. Dive talents do not need to be prepared ahead of time—you can use any talent on the list provided you are of sufficient level.

At 1st level, you also know two hotkeys of your choice from the hotkey list. These are at-will abilities you can use any time. You learn additional hotkeys of your choice at higher levels, as shown in the hotkey column of the freediver table.

The freediver table shows how many slots you have to use your talents of 1st level and higher. To enact one of these talents, you must expend a slot of the talent's level or higher. You regain all expended talent slots when you finish a long rest.

When you become a freediver, select either your Wisdom or Intelligence as your freediver ability. The chosen ability is used to determine the saving throw DC of your dive talents, the ProgDC of programs you create, your firewall attack rolls, and your key ability for the Computer Use skill.

ARCHETYPE

At 3rd level, you choose an archetype from among those provided in this book or the Ultramodern5 corebook. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

Alternatively, you can forego your archetype selection at 3rd level and gain one additional Diving Knack at each of the above levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DIVE TALENTS

Dive talents are not programs or viruses, but natural abilities on the part of the hacker. Most are skills the hacker has learned over the course of years while a few are custom-programmed algorithms to accomplish a specific task in a certain amount of time. They do not require installation or command words, and they do not take up space in your SEED. When you build malware, you embed a sequence of dive talents which can activate in a specific order (see "Malware" in Chapter Five, "Programs").

Dive talents level 1 through 4 are not selected; you have access to all of them and have limited uses per day based on your level. 0-level dive talents, called hotkeys, can be used at any time, any number of times a day, but you can only select two at 1st level.

Target. By default, all dive talents are single-target, but this can be altered by using phisher talents. If a talent affected by a phisher talent allows you to recover the talent slot if a target succeeds on its saving throw, all affected targets must pass the save in order to recover the slot.

Activation Time. Talents can require an action or a bonus action. You can activate a talent requiring a bonus action as your normal action, and (unlike 5e spells) you can use as many talents on your turn as you have available actions for. This includes using programs in order to activate numerous talents at once.

Duration. In order to activate a dive talent, you must be diving the target. You can disconnect from the target after the talent activates and it will persist for its listed duration. Talents that require concentration require you to remain in the dive as long as they are active.

Firewall Breach. This indicates if you are required to breach an opponent's firewall before using the talent.

Program Space. This indicates the amount of space (given as slots) this talent occupies when embedded in a malware program. A value of "X" indicates the talent cannot be embedded in a program. This is how much space the program occupies in your system, not in a target's (an implanted program works around storage limitations).

Dive Talent Save DC = 8 + your proficiency bonus + your Wisdom or Intelligence modifier.

Firewall Attack Modifier = your proficiency bonus + your Wisdom or Intelligence modifier.

CONCENTRATION

Some talents require you to maintain concentration in order to keep the effects active. If you lose concentration, the talent ends. If a talent must be maintained with concentration, that fact appears in its Duration entry, and the talent specifies how long you can concentrate on it. You can end concentration at any time (no action required). Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Activating another talent that requires concentration.** You lose concentration on a dive talent if you activate another talent that requires concentration. Generally, you can't concentrate on two talents at once (running programs are a way around this).
- **Taking damage.** Whenever you take damage while you are concentrating on a talent, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as from a firearm or an explosive, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a dive talent if you are incapacitated or if you die. The GM might also decide that certain environmental phenomena, such as a being in a car while it is crashing, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a talent.
- **Severing a dive.** You can only concentrate on a target you are currently diving into. If your connection is cut (you fail to breach the target's firewall), you can no longer sustain that talent.

Programs. Certain programs can concentrate on a talent for you. The above conditions do not apply to that talent when such a program is active, and you are free to use another concentration talent.

HOTKEYS

Attack Blocker
Feedback Surge
Hypersensitivity
Logo Override
Muddled Perception
Neural Curse
Phisher
Pop
Startle
Target Fixation

1st LEVEL

Fascination
File Search
Firewall Boost
Flash Memory Download
Hypersomnia
Image Anchor
Lie Suppressor
Master Phisher
Monitor Bug
Nerve Spike
Optical Erasure
Optic Camouflage
Parallax
Peripheral Flash
Psychosomatic Indulgence
Recognized Authority
Target Arrow
Virtual Terrain

2nd LEVEL

Attention Grabber
Autistic Manner
Automation
Close Down
Decent Proposal
Degauss
Disruption
Fenceline
Flash Memory Corruption
Function Control
Glare Sensitivity
Hijack Robotics System
Improved Back-Hack
Impulse Surge
Memory Simulation
Neural Strike
Radial Phisher
Satellite Hack
Simple God Hack
Tapeworm
Telepresence

3rd LEVEL

Active Defense
Animate Corpse
Backdoor Algorithm
Background Program
Blackout
Blatant Ignorance
Compression Software
Decryption Equation
Dopamine Suppression
Elite Phisher



Hormone Tweak
Inception
Itch
Maze Array
Quit Hitting Yourself
Refresh Software
Stem Paralysis
Sympathy Pains
System Check
Total Immersion

4th LEVEL

Backdoor Key
Bio-Crash
Decoy Blocker
Displaced Coordination
Dream Paralysis
Dummy Firewall
Firewall Bombardment Algorithm
Increased Sensitivity
In Its Tracks
Lobotomy Surge
Minor Ego-Hack
Pandora's Bomb
Puppetmaster's Whim
Relay Intent
Sensory Hijack
Sever Functions
Shortcut
Temporary Blocker
Time Freeze

HOTKEYS

Attack Blocker

Activation Time: 1 reaction
Range: Self
Duration: Instantaneous
Firewall Breach: No
Program Space: X

You can only employ *attack blocker* if you detect an opponent diving into your brain or system. One of your firewalls immediately resets, forcing the target to attack it again in order to sustain its dive.

Feedback Surge

Activation Time: 1 bonus action
Range: GIA
Duration: Instantaneous
Firewall Breach: Yes
Program Space: 1

You loop the target's sensations back upon themselves, and repeat the process until the stimuli prove too great. The target must succeed on an Intelligence saving throw or either take 1d4 + your Intelligence Modifier psychic

damage OR up to two allies may have advantage with attack rolls against the target until the beginning of your next turn.

If you target the same creature again before the end of your next turn, and it fails the saving throw, increase the damage by +2; this is cumulative up to +6 and is lost if the target succeeds or you target another creature.

This damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d6).

Expansion. You can select this hotkey twice to increase the damage die by one step (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d10), and a third time to increase the damage die by two steps.

Hypersensitivity

Activation Time: 1 bonus action

Range: GIA

Duration: 1 round

Firewall Breach: Yes

Program Space: 1

You jack up the target's sensitivity to stimuli. One creature must succeed on a Constitution saving throw. If it fails, before the beginning of your next turn, you can use a reaction after an ally inflicts non-psychic damage on a target to 1d4 + half your level psychic damage. This effect remains regardless if you are still in a dive or not.

This damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d6).

Expansion. Select this hotkey again, and the effect lasts for two turns. Like before, you don't have to be in a dive for this effect to continue.

Logo Override

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Special

Program Space: 0

Until one day passes or you stop concentration, you create a Small or smaller image that appears in a target's visual sensory input. The image does not use significant processing power and thus is obviously a simulation, but its appearance is largely unlimited: it can be anything from a single sprite or icon to an animated mascot. It can move with the target's field of view or remain fixed. It cannot track movement, so it can't be used as a disguise, although it can be used to mask stationary objects or people. The simulation can include sound, but no other sensory input.

This dive talent uses a channel in the target's SEED which is normally opt-in by default (as it is a common method of advertising, displaying public notices, or other low-key augmented reality applications). The target can choose to turn a particular display on or off with an effortless command, or can use their SEED's settings to automatically opt-out from all such displays instead. Forcing the target to see the image anyway requires breaching their firewall.

Dismissing a forced image requires a Wisdom saving throw (target's choice). Because the illusion is jarring, the target automatically knows it is being hacked.

Expansion. Select this hotkey again, and the size of the logo can be up to Large.

Muddled Perception

Activation Time: 1 bonus action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 0

You affect the target's motor skills. On a failed Dexterity save, the target either has its speed reduced by 20 feet until the start of your next turn, or it moves 10 feet in a direction you specify (this is not considered forced movement, as you override the target's own motor impulses).

Expansion. Select this hotkey again, and you can move the target up to 20 feet, and the reduction in movement improves to 30 feet.

Neural Curse

Activation Time: 1 bonus action

Range: GIA

Duration: 1 round

Firewall Breach: Yes

Program Space: 0

The target's brain chemistry is slightly altered and it begins to feel uneasy and doubtful. The target must succeed on an Intelligence saving throw or suffer a –1 penalty on attack rolls and have disadvantage with Intelligence or Wisdom saving throws (your choice) until your next turn.

Expansion. Select this hotkey again, and increase the attack penalty to –2.

Phisher

Activation Time: 1 bonus action

Range: Personal

Duration: Instantaneous

Firewall Breach: Special

Program Space: 0

You are able to focus on more than just one target. Your next dive talent or firewall attack this turn targets two opponents instead of one (but the talent still only uses one talent slot). You cannot target one opponent twice with this hotkey.

Expansion. Select this hotkey again, and increase the number of targets to three.

Pop

Activation Time: 1 bonus action

Range: GIA

Duration: 1 round

Firewall Breach: Yes

Program Space: 0

You make the target believe a specific sound (which can come from any prerecorded sound file of less than 5 seconds' duration) is originating from a defined location. The sound can be used to create a distraction, but after the initial shock, it is obviously a low-fidelity digital creation: attempting to target the same creature more than once during a one-minute period grants the target a Wisdom saving throw to remove the effect. As the sound must be prerecorded, you cannot use this talent to convey messages unless you are very well-prepared. Common sound bites include snippets of music, generic ringtones, bottles breaking, bell chimes, screaming or laughter, or walking, marching, or running sounds.

Startle

Activation Time: 1 bonus action

Range: GIA

Duration: 1 round

Firewall Breach: Yes

Program Space: 0

For a quick moment, you appear as something frightening. One target must succeed on a Wisdom saving throw or be frightened until the beginning of your next turn. A target can only be affected by this talent once per day.

Target Fixation

Activation Time: 1 bonus action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: X

You gain a +1 bonus to your next attack roll against a target's firewall.

Expansion. Select this hotkey again, and increase the attack bonus by 1 (+2 total).



1st LEVEL DIVE TALENTS

Fascination

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 2

You don't hijack the target's brain, but simply tap the brain's attachment impulse, offering the impression that you are a friend. One target must make a Wisdom saving throw, and does so with advantage if you or your allies are fighting it. If it fails the saving throw, it is charmed by you until you stop concentrating, 1 day passes, or until you or your allies do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the talent ends, the creature knows it was charmed by you. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

You cannot directly control the target, but it perceives your words and actions in the most favorable way. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

File Search

Activation Time: 1 bonus action

Range: Personal

Duration: Instantaneous

Firewall Breach: No

Program Space: X

You gain a +10 bonus to your next Intelligence (Computer Use) check when performing a computer search for information.

Firewall Boost

Activation Time: 1 bonus action

Range: Personal

Duration: Concentration, up to one minute

Firewall Breach: No

Program Space: X

You have a +3 bonus to one personal firewall.

Flash Memory Download

Activation Time: 1 action

Range: GIA

Duration: 1 minute

Firewall Breach: Yes

Program Space: 1

This simple talent started—and it still best known—as a SEED spyware program that relays your SEED model and programs. It was cracked and enhanced to patch into a target's flash memory. This is usually an hour's worth of experiences but can often contain favorite life moments or crucial information the target has yet to delete. The entire flash memory download takes a full minute though it may take longer to pick apart. You are able to view a quick preview of the transferred memory as it downloads, enabling you to pick out individual segments if you do not wish to save the entire sequence to your own SEED (although this preview is not precise enough to discern important information: you still need to view the data to get anything useful out of it). Identities, pin numbers, and access codes can be stored in flash memory.

Hypersomnia

Activation Time: 1 action

Range: GIA

Duration: 1 minute

Firewall Breach: Yes

Program Space: 2

The target must succeed on a Constitution saving throw or be sent into a slumber. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is an action. Hypersomnia can also affect robots (but not servers).

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Image Anchor

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 1

You replace the regular appearance of an object or creature with an illusion that perfectly maps to the target's perception of the subject. As long as the subject is approximately the same shape, weight, and texture as the illusion, it does not break down under scrutiny. The target's brain will simply dismiss minor inconsistencies, but more extreme ones will reveal the illusion when interacted with (flannel could conceivably be passed off as velvet, for example, but a bottle of vinegar disguised as a bottle of wine will become obvious when drunk). Adjusting a living subject's height, weight, and body proportions by more than

20% also taxes the illusion to breaking point, and the talent does not change the subject's voice or physical mannerisms. If the target has reason to doubt the illusion within the first five minutes, they can make a Wisdom saving throw to overcome the effects and discover the dive: after this time, only glaring inconsistencies can break the illusion.

Lie Suppressor

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 1

If the target fails a Wisdom saving throw, it is unable to deliberately lie. The target automatically becomes aware of the intrusion once they try to lie and fail, after which they may respond evasively to future questions that they do not wish to answer truthfully, or simply refuse to answer at all. Usually one question gets through before this is discovered. If the effect lasts five minutes, the target can no longer attempt a saving throw.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Master Phisher

Activation Time: 1 bonus action

Range: Personal

Duration: Instantaneous

Firewall Breach: Special

Program Space: 1 + 1 for each additional level increased.

Until the end of your turn, all dive talents or firewall attacks you make can target two opponents instead of one (but the talent still only uses one talent slot). You cannot target one opponent more than once with this talent.

Special. Once per long rest, if all targets are missed or succeed on their saves, you recover dive slot this talent used.

At Higher Levels. When you activate this talent using a slot of 2nd level or higher, you can target one additional opponent per additional level.

Monitor Bug

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to 1 week

Firewall Breach: Yes

Program Space: 1

You perceive all the target's auditory and visual experiences, either directly or in a separate overlay. This relay is severed if the target enters an area with cellular shielding, enters a cellular dead zones or if the target goes paranoid.

Nerve Spike

Activation Time: 1 action

Range: GIA

Target: One creature

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 4 + 2 for each additional level increased.

The target must make an Intelligence saving throw. On a failed save, a creature takes suffers 1d8 + your dive ability modifier psychic damage and has disadvantage on ability checks until the beginning of your next turn. On a successful save, the target only takes half damage and suffers no additional effects.

At Higher Levels. When you activate this talent using a slot of 2nd level or higher, multiply the number of damage dice by the level of the slot.

Optical Erasure

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 2

On a failed Wisdom saving throw, the target cannot see one creature or object of Large size or smaller. Anything carried by or placed inside the subject also becomes invisible as long as it is thus stowed. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. The subject is not silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle).

The invisibility ends if the subject attacks or otherwise attempts to physically interact with any creature. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Optic Camouflage

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 2

The target must make a Wisdom saving throw. On a failed save, you or a creature you select appears blurred to the target. Any attacks on the selected creature by the target

have disadvantage. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Parallax

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 minute

Firewall Breach: No

Program Space: X

You and the target of *parallax* gain a +2 bonus to ranged attack rolls, AC, and Dexterity saving throws against the opponent as long as the opponent is at least 20 feet from you.

Special. As long as *parallax* is running, you cannot activate any other dive talents.

Peripheral Flash

Activation Time: 1 bonus action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 2

The target must make a Constitution saving throw. On a failed save, a creature suffers one level of exhaustion.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Psychotic Indulgence

Activation Time: 1 bonus action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 1

The target fails its next saving throw.

Recognized Authority

Activation Time: 1 bonus action

Range: GIA

Duration: 1 round

Firewall Breach: Yes

Program Space: 3

The target must make a Wisdom saving throw. On a failed save, you give the target a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach. On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature

may do nothing but move during its turn, and it provokes opportunity attacks for this movement as normal.

Drop. On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall. On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee. On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes opportunity attacks for this movement as normal.

Halt. The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the target can't carry out your command on its next turn, the talent automatically fails.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Target Arrow

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 1

The target gains an indicator which you can transmit to all "open" allies. The arrow always gives away the target's location, causing Stealth attempts to automatically fail; and while the target might still become invisible, its location would still be relayed. All allies gain a +1 bonus to attack the target with any ranged weapons.

Virtual Terrain

Activation Time: 1 bonus action

Range: GIA

Duration: 1 minute

Firewall Breach: Yes

Program Space: 1

You can create either an obstruction (wall, floor, ceiling, or similar surface) or a fragment of terrain no bigger than 30 feet across. It appears real when viewed by the target, but physical objects can pass through it without difficulty. This only shrouds visual detection and is not visible through darkvision. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

2nd LEVEL DIVE TALENTS

Attention Grabber

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to five minutes

Firewall Breach: Yes

Program Space: 1

The target must make a Wisdom saving throw. If it fails, the target has disadvantage on attacks rolls that don't include you as a target. Up to three open allies gain a +1 bonus to attack rolls against the target.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Autistic Manner

Activation Time: 1 action

Range: GIA

Duration: 5 minutes

Firewall Breach: Yes

Program Space: 1

The target must make an Intelligence saving throw. If it fails, the target's wireless connection is cut. This severs the target's access to the worldnet, including SEED access and all relevant abilities. For the duration, the target can neither be hacked again nor initiate a dive itself.

Server. If the saving throw fails, that layer (and all others you have penetrated) are effectively cut off from all outside feeds. This prohibits you from accessing components the layer has as they are part of its system, but the server cannot access them either. Any systems or memories that layer has access to is cut and that layer goes offline. You can no longer dive this server until the effect expires. If you have severed all layers of a server when you use *autistic manner*, the entire server and all its hardware and memories go offline for the duration.

Automation

Activation Time: 1 bonus action

Range: Personal

Duration: Special

Firewall Breach: No

Program Space: 1

You run a basic algorithm to continue a running talent. Select one talent you are currently concentrating on—*automation* does it for you, allowing you to concentrate on other talents or simply allow it to run in your stead. Unless implanted in a program, *automation* runs from your brain, meaning you still must access a target through a breached firewall for this talent to work. *Automation* runs for the duration of the talent it is attached to. You can run *automation* on personal talents as well. If you implant a

program with *automation*, you can select which talent it maintains, even if that talent is not part of the same program.

Close Down

Activation Time: No action

Range: Personal

Duration: Instantaneous

Firewall Breach: No

Program Space: X

You reset one breached firewall. Your opponent must breach it again before your next turn or have its dive severed. Your reset firewall gains a +5 bonus to defense until the end of your next turn.

Decent Proposal

Activation Time: 1 action

Range: GIA

Duration: 1 day

Firewall Breach: Yes

Program Space: 3

The target must make a Wisdom saving throw. On a failed save, you can make a short (1-2 sentences) reasonable-sounding suggestion that the target will attempt to carry out to the best of its abilities. Asking the creature to do some obviously harmful act automatically negates the effect of the talent. If the suggested activity does not take the entire duration of the talent, the effect ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the effect duration expires, the activity is not performed.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Degauss

Activation Time: 1 bonus action

Range: GIA

Duration: 1d4 minutes

Firewall Breach: Yes

Program Space: 4 + 2 for each additional level increased.

The target must make an Intelligence saving throw. On a failed save, a creature takes suffers 3d6 + your Intelligence modifier psychic damage and its speed is reduced by half for 1d4 minutes. On a successful save, the creatures takes half as much damage and suffers no reduction in speed.

At Higher Level. When you activate this talent using a slot of 3rd level or higher, multiply the number of damage dice by the new slot level.



Disruption

Activation Time: No action

Range: GIA

Duration: Instantaneous

Firewall Breach: No

Program Space: 1 + 1 for each additional level increased.

Attach this to another dive talent requiring a saving throw. One target automatically fails its initial saving throw.

At Higher Levels. When you activate this talent using a dive slot of 3rd level or higher, the target fails an additional saving throw for the attached talent per additional slot level, or an additional target fails its initial saving throw. When the attached talent ends, so does *disruption*, regardless of how many saves were failed.

Fenceline

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 3

You create a fixed field in space that inflicts pain on the target if it attempts to move from it. Create a cube area up to 60 feet per side. If the target moves through a field wall, it makes an Intelligence saving throw, suffering 2d6 damage per five feet moved beyond the edge if it fails (forced movement, falling through the bottom of the cube, or being a passenger in a vehicle does not trigger the effect). However, if the target suffers or avoids 12d6 total damage from this dive in a single round, it is no longer affected by *fenceline*. If it suffers or avoids a total of 20d6 worth of damage through the entire duration of the effect, it is no longer affected by *fenceline*. At your option, you can allow the target of *fenceline* to circumvent it without deactivating the hack. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Special. If using *fenceline* on multiple targets, they are all bound by the same area.

Flash Memory Corruption

Activation Time: 1 action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 1

You target your opponent's flash memory in an attempt to alter it. You can adjust the experience, insert a new one (at the expense of another if the flash memory is full), or delete one completely. You can alter up to one minute of memory. It has no combat effect and cannot erase any memories involving a current combat encounter. If the

attack is not detected, then the alteration is not noticed. You can alter 5 minutes + 1 minute per character level.

Function Control

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 5 minutes

Firewall Breach: Yes

Program Space: 1

You take control of one hardware device in the layer of the server you are currently diving.

Glare Sensitivity

Activation Time: 1 bonus action

Range: GIA

Duration: Special

Firewall Breach: Yes

Program Space: 2

For the next five minutes, if exposed to a bright light, the target must make a Constitution saving throw. If the target fails, it is blinded until the end of your next turn. Once the condition wears off, or if the target makes its save, this talent ends.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Hijack Robotics System

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 1

The server or robot must make a Wisdom saving throw. If it fails, you control the actions of the target within the limits of its abilities. Once you have given it a command, it continues to attempt to carry out that command to the exclusion of all other activities, including that machine's desire to recharge. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Server. If targeting a server, you have access to that layer and all other layers you have breached.

Improved Back-Hack

Activation Time: 1 reaction

Range: Special

Duration: 1 round

Firewall Breach: No

Program Space: X

If you detect a target currently diving into your brain or system, you can use a reaction to gain the target's GIA (not their physical location). You also instantly reset one

personal firewall and its defense increases by +2 until the end of your next turn. You maintain the target's GIA until the end of your next turn, regardless if the target moves or not.

Special. If the target has a GIAS (GIA Scrambler) you must also make a Computer Use check against the GIAS' ProgDC to gain the target's GIA. This takes no additional action. You only gain one attempt against the ProgDC per use of *improved back-hack*.

Impulse Surge

Activation Time: 1 action

Range: GIA

Duration: 1 round

Firewall Breach: Yes

Program Space: 2

The target must make an Intelligence saving throw. If it fails, the target is stunned until the beginning of your next turn.

Server. If targeting a server, you have access to that layer and all other layers you have breached.

Memory Simulation

Activation Time: 1 bonus action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 2

The target must make an Intelligence saving throw. If it fails, you implant a false memory in the target. This talent cannot modify or delete existing memories; it only implants a new one. The memory can be a complete moment in time (up to one hour), and can involve any or all of the target's senses. It does not appear itself as fake unless the imagery and events are jarring in comparison to the target's actual experiences. Because of the natural fading of memory, you can implant memories without much risk of the events conflicting with other events that could occur around the same time (given enough reason).

If the target makes its saving throw, the memory eventually degrades until it becomes little more than dream. If you succeed, the target accepts the memory as truth. Even if the memory is proven fraudulent, the memory never fully fades with time. Once the memory has been rooted, you gain a +2 bonus to any Charisma (Deception) or Charisma (Persuasion) check towards the target if it involves actions the memory is meant to alter.

Server. In a server, you modify the server's drive space so that the memory file's physical location matches its false

timestamp. Both the server and anyone deep-scanning the data will believe the file has always been there.

At Higher Levels. When you activate this talent using a dive slot of 3rd level or higher, you increase the length of the memory (3rd level—2 hours, 4th level—4 hours).

Neural Strike

Activation Time: No action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 3 + 1 for each additional level increased.

You add a psychic shot to your last firewall attack, dealing 2d6 + your character level psychic damage. If the attack targeted multiple opponents, choose one to receive the damage.

At Higher Levels. When you activate this talent using a dive slot of 3rd level or higher, the damage dice increase by 2 per additional slot level.

Radial Phisher

Activation Time: 1 bonus action

Range: Personal

Duration: Instantaneous

Firewall Breach: Special

Program Space: 1 + 1 for each additional level increased.

you can target each opponent in a 20-foot radius centered on you with your dive talents or firewall attacks (but the talent still only uses one talent slot). You cannot target one opponent more than once with this talent.

At Higher Levels. When you activate this talent using a slot of 3rd level or higher, you increase its range. At 3rd level, the range is 30 feet; at 4th level, the range is 60 ft.

Special. Once per long rest, if all attacks miss or succeed at their saves, you recover dive slot this talent used.

Satellite Hack

Activation Time: 1 bonus action

Range: 250 feet

Duration: Five minutes

Firewall Breach: No

Program Space: 1

Select one target within range, regardless of line of sight. You gain the target's GIA and a +2 bonus to attack the target firewalls as long as the target remains within 500 feet of its original location.

Special. You can relay this information to one ally in open range. They gain the benefits instead of you.



Simple God Hack

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to five minutes

Firewall Breach: Yes

Program Space: 4

The target must make a Wisdom saving throw. If it fails, you can control its actions through your SEED connection. You can issue commands to the target (including obviously harmful ones, such as ordering it not to defend itself against attacks), which it will carry out to the limits of its abilities. These commands are delivered by hijacking the target's basic brain functions, so no higher communication channel exists: the target does not need to be able to understand you to carry out the command, you do not receive any sensory input from it, and it cannot communicate with you through the link. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a DC15 Wisdom (Insight) check can determine that the subject's behavior is being hacked. Changing your orders or giving a dominated creature a new command is a bonus action. A target can attempt a new saving throw at the end of each of its turns. If the effect lasts one minute, the target can no longer attempt saving throws.

Server. If targeting a server, the server cannot use or access any components on this layer and all lower layers. You cannot activate any of its server hardware but neither can it.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Tapeworm

Activation Time: 1 action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 2

The target must make an Intelligence saving throw. If it fails, you reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. If the target was targeted by another mind-affecting dive talent as part of this event, that talent is negated.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.



- Implant a new memory of an event the subject never experienced. You must have a suitable memory file to implant ready before you use this talent, as creating the memory on the fly would take too long and require too much processing power.

A modified memory does not necessarily affect the target's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

Telepresence

Activation Time: No action

Range: Special

Duration: Special

Firewall Breach: No

Program Space: 1

If you have one target's GIA, you maintain it until the end of your next turn even if you would normally lose it.

3rd LEVEL DIVE TALENTS

Active Defense

Activation Time: 1 bonus action

Range: personal

Duration: Concentration, up to 5 minutes

Firewall Breach: No

Program Space: X

You don't delegate your defensive system to firewalls and blockers. You handle it personally. Gain a +3 bonus to your Wisdom saves and to one Firewall defense.

Animate Corpse

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 hour

Firewall Breach: No

Program Space: 1

A dead creature automatically drops its firewalls. You can invade the SEED of a creature killed in the past five minutes and hijack its body. You have access to the creature's full range of physical abilities while it is controlled. The target is obviously not self-aware—it shuffles and spasms like a zombie and is unable to communicate.

Backdoor Algorithm

Activation Time: No Action

Range: Special

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 1

Activate at any point while you are accessing a target through a breached firewall—the firewall remains breached until the end of your next turn, regardless to attempts by the target to repair the breach. The target cannot even go paranoid until this talent expires.

Background Program

Activation Time: No Action

Range: Personal

Duration: Instantaneous

Firewall Breach: No

Program Space: X

On your turn, you activate any program in your memory (see Programs).

Blackout

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 3

The target must make a Constitution saving throw. If it fails, it is blinded until you stop concentrating. If the target makes the save, it is only blinded until the beginning of your next turn. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Blatant Ignorance

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 2

On a failed Wisdom saving throw, the target cannot see one creature or object of Colossal size or smaller, or anything inside a designated 30-foot radius space or smaller. Anything carried by or placed inside the subject or area also becomes invisible as long as it is thus stowed. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). The invisibility does not end if the invisible subject attacks the target.



Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Compression Software

Activation Time: 1 bonus action

Range: Personal

Duration: Instantaneous

Firewall Breach: No

Program Space: X

You gain one action and one bonus action that can only be used for dive talents. You must use these actions before the end of this turn.

At Higher Levels. When you activate this talent using a dive slot of 4th level, you gain two actions and one bonus action.

Description Equation

Activation Time: No action

Range: GIA

Duration: 24 hours

Firewall Breach: No

Program Space: 2, 3 if used as a 4th level talent.

When you breach a firewall, you activate this talent, inserting a worm in order to work around that firewall again. Until 24 hours has passed, you can use an action to breach that firewall again without requiring an attack roll. You can do this twice for free: subsequent uses before the duration expires cost 5 Hit Dice each.

At Higher Levels. When you activate this talent using a dive slot of 4th level, you can breach the selected firewall four times for free.

Dopamine Suppression

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 5

The target must make a Wisdom saving throw. If it fails, you cut all dopamine production in the target's substantia nigra. The target is unable to determine its actions. It is confused and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior

- 1 The target uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. It takes no other actions this turn.
- 2-6 The target doesn't move or take actions this turn.

- 7-8 The target uses its action to make a melee or ranged attack against a randomly determined creature within its reach. If there is no creature within reach, or if the target is not engaged in combat, it does nothing this turn.

- 9-10 The creature can act and move normally.

The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Elite Phisher

Activation Time: 1 bonus action

Range: Personal

Duration: Instantaneous

Firewall Breach: Special

Program Space: 1 + 1 for each additional level increased.

You are able to activate an omni protocol to bounce attacks to multiple targets. Until the end of your turn, you can target each opponent in a 20-foot circle within 100 feet of you with your dive talents or firewall attacks (but the talent still only uses one talent slot). You cannot target one opponent more than once with this talent.

At Higher Levels. When you activate this talent using a slot of 4th level, its range increases to a 40-foot circle within 500 feet of you.

Hormone Tweak

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 2

On a failed Constitution saving throw, the target's circulatory system is flooded with hormones, producing sudden and unavoidable mood swings. The precise effects on the target's emotional state are dependent on individual body chemistry: they might become more aggressive, lustful, weepy, panicked, sleepy, or irritable, and their mood might change from minute to minute. Regardless, the target has disadvantage on all attack rolls and on any ability checks or saving throws that might be adversely affected by its current mood (for instance, a target flooded with sex hormones might find it harder to resist Charisma checks from someone it considers attractive, and a target affected by adrenaline would find it harder to resist intimidation). The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Inception

Activation Time: 1 action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 4

On a failed Wisdom saving throw, you can implant an idea in the target that it believes it came up with on its own. If the idea is in accordance with the target's nature, it will attempt to follow through with it at the earliest opportunity, and will persist in doing so even if temporarily prevented by external circumstances. If the idea is too far outside the target's nature, it dismisses it at the moment (but continues to think about it periodically, which can eventually result in a change of opinion or even a change to the target's entire worldview). The idea can even be overtly dangerous, although not obviously fatal (taking up skydiving as a hobby would be a reasonable suggestion, jumping out of a plane with no safety gear wouldn't), and the moment the target actually takes damage as a result of following through on it, it no longer seems like a good idea and the effect ends. If the idea is sufficiently contrary to the target's own ethics or ideology, or if they discover other evidence of intrusion, they may have reason to suspect the hack - otherwise, they will continue to believe it was their own idea for the rest of their life.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Itch

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 minute

Firewall Breach: Yes

Program Space: 3

It's annoying. It won't go away. The target must make a Constitution saving throw. If it fails, you make the target feel like a hundred spiders are crawling over his body. Its speed is reduced by 20 feet, and the target has disadvantage with ability checks, saving throws, and attack rolls. The target can attempt another saving throw at the end of each of its turns.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Maze Array

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 minute

Firewall Breach: Yes

Program Space: 3

The target must make a Wisdom saving throw. If it fails, you create a chaotic display of images, like a dream, to confuse your enemy. Whenever the target moves, as a reaction, you can adjust their final location by up to 15 feet, as long as the new location is within their normal movement range (this is not considered forced movement, as you are tinkering with the target's perceptions). The target has disadvantage to all attack rolls and loses the GIA of all targets in line of sight.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Quit Hitting Yourself

Activation Time: 1 bonus action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 3

The target immediately uses a single melee attack with itself as a target (the target's choice of which attack). If the target does not have the capacity for a melee attack, then it attempts a ranged attack (if it cannot physically do either, this talent does not work). This attack becomes an automatic critical hit.

Refresh Software

Activation Time: No action

Range: Personal

Duration: Instantaneous

Firewall Breach: No

Program Space: X

You pass your next saving throw against a dive attack/talent or you may gain a +10 bonus to your next Intelligence (Computer Use) check when attempting to diagnose or remove harmful programs in your brain or server.

Stem Paralysis

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 4

The target must make a Constitution saving throw. If it fails, it is paralyzed. If the target makes the save, its speed is reduced to zero for the same time period. If the target suffers any damage, it immediately recovers from *stem paralysis*. The target may attempt another saving throw at

the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Sympathy Pains

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 4 or 5 if used as a 4th level talent

The target and you gain a neural connection. Any time you suffer any damage, the target must make a Intelligence saving throw. If it fails, it suffers psychic damage equal to the damage you took + 2d6. This includes self inflicted damage as well. This effect only functions one way. If the target makes three successful saves, the effect ends.

At Higher Levels. When you activate this talent using a dive slot of 4th level, increase your damage dice to 5d6.

System Check

Activation Time: 1 bonus action

Range: Personal

Duration: Instantaneous

Firewall Breach: No

Program Space: X

You run a diagnostic algorithm to fix any problems that may have occurred. You recover 3d6 + your character level hit points of any psychic damage you have sustained.

At Higher Levels. When you activate this talent using a dive slot of 4th level, increase your healing dice to 5d6.

Total Immersion

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 3

You create a complete fabricated experience, hijacking the target's complete sensory network in real time. You can elect to simply insert one illusion, like a smell or a sound, or you can insert a visual experience. You can even partially recreate pressure sensation, making the brain believe it is touching something. However, the object does not physically exist so the object cannot interact with other real objects, and the illusion breaks down if something else physical interacts with it. You can insert the sensation of cold or hot within only a few degrees. You can cause virtual objects that are physically interacted with to respond properly, including breaking if damaged. The recreation is also not fixed, allowing you to move or alter the experience accordingly. The target only receives a Wisdom save if the experience is obviously faked or if evidence emerges that the illusion is fake. Generally, if the target attempts to

damage itself with a fabrication or is damaged by something concealed by the fabrication, the illusion breaks down. If you stop concentrating, the illusion remains but it no longer adapts to the targets actions and can quickly break down depending on the specifics of the illusion.

Fake Terrain. One possible option to *total immersion* is to make your target believe the ground is rough and muddy. Boots are sinking, making it difficult to move. The target treats all terrain as difficult.

4th LEVEL DIVE TALENTS Backdoor Key

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 week

Firewall Breach: Yes

Program Space: 2

The target must make an Intelligence saving throw. If it fails, you create a hole in the target's firewall and paranoid mode, keeping a conduit into the brain or server, regardless of the state the target is in. The target's firewall remains in place against other users, but you can automatically bypass it. You can also dive the target even if it enters paranoid mode. You can maintain concentration on this talent even after you stop diving if you wish to hack the target again later, although you do not automatically gain the target's GIA if it changes.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Bio-Crash

Activation Time: 1 bonus action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 8

The target must make a Constitution saving throw. If it fails, you cause a cataclysmic system failure in the target and they drop to the ground. If the target has hit points equal to or less than a quarter of their total hit points, they are reduced to 0. If they have more hit points than a quarter of their total, they take 4d10 + dive ability modifier + your character level psychic damage and are stunned for 1d4 rounds. If the target passes the saving throw, it suffers half damage and is not stunned.

Decoy Blocker

Activation Time: 1 reaction

Range: Personal

Duration: Instantaneous

Firewall Breach: No

Program Space: X

If a target attempts a firewall attack on you while you are diving it, or you suffer psychic damage, or you fail a saving throw against a dive talent, you automatically generate an illusory duplicate of yourself which takes the assault instead, reacting appropriately while you suffer no effects. If you play along, the attacker will believe that you were affected; otherwise the ruse is immediately revealed when the illusion dissipates.

Displaced Coordination

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 2

The target must make a Wisdom saving throw. If it fails, the target has disadvantage on all attack rolls and saving throws, and has its speed reduced by half. All physical attacks on the target have advantage. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Dream Paralysis

Activation Time: 1 bonus action

Range: GIA

Duration: Special

Firewall Breach: Yes

Program Space: 4

The target must make a Wisdom saving throw. If it fails, you cause your enemy to fall into a deep slumber. The target remains unconscious for 2d4 hours or until damaged by any type of attack.

Server. Servers rendered unconscious shut down, turning off all components and abilities.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Dummy Firewall

Activation Time: 1 reaction

Range: Personal

Duration: Concentration, up to 1 minute

Firewall Breach: No

Program Space: 2

If an opponent gains your GIA through a hack, you scramble your GIA, and the target cannot gain it again.

Firewall Bombardment Algorithm

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to five minutes

Firewall Breach: No

Program Space: X

You assault an enemy's firewall with hundreds of miniature spam and malwares, viruses, and password slammers, hoping to strip away your opponent's defenses in a single attack. Once you breach one of the target's firewalls, you gain advantage on all further firewall attacks against it for the duration and can immediately repeat the attack against another of the target's firewalls (if any). This continues until you miss or until all layers of the enemy's firewall have been penetrated.

Increased Sensitivity

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 6

The target must make a Constitution saving throw. If it fails, you amplify the target's pain sensors, wracking your enemy in unbelievable agony every time he is even scratched. Every time the target takes damage from any type of attack, they take additional psychic damage equal to your dive ability modifier + your character level. Because this damage occurs with another hit, it does not reveal itself as a hack. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

In Its Tracks

Activation Time: 1 reaction

Range: GIA

Duration: Instantaneous

Firewall Breach: No

Program Space: 4

Your mind reacts faster than your opponent's arm. If an enemy performs any type of action, including opportunity attacks (you must not be surprised), you immediately perform any single firewall attack or dive talent you are able to.



Lobotomy Surge

Activation Time: 1 action

Range: GIA

Duration: Instantaneous

Firewall Breach: Yes

Program Space: 6

The target must make an Intelligence saving throw. If it fails, you cause the nanites in the subject's brain to overload their biogenic power plant. The target takes 9d6 + Intelligence modifier + your character level psychic damage and the target suffers one level of exhaustion. If the target passes its save, it suffers half damage.

Minor Ego Hack

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 6

The target must make a Wisdom saving throw. If it fails, you tap into the target's very subconscious, altering their personality or even emotional state. You rewrite their very being. The target is not dominated—you actually change the personality so the target will want to do what you wish. You have no control over them but are able to rewrite elements of their memory, including fabricating ones, to convince an enemy the correct course of action. The target has full access to their entire profile of abilities. For this duration, the target is counted as an ally. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Pandora's Bomb

Activation Time: 1 bonus action

Range: Personal

Duration: Instantaneous

Firewall Breach: No

Program Space: X

You activate a program with dozens of different compressed viruses within. One is bound to work. You gain three actions that can only be used for firewall attacks and dive talents.

Puppetmaster's Whim

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 5 minutes

Firewall Breach: Yes

Program Space: 6

The target must make a Wisdom saving throw. If it fails, you gain complete and absolute control over the target, everything they say or do. Until the target saves against this effect, you dictate what actions it takes, which can be

anything you want that it is physically capable of doing (including causing itself harm or refusing to defend itself against attacks). The target is aware that it is acting against its will, but cannot communicate the fact to outside observers (unless your orders make it obvious). The target gains a Wisdom save at the end of each of its turns.

Special. If the target succeeds at the first saving throw, you recover the dive slot this talent used. Once this occurs, it cannot again until you finish a long rest.

Relay Intent

Activation Time: 1 bonus action

Range: GIA

Duration: 1 minute

Firewall Breach: Yes

Program Space: 4

The target must make a Wisdom saving throw. If it fails, you implant a transmitter that conveys surface thoughts from the enemy to you, giving you advance notice of his intended action. You and all allies in line of sight have advantage to hit the target and a +2 bonus to AC and saving throws against attacks from the target. Before the target's turn, you can take a bonus action as a reaction.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.

Sensory Hijack

Activation Time: 1 bonus action

Range: GIA

Duration: concentration, up to 1 hour.

Firewall Breach: Yes

Program Space: 4

The target must make an Intelligence saving throw. If it fails, you cut off all auditory and visual input to the target's brain, leaving them blinded and deafened. If the target makes its save, it is still blind and deaf, but the effect only lasts one round. The target may attempt another saving throw at the end of each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Server. If targeting a server, all attached sensors (cameras, vibrations, motion, etc.) are deactivated.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Sever Functions

Activation Time: 1 action

Range: GIA

Duration: Concentration, up to 1 day

Firewall Breach: Yes

Program Space: 6

The target must make both a Wisdom saving throw and an Intelligence saving throw. If it fails a saving throw, that attribute drops to and the target becomes an idiot. While it remains in control of its own actions, those actions cannot be predicated on any advanced knowledge or understanding, only base instinct. The target can attempt another saving throw at the end of each minute. After five minutes, the target can not longer attempt any more saves.

Special. Once per long rest, if the target succeeds at the first saving throw, you recover the dive slot this talent used.

Shortcut

Activation Time: No action

Range: Personal

Duration: Instantaneous

Firewall Breach: No

Program Space: X

You had a reserve program set into place to activate in case certain situations arrive and they have. Perform any inactivated dive talent you are able to use.

Temporary Blocker

Activation Time: No action

Range: Personal

Duration: Five minutes

Firewall Breach: No

Program Space: X

You throw up an additional self-made firewall in an emergency. It has a defense rating equal to your lowest level firewall. This firewall is in addition to any firewalls you have and is not counted towards your limit of firewalls.

Time Freeze

Activation Time: 1 bonus action

Range: GIA

Duration: Concentration, up to 1 day.

Firewall Breach: Yes

Program Space: 6

The target must make an Intelligence saving throw. If it fails, you temporarily pause all brain activity dealing with outside stimuli. It continues to process the last sensations it experienced as a snapshot of time, but otherwise the outside world effectively ceases to exist. The target is stunned with regards to all physical interactions, but can continue to act normally if it performs only mental actions. The target may attempt another saving throw at the end of

each minute. If the effect lasts five minutes, the target can no longer attempt saving throws.

Special. Once per long rest, if the target succeeds at the saving throw, you recover the dive slot this talent used.





ARCHETYPES

Unlike fantasy classes, *Ultramodern5* and *NeuroSpasta* classes have the same set levels for archetypes, at 3rd, 7th, 11th, 15th, and 18th level. Any character who meets an archetype's requirements can choose that archetype (although some classes will synergize better than others, as noted with the archetype). Once you select an archetype, you cannot change it.

Unlike fantasy archetypes, several *Ultramodern5* archetypes offer additional proficiencies upon selection. You gain these when you choosing the archetype at 3rd level.

Additionally, if you multiclass, you cannot choose the same archetype again for your second class.

BLACK HAT, WHITE HAT, GRAY HAT

While others are fascinated with unlocking the human mind, tampering with memory, and playing with consciousness, you are a pure hacker, one of the best in the world. You spend your off hours creating programs and finding vulnerabilities in computer systems. This can be a serious vocation where you test the susceptibilities in a system, or alternately, you could be an anarchist only in it for personal gain, leaving nothing out of your portfolio. Identity theft, service attacks, you've tried it all. There is also the middle ground, where you dabble in both fields. You have a code of ethics—whether you cross that line is up to you.

SYNERGY

This archetype works best with the face, marshal, techie, and freediver classes.

PROFICIENCIES

You are proficient with Intelligence (Computer Use) and with firewall attacks.

HACKER TALENTS

Beginning when you choose this archetype at 3rd level, you gain access to drive talents as if you were a 1st-level freediver. At 7th, 11th, 15th, and 18th levels, your virtual freediver level increases by 1. This does not stack with actual freediver class levels, and confers no other benefits from that class.

ADEPT HACKER

Beginning when you choose this archetype at 3rd level, the DCs for all fabrication programs are reduced by 3. You also count as level +1 to acquire fabrication programs.

FIREWALL EXCEPTION

Starting at 7th level, you can use a reaction re-break one firewall you have breached in the past 72 hours in a server or robot. Once you use this feature, you cannot use it again until you finish a short or long rest.

SERVER EXPERIENCE

Starting at 11th level, before making an Intelligence (Computer Use) check when accessing memories or systems, you set your d20 roll to 20. Once you use this feature, you cannot use it again until finish a long rest.

SHORTCUT ON THE SUPERHIGHWAY

Starting at 15th level, you gain a +2 bonus to attack rolls against firewalls of servers and robots.

BLURRING THE LINE

Starting at 18th level, your SEED's program capacity doubles.

DOMINATOR

You find computer systems and robotics boring and have committed yourself to cracking through the walls of the human mind. Playing with memories and emotions is the realm of gods and you frolic through them willingly. Reality can be adjusted, and the world is run by those whom control that reality.

SYNERGY

This archetype works best with the face, marshal, techie, and freediver classes.

PROFICIENCIES

You are proficient with Intelligence (Computer Use) and with firewall attacks.

HACKER TALENTS

Beginning when you choose this archetype at 3rd level, you gain access to drive talents as if you were a 1st-level freediver. At 7th, 11th, 15th, and 18th levels, your virtual freediver level increases by 1. This does not stack with actual freediver class levels, and confers no other benefits from that class.



WORKINGS OF THE MIND

Beginning when you choose this archetype at 3rd level, all targets of dive talents requiring a Wisdom saving throw suffer a -1 penalty to those saving throws. This penalty is -1 at 3rd level, -2 at 7th level, -3 at 11th level, and -4 at 15th level. This ability does not affect other saving throws.

HACKER SPECIALIZATION

Starting at 7th level, you can select one dive talent of second level or lower that requires a Wisdom saving throw. You gain one free use of this talent per long rest that does not use up a dive talent slot. After finishing a long rest, you can select a new talent.

At 7th level, you can select two talents or select the same talent twice. At 9th level, you can select three talents or one talent three times (or two of one and one of another).

BANDWIDTH OVERLOAD

Starting at 11th level, you can concentrate on two dive talents simultaneously. You can do this for a number of turns per long rest equal to your Intelligence modifier + your character level. You can break up how often you use

this talent as, just as long as you have turns available. You cannot implant this feature in a program (you can only sustain a talent from your brain using bandwidth overload).

GOOD GIA GUESSWORK

Starting at 15th level, if you gain a target's GIA through line of sight, you automatically know the GIAs of all other targets within 20 feet of the initial target, even if you don't have line of sight on them.

LINGERING REFRESH

Starting at 18th level, you have developed a program that calculates a million possible combinations to guess a target's new location. Taking no action, you can regain the GIA of a target you just lost in the previous round. Once you use this talent, you cannot use it again until you finish a long rest.



GHOST

"[Man] is not designed to remain in his present biologic state any more than a tadpole is designed to remain a tadpole."—William S. Burroughs.

In the annals of transhumanism, the Holy Grail is one's capacity to exist beyond the confines of flesh. Despite having one's memories copied onto external and cybernetic devices, despite the amount of flesh swapped out for synthetic, despite the molecular machines buzzing around inside your veins, and despite the genetic tampering to ensure your resistance to dying, there still remains one inescapable impasse, the amorphous and undefined realm of human consciousness and its binding to an organic prison. Legally, functioning organic brain cells is what differentiates a human from a machine, regardless of how much of that brain had been enhanced or replaced. But you are still you, bound to you, and like everyone else, when you dive, you're simply shifting perception. You're still not going anywhere.

That final challenge, the ultimate prize, awaits those gifted to see the barriers of their own confinement, and be able to break them. If you don't possess organic components at all, then perhaps you've finally stumbled across the one intangible advantage of being human, that of possessing an immortal soul. You may still employ a body, but it's as archaic as a pencil is to a computer. One day, all that you may be is a stream of information traveling at will through the cosmos. Until then, the wireless global network of planet Earth will have to do.

SYNERGY

This archetype works best with the face, marshal, techie, and freediver class.

PROFICIENCIES

You are proficient with Intelligence (Computer Use) and with firewall attacks.

HACKER TALENTS

Beginning when you choose this archetype at 3rd level, you gain access to drive talents as if you were a 1st-level freediver. At 7th, 11th, 15th, and 18th levels, your virtual freediver level increases by 1. This does not stack with actual freediver class levels, and confers no other benefits from that class.

MACHINE BE OUR CHILDREN

Beginning when you choose this archetype at 3rd level, you can spend three Hit Dice as a bonus action, recover no hit points, and gain a +20 bonus to your next Intelligence

(Computer Use) check, which you must use within one minute of spending the Hit Dice. There is no limit on the uses of this ability and the bonus compounds with each use.

APPROACHING SINGULARITY

Starting at 7th level, you gain resistance to psychic damage.

SPLIT SECOND OPENING

Starting at 11th level, if you score a critical hit when attacking a firewall, you gain an additional bonus action that same turn you can use only on dive talents. You can only gain one additional bonus action per turn this way.

IRON MIND

Starting at 15th level, you cannot be reduced to 0 hit points via psychic damage. Any damage stops at 1 hit point.

TRANSCENDENCE

Starting at 18th level, you are immortal. If you are killed, 2d4 hours later, your consciousness reappears online. You are insubstantial and immune to all damage. You cannot make any physical attacks while in this state and cannot communicate with anyone paranoid or without a GIA. You remain in this state until able to re-download into a new prosthetic body.

ROBOTOLOGIST

You have dedicated a portion of your education in the study of robotics. Not so much in the development of top-tier, high functioning artificial intelligence, but in the variations that make robots more unique than just replications of people. This includes research into soft computing, machine learning, and evolutionary computing. As such, you find machines more interesting than humans or even machines trying to pose as humans.

SYNERGY

This archetype works best with the face, marshal, techie, and freediver classes.

PROFICIENCIES

You are proficient with Intelligence (Computer Use) and with firewall attacks.

ROBOPATHY

Beginning when you choose this archetype at 3rd level, you can activate one robot in line of sight that you have control over as an action. The robot gains a full turn as usual but you increase your Control Bonus for this turn by half your

Intelligence modifier. When you use this feature, you cannot use it again until you finish a long rest. You can also spend 2 Hit Dice to recover the use of this feature.

MACHINE AFFINITY

Starting at 7th level, when controlling a robot remotely (physically or via a SEED), instead of using an action to control it, you can expend 30 feet of movement. In addition, when controlling a vehicle remotely (physically or via a SEED), you only require a bonus action to control the vehicle instead of using movement.

UNUSUAL RESPONSE

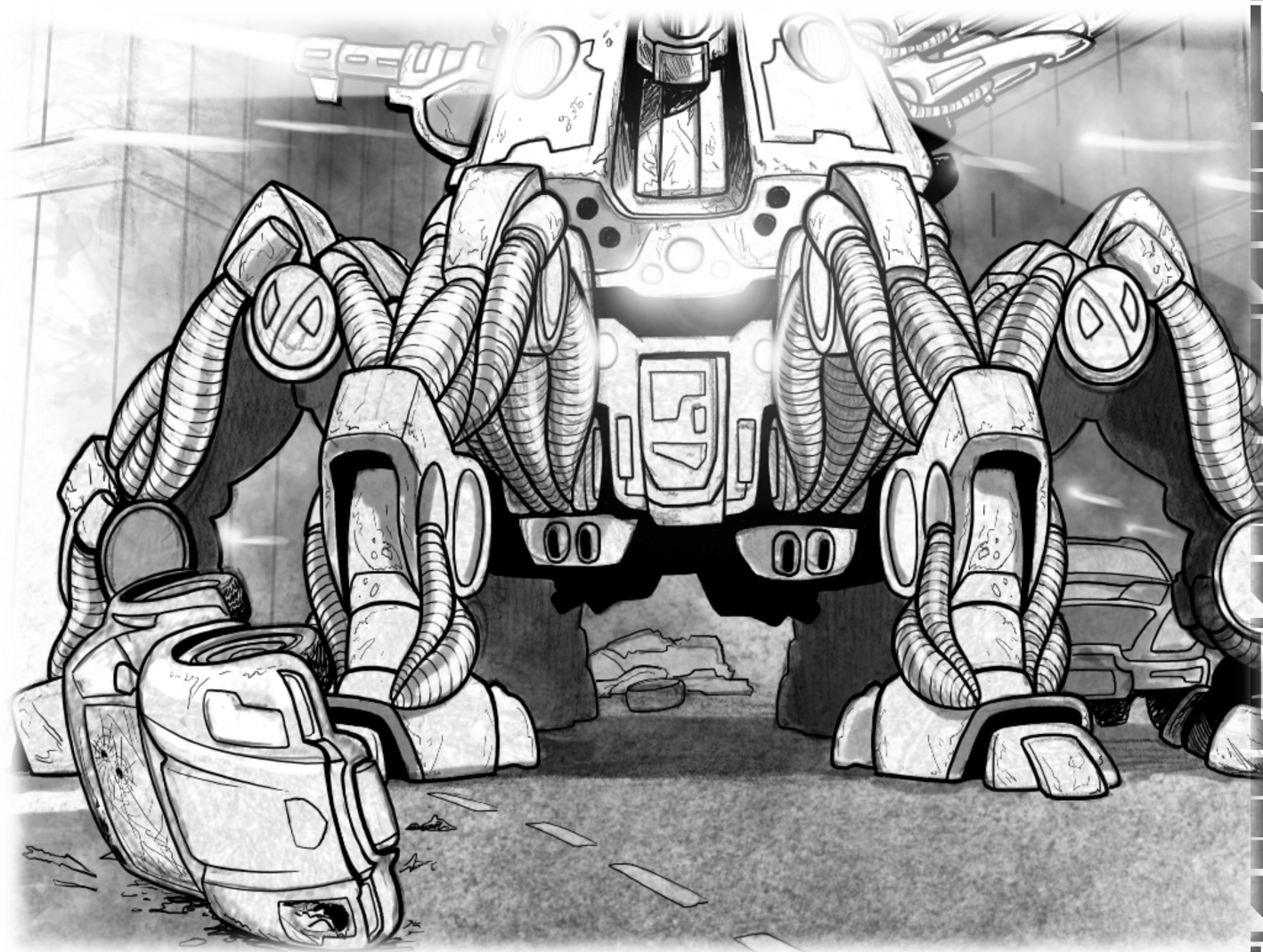
Sometimes, your robot appears to act according to your wishes without your explicit commands. Starting at 11th level, you can activate one robot in line of sight you have control over taking no action at all. The robot gains a full turn. This does not count as the robot's activation that turn and can be activated again. When you use this feature, you cannot use it again until you finish a long rest. You can also spend 2 Hit Dice to recover the use of this feature.

RC HOBBYIST

You've been doing this a while, starting with small RC cars. Robots are only slightly more complicated. Starting at 15th level, you gain +2 to your Control Bonus.

TEMPORARY EMERGENCE

Your robot has a tendency to act on its own in response to your plight. Starting at 18th level, as a reaction, if you suffer physical damage from an attack, one robot you own (under its own control or yours) gains a full turn. If it can move, it must move closer to you or to your enemy. If it is armed, it must attempt to attack the target that hit you. When you use this feature, you cannot use it again until you finish a short rest.





FOUR: GEAR

In the future, consumers have demanded unending variety at the detriment of quality or distinction. When selecting items, if listed generically, feel free to add specificity to them.

NeuroSpasta is a Tech Level 4 setting, though a few TL5 items may show up from time to time. As the setting encompasses the world, the landscape of technology is uneven, with Archon being the pinnacle. However there are numerous locations that suffer at TL2 or even TL1.

NeuroSpasta complements *Ultramodern5's* equipment listing by adding in cybernetics, which can be acquired by most races, though the greatest variety is reserved for the prosthetic race.

ROBOTS

Robots are automata with no consciousness. Their AI may be advanced but it emphasizes the "artificial" aspect—they can simulate a personality but they can never come close to achieving perfection, generally emulating only as much human behavior as is required for service industries. Almost 99% of all robots on the market are non-humanoid and don't even have the capacity for vocal communication, let alone a simulated personality.

Robots can be automated or remote controlled.

CONTROLLING A ROBOT

If you have wired or wireless access to a robot's brain, you have two options. You can either control the robot directly via a handheld remote or SEED or allow it to act independently.

Independence

All robots can act independently, though some lack the capacity to adapt or solve problems. Generally, a robot with an Intelligence of at least 3 can make its own decisions based on parameters built into its core programming. Anything less, and the robot requires instructions. A robot acting on its own does so on its own initiative score. Independent robots can take reactions but cannot be granted actions by other abilities unless it specifies that it can be used on robots.

Even independent robots require instruction from time to time. Though many have reflex programming to respond to input, most will ignore event threats upon their safety unless told otherwise. Independent robots will and must adhere to the instructions of their owner.

If the robot has an audio interface, a command can be verbal, otherwise it must be input through a terminal or wireless interface. The command can be open-ended ('protect this person'), limited ('open this door'), or conditional ('if someone comes through that door, shoot them'). Multiple commands can be issued, even commands that trigger other commands. The robot follows its commands to the best of its ability until issued a different command that conflicts with an earlier one, such as 'cancel all previous commands' (a robot will always follow the most recent command).

A robot will not follow a command given by an unauthorized user or one that conflicts with its core programming or ethics. All robots possess basic system instructions dictating what it can and cannot do, what its purpose is, and how it should respond to input. Only combat models are able to attack or even defend themselves. All others share a common set of rules. They cannot injure a human or class of machine deemed superior to it or through inaction allow said human or machine to come to harm (though this latter clause is lacking in more primitive machines). Robots must follow the instructions of their controllers unless such action would result in the robot's damage or destruction or if the instruction would cause a human or superior machine to come to harm. These are intractable—the only way to override these instructions is to control the robot directly via remote.

Remote Control

The initiative of a controlled robot changes to match yours when you assume control. It moves as you direct it, and it has access to any available actions that it can logically perform. Like independent robots, controlled robots can take reactions but cannot be granted actions by other abilities unless it specifies states that it can be used on robots.

A remote controlled robot acts on your turn, and can do anything it can physically do. It can even act against its primary programming, as it is not technically in control of its actions.

Robots can receive active input from an external source; either via a physical remote control or via a SEED implanted remote program (see Programs). The SEED is much faster and more direct, and later variations can control multiple machines at once while physical remotes can only control one at a time. A physical remote is a one-handed item: a SEED remote does not require a free hand, but takes up a program slot. Controlling a robot is different than a reprint (see Cybernetics).

Controlling a robot directly costs an action on your turn. A remote-controlled robot can be directed to use your skills and bonuses. You also can apply your Control Bonus to the robot—a value equal to your proficiency bonus that is added to the robot's attack, proficient saving throws and proficient skills in place of its own bonus.

Special—Back-hacks & Tracers

Remote links can be tracked. A physical remote uses cellular transmission and can be traced to its source, but this only allows the tracer to learn the GIA of the remote control unit, not the person controlling it. A SEED remote can be traced and does reveal the user's GIA. A trace does not progress for the round if the robot has not been activated since the start of the controller's last turn. A back-hack still must overcome the robot's firewall before revealing its controller's location.

Hijacking Robots

Freediver talents can be used to dive robots. While it is not possible to change the robot's operational parameters (such as its skill modifiers and abilities), you can override the robot's standard protocols, the most obvious use being to change who the robot views as an authorized user – thus making the robot work for you instead of your enemies.

Control Range

The control range of a robot is open unless it enters a jamming field. Unless the robot transmits visual input to you, you must be able to see the robot and its immediate environs to be able to control it effectively. Some abilities that are used with your robot require you to have line of sight or have a limited range. These requirements must be in effect for the ability to activate.

UPGRADEABILITY

Most robots can be modified. Many robot types list standard upgrades with their stat blocks. For game purposes, robots can also be upgraded with any limb, neural, or absurd cybernetic modification that they have the physical structure to support (thus, a robot with arms can benefit from appropriate limb enhancements: a robot without arms cannot be given arms by said enhancement). These modifications are only mechanically identical to the equivalent cybernetic enhancement: they are customized for robots and cannot be exchanged with human characters, even prosthetics and virtuosos.

Robots can also benefit from programs. Each robot has one free program slot, which can store a separately-purchased program. Most robots come with a built-in baseline barrier firewall, which can be upgraded as per the normal firewall rules. Robots cannot have more than one firewall.



ROBOT	Cost
Box House Droid	400
XIX Cyber-Dog	840
Mobile Defense Platform	4,000
Buzz-Bot, Small	4,000
Felternational B-ROD	8,000
MAT WRATHE	8,000
Rourke Solo Advance Droid	10,000
Operator Droid	10,000
KBT Calgar	12,000
Drum Drone	15,000
Buzz-Bot, Large	18,000
Felternational Bodyguard Android	25,000
Kaaris Companion Android	40,000
Fastcore TED-902	70,000
Strongpoint Defense platform	90,000
T.A.R.A.	125,000
Kaaris Full Service Protector	125,000

MARKINGS OF ORIGIN

Like any science over the years that has looked to a sensitive public like “creating life”, outcry at the development of humanoid robots began with the creation of synthetic skin and hair that was indistinguishable from its organic counterpart. Later, voice synthesizers were replaced with a mechanical replica of human vocal cords which required articulate lips and a tongue to form speech. While each step that undermined the Uncanny Valley effect made androids more marketable, it also worried religious fundamentalists, security agencies, and sentient rights advocacy groups.

Within a few short years, experts predicted that an android could pass itself as human without a doubt unless something was enacted to ensure a machine's identity in public. While governments debated imposing restrictions on how naturalistic a machine could be made, corporations—which had no interest in developing products without obvious trademarks—voluntarily began a system of markings which would identify a robot over a human or prosthetic. These markings came in the form of geometric tattoos that would grace a hand or a portion of the face. These were often flamboyantly styled to make the images appealing rather than distracting and were offered in a variety of colors. In addition to identifying the android's manufacturer, the tattoos contained data in their shape and size which identified the robot and its year of construction. All androids, from house maids to virtuosos, are now required by so-called “stigmata laws” to display these markings. Concealing them is a felony, prosecuted as a

form of intellectual property theft. Despite a small but vocal opposition to this practice, it has never been defeated.

CYBERNETICS

Cybernetics didn't reach their full maturity until after the micronization boom. Until then, they were the domain of amputees forced to settle with clumsy imitations. With the development of the industry and the improvement of artificial materials that can perfectly replicate organic components, one can now replace a limb with a synthetic prosthesis which is as strong as or stronger than the original. Nuebot injections can perfectly seal the organic to inorganic, resulting in a near-zero rejection possibility. This was initially unpopular given that genetically matched cloned organs were a viable possibility long before cybernetics attained a suitable level.

However, cybernetics eventually found ground in the realm of human expansion and transhumanism, allowing those choosing implantation to possess benefits no wholly organic human could enjoy. The most obvious and widespread version of this was the Synaptic Embedded Electronic Device (“SEED”), the most common cybernetic device and currently in use within 55% of the global population.

Initially, when cybernetics came to the public attention, nanotechnology had created artificial limbs in robots more articulate than their human counterparts. However, these were rooted in large assemblies which could not be replicated when attached to the hip or shoulder of an organic human. A power source needed to be installed, and muscle fibers needed to be anchored higher in the body. To gain full movement, a paraplegic would have to swap out his entire lower torso and completely replace his spinal column, a dangerous and painful operation. Around this same time, nanotechnology had also made leaps and bounds in muscle and nerve reconstruction, removing the need for cybernetic replacement altogether.

The new blossoming technology of cybernetic limbs died before it had any medical application. The replacement of damaged limbs or organs was considered obsolete since organic replacements were less invasive and could do so without scarring. The parts were genetically identical to the originals, even better as they removed any congenital defects, damage, or degradations due to age. But the limits of organic limbs could not be avoided and after ten years of hibernation, experts in micronization made a breakthrough some thought not possible: they were able to break through the blood-brain barrier utilizing nanotechnology and cybernetics. This permitted the development of total body prosthetics.

The initial demand for such replacements were medical patients considered too extreme for simple organ swap—quadriplegics, severe burn victims, sufferers from rapidly spreading cancers, and others whose entire bodies had failed them. The first step was the transplanting of a subject's entire brain into an artificial life support system. This development allowed for more extensive cybernetic modification to be made to a body without the need for further invasive medical procedures. Initially, the spinal column and brain were the only organic components retained, though eventually even the spine itself would be deemed unnecessary (making the transplantation process much less painful as a result). The final development came in the form of removable brain cases, allowing a user to swap between a variety of bodies. It was at this point where the technology gained widespread popularity. This permitted even a suffering child to upgrade prosthetic bodies through his or her life and maintain a normal existence.

In the field of military applications, the concept of swapping bodies of critically injured personnel, even in the field, was a prospect too good to pass up. Huge bonuses were offered to volunteers willing to enter into the first prosthetic brigade. Complete cybernetic soldiers could be given enhanced strength, tougher bodies, immunity to poison and if they were damaged beyond repair, the brain case could be removed and swapped into a replacement within hours with no depreciation of ability. Eventually, the largest ratio of prosthetic bodies emerged from military use.

The psychological aftereffects would take longer to determine, but as the technology developed, so did the capacity of prosthetics to mimic human qualities. Tactile sensations, touch, smell, were all developed to be indistinguishable to the real thing. Eventually, only the most exacting observation could tell a prosthetic from an organic. The unfortunate sacrifice is still too high for many to bear. Quite apart from the psychological and moral issues surrounding the disposal of the original body, the maintenance required for prosthetics, the switching over to synthetic food, and the inability to reproduce naturally has prevented a mass shift towards prosthetic bodies. However, the dominant reason is the social stigma. As the body can be adjusted to look like any race or gender, the subject often goes through an identity crisis, a conflict reflected in the society in which they live. Are they still human, and does their opinion matter now that they are able to transcend the hurdles others must suffer? When religion went after nugenic children, the arguments were heavy handed about the manipulation of God's hand. When prosthetics became commonplace, the fanatics went for social order and morality, claiming the freeing of the flesh meant an abandonment of God's will. As a result, prosthetics often congregated in cities and other progressive,

cosmopolitan settlements and were seldom seen in smaller towns.

To make matters worse, most medical plans don't cover full body prosthetic maintenance. Countries like France, Japan, and Sweden are some of the few that offer socialized medical coverage covering full body prosthetics; others, such as Canada, only offer financial support if full-body replacement is the only viable lifesaving method, and even then ongoing maintenance costs are not covered by insurance.

THE SEED

The prototype of the SEED was in its infancy well before the onset of the nano age. The earliest example of such systems were microscopic wires implanted in the brain and running down the arm to electrodes implanted in the forearm, capable of transmitting simple electrical signals between the brain and an external system. The difference between this crude setup and the modern SEED is like comparing a wax-cylinder phonograph to a smartphone. The first true direct neural-interface device never passed the test group, where volunteers were implanted with a synaptic communicator which transmitted via hardline to a detachable computer. Despite an initial demand, the companies that proposed the project could never justify a production line. Even though cyberpunk enthusiasts supported the concept, the general public could not accept such visible artificiality, even if the device was capable of being detached and when it was, it still left an open port in the back of someone's head. Of the ten test subjects, one died from infection when they failed to properly and regularly clean the port; another was forced to have brain surgery to remove the device after two months after incessant itching around the port dislodged the device, nearly causing an aneurism. It was clear the only solution was to find a way to directly tap into the brain without surgery or create an implant which would be completely wireless. Although popularized in fiction, plugging wires into one's brain was simply unrealistic.

Once nanotechnology was no longer a taboo word and the development of Neubotics, the blood-brain barrier was no longer an impedance for modern medicine. This lead the way for a host of new technologies utilizing Neubotics in hundreds of medical applications. While initially built using organic components, the potential of synthetic Neubotics being used in the body was clear to see. Organic construction was limited to man-made beneficial viruses and bacteria. Synthetic construction, already being developed outside the medical profession (having proven itself in construction and environmentalism), could create microscopic machines to rival what bacteria and viruses did with evolution. Medical neubots have the capacity to repair



blood vessels, eliminate infection, and even fabricate tissue while inside the body. After a successful attempt at using synthetic neubots to repair damaged myelin in a child suffering from adrenoleukodystrophy, the technology took off. When synthetic neubots were found capable of building complex structures within the body, several companies began investigating the capacity to construct prosthetic organs without surgery. The idea of injecting neubots which would actually merge into a prosthetic organ seemed farfetched but within a few years, such a concept appeared possible, though it eventually fell out of favor in exchange for using neubots in the implantation of organic replacement organs which were genetically perfect to their original. While the first prosthetic limbs built from nanotechnology were progressing, other engineers were simultaneously attempting to create a brain implant which would allow a user to connect wirelessly to the internet.

The first and most well known company was the CyRev Group. The Cyrev prototype, dubbed “Spider,” took center stage at the Geneva Science Conference where it premiered, less than ten years after the nameless child was cured of ALD. The Spider was a neubot construction which was created under the skull by a microscopic injection. In its entirety, the injection didn’t amount to more than two milliliters, which instantly snaked its way in to connect to various parts of the brain. The majority of the device floated in the cerebrospinal fluid as a microscopic “mesh” with dozens of nano-thin filaments taking up position near critical neurons to transmit and receive information using the brain’s own methods of data transfer.

The mesh also served as a wireless transmitter that allowed the brain to receive and broadcast information without the need of a direct link. The miniscule power demands of the system were originally planned to leach directly from electrochemicals in the brain. When this proved inefficient, the design team reconfigured the concept to accept additional power by wireless induction, functioning both as an information transfer technique and a power system. While groundbreaking, the Spider prototype only allowed the remote operation of a computer and various machines that were tied to the system. This was not their original objective and they asked for more money.

They got it.

Two years, and five billion dollars later, the Spider was released again. The new model, utilizing the same volunteer, built upon the previous implant, had expanded to three milliliters and now was able to transmit information directly to the optical and auditory parts of the brain including recording information being relayed from those sensory inputs. At the same time, psychological shortcuts

encoded in the implant’s core programming allowed the otherwise overwhelming quantities of data generated by physical experiences to be compressed into a file less than twice the size of an equivalent-length true-definition video. This allowed one’s experiences to be recorded onto an external device. Tactile sensations quickly followed and by year’s end Cyrev had finally realized their dream—to create a device which could recreate and record experiences, allowing individuals to share their lives with others.

Cyrev would not reap huge benefits from this. While Cyrev was negotiating contracts for the distribution of the “Spider” with both Phyrine Biomechanics and Neo-Nuebot-Cybertech, the much larger Kheiron Biotechnologies (KBT) announced the production of the virtually identical SEED, or Synaptic Embedded Electronic Device. Their slogan, “Planting the SEEDs of the Future™” was simple and appealing to the masses. Their goal was to pitch the safety of their design and simplicity of its use. Their propriety software, however, wasn’t as good as the Cyrev model, though the SEED had the additional ability of acting as a cell phone, video player, and music player.

With a simple and attractive name, the SEED became a brandname associated with all such devices, include the Cyrev Spider, in limited circulation at the time. Cyrev’s superior GNOSIS language written for their Spider was virtually impossible to hack, but was at first correspondingly non-programmer-friendly. It was also incompatible with SEED implants until Cyrev officially went bankrupt five years later. The GNOSIS language was purchased by Cyber-Soft and updated to be compatible with the new generation of SEEDs being released. These new models were able to store recorded information onto inbuilt memory storage as well as download memories onto an external device. The internal storage was only limited to only a few hours of recording time but was enough that users weren’t required to carry external drives with them at all times. Although the advancement of wireless communication allowed the reliable transmission of massive amounts of data and cloud storage was often cheaper than physical drives, this feature remained popular.

At the same time Cyber-Soft licensed GNOSIS 2.1 to KBT, an open-source variant of GNOSIS, dubbed Nomad, was leaked to the net. It boasted increased security and prevented the relaying of information to unauthorized networks. It also removed a security feature from GNOSIS that allowed someone’s location to be pinpointed on the planet using their SEED without the user’s express permission – a feature KBT insisted was implemented only to help facilitate proper bandwidth allocation, but which was subsequently revealed to also be used by advertising

Planting the seed...™

Powered by Gnosis 2.1



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Biotechnologies

Kheiron Biotechnologies brings together biotechnology and pharmaceutical companies from North America, Europe and Asia to meet and explore business opportunities with India's emerging biotech sector. ABLE, Kheiron Biotechnologies' partner in India, brings to the network extensive local expertise and its comprehensive network of Indian and Asian biotech and pharmaceutical companies.

Kheiron Biotechnologies features high-level synaptic wide-fire focused panels, networking opportunities, feedback information within the Kheiron Biotechnologies **seed™** system. Kheiron Biotechnologies' **seed™** system provides an interactive environment to intelligently search, contact and schedule independent feedback with potential partners.

iSight camera.
It just might be the best
camera ever on a phone.
What's more amazing than an iMP
iSight camera with all-new optics that
also shoots 1080p HD video? The fact
that it's on a phone.
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groups and law enforcement agencies to monitor people covertly.

Despite attempts to shut down Nomad distributors, it remains the OS of choice for many users who don't wish to be monitored. Nomad is thought to be installed in less than 0.5% of all SEEDs on the planet: while most software developed for GNOSIS is compatible with Nomad, the

reverse is not universally true, and the differences in security protocols between the operating systems may occasionally produce unusual glitches.

Despite the SEED name being a trademark, it is the colloquial term for all cybernetic wireless communication devices on the market, replacing other terms like the aforementioned "Spider" as well as "Buunta," "Cyberbrain," "Cortech", and "iMind". Today, nearly a dozen companies construct them. They have replaced all forms of media players, cell phones, and pagers: the SEED rendered nearly all portable electronic devices obsolete.

The installation, perfected by KBT, involves using the "helmet" – a harness that fixes a microscopic needle in an exact position over the skull. It takes ten minutes for the injection to complete, with virtually no pain or discomfort to the user. Because the helmet is automated, the technique was boasted as being as safe and as easy as getting one's ears pierced.

SEED OPERATION

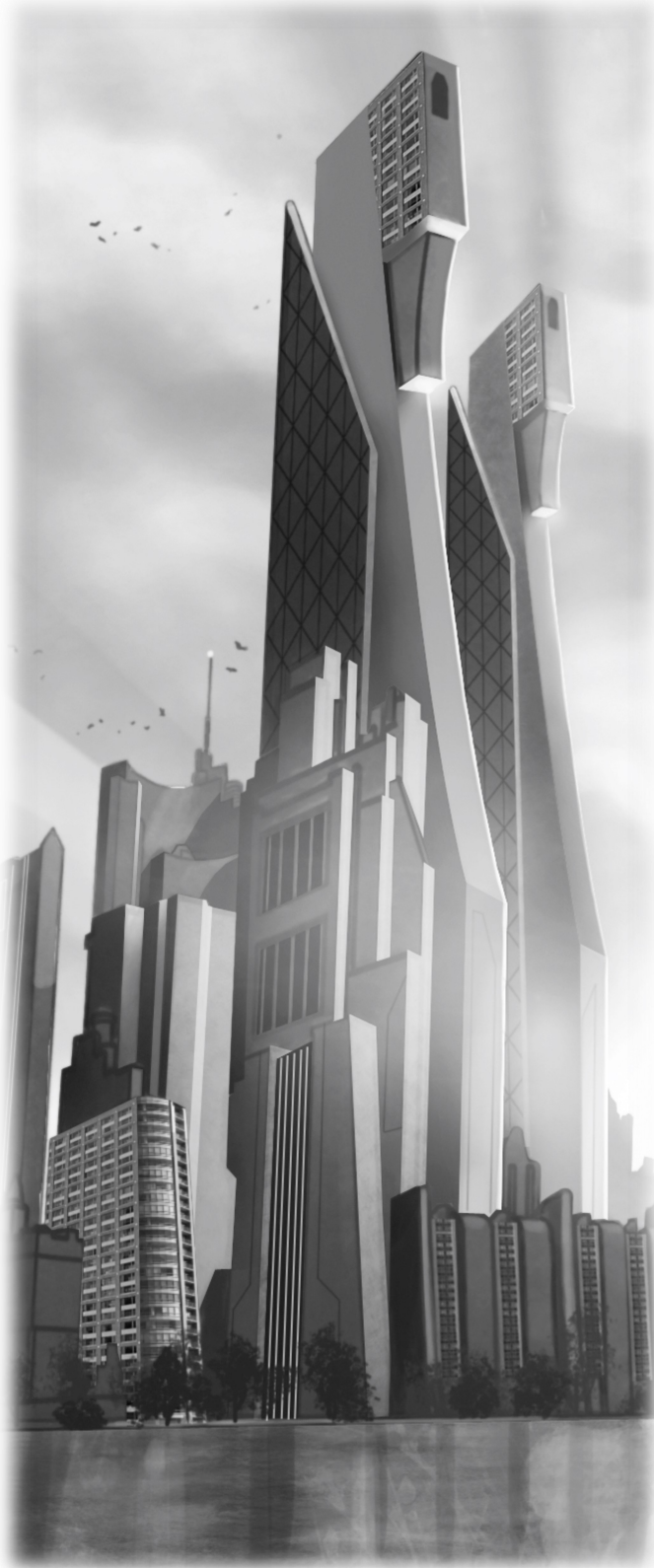
By default, SEEDs are on all the time. They allow continuous access to the internet as well as voice and video communication. Fears of hacker infiltration are virtually zero and it is commonly believed that the incidence of viruses in SEEDs is less than 0.01 percent of the ratio compared to traditional computers. This is mostly due to network firewalls as well as the near bulletproof nature of the GNOSIS protocol, though many believe Nomad is even more secure. That being said, hackers have been known to crack the SEED system and tamper with its functions as well as with the human brain. Because of the SEED's nature, a skilled hacker could in theory, reverse the functionality of the device, forcing images, thoughts, or even memories into the brain. While most users regard this as paranoid fantasy, reports and urban legends of its occurrence are sufficiently widespread that the process of severing one's external connection to the net has been dubbed "going paranoid." When in this state, you are virtually immune to hacking but are also severed from your externally stored memories as well as all wireless communication.

Activation Assumption

SEEDs are assumed on unless stated otherwise. They automatically turn on at the start of each day.

Wireless Communication

Every SEED owner is assigned a SEED contact number, which is akin to a cell phone number. If you know the ID number of the person you wish to communicate, you can contact them anywhere in the world (assuming you are not being jammed). The line allows two-way communication



and up to four people in a conference. Larger conferences require a program. This form of communication still requires you to speak aloud (though certain programs circumvent this). Just knowing a person's contact number does not allow you to learn their GIA, although you can use a *tracer* program on an active call to determine it.

Memory Recording

Each SEED allows at least one hour of full cognitive recording—able to store all visual, auditory, tactile and olfactory input. Any of these can be suppressed upon playback. Emotional states have been known to carry over as well but these rarely occur and only do under extreme situations. This flash memory can be instantly recalled in a moment's notice and played back for yourself or other SEEDs through streaming connection. The SEED is always recording and will keep a constant one hour behind present time. It will not store the memory permanently unless told to, in which case the time the experience occupies remains in the flash memory until it can be transferred to a permanent source. Memories you wish to store permanently can be shuffled to your external memory when available. This allows you to automatically pass any skill check dealing with memory recall if the pertinent event occurred within the last hour. SEEDs can be modified to hold more data. The flash memory can also be used to hold up to two hours of true-definition video, sixteen hours of low-definition video, 256 hours of music, and an effectively unlimited amount of text documents.

Paranoid

Going paranoid involves setting your firewall to extreme protection, cutting off incoming and outgoing transmissions without disrupting the power required for SEEDs to function. It does not sever anyone currently diving you, or reveal their presence to you. Going paranoid simply prevents further attacks from targets outside of the firewall: any conditions or programs already affecting you continue to affect you (and programs can even be triggered if they are conditional on something other than network connectivity, such as vocal commands). Most servers and AIs cannot go paranoid. It takes an action to go paranoid but the effects do not go into effect until the start of your next turn. When paranoid, the following conditions apply:

- You have disadvantage with attempts to recall knowledge.
- You lose all wireless communication unless you have an external device. Without wireless communication, your voice (and thus your open range) is limited to 50 feet (if you yell).
- You cannot be subjected to firewall attacks or dive talents unless certain conditions have worked around being paranoid. This also does not stop programs already behind your firewall or enemies currently diving you.

SEED	Cost
Kheiron Biotechnologies Full-Play	50
iMind Alpha	100
KBT Xtreme Masheen XM-20	200
Cyber-Soft Cortech GX-1000	300
iMind Beta	500
KBT Xtreme Masheen XM-24	1,000
Cyber-Soft Cortech GX-1010	1,600
CyRev Spider Advance Baal-001	1,600
GammaTech Buunta BA01A	1,600
KBT Ultimate Surfer US-30	1,600
iMind Delta	3,000
KBT Xtreme Masheen XM-26	3,000
Cyber-Soft Cortech GX-1050	5,000
CyRev Spider Advance Baal-002	5,000
GammaTech Buunta BA02B	5,000
KBT Ultimate Surfer US-33	5,000
I/O Eden Jack n' Jill JJ-Kierkegaard	9,000
KBT Full-Play <Cracked> Zed	9,000
KBT Xtreme Masheen XM-28	15,000
Cyber-Soft Cortech GX-1099	15,000
CyRev Spider Advance Baal-003	20,000
GammaTech Buunta BA03C	20,000
KBT Ultimate Surfer US-36	20,000
KBT Full-Play <Cracked> Zod	30,000
I/O Eden Jack n' Jill JJ-Nietzsche	30,000
Hacker Custom Fit Model 1	30,000
I/O Eden RACER X	30,000
CyRev Spider Advance Baal-004	40,000
GammaTech Buunta BA024D	45,000
KBT Ultimate Surfer US-39	48,000
I/O Eden Jack n' Jill JJ-Locke	50,000
KBT Full-Play <Cracked> Zeek	50,000
Hacker Custom Fit Model 2	50,000
I/O Eden Racer RACER Y	50,000
I/O Eden Administrator IOEA-1	50,000
*All players receive this SEED for free. It has no additional features or higher level models.	

- You do not benefit from any bonuses granted by external devices (e.g.: satellites). Any abilities that require such a connection cannot be activated.
- Ending paranoid mode requires an action, but does not take effect until for five minutes.

Being paranoid is not foolproof. Certain viruses, hacking keys, and backdoor programs can give you the illusion you are paranoid while you are actually not.



SEEDS

There are hundreds of SEEDs on the market. They are not all name-brand SEEDs, but the term is accepted for them all. These have a limit on the number of neural implants you can have at any one time. They also list the number of programs you can have in your internal memory. A few offer additional abilities as well. You can only have one SEED in your brain.

All players receive the KBT Full-Play for free at character generation. SEEDs can never be sold back or traded in.

Imp (Implants). This value is the limit of the total neural implants the SEED can maintain.

Prog (Programs). This value is the limit of the total programs the SEED can maintain.

Bonus. Add the indicated value to your firewall attacks and to the DC of saving throws against your dive talents.

Cyber-Soft Cortech

Cyber-Soft, the distributors of the GNOSIS protocol all SEEDs use, produced this reliable device known for its anti-virus software.

Model	Imp	Prog	Bonus	Cost
GX-1000	2	4	+0 (+1 saves)	300
GX-1010	3	5	+0 (+2 saves)	1,600
GX-1050	4	6	+1 (+3 saves)	5,000
GX-1099	5	7	+2 (+4 saves)	15,000

Spambytes: Gain a +1 bonus to all saves from dive attacks. The **GX-1010** increases this to +2; The **GX-1050** increases this to +3; The **GX-109** increases this to +4.

CyRev Spider Advance

CyRev set the market with their original Spider, but corporate espionage and poor public relations drove the company to collapse. The CyRev name and many of its trademarks were purchased by Baal Electronics, which produces the current Spider model, known for its superior implant capacity.

Model	Imp	Prog	Bonus	Cost
Baal-001	3	4	+0	1,600
Baal-002	5	5	+0	5,000
Baal-003	7	6	+1	20,000
Baal-004	9	7	+2	40,000

Gammatech Buunta

This unusually named series is popular with those wishing for additional security.

Model	Imp	Prog	Bonus	Cost
BA01A	3 (15 hp)	4	+0	1,600
BA02B	4 (20 hp)	6	+0	5,000
BA03C	5 (25 hp)	8	+1	20,000
BA024D	6 (30 hp)	10	+2	45,000

Nano-Healer: As a bonus action, you can recover hit points equal to five times your implant storage value. You can't use this property again until you finish a long rest.

Firewall Booster: One firewall in your memory gains a +1 bonus to FW.

Hacker Custom Fit

This is not constructed by one specific company or group. These are generic hacker custom models that go for unreasonable prices on the black market.

Model	Imp	Prog	Bonus	Cost
Custom Model 1	4	12	+3	40,000
Custom Model 2	8	20	+4	75,000

Hacker Cheat: After finishing a long rest, select one dive talent of second level or lower that requires an Intelligence or Wisdom saving throw, and one dive talent of 1st level that requires an Intelligence or Wisdom saving throw (you can also select the same 1st-level talent twice). You gain an additional use of each talent per long rest that does not count against your dive talent slots.

iMind

A simple and easy to use model which is the third best-selling SEED on the market, though iMind can't market it under that name.

Model	Imp	Prog	Bonus	Cost
Alpha	2	4	+1	500
Beta	3	5	+2	3,000
Delta	4	6	+3	15,000

I/O Eden Administrator

The IOEA is a limited run I/O Racer model designed specifically for the administration staff and board members of I/O Eden. Very few people outside of this group have been permitted to purchase one.

Model	Imp	Prog	Bonus	Cost
IOEA	10	24	+4	85,000

Psychic Buffer: You have resistance to psychic damage.

Life Support: If you are reduced to 0 or fewer hit points (or if killed), the SEED can maintain brain activity for one

hour. Even if the character is killed, the brain can be moved into a cybernetic body (or a new one) without any loss of skills or level.

Encyclopedia: You may reroll any Intelligence-based skill check if you don't like the result. You must keep the second result.

Program Booster: All ProgDCs for programs in your SEED memory gain a +2 bonus.

I/O Eden Jack N' Jill

I/O Eden only recently started distributing their SEEDs (originally only available to employees) to the public. The Jack n' Jill is the most popular due to including most of the software users need to pay exorbitantly for.

Model	Imp	Prog	Bonus	Cost
JJ-Kierkegaard	2	8	+1	9,000
JJ-Nietzsche	4	12	+2	35,000
JJ-Locke	6	16	+3	55,000

Partition Swap: You can swap out implant slots for program slots and vice versa.

Efficiency: Programs you install cost 20% less.

Accelerated: All ProgDCs for programs in your SEED memory increase by 1.

I/O Eden Racer

Although out of most consumers' price range, this elite-class SEED is considered the best on the market. Some regard it as the supercar of the SEED set.

Model	Imp	Prog	Bonus	Cost
RACER X	8	6	+3 (+1 FW)	30,000
RACER Y	10	10	+4 (+2 FW)	60,000

Firewall Booster: You have a +1 bonus to one Firewall defense. The **Racer Y** has a +2 bonus to one Firewall defense.

Neural Recovery: Use a bonus action and recover 2d10 + your level hit points. You can't use this property again until you finish a long rest.

Kheiron Biotechnologies Full-Play

The world's most famous model—cheap, easy to acquire, and the first most everyone ever gets.

Model	Imp	Prog	Bonus	Cost
Base	1	4	0	50

*All players receive this SEED for free at character generation.

Kheiron Biotechnologies Full Play [Cracked]

This unauthorized and unlicensed product is a KBT Full-Play with significant modifications. No one is sure who built it but theories points to an ex KBT employee.

Model	Imp	Prog	Bonus	Cost
Cracked Zed	1	8	+1 (+2 damage)	9,000
Cracked Zed	1	12	+2 (+4 damage)	35,000
Cracked Zeek	1	16	+3 (+6 damage)	60,000

Illegal Mod: You gain a damage bonus to all dive talents that inflict damage equal to double your enhancement bonus.

Hack Booster: As a bonus action, gain a +4 bonus to a single firewall attack roll or to an Intelligence or Wisdom saving throw DC you impose. You can't use this property again until you finish a long rest.

Kheiron Biotechnologies Ultimate Surfer

KBT's highest end production model comes equipped with several proprietary search engines that makes data acquisition easier.

Model	Imp	Prog	Bonus	Cost
US-30	2	4	+0 (+1 hour)	1,600
US-33	3	5	+0 (+2 hours)	5,000
US-36	4	6	+1 (+4 hours)	20,000
US-39	7	7	+2 (+8 hours)	48,000

Wiki: Gain a +2 bonus to recall any information.

Compression: +1 hour of flash memory. The **US-33** increases this to 2 hours. The **US-36** increases this to 4 hours. The **US-39** increases this to 8 hours.

Knowledge Booster: As an action, gain a +10 bonus to your next attempt to retrieve knowledge that minute. You can't use this property again until you finish a long rest.

Kheiron Biotechnologies XTreme Masheen

KBT's Advanced model promises increased security for the aggressive internet cowboy.

Model	Imp	Prog	Bonus	Cost
XM-20	1	5	+0	200
XM-24	2	6	+0	1,000
XM-26	3	7	+0	3,000
XM-28	4	8	+1	15,000

Buffer Bonus: Firewalls placed in this SEED reduce buffer penalties by 1 (max 0).



FIREWALLS

Firewalls are defensive systems that protect servers as well as synthetic and organic brains from digital attack. They defend against malware, viruses, and hacker invasion. Unlike other forms of defense, firewalls are placed in sequence, forcing attackers to break through multiple barriers to reach a level where damage can be inflicted. Firewalls, when breached, remain open until the end of the attacker's next turn, where it closes (unless a program or ability is in place to keep it open).

SEEDs normally have no more than one firewall though servers can have as many as six. If you have multiple firewalls, you must specify which sequence they are placed as they are attacked in that order. Like SEEDs, firewalls cannot be sold or traded in.

Constructing a Firewall: To construct a firewall to occupy a firewall slot, you must first purchase a baseline barrier which can then be enhanced by a third party program (listed below). You can simply purchase off the shelf firewalls which do little more than what they're designed to do. A baseline barrier and a third party program occupy the same space. You can purchase a baseline barrier and not enhance it but you cannot enhance if you do not have a baseline barrier. Some third party programs enhance the effectiveness of the barrier while others offer increased functionality.

Determining Firewall defense: Firewall Defense equals the baseline barrier's rating + any third-party enhancement + the higher of your Wisdom or Charisma modifiers (if the baseline barrier allows it).

Bonus: This is the enhancement bonus to Firewall defense and to saving throws you are forced to make from dive attacks.

Buffer: Some firewalls are so secured, they limit incoming and outgoing transmissions, shutting anything down that's unwanted. This may be useful for those wanting their privacy but it actually hampers those attempting to use the net effectively (i.e. aggressively). It also limits dive attacks. The buffer applies as a modifier to all interactions with the worldnet, including Computer Use checks when doing research, firewall attack rolls, and the save DCs of dive talents.

Barriers	Firewall defense	Cost	Cha/Wis	Buffer
Base Barrier 1	11	80	Yes	+1
Base Barrier 2	13	30	Yes	0
Base Barrier 3	14	40	Yes	-1
Base Barrier 4	16	60	No	-2
Base Barrier 5	17	80	No	-3
Base Barrier 6	18	100	No	-4

Cha/Wis: You may apply your Charisma or Wisdom ability modifier to this defense.

Third Party Firewall	Cost
iMind Unbreakable Barrier B1A	500
KBT SafeWare Firewall Deluxe	500
Cyber-Soft Cyberbiotics Matrix Halo	750
KBT Ensurity Alpha-4	1,500
WALL Electronics Alphaden	5,000
I/O Eden Server Barrier GF-44	2,600
iMind Unbreakable Barrier B1B	3,500
I/O Eden Server Barrier HI-357	6,500
KBT Ensurity Beta-3	4,000
KBT SafeWare Firewall Complete	5,000
Cyber-Soft Cyberbiotics Cipher Plus	7,500
WALL Electronics Betaden	9,000
I/O Eden Server Barrier RU-888	18,000
KBT Ensurity Delta-2	20,000
iMind Unbreakable Barrier B1C	25,000
Cyber-Soft Cyberbiotics Trinity Max	25,200
WALL Electronics Deltaden	25,000
I/O Eden Server Barrier KX-454	25,000
KBT Ensurity Echo-1	25,000
Cyber-Soft Cyberbiotics Morpheus One	55,000
KBT SafeWare Firewall Elite	35,000
KBT Ensurity Gamma-0	65,000
WALL Electronics Echoden	65,000
I/O Eden Server Barrier EN-500	70,000

Cyber-Soft Cyberbiotics

The Cyberbiotics line was designed to maximize the compatibility with their own GNOSIS protocol. Attempts to having a basic firewall of this line packaged with all SEEDs never got off the ground, despite being superior to KBT's SafeWare.

Model	Bonus	Cost
Matrix Halo	0	750
Cipher Plus	0	7,500
Trinity Max	+1	25,000
Morpheus One	+2	55,000

Benefit: As a bonus action, crash this firewall to gain a +3 bonus to your next dive attack roll or saving throw DC. This firewall remains down for one minute. You can't use this benefit if the firewall has already crashed. You can't use this property again until you finish a long rest. **Cipher Plus** can use this benefit twice before being required to finish a long rest. **Trinity Max** can use this benefit three times. **Morpheus One** can use this benefit four times.

iMind Unbreakable Barrier

iMind's propriety software is based upon KBT's well known protocol with additional functionality.

Model	Bonus	Cost
B1A	0	500
B1B	0	3,500
B1C	+1	25,000

Benefit: You gain resistance to psychic damage; the **B1B** also grants immunity to the charmed condition; the **B1C** furthermore grants immunity to the paralyzed condition.

I/O Eden Service Barrier

Although originally designed to protect I/O Eden's systems from outside attack, these firewalls have been placed on the market and have been found in a variety locations, even inside human brains.

Model	Bonus	Cost
GF-44	+0	2,600
HI-357	+1	6,500
RU-888	+2	18,000
KX-454	+3	45,000
EN-500	+4	70,000

Cavity: The Eden contains one program slot, added to the SEED's total.

Reactive Defense: If this firewall is broken, you can reseal it as a reaction. You can't use this property again until you finish a long rest. **HI-357** can use this benefit twice before being required to finish a long rest. **RU-888** can

use this benefit three times. **KX-454** can use this benefit four times. **EN-500** can use this benefit five times.

Kheiron Biotechnologies Ensurity

Made in response to Cyber-Soft's Cyberbiotics line, the Ensurity has nearly unmatched protection, despite its clumsy interface and bare bones package.

Model	Bonus	Cost
Alpha-4	0	1,500
Beta-3	0	4,000
Delta-2	+1	6,500
Echo-1	+2	20,000
Gamma-0	+3	65,000

Willpower Booster: As a reaction to a firewall breach, you have advantage with all Wisdom saving throws until the beginning of your next turn. You can't use this property again until you finish a long rest. **Beta-3** can use this benefit twice before being required to finish a long rest. **Delta-2** can use this benefit three times. **Echo-1** can use this benefit four times. **Gamma-0** can use this benefit five times.

Kheiron Biotechnologies SafeWare Firewall

The basic and most common firewall on the market.

Model	Enhancement	Cost
Deluxe	+1	500
Complete	+2	5,000
Elite	+3	35,000

Wall Electronics Den Series

WALL only designs firewalls and they do it very well, from the simple consumer level to the advanced super-barriers designed for servers.

Model	Bonus	Cost
Alphaden	+1	5,000
Betaden	+2	9,000
Deltaden	+3	25,000
Echoden	+4	65,000

Pop-Up: Every time this firewall is broken, an opponent must make a Computer Use skill check against your Passive Perception or be detected.



CYBERIZATION

Despite claims of 20th century fiction, the desire to gain cybernetic limbs to replace perfectly functional organic ones for purely aesthetic or artistic reason never gained any ground. The extensive support systems required to make a cyberlimb a viable replacement would revolve replacing even more of the body, which was invasive and pointless when custom-grown organic replacements were a perfectly viable alternative. This caused the cyberization industry to falter until the development of full body prosthetics, which leapt over limb replacement. The number of “halfers” in the world is slim—where an individual is partially cybernetic and partially organic in ratios which are nearly even. In most cases, these are formerly crippled athletes that attempted to increase their potential beyond the capacity of organic limbs. When this trend began, the Paralympics staked new territory when they dramatically broke every Olympic record on file. Shortly after, the Paralympics were renamed the Cyberlympics and any records held by cybernetically enhanced humans were rejected. Since then, the event has grown to be nearly as popular as its non-augmented predecessor, drawing in sponsors for its athletes, though instead of energy drinks and shoes, it’s cybernetic limbs and prosthetic bodies. For everyone else, the promise of Neubotically grown organic organ replacement satisfied anyone handicapped by a physical disability. However, the final goal of immortality was a promise only full cyberization could fulfill.



Note: Unless otherwise stated, you cannot have more than one of the same cybernetic.

“It kills over a 100,000 people every day. We wouldn’t accept those odds if they were cars or cancer. Why have we let this demon run amok all these years? Time to put it in its place.”

Dr. Robert Stewart
Symposium of Death

THE ADVANCEMENT OF THE FBP

With Neubotics capable of curing nearly every physical deficiency, and with nugenics emerging, the human race was poised to break down the final hurdle in medicine, mortality. Nugenic humans lived longer. Neubotically grown organs were never rejected and surpassed the lifespans of the originals. Despite this, people still died when their time was up: eventually the body began to fail so extensively that it was impossible for the implant surgeons to keep pace. Geneticists working alongside Neubotic medical scientists were convinced they could halt the senescence of the human body with genetically redesigned organs or by artificial viruses. They continually failed at this search.

Cyberization was the solution some were looking for to finally deny the Grim Reaper his prize. Full body prosthetics began with the development of androids. When neubotics reached a point where they were able to recreate the entire human body without deficiency, there was already a technology in place for humans to control them using their SEEDs. This created splinter fads like surrogate androids and real-world simulation gaming. Eventually, this grew into the possibility of transplanting one’s mind directly into a machine. The development of a Neubotic suspension fluid not only kept a brain alive when detached from its body, it also suspended the senescence of the brain, allowing a conscious mind virtual immortality.

The first prosthetic body was designed for a 25-year old woman whose body was utterly destroyed in a house fire. Though the initial design offered to her was somewhat less than fully satisfactory, being little more than an advanced android without complete sensory inputs, the opportunity to experiment on a ‘live’ specimen quickly drove development. She would swap her body a dozen more times and decades later, is still alive.

Soon, elderly billionaires wishing to live on past their fated death were able to cheat the end with a relatively low investment. From there, the trend moved onto to those already mostly cyberized and then to others that hated their

genetic makeup. With full body prosthetics, a person's original age, race, or sex no longer had any meaning. As a rule, subjects qualifying for full body prosthesis cannot suffer from any major mental disease nor can they be over eighty years of age at the start of the process. Likewise, FBPs are also prohibited for those below nineteen years of age in most countries except in life-or-death situations, though some nations have made exceptions on a case-by-case basis.

The unfortunate side-effect of prosthetic bodies is the loss of natural reproduction: while theoretically it would be possible to genetically engineer a descendent from stored cultures of the subject's original DNA, very few pursue such an option, considering that functional immortality reduces the imperative drive to procreate (not to mention that many people turned to full-body prostheses to distance themselves from their native gene pool). Critics of the technique also claim that conversion on such a scale would result in the dehumanization of the subject, while others insisted that it would eliminate traditional national culture and ethnic identity. This is, in fact, slowly occurring.

PROSTHETIC RULES

The vast majority of cybernetics in the world require a full body prosthetic to be installed. Usually only neural implants are universal to both those prostheticized and those still organic. Prosthetic bodies apply to both humans with FBPs as well as robots, though with the later, only virtuants possess the proper intelligence to utilize most of them.

GMs can use these rules in creating custom-built robots.

FBP

If a cybernetic is listed with the FBP keyword, it can only be used with full body prosthetics. This is regardless if the item is a brain implant, a limb augmentation, or any other miscellaneous boost. There is no way around this condition.

Robotic

If labeled robotic, this cybernetic implant is only usable with virtuants, regular androids, or robots; not nugenics, prosthetics, or true-born.

Visible

This keyword indicates the nature of the cybernetic cannot be easily concealed. In this world, cybernetics are designed to be invisible unless under close scrutiny. Cybernetics with this keyword cannot be concealed easily and can be spotted with relative ease. Some modifications are easier than others to spot. GM discretion.

PURCHASING CYBERNETICS

Certain cybernetics are add-ons to existing components while others replace them altogether. Each body segment (eyes, left arm, and right arm) can have as many modifications as you can afford, within reason (GMs discretion). Full body replacements replace every appendage as well as the torso, but you may still enhance individual limbs later.

Neural Implants are the exception to this rule. How many additional neural implants you can have depends on your SEED capacity.

SEED assignment: You receive a SEED "Full-Play" model for free. You must pay full price for any SEED upgrades.

Pricing: Because of medical coverage plans, the costs listed actually reflect the price the character pays given various in-setting factors including deductibles or discounts. Higher prices reflect higher quality products as well their rarity and lack of medical coverage. This explains why low-level products cost so little in comparison to real-world technology.

FULL BODY PROSTHETICS

Full Body Prosthetics completely replace your physical body. When this occurs, there are a variety of options you can gain and change. You can alter your height, weight, hair and eye color, and even your sex and ethnicity. There is no limit other than your finances.

When you purchase a prosthetic, it uses your original ability scores, modified by any bonuses or penalties built into the system. Full body prosthetics are not just for people wishing to upgrade their primary body: it may be advantageous for a character to have several different bodies on hand for a variety of tasks.

Additional Implants: Limb and torso implants are meant to be used in addition to FBP systems and do not replace listed enhancements. If you have existing limb or torso implants on your current body, they can be transferred to a new body at the same time as you transfer bodies at no additional cost. If you want to have the same system on more than one body at a time, it must be purchased separately for each body.

Weight: Most full-body prosthetics weigh more than an organic body of equivalent build. A prosthetic body's



Full Body Prosthetics	Price
Kaaris Base Insurance	1,000
Miranda FP-I "Serena"	8,500
MAT Combat Class D	15,000
Miranda PB-I "Angela" / "Harrison"	20,000
XIX EM-4-Panther	35,000
Felternational Solid System	40,000
MAT Combat Class C	40,000
MAT Combat Class B	50,000
Rourke XR-I Goliath	60,000
MAT Combat Class A	70,000
GammaTech Corporate Security Shell	90,000
KCI Non-Maintenance Elite	100,000

weight does not apply against the character's encumbrance, although it would apply against that of another character attempting to carry them; also, the weight of any additional cybernetics still applies. This additional weight is not apparent to the eye, but sensors that detect weight, mass, or density will immediately be able to identify the body as artificial.

Felternational Solid System

FNSS's old prosthetic design remains popular because of its weight rather than in spite of it. Though somewhat ponderous, its stability and durability are preferred for certain professions.

Ability Scores: Your Constitution score increases by 2, as does your maximum for that score.

Weight: Add +300 lbs. to your normal weight without visibly adding any girth.

Torso: All forced movement is halved. You gain +10 hit points +1 additional hit point per character level in addition to normal level rewards.

• When you finish a long rest, and ingest some food and drink, you remove two levels of exhaustion.

Legs: Your speed is reduced by 5 feet. If an attack knocks you prone without inflicting another effect which makes falling unavoidable (like being incapacitated), you can choose to ignore being knocked prone.

GammaTech Corporate Security Shell

This model, originally built in-house by GammaTech for internal use only, eventually broadened their production run to sell in the open market. Designed for security detail of board members and VIPs, the GCSS is usually equipped with advanced AIs. It later found popularity with military organizations and law enforcement, eventually popping up in the exclusive world of OCMA (Open Cybernetic Martial Arts). Because of its origins, the GCSS is one of the most expensive prosthetic bodies on the market.

Ability Scores: Your Strength and Constitution scores increase by 4, as do your maximums for those scores.

Torso: You gain a +2 bonus to both Constitution saving throws and Strength saving throws. You gain +30 hit points +1 additional hit point per character level. You are immune to the poisoned condition, and have resistance poison. You also have resistance lightning and resistance fire. You also have resistance bludgeoning, piercing, and slashing damage from nonmagical weapons.

Weight: +100 lb. above normal. No visible difference.

Kaaris Base Insurance

American owned Kaaris Industries manufacture an extremely inexpensive prosthetic that was endorsed by most medical firms as the baseline replacement for those requiring prosthetic bodies for purely medical reasons (injury or disease). This is a decent model for those wishing spare bodies for whatever reasons they desire. They offer no special bonuses.

KCI [Kenbachi Cyber Industries] Non-Maintenance Elite

One of the most powerful cyberbodies on the market, the KCI NME, also known as the "Elite Class," is also the most expensive prosthetic body produced in any significant quantities. The elite is indistinguishable from an organic human unless aftermarket modified. Able to stand the harshest environments, the elite has been the exclusive choice for nearly all corporate executive, celebrities, and millionaires with a fear of death. Many of the middle class spend their fortunes to gain a KCI elite.

Ability Scores: Your Strength, Constitution, and Dexterity scores increase by 4, as do your maximums for those scores.

Torso: You have advantage with both Constitution and Strength saving throws. You gain +40 hit points +2 additional hit point per character level. You are immune to the poisoned condition, and have resistance to poison, lightning, fire, bludgeoning, piercing, and slashing damage.

Legs: Your base walking speed increases by 5 feet.

Regeneration: At the end of each minute, you regain 2 hit points.

Weight: +80 lb. above normal. No visible difference.

MAT [Military Applied Technologies] Combat Class

Combat Classes are usually easier to acquire than they sound. If someone ever served in the military or were even in the reserves, they can acquire one. If they are contracted to a corporation, or if they have an existing prosthetic body and work for law enforcement, they can upgrade through those channels. Combat classes are simple fortified and



specialized prosthetics which offer increased survivability without sacrificing the living quality of the user. The class D is the most common and simplest.

Class D

Ability Scores: Two of your physical ability scores increase by 1, as do your maximums for those scores.

Torso: You also have resistance to lightning and fire. You gain +10 hit points.

Weight: +25 lb. above normal. No visible difference.

Class C

Ability Scores: Two of your physical ability scores increase by 2, as do your maximums for those scores.

Torso: You also have resistance to cold, lightning, and fire. You gain +20 hit points +1 additional hit point per character level. You also pass your first death saving throw.

Weight: +35 lb. above normal. No visible difference.

Class B

Ability Scores: Two of your physical ability scores increase by 3, as do your maximums for those scores.

Torso: You also have resistance to cold, lightning, and fire. You gain +30 hit points +1 additional hit point per character level. You also pass your first and second death saving throws.

Weight: +40 lb. above normal. No visible difference.

Class A

Ability Scores: Two of your physical ability scores increase by 4, as do your maximums for those scores.

Torso: You also have resistance to cold, lightning, and fire. You gain +40 hit points +1 additional hit point per character level. You also automatically pass all your death saving throws.

Weight: +50 lb. above normal. No visible difference.

Miranda FP1 "Serena"

The Miranda branch of Kenbachi Cyber Industries was formed specifically to manufacture female prosthetic bodies for android and human use. A frequent complaint about the old designs was that both male and female bodies were based off of the same generically male core design. The FP1 was the first one designed and built from the ground up with a woman in mind. The FP1 models have an apparent age range of 17-45 years.

Ability Scores: Your Dexterity score increases by 2 and your Charisma score increases by 1, as do your maximums for those scores.

Torso: You have advantage with Dexterity saving throws.

Weight: +25 lb. above normal. No visible difference.

Property: You gain a +2 bonus to Charisma ability checks.

Miranda PB-1 "Angela" / "Harrison"

An upscale version of the Serena, the Angela and Harrison were built with exacting detail to replicate the human form without flaw. The PB-1 is custom designed with every conceivable trait the user may want, to look exactly as the customer wishes. The PB-1 line is known for their statuesque beauty, without flaw or blemish. The Angela brand was released first, followed by the Harrison, by consumer demand.

Ability Scores: Your Dexterity score increases by 2, as does your maximum for that score.

Property: You gain a +2 bonus on Charisma checks and saving throws.

Weight: +10 lb. above normal. No visible difference.

Rourke XR-1 Goliath

This full body prosthetic is only available in male. Each model is between 6'8" and 7'5" and weighs at least 450 lbs. Your appearance is still human despite the height.

Ability Scores: Your Strength score increases by 4, as does your maximum for that score.

Torso: You are still a Medium-sized creature but cannot fit in any advanced armor. You gain +25 hit points plus 1 hit point for every character level.

Arms & Legs: You have advantage with Strength ability checks, and you gain a +2 bonus to melee damage rolls but not melee attacks.

XIX EM-4 Panther

The Panther is one of XIX's only subtle offerings, designed for pure speed and agility over any other considerations. Although not popular with XIX's loyal clientele, it has broadened the company's appeal in a wider market.

Ability Scores: Your base walking speed increases by 5 feet, as does your maximum for that score.

Torso: You have advantage with Dexterity ability checks.

Legs: Your base walking speed increases by 5 feet.

Weight: +50 lb. above normal. No visible difference.

BODY ENHANCEMENTS

C-MAX RNS

[Reinforced Nanocarbon Skeleton]

The C-MAX RNS series is not a complete skeletal replacement but a collection of neubots injected in 45% of the bones in your prosthetic body that replaces the traditional building material with a stronger carbon composite. The cost of the modification is still considered too high to be a standard feature.

Note: You cannot purchase more than one nanocarbon skeleton.

C-MAX Alpha RNS Property: You gain +5 hit points and your Constitution score increases by 1, as does your maximum for that score.

C-MAX Beta RNS Property: You gain +10 hit points and your Constitution score increases by 2, as does your maximum for that score.

C-MAX Delta RNS Property: You gain +20 hit points and your Constitution score increases by 3, as does your maximum for that score.

Chimera Biogineering NueSkin

Chimera's NueSkin line has grown in popularity with search and rescue teams employing prosthetics in their roster. Without a noticeable reduction in tactile response, pressure sensitivity, or external look and feel, Chimera's skin is noticeable stronger in certain conditions.

Z1C—Property: You gain resistance to cold.

Z1H—Property: You gain resistance to fire.

X3C—Property: You gain resistance to lightning.

X3H—Property: You gain resistance to force.

JaggerMaster Joint System

This modification replaces 24 joints along the body with the JaggerMaster's custom set, allowing them to slip out of spot and adjust up to six inches from their root and be pulled back with ease.

Property: You have advantage with escape attempts.

Booster: You can set a d20 roll affiliated with Dexterity to a natural 20. You can't use this property again until you finish a long rest. You can spend four Hit Dice to recover the use of this ability.

MAT [Military Applied Technologies] Aero Kit

The Aero Kit is a concealed, deployable flight system that was only released from its testing phase in 2090. It opens up the back of the torso to expose turbines and a basic flight system. An inbuilt computer system dedicated to only flight stability is included in the upgrade. Because of the size of the modification, flight time is extremely limited. Additional minor conversions are included in the legs

Body Enhancement	Price(€)	Property	Weight
Phyrine "Port and Polish" Nano-Flush	300	FBP	—
Rourke Ind. OmegaMax Hardshell, L1	300	FBP	10 lb.
XIX Mark 1 Max Shell	350	FBP	5 lb.
XIX Mark 2 Max Shell	1,000	FBP	10 lb.
JaggerMaster Joint System	2,200	FBP	5 lb.
C-MAX Alpha RNS	2,000	FBP	15 lb.
Rourke Ind. Anti-Shock Capacitor	2,000	FBP	1 lb.
Phyrine Enclosed Braincase	3,000	FBP	1 lb.
XIX Mark 3 Max Shell	4,000	FBP, Visible	20 lb.
Chimera Biogineering NueSkin Z1C	5,000	FBP	2 lb.
Chimera Biogineering NueSkin Z1H	5,000	FBP	2 lb.
Chimera Biogineering NueSkin X3C	5,000	FBP	6 lb.
Chimera Biogineering NueSkin X3H	5,000	FBP	6 lb.
C-MAX Beta RNS	9,000	FBP	20 lb.
XIX Level 1 Max Nano-Reactive Defense	10,000	FBP, Visible	10 lb.
Rourke Ind. OmegaMax Hardshell, L2	10,000	FBP	20 lb.
XIX Mark 4 Max Shell	11,000	FBP, Visible	35 lb.
XIX Level 2 Max Nano-Reactive Defense	16,000	FBP, Visible	13 lb.
C-MAC Delta RNS	16,000	FBP	30 lb.
XIX Mark 5 Max Shell	16,000	FBP	30 lb.
Phyrine S&P Stealth Net	20,000	FBP	4 lb.
MAT Aero Kit	20,000	FBP	20 lb.
XIX Level 3 Max Nano-Reactive Defense	20,000	FBP, Visible	15 lb.
XIX Mark 6 Max Shell	20,000	FBP	35 lb.
MAT-001 Holo-Net	25,000	FBP	20 lb.

including flight thrusters and control surfaces. These exposed modifications are not as severe as they sound, less than the visual disturbance the thrusters actually make. Clothes not modified to accommodate this upgrade are ripped when the aero kit is activated.

Flight: Use an action to deploy the system. When you do, you gain flight of 60 feet. Each action using the system consumes one charge out of 20. If you are in the air and not moving, you still use a round of the power's use. The capacitor recharges its supply at a rate of 1 per hour.

MAT [Military Applied Technologies] MAT-001 Holo-Net

The holo-suit is an extensive body modification that places hundreds of miniature holographic projectors over the body, allowing the prosthetic to recreate any external appearance. Because of the capacity of the inbuilt processor, it cannot render a subject completely invisible as it cannot adapt for objects passing behind it fast enough, but it can simulate a more-or-less static landscape behind it or recreate you in the image of any humanoid you wish. However, for the device

to function, you must be 90% naked or wear a skin-tight "transfer-suit" (cost 500; no armor bonus, though you can wear armor over it). Thankfully, you can recreate yourself wearing clothes. The MAT-001 does not alter your height, weight, or voice. The illusion cannot conceal weapons larger than one-handed small arms.

Property: As an action, you can set how you wish to use the holo-net. The net has 1 hour of use and recharges at a rate of 1 minute per hour. One way is to alter your appearance. You decide what you look like, including your facial features, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race or ethnicity, though none of your statistics change. Your basic shape stays the same. Another way of using the holonet is to use it render yourself invisible, though this uses considerably more power, with each round using up a full minute of power in the net. This invisibility is not perfect, and if you move, you are only heavily obscured rather than completely invisible until you stop moving.



Phyrine Biomechanics Enclosed Braincase

The enclosed braincase contains a neural seal between the brain and the rest of the body. Neubots pass through an aperture capable of being closed off. This allows the head of the prosthetic to be removed (torn, if need be) and survive on its own with life support functionality for up to three hours. External power supplies can keep this life support system running indefinitely, allowing one with a destroyed body the opportunity for a second chance.

Property: If killed, your brain does not die for one day, at which time, your mind and memories can be recovered and your brain implanted in a new body or wired to a life support device.

Phyrine Bioeconomics "Port and Polish" Nano-Flush

Phyrine offers a service which does not modify a prosthetic so much as makes it more efficient, removing inert neubots and flushing obsolete models with newer ones.

Property: You gain additional hit points equal to your Constitution score. This is a one time increase and does not increase if your Constitution score changes later.

Phyrine Biomechanics S&P Stealth Net

The PB S&P is a combination of redesigned joints and a landscape pattern analyzer originally designed with military applications in mind. It moved out of the special forces and into the private market.

Property: You have advantage with Stealth checks.

Rourke Industries Anti-Shock Capacitor

This implant, embedded near the spine, shields the recipient's nervous system against stunning attacks.

Property: You cannot be stunned.

Rourke Industries OmegaMax Hardshell

On command, a simple electric pulse activates dormant protocols in synthetic skin cells. The skin shifts to a silver sheen, but while in effect will also render a subject immune to most small arms fire.

Shell: *Level 1*—As an action, you gain resistance to bludgeoning, slashing, and piercing from nonmagical weapons for 1 minute. You can't use this property again until you finish a long rest. *Level 2*—Same as Level 1, except you can use this ability three times before being required to finish a long rest.

Rourke Webworks

A nearly invisible synthetic membrane is concealed between the toes and fingers of the user. When activated, the membrane expands to form a web, allowing the user

unprecedented water maneuverability. This does not render the limbs deformed when not in use, but the user does go up one shoe size.

Property: You have advantage on Strength checks to swim. If the highest roll is less than 10, set the die roll to 10. Swimming does not cost you any additional movement.

XIX Max Shell

The Max shell series began as a competitive line of prosthetic skins against Chimera's NueSkin. The shells, however, were not content with simple fire resistance. XIX were proposing full combat-grade outer skins where the owner need not even wear additional armor.

Property: Mark 1 and Mark 2 are light armor, Mark 3 and 4 are medium armor, and 5 and 6 are heavy armor. You can still wear traditional armor (or even regular clothes) over a Max Shell, but your base AC is not compounded—you only gain the better of the values. The Max Shells offer a base Armor Class. The Mark 3 and up shells no longer resemble human skin in touch and are so bulbous and misshapen that your modification is visible. Mark 5 and 6 are so malformed; they cannot fit in any advanced armor. On its own, the Max Shell has no disadvantage to Stealth checks.

Note: You cannot purchase more than one Max Shell.

Mark 1 Max Shell: AC 12 + Dex modifier

Mark 2 Max Shell: AC 13 + Dex modifier

Mark 3 Max Shell: AC 14 + Dex modifier (max 2)

Mark 4 Max Shell: AC 15 + Dex modifier (max 2)

Mark 5 Max Shell: AC 16 + Dex modifier (max 2)

Mark 6 Max Shell: AC 17 + Dex modifier (max 2)

XIX Max Nano-Reactive Defense

The nano-reactive system coats the outer skin of a full body prosthetic in a hexagonal-patterned cellular armor, with each half inch "cell" functioning as an intelligent reactive defense system. The NRD compensates for incoming attacks by employing a pressure system which registers micro-changes in air density. However, its effectiveness is considerably reduced if kept behind any other armor. The heavier the external armor, the more neutered the NRD's response time to external attack. As a result, the NRD is usually only implanted on targets employing light armor or no armor at all. Although obviously designed to mate flawlessly with prosthetics already equipped with any level of XIX Max Shell, there is no stopping anyone from using on any unmodified full body prosthetic, though grafting it on a perfectly human looking body does defeat the purpose of having a normal-looking prosthetic.

Property: You gain the level of the NRD as a bonus to AC.



Limb Enhancement	Price	Location	Property	Weight
TecHnoX ES-Class 3 Sensory Amp	250	Head	FBP	—
XIX BB-F Detachable Limb	200	Arm / Leg	FBP	1 lb.
Phyrine P99 Concealable Holster	200	Leg / Arm	FBP	1 lb.
Rourke XN Powerfist	450	Arms	FBP	1 lb.
Phyrine Recoil Dampening Braincase	500	Head	FBP	—
Chimera Biogineering Improved Lung	500	Torso	—	—
Chimera Biogineering TR-G Flash Caps	850	Eyes	—	—
Lazarus Bio NR-Filtration Device	850	Torso	—	1 lb.
XIX Weight Management System	1,000	Arm / Leg/ Torso	FBP	—
Renerve 15A Wushu	1,000	Legs	FBP	6 lb.
XIX GG-Shock Fists	1,000	Arms	FBP, Visible	2 lb.
MAT VOS-I Voice Simulator	1,500	Head	—	—
Frost Inc. BFB-1,000 ThunderPex	2,000	Torso	FBP	15 lb.
Rourke Webworks	2,500	Arms / Legs	—	2 lbs.
Rourke Advanced Leg Class 3	2,500	Legs	FBP	8 lb.
Renerve 43N Bolt	2,500	Legs	FBP	—
KBT Nano-Reconstruction Packet	5,000	Torso	FBP	0.5 lb.
Renerve 23N Triple Joint	5,000	Legs	FBP	3 lb.
TecHnoX ES-Class 3 Sensory Amp	5,000	Head	FBP	—
Lazarus Biological EL-I “Eyeshine”	6,000	Eyes	FBP, Visible	—
Rourke Advanced Arm Class 3	6,000	Arms	FBP	6 lb.
TecHnoX ES-Class 2 Sensory Amp	7,000	Head	FBP	—
Lazarus Biological Powerzoom XP900	7,000	Eyes	—	—
Frost Inc. BFB-3,000 ThunderPex	8,000	Torso	FBP	20 lb.
Rourke Advanced Arm Class 2	9,000	Arms	FBP	9 lb.
Rourke Advanced Leg Class 2	9,000	Legs	FBP	12 lb.
Lazarus Biological True Sight	15,000	Eyes	FBP, Visible	—
Frost Inc. BFB-5,000 ThunderPex	20,000	Torso	FBP	25 lb.
Rourke Advanced Leg Class 1	20,000	Legs	FBP	16 lb.
Rourke Advanced Arm Class 1	20,000	Arms	FBP	12 lb.

LIMB ENHANCEMENTS

Chimera Biogineering 99-KND Improved Lung

A custom product which found popularity quickly, the 99-KND internally stores oxygen for primary lungs while also improving the efficiency of natural breathing. It is more efficient in the extraction of oxygen than organic lungs. These can be used as a replacement or as an additional organ.

Property: You can hold your breath for twenty minutes.

Chimera Biogineering TR-G Flash Caps

These simple modifications are placed within existing cybernetic eyes. They suppress radical changes in lighting which could cause damage to one's eyes.

Property: You are immune to physical blinding attacks. You can still be blinded by dive attacks.

Frost Inc. ThunderPex

Although a torso modification, the ThunderPex is actually a family of muscle enhancements for the arms. They are popular in fighting tournaments where cybernetic enhancements are permitted.

Note: You cannot purchase more than one ThunderPex.

BFB-1,000

Property: Select Strength or Dexterity (when purchasing)
—You gain a +2 bonus to your selected attribute.

Booster: As a bonus action, increase your bonus to +4 for 1 minute. You can't use this property again until you finish a long rest.

BFB-3,000

Property: Select Strength or Dexterity (when purchasing)
—You gain a +3 bonus to your selected attribute.

Booster: As a bonus action, increase your bonus to +6 for 1 minute. You can't use this property again until you finish a long rest.

BFB-5,000

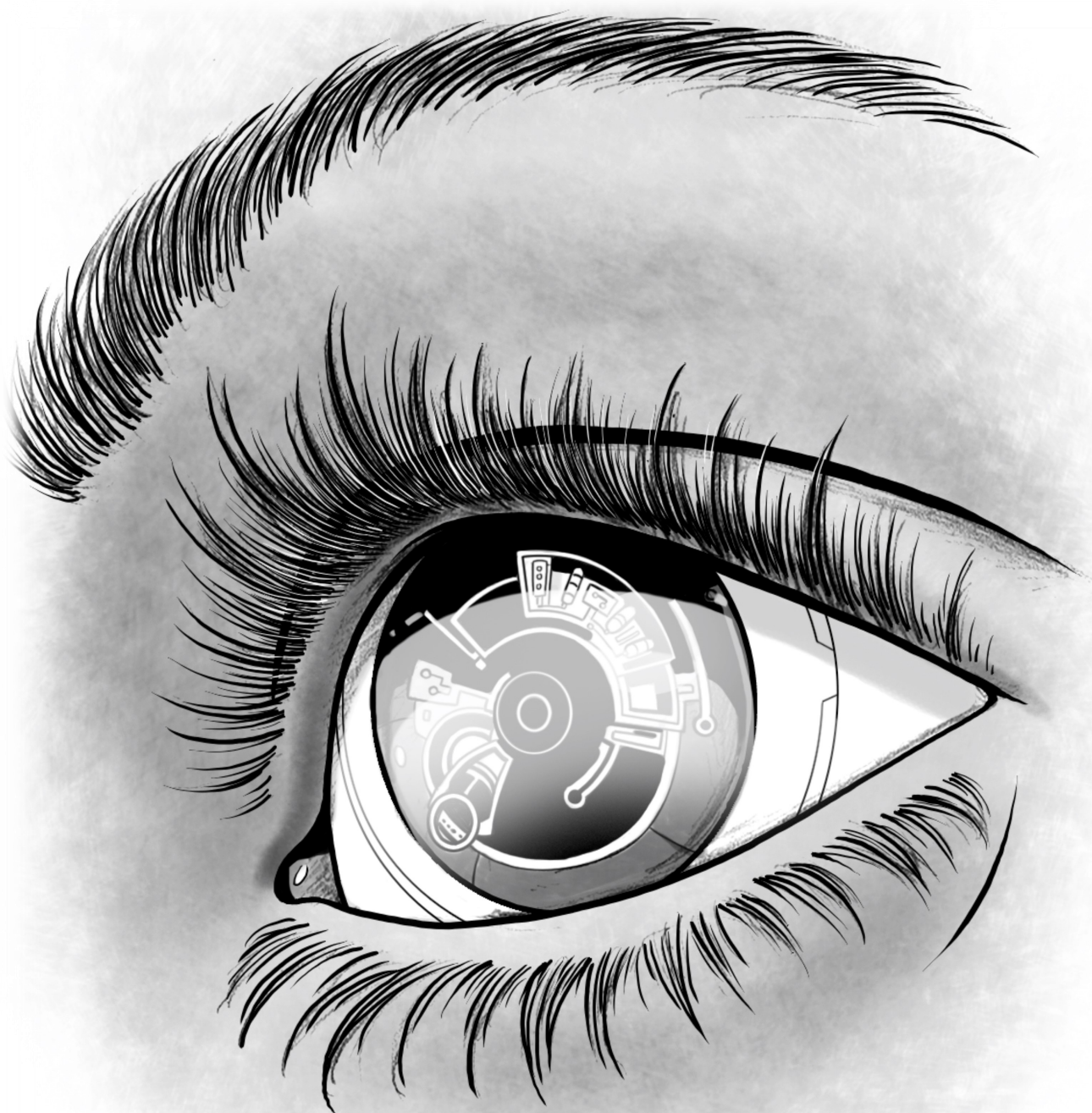
Property: Select Strength or Dexterity (when purchasing)
—You gain a +4 bonus to your selected attribute.

Booster: As a bonus action, increase your bonus to +8 for 1 minute. You can't use this property again until you finish a long rest.

KBT PRK-400**Nano-Reconstruction Packet**

This implant sends out a batch of extremely voracious neubots that race to quickly repair injuries. They burn out quickly after they have done their job and don't settle in the body long.

Surge: When you finish a short or long rest, you recover lost hit points equal to your Constitution score.



Regeneration: When you roll a Hit Die to recover hit points, you recover 1 additional hit point.

Lazarus Biological Powerzoom XP900

LBs latest model offers true zoom capacity with a cybernetic eye without the reduced quality of previous models. With an inbuilt 500x optical zoom, nothing is too far away.

Property: You do not have disadvantage on attack rolls at long range. You also increase your line of sight vision by 50 feet (for using dive attacks, for example).

Lazarus Biological TL-1 "Eyeshine"

The Tapetum Lucidum-2 replicates the nightvision of predatory animals. Inbuilt capacitors prevent input overload, preventing blindness in normal light.

Property: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Lazarus Biological NR-Filtration Device

The NR-F by LazBio was meant for doctors placed in severe medical risk in contagious areas. The initial implant expanded beyond the brain to encompass sensors in the nose as well as mouth, preventing infection or contamination from diseases or poisons. It is not foolproof but has been shown to significantly improve one's survivability.

Property: You gain resistance to poison as well as advantage to any saving throws against the poisoned condition.

Lazarus Biological A1N1 True Sight

Although popular in military circles, the A1N1 is not popular in domestic applications because of its appearance. In order to be effective, the True Sight system had to remove any capacity for it to resemble normal eyes. The trade-off is that it is able to modulate through virtually any spectrum. Virtually nothing can be concealed when the A1N1 is searching.

Property: You can see in complete darkness and see invisible creatures up to 120 feet. Your vision can still be compromised via a hack.

MAT [Military Applied Technologies] VOS-1 Voice Simulator

The VOS-1 is an enhancement prohibited in civilian channels, even for retired military personnel. It allows you to imitate another subject's voice entirely. You must have heard the other voice clearly to be able to imitate it, and you

can keep up to three voice patterns in your memory at any one time (not including your own).

Property: You can replicate the voice of someone you have heard, perfectly.

Phyrine Biomechanics RDB-1 Recoil Dampening Braincase

This modification offers the brain additional cushioning with a special nubot solution that absorbs impact damage better than the standard variety.

Property: You cannot be stunned through a physical effect, though you can still be affected by a hack effect.

Phyrine Biomechanics P99 Concealable Holster

Observers aren't even sure how it physically works.

Property: A small leg chamber to hold a single light one-handed small-arm.

Renerve 15A Wushu

A remarkable set of gyroscopic stabilizers and computer controlled balancing algorithms prevent stumbling.

Property: If knocked prone, you can use a reaction to stand up. You can also use a wall as a walking surface for one round before falling off. This can be in any direction and can be combined with abilities that affect movement.

Renerve 23N Triple Joint

These legs contain a concealed joint which remains locked until needed. The joint holds massive amounts of conserved kinetic energy.

Property: You automatically reduce 50 feet from any fall. You also double the distance of any jump.

Renerve 43N Bolt

Lighter materials, stronger muscle fibers, and tendons with extremely strong elastic recoil offers amazing speed when needed.

Property: You gain a +10 ft. bonus to speed.

Rourke Industries Advanced Power Series

The Rourke AP line is a series of complete replacement limbs for full body prosthetics. Although originally designed only for their in-house models, widespread adoption of industry standards eventually made them universal to any FBP.

Note: You cannot purchase more than one Advanced Power Series arm modification or one leg modification.

Arm Class 3 property: Select Strength or Dexterity (when purchasing)—you gain a +2 bonus with checks with your selected attribute when using your arms.



Arm Class 2 property: Select Strength or Dexterity (when purchasing)—you gain a +3 bonus with checks with your selected attribute when using your arms.

Arm Class 1 property: Select Strength or Dexterity (when purchasing)—you gain a +4 bonus with checks with your selected attribute when using your arms.

Leg Class 3 property: Select Strength or Dexterity (when purchasing)—you gain a +2 bonus with checks with your selected attribute when using your legs.

Leg Class 2 property: Select Strength or Dexterity (when purchasing)—you gain a +3 bonus with checks with your selected attribute when using your legs.

Leg Class 1 property: Select Strength or Dexterity (when purchasing)—you gain a +2 bonus with checks with your selected attribute when using your legs.

Rourke Industries XN Powerfist

These replace the arms below the elbow and contain extremely powerful synthetic muscles that run all the way into the torso.

Property: Unarmed melee damage increases by one step (1 > 1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

TechNoX ES-Class Sensory Amplification

The ES-Class involves several small cybernetic additions placed around the eyes and ears. They boost spatial awareness and improve overall sensory input. These involve including a hi-fidelity audio sensor, a chemical vapor scanner, and a pressure sensor that enables the recipient to more precisely perform tasks requiring manual dexterity.

Note: You cannot purchase more than one Sensory Amplification.

Class 3—Property: You gain a +1 bonus to Wisdom (Perception) and an additional +1 to Passive Perception. You also gain a +1 bonus to initiative.

Class 2—Property: You gain a +2 bonus to Wisdom (Perception) and an additional +2 to Passive Perception. You also gain a +2 bonus to initiative.

Class 1—Property: You gain a +3 bonus to Wisdom (Perception) and an additional +3 to Passive Perception. You also gain a +3 bonus to initiative.

XIX BB-F Detachable Limb

This limb is easily removed or swapped.

Property: You must select which limb, which can only be an arm or a leg. You can detach the limb as a reaction to a grapple or as a bonus action on your turn. The grapple ends, but lose the limb as a result. It takes an action to reattach.

XIX GG-Shock Fists

This modification places metal caps on the knuckles.

Property: Your unarmed melee attacks gain the Pincher property, and you can turn any amount of your unarmed damage to lightning damage.

XIX Weight Management System

The WMS is a systemic approach to fitting modular parts, coupled with more efficient micro-linkages to vastly reduce the amount of space the integral components of cybernetic limbs require. The XIX Corporation guarantees a reduction of weight of up to 20% per limb, even allowing room for more modifications. When XIX realized that the extra volume saved could be used as storage space, they incorporated built-in compartments into the designs.

Property: You gain a small cavity in the limb. You can hold a single light melee weapon (within reason) or light one-handed small arm. The weapon is concealed in a hatch made which is invisible when closed. You can remove the weapon as a bonus action.

NEURAL IMPLANTS

Neural implants do not occupy your brain as they do your SEED, and as such, you have a limited capacity determined by your SEED model. Unless stated otherwise, you cannot have more than one instance of the same implant in your SEED at a time.

Babel-Tech Language Chip

Though not common, the BTLC is part of a new line of implants that offer direct applicable knowledge.

Property: You can speak and read three languages. If this implant is removed, you lose these languages. You can purchase this implant multiple times.

Chimera Biogineering SK-3 Analyze Net

An inbuilt pattern analyzer that maps electronic paths within the visible cortex. When presented with an electronic device, the implant plots the flow of energy between the various components, enabling the purpose of each chip and pipeline to be clearly identified.

Property: Gain a +1 bonus to Intelligence (Engineering) checks when repairing electronics and a +1 bonus to all Intelligence (Demolition) checks.

CyberSoft "FocusFree" Alertness Implant

The FocusFree implant was meant to help sufferers from ADD with their concentration. It found use outside of those circles among university students and workers required to have a sharp mind after long hours on shift.

Property: Gain a +1 bonus to Passive Perception and a +1 bonus to Wisdom saving throws.

CyberSoft "SystemAmp" Agility Booster

The System Amp was developed to treat subjects suffering from nerve degradation caused by diseases like cerebral palsy and Lou Gehrig's disease. Those with functioning nervous systems found the booster improved natural agility and eye-hand coordination.

Property: Gain a +1 bonus to Dexterity saving throws. You also gain a +1 bonus to all Dexterity-based ability checks.

Neural Implant	Price	Property
KBT XN-1,000 GPM	50	—
CyberSoft Extended Flash Memory	260	—
KBT MEM-3.5 Flash Compressor	320	—
CB SK-3 Analyze Net	500	—
CyberSoft "FocusFree" Alertness Implant	500	—
Lazarus Biological Optical Reticle	500	—
MAT AIF Jamming Pulse	500	—
KBT TZ100 Recall Node	800	—
Babel-Tech Language Chip	1,000	—
CyberSoft "VirusWall"	1,000	—
CyberSoft "System Amp" Agility Booster	1,000	—
KBT IY-99 Pain Shield	1,000	—
KCI Class 3 Evolution Implant	1,000	Robotic
Lazarus Biological Damage Control System	1,000	—
TecHnoX Skill Prog	1,000	—
KBT TF-7 Speedboost	1,500	—
TecHnoX Voice Stress Analyzer	2,000	—
KCI Class 2 Evolution Implant	4,000	Robotic
KCI Class 1 Evolution Implant	8,000	Robotic
TecHnoX Logos A/O	15,000	—

CyberSoft "VirusWall" Immunity Enhancement

The "VirusWall" implant helps regulate the formation of white blood cells in an organic body and the repairing and the creation of T-cells, a beneficial treatment against immunosuppressants. The VirusWall can also inhibit overreactions of the immune system to prevent unwanted attacks on beneficial injections.

Property: You gain a +1 bonus to Constitution saving throws. You also remove two levels of exhaustion when you finish a long rest and ingest some food and drink.

CyberSoft Universal Extended Flash Memory

CyberSoft's answer to KBT Memory Compression, CyberSoft decided to create a compatible extended memory which expands the existing onboard flash memory of the SEED.

Property: Your base flash memory capacity increases by 3 hours. You can purchase this implant multiple times.

KBT IY-99 Pain Shield

Related to the Speedboost, the IY-99 was once a direct implant to the brain but current models now link directly to the SEED. It reduces the shock of injury and reduces the distraction of severe pain, though for safety reasons it can't remove it entirely. This only helps with enduring pain and not initial pain (and thus does not prevent the person from realizing that they have taken damage).

Property: You gain +10 hit points. If you are stunned by an external physical effect, you recover at the end of your next turn.

KBT MEM-3.5 Flash Compressor

KBT's propriety compression software dates back all the way to the initial 0.9 GNOSIS protocol but unlike the famous OS, the MEM-3.5 has not been co-developed elsewhere. Despite Cyber-Soft attempting to market their own, the KBT is much more stable, forcing Cyber-Soft to counter with another approach.

Property: Triple the size of your flash memory. You can purchase this implant a second time to increase the multiplier to 5 times.

KBT TF-7 Speedboost

The TF-7 is a simple implant tied to the brain directly or implanted in a SEED. Originally meant to replace damaged portions of the brain, the enhanced variant increases the flow of certain chemicals to the brain dealing with adrenaline and response time. The TF-7 reprograms the neural transmitters so the subject is more alert without increasing anxiety.

Property: You gain a +2 bonus to initiative.

KBT TZ100 Recall Node

This storage device allows you to repeat a piece of knowledge or even repeat a feat of physical skill still contained in your brain's short term memory.

Property: As a bonus action, you have advantage on your next Intelligence or Dexterity check for an activity you have previously performed in the past hour. You can use this ability as many times as your Intelligence ability modifier, and recover spent uses when you finish a long rest.

KBT XN-1000 Global Positioning Marker

A controversial new trend has surfaced of parents implanting Nueseeds in their children just after birth, ostensibly to ease the implantation of a full SEED later in life and to make it easy to find them when lost. It cannot access the internet itself, but it can act as a receiver node for global positioning systems as well as for sensory ghosting (enabling parents with the appropriate software to see through their child's eyes, which the marketing teams bill as

an aid to parenting and teenagers view as an invasion of privacy).

Property: Your global position can be tracked by anyone with access to your unique identifier passcode. You can change your own passcode as a free action, as can up to four allies at a time that you designate: you and these allies always know your current passcode. You do not have to be conscious in order for your location to be known, and those with your password can locate you even when you go paranoid. If an ally with your passcode has access to telepresence software, they can view your visual experiences even if they do not know your GIA. Those tracking you do not automatically learn your GIA, but you are treated as being in line of sight for purposes of learning your GIA. It is not possible to transmit any sort of data to you through this implant.

Property: This implant does not count against the maximum number of mental implants you can have.

Kenbachi Cyber Industries Evolution Implant

This synthetic intelligence augmentation is especially helpful when shifting artificial personnel to another company department or when purchasing used robots.

Note: You can only have one version of this implant at a time.

Class 3—Property: You gain a +1 bonus to all Intelligence checks you have proficiency with, with an additional +1 with Intelligence (Computer Use), +2 total.

Class 2—Property: You gain a +2 bonus to all Intelligence checks you have proficiency with, with an additional +1 with Intelligence (Computer Use), +3 total.

Class 1—Property: You gain a +3 bonus to all Intelligence checks you have proficiency with, with an additional +1 with Intelligence (Computer Use), +4 total.

Lazarus Biological Damage Control System

This neural implant assists with recovery from injuries and coordinates repair nuebots.

Property: Spend a bonus action to activate the DCS and recover 4d6 + your level hit points. You can't use this property again until you finish a long rest. Y

Lazarus Biological Optical Reticle

This popular implant was designed by a Swedish student looking to improve his coordination in simulation gaming. It was purchased by the government and eventually found use around the planet as one of the first mass produced military-purpose implants.

Property: Use a bonus action to gain a +2 bonus to your next ranged attack roll. If you hit, increase all damage dice by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 >



2d6). You can use this ability as many times as your Intelligence ability modifier, and recover spent uses when you finish a long rest.

MAT [Military Applied Technologies] AIF Jamming Pulse

This device utilizes the SEED's transmitter to feedback other SEEDs in range, preventing them from communicating with the outside world. You can even filter which SEEDs are affected by the pulse.

Property: As a bonus action, all SEED communication in a 50-foot radius centered on you is severed, as if the SEED had gone paranoid. You can select up to three targets (including yourself) to be immune to the effect. The effect lasts for 1 minute. You can't use this property again until you finish a long rest.

TechHnoX Logos A/O

Overpriced but still popular, the Logos A/O (nobody outside TechHnoX's marketing department knows what the A/O stands for) instills useable applicable skills. This is not just simple knowledge but experience as well. One can be a doctor or an engineer without having to spend the years at school, although some users report an increase in feelings of déjà vu and similar memory tricks.

Property: You have proficiency in one skill or tool of your choice. You can purchase this implant multiple times, selecting a different skill or tool each time.

TechHnoX Skill Prog

Although still in the early stages, these skill chips can enhance existing talents. This is generally far more affordable than implants for new skills.

Property: Select one skill you have proficiency in—you gain a +1 bonus to that skill.

TechHnoX Stress Analyzer

Sensors attached to the recipient's optic nerves and inner ear analyze minute physical indicators from living beings (including increased pulse galvanic skin response) and enables the recipient to better determine the emotional states of others.

Property: You have advantage with Wisdom (Insight) checks. If both rolls result in 10 or less, set the die roll result to 10.

ABSURD MODIFICATIONS

The majority of these modifications unpopular on the open market due to their overt artificiality. They are nearly all produced by smaller companies, selling to a very exclusive demographic. These feature options that make someone stand out from a crowd. Visible cybernetics are not chic or in-fashion. Those with absurd modifications with the visible property may suffer disadvantage on Charisma rolls in some situations, at the GM's discretion.

Outlaw Death Simulation

You can appear completely dead to both observers and under examination.

Property: As an action, you fall prone and are unconscious. Vital signs vanish. The pulse is masked. The brain is placed on low-power mode. All pain receptors are shut off. The brain runs on minimum power and recirculates an internal air supply on low consumption to prevent notable breathing. You appear dead. This effect can last for a full hour until it reactivates to save the brain from permanent damage. Only a full physical examination by a professional can reveal the truth. Once reactivated, you cannot use this modification again until you finish a long rest.

XIX GX-60 "Bearclaw"

In the extremes of OCMA (Open Cybernetic Martial Arts), all weapons must be grafted, which resulted in the development of integrated weapon systems. The Bearclaw was the first—a slightly oversized hand with extendable claws.

Property: If your unarmed melee damage is less than 1d10, it becomes 1d10. If it is 1d10 or higher, it increases by 1 step (1d10 > 1d12 > 2d6 > 2d8 > 2d10 > 2d12). You cannot wield any small-arms.

XIX Burst Limb

This is usually an arm featuring piston-assisted joints, capable of massive bursts of strength.

Property: You gain a +2 bonus to all Strength ability checks.

Burst Ability: Use this ability after scoring a hit. The target must make a DC12 Constitution saving throw—on a failure, the target is stunned until the beginning of your next turn. If this is a burst arm, the subject is also knocked prone. If a burst leg, the target is also pushed 15 feet (if the target cannot be pushed back the full distance, it takes 5 points of damage). You can't use this property again until you finish a short rest.



XIX DD Deployable Shield

Your forearm opens up to block incoming fire. You must have an arm free to use this feature. The XIX DD has a metal sheath; the XIX DD2 has a flesh sheath with an invisible seam when closed.

Property: As a bonus action, one free arm turns into a shield, granting a +1 shield bonus to AC.

Special. The XIX DD2 removes the visible property when sheathed for an additional \$500.

XIX "Waveskin"

This "skin", although feeling and looking like normal prosthetic skin, can change pigmentation and patterns at will. Any color is possible, from natural skin tones to outlandish ones. Tattoo patterns can be activated, and it has even been used in communication. The most obvious military application of the skin is extending traditional camouflage to the entire body. The skin requires 5 seconds to change and the user must either use a stored image file as the template or be able to clearly envision the desired pattern, preventing its use as adaptive camouflage.

Property: Small patches on a limb or torso (up to 6 inches square) cost \$50. An entire limb or the face costs \$200, while a full-body waveskin costs \$800. Altering the configuration requires an action. When using the full-body version as camouflage, you gain a +2 bonus to Dexterity (Stealth) checks provided you don't move.

XIX TRC-1 Blade Weapon Mount

The recipient has a subcutaneous weapon embedded in her body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis and is visible when in use.

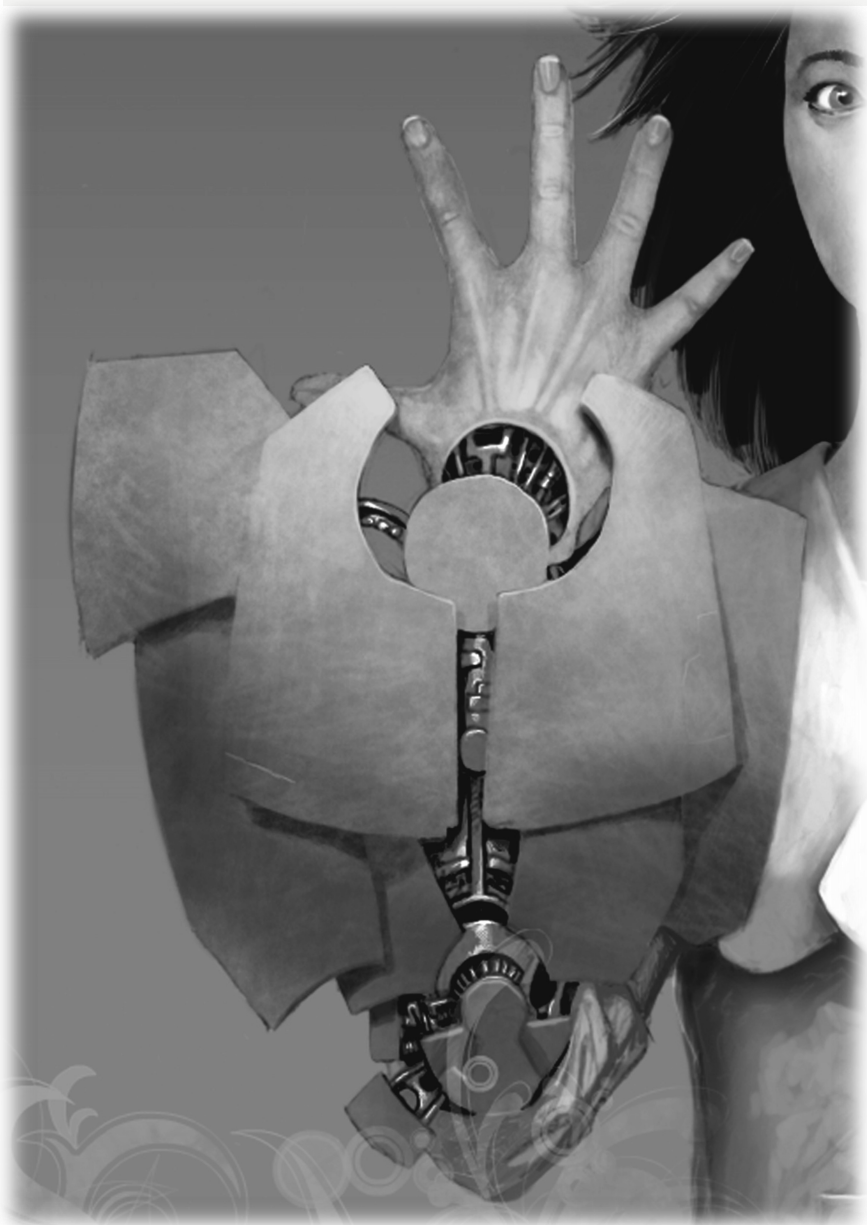
Property: You can implant any one-handed melee weapon (within reason). The weapon is concealed in the limb but the limb's purpose is obvious if the limb is exposed. Each limb can only contain one weapon.

Special. If the implanted weapon has the light property, you can increase the cost by \$500 and create a flesh-like covering

Absurd Modifications	Price	Location	Property	Weight
XIX "Waveskin"	50-800	Any / FBP	FBP	—
Outlaw Death Simulation	320	Head	—	—
XIX DD-Deployable Shield	440**	Arm	Visible**	3 lb.
XIX TRC-1 Blade Weapon Mount	500**	Arm	Visible**	1 lb.*
XIX TRC-2 Firearm Weapon Mount	1,000**	Arm	Visible**	1 lb.*
XIX GX-60 "Bearclaw"	1,000	Arm	Visible	1 lb.
XIX Burst Limb	8,000	Arm or Leg	Visible	6 lb.

*Not including the weight of the implanted weapon.

**Visible property can be removed with additional cost.



that completely conceals the weapon sheath when not in use.

XIX TRC-2 Firearm Weapon Mount

The recipient has a subcutaneous firearm embedded in his body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis when activated and is visible when in use.

Property: You can implant any one-handed or non-heavy two-handed small arm under your skin. You cannot be disarmed. Reloading a clip takes an action, and you

cannot make the reloading sequence any faster. Extending or retracting the weapon takes no action. Each limb can only contain one weapon. The weapon is concealed in the limb but the limb's purpose is obvious if the limb is exposed.

Special. If the implanted weapon has the light property, you can increase the cost by \$500 to add a flesh-like covering that completely conceals the limb's purpose when not in use.





Cybernetic Devices	Price	Weight
Wireless Access Port	55	1 lb.
External Memory CyberSoft SD-528	160	0.5 lb.
KCI BrainBox	220	10 lb.
External Memory Phyrine Biomechanics Ex-Max 1,0000	240	1 lb.
MAT 1G Brain-Blocker	350	1 lb.
Outlawed Corpse Remote	800	1 lb.
External Memory KCI Prime-Recall UDF73	400	3 lb.
MAT "REPRINT"	1,500	3 lb.
External Memory KBT "Immortality" X-Alpha	4,000	5 lb.
MAT Cybertronic Rendition	4,500	5 lb.
External Memory I/O Merkabba Life Server	10,000	10 lb.

CYBERNETIC DEVICES

These are separate components that work alongside cybernetics without permanently linking to a prosthetic.

KCI [Kenbach Cyber Industries] BrainBox

The brainbox resembles a small piece of luggage with a fully built life support system to keep cybernetic, synthetic, or organic brains alive for transportation.

Property: Maintains an organic or cybernetic brain for up to a week.

MAT [Military Applied Technologies] 1G Brain-Blocker

This can resemble a helmet or just a band around the back of the head. The Brain-Blocker stops all contact between the brain and the outside world.

Property: The Brain-Blocker forces the wearer into paranoid mode and suppresses all neural implants that send or receive wireless signals for as long as the device is worn.

MAT [Military Applied Technologies] Cybertronic Rendition

Developed secretly by MAT for the US military, the Cybertronic Rendition was designed as an enhanced interrogation device for those equipped with SEEDs. Although illegal in several parts of the world, the MAT-CR is still being used across the planet as it allows information to be extracted without resorting to torture.

Property: When this device is placed around a subject's head, it deactivates paranoid mode and offers any

hacker a +1 bonus to breach any firewalls on the subject. It cannot be used against servers.

Outlawed Corpse Remote

Built from a modified 1G Brain Blocker, the corpse remote is a head-mounted device that inputs instructions directly into the brain. The remote allows total control of that body. There cannot be any neural activity in the body or the remote would be overridden by the dominant brain; this means the subject must be brain dead. Corpse remotes function with organic bodies within one hour of actual death and up to 48 hours after cyberdeath.

Property: Plug into the back of a recently deceased creature. The subject is under your control. All physical ability checks have disadvantage. All attack rolls (melee and ranged), suffer a -2 penalty. Actions with the corpse use its physical ability scores and your mental ones.

MAT [Military Applied Technologies] "REPRINT"

A REPRINT, or Remote Prosthetic Integrated Transmitter is a prosthetic body with nothing more than a remote electronics and encryption suite inside. It is tied to a remote transmitter implanted in another SEED, which controls all functions of the REPRINT through telepresence. The operator's body is unconscious while the REPRINT is being controlled.

REPRINTS require neither air nor food, and because their purpose is usually reserved for rescue or military applications, they seldom are as fully equipped as normal prosthetic bodies. They often lack human imperfections, fingerprints, or even body parts deemed non-essential for the task for which they are commissioned.

The list price for this item covers only the remote control systems and software: an appropriate full body prosthetic must be purchased and prepared separately.

Property: You can control a full body prosthetic remotely. The mental attributes of the reprint is the same as its controller (you). All ability checks and attack rolls suffer a -2 penalty. The REPRINT can operate indefinitely until the controller needs to eat or sleep. The REPRINT requires neither since it has no organics, though it does require 4 hours of recharging every 20 hours. Unlike Virtuants, who have a portion of their personality in their prosthetic body, if the reprint enters a jamming field, it falls unconscious until removed from the field.

External Memory [Various Entries]

Nearly every corporation manufacturing SEEDs and computers also offers a line of external memories, from the

tiny and portable CyberSoft SD-528 to the massive I/O Merkabba Life Server. Since nearly everyone can digitize their memory, everything anyone ever encounters can be recorded for perfect recall. Since most SEEDs can only store an hour of experiences at any one time, it is important to backup one's brain once in a while. If your brain gets hacked and something is deleted or stolen, the external memory allows some recovery of lost memories. There is no limit on the size and number of memories that can be stored beyond a general time-frame: however, as the technology is designed for long-term archiving rather than fast access, it is not possible to store other sorts of files or programs (although it can store the memory of reading/watching/listening to a file).

CyberSoft SD-528: One day (24 hours); you pass any attempts to recall memories in that time period if accessing your external memory. You also gain 10 storage slots for inactive programs.

Phyrine Biomechanics Ex-Max 1,0000: 30 days (720 hours); you pass any attempts to recall memories in that time period if accessing your external memory. You also gain 30 storage slots for inactive programs.

Kenbach Cyber Industries Prime-Recall UDF73: Six months (4320 hours); you pass any attempts to recall memories in that time period if accessing your external memory. You also gain 50 storage slots for inactive programs.

KBT "Immortality" X-Alpha: One year (8736 hours); you pass any attempts to recall memories in that time period if accessing your external memory. You also gain 75 storage slots for inactive programs.

I/O Merkabba Life Server: 25 years (218,400 hours); you pass any attempts to recall memories in that time period if accessing your external memory. You also gain 100 storage slots for inactive programs.

Property: External memories can either be open or paranoid. If open, then they are susceptible to outside attack but you can access them from anywhere. If they are paranoid, you have to be within 5 feet of the memory unit to access it. Accessing a memory takes five minutes.

Wireless Access Port

The WAP is an uncommon device in this modern world, though it is still required equipment for most hackers. It allows wireless access to systems without native wireless connectivity. It comes equipped with interchangeable plugs capable of connecting to any standard interface port (connecting to a non-standard interface port would require an Intelligence (Engineering) check).

CONTACTS

Contacts are a special form of NPC which can be relied upon to assist you. Contacts are usually used when you need a skill or tool that you don't have proficiency with, when you need a source of information or supplies, or when you need someone to provide you with backup.

Contacts do not need to be detailed when you obtain them: you can pay for any level of contact at any time and determine their actual identity and skillset when you activate them (this should match the value of the contact: a \$10,000 street thug would not be appropriate under most circumstances). Once you have defined what the contact is capable of doing, you can only use the contact for that specific purpose thereafter.

While the player defines when the contact will be activated and what their basic details are, the actual character is an NPC under the GM's control. PCs can (and indeed, should) keep in touch with their contacts during play and downtime, and may even ask for help outside the parameters of these entries, but this is treated the same as any other interaction with an NPC: only within the limits dictated below can the contact be 100% relied upon.

When used as a contact and not a regular NPC, the contact will perform the requested service without argument (although not necessarily without grumbling), even under dangerous or deadly circumstances. If the contact is killed during the course of the engagement, it is lost as a contact (even if the NPC is somehow revived).

\$50 Contact

An acquaintance who owes you a favor. After this, you're quits.

Benefit: The contact will perform a single favor for you.

Skills: One check with a +6 bonus and advantage.

Knowledge: One piece of information that anyone could find out with a day's worth of research.

Aid: One piece of equipment or a cache of basic supplies (toolkits, ammunition, rations, etc.) worth \$40 or less.

\$500 Contact

You know a guy.

Benefit: Once per level, the contact will perform a single favor for you.

Skills: One check with a +8 bonus and advantage.

Knowledge: One piece of information that would normally require a day of research or minor bribes. Can include secret information.

Aid: Up to five pieces of equipment or supply caches with a total value of \$300 or less.

Direct Help: Acts as a challenge 3 creature (GM's choice of stats) for one hour. The contact can only be used this way once every two levels.

\$5000 Contact

You go way back.

Benefit: Once per level, the contact will perform a single favor for you.

Skills: One check with a +10 bonus and advantage. This favor can be called in twice per level.

Knowledge: One piece of information that would normally require a week of research or moderate bribery. Can include secret information.

Aid: Up to five pieces of equipment or supply caches with a total value of \$3000 or less.

Direct Help: Acts as a challenge 7 creature (GM's choice of stats) or provides the services of four challenge 5 creatures for one hour.

Special: This contact can be chosen as a feat. If you do this and the contact is killed, it is replaced by another contact with a similar skillset but different details (possibly a relative or pupil of the first).

\$10,000 Contact

You were at school together. At least, that's what you tell everyone.

Benefit: Once per level, the contact will perform a single favor for you.

Skills: One check with no roll - the result is 20.

Knowledge: One piece of information that would normally require a month of research, good connections, or major bribery. Can include secret information.

Aid: Up to five pieces of equipment or supply caches with a total value of \$7,500 or less.

Direct Help: Acts as a challenge 13 creature (GM's choice of stats) or provides the services of four challenge 8 creatures for one hour.

\$25,000 Contact

You're like family. The kind that only see each other on Thanksgiving.

Benefit: Once per level, the contact will perform a single favor for you.

Skills: One check with no roll - the result is 25.

Knowledge: One piece of information that would normally require research during downtime, really good connections, or the kind of bribes that influence elections. Can (and probably should) include secret information.

Aid: Up to five pieces of equipment or supply caches with a total value of \$15,000 or less.

Direct Help: Acts as a challenge 18 creature (GM's choice of stats) or provides the services of four challenge 12 creatures for one hour.







FIVE: PROGRAMS

Programs are software applications that are designed with a specific task in mind. They accomplish a variety of functions from the mundane to the complicated. Most operating systems come with an onboard suite of generic programs that allow for essential tasks such as note-taking, reading or playing files, and accessing the internet: more specialized programs have to be obtained separately.

The maximum number of programs you can have installed at one time is limited by the number of program slots listed for your SEED or storage device. All systems come with built-in software for internet access, email and voice communication, media viewing, basic document processing, calculation, and experience recording: these applications do not take up program slots (and cannot be uninstalled to gain additional program slots).

PROGRAMS RULES **ACQUIRING PROGRAMS**

Programs can be purchased premade or built. There is no in-game difference between built or bought software except that building programs ensures that you do not need to locate a vendor (or pay said vendor's markup). Anyone can buy and install programs, although not all programs are useful to all characters. Each program you buy or create

must be synchronized with your SEED during the first installation, allowing the program to adapt to your neurological makeup.

The program will only work with your SEED and no others unless you transfer ownership of the program license to someone else and synchronize it to their SEED, at which point it will no longer work for you. Installing a program or transferring it from your storage device takes five minutes, generally part of a short or long rest.

DELETING PROGRAMS

If you need more space on your system, you can voluntarily delete programs. They can also be involuntarily deleted by hackers. Deleting a program requires an action to initiate and takes one round per program slot.

Most software vendors provide some sort of cloud storage from which you can download a deleted program if you need to reinstall it, but if you created the program yourself or bought it from a less mainstream source, you may need some sort of data backup (whether hard media or external storage) to recover the program. It's not uncommon for even non-divers to possess dozens of programs, though only keeping handful on their SEED.

SOFTWARE PIRACY

[Optional Rule]

Software piracy is a dodgy enough proposition when you only have to worry about malware and viruses. It is definitely not a good idea when dealing with neural interfaces. Since the program is normally customized for the user's brain, the steps required to generalize the installation leave gaping holes in the system's security. Installing pirated software imposes a -2 penalty to all Firewall defenses as well as to Intelligence and Wisdom saving throws against dive attacks until the program is removed.

WRITING PROGRAMS

The DC of the Intelligence (Computer Use) check required to create a program is also the number of hours required for its programming. It is possible to put in a maximum of 16 hours of work per day, but working more than 8 hours incurs a level of exhaustion. You roll against the program's listed DC at the end of this time: if you fail, the margin of failure indicates the number of hours of work required before you can try again. You can only work on one program at a time.

COPYING/OWNING PROGRAMS

A user can duplicate programs she owns as many times as she likes without paying for them again, as long as she has sufficient storage space. However, multiple instances of the same program cannot be run on the same system. Attempting to run the program again before it terminates or its cool-down period (if it has one) is up simply returns a system error.

Programs with identical effects, even if they are built at different times by different people and have different Program DCs, are still considered identical programs for purposes of this limitation. However, if the effects are not completely identical, the programs can be run in parallel (although any duplicate effects still will not stack).

PROGRAM DC

When a program is created, you assign it a program DC (ProgDC), which is the DC outsiders must beat in order to detect or remove the program. Use the following formula to determine the ProgDC:

10 + Intelligence (or dive ability) modifier + proficiency bonus + other bonuses to Computer Use

Once set, the ProgDC cannot be raised, although the same type of program can be created from scratch with a higher ProgDC; although this may involve reusing some of

the same code, there is no discount in terms of cost or programming time.

Purchased programs use the ProgDC of their creator. A generic ProgDC is listed for each program in their entries: it may be possible for characters to find a vendor who can provide the program at better quality (higher ProgDC), but this should be both more time-consuming and expensive.

MALWARE

Implanting a malware program into a single target requires an action, although freedivers can use phisher talents to upload the same program into multiple eligible targets as part of the same action.

Once a target is implanted with a program, regardless whether it succeeds or fails, it remains in the target until removed (by itself or by command) or it resets. Malware is subject to the same restrictions on parallel processing as other programs, so a second version of the same program cannot be implanted in a target until the first has been removed from the system.

Malware is little more than a vessel for **instructions**—these instructions take the form of hotkeys, talents, or commands. Each malware can only possess a limited number of instructions (listed in the malware's description).

Hotkeys are common malware instructions as they are relatively easy to insert and don't take up much space.

Talents attached to a malicious program are expended when the malware is created, not when it is implanted or activated, and the talent slots recover normally even if the program then sits in long-term storage for years. Talents take up space and when implanted in a program, increase that program's size (by the amount listed in the dive talent entry).

Commands are specific miscellaneous tasks you want the program to carry out that don't strictly fall into a talent or hotkey. These are basically the same instructions the freediver would do if she was in control of the actions. These do not include unique program functions—those are in the programs themselves. The three most common commands are firewall attacks, Computer Use skill check attempts, and the implantation of itself or another program into another target—in effect creating a virus. Commands take up no additional space in a program when it is created. Commands cannot include instructions for the program to reset itself or delete itself, as a program cannot delete itself while it is running.



Program	Computer Use DC	Price
Auto Drive (V1)	12	200
Diagnostic, Basic	12	200
Encryption (V1)	12	200
Fabrication Anchor (V1)	12	200
GIA Scrambler(V1)	12	200
Hyper-ware (V1)	12	200
Logo Override (Benign)	12	200
Non-Vocal Communication	12	200
Open Conference	12	200
Phantom Cookie	12	200
Relay Input	12	200
Remote Controller (V1)	12	200
Scanner	12	200
Search Algorithm (Benign)	12	200
Shroud	12	200
Target ID	12	200
Target Pattern Analysis	12	200
Delay Virus (V1)	15	400
Diagnostic, Advanced	15	400
Encryption (V2)	15	400
Fabrication Anchor (V2)	15	400
Filter Wall (V1)	15	400
Firewall Booster (V1)	17	400
Anonymous Proxy (V1)	15	400
Firewall Trap (V1)	15	400
GIA Scrambler(V2)	15	400
Hyper-ware (V2)	20	400
Key Fob Simulation	15	400
Kick/Dump (V1)	15	400
Search Algorithm (Invasion)	15	400
Tracer (V1)	15	400
Worm (V1)	15	400
Causality Algorithm	17	650
Compression Software (V1)	17	650
Firewall Booster (V2)	20	650
Firewall Trap (V2)	17	650
Logo Override (Invasion)	17	650
Memory Erasure Plug	17	650
Picture-in-Picture Satellite	17	650
Anonymous Proxy (V2)	19	850
Spyware Blocker	17	650
Doppelganger Malware (V1)	19	850
Auto Drive (V2)	19	850
Delay Malware (V2)	19	850

Program	Computer Use DC	Price
Diagnostic, Elite	19	850
Encryption (V3)	19	850
Fabrication Anchor (V3)	19	850
Filter Wall (V2)	19	850
Firewall Trap (V3)	19	850
GIA Scrambler (V3)	19	850
Remote Controller (V2)	19	850
Tracer (V2)	19	850
Kick/Dump (V2)	19	850
Memory Simulation (V1)	19	850
Sensory Transfer	19	850
Trans Router (V1)	19	850
Auto Drive (V3)	19	1,200
Compression Software (V2)	19	1,200
Worm (V3)	20	1,200
Doppelganger Malware (V2)	21	1,200
Encryption (V4)	21	1,200
Filter Wall (V3)	21	1,200
Firewall Trap (V4)	21	1,200
Firewall Booster (V3)	25	1,200
Hyper-ware (V3)	25	1,200
Memory Simulation (V2)	21	1,200
Program Replication	25	1,200
Anonymous Proxy (V3)	23	2,500
Alertness Stimulation	25	2,500
Delay Malware (V3)	23	2,500
Denial of Service Bot	23	2,500
Doppelganger Malware (V3)	23	2,500
Encryption (V5)	23	2,500
Firewall Trap (V5)	23	2,500
GIA Scrambler (V4)	23	2,500
Kick/Dump (V3)	23	2,500
Multi-Attack Suite (V1)	23	2,500
Tracer (V3)	23	2,500
Trans Router (V2)	23	2,500
Auto Drive (V4)	23	4,000
Encryption (V6)	24	4,000
Firewall Booster (V4)	29	4,000
Filter Wall (V4)	23	4,000
Firewall Trap (V6)	24	4,000
Hyper-ware (V4)	29	4,000
Memory Simulation (V3)	23	4,000
Remote Controller (V3)	23	4,000
Anonymous Proxy (V4)	23	9,000
Worm (V4)	24	9,000
Delay Malware (V4)	25	9,000

Program	Computer Use DC	Price
Diagnostic, Business	25	9,000
Doppelganger Malware (V4)	25	9,000
Encryption (V7)	26	9,000
Fabrication Anchor (V4)	25	9,000
Firewall Trap (V7)	25	9,000
GIA Scrambler (V5)	25	9,000
Memory Simulation (V4)	25	9,000
Multi-Attack Suite (V2)	25	9,000
Tracer (V4)	25	9,000
Trans Router (V3)	25	9,000
Firewall Trap (V8)	27	12,000
Kick/Dump (V4)	27	12,000
Memory Simulation (V5)	27	12,000
Delay Malware (V5)	28	12,000
Denial of Service Bot (V2)	28	14,000
Doppelganger Malware (V5)	28	14,000
Encryption (V8)	28	14,000
Anonymous Proxy (V5)	30	14,000
GIA Scrambler (V6)	30	14,000
Multi-Attack Suite (V3)	30	14,000
Tracer (V5)	30	14,000
Worm (V5)	30	14,000

Malware activates based on conditions set by the program. Some activate instantly (as part of the same action that implanted it), while others start on a later turn on the same initiative order as the diver that implanted the malware. Some roll for their own initiative or act as reactions. Actions the malware take do not take actions from the diver that implanted it.

When activated, the malware runs through its instructions in sequence, as indicated in its description. Programs with talents with effects that last longer than one turn remain in effect until the talent has finished, unless that talent requires concentration; if so, the program requires input from a diver to sustain the talent or have itself the *automation* talent. Once a program finishes through its instructions, not matter how long it takes, it goes inert. If using *automation*, the program is not finished until the talent *automation* is concentrating on is also finished.

Programs allow you to use more dive talents than you would normally be allotted before finishing a long rest. You can create as many programs as you want, but can only implant programs from your SEED—which itself has limited capacity. More expensive SEEDS can hold more

programs, though your cloud and external memory devices can hold more. You can only implant programs you have in your SEED, and you can delete or copy programs from those devices onto your SEED as part of a short or long rest.

Yes, we're repeating ourselves, but it's important to know how programs work, as they are an entirely new mechanic. The intent was to use a traditional method for the freediver (mimicking spells) and then introduce something new with programs—a mechanic anyone can use (and even create). Programming talents into a program is reserved for the freediver, but anyone with skill can attempt a Intelligence (Computer Use) check to build a program. Since each character possesses a SEED, each character has the capacity to hold programs, and should to maximize character effectiveness.

FINDING AND REMOVING A PROGRAM

An invasive program will probably not reveal its presence until after it has done its work. A target may have a hostile virus in its system and never know it. In this case, the only way to find is to scan a system blind in hopes to locating and clearing the infection. Although you can search for programs or processes manually (requiring about six hours and a DC20 Intelligence (Computer Use) check), running a diagnostic program is much easier and generally more successful.

To remove a non-benign program, you must be aware of its presence and succeed on an Intelligence (Computer Use) check against the ProgDC of the program. If you fail, you can generally try again, although particularly nasty malware may impose penalties to further attempts. Each attempt to remove the program takes five minutes.

Removing a benign program or a program that you have installed yourself requires an action to initiate and takes one round per program slot.

COPYING SOFTWARE

Because each brain is different, each GNOSIS pattern is different, thus each program is customized to your SEED when you purchase it.

Mass produced programs distributed by corporations require an activation process to match your SEED, making it incompatible to other users. If you transfer ownership, you must deactivate the software before the other party can activate it. When you program something yourself, it still must be tailored to your SEED (or the SEED of the intended recipient): as this requires special server equipment and software that is generally not affordable



outside of government and corporate entities, most SEED providers allow custom software to be entered into the user's personal cloud storage, tying the software to their own activation servers. Some open source collectives also offer activation services, but without the benefit of cloud storage: software activated 'off the grid' in this way has to be backed up to physical media if the user wants to be able to reinstall it after deletion, and two copies of the same software still can't be activated at the same time.

PROGRAM ENTRIES

Properties

Programs and viruses contain properties (like the properties of weapons) which dictate their construction, purpose, and ability. You cannot alter or remove an entry's properties.

Benign: Most programs you can install are not malicious. Many utility and entertainment programs will present themselves for download automatically when within a specific locale or internet zone (such as Virtual Life cafes). If a beneficial program is installed remotely rather than directly, the target of the program is immediately aware of the attempted download and may reject it if they wish. Some simple benign programs that use the SEED's built-in ad channel will automatically download themselves without asking, unless the user has set the opt-out toggle on their SEED, but these can be dismissed with a thought once they load. If the program creates any sort of sensory impression on the target, they are aware of the fabrication and can terminate it at any time. Personal programs are benign as well but do not reach beyond the confines of the SEED and any immediately connected systems. If the user is in paranoid mode, they cannot receive requests to download benign programs.

Deceptive: The program appears to be benign. It superficially resembles a completely different program and will give no indication of its true purpose until it has been installed or run, although the user still has the option not to install it in the first place. Detecting a deceptive program prior to running it requires a successful Intelligence (Computer Use) check against the program's ProgDC. Deceptive programs disguised as advertising cannot use the built-in ad channel and thus will never auto-download: ultimately, the user must play a part in her own digital downfall.

Fabrication: The program generates a virtual reality with visual, auditory, and sometimes even tactile and olfactory data. It may be benign or offensive, personal or external. This reality is generated within the brain: the user's natural senses continue to operate normally, and the user can switch between the virtual experience and the real one at any time unless the program specifically prevents

this. Note that while fabrication programs may superficially resemble the effects of illusion talents, they operate on a different level of complexity, and thus abilities relating to illusion talents do not affect fabrication programs.

Invasion: The program must be implanted in an enemy system before it activates. Implanting a program requires defeating any firewalls the system may possess and uploading the program (an action). The target is not necessarily aware of the program's presence unless it inflicts psychic damage or otherwise produces an obvious effect, or unless they possess an ability or special equipment that enables them to detect malicious intrusion. Invasion programs cannot be deleted by formatting the SEED. You must locate the intruder, either through a manual search or a *diagnostic* program, to delete it.

Personal: The program only affects the system on which it is installed. They can be transferred to others but not copied.

Stealth: The program is designed to be unobtrusive. It installs without prompting the recipient and is not detectable by any means other than with a diagnostic program (the effects of the program may be obvious and the target may realize that they have been affected, but the program itself cannot be detected or removed manually).

Unique: Unique programs have an effect that alters or ignores a hacking rule.

Program Slots

This indicates how many program slots this program or virus occupies in your SEED. Programs that can have dive talents embedded in them have a base slot requirement, in addition to the slots required by the talent. Once a program occupies a slot, those slots cannot be used unless the program is moved or deleted. If the program needs to be installed on the target system to activate (like malware), the target is always able to support it—malware infects a system by inserting its code where it cannot be easily found.

Price

The base cost of the completed program if one were to try to purchase it rather than create it oneself. The final cost of the program may depend on availability and vendor markup, at the GM's discretion: programs you create yourself cost nothing. All invasion programs are illegal and can only be bought from black market sources—the GM may require skill checks to locate an appropriate vendor.

Computer Use DC

This is the DC the programmer must make to create the program, as well as the number of hours of work required to do so.

ProgDC

This is the default program DC the program has if you choose to purchase it instead of creating it yourself. If you created the program, use the formula listed under Program DC to determine the ProgDC.

Action

The action required to run the program. All malware requires an action to install, although freedivers can use phisher talents to install the same program on multiple accessible targets with a single action.

Prerequisite / Requirement

Some programs can only be used in specific circumstances. These will be listed here.

Advanced Versions

Many programs can be bought or built at different levels of effectiveness. Any changes to the program at these levels are indicated here.

PROGRAM LISTINGS

Alertness Stimulation

Keywords: Personal

Program Slots: 3 **Market Price:** 2,500

Computer Use DC: 25 **ProgDC:** 17

Action: Action

Upon program activation, you must rest for five minutes. You are considered having taken a long rest in that time. The program remains in effect for 24 hours and cannot be cancelled, moved, or deleted.

Anonymous Proxy / Anonymizer

Keywords: Personal

Program Slots: 1 **Market Price:** 400

Computer Use DC: 15 **ProgDC:** 12

Action: Action

Always functioning, the anonymous proxy or anonymizer displays your internet location as different than your actual location. When you activate the proxy, you can pick any other location on the planet that has internet access—your location to outsiders is shown to be that location. This is not the same as your GIAS, which the proxy cannot scramble—you need a GIAS scrambler for that. However, a tracer will reveal your GIAS but list your location as the proxy's set location.

Advanced Versions. Because *GIA resets* and *anonymizers* are developed to fight *tracer* programs and

back-hacks, higher ProgDCs make it difficult for *tracer* to succeed.

Version	Price	DC	ProgDC	Effect
2	850	19	17	—
3	2,500	23	21	—
4	9,000	25	23	—
5	14,000	30	28	—

Auto-Drive

Keywords: Personal

Program Slots: 1 **Market Price:** 200

Computer Use DC: 12 **ProgDC:** 10

Action: Bonus

Requirement: You must know the GIA and have the key fob or security token for the target vehicle. You gain hands-free access to the vehicle's controls while within it or within 5-feet of it. You may also slave it under an automatic system (part of the *auto-drive* program) which allows the vehicle to drive itself. If you remote control the vehicle, you must still use your movement to control it but both hands remain free and you neither receive penalties nor need to make a control roll to use actions while driving. If you use the program to drive for you, the program gains the independent property: It makes all driving-related rolls with a +5 bonus (not very effective for stunts). When the program is driving, you do not need to use your own actions to control the vehicle. However, the moment you move more than 5 feet from the vehicle, the *auto-drive* terminates. Physical control over the vehicle overrides the *auto-drive*, but does not deactivate it.

Special. To access the vehicle beyond a 5-foot range, you must access or dive the local automatrix. If you do have control over the automatrix, your remote control range is limited to the entire city.

Advanced Versions. Advanced versions of this program increase the program's bonus when operating independently.

Version	Price	DC	ProgDC	Effect
2	850	15	13	+8
3	1,200	18	15	+10
4	4,000	21	18	+12



Causality Algorithm

Keywords: Defensive

Program Slots: 5

Market Price: 650

Computer Use DC: 17

ProgDC: 15

Action: No action

When you create this program, you create a shortcut to one personal dive talent—you must select the specific dive talent. You can now activate this talent, taking no action on your turn. Once activated, it counts as an activation of that talent. You must re-create or repurchase the program if you want to implant another talent. It can be any talent you can activate.

Compression Software

Keywords: Personal

Program Slots: 1

Market Price: 650

Computer Use DC: 17

ProgDC: 15

Action: Special

Choose one of your program slots: that slot now counts as two slots. Any programs that occupy one of these slots (even partially) are slower to activate—a bonus action becomes an action, an action turns into two actions. You can only have one compression software in your system for every six slots your SEED has.

Special. *Compression software* cannot be imitated by a Trojan or doppelganger. If deleted by an attack, not only is the *compression software* deleted, so is any program occupying any of the extra slots.

Advanced Versions. There is only one advanced version of this program. It expands the single space to three.

Version	Price	DC	ProgDC	Effect
2	1,200	19	17	3 slots from 1

Diagnostic

Keywords: Personal

Program Slots: 1

Market Price: 200

Computer Use DC: 12

ProgDC: 10

Action: Action

This program hunts down and eliminates unwanted viruses and malware in a brain or server. It automatically performs a scan at the start of each long rest and whenever you ask it to. When it is performing a scan, you cannot be in paranoid mode and you cannot activate any firewall or SEED ability, nor use any programs until the scan is over. The scan takes five minutes. You may then make a single Intelligence (Computer Use) or Wisdom (Perception) check with a bonus to locate any invader. If the roll beats the ProgDC of any malware currently running on your system, you detect the program. You may then attempt to remove it (using an identical Computer Use check) or allow the program to do it for you.

Special. This program can also detect active dive attempts: instead of rolling against the ProgDC of a program, the result of your Intelligence (Computer Use) or Wisdom (Perception) check is opposed by the hacker's Intelligence (Computer Use) check.

Advanced Versions. Advanced versions of the program grant you a bonus to Computer Use checks made to detect and delete harmful software, automatically delete threats below a minimum ProgDC, and have an innate Computer Use bonus of their own to attempt to automatically delete higher-rated threats.

Version	Price	DC	ProgDC	Effect
Advanced (2 slots)	500	15	13	+2 to Computer Use; deletes ProgDC 15 or lower; innate +5 Computer Use
Elite (3 slots)	850	19	17	+4 to Computer Use; deletes ProgDC 19 or lower; innate +8 Computer Use
Business (4 slots)	9,000	25	23	+6 to Computer Use; deletes ProgDC 25 or lower; innate +11 Computer Use

Delay Malware

Keywords: Invasion, Stealth, Unique

Program Slots: 1+

Market Price: 400

Computer Use DC: 15

ProgDC: 13

Action: Action

This malware contains a single instruction that activates when a specific situation occurs. You use a reaction and activate the talent when you wish. When this talent activates, it targets that subject (regardless if its firewalls are up or not). The activation condition can be an activation word the target only needs to hear or an icon the target needs to see. You can embed this function as an icon on a website, for example, as an innocent non-fabricated object (e.g.: the moment the target sees a traffic light). After the instruction occurs, the malware is rendered inert and remains until cleaned.

Advanced Versions. Advanced versions of this program increase the number of talents you can place in the malware, and the number of times you can activate it before the virus is rendered inert. Delay malwares with multiple instructions run through all of them with a single reaction, unless one is required to finish before another starts up, in which case it establishes its own initiative order and continues when its turn is up. The malware must be inert before it can be activated by a reaction again.

Version	Price	DC	ProgDC	Effect
2	850	19	17	2 instructions / 1 activation
3	2,500	23	21	3 instructions / 1 activations
4	9,000	25	23	3 instructions / 2 activations
5	12,000	28	25	4 instructions / 2 activations

Denial-Of-Service Bot

Keywords: Personal

Program Slots: 1 **Market Price:** 2,500

Computer Use DC: 23 **ProgDC:** 17

Action: Action

This malicious little bot is an evolution of the ancient DoS attack algorithms of the past. When activated, you target a SEED or server and make ten firewall attacks (you cannot alter these attacks with additional features or abilities). These attacks occur so quickly, any reactions to these attacks only occur after the last has finished. The DOSbot can only target one firewall and continues to attack it, even after its been breached. If the firewall has still not fallen at the end of a DOSbot attack, you have advantage on your next firewall attack against that same firewall. If the firewall is breached, that firewall shuts down and cannot be reset for 1d4 rounds. If the DOSbot breaches an already breached firewall five or more times, the target is stunned for one round. You can use a DOSbot on a target with an already breached firewall.

Advanced Versions. The advanced version of the DOSbot makes 20 firewall attacks.

Version	Price	DC	ProgDC	Effect
2	14,000	28	20	20 attacks

Doppelganger Malware

Keywords: Invasion

Program Slots: 1+ **Market Price:** 850

Computer Use DC: 19 **ProgDC:** 17

Action: Action

This malware contains a single instruction that when installed in an opponent, infiltrates a program or file of your choice in the target, erases the original, and mimics its outward appearance to replicate the program it is taking over. The instruction occurs as a reaction the moment the infected program is activated by the opponent. On the enemy's system, it occupies the same number of slots as the program it replaces. After its presence is revealed, the malware attacks. After which, it remains, still imitating the program it infiltrated. If activated again by the infected

opponent, it reactivates again. It cannot be activated by an external dive (though a hacker can through a talent force the opponent to activate it again). Implanting a command to reactivate the infected program has no effect, since the program is already running.

Advanced Versions. Advanced versions of this program increase the number of instructions you can place in the malware. The malware runs through all instructions with a single reaction, unless one is required to finish before another starts up, in which case it establishes its own initiative order and continues when its turn is up.

Version	Price	DC	ProgDC	Effect
2	1,200	21	19	2 instructions
3	2,500	23	21	3 instructions
4	9,000	25	23	4 instructions
5	14,000	28	26	5 instructions

Encryption

Keywords: Benign, Personal

Program Slots: 1 **Market Price:** 200

Computer Use DC: 12 **ProgDC:** 10

Action: Action

Once the program is activated, your next cybercel communication is shielded from outside monitoring. Normally, anyone with access to the communication network's hub can monitor any call: while this program is active, an outsider must beat its ProgDC to tap into the communication. All participants in the communication must be using *encryption*, or the program has no effect: if the programs have different ProgDCs, use the average as the DC to beat. Once you activate encryption, it lasts for the length of the conversation and cannot be used again until that communication is severed.

Special. You can also use *encryption* for links between memory storage devices and virtual experiences. When accessing a storage device, only you need to be using *encryption*. for sharing experiences, all participants must use it, as normal.

Advanced Versions. Advanced versions of this program increases the base ProgDC. Advanced *encryptions* are particularly difficult to create because of their function.

Version	Price	DC	ProgDC	Effect
2	400	15	13	—
3	850	19	17	—
4	1,200	21	19	—
5	2,300	23	21	—
6	4000	24	22	—
7	9,000	26	23	—
8	14,000	28	26	—

Fabrication Anchor

Keywords: Benign / Invasion

Program Slots: 1 **Market Price:** 200

Computer Use DC: 12 **ProgDC:** 10

Action: Action

This bizarre program implants a program that displaces a person's perception, causing them to see a Small-sized or smaller object as a different object. Every time you implant this program, you anchor it to a specific object: the illusion only affects that particular object, and not other instances of similar objects. You can change the fabrication and the anchor each time you implant this program. The object must be around the same size and shape: for example, you can make a bottle of vinegar look like a bottle of wine or a scrap piece of paper look like it has something written on it. The more similar the object and the illusion, the easier it is to maintain. You can increase the detail by altering the Computer Use DC.

Level of Detail	Increase DC
Visual only	0
Visual and auditory	+1
All senses	+2
Animated	+2
Visual only	0
Visual and auditory	+1
All senses	+2
Animated	+2
Visual only	0
Visual and auditory	+1
All senses	+2
Animated	+2
Visual only	0

Benign versions of this program are frequently used for advertising and public notices, and such uses employ the SEED's ad channel to display without requiring download permission. The benign version only affects a target within a designated zone and the target is aware of the fabrication

despite its believability. Invasion variations of this program remain until the program is cleared, and the target is not aware of the fabrication unless they have reason to suspect it and beat the program's ProgDC with a Perception check. If you upload the program to multiple targets at once, each target sees the same fabrication.

Advanced Versions. Advanced versions of this virus allow you to fabricate larger objects. The size listed allows you to fabricate that size and smaller.

Version	Price	DC	ProgDC	Effect
2 (2 slots)	400	15	13	Medium
3 (3 slots)	850	19	17	Large
4 (4 slots)	9,000	25	23	Any size

Filter Wall

Keywords: Invasion

Program Slots: 1 **Market Price:** 400

Computer Use DC: 15 **ProgDC:** 13

Action: Action

This virus prevents a firewall from completely closing. Although the firewall believes it is closed when it is reset, and it is actually closed against other attackers, you can enter a keycode (taking a bonus action) to disable that firewall against you until the end of your turn. The keycode can also be given to an ally that you know the GIA of. While *filter wall* is being used, it cannot be employed against another target (as the embedded program connects to the original in your SEED), although multiple instances of the program can be run against the same target if it has more than one firewall. The *filter wall* lasts five minutes or until the keycode is used once.

Advanced Versions: Advanced versions of this virus keeps the *filter wall* open longer and allows more uses of the keycode.

Version	Price	DC	ProgDC	Effect
2	850	19	17	1 hour / 3 uses
3	1,200	21	19	1 day / 5 uses
4	4,000	23	21	until removed / 7 uses

Firewall Booster

Keywords: Personal

Program Slots: 3

Market Price: 400

Computer Use DC: 17

ProgDC: 13

Action: None

You gain a +1 bonus to one firewall in your SEED or server. This program is always on. You cannot have more than one *firewall booster* operating in a SEED or server at any one time. If employing the booster, you suffer an additional -1 penalty to all firewall attack rolls and to saving throw DCs against your dive talents.

Advanced Versions: Advanced versions of this program grant a greater bonus to Firewall defense but also incur a greater penalty to attack rolls and saving throw DCs you set.

Version	Price	DC	ProgDC	Effect
2	650	20	15	+2 Firewall / -3 Attack
3	1,200	25	19	+3 Firewall / -4 Attack
4	4,000	29	21	+4 Firewall / -6 Attack

Firewall Trap

Keywords: Independent

Program Slots: 1

Market Price: 400

Computer Use DC: 15

ProgDC: 13

Action: None

The *firewall trap* is a program with advanced detection subroutines to respond violently to outside attack. Designate one of your firewalls when you install this program: this program is always working. If that firewall is breached, the invader must beat the ProgDC of the *firewall trap*, or they immediately take 2d6 + your Intelligence/Wisdom modifier psychic damage, and you are alerted to their presence. This does not prevent the enemy from taking any other actions.

Advanced Versions: Advanced versions of this program increases the base ProgDC and the base damage of the trap.

Version	Price	DC	ProgDC	Effect
2	650	17	15	3d6
3	850	19	17	4d6
4	1,200	21	19	5d6
5	2,500	23	21	6d6
6	4,000	24	22	7d6
7	9,000	25	25	8d6
8	12,000	28	26	9d6

GIAS [GIA Scrambler]

Keywords: Personal

Program Slots: 1

Market Price: 200

Computer Use DC: 12

ProgDC: 10

Action: None

This handy program automatically resets your GIA at the start of your turn. If there is an attacker already in your system/SEED, they know the refreshed GIA as well, making this program useless against hackers currently diving in your system or brain.

If you are attempting a *back-hack* against someone with a *GIAS*, you make a Computer Use check against the ProgDC to in order to circumvent the *GIAS*. If you fail to beat the ProgDC, the *back-hack* fails and you cannot try again until the next dive attempt.

Advanced Versions: Because GIA resets are developed to fight *tracer* programs and *back-hacks*, higher ProgDCs make it difficult for *tracerto* to succeed.

Version	Price	DC	ProgDC	Effect
2	400	15	13	—
3	850	19	17	—
(2 slots)				
4	2,500	23	21	—
(2 slots)				
5	9,000	25	23	—
(3 slots)				
6	14,000	30	28	—
(4 slots)				

Hyper-Ware

Keywords: Invasion, Stealth, Unique

Program Slots: 1+

Market Price: 200

Computer Use DC: 15

ProgDC: 10

Action: Action

Choose two instructions when you program the malware, and state how many rounds will elapse before the malware activates: it will automatically follow those instructions at the start of your turn on that round (you can set it to go off instantly). If the malware contains an instruction requiring a d20 roll (whether a saving throw, skill check, or attack roll) that becomes a “condition for success”. If one or more conditions for success occur, the hyper-ware is considered successful and goes inert. If all conditions for success fail, the hyper-ware restarts its instructions from the beginning. Obviously, this means the more conditions, the greater chance the malware will not reset.

A hyper-ware runs through all its instructions as part of its action on either its turn or on its creator's, unless one instruction is required to finish before another starts up.

Advanced Versions: Advanced versions of this virus allow you to embed more instructions. These activate sequentially, not simultaneously, in the order you designate. When one effect ends, the next activates automatically at the start of your next turn.

Version	Price	DC	ProgDC	Effect
2	400	20	13	2 instructions
3	1,200	25	19	3 instructions
4	4,000	29	21	4 instructions

KEY FOB SIMULATION

Keywords: Unique

Program Slots: 1 **Market Price:** 400

Computer Use DC: 15 **ProgDC:** 13

Action: Action

Requirement: You must know the target vehicle's GIA.

With this program installed, your SEED simulates a vehicle's key fob, which is required to access windows, doors, and the vehicle's ignition. In addition to the vehicle's GIA, you will also need to know the VIN of the target vehicle. If you have the key fob in your possession, the program will duplicate the VIN automatically when you activate it; otherwise, the program requires 2d4 rounds to acquire the VIN of a civilian vehicle (military VINs are located on secure servers and cannot be accessed by unauthorized programs: to drive a military vehicle, you must have the key fob or have direct access to its server). You gain access to all the vehicle's functions at the start of your turn on the round that you acquire the VIN. The program cannot be used again until this process is complete.

Kick / Dump

Keywords: Invasion

Program Slots: 1 **Market Price:** 400

Computer Use DC: 15 **ProgDC:** 13

Action: Action

This program deletes another program currently residing in a specific program slot. Only single-slot programs can be targeted. You must still beat the program's ProgDC in order to delete it.

Advanced Versions: Advanced versions of this virus allow you to delete larger programs, or more than one program at a time: if deleting multiple programs, you must be able to affect all that program's slots.

Version	Price	DC	ProgDC	Effect
2	850	19	17	2 slots
3	2,500	23	21	3 slots
4	12,000	27	25	5 slots

Memory Erasure Plug

Keywords: Invasion / Personal

Program Slots: 1 **Market Price:** 650

Computer Use DC: 17 **ProgDC:** 15

Action: Bonus action

You select a specific memory in the target's flash memory or real memory (up to 10 minutes' worth). When you activate this program, it erases those selected memories. If you are using this as an invasion program, you must locate the memory with a Computer Use check or a search algorithm program before you can delete it.

Multi-Attack Suite

Keywords: Invasion, Unique

Program Slots: 3+ **Market Price:** 2,500

Computer Use DC: 23 **ProgDC:** 21

Action: Action

This program is a custom-creation of pre-designed attack algorithms and firewall breakers. You are able to fire it off and have it act while you plan a different attack. You may implant up to two instructions, but the only talents you can include are hotkeys. These instructions all go off in sequence as part of the action when you activate the program. When this program is activated against a target, all of the program's attacks must be against that single target. The program's attacks can still be traced back to you. After you activate a *multi-attack suite*, it cannot be used again for one minute.

Special. You can install this program into a system/SEED other than yours and activate it remotely. The target cannot use the program themselves: you set it to either activate as soon as installed (against a target you designate) or in response to a pre-determined event. The source of the attack is considered to be the second system instead of you and can be configured to attack the target or target another target.

Advanced Versions: Advanced versions allow you to implant more instructions—they still cannot hold talents other than hotkeys.

Version	Price	DC	ProgDC	Effect
2	9,000	25	23	3 instructions
3	14,000	30	27	4 instructions

Non-Vocal Communication

Keywords: Benign

Program Slots: 1 **Market Price:** 200

Computer Use DC: 12 **ProgDC:** 10

Action: None

This program uses neural input and a print of your voice to synthesize SEED-to-SEED communication without the need of speech. Once you activate the program, anyone

you are communicating with electronically can hear you perfectly without the need for you to speak.

Open Conference

Keywords: Benign, Fabrication

Program Slots: 1 or 2 **Market Price:** 200

Computer Use DC: 12 **ProgDC:** 10

Action: Action

You or the server becomes the host of a conference call, with a maximum of 100 participants (including you). You (or a designated moderator) can invite, kick, ban, mute, or give moderator privileges to any member of the conference as a free action. Communication is voice- and text-only by default, but by allocating a second program slot to the program at the time of activation, you can create a very basic virtual reality environment for the conference.

Phantom Cookie

Keywords: Benign, Fabrication

Program Slots: 2 **Market Price:** 200

Computer Use DC: 12 **ProgDC:** 10

Action: Action

You create an artificial reality users can interact with in the real world. The complexity of the illusion depends of the cost and DC. The base difficulty only allows an auditory and visual simulation and is usually limited to a single image (such as a piece of furniture or a person). The image, although appearing completely real, contains metadata that identifies it as illusory to SEEDs. A SEED can be configured to auto-accept or auto-deny *phantom cookies* or only accept them from trusted sources. Because *phantom cookies* are location specific, anyone within 250 feet can see the image if they accept the program. Total Immersion versions of the program often network several *phantom cookies* to cover large areas, for training scenarios or MMO games.

Simulation	DC Modifier	Program Slot Increase
Tactile	+10	+1
Olfactory/Taste	+5	0
Illusion is a single large object	+2	0
Illusion/s occupies an entire room	+4	+1
Total Immersion (everything within 250 feet)	+10	+1

Picture-In-Picture Satellite

Keywords: Personal

Program Slots: 1

Market Price: 650

Computer Use DC: 17

ProgDC: 15

Action: Action

This program creates a floating window in your vision from an overhead satellite. The image is a real time view of your position and up to 100 feet around you. You can view the entire region that is not under concealment. The satellite cannot look through walls or under the ground as public satellites don't permit thermal imagery. You cannot move the view from your position, and it tracks with your movement. This mean it's obviously extremely difficult to be snuck up on. You gain a +3 bonus to Wisdom (Perception) within the region. This effect has no expiry.

Program Replication

Keywords: Personal

Program Slots: 3

Market Price: 1,200

Computer Use DC: 25 **ProgDC:** 19

Action: None

This program tracks your actions and movements and is able to replicate them. This program repeats your last firewall attack, hotkey, or Computer Use skill check. You don't have to program a specific instruction—it only replicates your last action or bonus on your same turn. It only replicates one instructions, even if your last action/bonus action contained multiple effects. After you use program replication, at the beginning of your next turn, roll 1d10—on a 10, this program resets and can be used again. This extends to 9-10 on your next turn, 8-10 on the following turn, and so on until this program resets.

Relay Input

Keywords: Benign, Personal

Program Slots: 1

Market Price: 500

Computer Use DC: 17 **ProgDC:** 15

Action: Swift

You can transmit any or all of your sensory inputs to any number of allies whose GIAs you know and who also have this program. The ally can only experience either your senses or their own, but can switch between them at any time as a free action.

Remote Controller

Keywords: Personal

Program Slots: 1

Market Price: 200

Computer Use DC: 12 **ProgDC:** 10

Action: Action

This program enables you to remotely activate a robot that is normally under your control (you must link the robot to the software with special access codes before it can be controlled). You can activate the robot as long as it is in open range. You always know the GIA of a robot tied to your *remote controller*.

Special. If you have class abilities or talents that enable you to activate robots faster, this program can be activated using the same type of action.

Advanced Versions: Advanced versions of this program enable you to activate more than one robot with a single action.

Version	Price	DC	ProgDC	Effect
2	850	19	17	2 Robots
3	4,000	23	21	3 Robots



Scanner

Keywords: Invasion

Program Slots: 1

Market Price: 200

Computer Use DC: 12

ProgDC: 10

Action: Bonus action

This program scans the target to identify weaknesses and strengths as well as non-concealed memories. After the program activates, it reveals the following:

- Brand and abilities of the SEED.
- Brands and abilities of all firewalls.
- All abilities of the character/monster.
- All programs currently in the SEED.
- All implants currently in the SEED.

It does not reveal ProgDCs or infected malware.

Search Algorithm

Keywords: Benign / Invasion

Program Slots: 1

Market Price: 200 / 400

Computer Use DC: 12 / 15

ProgDC: 10 / 13

Action: Bonus action

This common program assists your search for a piece of online information. When you activate the program, define the search parameters: the program makes a Computer Use check using your bonus each round at the start of your turn until it either finds the requested information or determines that the information does not exist in the target system. The benign version of the program can only search unprotected or openly shared systems. The invasion version can trawl through encrypted systems, as well as the target's flash memory. The DC is determined by the GM.

Sensory Transfer

Keywords: Invasion, Personal, Unique

Program Slots: 2

Market Price: 850

Computer Use DC: 19

ProgDC: 17

Action: Action

This program transplants an individual's (including your own) sensory input from one location to another. The target's auditory, optical, tactile, and/or olfactory inputs are transferred either into a simulated environment already running elsewhere, or into another body (in either case, the subject body or environment must not be currently firewalled). If the destination body already contains a consciousness, the target has no control over the subject. If the body is an empty prosthetic or robot, the target gains control over the functions of the machine. During this time, the target does not experience their own sensations from the transferred senses, only those from the subject location. If the target is already transferring their senses elsewhere, this program can also be used to hijack their telepresence. If the transfer is involuntary, it lasts until the end of your next turn but can be sustained as a bonus action. If the transfer is voluntary, it lasts until you or the other party severs the connection. If either party goes paranoid, the

connection ends. *Sensory transfer* can only affect one target at a time, and can only be used once per encounter (or five minutes).

Shroud

Keywords: Personal

Program Slots: 1

Market Price: 200

Computer Use DC: 12

ProgDC: 10

Action: None

When you obtain this program, choose any other program: this program appears to be the chosen program on all system scans. Select one other program on your system: that program is invisible to all scans (the program slots it occupies do not even appear to exist). The target program can only be located or deleted by first deleting the *shroud*.

Spyware Blocker

Keywords: Personal

Program Slots: 1

Market Price: 650

Computer Use DC: 17

ProgDC: 15

Action: None

You prevent outside brains, servers, and programs from knowing your current hardware and programs. This program runs continuously and does not turn itself off. It prevents hackers from using programs to determine the details of your firewall (including defense value). Attackers also cannot scan for the model and capabilities of the SEED.

Target ID

Keywords: Benign, Personal

Program Slots: 1

Market Price: 200

Computer Use DC: 12

ProgDC: 10

Action: None

While this program is in your system, you broadcast your location to non-paranoid allies anywhere in the world, and you are clearly designated as an ally while within line of sight of them.

Target Pattern Analysis

Keywords: Personal

Program Slots: 1

Market Price: 200

Computer Use DC: 12

ProgDC: 10

Action: Bonus action

You must activate this program before making a dive against an opponent. The program analyzes every firewall you breach against the target. After you successfully breach all the target's firewalls, you gain a +1 bonus to attack these firewalls for 1 hour.

Tracer

Keywords: Personal

Program Slots: 2

Market Price: 400

Computer Use DC: 15

ProgDC: 13

Action: Action

If you receive an incoming communication or detect a dive in your system or brain, you can activate this program to trace the location of the incoming connection. If the attacker has a *GIA scrambler*, compare the ProgDC of your *tracer* to the ProgDC of the *GIAS*. If the *GIAS* ProgDC is higher, you must make an Intelligence (Computer Use) check against it (as a separate action) to outsmart the scrambler before you can use *tracer* on it.

Once the search is complete, you know the target's GIA as well as its physical location on the planet. The target is considered to be within open range until the end of your next turn, at which point you lose the GIA of the target unless you are able to sustain it through other means (like line of sight or if you are currently in a dive) or if the GIA is fixed (like a server).

The time it takes to locate the source of the call or attack depends on where in the world the source is, measured in a number of rounds from the time you activate the program. If the target being traced disconnects the call or dive before the *tracer* completes its job, the trace fails. You learn the target's location at the end of your turn on the round the trace is complete.

If the target is running an *anonymizer*, tracer reveals the true GIA but a false location. Only if you suspect the location as false can you attempt an Intelligence (Computer Use) check against the *anonymizer* ProgDC to circumvent it.

Location	Time to trace
Within 250 feet	1 round
Between 250 feet and one mile	2 rounds
Between one mile and 50 miles	3 rounds
51-1000 miles	4 rounds
Beyond 1000 miles	5 rounds

Advanced Versions: Advanced versions have higher ProgDCs to combat *GIAS*. You also gain a bonus to your Intelligence (Computer Use) when attempting to circumvent a *GIAS*.



Version	Price	DC	ProgDC	Effect
2	850	19	17	+1
3	2,500	23	23	+2
4	9,000	25	23	+3
5	14,000	30	28	+4

Trans Router

Keywords: Personal

Program Slots: 1

Market Price: 850

Computer Use DC: 19

ProgDC: 17

Action: Action

While this program is in effect, all your dive talents, communications, and programs which access the internet are routed through network hubs and satellites to make tracing your signal more difficult. The basic router increases the time *tracer* programs require to locate you by +1 round. This program does not work against *back-hacks*.

Advanced Versions: Advanced versions have higher ProgDCs and increase the trace time.

Version	Price	DC	ProgDC	Effect
2	5,000	27	25	+2 rounds
3	14,000	31	29	+3 rounds

WORM

Keywords: Invasion

Program Slots: 1+

Market Price: 400

Computer Use DC: 15

ProgDC: 13

Action: Action

The basic worm is the most common malicious program found, with millions of different combinations available. A worm is not generally as complicated as other malware, and thus is usually only designed to do one thing. The worm contains two instructions that begin activating on the action the worm is implanted. The following instructions occur at the beginning of your next turn. Any further actions occur on subsequent turns (unless the talent has no action, like automation). If the worm is implanted by other means rather than a dive, it operates on its own initiative order. Of the two instructions the worm has, only one can be a hotkey or talent. The others can be commands or firewall attacks. After the instructions finish, the malware is rendered inert and remains until cleaned.

Advanced Versions: Advanced versions of this program increase the number of instructions you can place in the malware, including the number that can be hotkeys or talents.

Version	Price	DC	ProgDC	Effect
2	1,250	20	17	3 instructions, 1 talent
3	9,000	24	21	5 instructions, 2 talents
4	9,000	27	23	7 instructions, 3 talents
5	14,000	30	25	9 instructions, 4 talents

GENERIC PROGRAMS

Very different than the ones freedivers create, these are public-offered programs that divers generally don't have the time or inclination to make on their own, since this software is generally far more polished and easy to use than their own homebrew could be. All generic programs occupy one program slot.

Generic Program	Price	ProgDC
Accounting & Finance Software	600	16
Education & Training Software	500	15
Image Editor*	500	15
Open Workforce Suite*	550	15
Recovery / Repair Program	150	14
Secure Archives	150	22
Stress Test / Tweaker	350	17
Video Editor*	1,000	16
Wiki Algorithm	250	14
* This program can be chosen as a tool proficiency.		

Accounting & Finance Software

Although it requires effort, doing your own accounting can reap benefits. You must invest at least six hours a week working on your finances—if you do, you can increase your current money by 5%.

Education & Training Software

When you purchase an education package, you intend to learn things the old fashioned way. If you spend at least 20 hours a week learning a topic, at the end of five months, you pick up a tool proficiency or language.

Image Editor

This program gives you the capacity of creating or altering still images to such a degree as to convince

viewers the photos was taken authentically. It can also be used for artistic purposes.

Secure Archives

For those extra paranoid, there are password managers and secured archives. You can place all your important documents and passwords behind their own firewall. You cannot place large files like memories within secure archives. A hacker must beat the ProgDC (22) with a Intelligence (Computer Use) check to access secure archives. If the hacker fails, the DC increases by 1 and continues until DC30. After a day, it reverts back to 22.

Stress Test / Tweaker

This program is reserved for advanced programmers and engineers that want to tweak their SEED and increase its capacity. Each time you finish a long rest, you can attempt a DC20 Intelligence (Computer Use) check to gain 2 additional program slots, a +1 bonus to one firewall, or a +1 bonus to either firewall attacks or dive-related saving throws you set. If you fail the check by 5 or more, you SEED crashes, you go into paranoid mode, and cannot reactivate your SEED until you finish another long rest.

Video Editor

This program gives you the capacity of creating or altering video, adding in elements or removing them. It can also be used to create appealing videos.

Wiki Algorithm

This program is a search engine to the greatest online repository of human knowledge. If you take five minutes using it, you gain a +5 bonus to your next Intelligence (Investigation) check provided the answers are held in public archives.

Workforce Suite

This program allows you to compose documents, create spreadsheets, as well as other general office work.

Recovery / Repair Program

This program allows the repairing of damaged archives, documents, or memory files. If a file is damaged or corrupted by an external effect, you can attempt a DC15-25 Intelligence (Computer Use)—set by the GM—check to recover the file. The process takes between one and six hour.





SIX: OPPONENTS

In the future, regardless of the environment or the motivation, the only true enemy is man. Mutants and aliens from another dimension have not invaded to unite the masses behind a common foe. Opponents are varied and committed.

FIREWALL DEFENSE (FW)

All opponents in this setting feature an Firewall defense, or FW. Opponents from other sources (such as Ultramodern5) that do not have listed FD use their AC as their Firewall Defense (+1 if the opponent should be proficient in digital encounters).

ROBOTICS

Robots can be automated or remote controlled. The vast majority of these machines do not resemble any creature on the planet, especially human, being designed chiefly for efficiency rather than appearance. Various companies sell these models to private contractors, mercenaries, governments, and even rival corporations. One can find these items on the black market, assembled from stolen plans and used parts.

Control Bonus

An autonomous robot uses its control bonus in place of a proficiency bonus for all purposes. If you are remotely

controlling the machine, you use your control bonus (equal to your proficiency bonus plus any applicable modifiers) instead of the robot's whenever you would be proficient in the remote task, even if the robot's would normally be higher. If you are not proficient in the task yourself, you do not get to add any control bonus. In the robot's stat block, its bonuses will be listed both without the default control bonus and with it (in parentheses).

Hit Points

Robots reduced to zero hit points are disabled until repaired, not destroyed, unless there is damage remaining from the attack equal to or greater than the robot's hit point maximum. Each attack on a disabled robot that deals 20 or more damage but does not destroy it imposes a cumulative -1 penalty to attempts to repair the robot.

Initiative

Robots use their own initiative unless they are being controlled remotely.

Upgradeable

Some robots require additional parts to be effective, i.e. weapons. You must acquire these weapons separately.

BOX HOUSE DROID

The traditional house droid was not the first mass-marketed robot ever sold to consumers, but it was the most well known. Old models rolled on treads or three spherical wheels and had a single arm for articulation. It could answer doors, do laundry, and cook meals. It was literally a box, with little style or thought into a pleasing design. Despite none of the modern models being box-shaped, the term still applies. The majority of newer models are built with feng shui in mind and are far more consumer-friendly. Where these robots are installed, automated locks allow it to move between rooms and open doors without having to lift a finger. Few models sport legs and most use a gyroscopic balanced wheel system them which allows them to climb without needing legs.

BOX HOUSE DROID

Small construct, unaligned

Armor Class 16 (armor) **Firewall defense** 16

Hit Points 27 (5d8+5)

Speed 40ft.

Control Bonus +2

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	12(+1)	3(-4)	8(-1)	1(-5)

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses passive perception 9

Languages none

Challenge 1 (200 XP)

Upgradeable. The box house droid has an arm which can hold a one-handed small arm.

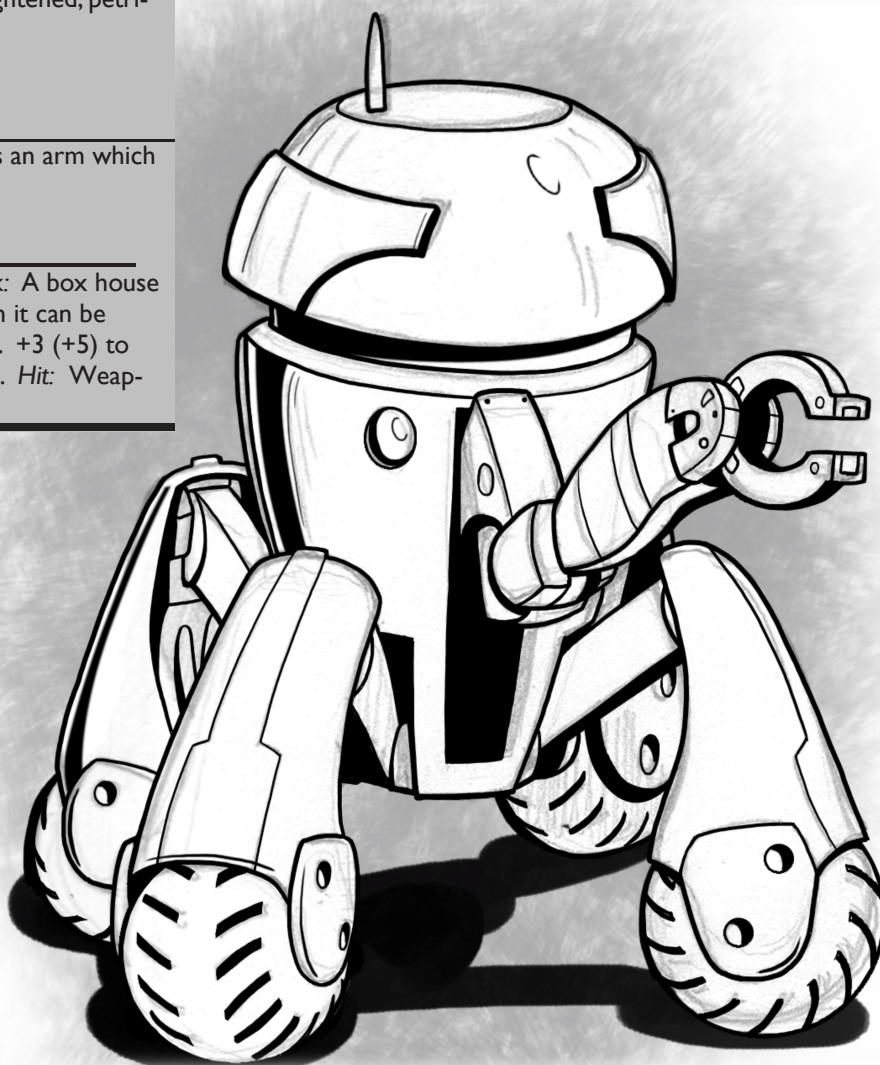
Actions

Ranged Weapon. *Ranged Weapon Attack:* A box house droid has no standard weapons, though it can be given one (one one-handed small arm). +3 (+5) to hit, range based on weapon, one target. *Hit:* Weapon damage +3.

BOX HOUSE DROID LORE

A character knows the following information with a successful Intelligence (Engineering) check.

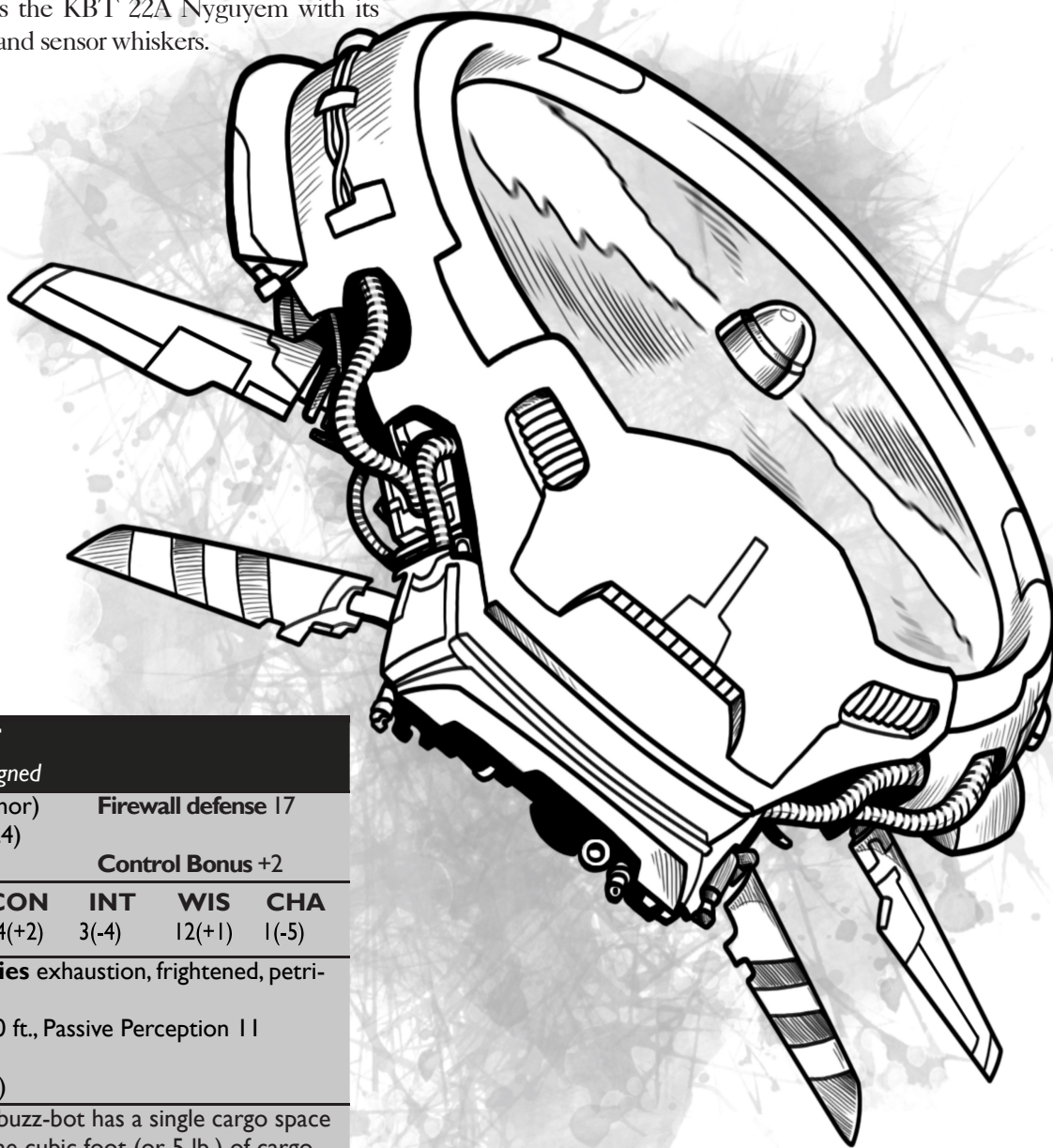
DC15: There has never been a case of house droid homicide in the history of home robots. Not once has a robot ever taken the life of its owner. However, there was one incident in Argentina where a Phyrine Markoph model failed to inform emergency services when its owner suffered a major heart attack. Another incident in Denmark involved a similar Markoph that locked all the house doors when an electrical fault sparked a fire, killing a family of three. Phyrine insists these incidents are unrelated.





BUZZ-BOT

Built from a dozen different companies, the buzz-bot is the umbrella name for all automated flying craft. The model most people think of is the KBT 22A Nyguyem with its signature central fanjet and sensor whiskers.



BUZZ-BOT

Medium construct, unaligned

Armor Class 17 (armor)

Firewall defense 17

Hit Points 51 (6d8+24)

Speed —, fly 70 ft.

Control Bonus +2

STR	DEX	CON	INT	WIS	CHA
8(-1)	18(+4)	14(+2)	3(-4)	12(+1)	1(-5)

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 120 ft., Passive Perception 11

Languages none

Challenge 3 (700 XP)

Capacity. The small buzz-bot has a single cargo space where it can hold one cubic foot (or 5 lb.) of cargo (or explosives).

Eyes in the Air. The buzz-bot transmits all visual and auditory input to its controller. The controller can make a Perception check instead of the robot.

Upgradeable. The buzz-bot has a weapon turret in which you can install a two-handed small arm and up to three additional clips.

Actions

Ranged Weapon. *Ranged Weapon Attack:* A buzz-bot has no standard weapons, though it can be given one (one one-handed small arm). +4 (+6) to hit, range based on weapon, one target. *Hit:* Weapon damage +4.



BUZZ-BOT, LARGE

Large construct, unaligned

Armor Class 18 (armor) **Firewall defense** 18

Hit Points 136 (16d10+48)

Speed —, fly 120 ft.

Control Bonus +4

STR	DEX	CON	INT	WIS	CHA
8(-1)	20(+5)	16(+3)	3(-4)	14(+2)	1(-5)

Skills Perception +2 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned

Saving Throws Dex +4 (+8)

Senses darkvision 120 ft., Passive Perception 12 (16)

Languages none

Challenge 10 (5,900 XP)

Capacity. The large buzz-bot has a crew module where it can hold up to 2 people or 400 lb. of cargo (or explosives). It does not have manual controls.

Eyes in the Air. The buzz-bot transmits all visual and auditory input to its controller.

Upgradeable. The buzz-bot has a weapon turret in which you can install a heavy weapon and three additional clips

Actions

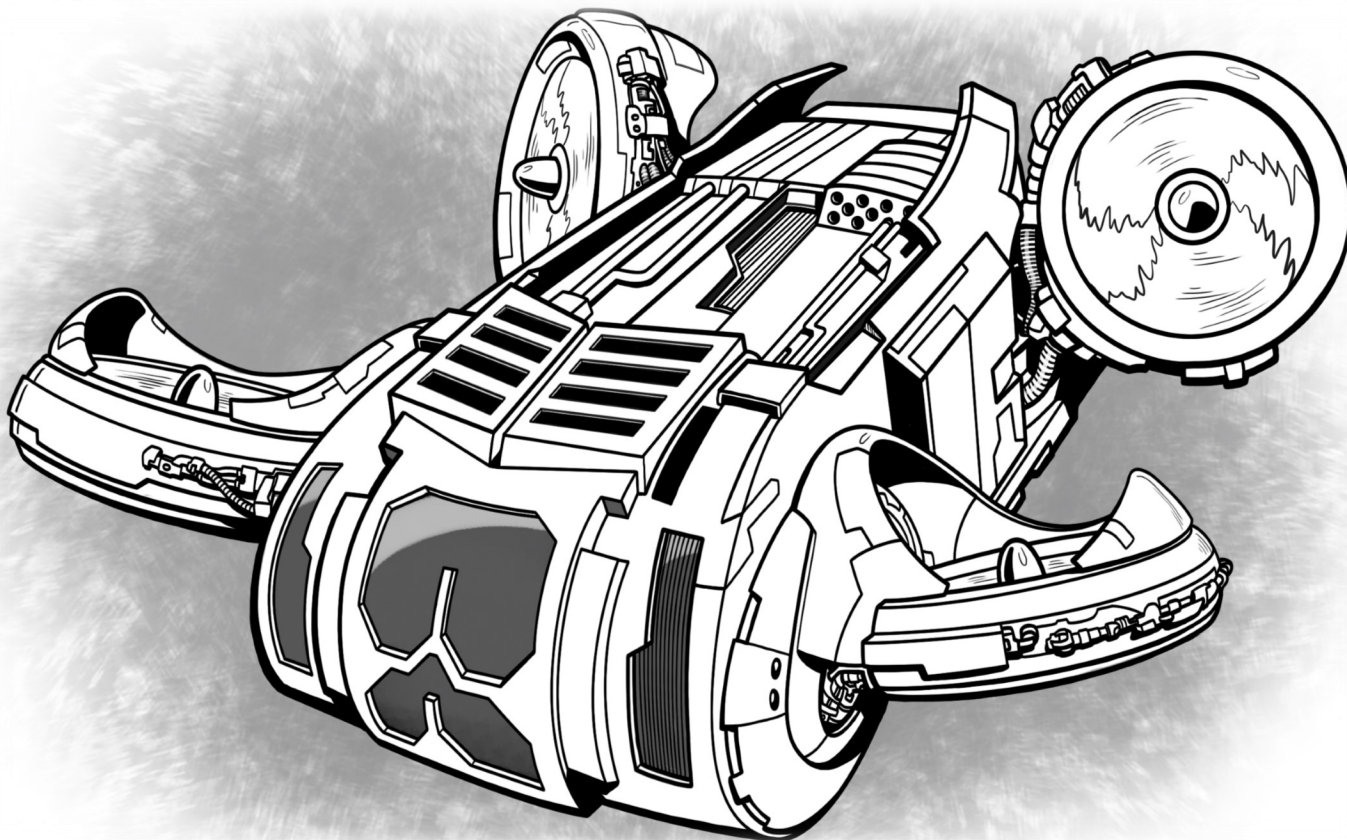
Multiattack. The large buzz-bot makes five attacks with its ranged weapon.

Ranged Weapon. *Ranged Weapon Attack:* A large buzz-bot has no standard weapons, though it can be given one (one two-handed small arm). +5 (+9) to hit, range based on weapon, one target. *Hit:* Weapon damage +5.

BUZZ-BOT LORE

A character knows the following information with a successful Intelligence (History) check.

DC15: Buzz bots were the first mass-produced automated robots ever adorned with weaponry with the purpose to cause bodily harm to a human being. The first deployment in urban pacification during the 2028 Olympics was met with harsh protest. Two weeks into operation, they claimed their first kill. Despite the death being warranted at the time, outcry forced them off the shelves, were they remained for twenty years before being re-released, this time to virtually no objection. The original sixty-year-old initial run models can still be found in operation today.





DRUM DRONE

A barrel with four legs and guns makes the drum drone one of the most primitive robots still in mass production today. With an original design dating back nearly a hundred years, the drum drone remains popular with corporate security. A lesser-known larger model is currently being distributed in limited numbers.

DRUM DRONE

Medium construct, unaligned

Armor Class 19 (armor) **Firewall defense** 19

Hit Points 104 (16d8+32)

Speed 40ft.

Control Bonus +3

STR	DEX	CON	INT	WIS	CHA
14(+2)	20(+5)	15(+2)	3(-4)	14(+2)	1(-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses Passive Perception 12

Languages none

Challenge 8 (3,900 XP)

Turret. The drum-drone has a weapon turret in which you can install two two-handed small arm and three clips.

Pinning Fire. Any target the drum drone hits with its ranged attack cannot move any closer to the drum drone on its turn.

Actions

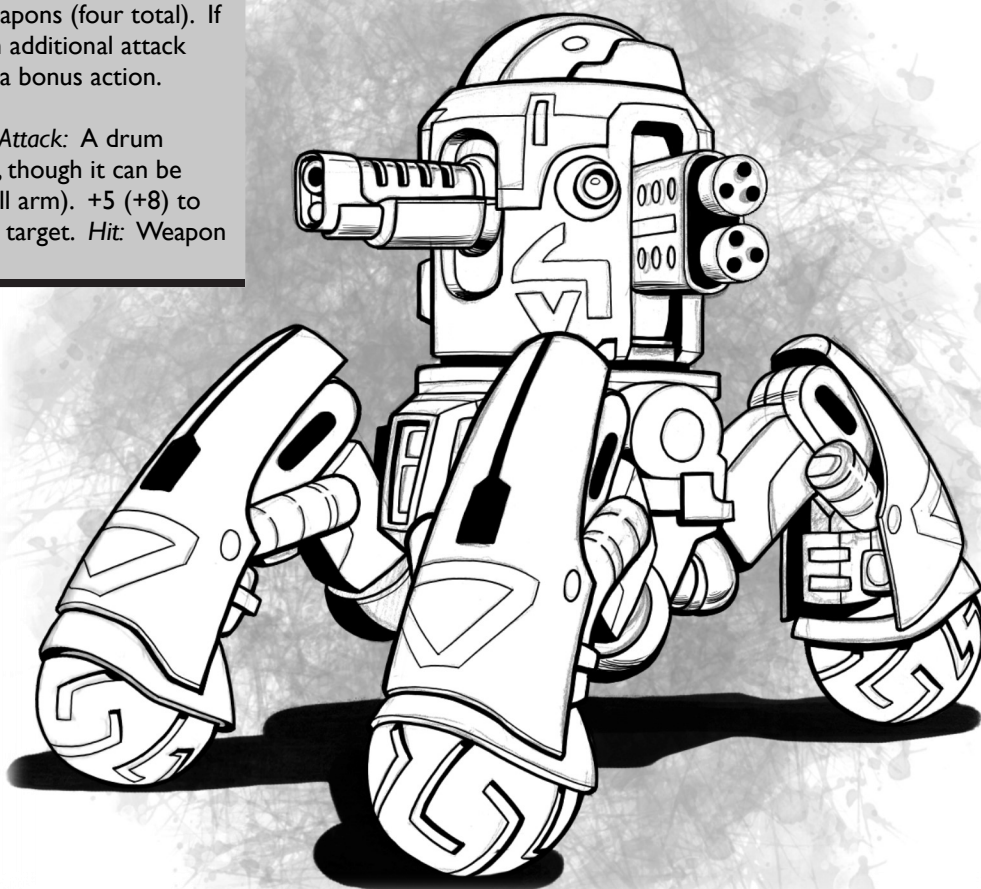
Multiattack. The drum drone makes up to two attacks with each of its ranged weapons (four total). If one attack hits, you can make an additional attack with the alternate weapon with a bonus action.

Ranged Weapon. *Ranged Weapon Attack:* A drum drone has no standard weapons, though it can be given one (one two-handed small arm). +5 (+8) to hit, range based on weapon, one target. *Hit:* Weapon damage +4.

DRUM DRONE LORE

A character knows the following information with a successful Intelligence (Engineering) check.

DC15: The initial prototypes are the oldest robots still in operation. These initial models had a tendency to overheat if left on after their recommended 12-hour shift and pop their chips off their motherboard. This led to some odd behavior for older models.



FELTERNATIONAL DEFENSE ROBOTS

Felternational dove into the robotic field with a limited production line of defense robots. These eventually sold so well, they expanded into their own division, despite only building two models. The Class B Armored Defender (B-AD) is a small sphere that can roll across the ground and open to deploy arms, legs and guns. The more well-known bodyguard series is a common sight escorting business executives.

CLASS B ARMORED DEFENDER

Small construct, unaligned

Armor Class 18 (armor) **Firewall defense** 18
Hit Points 76 (17d8)
Speed 40ft. **Control Bonus** +4

STR	DEX	CON	INT	WIS	CHA
12(+1)	20(+5)	10(+)	3(-4)	14(+2)	1(-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned

Skills Perception +6

Saving Throws Dex +9

Senses darkvision 60 ft., Passive Perception 16

Languages none

Challenge 9 (5,000 XP)

Class Link: Up to two B-AD can be operated from the same remote and can be activated on the same action.

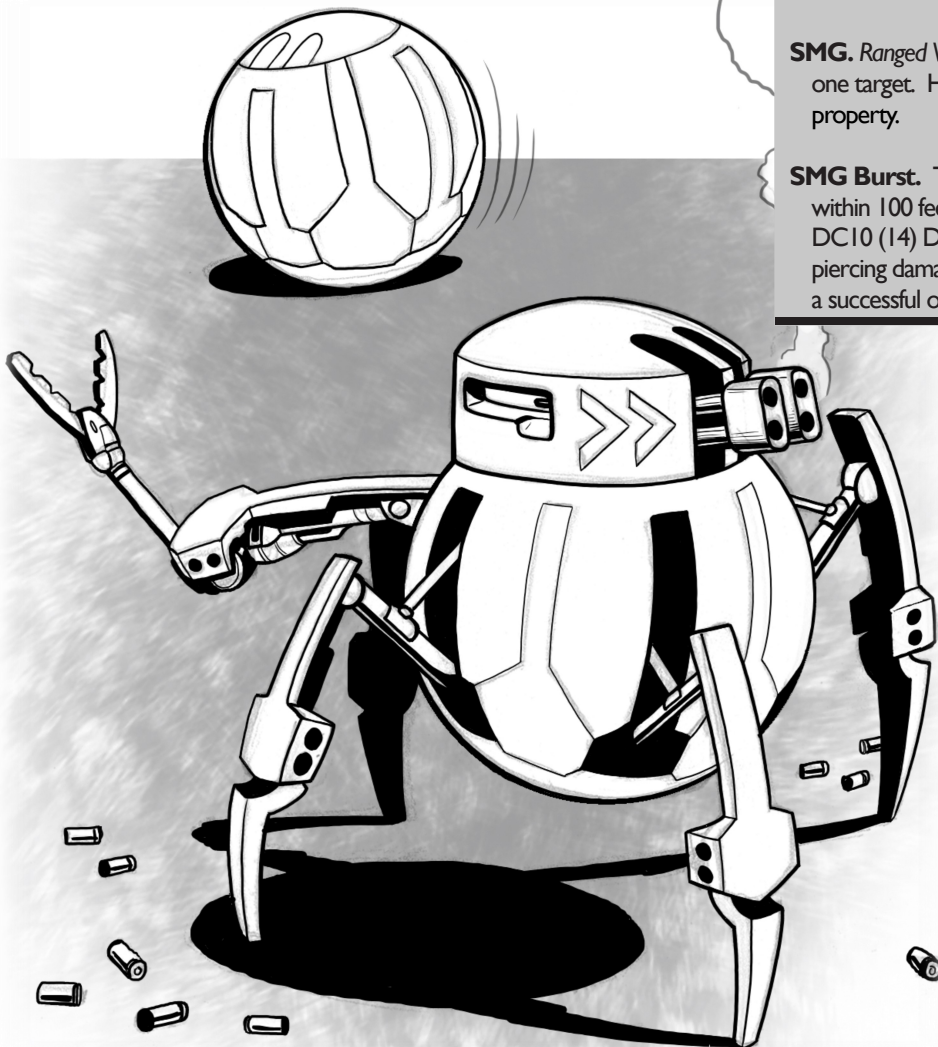
Spheroid: The class B can use an action to change to or from a sphere. As a sphere, it's AC increases to 20, but it can make no SMG attacks. It's speed also increases to 60 ft.

Actions

Multiattack. The class B makes four SMG attacks.

SMG. *Ranged Weapon Attack:* +5 (+9) to hit, range 80/160 ft., one target. Hit: 16 (2d10 + 5). This weapon has the AP property.

SMG Burst. The class B targets a 10-foot radius sphere within 100 feet. Each creature in that area must make a DC10 (14) Dexterity saving throw, taking 25 (4d10+5) piercing damage on a failed save, or half as much damage on a successful one.





XR-O BODYGUARD ANDROID

Medium humanoid construct, unaligned

Armor Class 20 (armor) **Firewall defense** 20
Hit Points 120 (16d8+48)
Speed 30ft. **Control Bonus** +4

STR	DEX	CON	INT	WIS	CHA
22(+6)	22(+6)	16(+3)	10(+0)	14(+2)	7(-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned

Skills Perception +2 (+6)

Saving Throws Dex +6 (+10)

Senses darkvision 120 ft., Passive Perception 12 (16)

Languages One language (usually English)

Challenge 12 (8,400 XP)

Programmed Protector. As a bonus action, the XR-O can target one ally within five feet. Both the XR-O and the target share the android's AC and Dexterity bonus (unless the ally's is higher). Any damage from successful attacks on either target is taken by the XR-O. The only way for the target to take direct damage is for either the target or the bodyguard android to move more than five feet away. The XR-O's defense includes area attacks.

To Safety. If the XR-O moves, it call pull one ally within five feet of it with it. This movement does not provoke an opportunity attack.

Actions

Multiattack. The XR-O makes any combination of six attacks of its *slam* or *pistol* attacks.

Slam. *Melee Weapon Attack:* +6 (+10) to hit, reach 5ft., one target. *Hit:* 11 (1d10+6) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +6 (+10) to hit, range 200/800 ft., *Hit:* 11 (1d10+6) piercing damage.

FELTERNATIONAL DEFENSE ROBOT LORE

A character knows the following information with a successful Intelligence (Engineering) check.

DC15: The XR-O has been nicknamed "Woody" in reference to Woody Woodpecker. Since most XR-Os look identical, they are often elaborately colored to distinguish them. It is one of the most recognizable examples of a humanoid but not human-looking robot and as such is often the poster-robot for the entire industry. Later models, though maintaining the same visual design, contained more advanced brains with several even able to carry conversations with their wards. Some owners have kept their XR-Os for decades and swear their models exhibit traits beyond its programming, even to the extent of personality quirks.



KAARIS

COMPANION LINE

The KAARIS reputation for quality is world renown. Their patented SynSkin is considered the most realistic imitator of human flesh in the world. Before they moved into the prosthetic field, they perfected their technique on a line of companion robots. Sixty years later, they are still improving upon the original. The current evolution of the basic model, KCA-SSS, is available in three models (Samantha, Serena, and Shane) and after five years on the market, the waiting list is still twelve months.

On the other end of the spectrum, the exotic and expensive Full Service Protector, available in Jessica and James models, is less seen and considered the prize possession of those that can afford them. The limited edition successor of this model, the FSP-2X, fetches a price range in the millions.

KAARIS KCA-SSS

Medium humanoid construct, any alignment

Armor Class 19 (armor) **Firewall defense** 19

Hit Points 104 (16d8+32)

Speed 30ft.

Control Bonus +3

STR	DEX	CON	INT	WIS	CHA
18(+4)	24(+7)	15(+2)	10(+0)	16(+3)	16(+3)

Condition Immunities exhaustion, frightened, petrified, poisoned

Skills Performance +3 (+6), Persuasion +3 (+6)

Saving Throws Dex +7 (+10)

Senses Passive Perception 13 (16)

Languages Three languages

Challenge 8 (3,900 XP)

Observant Companion. If the KCA takes an action to study an opponent, it gains an additional +2 bonus to all ability checks and attack rolls. This only works against opponents with an Intelligence higher than 5.

Striking Appearance. If a target is within 50 feet and is visible to the KCA, the KCA has advantage with Charisma (Persuasion) checks.

Actions

Multiattack. The KCA-SSS makes four slam attacks.

Slam. *Melee Weapon Attack:* +7 (+10) to hit, reach 5 ft., one target. *Hit:* 13 (2d6+7) bludgeoning damage.





KAARIS FULL SERVICE PROTECTOR

Medium humanoid construct, unaligned

Armor Class 20 (armor) **Firewall defense** 20
Hit Points 120 (16d8+48)
Speed 30ft. **Control Bonus** +5

STR	DEX	CON	INT	WIS	CHA
20(+5)	28(+8)	16(+3)	16(+3)	16(+3)	18(+4)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned

Skills Acrobatics +8 (+13), Performance +4 (+9), Persuasion +4 (+9)

Saving Throws Str +8 (+13), Dex +8 (+13)

Senses darkvision 120 ft., passive Perception 13 (18)

Languages Three languages

Challenge 14 (11,500 XP)

Deployed Mode. As an action, the FSP can activate or deactivate deployed mode. In this mode, the FSP has advantage with Strength and Dexterity ability checks, saving throws, and attack rolls, but it also has disadvantage to all Charisma-based ability checks.

Programmed Protector. As a bonus action, the FSP can target one ally within five feet. Both the FSP and the target both share the FSP's AC and Dexterity saving throws. Any damage from successful attacks on either target is taken by the FSP. The only way for the target to take direct damage is for either the target or the FSP to move out of range. The FSP defense includes area attacks.

Actions

Multiattack. The FSP makes two *hindering slam* attacks or three concealed shotgun attacks.

Hindering Slam. *Melee Weapon Attack:* +8 (+13) to hit, reach 5ft., one target. *Hit:* 12 (1d8+8) bludgeoning damage, and the target is knocked prone.

Concealed Shotgun. *Ranged Weapon Attack:* +8 (+13), range 30/120 ft., one target. *Hit:* 16 (2d8+8) piercing damage. The concealed shotgun inflicts +5 damage if fired at 10 feet or closer. At long range, it only delivers half damage. On a critical hit, the target is pushed 10 feet and knocked prone. This weapon has the AP property.

Bonus Actions

Crippling Sweep. The FSP can make a *hindering slam* attack against each target in reach.

KAARIS COMPANION LORE

A character knows the following information with a successful Intelligence (History) check.

DC15: Kaaris droids are the only robots on the market that require mandatory markings of identity (like virtuanths), which can often confuse someone whether they are looking at a Kaaris companion or a much more advanced virtuant. Only the patterns of markings can distinguish them.

DC20: Kaaris base-models have no spark of personality. Despite their programmed affection and simulated emotional responses, they are still artificial and exhibit communication gaps when a conversation they are engaged in veers off the predicted path. To acknowledge the cliché, Kaaris androids are susceptible to illogical statements and unpredictable behavior.



KBT CALGAR

The original Calgar was a manufacturing robot called the Cato employed primarily in high-altitude construction. The follow-up Calgar is effectively a modified variant of that original design—a heavy lifter with virtually unmatched upper-arm strength.

KBT CALGAR

Large humanoid construct, unaligned

Armor Class 15 (armor) **Firewall defense** 15

Hit Points 111 (13d10+39)

Speed 40ft.

Control Bonus +3

STR	DEX	CON	INT	WIS	CHA
28(+8)	8(-2)	17(+3)	3(-4)	10(+0)	1(-5)

Condition Immunities exhaustion, frightened, petrified, poisoned.

Skills Perception +0 (+3)

Saving Throws Str +8 (+11)

Senses Passive Perception 10

Languages none

Challenge 7 (2,900 XP)

Cavity. The calgar has a built in cockpit. While inside, it provides cover but you have no reach while inside.

Tremendous Strength. If the calgar hits an enemy that it is grappling, the enemy suffers an additional 1d6 damage.

Pressure Rush. As a bonus action, the calgar can move 20 feet or make a crushing fist attack.

Actions

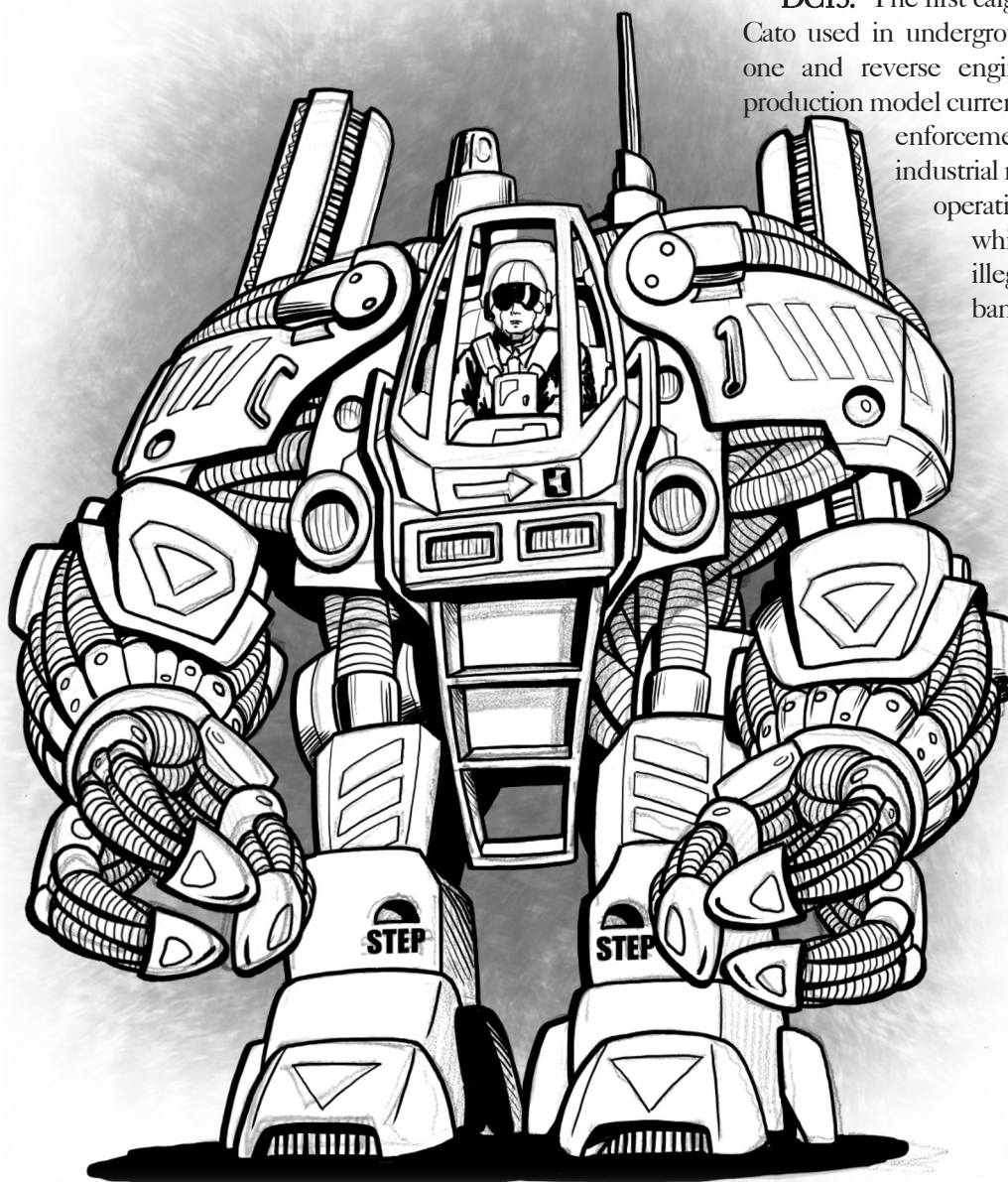
Multiattack. The calgar makes two crushing fist attacks.

Crushing Fist. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 16 (2d8+8) bludgeoning damage. The target is grappled (escape DC 18).

KBT CALGAR LORE

A character knows the following information with a successful Intelligence (History) check.

DC15: The first calgars were illegal modifications of the Cato used in underground robot fighting. KBT secured one and reverse engineered it in order to make the production model currently being used in military and law enforcement channels. In 2085, all KBT industrial robots were outfitted with a new operating system derived from the Calgar, which itself is based partially on the illegally modified OS used in the banned Cato combat model.





MAT WRATHE

The MAT WRATHE is a beetle-shaped robot employed in clandestine operations. Derived from a failed classified American espionage program, the MAT WRATHE has seen extensive duty in special weapons law enforcement teams.

MAT WRATHE

Small construct, unaligned

Armor Class 18 (armor)

Firewall defense 18

Hit Points 65 (10d8+20)

Speed 30ft.

Control Bonus +3

STR

DEX

CON

INT

WIS

CHA

10(+1)

20(+5)

14(+2)

3(-4)

14(+2)

1(-5)

Condition Immunities exhaustion, frightened, petrified, poisoned.

Skills Perception +2 (+5)

Saving Throws Dex +5 (+8)

Senses Passive Perception 12 (15)

Languages none

Challenge 5 (1,800 XP)

Applied Virulence. If an enemy suffers damage from the *dart rifle*, apply one of the following effects.

- The enemy must make a DC 12 [15] Constitution saving throw be poisoned for one hour. The target can attempt another save every minute.
- The enemy's speed is reduced by half for one minute.
- The enemy suffers an additional 12 (4d6) damage.

Reactive Camouflage. The MAT WRATHE can use an action to become invisible until the end of its next turn. If it attacks an enemy, it immediately becomes visible.

Variation. The MAT Wraith is also available in a Tiny model. This variant only has 32 hit points and half Hit Dice, but has a fly of 40 instead of a move of 40. It has no ground speed. All every statistics are the same (including cost).

Actions

Dart Rifle. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. Hit: 11 (2d6+5) piercing damage plus *applied virulence*.

MAT WRATHE LORE

A character knows the following information with a successful Intelligence (Sciences) check.

DC15: The initial WRATHE prototype was built from the nanoscale, assembly certain components being designed from the atom up. Modern engineering has allows this step to be automated, but the technology involved in its construction is extremely advanced. Attempts to reverse engineer this technology from captured WRATHEs have not proven successful and rivals are still searching for the MAT classified WRATHE construction facility



DEFENSE PLATFORMS

Walking mobile weapon systems, defense platforms are related to modern day armored vehicles and multi-ped tanks, except that they have a completely automated control system. Although many examples of modern warfare use automation as a backup, defense platforms come equipped with a manual interface only in case of emergency and even then, all they can do is shut the system down or input basic motor controls.

MOBILE PLATFORM

Medium construct, unaligned

Armor Class 17 (armor)

Firewall defense 17

Hit Points 65 (10d8+20)

Speed 50ft.

Control Bonus +2

STR

16(+3)

DEX

18(+4)

CON

14(+2)

INT

6(-2)

WIS

16(+3)

CHA

16(+3)

Condition Immunities exhaustion, frightened, petrified, poisoned.

Skills Persuasion +3 (+5)

Senses Darkvision 120 ft., Passive Perception 13 (15)

Languages None

Challenge 4 (1,100 XP)

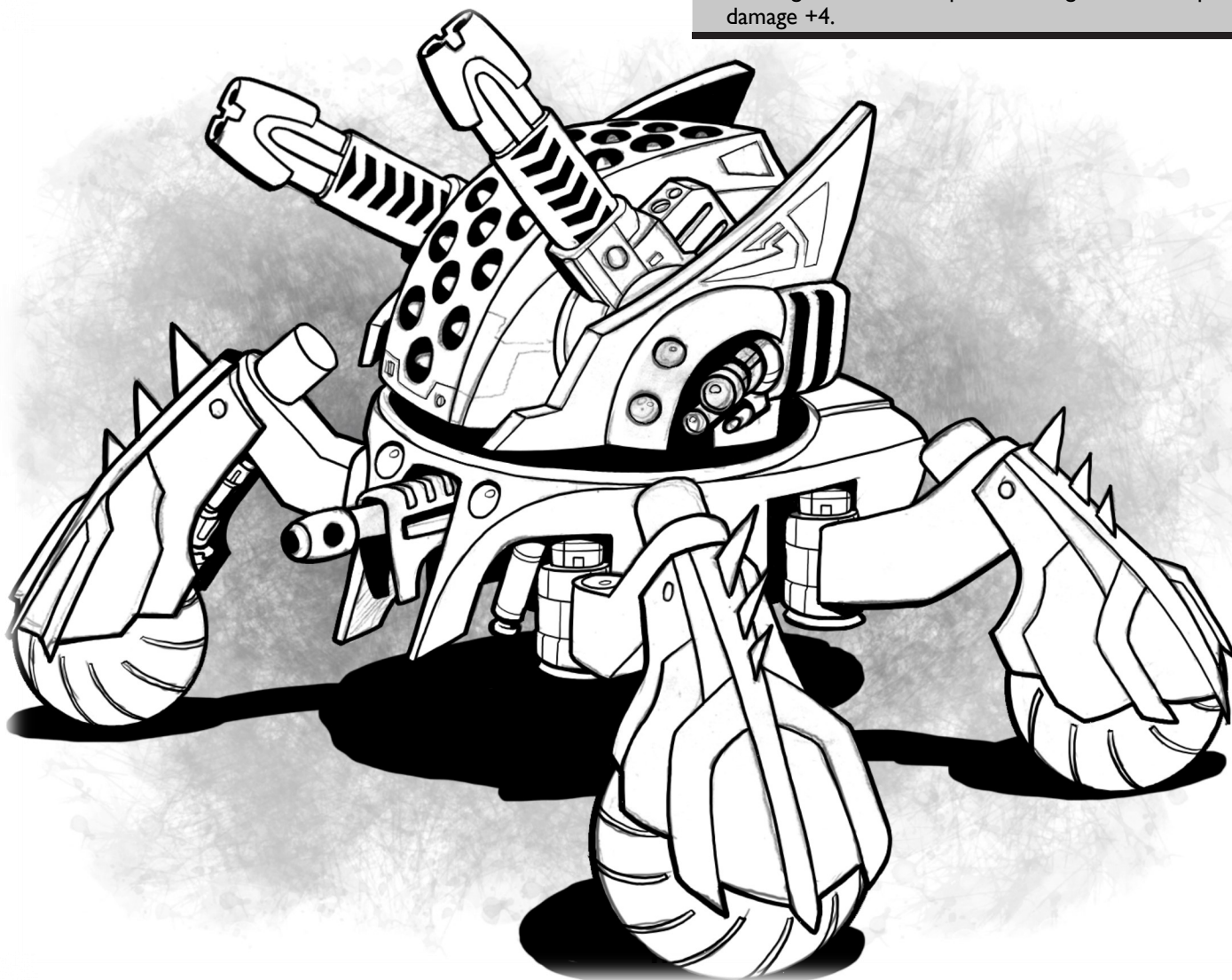
Platform. The platform can mount up to three two-handed small arms with three clips for each.

Sturdy Legs. The mobile platform does not reduce it's speed when moving through difficult terrain. Variations of the mobile platform are designed so they can support one person atop if needed.

Actions

Multiattack. The drum drone makes up to two attacks with its ranged weapons (four total).

Ranged Weapon. Ranged Weapon Attack: +4 (+6) to hit, range based on weapon, one target. *Hit:* Weapon damage +4.





STRONGPOINT PLATFORM

Huge construct, unaligned

Armor Class 19 (armor)

Firewall defense 19

Hit Points 200 (20d10+100)

Speed 40ft.

Control Bonus +5

STR	DEX	CON	INT	WIS	CHA
24(+7)	20(+5)	20(+5)	3(-4)	14(+2)	1(-5)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned.

Saving Throws Str +5 (+10)

Skills Persuasion +2 (+7)

Senses darkvision 120 ft., Passive Perception 12 (17)

Languages none

Challenge 16 (15,000 XP)

Cargo Space. The strongpoint can carry 500 lb. of gear or carry up to 2 passengers.

Platform. The platform can mount two heavy weapons or one super-heavy weapon. As the platform is Huge, a super-heavy is counted as two-handed small arm and a heavy weapon as a one-handed small arm for the purposes of movement and attack penalties. I can carry three clips for each weapon.

Sturdy Legs. The platform does not reduce its speed when moving through difficult terrain. Variations of the mobile platform are designed so they can support one person atop if needed.

Actions

Multiattack. The strongpoint makes six attacks if it has heavy weapons or four attacks with a super heavy weapon.

Ranged Weapon. Ranged Weapon Attack: +7 (+12) to hit, range based on weapon, one target. **Hit:** Weapon damage +7.

Slam. Melee Weapon Attack: +7 (+12) to hit, reach 10 ft., one target. **Hit:** 19 (3d8+7) bludgeoning damage, and the target is pushed 10 feet.

DEFENSE PLATFORM LORE

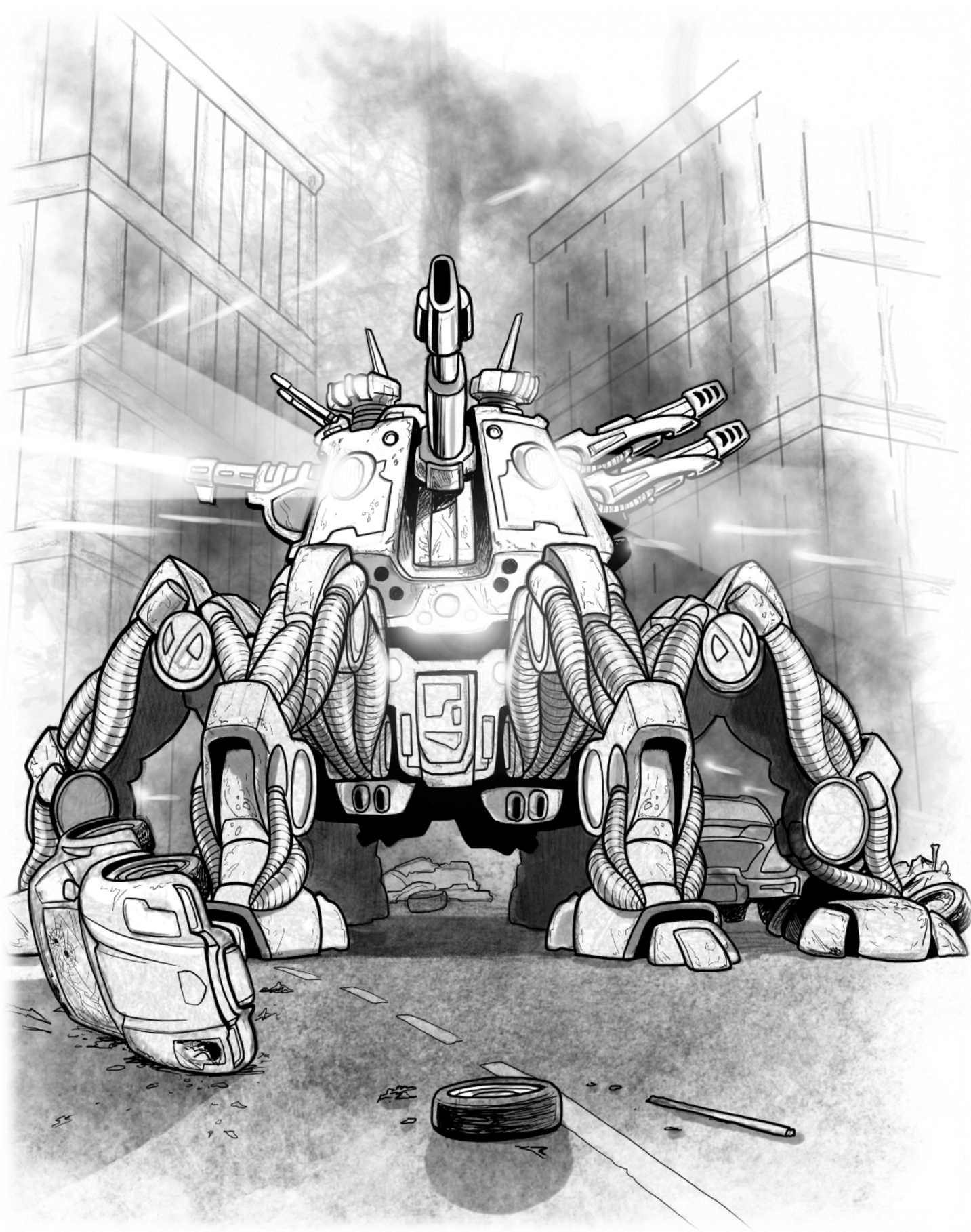
A character knows the following information with a successful Knowledge (History) check.

DC15: The initial concept of the defense platform was to create an intelligent “think-tank” that could operate on its own to enhance ground operations without placing additional soldiers in harm’s way. After initial prototypes proved successful, further models hit the wall of outcry bluntly, delaying their production for nearly thirty years. The final designs are a shadow of their previous potential. Rumors claim of few of these original prototypes are still intact, mothballed in American and Japanese warehouses.

DC20: Fastcore is secretly developing a heavy-class defense platform with a virtuant core processor. This model will not only improvise and compensate for changing battle conditions, it will also be able to slave remote a dozen smaller defense platforms as well.

I’ll employ this space to discuss inserting robots as opponents, which I believe most GMs will be doing a majority of the time. When making them balanced to their Challenge rating, I would implant the most powerful weapon the robot can hold. I would also not forget its damage and condition resistances/immunities. I would always assume the robot is autonomous, using its own Control Bonus, but placing it under the control of a higher level operator would not necessarily increase its challenge rating, as its damage output wouldn’t change. I also would not be against using the robot modification section earlier in this book to beef-up “customized” models to increase their lethality. And yet, I may STILL not increase its Challenge Rating—especially if it’s the sole opponent in combat. Some robots obviously are not physical opponents, so use them in their proper environment.

You’ll also notice common traits with robots—traits you can implement when designing your own. Most are on average faster than traditional opponents, have high physical attributes but weak mental ones. They don’t always feature high-damage attack; instead their speed lends themselves to multiple attacks. They all have condition immunities and higher challenges feature damage resistances and immunities. Their Hit Dice is dependent on their size, generally.



OPERATOR DROID

Available in Alice, Alfred, and Alex models, the operator series, produced by KBT, Phyrine, Rourke, MAT, and a half dozen smaller companies, are some of the most common androids in the business. They are also the only androids offered at volume discounts. Although they look human, they have inferior emotional range and only limited improvisational skills. They are not anatomically correct and are offered in permanent business suits, although with a wide variety of colors.

OPERATOR DROID

Medium humanoid construct, unaligned

Armor Class 14 (armor) **Firewall defense** 20

Hit Points 50 (12d8)

Speed 25 ft.

Control Bonus +3

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	11(+0)	20(+5)	20(+5)	10(+0)

Saving Throws Int +5 (+8), Wis +5 (+8)

Skills Computer Use +5 (+8), Engineering +5 (+8), History +5 (+8), Sciences +5 (+8), Perception +5 (+8)

Condition Immunities exhaustion, frightened, petrified, poisoned.

Senses passive Perception 15 (18)

Languages Fourteen languages

Challenge 6 (2,300 XP)

Agent Status. The operator droid can be used as a router for hacking by its controller. The droid appears to be the source of any hacks until its system is breached. Enemies *back-hacking* and/or *tracing* must locate the operator droid and break through its defense before moving on.

Primary Function. The operator has advantage with Computer Use, Engineering, History checks.

Slave Firewall. As a bonus action, the operator droid selects one ally within ten feet to gain a +1 bonus to his or her Firewall defense until the beginning of the operator droid's next turn.

Actions

Multiattack. The operator droid makes three slam attacks.

Slam. *Melee Weapon Attack:* +4 (+7) to hit, reach 5 ft., one target. Hit: 7 (1d6+4) bludgeoning damage.

OPERATOR DROID LORE

A character knows the following information with a successful Intelligence (History) check.

DC15: It is a lesser-known fact that the largest computer servers in the world like MCP, SIM, and Echelon all have operator droids slaved in series. This was hastily put into effect to offset the surge in SEED users on the planet. Echelon is rumored to have a thousand Alice droids in an office-building working together to take some of the stress off the primary server.



ROURKE SOLO ADVANCE DROID

Rourke's heavy hitter is this giant meant as a smaller alternative to Fastcore heavy assault TED-902. They offered it at a much lower price with the promise that, unlike the TED-902, the SAD is much more effective in urban pacification. Despite this promise, the SAD seldom saw civilian use and is an exclusive military model where it is deployed alongside ground teams.

ROURKE SAD

Large construct, unaligned

Armor Class 17 (armor) **Firewall defense** 17

Hit Points 78 (10d10+20)

Speed 30ft.

Control Bonus +3

STR	DEX	CON	INT	WIS	CHA
20(+5)	16(+3)	16(+3)	8(-1)	14(+2)	5(-5)

Condition Immunities exhaustion, frightened, petrified, poisoned.

Senses Passive Perception 10

Languages none

Challenge 5 (1,800 XP)

Onslaught. The SAD cannot be moved by an external effect.

Redundant Systems Purged, SAD online. When the SAD is reduced to 0 hit points, it heals hit points equal to half its total hit point value as a reaction. It also stands up on its turn taking no movement. This can only occur once a day.

Actions

Dig them out (Recharge 5-6). The SAD makes two *grenade launcher* attacks. Any target which fails its save against either attack has its speed reduced to zero until the beginning of the SAD's next turn. Any target which fails its save against both attacks is stunned until the end of the SAD's next turn.

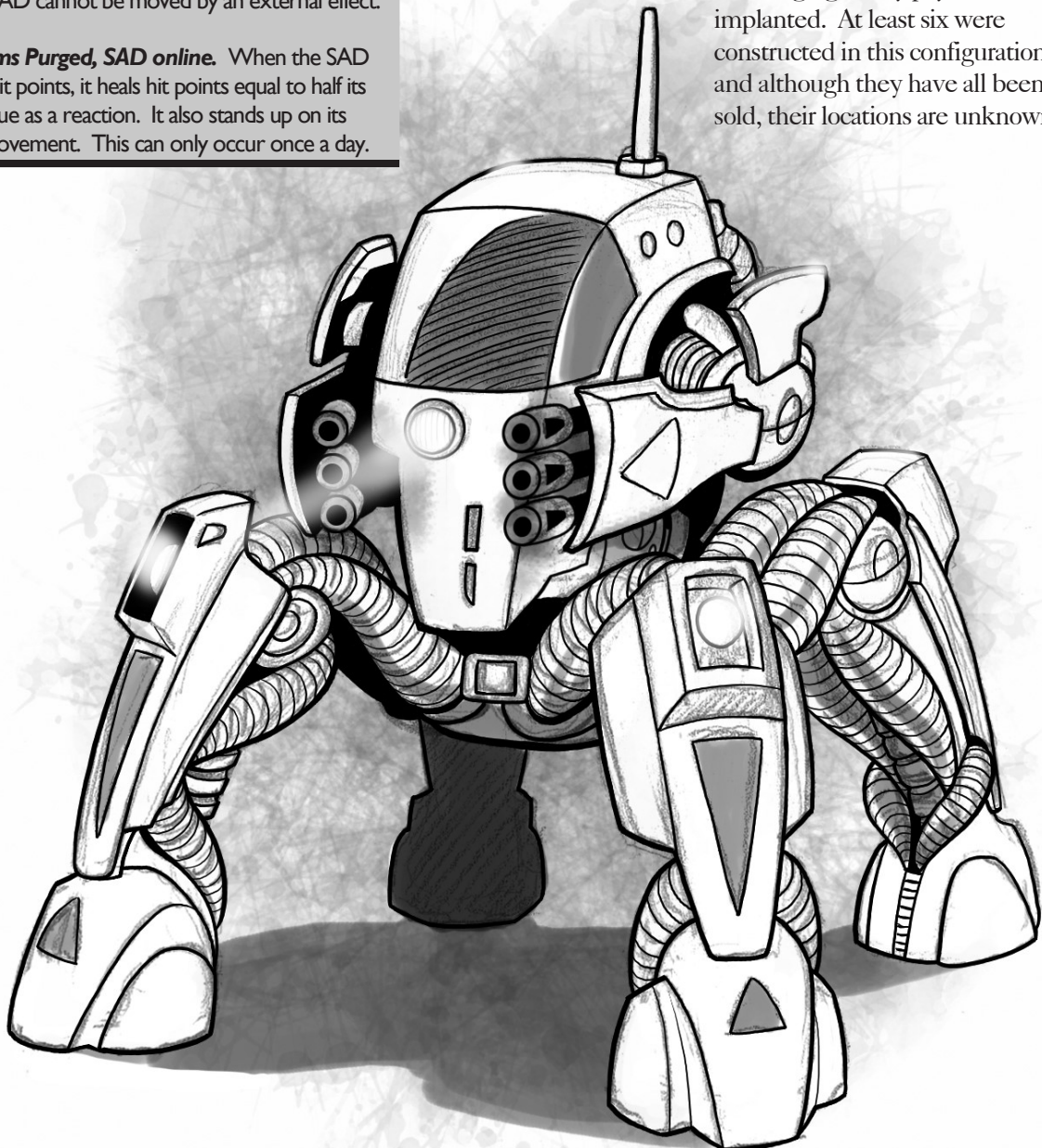
Grenade Launcher. The SAD targets a 10-foot radius area within 100 feet. All creatures affected must make a DC 13 [16] Dexterity saving throw, taking 14 (4d6) damage on a failed save, half as much on a successful one.

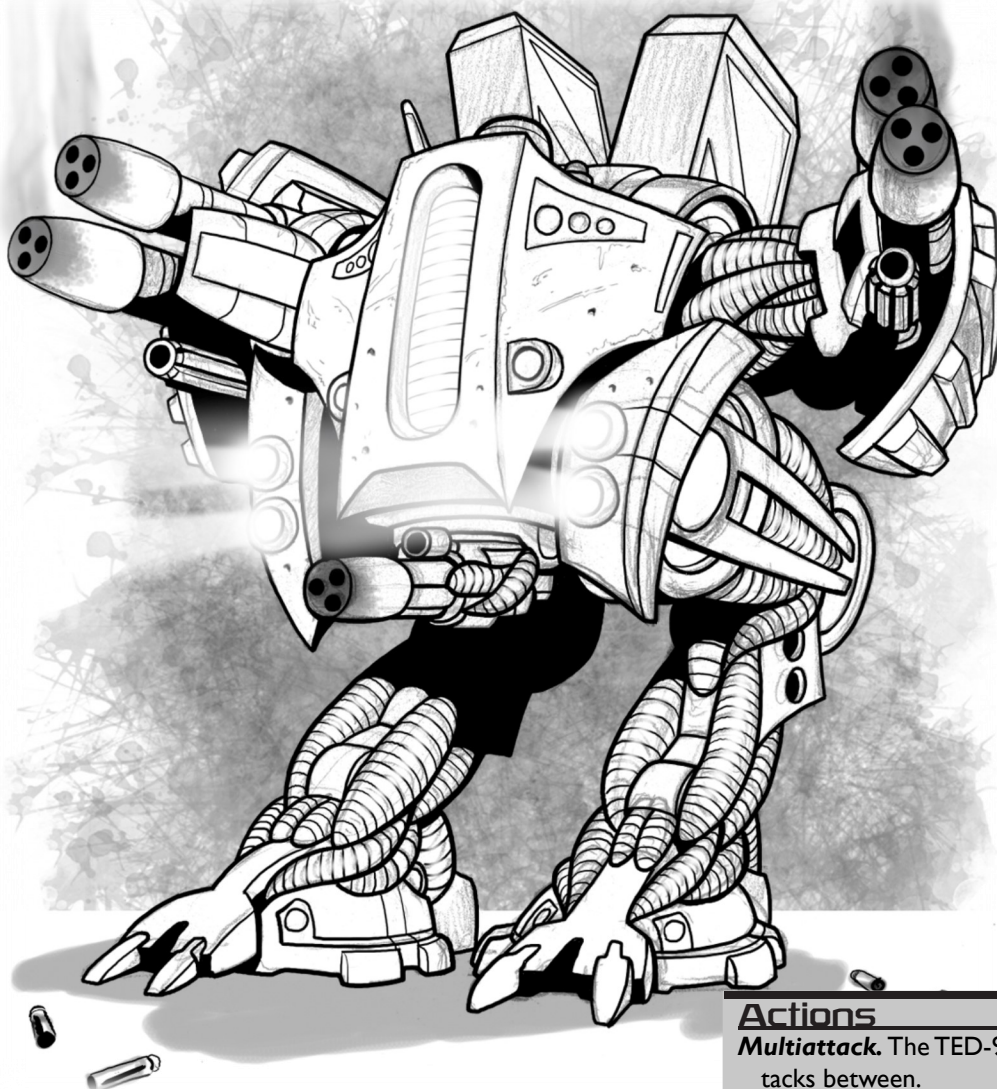
Slam. *Melee Weapon Attack:* +5 (+8) to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage, and target is pushed 5 feet.

ROURKE SAD LORE

A character knows the following information with a successful Intelligence (History) check.

DC15: Originally designed as a prosthetic for a human brain, the SAD was pulled when its prototype was deemed too inhuman and thus too damaging to any psyche implanted. At least six were constructed in this configuration and although they have all been sold, their locations are unknown.





FASTCORE TED-902

One of the largest military robots on the market, the TED emerged from Fastcore's concept division and was originally never meant for production, only as proof that the era of the giant robot had already arrived. When it was shown to be actually effective, it was put into limited production and sold mostly to the American military.

FASTCORE TED-902

Huge construct, unaligned

Armor Class 18 (armor) **Firewall defense** 17

Hit Points 152 (16d10+64)

Speed 40ft. **Control Bonus** +4

STR	DEX	CON	INT	WIS	CHA
24(+7)	16(+3)	18(+4)	3(-4)	16(+3)	1(-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned.

Senses passive Perception 13

Languages one language

Challenge 10 (5,900 XP)

The Bigger They Are. If TED-902 is knocked prone, it requires an action to stand back up.

TED-902 LORE

A character knows the following information with a successful Intelligence (History) check.

DC20: A rumor held that Fastcore was developing a wetware computer for the TED 902 core processor. This involves programming cloned human brain tissue with direct instructions. This was in development for years and was finally pulled in 2075, though no official reason was given other than cost of development.

Actions

Multiattack. The TED-902 makes any other three attacks between.

Rotary Cannon. *Ranged Weapon Attack:* +11 to hit, range 200/1000 ft. *Hit:* 22 (1d10+17) piercing damage. This weapon has the AP property.

Rotary Cannon (Recharge 5-6). The TED-902 unleashes a burst from its rotary cannon, targeting a 10-foot radius within 100 feet. Each target affected must make a DC 13 (DC 17) Dexterity saving throw or take 27 (6d8) piercing damage on a failed save, half as much on a successful one.

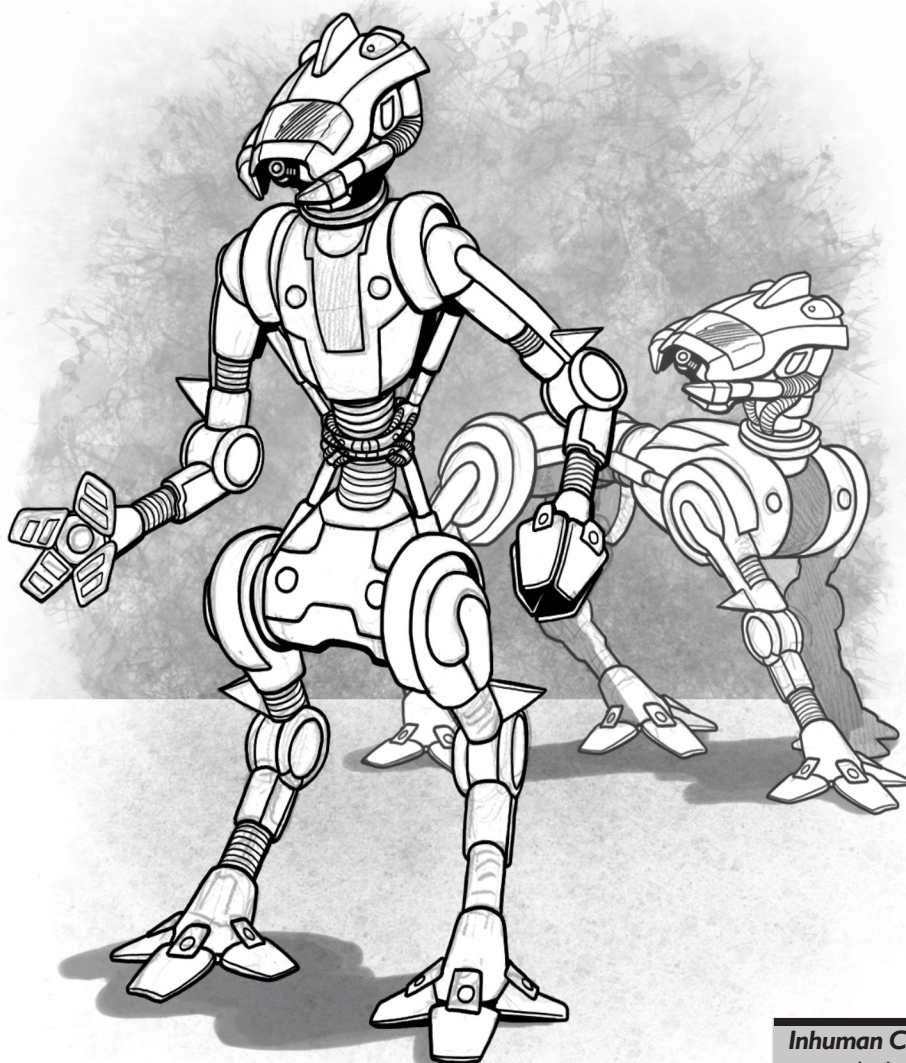
Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage.

Trample (Recharge 5-6). The TED-902 moves 40 feet (without provoking opportunity attacks) and makes one slam attack against each enemy within its reach along the trample path. Each target can only be attacked once.

Reactions

Attack Barrier. If an enemy fails to break through TED-902's firewall, the triggering target suffers 11 (1d10+6) psychic damage.

Authorized To Use Physical Force. If the TED-902 is reduced to below half its hit points, it uses its *trample* attack. At the end of the trample, all enemies hit by the trample are stunned until the beginning of the TED-902's next turn.



T.A.R.A. - TACTICAL AUTOMATED ROBOTIC ASSASSIN

TARA is human shaped but not an android. To offer the model increased maneuverability, the limitations of humanoid physiology were discarded. It can turn its torso a full 360 degrees and walk as easily on four legs as two. It has no front or back, its limbs can dislocate and adjust themselves into nearly any configuration.

TARA

Medium humanoid construct, any alignment

Armor Class 19 (armor) **Firewall defense** 20

Hit Points 207 (20d8+126)

Speed 40ft.

Control Bonus +5

STR	DEX	CON	INT	WIS	CHA
20(+5)	26(+8)	24(+7)	10(+0)	18(+4)	1(-5)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned

Skills Acrobatics +8 (+13),

Saving Throws Str +5 (+10), Dex +8 (+13)

Senses darkvision 120 ft., blindsense 30 ft., passive Perception 14 (19)

Languages Up to ten languages

Challenge 16 (15,000 XP)

TARA LORE

A character knows the following information with a successful Intelligence (History) check.

DC15: TARA's AI was trained similar to a virtuant, though not nearly as complicated. Instead of programming, TARA is implanted with memories of personal training by martial arts and weapon experts. It also has base non-violent software for use in search and rescue. Initial prototypes were vulnerably to moisture, a flaw fixed in the later models. One TARA works in space with UNSA, another was purchased by the JSDF. The third was purchased by an unknown third party. A fourth and fifth are expected this year.

Inhuman Capacity. TARA's speed is not reduced by balancing, climbing, or crawling. She can run in every state. Standing up from prone takes no movement.

Interlude. Any target hit by TARA's slam attack can either be pushed back 5 feet or knocked prone. If the target cannot be pushed because of an obstruction, the target takes an additional 5 points of damage. If the target is knocked prone, Tara can Disengage for free.

Actions

Multiattack. TARA makes any combination of seven slam or concealed blade attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit:* 17 (2d8+8) bludgeoning damage.

Concealed Blade. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit:* 15 (2d6+8) slashing or piercing damage. This weapon has the AP property.

Twist Attack. TARA makes a single concealed blade or slam attack against each target in reach. If she hits, she makes an additional attack with the alternate weapon. Each target can only be hit twice this way.

Tension Lunge. TARA disengages from all opponents, leaps up to 50 feet, and makes a single slam or concealed blade attack. A target hit is stunned until the beginning of TARA's next turn. TARA must be able to leap up at least 30 feet to use this ability.



XIX CYBER-DOG

XIX's Cyber Dogs are the single most successful robot. Every year newer models are made available to resemble organic dog breeds. The initial models had chrome skin. Later variants could perfectly replicate most breeds, though all larger animals. When going aggressive, their razor teeth make their identity obvious.

XIX CYBER DOG

Medium construct, any alignment

Armor Class 16 (armor) **Firewall defense** 17

Hit Points 27 (5d8+5)

Speed 40ft.

Control Bonus +2

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	12(+1)	3(-4)	10(+0)	1(-5)

Condition Immunities exhaustion, frightened, petrified, poisoned

Skills Acrobatics +3 (+5)

Senses darkvision 60 ft., Passive Perception 10

Languages none (it barks)

Challenge 1 (200 XP)

Actions

Multiattack. The cyber dog makes two attacks: one with its bite and one with one of its claws.

Claws. *Melee Weapon Attack:* +3 (+5) to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Bite. *Melee Weapon Attack:* +3 (+5) to hit, reach 5 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

Piezo Bark. The cyber dog emits a high pitched scream in a 30-foot cone. Creatures in the cone must make a DC15 Constitution saving throw or be stunned until the beginning of the cyber dog's next turn.

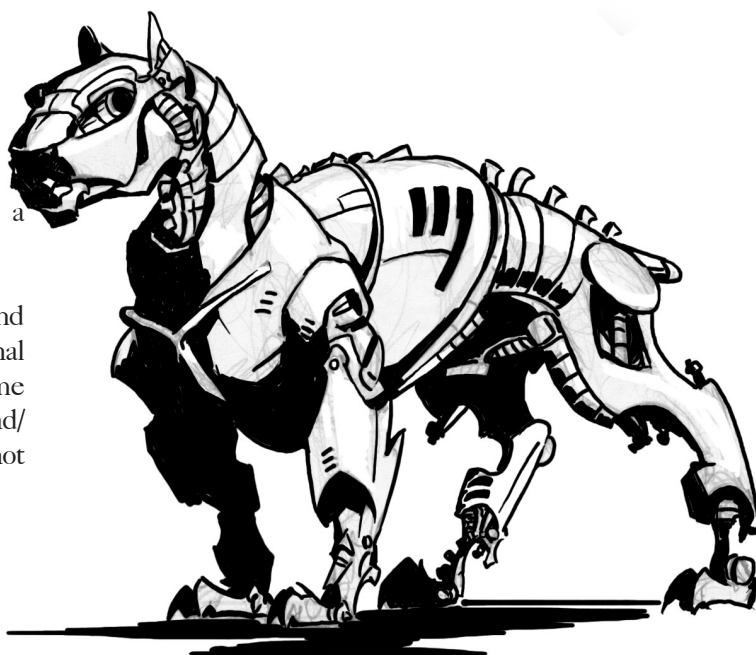
Leap. The cyber dog disengages and leaps up to 40 feet. At the end of the leap, it can make a single bite attack. A hit target is knocked prone and the cyber dog lands in the target's square. It may then immediately follow up with another bite attack. It must leap at least 20 feet to use this ability.



XIX CYBER DOG LORE

A character knows the following information with a successful Intelligence (Engineering) check.

DC15: Cyber dogs are only effective for protection and cannot replace an actual dog. They have little emotional range and though they can do tricks and show some affection, and can be programmed with hundreds of friend/foe signatures, they have no eccentricities and cannot replicate the wide range of emotions a dog actually has.



PROSTHETICS

Prosthetics have human brains so are not considered robotic.

MAT DIVERSE TACTICAL SYSTEM

The MAT DTS was the company's first foray into prosthetic combat suits with no intention of replicating human skin. The DTS only applies synthetic flesh to hands and the head, plating the rest in carbon Kevlar. Although the DTS is no longer in production, over 5000 units were sold before the MAT diverted into organic replication with their popular Combat Class prosthetics.

MAT DTS

Medium humanoid, any alignment

Armor Class 17 (armor) **Firewall defense** 17

Hit Points 72 (10d8+22)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	15(+2)	8(-1)	12(+1)	12(+1)

Condition Immunities disease exhaustion, poisoned

Skills Acrobatics +6, Athletics +6, Sleight of Hand +6, Stealth +6,

Senses darkvision passive Perception 12

Languages any

Challenge 4 (1,100 XP)

Follow Up. The DTS has advantage with its garrote against target's it is grappling.

Actions

Multiattack. The MAT DTS can make three *combat knife* attacks or three *silenced pistol* attacks.

Combat Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

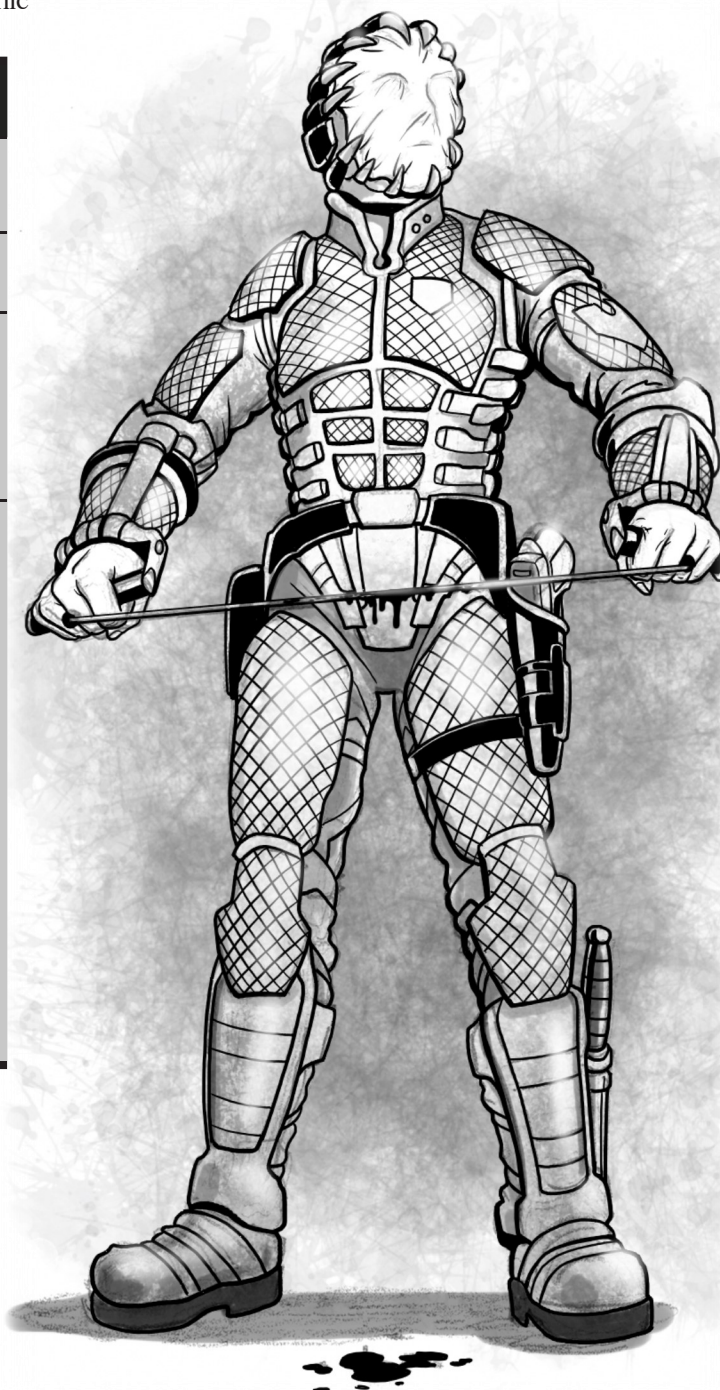
Garrote. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage, and the target is grappled (escape DC14). If the DTS hits with it's garrote while grappling a target, damage increases to 12 (3d4+6) bludgeoning damage.

Silenced Pistol. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

MAT DTS LORE

A character knows the following information with a successful Knowledge (Sciences) check.

DC20: The MAT DTS models were the first to be rigorously tested for psychological side effects from long term implantation in non-organic looking cyberbodies. It was the results of these findings which led MAT to move into the human-looking Combat Class bodies and the DTS was summarily discontinued soon after. Mat never revealed the details of the report and rival Rourke never reported issues despite this.





PHYRINE OCULUS

Beyond its ridiculous name, the oculus remains the only major military model produced by Phyrine. They were asked to develop it by the Russian government, even though Phyrine would eventually sell identical variants to other countries five years later. The oculus is a dedicated long-range sniper prosthetic, able to tap into satellites to spot distance targets. Its visor is non-removable and “opens” when in use.

PHYRINE OCULUS

Medium human, any alignment

Armor Class 19 (armor) **Firewall defense** 18

Hit Points 75 (12d8+21)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	26(+8)	17(+3)	12(+1)	20(+5)	10(+0)

Saving Throws Dex +11, Wis +8

Skills Perception +8

Senses Passive Perception 18

Languages any

Challenge 8 (3,900 XP)

To Ground. The oculus sniper rifle does not reveal his location when making an attack.

Actions

Breathe, Fire, Breathe. The Oculus does not reveal his location when making a sniper rifle attack.

Sniper Rifle. *Ranged Weapon Attack:* +11, range 500/1000 ft., one target. *Hit:* 18 (2d10 +8) and the target is stunned until the beginning of the oculus’s next turn.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d6+8) bludgeoning damage.

Bonus Actions

Aim. The oculus hits with its next *sniper rifle* attack.

PHYRINE OCULUS LORE

A character knows the following information with a successful Intelligence (History) check.

DC15: Only ten models produced by Phyrine were ever sold, mostly to the Russians. The mass production model was not a huge seller either. However, all the Russian-sold models are all still being used by their original owners. None of them has retired. One model has been in service for 35 years, displaying Phyrine’s quality.



ROURKE MAN-PLUS LINE

Despite the chorus of disapproval around non-organic looking human prosthetics, there remains a small demand for them, especially in military applications. Rourke is one of the few companies producing models for that limited niche. The forced entry and tuff-man cyberbodies are openly sold to any country or mercenary unit, though the carefully monitors each sale.



ROURKE FORCED ENTRY CYBERBODY

Medium humanoid, any alignment

Armor Class 16 (armor) **Firewall defense** 16

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	15(+2)	10(+0)	12(+1)	10(+0)

Condition Immunities exhaustion, petrified, poisoned

Senses Passive Perception 11

Languages any

Challenge 2 (450 XP)

Actions

Multiattack. The FEC makes two *assault rifle* or two reinforced hands attacks against one creature.

Morphine Injection. The FEC regains 17 hit points and +2 bonus to melee damage rolls for one minutes. After he uses this ability, the FEC cannot use it again until it finishes a long rest.

Reinforced Hands. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Assault Rifle. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

ROURKE MAN-PLUS LORE

A character knows the following information with a successful Intelligence (History) check.

DC20: Neither the Tuff-Man and the Forced Entry cyberbodies have ever reported an issue of cyber-psychosis (a psychological detachment caused by inhuman cybernetic augmentation) but the majority of the sales have come from agencies and groups which do not publically report on any of their activities. As a result, there is little buyer feedback on these models. It is believed nearly 45% of all Rourke cyberbodies are sold to non-government organizations.

ROURKE TUFF-MAN CYBERBODY

Medium humanoid, any alignment

Armor Class 16 (armor) **Firewall defense** 16

Hit Points 138 (12d8+84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	24(+7)	24(+7)	10(+0)	14(+2)	10(+0)

Saving Throws Dex +10, Con +10

Skills Acrobatics +10, Perception +5

Damage Resistances lightning, poison; bludgeoning, piercing, and slashing from non magical weapons.

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Any

Challenge 5 (1,800 XP)

About Damn Time. If an ally is killed, the tuff-man makes a *minigun* attack as a reaction.

Actions

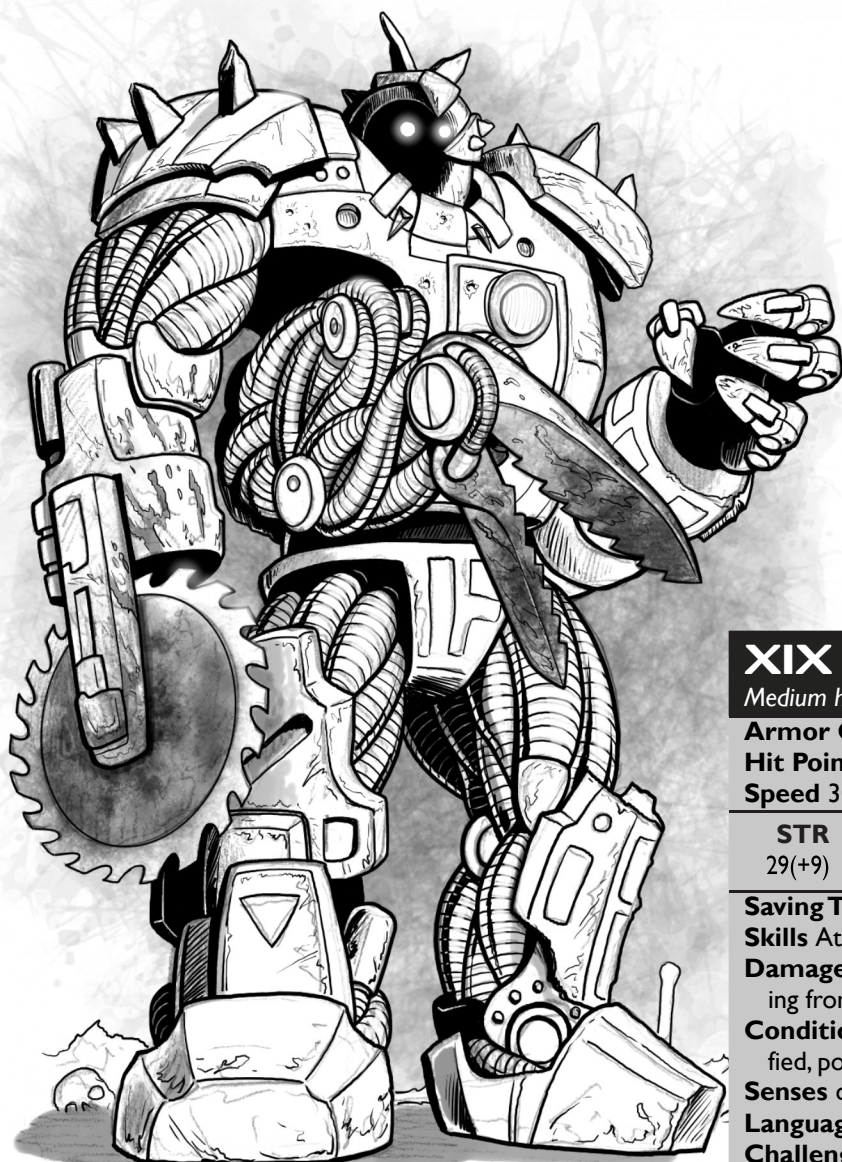
Multiattack. The tuff-man man two *minigun* attacks.

Minigun. *Ranged Weapon Attack:* +7 to hit, range 300/1,200 ft., one target. *Hit:* 19 (1d8+15) piercing damage. This weapon has the AP property.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+4) bludgeoning damage.

Storm Spray. The tuff-man makes a *minigun* attack against three creatures all of which must be adjacent to one another.





XIX INTERNAL SUPER-SYSTEM

The ISS is an extreme-class cyberbody which was never announced by XIX. It simply appeared one day in an underground fighting tournament with a claim of its owner that it was bought "as-is". With only one articulate hand and a misshapen torso, the ISS is an unpleasant product to look at.

XIX ISS LORE

A character knows the following information with a successful Intelligence (History) check.

DC20: Just to be perfectly clear, the ISS is illegal. XIX does not even admit they produce the model. Because of the freedoms offered by Japan, XIX has never faced charges over the ISS and XIX's official stance is that they do not produce any variation of the ISS any longer, a fact that has been verified. This has not stopped them being a common occurrence in many underground fighting tournaments.

XIX ISS

Medium humanoid, any alignment

Armor Class 18 (armor) **Firewall defense** 18

Hit Points 178 (17d8+55)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	17(+3)	21(+5)	12(+1)	16(+3)	13(+1)

Saving Throws Str +13, Dex +7, Con +9

Skills Athletics +13

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned.

Senses darkvision 120 ft., passive Perception 13

Languages any

Challenge 11 (7,200 XP)

Is That Seriously a Chainsaw? When the ISS misses an enemy with either its scissor-clamp or buzz-saw by 2 or less, the target's speed is reduced to 0 until the end of the ISS's next turn.

Second Wind. If the ISS is reduced below 60 hit points, it gains a +2 bonus to all saving throws and AC.

Clamped Down. The ISS has advantage against target it is grappling.

Actions

Multiattack. The ISS makes any three other attacks.

Scissor Clamp. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit:* 17 (2d8+9) bludgeoning damage and the target is grappled (Escape DC 19). The ISS can only grapple one target at a time.

Buzz-Saw. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit:* 17 (2d8+9) slashing damage. This weapon has the AP property.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit:* 21 (3d8+9) bludgeoning damage.



UNIQUE OPPONENTS

These are one-of-a-kind opponents, which should conclude an important adventure or show up as recurring threats through a campaign.

LEGION

Legion appears as a group of highly coordinated hackers that are able to synchronize their attacks when attacking a system. They have the same training and the same physical discipline. They are able to start and finish each other's thoughts. It is believed they have no loyalty and no morality in their actions.

LEGION

Medium humanoid, any alignment

Armor Class 18 (armor) **Firewall defense** 18

Hit Points 42 (6d8+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	24(+7)	16(+3)	22(+6)	20(+5)	12(+1)

Saving Throws Str +13, Dex +7, Con +9

Skills Athletics +9, Computer Use +10, Engineering +10, Insight +9, Perception +9, Sciences +10,

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, petrified, poisoned.

Senses passive Perception 19

Languages any

Challenge 10 (5,900 XP)

Communal Fortress. A legion mirror gains a bonus to saving throws versus dive talents equal to the number of mirrors functioning.

Cybermancy. Legion emanates a 50-foot radius of cybermancy centered on it. At the beginning of Legion's turn, each unconscious or dead creature (within the past five minutes) with a SEED is restored to half hit points, and is under direct control of Legion for up to one hour. Targets reduced to zero hit points again cannot benefit from *cybermancy* again.

Mirror Archetype. Legion differs from standard creatures—it consists of five mirrors, each with identical statistics. Each mirror activates on Legion's initiative check, in any order. At the beginning of legion's turn, one mirror is designated the archetype, and may use special abilities. The archetype may be a different mirror each turn. If the archetype is killed, another mirror may still be designated the archetype on legion's next turn. Each mirror has access to the same number of physical attacks.

Actions

Multiattack: This mirror makes one other non-firewall attack plus 1 additional attack if two other mirrors are denied their action (either being unconscious, destroyed, stunned, or otherwise outside of the battle).

Sistema. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage.

Assault Rifle. *Ranged Weapon Attack:* +13 to hit, range 100/500 ft., one target. *Hit:* 11 (1d8+7) piercing damage.

We are Many. This Legion mirror gives another mirror its bonus action.

Reactions

Conjunct Assault. If a Legion mirror is hit by any attack, one mirror that was not hit by the attack makes an *assault rifle* attack against the triggering enemy.

Bonus Actions

Cybernetic Hemorrhage (Recharge 5-6). *Dive Talent:* You must have breached a target's firewall and know its GIA—the target must make a DC19 Wisdom saving throw, taking 24 (7d6) psychic damage on this turn. At the beginning of the target's next turn, it must make an identical saving throw or suffer another hit.

SEED Reverberation. *Dive Talent:* You must have breached a target's firewall and know its GIA—the target must make a DC19 Wisdom saving throw, being poisoned for 1 minute on a failed save.

Bilateral Sync. *Firewall Attack:* +13 vs. Firewall, range GIA, one target. *Hit:* Legion breaches one of the target's firewalls.

Sensory Coordination. *Dive Talent:* You must have breached a target's firewall and know its GIA—the target must make a DC19 Wisdom saving throw, stunning the target until that mirror's next turn on a failed save.

LEGION LORE

A character knows the following information with a successful Intelligence (History) check.

DC20: Legion is gestalt AI with linked synthetic brains. It was originally built by Baal Electronics as a proposal to the military to create armies of brainless cyberbodies all remotely controlled by a single SEED-equipped human. Unfortunately, the project never got past the testing stages and Legion remains the only functional byproduct of that project. No one knows who Legion works for and how it was able to escape from the project.





NAOMI MUDABWE

Naomi is the owner and commander of the Ikoro mercenary company (also called The Rainmakers), stationed and operating out of Africa. They have committed to several operations out of the region but their main focus is protecting oil shipments between bastions and the docks. She has personally seen more combat than any other human currently alive and she is not even 40. Despite claims to the contrary, she is not a prosthetic, though the majority of her personnel are. The Rainmakers are one of the most well equipped mercenary companies in the world.

NAOMI MUDABWE

Medium humanoid, chaotic neutral

Armor Class 17 (armor) **Firewall defense** 18

Hit Points 60 (10d8+20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	14(+2)	18(+4)	16(+3)	18(+4)

Saving Throws Dex +5, Int +6, Wis +5, Cha +6

Skills Acrobatics +5, Computer Use +6, Insight +5, Perception +5, Deception +6, Intimidation +6, Persuasion +6

Senses passive Perception 15

Languages English, Swazi, Arabic, Swahili

Challenge 4 (1,100 XP)

Not in Vain. If Naomi is hit with a direct attack (not an area effect), and if there is an ally within 5 feet of Naomi, said ally takes the full damage and effects instead of Naomi.

Actions

Extreme Show of Force. All allies within 10- feet of Naomi (up to six) makes a single ranged attack. Once used, this ability cannot be used on Naomi's next turn.

Uzi Full Auto. Naomi make three *Uzi* attacks against a single target.

Machete. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage. If the target is within 5-feet of an ally, the opponent suffers 15 (3d8+3) damage. If the target is brought under 10 hit points, it drops to 0 hit points.

Uzi. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Bonus Actions

Show of Force. Naomi select one ally within 20 feet to make a single ranged attack.

NAOMI MUDABWE LORE

A character knows the following information with a successful Intellilgence (History) check.

DC20: Naomi is actually British, with both parents being native born in London. Her mother's lineage tracks back to Kenya while her father tracks back to South Africa, but both

considered themselves English when they shifted their family to Nairobi as part of the UN embassy mission there. She did not inherit the Ikoro company. She formed it from contacts she made across the continent in her family's travels. When they were murdered (reasons unknown), she remained and formed her company. She has not left the continent since.

NIKOLAI APOSTALOV

A cell commander for Concord. Nikolai is rumored to be one of the ten founders and if so, would be the only one identified. He is spotted once every five years and his last known location was in Beirut.

NIKOLAI APOSTALOV

Medium humanoid, neutral evil

Armor Class 18 (armor) **Firewall defense** 19

Hit Points 136 (17d8+68)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	20(+5)	18(+4)	16(+3)	18(+4)	16(+3)

Saving Throws Dex +9, Con +8, Wis +7

Skills Acrobatics +9, Insight +8, Perception +8, Deception +8, Intimidation +8

Senses passive Perception 18

Languages Chinese, English, Russian

Challenge 9 (5,000 XP)

Actions

Multiattack. Nikolai makes four *straight razor* attacks or four *assault rifle* attacks.

Straight Razor. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) slashing damage. Nikolai scores a critical hit on a natural roll of 19-20. If Nikolai scores a critical hit, damage dice are quadrupled (4d4+5) instead of doubled, and the target's speed is reduced by half OR the target has disadvantage on attack rolls for 1 minute (Nikolai's choice).

No Compromise, No Retreat (Recharge 5-6). All allies within 20 feet of Nikolai can either make a single ranged attack or move their speed towards his or her nearest enemy. All allies gain +4 bonus to melee damage rolls until the end of Nikolai's next turn.

Assault Rifle. *Ranged Weapon Attack:* +9 to hit, range 200/1,000 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Reactions

Cat and Mouse. If an enemy in line of sight of Nikolai moves, Nikolai may move up to his speed.

Bulletproof. If Nikolai is reduced to 0 hit points, he is healed up to half his hit points. Once this occurs, Nikolai cannot do so again for 24 hours.





ORGANICALLY GRAFTED REINFORCED ENDOSKELETON

OGRE is a monstrous prosthetic human lumbering into battle in a huge super-modified combat body. No one knows who he works for, and opponents that have encountered him swear he must be open to hire for any mission, for any side. Testimonies have claimed to see him fight for one side of a conflict and then fight for the opposition a week later as they were able to meet the higher price after his previous contract expired. Among many that know of OGRE, he is best described as simply being "unstoppable" and that the price paid to take him down is far too much for any opposition. The best anyone can do is attempt survive him.

OGRE

Large humanoid, chaotic neutral

Armor Class 19 (armor) **Firewall defense** 19

Hit Points 220 (21d10126)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	20(+5)	25(+7)	10(+0)	16(+3)	6(-2)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Skills Acrobatics +11, Athletics +16, Perception 9

Saving Throws Str +16, Dex +11, Con +13

Senses darkvision 200 ft., blindsense 60 ft., passive Perception 19

Languages English, Japanese

Challenge 19 (22,000 XP)

Cybernetic Leviathan. OGRE ignores difficult terrain.

Memory Dump (Recharge 5-6). At the beginning of OGRE's round, he removes one condition he suffers from—this takes no action.

OGRE LORE

A character knows the following information with a successful Intelligence (History) check.

DC20: Shocking as it is, OGRE has some sense of honor. He may be a sociopathic warmonger, but he does avoid killing noncombatants, provided that they have never fired on him first (and he has a good memory). He always keeps his word so seldom offers it. He has been compared to a "living devil", the "grim reaper" and simply the "unstoppable evil." His prosthetic body is wholly inhuman. It is believed OGRE is at least 20 years old but no one knows how old the mind is inside.

Actions

Multiattack. OGRE makes any three combination *slam* and *autocannon* attacks.

Spin the Drum Dry. OGRE makes 10 *autocannon* attacks against a single target. After using this ability, the *autocannon* cannot be used again for 1 minute.

Slam. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 16 (2d6+10) bludgeoning damage, and the target is either knocked prone or grappled (Escape DC 20). OGRE can only grapple one target at a time.

Autocannon. Ranged Weapon Attack: +16 to hit, range 300/1,200 ft., one target. **Hit:** 16 (1d6+13) piercing damage.

Missile Launcher (Recharge 5-6). OGRE launches a volley of missiles, impacting a 20-foot sphere within 1,000 ft.. Each creature in that area must make a DC20 Dexterity saving throw, taking 48 (16d6) bludgeoning damage and be knocked prone on a failed save, or half as much damage on a successful one.

Reactions

Amphetamine Booster. Once the OGRE is reduced below 80 hit points, he removes all harmful effects, is healed back to maximum, and gains a +5 bonus to speed for the next ten minutes. This can only occur once every 24 hours.

Legendary Actions

OGRE can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. OGRE regains spent legendary actions at the start of his turn.

Firewall: OGRE's firewall resets

Foot Stamp: OGRE uses the Disengage action and all Medium-sized targets or smaller are pushed 5 feet.

Direct Fire (Costs 2 Actions): OGRE makes two *autocannon* attacks against a target it is grappling.





SHIIRO AOKI

Few people believe Aoki actually exists. A web comic trumpeting her adventures appeared around the same time the rumors started floating about such a prosthetic. Her existence was written off as boyhood fancies or better still, a convincing costume with no effective abilities. The idea of such an agile and nimble assassin prosthetic is almost too ridiculous to believe.

SHIIRO AOKI

Medium humanoid, chaotic neutral

Armor Class 20 (armor) **Firewall defense** 19

Hit Points 153 (18d8+72)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20(4)	26(+8)	18(+4)	16(+3)	18(+4)	10(+0)

Condition Immunities exhaustion, petrified, poisoned

Saving Throws Dex +13, Con +9, Wis +9

Skills Acrobatics +13, Insight +9, Perception +9, Sleight of Hand +13

Senses Passive Perception 19

Languages English, Japanese, French, German

Challenge 13 (10,000 XP)

Blade Shift. If Shihiro moves 40 feet, she can make a single *ninja* to attack at the end of the movement.

Actions

Multiattack. Shihiro makes any combination four *ninja*-to or *autoloader* attacks.

Ninja-To. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 12 (1d8+8) bludgeoning damage, and if you hit the target again this same turn, the second hit is a critical hit.

Autoloader. *Ranged Weapon Attack:* +13 to hit, range 100/400 ft., one target. *Hit:* 11 (1d6+8) piercing damage, and Shihiro uses the Disengage action and moves 5 feet.

Bonus Actions

Inertial Improbability. Shihiro selects one target within 50 feet—Shihiro has advantage with attack rolls and ability checks against the target until the beginning of Shihiro's next turn.

Reactions

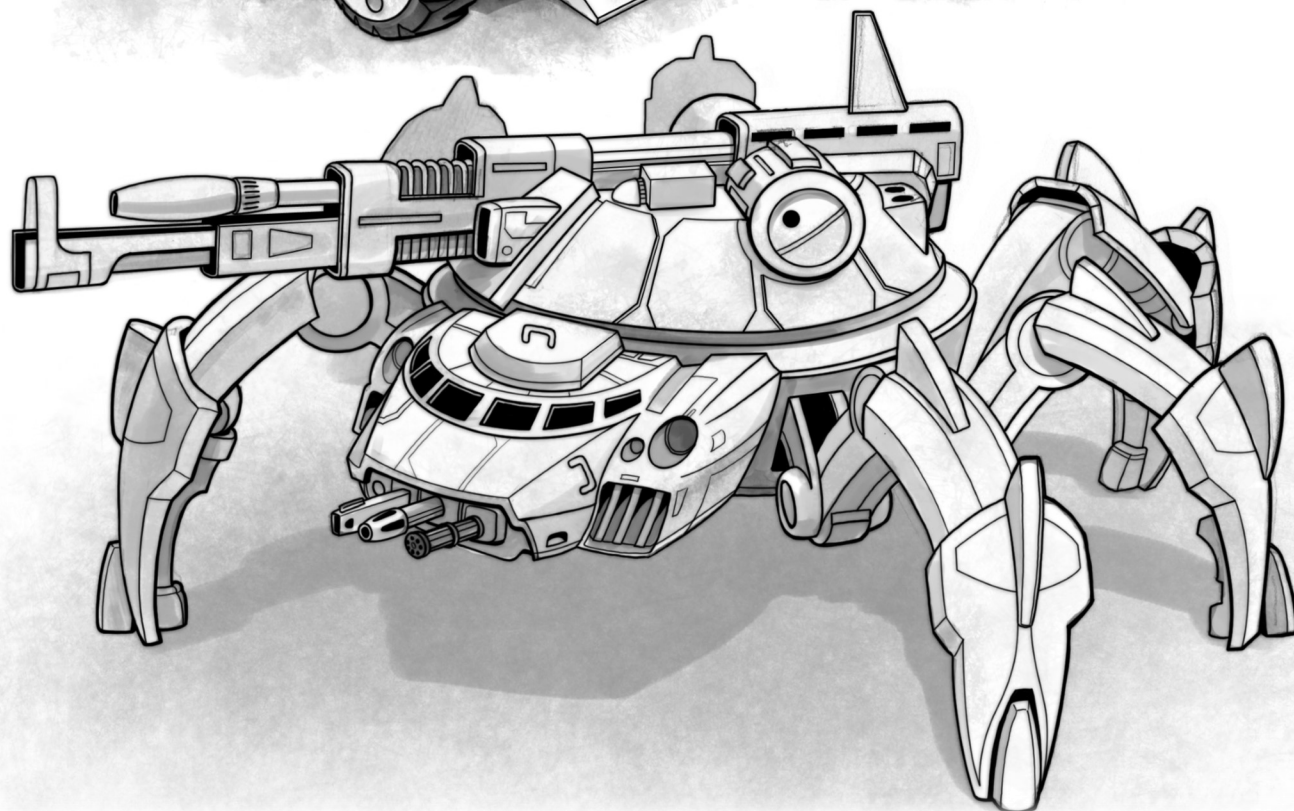
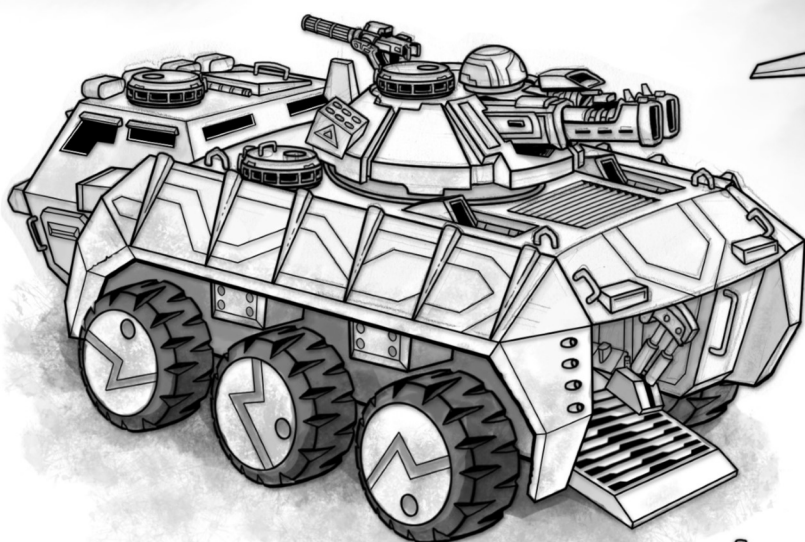
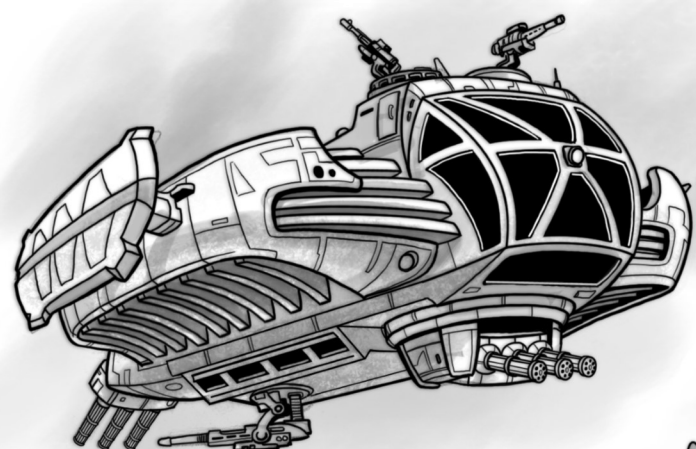
Contingent Camouflage. Whenever Shihiro suffers a critical hit or is reduced below 80 hit points, she becomes invisible until the end of her next turn.

DC20: Shihiro Aoki is a custom-created prosthetic with no markings of a designer or any clue of the identity of the mind within it. It is neither a modified model nor a prototype. There is nothing else like it in the world and there might never be again. The current theory is that Aoki is actually rather young and the prosthetic was built by a father with unmatched skill in cybernetics. Another theory claims Aoki is the code-name for a secret government project that has escaped to operate independently. The prosthetic seldom talks so little could be gleaned from its owner. Aoki cannot be hired out so no one is sure how she chooses her targets and why.



SHIIRO AOKI LORE

A character knows the following information with a successful Intelligence (History) check.





SERVERS

Servers are massive computer systems that run corporations, government installations, and networks. They have different levels of security, from basic firewalls, to deadly attack shields. Some are simply memory storage devices while others control the military of small nations. Servers are unlike traditional opponents in many ways. They do not move, they cannot employ physical attacks, and they are not sentient.

LAYERS

Servers have multiple layers, often with different challenge ratings. Hackers should be wary of some larger systems, as the deeper layers may be too much for them to handle. Layers are listed from lowest to highest.

Each layer of a server may contain a series of abilities, memories and systems. A server layer may use the abilities, systems and memories from any lower layer than it, but not from any higher layers the dive has not tried to crack yet.

LAYER BONUS

When an attacker attempts to engage a layer, that layer gains its layer bonus to attack rolls and ability checks.

LAYER DC

This is the DC of any countermeasures requiring a save that the layer can wield against attackers.

HIT POINTS

A server has the listed number of hit points per layer. If a server has ten hit points listed and three layers, then a character must do ten damage to take down the first layer, ten damage to take down the second layer, and ten damage to take down the third layer. Taking one layer only results in that one layer going down, not any of the others, and layers cannot be attacked out of sequence. Reducing all layers to 0 hit points shuts down its systems and closes off its memory until the server can be repaired. A hacker cannot gain control of any part of a layer after it has been reduced to 0 hit points. The server also loses control of that layer, including all memory and systems, but not attack and defense abilities.

EXPERIENCE

Experience is listed per layer and the player receives the experience not for defeating the server but by achieving a goal the player had in mind. The player must have a clear idea what their plan was. If they fail, they receive nothing. So they may crack the firewall of a layer but if they do not extract the information they went in for, it is considered a failure.

LAYER ABILITIES

Each layer of a server has its own statistics. When a server layer is breached, abilities from that layer and all currently broken layers are available to be used. However, only use the layer statistics of the one being attacked. (e.g.: If an attack has broken through layer 1 and is trying to dive layer 2, the server uses the layer statistics from layer 2 and can use any abilities from layers 1 or 2, but not layer 3. The server use the layer 3 statistics or abilities until the hacker targets layer 3.)

A server uses the current layer's Layer Bonus and Layer DC when using abilities from this and lower layers. Like normal dive rules, a server must know a target's GIA before making a firewall attack, and subsequently must break a target's firewall before using a dive talent.

COMPONENTS

Components are elements of a server. These are the goals of hackers, the purpose of the dive. They are divided into three subcategories: systems, memories, and hardware.

Systems: Systems are functions that a specific server layer is responsible for. A player may hijack these systems and use them to her own advantage. Each system has a Computer Use DC that a character must overcome before that character can use the system.

Memories: Memories are like systems except they are not elements the machine has control over but memories the server is storing. Like systems, these have Computer Use DCs.

Hardware: This lists devices and machines directly tied into the layer. A player can only hijack these systems if they have the correct dive talent. As a result, there is no DC.

GAIN THE GIA

All servers have ways to gain a target's GIA. They have both *back-hack* and firewall attacks. These operate the same as character-based abilities. The server gains the target's GIA (not their physical location) with a *back-hack* for 1 round.

The server is not in a dive unless it breaches the firewall. If the character has a GIAS (GIA Scrambler) and the server hits, it must make an Intelligence (Computer Use) skill check against the GIAS's ProgDC or fail in the hit. This takes no additional action. The server gains only one attempt against the ProgDC per ability use.

AIR TRAFFIC CONTROL SYSTEM [ATCS]

This is the standard air traffic control system used by most major international airports, including Archon's Freeport. The ATCS contains numerous redundancies, including human, but the primary sever still contains several vulnerabilities few people know about it.

AIR TRAFFIC CONTROL SYSTEM [ATCS]

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	20 (+5)	17(+3)	8(-1)

Layer 1

Challenge 3 (350 XP)

Layer Bonus +7

Layer DC 12

Firewall defense 15

Hit Points 18 (3d8+6)

Saving Throws Int +7, Wis +5

Skills Computer Use +7, Perception +5

Senses passive Perception 15

Abilities

Exhaust. *Dive Talent:* As an action, the target must make a Wisdom saving throw or suffer one level of Exhaustion.

Seedpush. *Firewall Attack:* As a bonus action, the server attacks the target's firewall.

Sting. *Dive Talent:* As an action, the target must make an Intelligence saving throw or suffer 10 (1d10+5) psychic damage.

Guardian Subroutine. As a reaction, if the ATCS detects a dive (by a hacker failing to beat the server's passive Perception), the target must make an Intelligence saving throw, with the ATCS learning the target's GIA on a failure.

Components

Aeronautic Erudition. *Memory (DC15):* A character learns the following information: The exact arrival and departure times of all aircraft interacting with the ATCS, including all private, military and commercial flights. In addition, the character knows the exact location of all aircraft en route to or from the airport containing the ATCS. The character can also find crew and passenger listings for one specific flight.

Close Circuit Security Surveillance. *Hardware:* Most airports have dozens if not hundreds of cameras located about the facility. They are tied into the same server for protection.

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	22 (+6)	18(+4)	8(-1)

Layer 2

Challenge 5 (900 XP)

Layer Bonus +9

Layer DC 14

Firewall defense 17

Hit Points 32 (5d8+12)

Saving Throws Int +9, Wis +7

Skills Computer Use +9, Perception +9

Senses passive Perception 17

Abilities

Sigstop. *Dive Talent:* As an action, the target must make an Intelligence saving throw or suffer 18 (2d12+6) psychic damage, and the target is stunned for 1d4 rounds.

Multiattack. The ATCS makes any other two actions or bonus actions it has access to.

Components

Aviation Calibration. *System (DC15):* A character is able to change flight registries and delay or hasten the departure or arrival times of private aircraft.

Metal Detectors, X-Ray Machines, and Explosive Detection Devices. *Hardware:* These are placed behind the server firewall for security reasons. They can be deactivated or made to offer a false reading. These machines are still viewed by human observers.

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	24 (+7)	20(+5)	8(-1)

Layer 3

Challenge 10 (5,900 XP)

Layer Bonus +11

Layer DC 16

Firewall defense 18

Hit Points 60 (10d8+20)

Saving Throws Int +11, Wis +9

Skills Computer Use +11, Perception +9

Senses passive Perception 19

Abilities

Socket Failure. *Dive Talent:* As an action, the ACTS makes one *seedpush* attack against each detected enemy. If these attacks breach the target's firewall, the target suffers 22 (3d10+7) psychic damage and is stunned for 1d4 rounds.

Components

Navigation Authority. *System (DC18):* A character is able to delay or hasten the departure or arrival times of all aircraft tied to the ACTS; in addition, the character may change flight schedules and aircraft arrival locations.



ARCHON NEWS NETWORK [ANN]

This entry can be modified for any global news network as there are dozens across the world. They would use different protocols but one would not be particularly more difficult than another.

ARCHON NEWS NETWORK [ANN]

STR	DEX	CON	INT	WIS	CHA
—	—	12 (+1)	20 (+5)	18(+4)	8(-1)

Layer 1

Challenge 4 (550 XP)

Layer Bonus +7

Layer DC 12

Firewall defense 16

Hit Points 20 (4d8+4)

Saving Throws Int +7, Wis +6

Skills Computer Use +7, Perception +6

Senses passive Perception 16

Abilities

I'm Sorry, That Directory Is Forbidden. *Firewall Attack:* As a bonus action, make a firewall attack against the target. If the server hits, the target also suffers 8 (1d6+5) psychic damage.

Packet Reversal. *Dive Talent:* The target makes a Wisdom saving throw. If it fails, the target is blinded and stunned for 1d4 rounds (roll each).

Guardian Subroutine. As a reaction, if the ANN detects a dive (by a hacker failing to beat the server's passive Perception), the target must make an Intelligence saving throw, with the ANN learning the target's GIA on a failure.

Components

Information Upheaval. *Memory (DC15):* A character knows all current and submitted stories in the ANN, as well as any past stories in the last eighteen months. Any information retrieval prior to eighteen months ago requires another DC 15 Intelligence (Computer Use) check.

STR	DEX	CON	INT	WIS	CHA
—	—	12 (+1)	24 (+7)	20(+5)	8(-1)

Layer 2

Challenge 8 (1,950 XP)

Layer Bonus +10

Layer DC 15

Firewall defense 18

Hit Points 40 (8d8+8)

Saving Throws Int +10, Wis +8

Skills Computer Use +10, Perception +18

Senses passive Perception 18

Abilities

Counter Block (Recharge 5-6). *Dive Talent:* As an action, the target makes a Constitution saving throw. If it fails, the target is rendered unconscious for 1d4 hours. It can attempt another save at the end of each hour.

Multiattack. The ATCS makes any other two actions or bonus actions it has access to.

Components

Illumination. *System (DC18):* The character may change the contents of any story or broadcast from ANN. If the story being played live, the DC is increased to 22. This involves text and teleprompters only.

Recording Equipment. *Hardware:* You can hijack the following systems:

News Cameras: Most of these are remote now and do not have direct human control. They can be moved and visually hijacked.

Teleprompter: See Illumination.

Independent Radio Network: Aircraft and reporters in the field often employ a secured radio link which circumvents the cellular/satellite matrix.

AUTOMATRIX

The automatrix is a common system found in most major cities across the world. Not only does it coordinate roadworks, it also operates all traffic lights and controls automated vehicles. It monitors traffic cameras, calculates congestion, and alters traffic density to prevent delays. It can track every open vehicle running under its network.

AUTOMATRIX

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	20 (+5)	17(+3)	8(-1)

Layer 1

Challenge 3 (350 XP)

Layer Bonus +7

Layer DC 12

Firewall defense 16

Hit Points 18 (3d8+6)

Saving Throws Int +7, Wis +5

Skills Computer Use +7, Perception +5

Senses passive Perception 15

Abilities

Increased Deterrent. *Dive Talent:* As an action, the target must make a Wisdom saving throw, taking 1 point of damage, and the target is poisoned for 1d4 rounds.

Auto attack. *Firewall Attack:* As a bonus action, the server attacks the target's firewall.

Target Blocker. *Dive Talent:* As an action, the AM gains a +2 bonus to Firewall defense and to Wisdom saving throws until the beginning of its next turn.

Guardian Subroutine. As a reaction, if the Automatrix detects a dive (by a hacker failing to beat the server's passive Perception), the target must make an Intelligence saving throw, with the Automatrix learning the target's GIA on a failure.

Components

Vehicular Determination. *Memory (DC15):* A character can know the data logs of which intersections a specific car has passed in the last six hours and if it has any traffic violations on record. You can also tap into the visual history of traffic cameras up to 24 hours.

Traffic Cameras. *Hardware:* You can hijack any traffic cameras in a city block. You can zoom and alter their angle.

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	22 (+6)	20(+5)	8(-1)

Layer 2

Challenge 6 (1,250 XP)

Layer Bonus +9

Layer DC 15

Firewall defense 18

Hit Points 36 (6d8+12)

Saving Throws Int +9, Wis +8

Skills Computer Use +9, Perception +8

Senses passive Perception 18

Abilities

Scare Tactics. *Dive Talent:* As a bonus action, the automatrix makes two *increased deterrent* attacks. AM informs each target that it is hacking them.

Components

Traffic Lights. *Hardware:* You can hijack the traffic lights at one location. Each round you remain behind layer 2's firewall, you can hijack another intersection. This includes all lights including pedestrian walks.

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	26 (+8)	24(+7)	8(-1)

Layer 3

Challenge 10 (2,950 XP)

Layer Bonus +12

Layer DC 17

Firewall defense 19

Hit Points 60 (10d8+20)

Saving Throws Int +12, Wis +11

Skills Computer Use +12, Perception +11

Senses passive Perception 21

Abilities

Final Deterrent. *Dive Talent.* As an action, the target must make an Intelligence saving throw, taking 48 (8d10+8) psychic damage on a failed save, and the target is stunned until the beginning of the automatrix's next turn.

Components

Roadworks. *System (DC25):* The character may call on and off staff roadworks. They may be given orders, but all staff are human so they may not obey contradictory or nonsensical orders.

Autodrive. *Hardware:* The character may hijack any vehicles at one intersection, or up to 12 vehicles that cannot be more than 10 squares apart from one another. These vehicles must be on autodrive and control is given back to the driver if autodrive is turned off manually.



CELLULAR/ SATELLITE MATRIX

The CSM is an international network of not one but hundreds of independent servers with their own firewalls and protocols. Breaking one does not equate breaking another. They monitor and secure not only all vocal communication but all internet traffic as well, including information exchange and power supply for SEEDs. Because of SEED software security, cracking into the server only allows you to tap into phone conversations and not SEEDs themselves.

CELLULAR / SATELLITE MATRIX

STR	DEX	CON	INT	WIS	CHA
—	—	16 (+3)	22 (+6)	18(+4)	8(-1)

Layer 1

Challenge 5 (900 XP)

Layer Bonus +9

Layer DC 14

Firewall defense 16

Hit Points 35 (5d8+15)

Saving Throws Int +9, Wis +5

Skills Computer Use +9, Perception +7

Senses passive Perception 17

Abilities

In Depth Analyzing. *Dive Talent:* As an action, the target makes a Wisdom saving throw. On a failure, the CSM gains a +2 bonus to all firewalls attacks and all saving throw DCs. This lasts for 1 hour. In addition, CSM learns the physical location of the target (unless there is a blocker or a surrogate is used).

Invalid_Owner_1307. *Firewall Attack:* As a bonus action, the server attacks the target's firewall.

Guardian Subroutine. As a reaction, if the Automatrix detects a dive (by a hacker failing to beat the server's passive Perception), the target must make an Intelligence saving throw, with the CSM learning the target's GIA on a failure.

Components

Call Display. *Memory (DC17):* A character can discover conversations taking place over the CSM and the names of their participants, but neither GIAs nor physical locations.

Cellular Recall. *System (DC20):* A character may eavesdrop on one conversation taking place over the CSM, assuming it's not encrypted.

STR	DEX	CON	INT	WIS	CHA
—	—	16 (+3)	26 (+8)	24(+7)	8(-1)

Layer 2

Challenge 10 (2,950 XP)

Layer Bonus +12

Layer DC 17

Firewall defense 17 / 14 (both must be breached)

Hit Points 70 (10d8+30)

Saving Throws Int +12, Wis +10

Skills Computer Use +12, Perception +11

Senses passive Perception 21

Abilities

Multiattack. The CSM takes any other two actions or bonus actions it has access to (including *spastic hack*).

SEED Bio-rupture. *Dive Talent:* As an action, the target makes an Intelligence saving throw. On a failure, the target takes 20 (3d8+8) psychic damage, and is poisoned for 1 hour.

The Authorities Have Been Contacted. *Dive Talent:*

As an action, the target makes an Intelligence saving throw. If it fails, the target's location and GIA's are immediately forwarded to the proper authorities nearest to the target.

Spastic Hack. *Firewall Attack:* The CSM makes two *Invalid_Owner_1307* attacks.

Components

It's For You. *Memory (DC20):* A character can learn the GIA of one non-paranoid target anywhere in the country that is currently involved in a cellular conversation. This lasts for 5 minutes.

CORPORATE HQ SERVER

This is the standard server for a major company. Many smaller corporations may only have one or two layers while others may be even harder than the one listed here.

CORPORATE HQ SERVER

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	24 (+7)	18(+4)	8(-1)

Layer 1

Challenge 5 (900 XP)

Layer Bonus +10

Layer DC 12

Firewall defense 17

Hit Points 30 (5d8+10)

Saving Throws Int +10, Wis +7

Skills Computer Use +10, Perception +7

Senses passive Perception 17

Abilities

Policy Injection. *Firewall Attack:* As a bonus action, the server attacks the target's firewall. If it hits, the target also suffers 1 point of psychic damage, and the target is stunned until the beginning of the Corporate HQ Primary Server's next turn.

Reactive Secure Host. As a bonus action, the Corporate HQ Primary Server gains +1 to Firewall defense, saving throws, and gains a +2 bonus to all attacks until the end of its next turn. After using *reactive secure host*, it cannot be used again for 1 minute.

Guardian Subroutine. As a reaction, if the Corporate HQ Server detects a dive (by a hacker failing to beat the server's passive Perception), the target must make a Wisdom saving throw, with the server learning the target's GIA on a failure.

Components

Corporate Dictation. *Memory (DC15):* A character learns the location of all security systems within the Corporate HQ building, how many personnel are on staff on a given day and where they are located, or the physical blueprints of the building itself.

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	26 (+8)	20(+5)	8(-1)

Layer 2

Challenge 13 (5,000 XP)

Layer Bonus +13

Layer DC 18

Firewall defense 17 / 19 (both must be breached)

Hit Points 78 (13d8+26)

Saving Throws Int +13, Wis +10

Skills Computer Use +13, Perception +10

Senses passive Perception 20

Abilities

Too Many Ports, Aborting Processes. *Dive Talent:* As an action, all targets the Corporate HQ Server is currently diving into must make a Wisdom saving throw. On a failure, the target takes 33 (5d10+8) psychic damage. This layer's firewalls immediately come back online.

Hostile Takeover. As a bonus action, the Corporate HQ Server makes two *policy injection* attacks or three regular firewall attacks.

Components

Push the Envelope. *System (DC22):* The character may change any document that resides within the database

Security Systems. *Hardware:* Cameras and checkpoint gates are run off of this server. Cameras can be moved but many are still tacked by a human observer.

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	30 (+10)	26(+8)	8(-1)

Layer 3

Challenge 20 (12,500 XP)

Layer Bonus +16

Layer DC 21

Firewall defense 20 / 22 (both must be breached)

Hit Points 160 (20d8+80)

Saving Throws Int +16, Wis +14

Skills Computer Use +16, Perception +14

Senses passive Perception 24

Abilities

Invalid SEED Argument (Recharge 5-6). *Dive Talent:* As an action, the target must make an Intelligence saving throw. On a failure the target takes 85 (15d10+10) psychic damage, and is incapacitated for one minute.

Components

Dirty Little Secrets. *Memory (DC25):* The character learns one internal document or discrepancy directly contradicting public company policy, or one agreement with organizations tied to organized crime.



ECHELON

The United States held the distinction of operating the largest security server in the world until MCP and SIM emerged onto the scene. It is still considered one of the most dangerous networks on the planet to hack. It is a military class system which doesn't play nice with intruders. Several years ago, a battalion of Alice androids were linked in series to increase Echelon's power but this still pales in comparison to the other two servers. Echelon is one of the few servers on the planet allowed to initiate lethal countermeasures against attackers. To date, the system has never accidentally killed a target, thought technically, it has the power to kill any target it has the GIA for. This is not public knowledge.

ECHELON

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	26(+8)	20(+4)	8(-1)

Layer 1

Challenge 10 (2,950 XP)

Layer Bonus +12

Layer DC 17

Firewall defense 15 / 17 (both must be breached)

Hit Points 60 (10d8+20)

Saving Throws Int +12, Wis +9

Skills Computer Use +12, Perception +9

Senses passive Perception 19

Abilities

Multiattack. As an action, the Echelon makes two *ultimatum* attacks.

Provider Refraction. *Dive Talent:* As an action, the target makes a an Intelligence saving throw. If it fails, it takes 48 (8d10+8) psychic damage.

Ultimatum. *Firewall Attack:* As a bonus action, the server attacks the target's firewall. If it hits, the target also takes 16 (2d8+8) psychic damage, and is stunned until the beginning of Echelon's next turn.

Guardian Subroutine. As a reaction, if Echelon detects a dive (by a hacker failing to beat the server's passive Perception), the target must make a Wisdom saving throw. If the target fails, the server learns the target's GIA, and immediately makes an *ultimatum* attack.

Components

Hear No Evil. *Memory (DC15):* A character may monitor the online traffic coming from a single building or, alternatively, they may monitor the uploads and downloads from an individual whose GIA the character knows.

STR	DEX	CON	INT	WIS	CHA
—	—	16 (+3)	26 (+8)	22(+6)	8(-1)

Layer 2

Challenge 15 (6,500 XP)

Layer Bonus +13

Layer DC 18

Firewall defense 18 / 18 (both must be breached)

Hit Points 105 (15d8+45)

Saving Throws Int +13, Wis +11

Skills Computer Use +13, Perception +11

Senses passive Perception 21

Abilities

Policy Error. *Dive Talent:* As an action, the target must make an Intelligence saving throw. If it fails, the target takes 58 (10d10+8) psychic damage, and Echelon has advantage on all saving throws against the target for one minute.

Components

Cryptonomicon. *Memory (DC25):* The character has access to one of the premier code-cracking software sets on the planet. Each DC 25 Intelligence (Computer Use) checks grants the character a +15 bonus to all attempts at breaking one specific code.

STR	DEX	CON	INT	WIS	CHA
—	—	16 (+3)	30 (+10)	26(+8)	8(-1)

Layer 3

Challenge 20 (12,500 XP)

Layer Bonus +16

Layer DC 21

Firewall defense 19 / 19 (both must be breached)

Hit Points 140 (20d8+60)

Saving Throws Int +16, Wis +14

Skills Computer Use +16, Perception +14

Senses passive Perception 24

Abilities

Deadly Force Authorized (Recharge 6). *Dive Talent:* As an action, the target makes an Intelligence saving throw. If it fails, it either takes 68 (15d8+8) psychic damage, or is reduced to 1 hit point (whichever is lower).

Components

No Evil. *System (DC28):* The character may access Echelon's satellite imaging to view any one area that the satellite is currently watching for up to five minutes.

Spy Games. *System (DC30):* The character may delete any one record in the Echelon database, or may create false records in the database. The character may instead remove all Echelon knowledge of any single cryptographic code.

I/O EDEN MCP

The MCP, named after a famous film computer, does not stand for anything other than its homage. Many hackers take it for granted because of this, foolishly unaware that the MCP is the single most powerful computer on the planet. Since it was designed by ex-hackers, it allows some room to test the waters of those trying to crack it (recording their efforts all the while to improve its own security). However, it takes genuine breaches in security very seriously.

I/O EDEN MCP					
STR	DEX	CON	INT	WIS	CHA
—	—	10 (+0)	16 (+3)	16(+3)	8(-1)
Layer 1 Challenge 1 (100 XP) Layer Bonus +5 Layer DC 10 Firewall defense 13 Hit Points 4 (1d8+0)					
Saving Throws Int +5, Wis +5 Skills Computer Use +5, Perception +5 Senses passive Perception 15					
Abilities Slap In The Face. <i>Firewall Attack:</i> As a bonus action, the server attacks the target's firewall. If breached, The target is welcomed to I/O Eden MCP, a worker's paradise. The target is also forwarded a job application.					
Guardian Subroutine. As a reaction, if the MCP detects a dive (by a hacker failing to beat the server's passive Perception), the target must make an Intelligence saving throw, with the MCP learning the target's GIA on a failure.					
Components The Hell? <i>Memory:</i> The character may extract detailed information about the dietary habits of any one aquatic mammal and its mating habits.					
STR	DEX	CON	INT	WIS	CHA
—	—	16 (+3)	30 (+10)	26(+8)	8(-1)
Layer 2 Challenge 20 (12,500 XP) Layer Bonus +16 Layer DC 21 Firewall defense 18 / 19 (both must be breached) Hit Points 140 (20d8+60)					
Saving Throws Int +16, Wis +14 Skills Computer Use +16, Perception +14 Senses passive Perception 24					

Abilities

Multiaattack. As a bonus action, I/O Eden makes any other two actions.

Alt F4. *Firewall Attack:* As a bonus action, the server attacks the target's firewall. If breached, the target is paralyzed, blinded, and deafened for 1d4 rounds. For five minutes, the target hears a computer error ding once per second.

Relativity. *Hack Talent:* As an action, the target makes a Wisdom saving throw. If it fails, the target is charmed for 1 minute and I/O Eden resets both firewalls at this layer.

Components

The Word. *Memory (DC25):* The character may extract detailed information about any single organization on the planet, including personnel, payroll, criminal records and locations.

STR	DEX	CON	INT	WIS	CHA
—	—	16 (+3)	32 (+11)	28(+9)	8(-1)
Layer 3 Challenge 25 (37,500 XP) Layer Bonus +19 Layer DC 24 Firewall defense 19/ 20 (both must be breached) Hit Points 175 (25d8+75)					
Saving Throws Int +19, Wis +17 Skills Computer Use +19, Perception +17 Senses passive Perception 27					
Abilities 404 (Recharge 5-6). <i>Dive Talent.</i> As an action, the target makes a Wisdom saving throw. If it fails, the target is incapacitated for five minutes. The words, "Have a nice day" and a smiley face are superimposed over the target's vision.					
Coexistence Suppress. <i>Dive Talent.</i> As an action, the target makes a Wisdom saving throw. If it fails, the target is charmed for five minutes and the I/O Eden can issue commands to the target that it must fulfill regardless of its danger or intent, including a self-destructive order.					
Components The Hand. <i>System (DC30):</i> The character may alter one specific piece of information in the data haven.					



POWER CONTROL GRID

Each city has its own Power Control Grid. Some may be easier than others. Larger cities, like Archon, may have much more difficult systems to crack while a town in a third world country (that has electricity) would be a walk in the park. The following PCG represents an above average opponent.

POWER CONTROL GRID

STR	DEX	CON	INT	WIS	CHA
—	—	12 (+1)	18 (+4)	16(+3)	8(-1)

Layer 1

Challenge 1 (100 XP)

Layer Bonus +6

Layer DC 11

Firewall defense 14 / 14 (both must be breached)

Hit Points 5 (1d8+1)

Saving Throws Int +6, Wis +5

Skills Computer Use +6, Perception +5

Senses passive Perception 15

Abilities

Incorrect Format. *Firewall Attack:* As a bonus action, the server attacks the target's firewall.

Localized Shutdown. *Dive Talent.* As an action, the target makes an Intelligence saving throw. If it fails, the, the target has disadvantage with all firewall attacks against the Grid for 1 minute.

Guardian Subroutine. As a reaction, if the Grid detects a dive (by a hacker failing to beat the server's passive Perception), the target must make a Wisdom saving throw, with the Grid learning the target's GIA on a failure.

Components

Work The Grid (DC 19) * **Memory**

A character knows the following information: The power usage in all areas controlled by the Power Control Grid and the power layouts of individual buildings whose power is controlled by the Power Control Grid.

STR	DEX	CON	INT	WIS	CHA
—	—	12 (+2)	22 (+6)	18(+4)	8(-1)

Layer 2

Challenge 10 (2,950 XP)

Layer Bonus +10

Layer DC 15

Firewall defense 17

Hit Points 60 (10d8+20)

Saving Throws Int +10, Wis +8

Skills Computer Use +10, Perception +8

Senses passive Perception 18

Abilities

Cease All Activity. *Dive Talent:* As an action, the target makes a Wisdom saving throw. If it fails, the target is stunned until the beginning of Power Control Grid's next turn. The target's GIA is broadcasted to the local authorities by the Power Control Grid.

Multiattack. As a bonus action, the power control grid makes any other two actions.

Components

Blown A Fuse. *System (DC20):* The character may shut down all power controlled by Power Control grid in one building for up to five minutes.

STR	DEX	CON	INT	WIS	CHA
—	—	14 (+2)	28 (+9)	26(+8)	8(-1)

Layer 3

Challenge 20 (12,500 XP)

Layer Bonus +15

Layer DC 20

Firewall defense 20 / 20 (both must be breached)

Hit Points 120 (20d8+40)

Saving Throws Int +15, Wis +14

Skills Computer Use +15, Perception +14

Senses passive Perception 24

Abilities

Invalid Authority, Terminating Connection. *Dive Talent:* As an action, the target makes an Intelligence saving throw. If it fails, it takes 65 (14d8+9) psychic damage, and the target is stunned until the beginning of Power Control Grids next turn. Both of the Power Control Grid's firewalls at this layer are reactivated.

Components

Blackout. *System (DC30):* The character may shut down all power controlled by Power Control Grid in as small or as large an area as desired for the rest of the encounter (or up to an hour).

SAMAZ INDEPENDENT MONITOR

All traffic to and from Archon is tagged and tracked by SIM. It does not handle the duties of the CSM or Automatrix, but oversees them, tagging any items that may risk national security. It also monitors all digital traffic and functions as a firewall for all UN and embassy buildings.

S.I.M.

STR	DEX	CON	INT	WIS	CHA
—	—	17 (+3)	26 (+8)	22(+6)	8(-1)

Layer 1

Challenge 17 (9,000 XP)

Layer Bonus +14

Layer DC 19

Firewall defense 19 / 19 (both must be breached)

Hit Points 20 (3d8+8)

Saving Throws Int +16, Wis +12

Skills Computer Use +16, Perception +12

Senses passive Perception 22

Abilities

Multiattack. As a bonus action, SIM makes any other two actions.

SIM Says No. *Firewall Attack:* As a bonus action, the server attacks the target's firewall. If breached, the targets takes 1 point of psychic damage, and the target is informed that what it is doing is a crime in accordance with UN charters.

Connection Collapse (Recharge 4-6). *Dive Talent:* The target must make an Intelligence saving throw. If it fails, the target is disconnected from the server and forced into paranoid mode. Additionally, SIM's firewalls at this level come online.

Guardian Subroutine. As a reaction, if SIM detects a dive (by a hacker failing to beat the server's passive Perception), the target must make an Intelligence saving throw, with SIM learning the target's GIA on a failure and the target being poisoned for 1d4 rounds.

Components

Archon Proper. *Memory (DC15):* A character knows detailed information on less interesting information like the staff currently employed in a specific embassy within Archon, or blueprint designs for any building within the borders of Archon.

STR	DEX	CON	INT	WIS	CHA
—	—	17 (+3)	26 (+9)	24(+7)	8(-1)

Layer 2

Challenge 19 (12,500 XP)

Layer Bonus +15

Layer DC 20

Firewall defense 20 / 20 (both must be breached)

Hit Points 133 (19d8+57)

Saving Throws Int +15, Wis +13

Skills Computer Use +15, Perception +13

Senses passive Perception 23

Abilities

Internal Negotiations (Recharge 5-6). *Dive Talent:* As an action, the target makes a Wisdom saving throw. If it fails, the goes into paranoid mode and is stunned for 1d4 rounds.

Components

Personnel Extractions. *Memory (DC25):* The character learns the following: The location of individual Archon staff and diplomats in Archon in real-time, or the location and detailed information of all deployed DPS, UNPK, PPA and UNSDF personnel.

STR	DEX	CON	INT	WIS	CHA
—	—	18 (+4)	30 (+10)	28(+9)	8(-1)

Layer 3

Challenge 22 (20,500 XP)

Layer Bonus +17

Layer DC 22

Firewall defense 20 / 20 (both must be breached)

Hit Points 264 (22d8+88)

Saving Throws Int +17, Wis +16

Skills Computer Use +17, Perception +16

Senses passive Perception 26

Abilities

Enough (Recharge 5-6). *Dive Talent:* As an action, the target makes an Intelligence saving throw. If it fails, the target takes 90 (20d8+10) psychic damage.

Components

International Revelations. *Memory (DC30):* The character learns any information traffic moving through any single embassy, public, or private and the contents of that information.

Impose Crisis. *System (DC30):* The character may alter any one record in the SIM's database, or deploy the DPS to a single location.



FREEDIVERS

Freedivers are not open combatants and should not present themselves as a target. Their talent is in disrupting enemy lines while armed allies move in for the kill. If on their own or with other hackers, they make it their objective to make the encounter as frustrating as possible, preventing enemies from attacking and souring whatever victory they could hope for. If possible, hackers never reveal themselves and if successful, their enemies will not even know they are being hacked. Unless a hacker targets a superior opponent, their presence should be invisible.

TRUEBORN SAVANT

Medium humanoid, any alignment

Armor Class 13 (armor) **Firewall defense** 17
Hit Points 40 (9d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10(+0)	16(+3)	14(+2)	10(+0)

Saving Throws Int +6, Wis +5
Skills Computer Use +6, History +6, Perception +5
Senses Passive Perception 15
Languages Any three languages
Challenge 6 (2,300 XP)

Freediving. The savant is a 9th level freediver. Its freediving ability is Intelligence (dive save DC 14, +6 to hit with firewall attacks).
Hotkeys: *attack blocker*, *feedback surge* (2d4), *startle*
1st level (5 slots); 2nd level (3 slots); 3rd level (1 slot)

Programs. The savant has the following programs.
First Delay Malware (ProgDC 14): *degauss*
Inferno Worm (ProgDC 14): *feedback surge* (x2)

Actions

Autoloader. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Only Do Eyes. *Firewall Attack:* +7 to hit, range GIA, one target. *Hit:* the savant breaches the target's firewall. The savant can also use *only do eyes* as a bonus action.

Reactions

Back Hack. The savant can back-hack an opponent attempting a dive on him. It must be aware an enemy is diving. It makes a Computer Use skill check against the opponents ProgDC. If successful, it gains the target's GIA until the end of its next turn. The savant is not in a dive unless it initiates a firewall attack and succeeds.

NUGENIC CYPHER

Medium humanoid, any alignment

Armor Class 13 (armor) **Firewall defense** 20
Hit Points 99 (18d8+18)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	15(+2)	12(+1)	20(+5)	14(+2)	14(+2)

Saving Throws Int +11, Wis +7
Skills Computer Use +11, Engineering +11, Perception +7
Damage Resistance psychic
Senses Passive Perception 17
Languages Any five languages
Challenge 12 (8,400 XP)

Freediving. The cypher is an 18th level freediver. Its freediving ability is Intelligence (dive save DC 19, +11 to hit with firewall attacks).
Hotkeys: *attack blocker*, *feedback surge* (5d8), *startle*, *target fixation* (+2)
1st level (9 slots); 2nd level (5 slots); 3rd level (4 slots); 4th level (3 slots)

Programs. The cypher has the following programs. It can activate a program as a bonus action.
Slip n' Bleed (ProgDC 21): *feedback surge* (5d6) X2
Azaazel Worm (ProgDC 21): *time freeze*, *automation* (time freeze), *radial phisher* next instruction within 60 feet, firewall attack all target's allies, copy itself into target if breached.
GLAS Scrambler (ProgDC 21): DC25
Filter Wall (ProgDC 21): 1 hour / 3 uses.

Phishing Macro. The cypher has advantage with his first firewall attack on his turn

Active Security. Instead of using Passive Perception to detect enemy dives, the cypher employs Passive Computer Use 21.

Actions

Stun Baton. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage plus the target is stunned until the beginning of the cypher's next turn.

Blue Screen. *Firewall Attack:* +11 to hit, range GIA, one target. *Hit:* the cypher breaches the target's firewall. The cypher can also use *blue screen* as a bonus action.

Reactions

Back Hack. The cypher can back-hack an opponent attempting a dive on him. It must be aware an enemy is diving. It makes a Computer Use skill check against the opponents ProgDC. If successful, it gains the target's GIA until the end of its next turn. The cypher is not in a dive unless it initiates a firewall attack and succeeds.



VIRTUANT SYSOP

Medium humanoid, any alignment

Armor Class 17 (armor) **Firewall defense** 21 / 20

Hit Points 135 (18d8+54)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	16(+3)	24(+7)	14(+2)	10(+0)

Saving Throws Int +13, Wis +7

Skills Computer Use +13, Engineering +13, History +13, Insight +8, Perception +8, Sciences +13

Damage Resistance cold, lightning, psychic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 18

Languages All languages

Challenge 21 (33,000 XP)

Freediving. The sysop is an 20th level freediver. Its freediving ability is Intelligence (dive save DC22, +13 to hit with firewall attacks).
Hotkeys: *attack blocker*, *feedback surge* (5d12), *neural curse*, *phisher* (3 targets)
1st level (8 slots); 2nd level (5 slots); 3rd level (5 slots); 4th level (3 slots)

Programs. The sysop has the following programs. It can activate a program as a bonus action.

Elite Diagnostic (ProgDC 22): +17 to Computer Use, deletes DC18 programs or lower, innate +8 Computer Use

Snow Crash Delay Malware (ProgDC22): *tapeworm*, *simple god hack*, *automation* (*simple god hack*), two activations.

Fabrication Worm (ProdDC22) — *fabrication anchor*, *automation*

Parasite Trap (ProgDC 22): If the first firewall is breached, the invader must beat the ProgDC or immediately take 13 (2d6 +7) psychic damage and alert the sysop to its presence.

Cyber Aneurism Suite: *firewall attack* x2, *feedback surge* x2 (5d12)

Program Replication (ProgDC 22)

Remote Controller (ProgDC 22): The sysop can control both drum drones with this program.

Robots. The sysop is always accompanied by two drum drones it remote controls via its implant. The sysop always tries to control at least one per turn. It's experience and challenge rating are incorporated into the sysop's. It can control a robot directly with either an action or a bonus action.

Phishing Macro. The sysop has advantage with his first firewall attack on his turn

Batch File. The sysop can activate a program requiring an action as a bonus action.

Custom Compression. The sysop has two firewalls. The first is FW 21. After which, its second firewall must then be breached, FW 20.

Active Security. Instead of using Passive Perception to detect enemy dives, the sysop employs Passive Computer Use 22

Actions

Piton Punch. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage plus the target is pushed 20 feet.

Forced Entry. *Firewall Attack*: +13 to hit, range GIA, one target. Hit: the sysop breaches the target's firewall. The sysop can also use *forced entry* as a bonus action.

Reactions

Back Hack. The sysop can back-hack an opponent attempting a dive on him. It must be aware an enemy is diving. It makes a Computer Use skill check against the opponents ProgDC. If successful, it gains the target's GIA until the end of its next turn. The sysop is not in a dive unless it initiates a firewall attack and succeeds.

Legendary Actions

The sysop can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sysop regains spent legendary actions at the start of its turn.

SEED Fault: The sysop makes one firewall attack.

Robot Symmetry: One of the sysop's drum drones makes a pulse weapon attack.

Robot Overlord (2 actions): One of the sysop's drum drones gains a turn.

SYSOP DRUM DRONE

Medium construct, unaligned

Armor Class 19 (armor) **Firewall defense** 19

Hit Points 104 (16d8+32)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	20(+5)	15(+2)	3(-4)	14(+2)	1(-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses Passive Perception 12

Languages none

Pinning Fire. Any target the drum drone hits with its ranged attack cannot move any closer to the drum drone on its turn.

Actions

Multiattack. The drum drone makes up to two attacks with each of its ranged weapons (four total). If one attack hits, you can make an additional attack with the alternate weapon with a bonus action.

Pulse Weapon. *Ranged Weapon Attack*: +11 to hit, range 200/1000 ft.. Hit: 10 (1d10+5) fire damage.



SEVEN: SETTING

The turn of the 21st century was full of apocalyptic fears: the belief that some incident, be it a war, a calamity from the heavens, or merely overpopulation, resource depletion, and environmental collapse. In the end, none of these came to pass, at least not to the extent that the doomsayers foretold. In the end, it was not one single cataclysmic event, but dozens of smaller ones that spelled the end of the old world order and the dawning of the dream of Archon.

"The nation of Archon is the worst run example of a government I have seen with the notable exception of all the others..."

Franklin Bartel
Political Analyst

power, or (most often) mere scaremongering by uninformed masses. The same thinking that prevented genetically modified wheat from severely reducing the world's food shortage problem in the early 21st century likewise set back the development of nanotechnology by decades.

"No one knew how bad it was going to get. The optimists couldn't believe it and the pessimists weren't actually expecting it."

Naheel Parmar
Nanolutions CEO

THE BUBBLE

The history of technological development reveals two currents in human thought: the first, that progress is a thing to be desired; the second, that if it ain't broke, don't fix it. Unfortunately for many innovators, while most individuals seem to favor the former, populations are governed by the latter. Technological development is constantly hampered by concerns over cost-effectiveness, sabotage by existing organizations that see the development as a threat to their

The first self-replicating nanomachine was constructed by Honshu's Micon Technologies in 2039. Unfortunately, a minor industrial accident that resulted in three deaths—far less than the incident could have been had the company not been prepared—was blown out of proportion by the media, resulting in MicroTech going bankrupt and its patents being released to countless nanotech startups. Lack of expertise on the part of these new companies combined with lingering paranoia over what the media termed the "Honshu Nanotech Incident" meant that the technology completely failed to take off and remained mired in bureaucratic hurdles for decades. The heavy investment in a failed industry caused a minor recession, which doubtless contributed to the greater troubles to come.

THE WAKE-UP

The buzzword of “global warming”, bandied about by biased politicians and barely-informed activists since the end of the 20th century, was the battleground for both those in opposition to and in favor of industrial development. Each side was convinced that giving in to the other would result in the end of the world as they knew it. In the end, they were both right... and both wrong.

“The ‘Carbon Collapse’ was the ultimate bubble—an environmental, economic, and social breakdown no one saw coming—but which we all knew was going to happen.”

James Ho
The Pacific Observer

By the end of the last century it had become obvious that humanity’s dependence on primordial sludge as a fuel source couldn’t last, and as it was in the best interests of the oil companies to ensure that they still had clout when the petroleum ran out, they began heavily pushing the new and not remotely cost-effective technology of hydrogen fuel cells. Unfortunately, the lack of standardization and the monopolistic business practices of the conglomerates prevented the technology from ever becoming affordable to the consumer, actually increased the use of gasoline, and eventually (after a sharp spike in global temperature in 2045 that raised sea levels drastically in the space of two years) caused the economic and ecological event that came to be known as the Carbon Collapse. Over the next ten years, over a billion lives were lost, the world’s oil and automotive industries were crippled, and several major world currencies were destabilized.

A CONTINENT SHATTERED

Africa never really recovered from its colonial history. The power vacuums left in the wake of the collapse of the European and Middle Eastern empires in the 20th century left a continent full of feuding warlords, ravaged by poverty, crop failure, disease, and woefully naïve charities. While day-to-day life for the average person in the urban areas differed little from that of the average first-world city dweller, the threat of violence both external and internal was always on the horizon.

The Carbon Collapse merely made an already bubbling kettle boil over. The rise in sea level barely affected the continent, but the discovery of oil in several contested central territories led to the disintegration of several nations and provoked a free-for-all war, fueled by greedy oil companies and foreign mercenaries. The more powerful

warlords consolidated their power bases in fortified city-states and continued to build up enormous military power, and the rest of the world, still reeling from the Collapse, was powerless to intervene.

EQUALIZATION

The Carbon Collapse spelled the end of the dominion of the US dollar, but not (as some experts predicted) its descent into total irrelevance. Though attempts were made by the European Union to bolster the value of the euro, its dependence on the German automotive industry (which had only partly weathered the HFC/oil crisis) and the development of strong economic alliances between the industrial nations of Asia and the Middle East left the world financial markets with four roughly comparable trading currencies: the dollar, the euro, the khaleeji (the relatively new currency of the Pan-Arabian Coalition) and the AMU (not really a currency, but an economic unit leveraging the collective buying power of thirteen Asian nations). The euro, as a comparatively neutral currency, is presently the preferred unit of international trade and remains the official currency of the United Nations territories.

“Dot-coms, the mortgage crisis, the Carbon Collapse... will we learn? Of course we do, but bubbles burst. We burst them. It’s in our nature. No one blows a bubble intent on letting it deflate.”

Ben Jazerbowski
Wall Street Weekly

The expansion of economic alliances had a side-effect of increased political stability in those nations’ territories. The power of money prompted at least a token reconciliation to the long-standing bad blood between Japan, China, and Korea. The United Nations’ decision to finally take a stand and impose peace between Israel and its neighbors by force in the wake of the 10-Day War in 2055 enabled the region to propel itself to the forefront of global consciousness, and Islamic fundamentalist violence all but disappeared in the wake of the forming of the Pan-Arabian Coalition shortly thereafter. The UN itself, no longer bound by its dependence on the US and UK for the majority of its economic and military clout, swiftly lost its reputation for being toothless. Though the United States would remain a significant player on the world stage, the UN was able to finally usurp the place that it had been intended to occupy since its inception: that of the world’s arbiter.



A NEW WORLD ORDER

Though the United Nations had masterminded the Jericho Accords that ended the 10-Day War, most felt that internal reform was needed before it could properly exert its new-found clout. Though it faced severe opposition from several of the UN's more powerful member nations (including the United States, which briefly resigned from the UN over it) as well as several major compromises, the legislation known as the United Nations Aggregate Reform Amendment (UN-ARMA) was eventually pushed through. The bill restructured the UN, expanded the number of nations on the Security Council and gave increased power to the member states, as well as authorizing the United Nations to act as the government in regions not claimed by any recognized state or in which the local government was deemed insufficient or illegitimate by the council. Within the United Nations Administered Zones, UN law would rule, turning it from an advisory organization into a fully-fledged government.

Needless to say, not everyone was pleased with this arrangement.

THE RETURN OF OPTIMISM

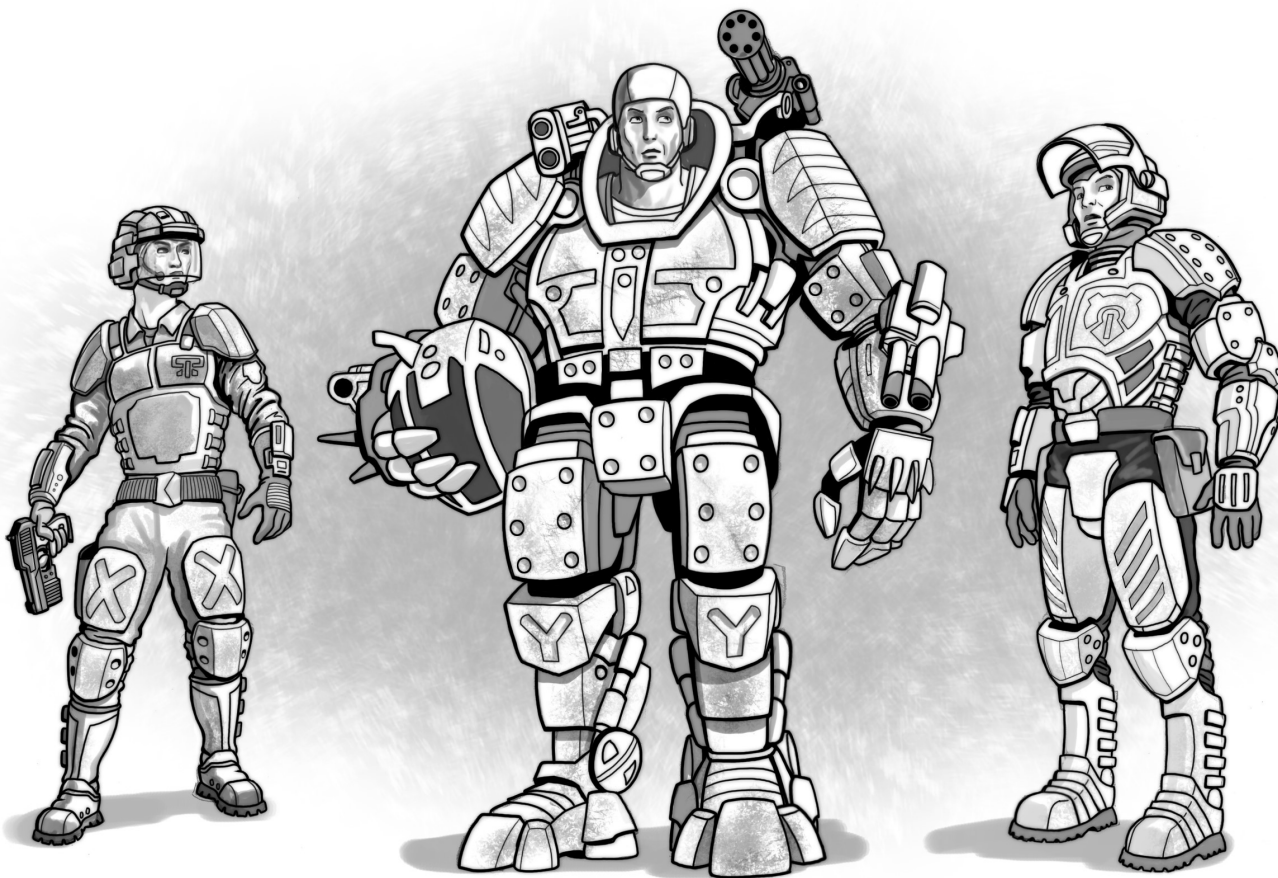
In the wake of so much change, conservatism lost out to necessity. The world needed progress to recover, and before progress must come a re-envisioning of priorities. Many old prejudices were abandoned, most significant among these being the paranoia over nanotechnology,

which soon became one of the most, if not the most dominant industries in the world. America's policy of "our way or the highway" when dealing with the UN came to an end after the US' withdrawal from the council sparked the worst and most rapid recession in the nation's history. After the next election, the US reinstated their UN mission and threw as much of their economy as they could muster behind the organization, vowing to let idealism rather than ideology dictate all their dealings henceforth. Other nations made similar pledges. Internally, it took some time for each of the new superpowers to clear away remnants of the old order, and to this day none have been completely successful. Conservative and fundamentalist elements still exist in corners of the world, but they no longer have as much power to hold the peoples' hearts and minds as once they did.

Popular culture was changing too. The development of the SEED resulted in an unprecedented level of cultural interconnectivity, as well as some thorny philosophical questions about the nature of individuality if a person's memories could easily be transferred electronically and relived by someone else. While most major religions dealt with the problem by simply ignoring it, the entertainment industries went to town with the concept, producing so many films, novels, dramas, and sensory events depicting a world on the cusp of cybertopia that the innovators felt they had to live up to everyone's expectations.

THE DREAM OF ARCHON

The UN relocated temporarily to Montreal when the US' withdrawal made it *non grata* within American territory, and even after the contrite return a few years later, it no longer seemed appropriate to house the organ of world government within the sovereign boundaries of any single nation. Fortunately, a solution was close at hand. Shortly after the foundation of PAC, Qatar and Bahrain began designing the largest land reclamation project in world history—an artificial island designed to be the capital of the PAC. Cost overruns and budget mismanagement caused investors to back out and the island project was threatened with collapse. With the island itself nearly completed, the PAC delegation came forward with a proposal. PAC would donate the island to the UN on two conditions: that the UN complete the development of the island's infrastructure, and that it would revert back to its original owners in the event that the UN ever vacated the island.



"Dante passes through the gate of hell, which bears an inscription which reads 'Lasciate ogne speranza, voi ch'intrate' or 'Abandon all hope, ye who enter here.' Someone spray painted that on the sign to Archon one evening. It started a trend that continues to this day. Ten years and they still haven't been caught."

Elliandro Goddard
Patterns of Modern Chaos

In any other age, such a bold project would never have been passed, but the proposal was accepted and designs were put in order to construct an autonomous United Nations city, a project that was to take thirty years to complete.

ROADS TO NOWHERE

The project was dubbed the **Special Administrative Municipal Autonomous Zone** (SAMAZ). Officially it remained part of PAC until the construction of the city was complete, and was overseen primarily by PAC engineers and architects—unsurprisingly, given the Middle East's reputation for constructing unbelievable architectural marvels. The name of the city was only a designation and the search began to find a new title for this united city of the future. What was thought to only take a few months ended

up taking fifteen years. The number of rejected names was so high, the city eventually was saddled with an unfortunate nickname, *Nowhere*. By the time the official name of "Archon" was settled on, the nickname was so firmly entrenched that it persists to this day.

After the four major access roads and tunnels were connected, the island was landscaped. Although considered a single island, the landmass was divided by water into four distinct districts. These included Archon Actual Authority (A3), Archon International (Freeport), United Residential Territory-1 (URT-1) and the UNWP—a wildlife and nature park. The latter was never finished and was eventually converted into a temporary Refugee zone when evacuating UN or other personnel from contested or conflict zones.

CHAOS AND CONTROVERSY

Even before the city was half completed, it became a target for hundreds of splinter factions, fundamentalists, and anarchists who finally had a united focus for their attention. After the fourth suicide attack on a SAMAZ construction yard, security was considered too light and too under-equipped to deal with ongoing threats. In response, the Office of Internal Oversight formed the Internal Security Authority (ISA) to handle all protection and law



enforcement within the city. This was not looked on favorably by other countries, since the ISA was answerable only to the OIO which in turn was answerable only to the security council, creating fears that the new utopia would, in fact, become a police state. The increase in security, both physical and virtual (with an unprecedented number of electronic security devices being physically implanted into the city itself) was matched only by the fervor of those seeking to undermine it.

This escalation finally exploded on September 21st, 2070 in the Oman Complex Attack, which cost 250 lives and shut down the facilities where most of the city's components were being manufactured for three days. After this, security was once more increased, and a colossal supercomputer (SIM) was installed to monitor all digital traffic flowing in and out of SAMAZ.

INFORMATION PARADISE

As the city grew, so did the world around. The crisis in Africa hadn't settled. Tensions in the newly formed IAZ between Palestine and Israel were increasing. The sudden fear of an information collapse was looming. With so many people installing SEEDs and recording memories, experts feared more and powerful cybernetic and information attacks on the global system. In an attempt to create an information refuge, several independent billionaires unified to construct I/O Eden—a data haven that would not only protect the networks of the world from attack, but also be a salvation for all free knowledge. Sitting in international waters, I/O Eden had no affiliation with any country and had enough money to hire a sizeable mercenary force to keep their interests safe—not to mention the support of millions of anonymous “divers” whose combined technological might could annihilate any single nation's telepresence in a matter of minutes.

“Information wants to be free. Sometimes it needs a little help.”

Anonymous

MODERN VIEWS

In 2076, SAMAZ was officially given the name **Archon**. Within two years, the tower built over the UNGA hall gained prominence as the tallest building in the world. On May 3rd, 2081 Archon officially opened its gates to the world. Over the next ten years, the four million initial residents grew to twenty, and embassies from every nation took their places within the city. Controversy broke out over the jurisdiction of the ISA and the limits of United Nations sovereignty, until Canadian representatives proposed a

civilian-based law enforcement group to replace the ISA within Archon's borders. UNAPOL would serve as the law enforcement agency within the city, but their authority would not extend to the embassies and their sphere of influence would be limited to the Archon islands, save for Freeport, which operated its own security due to its special administrative status. It was also proposed that counterterrorism, cybercrime, or any illegal activity that involved the embassies would be placed under the jurisdiction of a separate group answerable to a representative of the General Assembly, with the power to operate in all UN Administered Zones. This agency was to be called the Division of Public Safety (DPS). Though seen as necessary to prevent the conflicts of national sovereignty from descending into anarchy, the DPS proved to be deeply unpopular with the member nations, many of the more prominent (such as China and Russia) refusing to recognize the authority of DPS operatives unless under the command of a natural citizen of their own nation. The DPS itself frequently comes into conflict with the ISA, which despite having no more authority within Archon, retains its authority in the other Administered Zones—an authority that overlaps with the DPS.

THE WORLD THAT IS

On the surface, it looks as if all of humanity's dreams for the future are on the verge of being realized. While we still don't have flying cars, the omnipresence of virtual reality and computer automation means we don't need them anymore. Most major governments are no longer run on the profit principle and a stable regulatory body exists to ensure peaceful relations. No single currency can rule the world market again. Best of all, the boundaries of the mortal body have been completely transcended.

“The troubles that have preceded this modern age are merely the birth pangs of utopia. We look to the future, and it is a bright one.”

Archon residents'
information brochure

“Bullshit.”

Margin note

But humans have never been satisfied with paradise. Beneath the surface, the same insecurities, primal fears, prejudices and irrational dogmas continue to simmer, and threaten daily to boil over and turn the dream of Archon into a nightmare—from which, this time, we might not wake.

THE CITY

Archon is an autonomous, sovereign city-state run by the United Nations as its world headquarters. Its full title is "Special Administrative Municipal Autonomous Zone-Archon" (SAMAZ-A). It occupies a man-made island in the Persian Gulf between Qatar and Bahrain. By its completion, Archon was the largest member of a family of regionally designated administered zones (AZs). The Zones were effective UN embassies with no sovereign claim by any country and controlled exclusively by the UN and enforced by UN personnel. These locations included Peace Square in Hague, International Square in New York, Ark One on LS (Lunar Station) Clavius, WHO HQ in Geneva, Vienna International Center in Austria (UNO City), UNON in Nairobi, the IAZ in the Middle East, and I/O Eden located south of India.

THE ISLANDS

Archon is separated by water channels into four distinct segments, each with its own status but all part of the sovereignty of SAMAZ.

ARCHON INTERNATIONAL — "FREEPORT"

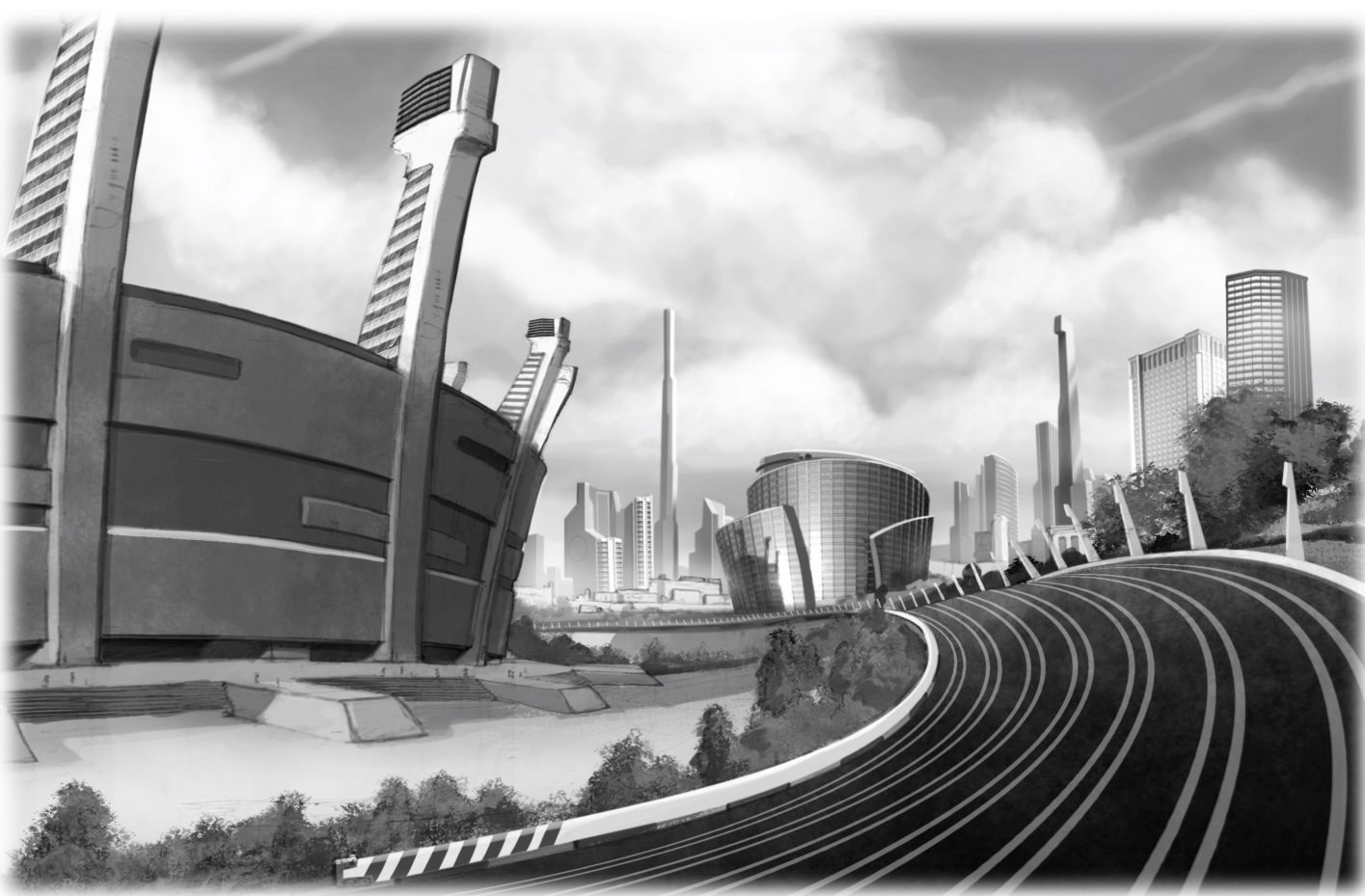
The first island completed was the massive international airport and sea dock known as Archon International, but which soon became known simply as "Freeport." It is one of the largest of its kind in the world with its own police force (subject to DPS oversight), monorail, and diplomatic status. The special economic status of Freeport doesn't extend to the rest of the territory and most large corporate chains host branches in Freeport rather than in Archon

proper. The avant-garde and revolutionary architect Jean Baptiste Chirac imagined a monstrous sea serpent as the basis for his design and from the air and even when approaching from the bridge in Archon, the airport resembles a gigantic kraken, with its colossal tentacles reaching out to connect to aircraft. The top shell appears to breathe as it raises and lowers depending on the time of day to maintain internal pressure of the facility.

ARCHON ACTUAL AUTHORITY ("A3" or "ARCHON ACTUAL")

A3 is the main island of Archon. It consists of the main city, various smaller districts, stadiums, apartment blocks and condominiums along with embassy city (home of over 150 embassies) and the financial district. It also holds the majority of the diplomatic accommodations and the UN Headquarters. When one thinks of the famed skyline of Archon, they imagine Archon Actual. The most famous buildings here include the International Commerce Towers and United Tower One—the largest free standing structure in the world. The streets are straight and easy to navigate. Buildings interlink like perfect puzzle pieces. Archon displays three primary colors through its design motif, white, green, and blue. White comes from the common color of all the buildings in the city. Blue comes from the UN designated color which tops all UN organ headquarters; and green from the huge environmental approach to keep the city clean and clear. Buildings are topped with gardens. Real trees run along all the roads. Any flat open areas are landscaped and planted with various greenery.





UNITED RESIDENTIAL TERRITORY ["URT" or "LOKA"]

Apartments and condominiums are linked in the center of an expanding urban development of spacious and luxurious homes. The island, the smallest of the four, contains less than 5% of the state's population. Along with dignitaries and most members of the General Assembly, celebrities, business owners, and expatriate national leaders make their home here. With low property tax and virtually no sales tax, Loka is a haven for those seeking escape from the regulations of normal paranoid countries. URT also has zero crime.

SAR 1 — REFUGE ZONE ["REZ"]

The second largest island, the REZ began as a wildlife preserve and park with various resort spots to cater to the ultra rich. Before completion, the UN was forced to evacuate personnel from a peacekeeping mission at the bastion of Kisangani. Nearly 1500 people were taken to the newly formed city as no nearby African nations would accept them. Eventually, the zone would come to house defectors, escapees, political dissidents, unlicensed immigrants, and expatriates. These outcasts and

undesirables seek out Archon, a politically neutral state with no extradition policy. In some cases, residents have applied for visas and have been granted employment in the city. Other than that, residents are not permitted to leave the island except the way they arrived. It is governed independently as a Special Administrative Region to Archon and has a unitary authority which only answers to the Chief Executive of Archon. Four million people currently live in the REZ.

CONNECTIONS & TRANSPORTATION

Two eight-lane bridges connect Archon to Bahrain and Qatar with one six-lane tunnel connecting Archon to Qatar. Two subterranean metro lines run to both Qatar and Bahrain. These all fall under the authority of Archon though the PAC claims jurisdiction twenty kilometers from their coast. Only public transit and vehicles slaved to Archon's automatrix are permitted to enter the tunnel. All connections link to Archon Actual save for one bridge which links to Freeport. The tunnel opens into central Archon. The Mass Gravity Transits (MGT) that connect to Bahrain and Qatar also link with an extravagant elevated network which snakes through the city. The island composition prevented a complicated underground rail, though an express system, the Principal Express Transit (PET)—a

silent and extremely fast underground rail with increased security—runs from Freeport to Paxis Square and from Paxis to the URT. Freeport, one of the largest airports on the planet, also operates its own rail system, the AFR (Archon Freeport Rail). The speed limit on the bridges and tunnels is an impressive 120 kph, 140 kph if the vehicle is in autodrive.

While in the city, the global green shift has prevented the inclusion of petrol filling stations in mass numbers. Archon has only three petrol fueling stations in its territory, and no facilities at all for hydrogen fuel cells, with electric vehicles being preferred. Gasoline and diesel vehicles are not permitted in certain areas of the city, including the tunnel, and the automatrix will automatically divert such vehicles from these locations.

LAYOUT

Archon Actual is broken up into seven districts. Although there's a distinction in design, overall the city looks homogenous. It expands from its core with radial streets intersected by avenues. The core is dominated by UT-1, or United Tower 1, at the center of United Plaza.

The main city features multiple layers of transportation. Layer 1 comprises of all ground transport. Layer 2 involves whisper aircraft, namely the dirigibles that are a common site on postcards and photographs, supplied exclusively by Skyways International. Along and above them are VERTOL fanjets including executive aircraft and law enforcement vehicles, the latter being the only aircraft permitted at all altitudes through Archon.

There is no separation of ethnic groups except where the diplomatic missions are concerned. Religion is present but strictly regulated, with places of worship receiving no tax exempt status as in other nations. Every major religion has some presence within the city. Community events are limited and any ethnic or religious disturbance of any sort is prosecuted as a hate crime by the DPS (thus, even the embassies of the few nations that still practice class discrimination are forced to moderate their behavior, at least within the city).

UNITED DISTRICT

United District, also called United City, houses both United Plaza and the UN Headquarters, pierced by the United Tower, the tallest skyscraper in the world at 1795 meters, 95 meters taller than the previous record holder. UT-1 is the signature landmark of the entire city—a single towering spike dwarfing the skyscrapers around it. There is an observation post twenty meters from the peak. UT-1 is located at the center of United Plaza, where the Secretariat

Building and DO-1 through 4 (Diplomatic Office) are also located. The Secretariat Building (TSB) is one of the largest buildings in the world at 125 floors. This block is saturated with artwork, sculptures, and gardens. Nearly every roof is topped with photovoltaic cells, prevalent throughout the entire city. These supply most of the energy used to power streetlights, fountains and other cosmetic appliances, with three nuclear reactors built deep underground supplying the city's main infrastructure.

A block away from United Plaza is Paxis Square. It matches the style of United Plaza and houses the global headquarters of both the ICJ and the ICC, separated between them by the recently built command center of the Division of Public Safety. One building in Paxis Square most people forget is the singular INTERPOL National Central Bureau office, located across from UNAPOL HQ. Both Paxis and United Plaza feature the blue accents dominant with all UN buildings in Archon. Other noteworthy locations in the core include the WHO Middle Eastern Regional Office and UNICEF, both positioned between Paxis and United Plaza.

FINANCIAL DISTRICT

The dominant region of the Financial District is the International Commerce Square, where the third and fourth largest office buildings in the world sit (the International Commerce Towers ICT-1 and ICT-2—110 floors each). The World Bank HQ is no longer affiliated with the United States, being reformed under UN authority.

Another location is the diamond-shaped IMF building. The IMF, or International Monetary Fund, moved their HQ to Archon, though they still have an office in Washington DC.

EDUCATION DISTRICT

The education district, once only comprising of the United University of Archon, has since expanded to include several





other schools as well as science and research establishments. Archon's education system is run via UNIS—United Nations International Schools. The UNIS-District (UNISD) located here coordinates all ten UNIS schools in Archon (numbered UNIS-1 through UNIS-10). Six of the UN International Schools are located in Archon with four in the URT. These schools cover all primary, secondary, and undergraduate education levels and cater to most academic specializations.

The largest section of the Education District is occupied by the United University of Archon (UUA)—A major educational center and one of two UN locations granted by the UN to bestow degrees at Masters and Doctoral levels (the other being the University for Peace in Costa Rica). Unlike UPEACE, the UUA is under the blanket of the UNGA and is subject to UN regulations. It still has its own council and its president has a seat in the General Assembly as an observer. The UUA is fully recognized in the world scene. Because of its location in Archon, the UUA accepts applicants from any citizen of UNGA nations. The UUA operates a Model UN every two years for both post secondary and elementary students.

Also located in the Education District is the FAO (Food & Agriculture Organization) scientific branch, where they are employing nanotechnology and genetic engineering to improve current crops in the attempt to stave the massive food shortages occurring worldwide. This building is constantly placed on yellow alert by the DPS due to the threat of terrorist attack (the previous FAO headquarters in Rome was destroyed by anti-genemodding radicals).

EMBASSY DISTRICT / CITY

Embassy City, as the name implies, houses the 156 embassies currently in Archon, representing nearly every nation of the UN (although the United States holds one of the embassy lots, they have yet to officially occupy it). Permanent members of the Security Council were given first choice and selected the larger facilities. The embassies are all segregated with high walls and advanced security systems, making the city resemble a checkerboard from the sky. There is no correlation between global position and embassy location. Canada is between India and China, which is across the street from the United Kingdom. Japan is next to where the United States would be, which is next to Australia.

Many buildings cannot see one another save for their flags, flapping proudly from above the barricades. All digital lines lead directly to SIM: a transmission between neighboring embassies must circumnavigate the entire city to get to its destination, and any attempt to tap the line would be instantly detected by the central register. Each

embassy has aerial access via roof landing. Street access generally eschews high-security gates in favor of a single manned gate with a high-tech but unobtrusive and non-invasive security system. To gain access via vehicle involves driving through a chicane—an impediment every embassy is equipped with, making it impossible for a vehicle to rush a gate.

OLYMPIC DISTRICT

There are four stadiums capable of a variety of different sporting events, from football, to polo, to baseball. Two are enclosed and built with a climate control system. Smaller centers are open for casual recreation and a variety of smaller sports. Because of the ethnic diversity of Archon, this district sees constant influx. Every week, a completely different sport has taken over. Money earned from these events go to the overall budget of the UN and not directly to Archon.

The most impressive feat of the Olympic district is the Formula 1 race track that snakes through and around the four major stadiums. The Grand Prix of Archon finally found itself on the eighth leg of the FIA schedule in 2078 and has remained on list since. It entertains nearly 350,000 people over the three-day event.

LEISURE DISTRICT

With shopping and recreation centers, millions of tourists arrive in Archon every year and never travel outside the Leisure district. Along with virtual cafes and movie theatres, the leisure district maintains three eighteen-hole golf courses, four waterparks (including a submarine ride), and the immense six-level United Mall, packed floor to ceiling with local and international stores (though very few big chains). The United Mall is the only shopping center in Archon with lax business tax, leaving this mall the only location in Archon to purchase certain goods (for instance, it is the only location in Archon with car dealerships).

United Mall occupies the majority of the Leisure District though it also has a lively night club circuit with karaoke bars and simulation spas.

GOVERNMENT DISTRICT

The government district is separated from the UN as it only deals with the internal affairs of Archon. It coordinates all communication with Administrated Zones across the world as well as serving as the Archon branch of the UNPK. The pyramid-shaped Civil Service Authority building is the most recognizable location in the district. It houses the thirteen members of the Executive Council with the Chief Executive at the head. This entire system is separate from the Courts. Also located here is the plain looking Municipal



Zone Police aerial division and precinct, which is part of UNAPOL. The P3 and UNPK forces stationed at and around Archon are coordinated by the local office—a rather unimpressive building in the shadow of the 30 story tall white pyramid.

LIFE IN THE CITY

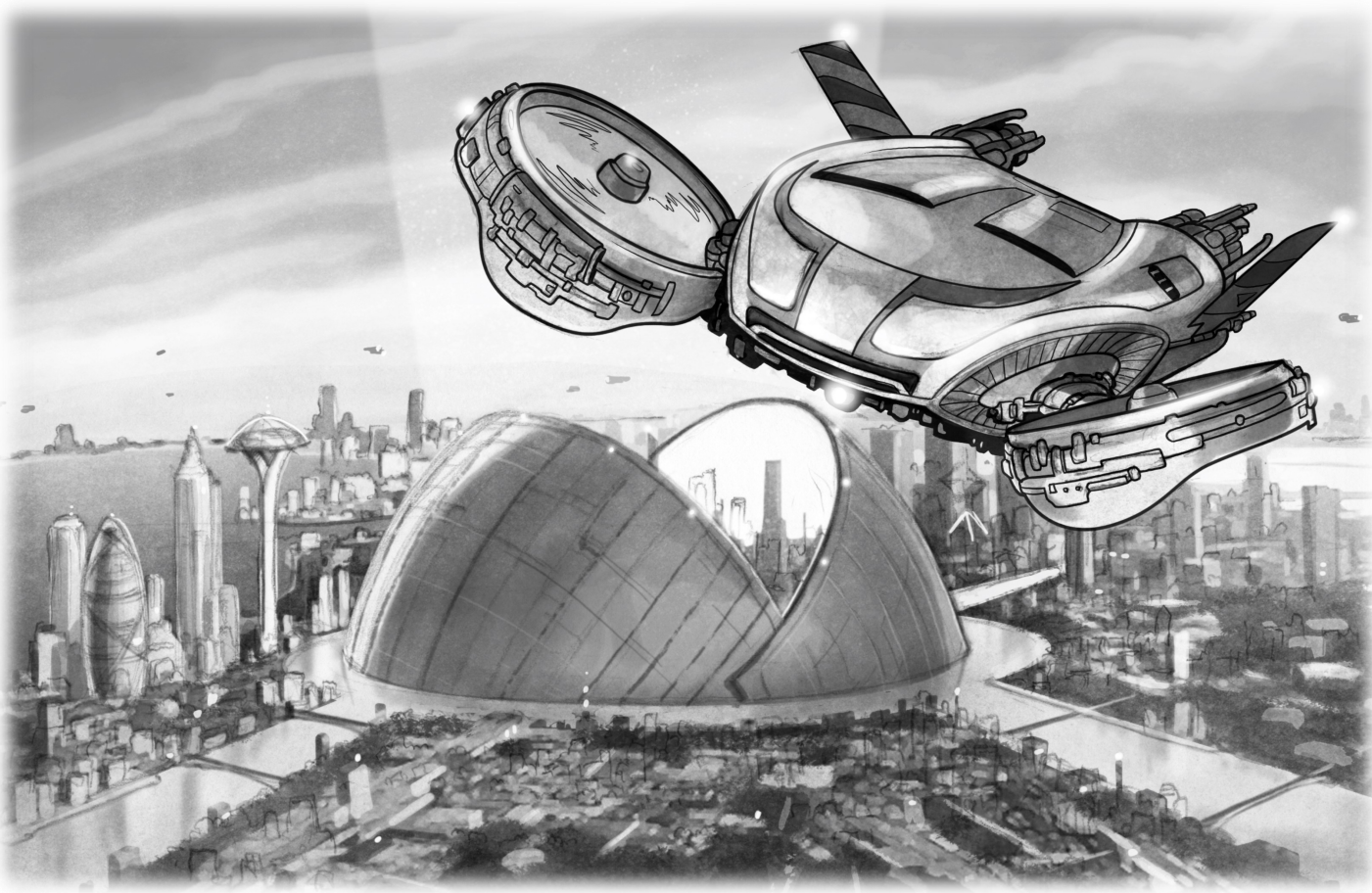
Archon is seen as a utopia by its residents. Every day, new citizens renounce their heritage and embrace a nation with no history of its own. Archon has no traditions, no fundamental values other than the goal of world peace. It has no alliances or affiliations with any country. It has no extradition agreements. It is a legion of many minds but singular in spirit. Its residents are passionate about that independence and the values the city was built upon. The people are known to be open and friendly with little care for ethnic or religious differences. The majority of these new thinkers look upon Embassy city with some disdain, as it represents the paranoid views of aging nations that keep society back rather than letting it progress.

There are quite a few in Archon that believe the city should be the center of a world parliament and that all nations should serve under its umbrella. Some would even go further to desire an erasure of old borders. This is, understandably, unpopular with conservative and nationalist elements elsewhere in the world, but also with

anarchist groups who consider the 'freedom' promised by Archon to be an illusion meant to inspire conformity.

Critics have attacked Archon for its "big brother" mentality, with cameras on every corner and along every street. The city even constructed one of the largest computer systems in the world, SIM, to analyze and filter all communication coming in and out of the city. Corporations have condemned the city because its strict regulation of the private sector prevents corporate interests from subsuming those of their customers.

The official language is English but polylingualism is the norm rather than the exception, with most residents being fluent in at least two languages and conversant in three or more. No individual continent represents more than a quarter of the total population, with people of Asian and Middle Eastern heritage forming the largest demographics. There is also a large population of cybernetically enhanced and prosthetic people, the largest ratio outside of Japan. The city also has one of the largest populations of robots. Twenty percent of the UN Secretariat is comprised of androids, mostly in the translation division. There is such a saturation of different races and peoples, the concept of racism is never considered, and when it occurs it is swiftly and efficiently stamped out by the DPS. Ninety percent of crime in Archon is committed by recent arrivals and tourists.



Many vices are regulated rather than prohibited, including the legal sale of healthier recreational drugs. Alcohol is available, and modern automotive technology renders drunk driving impossible. The sex trade is officially illegal, although android and prosthetic prostitution still exists (technically classified merely as pornography by the law and thus subject to regulation rather than prohibition). The existence of nearby Chasmose undercuts the local market for forbidden pleasures, and so the MZP are rarely called upon to deal with such things except when idiots try to sneak something past customs.

Archon relies heavily on UN support to survive. As it has no agricultural infrastructure and produces no exports, new income only stems from tourism and from limited taxation (as much as 40% for corporations, but usually less than 10% for personal income and property taxes). Sales and service taxes are nonexistent.

INTERNAL ORGANIZATIONS

UNPK

The UNPK, or UN Peacekeeping force, deals strictly with international concerns. They are not tasked with defending Archon and have no jurisdiction within the city. They can't even be called by executive order for military action within the city, only for humanitarian aid. Their numbers have

ballooned since the previous century and now have their own military bases staffed with dedicated UNPK personnel rather than assigned military on loan from other charter nations (although three quarters of the force is still made up of the latter). Citizens can directly join the UNPK force and undergo training and assignment without allegiance to one country's military.

The UN Peacekeeping Force opened its first military base on Archon in an exclusive zone. Five more UN Bases have been built around the world, staffed by permanent UN PK personnel. These personnel account for the 20,000 exclusive UNPK armed forces.

THE PPA — PERIMETER PATROL AUTHORITY

This force is tasked with defending the interests of Archon. They are considered a border patrol organization. They operate the bridge gates, man the bulkhead, and operate security for Freeport. They are classed as a military group, which has stirred some controversy. They also function as the coast guard and regularly patrol the waters between Archon, Bahrain, Qatar, and Chasmose.





THE UNSDF — THE UNITED NATIONS SELF DEFENSE FORCE

A division of the UNPK force that was separated and given authority to deal with scaled aggression towards Archon and to any Administered Zones, the UNSDF are an elite force fully equipped with the latest in military hardware to deal with any act of aggression. They can be called into the city to deal with military threats but only under direct orders from the Chief Executive under a state of direct threat or extreme emergency. They operate a military base in Freeport. They share no authority or personnel with the UNPK.

OFFICE OF INTERNAL OVERSIGHT

Dating from the previous century, the OIO is an internal affairs agency for the UN. Originally formed to maintain efficiency, it later expanded to oversee Archon during its construction phase. It expanded again to maintain order of the various organizations located within Archon. Considering the PAC security underequipped and undertrained, the OIO formed the Internal Security Authority, or ISA, to assist and eventually replace this security force. Because the OIO was founded under guidance of the Security Council and was staffed by military personnel from those countries, mostly American and British, the ISA was considered a military organization and eventually demoted exclusively to security.

CIVIL SERVICE AUTHORITY [CSA]

Even though A3 is broken into seven districts, the entirety of Archon is segregated further into thirteen municipalities.

Each division has all its city-based civilian and government operations shunted through one individual, the CSA (a democratically elected civilian post). A fourteenth post is reserved for the Chief Executive. The executive has an observer seat in the UNGA and has civil authority over the PPA and the UNSDF, but not the UNPK. It should be noted that neither SAR-1 nor Freeport has a CSA. By mandate, the Chief Executive and the UN President cannot be the same person, though the Executive does hold provisional authority should the President not be able to administrate his/her position (and vice-versa).

UNITED NATIONAL POLICE — UNAPOL

Also known as the Municipal Zone Police or MZP, UNAPOL was formed as a self administrated law enforcement agency. This agency comprises of the majority of Archon law enforcement, outnumbering INTERPOL, ISA, and DPS agents combined. They handle any crime not designated as terrorist acts or crimes that threaten national security. They do not have special authorization from the UN so have no jurisdiction within embassies, Freeport, or inside any Zones outside of Archon. The MZP often must relinquish authority to the DPS in such situations. MZP have a heavy support response division and can be seconded to the DPS in crisis situations, so long as this does not require them to breach sovereign territory. The REZ and Freeport are locally policed by their own security forces.

INTERNAL SECURITY AUTHORITY — ISA

During the city's original construction, the authority of Internal Oversight was tasked with maintaining efficiency and running security, which resulted in the formation of the ISA. When Archon neared completion, fears of becoming a police state forced the ISA into only handling personal security, though a loophole in their charter still allows them jurisdiction to handle internal matters in other zones. The ISA can still be seen escorting diplomats and running security at gatherings. They are allowed to be armed but not to make arrests or enter foreign territory.

INTERPOL

After downgrading the ISA, the UNGA then turned to INTERPOL considering the matter of international authority. As INTERPOL usually only coordinates efforts between police forces and does not maintain much of a force of its own, this eventually shifted to the formation of the civilian commanded DPS, which has crossed swords with ISA on numerous occasions.



THE DIVISION OF PUBLIC SAFETY

The DPS is a counter-terrorism unit trained to deal with threats to national security in Archon. They are granted power under the Special Executive Authority, a UN appointed position that deals with threats to state health, with no oversight. The DPS is neither part of civilian law enforcement nor part of the military. They have their own structure and share no personnel with any military branch. The majority of DPS personnel are permanent transfers from the PPA, the UNPK, the UNSDF, or from Law Enforcement, with a small percentage being brought in from other organizations.

CURRENT STAFF

Richard Heppner – Special Executive Authority, DPS

Ariel Alpha – Onsite Virtuant

Scott Smith – DPS Senior Technician

Po-Yi Liu – Alpha Field Team

Nikol Chernenkov – Alpha Field Team

Faaris Valco – Alpha Field Team

William Owen – Alpha Field Team

The DPS was formed under the umbrella of the Secretary-General. The Special Executive Authority is not a member of the Secretariat and does not have to inform the Secretary-General of operations unless specifically asked. This has upset certain countries in the Security Council that insisted the DPS be placed under control of the Security Council—an objection that was overruled in General Assembly as the DPS has no authority outside of United Nations international territories and cannot be used by the

Security Council. The DPS's charter was worded specifically to stretch its authority to every section of Archon.

The DPS was formed secretly in 2086 and permitted a provisional staff of four. It would be six years before their numbers were increased to twelve and their existence made public. The members were a group of highly vetted representatives of international elite from various fields of expertise. The original team included Po-Yi Liu from the Chinese army, Nikol Chernenkov from Spetsnaz, Faaris Valco from the Iraq military, and William Owen, a British ex-MI6 officer working for INTERPOL. Most of the remaining members were pulled from the MZP or UNPK. Any military authority they might have had was terminated and their enlistment in said military was revoked.

The United States objected to the DPS and cited its existence as the primary reason for the lack of a US embassy in Archon. In 2090, when the assigned SEA fell to an American, Richard Heppner, US policy had coincidentally shifted and the US embassy began development. Other nations, like China and Russia, only permit entry of DPS personnel if they have citizenship in their respective countries, a condition to which the DPS has generally adhered while officially stating that should the need arise, they will do their duty regardless of national policies.

The DPS facility was built in Paxis Square and features a large population of robotic personnel, with a resident virtuant (Ariel Alpha). Despite the impressive size of the building and the number of organic and inorganic staff, the field team still sits at twelve. Although the DPS is not forced to carry an international profile, staff nationality is taken into account and no two members of the DPS field team are from the same country.

"The Division of Public Safety shall have complete authority over law enforcement within regions designated as an international territory by the United Nation. This supersedes any sovereignty or claims by other nations. This authority can only be overridden by the secretary general or by majority UNGA vote."

Special Executive Authority Press Release

The International Criminal Court deals with any crimes the DPS takes on but not arrests made by regular Law Enforcement (a local court is responsible for that). This is because of the DPS's charter, granting them jurisdiction over embassy territory in Archon so any arrests they make must be tried under the ICC. The ICC was given universal jurisdiction in Archon and all UN Administered Zones after the USA failed to defeat the proposition.



The DPS responds to any act of aggression against any Administered Zones and Archon specifically that is classed as a terrorist act, cybercrime, or any crime with questionable jurisdiction. General Assembly sessions automatically place the DPS and ISA on general alert yellow for the duration of the session, regardless of any threats placed. Personnel from both organizations must be on hand during the proceedings. To date, no DPS field operative has ever been killed in the line of duty.

THE NEW CONSCIOUSNESS

Archon is not only a new government, but a new mindset. It is considered by proponents and critics alike as the catalyst for the slow elimination of ethnic groups and traditional values. This is due not only to the city's policies, but to its level of technological advancement and the consequent effect on its population. Archon is not alone in this trend, though it is considered the trailblazer: other progressive municipalities like Tokyo, Berlin and Brasilia, although decades ahead of most of the planet in their technological infrastructure, still pale compared to Archon. The most significant example of this ubiquity is the SEED, prevalent in 99% of the working population of Archon, more so than any other region on Earth. Archon also has the largest ratio of prosthetics and virtuants (though Japan still prides itself as the largest manufacturer and operator of robots). With no history to call its own, Archon became the refuge of millions seeking a new life or wanting (for reasons savory or otherwise) to escape their old one. With greater advances in cybernetics and in the potential of the SEED, the mindsets of the residents of Archon began to expand as well, in contrast to much of the rest of the world. This included their concepts of free will, consumerism, self-identity, and the definition of what makes one human.

THE MEMORY FLOOD

When the SEED prototype was revealed, it was touted as the greatest single advancement of mankind since the internet. Before, users were limited to sharing clumsily worded blogs or ineffectual data bursts of 140 characters or less. More devoted supporters would upload and share video and music files across massive social networking sites. With the SEED, such archaic social circles became obsolete. Not only could users could make phone calls and surf the net without ever requiring awkward mechanical peripherals, but every brain became a hub of social interaction, with no limit on which human senses could be conveyed.

With a free and virtually unlimited storehouse of data, the amount of uploadable information skyrocketed. "Memory-swaps" superseded traditional video and music sharing sites as people began uploading their experiences to such an extent that even mundane things like the taste of a hamburger or the memory of a cheap romance novel found demand. Some users began uploading every single moment of their lives in some insane drive for immortality, and shockingly, others would download them. Certain psychoanalysts documented a variation of the *hikikomori* phenomenon in which people would stop living their own lives in favor of others. When a brilliant programmer by the name of Akira Okuda developed the TCA protocol, which compressed real-time memory replay to one-fifth normal, not only could people experience other peoples' lives without substantially impeding their own, but the potential for obsessive reliving of one's own memories grew.

THE ECONOMY OF VIRTUALITY

Beyond entertainment and social networking, the SEED resulted in an upsurge of professional competence. The ability to conduct job training in one-fifth the time resulted in a glut of qualified workers. In some cases this was a great advantage—particularly the ability to become a neurosurgeon in three to five years instead of fourteen—but in other cases it merely resulted in a resurgence of the problem faced by recent college graduates in the early 21st century.

The drawback with recorded memory is a complete lack of control over the experience. The user becomes dissociated from their own identity and has no influence over his or her actions, even to the point of being unable stop actions that go against their own moral fortitude. Psychologists began to document increasing incidents of identity disorders and mental breakdowns due to the inability to reconcile their own experiences and those of others. Those addicted to these experiences have been called "Proxiphiles", "Loose Strings", and sometimes just "Zeros".

From "proms" (proxy memories), it was only a short step before the technology enabled the creation of "syms" (synthetic memories), edited or completely virtual experiences. The entertainment industry jumped on the technology; instead of clumsy and unrealistic holograms or virtual reality goggles, gamers could experience an artificial environment using direct sensory input. The advertising industry was similarly thrilled, as companies started developing passive spam simulations, which created advertisements in one's visual field upon entering certain



areas. For the virtual adventurer on a budget, limited-interaction virtual recreation environments could be projected into hanger-sized sets with little more than a few boxes, a handful of buildings, and rows of artificial plants. Total immersion, a far more expensive option, disengages the subject's motor functions entirely. In these sceneries, there is no limit on the extremity of the event. Total immersion allows the use of time compression, permitting hours or even days of gameplay in compressed time. However, realistic simulations were and still are extremely difficult to produce, preventing the home consumer from fabricating illusions on the fly. When it was embraced by the global porn industry, the technology was here to stay.

The newest craze to hit the digital age are V/P Sites (Virtual/Physical), real locations that allow the mingling of virtual and physical individuals: an internet hardpoint, a wireless hotspot and some special software are all a café, office, school or park needs to enable a co-digital environment. Archon has the highest number of V/P Sites (Virtual / Physical) in the world. It has been estimated that nearly 500,000 people telepresence into Archon from outside the city every day, in addition to widespread internal usage.

DEFINING THE INDIVIDUAL

In the modern world it is easy to download a lifetime of memories that are not your own. What defines a human being if it isn't memory? A personality is not only shaped by genes but also by life events. With the ability for a person to represent themselves with a customized digital avatar instead of in person, or even to discard the body they were born with in favor of a cyber-prosthetic, a person's heredity and heritage need not even be part of their identity: so what exactly is it that makes you you?

Alarmists feared a growing insanity was building, as a civilization with no heritage or ethnic traditions would surely turn to anarchy. Fanatics from nearly every religion accuse those discarding their flesh as renouncing God and dozens of prosthetics fell to hate crimes every year. However, prosthetics can still be defined as human since they possess an organic brain: one wedged in an artificial body filled with synthetic and surrogate memories, but a human brain none the less.

Then came the virtuants.

Virtuants are created in a simulation, a personality seed grown from conceptual infancy using artificial and surrogate



memories to craft a true artificial intelligence intended for a specific purpose. They learn and grow, and perform the tasks for which they were commissioned not because they are hard-coded to, but because they *want* to from the bottom of their metaphorical hearts. Virtuants use human-based prosthetic bodies which are indistinguishable from those used by organic brains (though a mandatory visible marking allows others to distinguish them). They also have true personalities, not a series of programmed responses. Unlike a few organic humans living through the memories of others and producing nothing with their intellect, virtuants strive to earn their place. Yet society refuses to accept them. Despite their worth to society, they are barely recognized as sentient beings and have no individual rights. Virtuants, like all robots, are slaves.

As this new consciousness grows and expands, newer extremes have emerged: humans with no body, wired directly into a networked computer system; or humans that have implanted so many of their memories into digital storage, they've been able to swap out more and more of their own organic brain. If a human is able to transfer his or her intellect to a machine, would that intelligence have rights? What would define it as being human? In addition, it has been theorized that a cloned human brain with

cybernetic implants could be “possessed” by a virtuant personality. Would that be considered human? As the progressive side of humanity pushes further into the future, the disparity between them and traditionalists widens. Conservative segments of the population grow more fearful and fanatical, the ideological divide threatening to tear certain countries apart. Archon is seen as the flagship of this new self-identity and the center point where like-minded individuals congregate.

LANGUAGES

Languages number in the hundreds across the planet. Most people are at least conversationally fluent in one or two and know a smattering of words in a handful of others. Due to its exceptional diversity, most residents of Archon know at least two languages like a native speaker, often more. The official language of Archon is English, and all permanent residents (including UN personnel) are required to pass certification in it. Most UN business is still conducted through translation services, but all official documents are now written in English.

PRIMARY TIER LANGUAGES

These languages are common. Arabic, Chinese (Mandarin dialect), English, French, Russian, Spanish.

SECOND TIER LANGUAGES

These are common languages, but less often used within Archon. Chinese (Cantonese dialect), Czech, Croatian, Dutch, Farsi, German, Greek, Italian, Japanese, Korean, Latin, Portuguese, Punjabi, Swahili, Swedish, Turkish.

THIRD TIER LANGUAGES

Any other language or dialect not listed above does not often come up in gameplay. A character from a region that uses one of these languages gains their native dialect for free at character creation in addition to any other granted languages.

RELIGION

All the religions of the world present a century ago are still around by the end of the 21st century, though substantially reduced, especially in industrialized nations. Agnosticism and atheism, though still on the rise, has been passed by a growing number of disenfranchised followers of faith that choose to no longer practice the dogmatic rules of their religion. Unfortunately, among the devout, the number of fundamentalist views is still strong. Though their numbers are ever decreasing, fundamentalists are maintaining a large ratio of the faithful. Two major upsets in the religious landscape have occurred in the past few decades.

The first was the collapse of the Islamic militant movement that had usurped the faith and painted a dim picture of the religion in the eyes of the global community. Nearly every terrorist cell from Palestine to Iran had been routed. The only last holdovers of resistance occur in areas of North Africa, well away from the industrialized and modernized empires of the Middle East. Many of the monarchies in the Middle East have withdrawn from direct control and surrendered to a parliament. The other breakdown occurred in America with the rejection of fundamentalist evangelical Christianity. This was a slower process and much less dramatic. Public favor for these views diminished rapidly as political parties endorsed by these fundamental groups drove the value of the American dollar down and increased the debt load on later generations. With the diminishing of the neo-conservative movement and what became later known as the alternative-right, many of these loud and devout voices fell silent, as their primary allies lost favor in the American government. Religion was no longer hijacking the elections of major superpowers.

OUTLYING REGIONS

PAN-ARABIAN COALITION

The PAC founding members surround Archon on all sides, with its closest neighbors being Bahrain, Qatar, and the United Arab Emirates. The nations that formed PAC emerged from the Carbon Collapse far stronger than they were before, having long realized that oil would not be a limitless resource and shifting their economic priorities to technological development, real estate and tourism, allowing them to overtake nations with less foresight, like Saudi Arabia, when the Collapse wrecked most of the oil market.

Well before these nations restructured their business model, they had already undergone a massive progressive shift away from conservative and fundamentalist views. Contrary to the belief of certain westerners, Islam is not an inherently conservative or repressive faith, and the factions that dominated the PAC members have traditionally been more progressive than their more outspoken neighbors. Nations like the UK and the United States openly objected to the formation of the PAC, not on ideological grounds, but because of the introduction of the khaleeji as a united currency to compete in the world market.

NON-PAC MEMBERS

The only non-PAC member in the immediate region, Iran, has flip-flopped from reactionary fundamentalism to progressive liberalism several times over its history, and is currently in a prosperous enlightened phase, with the conservative old guard having been gradually, if rockily, replaced by the more forward-thinking younger generation shortly before the Carbon Collapse: determination not to repeat past ideological mistakes has kept it on this road, and while the country is still considered a bastion of traditional Islam, it is no longer a totalitarian state held in the grip of demagoguery.

Likewise, Afghanistan has discarded its more medieval cultural remnants, although it remains less prosperous than its neighbors. India suffered a massive influx of refugees from Bangladesh fleeing the rising sea levels of the Carbon Collapse, and the political instability resulted nearly led to nuclear war with Pakistan until the UN agreed to sponsor relocation efforts, allowing many of the refugees to resettle in willing nations such as Australia and Canada. The refugee problem in India is still a severe concern, especially for Archon, as India refuses to process further people and instead ships them off to the REZ, which is close to its breaking point as the UN is increasingly finding fewer nations willing to house the excess populace.

CHASMOSE

The purpose of Chasmosc might have been noble at one point, but it has since turned into an eyesore in a relatively peaceful region. Chasmosc started life as an oil derrick which was purchased by the wealthy eccentric, Robert Clamp. He planted housings and claimed it as a micronation. He did little except live on it for ten years until he opened his doors to create a free economic zone with no oversight: anything can be sold without risk of prosecution. Chasmosc would cater to any vice and any product. Clamp sold real estate by the square inch and made millions off the facility.

Chasmosc mixes national waters with Archon and the UN has accused Clamp of various violations of international policy and law. In 2085, Clamp left the micronation to visit a dying family member in the Netherlands. On a stopover in Turkey, he was arrested and charged with fifteen counts under ICC law. He committed suicide before sentencing. His son, William, took over the estate and has never left the island. Since taking over, William has increased security and expanded the facility by another ten thousand square feet, adding a medical wing and housings for 500 people. Clamp claims alliances with several nations and is believed Chasmosc acts as a broker for several larger corporations and governments.

I/O EDEN

This island south of India was purchased by wealthy entrepreneurs and has no affiliation with any government. It is privately run by its oligarchy as a data haven. All residents are employees of the island's single firm, the Data Liberation Commission. The DLC is not a corporation but an organization funded by a cabal of wealthy international IT companies with the express purpose of maintaining the free flow of information. Although criticized as a "rich boy's playground" and an "experiment in anarchy", I/O Eden has been a breeding ground for the most advanced achievements in information technology. There is no denying that it is also the jumping point for a number of cyber-terrorist acts, being called "Hacker Heaven" by many online publications. In order to smooth relations with the UN, I/O Eden asked for an observer seat within the UNGA



in exchange for declaring the island a United Nations Administered Zone, placing it under the jurisdiction of the DPS and ISA and forcing the residents to conform to ICC law. The UN, however, cannot impose sanctions upon I/O Eden as it is classed as a micronation and is not recognized by the Assembly. It has also been noted that cyber traffic originating elsewhere and which merely passes through I/O Eden's systems is not subject to UN law.

I/O Eden's population is comprised almost entirely of engineers and computer specialists with only a few maintenance workers (most of the repair systems are automated) and a small internal security force that matches or even surpasses the permanent forces around Archon. The island is equipped with the single largest computer network in the world, MCP, and although specifics have never been released, it is estimated to be larger than Archon's SIM.

THE REST OF THE WORLD

Many of the smaller nations have suffered significant fallout from the Carbon Collapse: the worst is Africa, where the ongoing war over oil resources has resulted in most of the less stable nations collapsing into warring city-states. The rise in sea levels devastated the Caribbean and Oceanian archipelagos, but the rise was gradual enough that most major nations were able to compensate for it. The United States no longer dominates world politics (though still quite powerful) and Canada does not live quite so much in its southern cousin's shadow. Europe's economy has stabilized somewhat and is no longer dependent on the manufacturing industry of Germany for solvency. East Asia has been considerably more cooperative than it once was, although for some the polite words still mask simmering centuries-old resentment. There are more world superpowers than there used to be, and the standard for becoming one is lowered. On the whole, the world is a more stable, secure place than it was at the dawn of the 21st century.

Then again, that might just be a façade.

SPACE

Space investment was seen as another huge bubble along with micronization and cyberization, where trillions of dollars were shunted to a growing technology. Lunar colonies are now past self-sufficiency and are no longer a money sink for governments and corporations. The United Nations Space Agency (UNSA) is a committee under the General Assembly that oversees international interests in space. Eventually, the lunar colonies grew so large that a second committee (the United Lunar Initiative) was formed to govern all the lunar stations—except Moonbase Tycho, which started as a corporate mining outpost and was eventually overtaken by the Lunar Freedom Alliance and declared itself an independent nation, though it has yet to be recognized by the UN and the American government still lays claim to it. Mars Post Ares is still governed by United Nations Space Authority. Despite attempts to extend the ISA or DPS into space under the umbrella of UNSA, law enforcement in space is still under the authority of INTERPOL. The only exception is Ark 1 in the lunar Clavius formation, which is a United Nation Administered Zone. Attempts to form an International Law Enforcement group solely for space have never found popularity. If an International Space Police Force is formed, it would most likely be part of INTERPOL and not be associated with the UN.

CORPORATIONS

Although the future has not become a corporate megatopia as some alarmists and fiction writers feared, they still exert substantial control over world affairs. This is truer in underdeveloped nations, easy targets for manipulation and exploitation. The larger the nation, the more intricate the conspiracy woven through the fabric of government to ensure the influence of the conglomerate, though recent international treaties have cut many of these threads. The financial collapses of the previous decades as well as the fingerpointing and backstabbing that occurred during and after the Carbon Collapse reduced corporate influence.

Modern corporations continue to sacrifice the greater good for the bottom line. Conspiracy theorists have accused the largest conglomerates of working in conjunction to render the entire population submissive using the same technology the public freely buys: one throw of a switch and the human race becomes subservient to the will of corporate bureaucracy. Corporate PR is quick to point out how ridiculous this sounds.

AMERICAN PLYMOUTH ROCK INCORPORATED MINING ENCLAVE [PRIME]

The American Plymouth Rock Incorporated Mining Enclave went bankrupt from stock manipulation in 2069. In their wake, the Lunar Freedom Alliance took control of PRIME's principle mining colony, Moonbase Tycho. It is the only independent off-world colony, despite claims by the United States of ownership. In 2090, backed by funds from the US National Bank, PRIME reemerged, owned in part by the US government. They re-affirmed claims on Moonbase Tycho with plans on retaking the settlement. Currently, PRIME is attempting to procure a security company willing to take on the contract for lunar service.

BAAL ELECTRONICS

A recent company, Baal managed to move into a larger market by stepping into the shoes of an ancestor fresh in the grave. After the CyRev bankruptcy, Baal Electronics purchased the name in hopes of gaining a foothold in a crowding market. The tactic succeeded and most consumers are unaware the CyRev of today is not the CyRev that pioneered the technology half the planet uses. Baal uses the "Spider" brand for their line of SEEDs, a copyright also purchased from CyRev. One unusual anecdote is that even though Baal purchased the CyRev name, they couldn't acquire the expanded name Cybernetic Revolution, which is owned by the estate of the deceased Nebur Shakrah, the principle programmer at CyRev.



BRADBURY AMALGAMATED [BradAm]

The misguided attempts to salvage the auto industry gave rise to several smaller companies with progressive ideas. The most well known and largest of these was a garage-based company founded by Joseph Bradbury of Toronto, Canada. Sixty years after his initial design, Bradbury's legacy is now the largest manufacturer of electric cars in North America. The BradAm "Bradbox" is the highest selling city-based electric car in the Western hemisphere. Nearly 55% of all vehicles in Archon are BradAm vehicles. What is less known is BradAm's military ventures, as most every military vehicle running on pure electric uses the patented BradAm IAM1 Phased-Torque Electric Motor. They also recently won a contract to supply their latest IAM2 PTEM Omega to the next generation of powersuits for FastCore. Bradbury Amalgamated HQ is still located in Toronto with regional offices in Archon, London, Singapore, and Detroit.

C-MAX

A smaller company, C-MAX (the name is meant to be evocative, not an acronym), produce a handful of cybernetics including the Reinforced Nanocarbon Skeleton. Primarily, they produce carbon nanotubes in space craft construction and have recently won a bid to design the prototype of the first space elevator.

CENSTEM MEDICAL INSTITUTE

Although not technically a company, CenStem receives nearly 100% of its funding from Kavis Alpha and every member of the institute owns stock options with the company. Kavis Alpha also owns the land in Los Angeles where the institute is located. They were and still are one of the leading groups in the research and development of medical nanites, or neubots. One of its leading scientists, Dr. Rudolph Stapp, coined the term *neubotics* still in use today. The majority of neural implants follow CenStem protocols.

CHIMERA BIOENGINEERING

Chimera Biengineering, or simply Chimera, stopped constructing full cyberbodies in the 70s and diverted to only producing augmentation. They pioneered Nueskin which put them in the public eye, even though most of their sales come from the sales of organic cloned organs. Chimera is still trying to cover a controversy forty years ago when it was discovered they were breeding pigs to carry the genetically engineered human organs. Animal rights groups blew the whistle and Chimera nearly went bankrupt until they

discovered a way to produce cloned organs via 3D-printing. Outside of the organic market, Chimera has also made enhanced cyber-organs like the KND Lung and Flash Caps.

CONSOLIDATED NANOTECH [CONTECH]

Also called CNT, Consolidated Nanotech is an American military contractor co-owned by Lockheed that was specifically founded to construct military grade technology gleaned from the micronization boom. The original Lockheed division had the money but not the knowledge, resulting in a merger with three smaller companies pioneering in the field. They were also nearing bankruptcy from the micronization bubble. Unlike Military Applied Technologies (MAT), Contech pushed for external devices like power augmentation over internal cybernetics. With such an exclusive direction, CNT presumed market dominance. For a while, the THOR line was the only model of powered armor worth mentioning until Fastcore appeared with their ARMOR series. With FastCore's pace, CNT's designs are frequently being bested on the market and it is predicted Contech will no longer be able to compete in this narrow field.

CYBER-SOFT CYBERBIOTICS

Not to be out-placed by the blossoming cybernetics market, a well known software company from Washington State began developing competitive software for the next generation of computers—the cybernetic implant. They formed Cyber-Soft as a separate entity to deal with the challenge. They found themselves five years behind the leaders, which at the time was Cy-Rev. It has been accused that Baal Electronics, Cyber-Soft, and Kheiron Biotechnologies were in collusion to break CyRev's monopoly in order to ransack its corpse. Baal got the name, KBT got the technology, and Cyber-Soft got the programming. Cyber-Soft was able to leapfrog competition by ten years with the acquisition of the GNOSIS protocol. They sold the 2.1 update compatible with all KBT's SEEDs and soon after, the Cyber-Soft GNOSIS was the solitary operating system for all cybernetic implants. In an act of rebellion, disgruntled employees from CyRev released the rival NOMAD protocol as open source, a competitive but niche system which did not seriously impact the sales of GNOSIS 2.1. Since then, Cyber-Soft has been the leader in GNOSIS applications and update software. Despite the original protocol being nearly forty years old, there has yet to be a version to rival 2.1. A 3.0 released in 2080 was met with horrendous reviews and another attempt at 3.5 nearly bankrupted the company. In 2090, they re-released and updated the 2.1 software and

called it “2.1 Redux”. It reverted to the original presentation with only a beefier security system and the capacity to handle flash memories larger than 6 hours.

CYREV GROUP

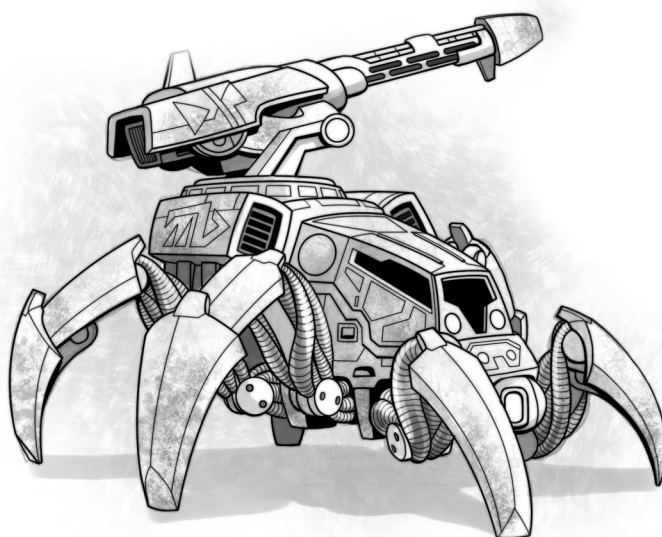
Cybernetic Revolutions was a minuscule company of twelve doctors and engineers obsessed with incorporating cybernetic implants directly into the human brain utilizing the new generation of Neubotics that had exploded recently onto the market. The group was populated by the greatest minds in the industry, all division heads and corporate presidents of their resident companies before the micronization bubble had caused them to collapse. It was led by its youngest member, 22 year old Nebur Shakrah, a university graduate at 13 and triple PhD holder. Shakrah already had the basics of his “Spider” on paper before forming the group. He had both government and corporate grants to develop the system. He also single handedly constructed 90% of the original GNOSIS 1.0 software. When their Spider prototype burst onto the scene, it was the revolution they had hoped for. Alas, few at CyRev would reap the dividends. It was later theorized that an ex-employee of CyRev had stolen vital documents and sold them to KBT. An epic and historic legal battle followed when Kheiron Biotechnologies announced the production of their SEED line. Within a few years, CyRev was bankrupt and forced to sell its patents and name. It was peeled apart like a fallen animal. It was not a total loss. Every single employee of CyRev found work elsewhere among competition, all except Nebur Shakrah, who fell into obscurity and was seldom seen, taking on minor commissions through the years, never achieving any of the repute he had acquired from the days at CyRev. It's suspected he was the creator of the competing NOMAD open-source system migrating through the world.

EQUINO

A Canadian company, Equino constructed exotic automobiles and aircraft until they received worldwide acclaim for their Aurora-Advanced Augmented power suit.

FASTCORE

The public name for Tycho-Inishi Advanced Machine and Industry, FastCore emerged from a merger of smaller divisions within auto manufacturers Toyota and Honda. What was thought to be a company to construct automobiles evolved into a line of innovative powered suits and robots years ahead of competition. They insist their designs are civilian in purpose, which has not stopped their presence not only in the JSDF, but in law enforcement. Soon after, their famous ARMOR line found distribution to different governments and organizations across the world. Contech, their primary rival in augmented suit construction,



tried to halt FastCore's sale of advanced technology to governments outside of the US. FastCore still refuses to halt this practice, though it does claim it keeps its sale exclusive to UN Security Council nations.

FELTERNATIONAL

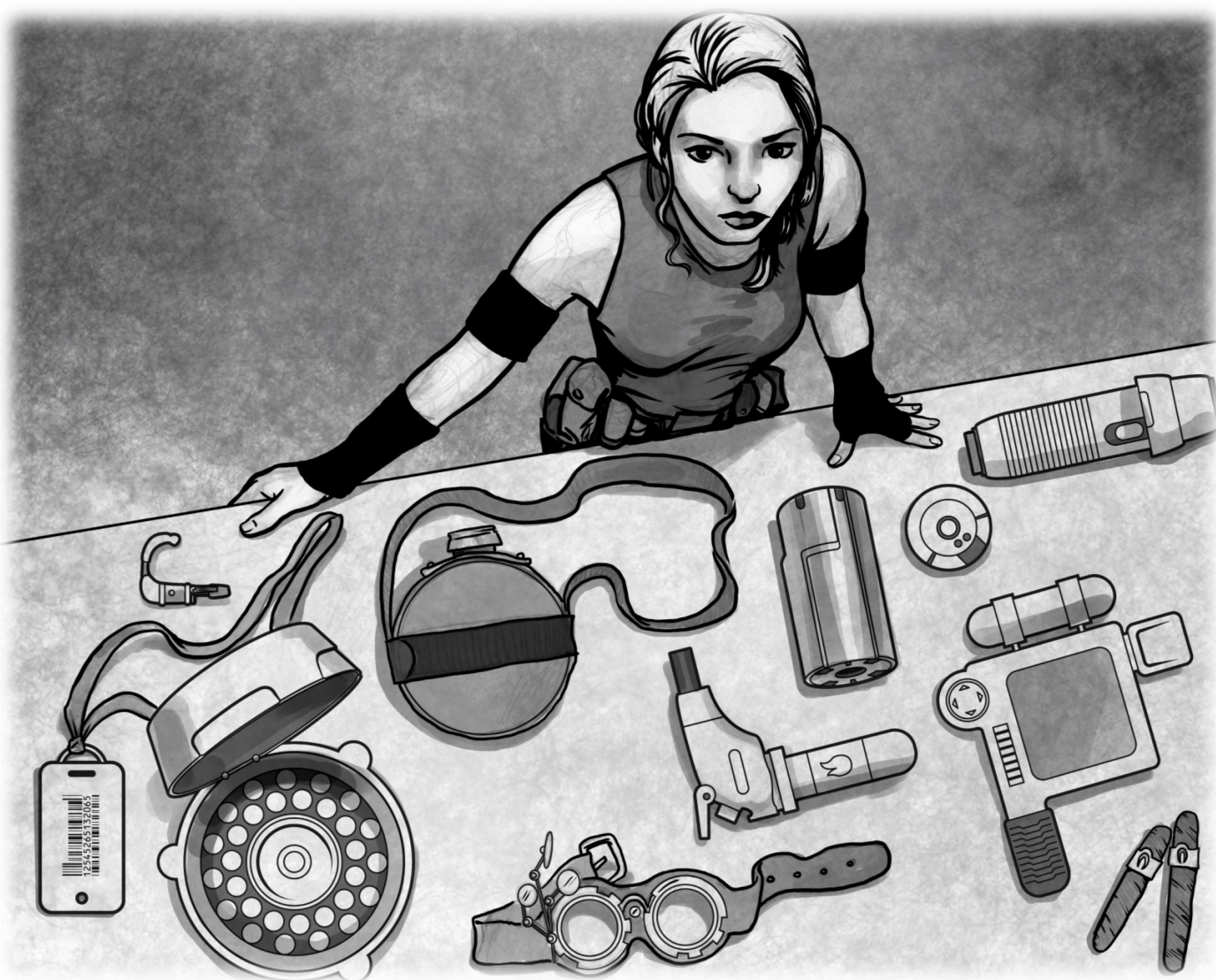
Felternational is a Norwegian robotics company that constructs robots and advanced cyberbodies. Although their bodyguards are a popular purchase, Felternational only has the facilities to produce thirty such models a year, resulting in a five-year backlog. They plan on expanding their facility in the future.

FROST INCORPORATED

Originally founded to construct space engines (and became a household name when they marketed the very first space yacht for private sale), Frost has recently expanded to offer a select few cybernetic upgrades for their customers looking for the highest quality of merchandise. Frost mostly purchases other companies' models and upgrades them as their label. Frost holds the distinction of being the only corporation with their world headquarters on the Moon.

GAMMATECH

GammaTech is a multi-faceted cybernetics company out of Australia that initially tried to carve a chunk out of the SEED market with their rival Buunta line. Possibly due to its peculiar name, the Buunta never caught on and only owns a miniscule portion of the global SEED market. In hopes of increasing their image, they expanded into other areas, most notably the prosthetic body market where their Corporate Security Shell found success. Little else they did has ever made a substantial impact.



iMIND

The most successful SEED other than the name brand from KBT is from iMind. iMind holds the distinction of having the most advanced and popular SEED on the market which is not derived from a CyRev design. The iMind Alpha is the 3rd best selling SEED in the world after KBT's Ultimate Surfer and Full Play models. Other than their SEEDs and firewalls, iMind makes no other attempts to break into any other industries. They believe that if they hadn't tested their SEED as diligently as they did, they could have beaten KBT's model by six months.

JAGGERMASTER

The modern Jaggermaster is a shadow of its former glory. Nearly every board member was jailed for fraudulently inflating their stock with promises of a second neubotic revolution with their Picotech line. When this proved to be a false claim, Jaggermaster had lost hundreds of millions of dollars. Still trying to slowly repay their fines, Jaggermaster sells reliable prosthetic upgrades, which they will be doing for decades until their debt is cleared.

KAARIS ROBOTICS

Originally founded in Northern California, Kaaris eventually merged with Korean electronics giant Lucky Star and shifted their headquarters to Seoul. Since then, they have been the largest supplier of house and companion robots in the world. With breakthroughs in synthetic skin technology, the Kaaris KCA-SSS and Full Service Protector lines have blurred the line between organic and mechanical machines. These companion robots have come under criticism, especially from groups accusing Kaaris of promoting sexism and the dehumanization of women (95% of all Kaaris robots are designed with an idealized female appearance), accusations which only increased when Kaaris began offering virtuant variations of their companion series, guaranteeing the most realistic companion to rival models from any competitor. With virtuant civil rights still nonexistent, the production of this model has not stopped. All companion virtuant servers are run from a single building controlled by Kaaris in Seoul.

KAVIS ALPHA

Kavis Alpha was one of only two companies to have survived the micronization bubble and only did so due to their successful cloning industry. Sales still have not properly explained their success since the collapse. Kavis survived from a promise they are close to fulfilling. They are the leading company in cloned organs but accomplish this by not growing them in genetically similar animals but by growing a husk—a genetic copy of the subject without a mind or most organs. This is an unpleasant thing to see in person so Kavis keeps their laboratories under strict security. Kavis believes it is close to cloning an entire human body with a blank mind at adulthood which can swap brains with the original, circumventing prosthetics altogether, but this research has yet to produce positive results. Corpse Remotes and cyberbrains have proved successful and some millionaires that have immortalized themselves in prosthetic bodies also own an organic copy of themselves in case they desire children. Despite the obvious controversy, Kavis's progress in this fringe technology has yet to be stopped.

KENBACHI CYBER INDUSTRIES

The largest cybernetics and robots company in Japan, Kenbachi Cyber Industries (KCI) surpassed Honda Robotics ten years ago in the sales of prosthetics and androids with the release of their human-like Alice operator droid. They also filled a niche in the industry with a variety of robotic upgrades. KCI Robots occupy over 65% of the world's market. They found popularity with their Miranda division and through that label, KCI marketed the most successful prosthetic bodies in the world, the FP-1 and the PB-1.

KHEIRON BIOTECHNOLOGIES

The business practices of Kheiron Biotechnologies (KBT) have been questionable since the day they were formed, only weeks after the dust settled from the micronization market collapse. KBT's board members, themselves shrouded in mystery, purchased impressive facilities from bankrupt nuebot and cybernetic companies across America. They employed many of the staff that had pioneered the technology. The technology they couldn't develop on their own, they attempted to mimic. That which they couldn't mimic, they suppressed. This started when they released the SEED, virtually identical to CyRev's Spider. The SEED became the brandnomer of all synaptic internet interfaces (a trend which, unlike other companies that have fought to maintain trademarks against generalization, KBT made no attempt to prevent) and the model which all others were compared to. This dominance allowed KBT to

move onto other related fields quickly. They began to license their own firewalls to go along with nearly a hundred different variations of their SEED. Today, KBT remains the foremost developer of SEED and SEED-related technology.

LAZARUS BIOLOGICAL

The largest non-military cybernetics company in Germany, Lazarus made their mark with cybernetic upgrades. They offer few prosthetic bodies and these models are considered inferior when compared to MAT's or Phyrine's offerings. Their best selling upgrades revolve around ocular implants. Both their Powerzoom and Eyeshine models are extremely popular even though they are sold mostly through military channels. Lazarus still insists this is not exclusive but admits that the sales of their ocular implants are less popular in civilian circles.

MILITARY APPLIED TECHNOLOGIES

The largest American robotics and cybernetics company by a significant margin is MAT. The first company in the world to release military-grade prosthetic bodies, MAT continued to be the forerunner in the melding of cybernetics and nanotechnology in military applications. Their popularity stems from their insentience that their products not reduce the living quality of their users. Unlike other companies like Rourke Industries, MAT hardware is often invisible, allowing users to retire, go on vacation—anything that normal people can do without having to replace their prosthetic body or remove any of their upgrades. From the Combat Class prosthetics to their series of combat-applicable upgrades, MAT has yet to be seriously challenged in their position as the leader of cybernetic military technology. This has not been met with worldwide applause, however. Public outcry followed when it was released that MAT was the designer of both the 1G Brain Blocker and the Cybertronic Rendition, two devices that directly affect a subject's SEED externally and forcefully. MAT was able to temper that criticism with the release of their REPRINT—a popular product which became the most popular cybernetic device in their lineup outside of military channels. MAT has directly accused Rourke Industries of corporate espionage with their flesh covered concealable weapon upgrades, something MAT was developing and later scrapped upon the release of Rourke's identical model.

NANOLUTIONS

Nanolutions holds the distinction of being the oldest micronization company on the market. They have repeatedly refused mergers with other companies like KBT and Phyrine. Nanolutions does not market their own



models of cybernetics or upgrades but instead constructs parts other companies use in their products. Almost guaranteed, if someone owns a prosthetic body, there is at least one part from Nanolutions. The general staff are all veterans of the industry with little new blood being introduced over the years. There is remarkable employee retention at Nanolutions and they are the highest paid in the industry. One interesting anecdote, Nebur Shakrah had said that Nanolutions was one of the few cybernetic companies he respected. Every member of Nanolutions employs the NOMAD operating system, not the common GNOSIS used throughout the rest of the world.

NEO-NUEBOT-CYBERTECH

Neo-Nuebot-Cybertech lost significant money in backing CyRev's Spider over KBT's SEED. They have still managed to remain on the scene while others have collapsed. They are still the largest cybernetics company based exclusively in the Middle East.

OKIDO GENERATION STUDIOS

The leading virtuant development lab, OGS was not the first such corporation, but they have grown to be the largest. Okido Generation Studios are able to produce a fully trained virtuant from commission to maturity in four months, two months faster than the second leading facility. With six active training servers, OGS is able to release a model every month. They also have a seventh smaller retrainer for recycled models. OGS virtuants are known for always possessing some form psychological quirk. This is an intentional implantation placed by the virtuant's creator. Unlike other virtuant studios, OGS assigns a single supervisor to oversee each virtuant with no other obligations until that virtuant is released. This "parent" controls all virtual experiences and personality programming, able to modify the virtuant in subtle ways to insert idiosyncrasies and behavioral quirks. Although some customers object to these eccentricities, it doesn't change the fact that OGS virtuants are the most human-acting models on the planet. They are considered the most stable and are known to exhibit personal motivations for superior job fulfillment, even several generations past their original design objective. Ariel Alpha is a recycled OGS virtuant.

PHYRINE BIOMECHANICS

After failing to acquire distribution rights to the CyRev Spider upon its release, and with the dominance of the SEED from Kheiron, Phyrine Biomechanics moved away from neural implants and shifted back to cybernetic upgrades. There is no field into which they have not gotten their fingers. Their world headquarters is still located in San

Diego. This building is famous for having the most complicated security system in the world. Few people have ever seen the top ten floors of this black obelisk. Employees are run through a convoluted security checkpoint system every time they enter and leave. They are also not permitted to leave for break or lunch and must all submit to firewall keys when hired. On the bright side, Phyrine technology has never been stolen by a rival corporation.

RENERVE

ReNerve committed themselves completely in the field of movement, designing only legs and leg augmentations. They are the industry leaders. They are a common sponsor at the Cyberlympics and are one of the most well known sports-based cybernetic companies in the world.

ROURKE INDUSTRIES

When Adam Rourke wanted to carve out a name for himself in the cybernetic market, he decided to throw subtlety out the window. Being an advent follower of mixed martial arts, Rourke dedicated his business model towards the aim of "Making People Better" (the company slogan). Rourke has garnered some respect in the field. His son, Mathew, continued the company's direction after Adam's retirement. What started off with Powerfists and Shock Capacitors moved onto Rourke's own line of prosthetic bodies. Rourke continues to be a passionate supporter of martial arts competition and the company's name has been under nearly every major combat-based sports event of the past twenty years.

Rourke has also earned substantial controversy over the years. This includes being accused of corporate espionage and subjected to an FBI raid when it was suspected Rourke was illegally selling modifications to users outside of sporting and military channels.

SKYWAYS INTERNATIONAL

The concept of lighter than air travel became popular again with the global push for environmentally friendly modes of transportation. In massive cities like Archon, the usefulness of these aircraft was obvious. Skyways, initially unable to meet demand, is now able to produce thirty airships a year to buyers. The sight of airships drifting through a city, once the dream of science-fiction authors, is now a common occurrence in Tokyo, Shanghai, Los Angeles, and Hong Kong. Nowhere else is this visual more dramatic or more prevalent than in Archon.

TECHNOX

The bizarre spelling of its name aside, TecHnoX emerged from a failed attempt by Sony to get into the cybernetic industry. The staff eventually departed to form their own company, based out of Hong Kong. They are the makers of dozens of neural implants, from sensory amplification to skill progs, the latter their most successful line by far. The announcement of the skill prog was met with overwhelming positive response. It has since become their most popular implant, the poster product for the company. It was called the greatest invention of the year and the most important achievement since the original SEED. Despite rumors of complications and implant rejection, the skill prog is still one of the most successful implants in the world.

WALL ELECTRONICS

A small division of a much larger American retail chain, WALL Electronics have only recently entered into the cybernetic field with their DEN line of SEEDs. Though unable to corner the market like they had hoped, they've managed to stay afloat amongst stiff competition. WALL is another commonly advertised company at the Cyberlympics.

XIX

Pronounced "Kiks", this Japanese company has garnered considerable notoriety in the past twenty years from their unusual line of cybernetic upgrades. It grew from the demands of underground open cybernetic fighting, an extremely popular sport in Japan that moved into the United States when it became legal in 2080. Since then, XIX was able to expand into the local market, taking their prohibited parts into open sale. They were not well received. Upgrades like shock fists, bearclaws and concealable weapon mounts were banned in nearly every country despite their use within these competitions.

XIX was able to later expand with more civil products like detachable limbs and their patented weight management system. Recently, they introduced a series of military grade prosthetic bodies, though these do not blend well in the public.

THREATS CHRISTIAN LIBERATION

An alliance of evangelical churches and lobby groups in the United States, the Christian Liberation moved well beyond what was normally accepted by the church. Eventually, the political weight of the CL collapsed with the onset of increased tolerance and globalization, forcing the organization away from the former role into the fanatical group it is today. The Christian Liberation objects to all manners of tampering with God's design. They have picketed in front of cloning facilities, attacked known nugenics, and have even been known to kidnap and surgically remove synthetic limbs from prosthetics. These few situations are considered extreme, even to most of their members. Most simply resort to non-violent protests but unlike the True-Birth Coalition, the Christian Liberation Front still carries substantial political weight, even to the point of forcing several American states into enacting laws prohibiting cloned organs and nugenic creation. Despite similar views, the CL and TBC have never forged an alliance. The CL dislikes the UN but not because of national pride: they believe the UN is godless because of their support of cyberization and other issues fundamentalists groups have complained about for decades.

CONCORD

More like a dozen disconnect cells with similar interests than a united organization, Concord grew from an internet blogging site to a global terrorist group in under ten years. The initial goals of the website were to resist the encroachment of world order. Although populated mostly by conspiracy theorists, a few intelligent and charismatic individuals began to emerge preaching a positive future that endorsed anarchy. Concord, which is also the name of the core group of ten founders which have never been caught, are able to work independently without unified leadership with no direct communication. The ten founders are assumed to be always on the move, shifting from cell to cell, handing instructions directly to avoid a trace.

Concord endorses a future without a unified government, a world consisting not of a hundred countries, but of thousands of smaller enclaves with no treaties other than trade agreements. They seek an abolition of all military treaties and organizations. They oppose G9, ASEAN, and most importantly, the United Nations. The UN has classed them as an anarchist terrorist group and it is believed one cell operates as close as Qatar. Unlike other anarchist groups, Concord does not denounce the use of technology and has become one of the most dangerous organizations because of their arsenal and the skill of their hackers.



EASTERN STATES PARA-MILITARY AUTHORITY [ESPA]

A smaller military organization, the Eastern States Paramilitary Authority (or ESPA) was formed out of a demand for international opposition to the encroachment of private military corporations in Africa. ESPA operates from its headquarters in Ethiopia with smaller bases scattered across the entire eastern seaboard of Africa. It's no secret, though not publicly acknowledged, that ESPA receives the vast majority of its weapons and funding from Chinese investors. By 2090, ESPA military accounts for more than 65% of Ethiopian armed forces, flaunting technology superior to the standing military. ESPA is responsible for counter-insurgency as well as defending threats to the nation's exports. Their position in authority places them higher than anyone in the standard army, meaning ESPA can assume control over any East African military force nearby. Recently, ESPA members have been found in India and as far east as China.

FREE AMALGAMATED MILITARY [FAMILI] / THE JUNKERS

Having gone through numerous name changes in the past hundred years, Free Amalgamated Military, or The Family as they are called, is the latest iteration of the largest American private military company. Internationally nicknamed "The Junkers" (a derogatory term the Family despises) this military contractor is the third largest in the world. The Family does hold the distinction of being most advanced. Because of their side-by-side deployment

alongside American military, the Family holds the exclusive contract to employ weapons usually prohibited by UN Security Council mandate. This includes rail and plasma weapons as well as powered armor. When they take the field, the Junkers often hold technological superiority. As a condition, their weapons and mechanized forces are tagged by GPS to prevent their deployment or migration into unauthorized territory. The mechanized units are also designed to self destruct by satellite command if ever disabled in a conflict zone.

Currently, the Family operates alongside American military in a half dozen locations across the world. Distinguishing between PMC personnel and government military is difficult. Out of these deployments, the Family's most controversial operation involved their assistance of Ethiopia's military in their taking of Somalia in 2055 and Sudan in 2060. Their involvement in the conflict advocated the theory that the East African War was a religious conflict since it was no secret that the Family's internal policy is based around conservative Christian ideology.

In 2062, the UNSC, against the United States wishes, forced the Family out of Africa. It is thought this vacancy is what led to the formation of both Lupus Kanti and Ikoro. Today, the Family is still prohibited from operating inside Africa, though they have found contracts in other regions.

IKORO SECURITY COMPANY / THE RAINMAKERS

Founded by Naomi Mudabwe in 2065, Ikoro was originally licensed by the bastion of Kinshasa for security detail for their oil shipments. As their population increased, they expanded to nearly a dozen other bastions across the continent. They only received their first American contract in 2080 when they assisted US military operations in an attack upon a Concord terrorist cell hiding out in Niamey. They were later employed by the US Army in similar operations outside of Africa, which marked Ikoro's first operation outside of that continent. They accepted missions in South America, Eastern Asia, and even on American soil to help with security at the 2088 Olympics in Austin, Texas. By 2090, they became the second largest security company in the world. More than 70% of all active personnel, including Mudabwe, still function within Africa though more than half of their operations are outside the realm of oil escort. They have snaked their way into politics and law enforcement, assigned to supplement, train, and even replace existing civilian and military authorities in many surviving nations and bastions.

Since 2089, Ikoro was given another name, the Rainmakers, a term used now to refer to any armed members of Ikoro operating outside of Africa. Many people believe the Rainmakers and Ikoro are different entities and although not technically correct, there is some credence to that belief. Members of the Rainmakers never operate within Africa though Mudabwe works all over the world, her officers and captains are permanently assigned to specific regions. Because Mudabwe considers herself a field operative, she relegates the bureaucracy to a handful of individuals she seldom monitors. Many critics have asked why the organization endorses the two different names unless the reputation of one was in question. Accusations of corruption abound and the praise and condemnation of this organization depends on which part of the planet you are standing in.

LUPUS KANTI

After Ikoro, the largest public military provider is the government sanctioned Lupus Kanti, based out of Russia. This military contractor split the standing Russian military nearly in half, instantly creating the largest independent military group in the world. The Russian government claims LK is independent, but the contractor is operated by Russian military personnel and the head of LK, Viktor Koski, was the Russian Prime Minister until 2069. LK's current employee roster rivals that of all American PMC's combined. They license their services to every Security Council member and have been seen alongside United States military and Indian armed forces, the latter which have strained Russian-Pakistan relations. LK and Ikoro are corporate rivals, making their conflicts in Africa the first official "corporate war". The Battle of Boma in 2085 had no government military involvement and was fought entirely by rival battalions of Ikoro and Lupus Kanti.

Technically, LK has more trained personnel than Ikoro unless taking into account unauthorized adolescent guerillas, but is technologically inferior, still employing 20 year old Russian military hardware.

PAC-PMC

Even though united through free trade and an amalgamated currency, the Pan-Arabian Coalition does not operate a cohesive military. In 2056, it was decided that a single integrated force would be formed to handle security and address threats to the countries of the PAC, especially when that threat endangers the entire alliance. The PAC-PMC was placed in charge of security of the manufactured island fated later to become Archon, though with less than favorable results. PAC-PMC operates bases in every PAC member. The organization suffers from accusations of corruption and the ranking authority often quarrel with members of the DPS. This is more evident on the borders

between Archon and PAC, where indistinct sovereign claims along bridges and tunnels have resulted in unneeded tension between the two organizations.

TRUE BIRTH COALITION [TBC]

The slow elimination of ethnic groups and national sovereignty was not taken lightly by some. A few blamed this social change solely upon those that used technology to augment themselves. This began with cybernetic implants and moved onto the moderately cyberized and full prosthetics. The TBC have an especially pronounced loathing for robots, especially androids and virtuanes. The TBC is an internet movement with followers in nearly every corner of the planet. They organize protests and demonstrations involving the burning of non-functional and functional robots, especially androids. The images of crucified robots hanging from the buildings of robotic companies marked an increase of aggressive tactics.

It is believed only a small percentage of the TBC endorse such practices but they have amplified further to include the firebombing of factories and the assassination of leading scientists and engineers in the field. The TBC movement has reached high levels of government with several city mayors standing on the shoulders of the TBC doctrine. This is especially common in rural communities where jobs have been taken away by automation. Although the TBC claims to destroy a thousand robots a year in protest, it is the few android executions that have gained them notoriety. Many European countries have classed the TBC as a terrorist organization, and any events organized by them are classed as unlawful and dispersed. The only location on Earth where they are given free reign is in the United States, where the TBC have found sanctuary in several states. Despite attempts by the US government to suppress this movement, especially its violent branches, it has yet to be seriously implemented. In 2090, the UN implemented policy declaring the TBC a criminal organization and that even claiming to be a member of the group can be grounds for an arrest. Most countries don't enforce this policy.

Members of the TBC have no cybernetic implants whatsoever, not even SEEDs. They refuse to be cyberized, even when faced with a crippling injury. Rumor has their world wide membership listing at over 30,000, making them the largest criminal organization in the world.



EIGHT: ALPHA TEAM

By default, player characters are members of the Division of Public Safety (DPS). This offers the widest range of adventures and allows the players to change locations and flaunt the firepower and authority they all wish to. A game that goes against this assumption will have to justify their purpose and motivation to take up arms, not to mention the difficulties involved in carrying weapons in a place with tight gun control laws and ubiquitous security. Being part of the DPS, characters have justification to move across Archon and even the entire world. They can impose authority and brandish weapons in public without fear of reprisal from the locals...at least in some areas of the world.

THE PARABLE

On the surface, it may appear that creating an adventure with such a detailed, modern-inspired setting would be difficult. How could a pen & paper game session live up to the energy of a best-selling novel or a Hollywood film? In order to move into a proper train of thought, a GM should consider the following:

IT IS NOT SCIENCE FICTION

You can always apply fantastic elements later, but if you want to create a realistic storyline to an adventure, don't try

to dive into cyberpunk or other futuristic tales for inspiration. Pool from modern techno- and spy-thrillers. Beyond the obvious adaptations of Fleming, Ludlum, and Clancy, consider these movies when structuring your campaign: *Body of Lies*, *In the Line of Fire*, *The International*, *The Interpreter*, *The Kingdom*, *Munich*, *Ronin*, *Syriana*, and *Taken*.

IT IS SCIENCE FICTION

When gathering ideas that speculated on what could be, you don't need to move into the fantastic. Of course, you could include an alien invasion or demons from a chaos gate, but this setting focuses on humans finding out what makes a person human. Appropriate sci-fi inspiration includes the following: *Appleseed/Ghost in the Shell* (which inspire many of the transhuman/cyberpunk elements of this setting), *Children of Men*, *Chrysalis*, *Strange Days*, and *Patlabor* (the latter providing an inspiration for the adventure which follows at the end of this chapter).

THE MODERN WORLD

The greatest inspiration of all comes from the current news channels and websites. *NeuroSpasta* can only touch upon the most basic elements of the political labyrinth that covers

the globe. Most nations haven't changed. Take any headline and turn it into a plot thread. Recreate events that occurred in the past and shift them into the future.

FILLING THE BILL

One cannot create a good campaign without good characters. In order to offer the greatest potential of story and conflict, consider these options:

ETHNICITY

DPS teams are multinational and from wildly differing backgrounds. Ideally, no two characters should be from the same country or have the same lifepath. Nearly everyone in Archon speaks English, but there should be a diversity of other languages as well. No single character should have the monopoly on interactions with the world beyond Archon.

SINGULARITY

Diversity extends even beyond nationality. Virtuants are still rare in the setting, so there should not be a surfeit of virtuant PCs. Likewise, while prosthetics and nugenics are not rare, they aren't common either. Because characters are likely to use squad tactics reminiscent of modern thrillers in play, a variety of character classes is also to be encouraged.

LEVEL OF VIOLENCE

The kinds of characters the party creates should indicate the kind of game they are interested in. A group comprised of heavies, gunslingers, grounders, and snipers will have little interest in political intrigue or hacking. Likewise, a focus on strategic or non-combat classes indicates less of an interest in gunslinging gorefests. Ideally, the party will consist of a mix of characters, but if it doesn't, be sure to adjust adventure plans accordingly: nothing is less interesting than when the GM and the players aren't playing the same game.

NON-PLAYER CHARACTERS

Since the average player group is four to six players, a GM should fill any lacking specializations with NPCs. These are not companion characters but support personnel in the DPS facility that contribute if the players lack certain expertise. Take heed that the players do not end up viewing these NPCs as expendable resources, however.

THIS WEEK

Each episode in your campaign should involve a hook, one or several set pieces, and a climax. This episode may take several days to play itself out but in order to make the game

challenging and to aid in game balance, the GM is suggested to implement the following rule:

Despite whatever rests the player takes or any time that passes, effects that are renewed with a long rest do no reset until after the conclusion of the episode.

The GM may make an exception if the episode is particularly brutal. Episodes also can run multiple game sessions as well as several days in-game.

HOOK

The hook is this episode's reason for adventure. It can be a stand-alone story or part of a much larger campaign arc. If running one extra long story, break up the episodes realistically where the characters can take pause and contemplate recent events. Even the most hell-bent action movies have dramatic moments where the heroes can rest. The hook sets the tone for that episode and provides encouragement for the players to attend, as well as the characters to want to solve the crisis. In *NeuroSpasta*, the hook doesn't need to be an exploding car, only a mystery or an event to set the game in motion. The characters need not even be present for the hook, learning of their mission from a briefing.

What follows afterward depends on the course of events and the actions of the characters. With so many options available to a character, a GM should be open to new ideas when they are presented.

WHAT THE GROUP CAN THROW

There are several other advantages to being part of the DPS which may outweigh the restrictions of being part of a government agency. For one, they gain access to certain systems outsiders require muscle or money to acquire.

Because of their authority, the DPS also have access to certain systems without needing to hack, pay-off, or attack someone. With servers, players gain access to the following memories and systems:

- Air Traffic Control System, Layer 1
- Cellular Satellite Matrix, Layer 1
- Power Control Grid—all United Nations International Territories, Layer 1
- Automatrix, all United Nations International Territories, Layer 1 & Layer 2



THE WORLD

NeuroSpasta reaches beyond just Archon, and the city itself is a massive spread of varying environments from a futuristic city of green grass and white buildings to a dense dilapidated urban sprawl. The four islands of the city provide more than enough locations to keep storytellers interested. The group doesn't need to be confined to one area and you are encouraged to cross as many bridges and borders as you can. Every language is spoken in Archon and every culture represented. Beyond the periphery of the island, the rest of the world awaits.

If part of the DPS, characters have legal authority and jurisdiction over any area classed as a United Nations International Territory. This includes locations in the Netherlands, Nairobi, and New York. Even further, there are contested regions claimed as UN territory in order to settle local disputes. The most well known of these is the IAZ, which encompasses all of Jerusalem and its outlining villages. This book is unable to explore all the regions in detail and to do so would not do the flavor of these areas justice. These regions also have their own authority and customs, creating opportunities for role playing, especially if any of the characters originate from said location. Wikipedia

is your ally. When setting up a location, whether in Archon or abroad, don't be too vague: choose a specific locale as the focus of the action, preferably one with lots of interesting terrain just in case a gunfight breaks out and the characters need to dive for cover.

CLIMAX

The climax ends the episode but not necessarily the story point the episode revolved around, nor does it always solve the hook which started it. It may only be a resolution to the immediate conflict or end one chapter of many more to come. It is important to note this need not be an encounter where blood is spilled. It may simply be a plot point or a conflict of words instead of bullets. One thing to consider is that while the player characters are exceptional individuals, they are not superhuman and are likely to suffer from battle fatigue or emotional trauma if forced to deal with too-frequent gunfights or the loss of civilians. Further, it forces one to question the safety and success of Archon if terrorists are blowing up cars and hijacking buses every week. You can solve this by first moving out of Archon occasionally and by also introducing challenges that don't necessarily need to be solved through the barrel of a gun.





DREAMS OF MAN

The following adventure assumes the players are members of the DPS. It is designed for 4 to 5 players with an average level of 2. No matter how many days pass in-game, the party cannot benefit from long rests until the end of the adventure.

ADVENTURE SUMMARY

The players are members of the Division of Public Safety. On the morning of an otherwise average day, an orange van is spotted inside the perimeter of the Iranian embassy, meters from its main entrance. Before DPS can properly react to the situation, it explodes, taking out half the building and killing two people. The DPS takes control and investigates the detonation, quickly determining that the explosion was caused by a supersonic missile, not a bomb in the vehicle. The van was only a target.

The characters investigate a possible infiltration of prohibited weapons past the Perimeter Patrol Authority, leading them to stolen vans (like the one used in the explosion) from the Israeli embassy. This tracks back to the assistant superintendent of the garage of the Israeli embassy. Investigating his apartment in Loka leads to a possible source of the missile's origin, the top of Kheiron Biotechnology's unfinished corporate headquarters.

At KBT, the DPS discover that the chief of security has had his brain swapped and the impersonator is the leader of

a group of terrorists that have infiltrated the unfinished upper levels. After defeating them, the DPS discover an incomplete launching facility for the missile.

This could mean the terrorists at KBT might either be a misdirection or part of a larger conspiracy. At the same time, the DPS receive an anonymous video showing the missile and its trajectory, including its launching point—that of an American cloaked stealth fighter. Contacting the US Embassy, the DPS is stonewalled but given clues by a clever diplomat that not only was the plane stolen but its escaped pilot was picked up offshore and is held inside that very same building.

The DPS, instead of causing an international incident, decide to infiltrate the US Embassy and capture the pilot for investigation. In the end, the pilot is discovered to be yet another pawn, like the terrorists at KBT, like the Israeli superintendent, in a master plan laid down by a still unseen greater threat.

PLAYER BEGINNING

One of the most important moments in a campaign's first session is player introduction. One option is to have all the players already members of the Division of Public Safety, with shared experiences they can recollect jovially over drinks. This is useful to get into the action as soon as possible but is usually only successful with players already aware of each other and the setting.

The other option is to introduce the players as new members of the Alpha team. They can associate themselves with any of the NPCs, including the Special Executive Authority (SEA) in charge of the DPS, Richard Heppner. You can also split this up by having several players already in the DPS welcoming a handful of new

recruits. The DPS does not hire rookies so the newcomers would have a reputation which precedes them. If so, feel free to introduce the group slowly as each of them enters the city for the first time...

You emerge from the tunnel and are struck by the gleaming white walls of the majestic city of Archon. The trees are real and escort you from the tunnel entrance to the highway. The cars are electric and quiet. With the window down, all you hear is the gentle whine of battery turbines and the rushing wind by your ears. The air is warm but clean, with not a whiff of pollution or other unwanted smells. You look ahead and catch the blue-tipped towers of United Square, the seat of the United Nations. The sun is split by the dagger of United Tower-One, the tallest structure ever built by man. Its broad shadow rises to capture you, paving your path to your destination. Soon, you exit the automated freeway and enter Paxis, still under the benign gaze of the ivory spire. In the square sits your new home, the headquarters of the DPS—the Division of Public Safety—the most powerful and controversial law enforcement agency in the history of the planet.

...Otherwise, you can jump straight into the first encounter.

EVENT 1 THE THREAT

With the morning comes all the rituals of breakfasts, showers, recharges, and emails. Amongst the dozens of messages the players filter through (mostly spam), they each receive the same message:

From: No Name (XXXXXXX@Archon.net)
To: Division Public Safety — <Insert character name>
Subject: The Order of the Dreams of Man

Cleanse the old ways. Forget heritage. Erase traditions. For the species to reach its potential, the fanatics imposing yesterday onto tomorrow must be removed. No plague wrought by any holy book will satisfy the fundamentals. This is not a war of nations, but against the nature of our species. We remain humble and will help shepherd the misguided to the cause. We are the allies of Archon, despite whatever wounds we are forced to inflict. For this, we warn our friends. The first marker begins today.

Order of the Dreams of Man

When the players reach DPS HQ, they quickly learn from any resident NPC (like if Ariel Alpha or Scott Smith are included in the party) that they too have received the message as did the building's general mailbox.

This could be just an empty threat but for the email to be sent specifically to all the members of the DPS does raise a few alarms. The message appears cryptic and doesn't explain much. No member of the team has heard of the "Order of the Dreams of Man". If they are a terrorist group, they are new.

Intelligence (History) DC20. It was not recent history. In fact, the quote itself, if memory recalls, is slightly distorted from where you read it, which would explain why you're having problems locating the specific reference. It was an old book. A second success brings to surface the memory that it was a quote by Henry Brooks Adams. Henry Brooks Adams was the younger brother of John Quincy Adams, and a historian. This enables the Intelligence (Computer Use) option below. If this check roll results in 25 or higher, all further checks are considered a success.

Intelligence (Computer Use) DC20. The book in question was called *A Letter to American Teachers of History*, which dealt with applying the second law of thermodynamics and the process of entropy to a geopolitical scope.

Intelligence (Computer Use) DC20—2nd Check. "Chaos was the law of nature. Order was the dream of man." That was the Henry Brooks Adams quote. Adams believed that nations would eventually move towards equilibrium and that militaristic nations were detrimental to this theory. The idea being that chaos between nations was against their natural purpose. Beyond that, any connection to terrorism is highly dubious.

EVENT 2 THE ACT

Shortly before the morning settles and after the players figure out the source of the quote (if they did), a message will be transmitted to the DPS. This can be directed to a specific character or to Ariel Alpha if she is present. You can also bring it via SEA Heppner. It is from SIM (The Samaz Independent Monitor). The message is a relay from the Embassy District.

An orange unmarked van has been spotted parked outside the Iranian embassy.

The DPS will be mobilized as the embassy is being evacuated. The van is a featureless hybrid-electric which shows no signs of exterior modification other than the obvious aftermarket paint. The characters may exert their authority over the situation. If someone attempts a thermal scan, it will detect the radiating heat of the engine and nothing else. Magnetic resonance picks up three crates



inside. It's encased with a lead-carbide skin, preventing an interior scan. The suspension looks unmodified and shows no significant sag. A crowd gathers outside as people are still being evacuated.

Intelligence (Demolitions) DC15. It feels unlikely that there is an explosive in the van. Terrorists never bother to beef the suspension and any significant bomb should weigh down the rear axle. If the vehicle was a bomb, and if the driver was smart enough to get past security, why didn't he just rush into the entrance the collapse the entire building?

Wisdom (Perception) DC15. There are cameras located everywhere in Embassy city. This location is no exception. The guard would also have a record of the vehicle's entrance into the embassy. Cameras show the vehicle approaching the main gate and passing through without incident. Close inspection also reveals there was no one driving the van and no one exited it. Possibly a remote control?

Wisdom (Insight) DC15. The embassy guards don't remember the van entering the embassy. There is no suspicion with either guard of an ulterior motive. The guards are supposed to be in paranoid mode when on duty, but perhaps they were hacked before going on duty with a delayed-action worm. These two guards have

significant firewalls, meaning that if they were hacked, it was done by an expert.

A bomb is obviously suspected but the characters should not act too brave in approaching the vehicle. The Iranian embassy is apprehensive to allow any personnel other than themselves and DPS members into their territory. Regardless of the situation and the precautions taken, the moment any PC, NPC, or remote control robot is sent to directly investigate the vehicle, it explodes...

The detonation which follows cracks the walls of the embassy perimeter, throws debris into every camera and every face, and knocks over anything with less than four legs. The front of the embassy collapses into a deep crater which immediately begins to fill with water from a broken pipe. An inferno swells and coughs to the sky. Every window for three blocks has shattered.

The players are unhurt in the explosion but are knocked down and have a pronounced ringing in their ears which may take a few hours to pass (-2 to Perception) for the next hour.

What follows are a series of intermixing news broadcasts to help offer exposition as the game transitions into the investigation of the explosion. If you are able to offer different accents to the various broadcasts, feel free.

At 7:30 am local time, Archon was struck with its first official successful terrorist strike. The explosion occurred in front of the Iranian embassy...

...Until now, local authorities and the DPS have been able to prevent such threats. We have two confirmed fatalities, 20 injured. It is now 8:30 am local time, and the entire area has been sealed by local police while the Division of Public Safety...

...Nearly fifty Unus Mentis users have uploaded their experiences in the past hour. Despite this, there appear no new leads. The DPS have refused to release any information regarding the progress of the investigation. The time is now 9:00...

...We do have reports coming from personnel on sight that the vehicle was an orange or red-unmarked van. We still have no information how it got past security and past a triple detection system. The DPS is still refusing to comment...

...Some witnesses claim hearing a loud clap seconds before the explosion but no other explosives have been detected...

...This could mark the end of the honeymoon around Archon...

EVENT 3 THE INVESTIGATION

Wisdom (Perception) DC15. You may include the interview above with the guards if not already done. It will confirm that they had been hacked. If successful, a Computer Use check can follow. If you already succeeded above, you can go right to Computer Use or Persuasion. A separate success from a character fishing through the crater will remove a fragment of the van's roof. A car bomb should blow the vehicle outward: if the character who succeeds at this check is also trained in Demolitions, they automatically succeed at the below Demolitions check.

Intelligence (Computer Use) DC15. There is no trace of malware in the guards but that doesn't mean there wasn't one. According to the logfile on their SEEDs, the guards went paranoid one hour before their shift, which began at 6:00 am. They had remained off paranoid since leaving the embassy at 5:00 pm yesterday evening. This breach could have occurred at any time.

Wisdom (Insight) DC20. After interviewing the guards, it is possible they were hacked together at a karaoke bar but

there is an equal chance they were struck at separate times.

Intelligence (Demolitions) DC15. The explosion pushed down and to the sides. Fragments of the axles were sent out to outer walls. What is alarming is that the roof of the van is buried in the flooded crater instead of being blown out which is what you would expect to see from a car bomb. This is indicative of an external blast. If such an explosion pushed the van into the crater, then it occurs mere inches above the vehicle, not inside it. This was an airburst.

This was an exquisitely carried out attack planned by experts. It is one thing to drive a vehicle through a barricade. It's another to dive guards, drive a vehicle into embassy and then use it as marker for a missile attack, all while leaving no apparent traces.

A reporter for a Middle Eastern satellite news channel, **Elina Clarke** beckons members of the DPS. "*Excuse me? Excuse me? You DPS? Elina Clarke, JSC: care to comment on the progress of the investigation? Are there any leads you care to share?*"

Regardless of the character's response (though her elevation may change), she responds, "*Will you comment on the flash memory videos being posted on share sites and I-news?*"

She plays a slow-motion clip of the explosion. The target of interest is only barely visible when greatly slowed down and even then, it is pixilated. The missile is moving at supersonic speed and even with the advances of digital imagery, not much can be gleaned.

Intelligence (Computer Use) DC15. The digital enhancement is successful but the end result is still underwhelming. The missile is not large but is moving at Mach 2.1. It is not a cruise missile, so its range is limited. This success allows the Engineering roll.

Wisdom (Perception) DC15. Neither you nor any of the eye witnesses claim to see a contrail for the missile. Tracking possible chemical evidence reveals the missile came from the business district but that path grows cold after only a few blocks.

Intelligence (Engineering) DC15. Given all the evidence you have seen from enhanced image, you are able to reduce the number of missiles types down to five, all from various countries ranging from Israel to America. Two of them are from base/vehicle launchers (SSM), one is a surface to surface destroyer missile (SSM), one is air-to-

surface missile (ASM) and the last is a portable missile launcher.

Knowing everything now, it is unlikely to be a sea to surface missile due to limitations of range. It is also unlikely to be the portable missile launcher as the amount of damage also doesn't match. If the characters fail at their skill checks, the same information can be revealed, but it requires an all-nighter poring over hundreds of video clips. Each character suffers one level of exhaustion.

This leaves an aircraft launcher or a large base launcher. Air Traffic Control reveals no invasion of Archon airspace at any point during the incident.

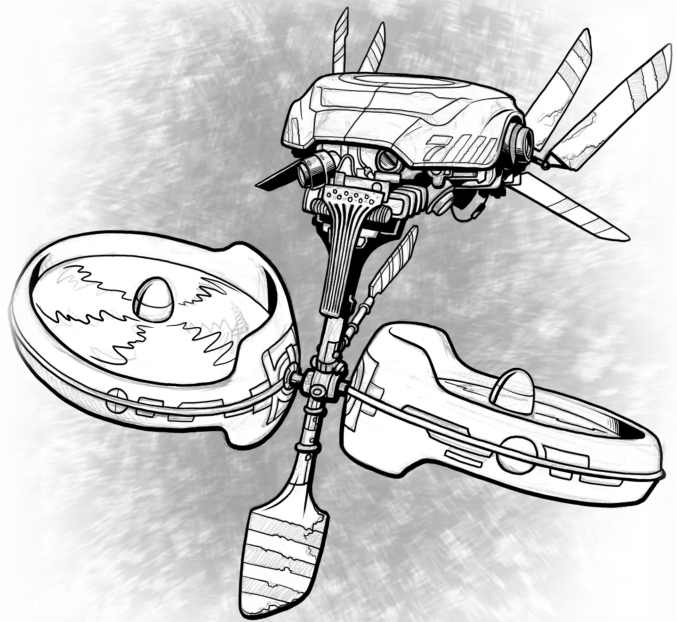
Intelligence (Engineering) DC15. If a firing system was brought in pieces, if done right, it could be smuggled with ease. The Israel and American base launchers both have the capacity of being smuggled with virtually no trace save for the launch tubes themselves. Those could be constructed on site if one were so committed. It would be a Frankenstein creation but it would work. The major issue would be the missiles. Although electronics can be smuggled, the chemicals for explosives and propellant are strictly regulated and cannot be smuggled in without proper permits. Perhaps checking the Perimeter Patrol Authority (PPA) about possible attempts to smuggle in any of these chemicals will turn up some leads.

EVENT 4 THE DIVERSION

The Perimeter Patrol Authority (PPA) HQ is located near the lengthy bridge to Qatar. If the characters pursue this story point, they are met at the PPA by **Lieutenant William Fargus**. He confirms, when asked, that a vehicle was stopped two days ago attempting to bring in two flagged chemicals which could possibly form an explosive.

The explosive required for these missiles do contain these two chemicals but there are thirty-three other components as well. Four of them can be found in Archon though their acquisition would have raised flags. Even if they were able to produce the explosives and propellant locally, they would still require a half dozen other components which are strictly regulated. This is assuming the terrorists are inside the city and had a chemist with them willing and with the knowhow to combine them.

Fargus also reports that the vehicle was impounded by the ISA. If the players are not yet aware, the ISA, or Internal Security Authority, was the law enforcement agency in Archon before the formation of the DPS. The ISA lost nearly all of their political weight and have been



reduced to VIP security. Unfortunately, many of the Archon organizations are still utilizing dated policies. The ISA can still enforce certain laws but cannot issue an arrest. After the ISA confiscated the van, Fargus and the PPA considered the matter dropped, which is why they never bothered informing the DPS. Considering the confiscated vehicle and chemicals were caught at the bridge from Qatar, there were no issues over sovereignty; no embassies were violated and the ISA considered the matter settled.

The van had a driver, whom the ISA handed over to UNAPOL (United NATION's POLice). The driver was a Canadian expatriate living in Greece, **Michael Bishop**. He's still in custody with UNAPOL. UNAPOL is back at Paxis Square.

From this, the players can split up or investigate both leads separately. One takes the group to UNAPOL to investigate the driver. The other leads to the ISA and the vehicle.

BISHOP

Bishop is facing charges for attempting to smuggle in hazardous chemicals but has outstanding warrants for conspiracy to commit murder in Montreal so is waiting to be deported, where Canada is going to arraign him on both charges. He is twenty-eight years old, a large man but not fat, with perfectly straight black hair that looks obviously cared for and maintained. He has a t-shirt with a parrot on it. The only thing found with him are the transfer papers he attempted to use to enter Archon. He is tight lipped about this reasons and his lawyer is insisting he remain quiet until his deportation.

Charisma (Intimidation or Persuasion) DC15. Bishop can be eventually coerced to say:

"The gears of any machine must work in perfect harmony. Chip a tooth, split a belt, and everything grinds to a halt. The machine breaks. The one you seek works flawlessly. Do you actually think I was ever part of the machine? Or if I was...then I am doing precisely what I was designed to do..."

"I am only saying that the greater the machine, the more parts, the greater chance for failure...which is why everything must be controlled, everything must be perfect. You can't allow one broken gear to fail, unless it was meant to...or...unless you have a failsafe."

Nothing else will bring forth enlightenment, not even if Bishop is hacked (note that if the dive is detected, the evidence against Bishop will be considered tainted and he will be acquitted at trial: the GM may wish to follow up on this in later adventures). If his memories are scoured, there is no connection anywhere between any terrorism and the attempted smuggling. There isn't even any information as to why he was even transporting them. Either he didn't know what he was doing or the memories have been removed.

Wisdom (Perception) DC15. Looking at the forged papers Bishop used, a good thorough check shows that whoever forged the papers was really lazy. Anyone worth their salt should have noticed their forgery. Considering the degree of professionalism exhibited in the case so far, this should raise eyebrows.

THE VEHICLE

The van is an electric built by a Korean manufacturer. It is the same model as the van that blew up outside the Iranian embassy. Unfortunately, there are hundreds of them around town. The bright orange paint job on this one looks aftermarket. The VIN has been removed and its GPS memory blanked. Attempts to track down missing vehicles reveal several.

Intelligence (Engineering) or Wisdom (Perception) DC15. The DPS facility has ultrasonic imagery which can reveal details from under paint. If done so, this brings up an embassy logo, connecting it with a cargo van licensed by the diplomatic mission of Israel.

If the characters investigate the Israeli embassy, they are permitted access without obstruction, given the political ramifications if the embassy is connected with the Iranian bombing, provided the DPS not reveal publically where the investigation has lead.

The vehicle depot superintendent for the Israeli embassy, **Robert Jessup**, swears that no vehicles were stolen under his watch. However, when he personally investigates his garage, he notices three cargo vans of the twelve missing. This is in conflict with his transition log. According to inventory, these three vehicles are present. Two were retrofitted as airport shuttles. The superintendent offers the log to the DPS on gratis.

The last person to sign out those vans was the depot assistant superintendent, **Nathan Gelgood**. Jessup informs the DPS that Gelgood missed his last shift. His address is a condo in Loka, the executive island of Archon.

LOKA

You pass over the network of high-class housings of Loka, bisected by gardens and wide open parks. Built as the primary housing district for embassy employees and visiting dignitaries, it migrated into a tax shelter for foreign business owners, using Loka as their home away from encroaching law enforcement and rising regulation.

Billionaires and celebrities now account for more landowners in loka than its originally intended population, reflected every day by the rocketing housing costs. Each condominium, each mansion, is estranged from its neighbors by an alienation of white walls, polished electric fencing and spreads of tended genetically engineered, perfectly permanent emerald grass. As martian to Archon as the capital is to the rest of the world, it demands its own economic status and law enforcement. If it wasn't for the DPS charter, you wouldn't have even been allowed to enter.

Your destination is near the central spires—a forest of 50-floor apartment buildings encircled by increasingly shorter brethren. Gelgood's 20 million euro apartment sits on the western side of the 45th floor.

This building is still populated and the ostentatious residents may take offense if the DPS force their way in with bravado and intimidation. The characters should be made aware of the financial weight every citizen on this island can throw. The door log indicates Gelgood last passed through the triple gate security system six hours before the Iranian embassy attack. His apartment is understandably locked and the building owner, **Elaine Crosby**, can't seem to unlock the thick steel door with her master code-key. A DC20 Strength check will break the door locks.

There is no wireless access to the door but a character with a Wireless Access Port may attempt a DC15 Intelligence (Engineering) to wire the device up. After that,



it is a DC15 Intelligence (Computer Use) check to dive the door (it has no firewall since it has no wireless access).

The group finds the place in shambles. There is a pair of external memory devices amongst the garbage and electronic parts. Most of these parts are pieces of model airplanes, an obvious hobby of Gelgood's. One half-finished craft has a built in camera. Open paints are scattered everywhere. Some colors have spilled over construction paper tossed across the floor.

Wisdom (Perception) DC15. The character notices that the construction paper and paints are organized on the floor in a very precise and specific pattern. As the character steps back and looks the total image, he notices the obvious likeness of a crucifix made of gears. The red paint was used for blood, which pours through the mechanism.

The DPS can dive into the external memories.

External Memory 1. Firewall 17; Computer Use DC 19: This one has various life experiences. Gelgood is 45 years old and has only the last two years of various memories downloaded. Nothing stands out as particularly damning but he can choose which memories he wishes to download into this unit. One is a vacation in Greece which he took by himself. Another is a memory of the funeral of his Mother who died of cancer, having refused

nano-regenerative treatment on the basis of her religion. A simple cross-check with his record shows that Gelgood stopped attending church after that. He has another memory of him accepting to job at the embassy, having been exceptionally qualified for the position. There is no indication any of these memories have been fabricated or modified but there are significant gaps (as to be expected). There are no memories of the past two weeks.

External Memory 2. Firewall 20; Computer Use 20—if the attacker fails to breach the firewall, he suffers 1d6+2 psychic damage. This memory is obviously highly secured. After it is breached, the DPS finds blueprints and a security map for the corporate headquarters of Kheiron Biotechnologies, which is located in the center of Archon Actual. The building is still under construction and the top fifteen floors (of 95 floors) are still unfinished, which Gelgood has focused on. Kheiron Biotechnologies has only recently taken possession of the lot, after tearing down the old unfinished CyRev building before it.

If the player characters are unable to break into the memory units themselves, they can take them back to headquarters and let the supercomputers do the work, but this will take time.

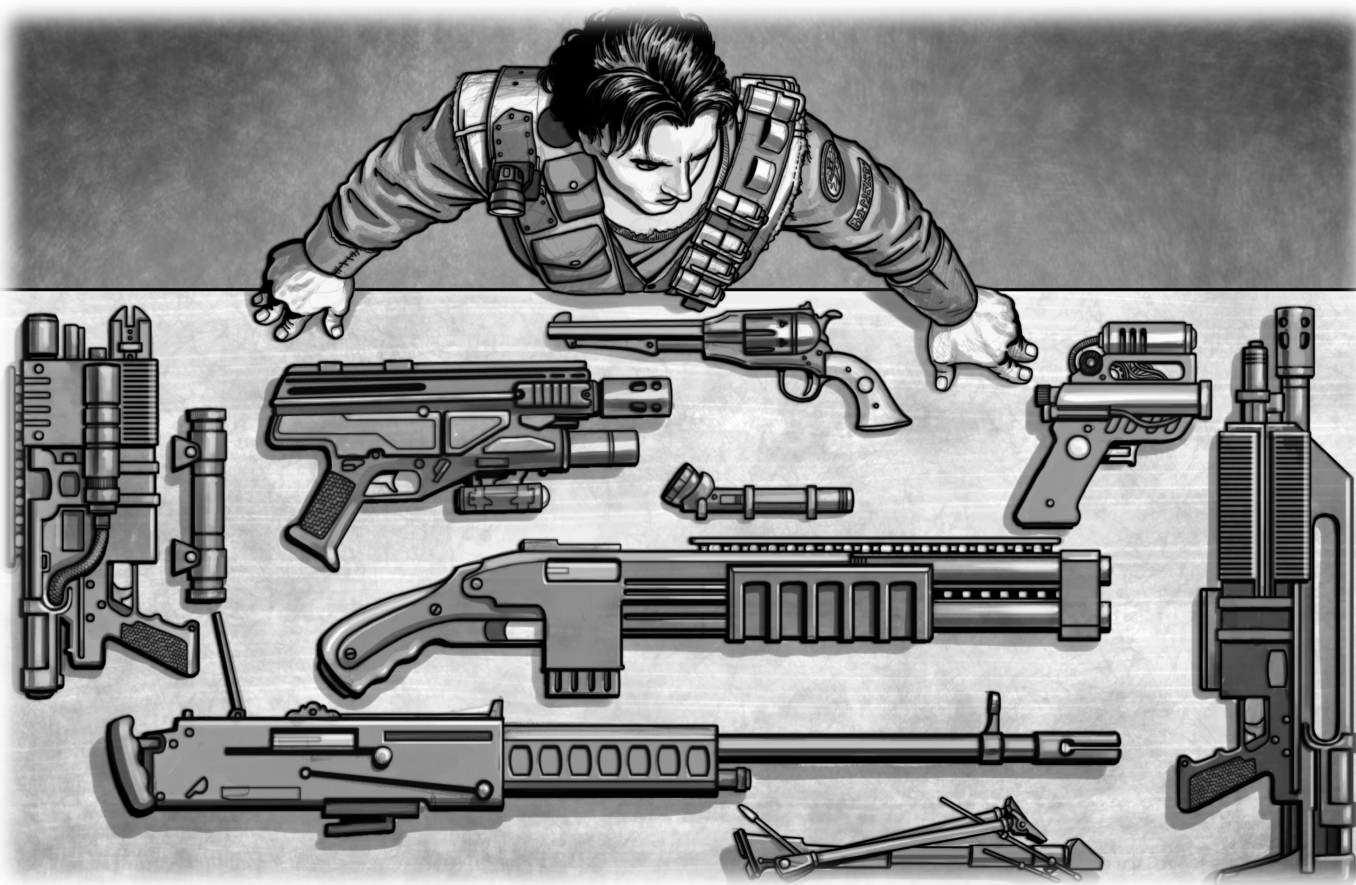
EVENT 5 THE MAIL

It would initially appear as nothing, but one of the players will receive an email. In order make it appear unimportant, it can arrive in the morning along with a variety of spam emails typically expected. If any of the characters are new the DPS, then select one of them to receive the email, otherwise, choose the most senior member (if there is one). Regardless of to whom it appears, it should arrive before the DPS head to KBT.

FROM: "A Fan"
SUBJECT: A Token
For your enjoyment and consideration...

www.A3Tours.com/freetrial/1468A<character's first name>

The link directs the player to a website with a 90 minute video attached. It's a website offering tours throughout Archon for reasonable rates and the video showcases the various tour packages available. The email shows up at an inopportune time and the character should hold it off until later.



This is the “mild” approach to this email. The much preferred alternative (and the one I selected with my group) was an email with a slightly different website address...

`www.AsianAssesofArchon.com /
freetrial/1468A<character's first name>`

...and the video is definitely NSFW.

EVENT 6 KBT

Knowing perfectly well that there could be a major security issue involved with KBT, the characters are asked for a combat load out.

The headquarters of Kheiron BioTechnologies is a monstrous monolith covered in a checkerboard of tinted blue windows and photovoltaic panels stretching past its neighbors to scrape the first stratum of clouds, though still humbled in the shadow of UT-1. The iron-gilded stone supports at ground level lend themselves to some Orwellian vision only slightly alleviated by two story tall glass shutters which slide open quickly and effortlessly to your approach.

Yes, subtlety and diplomacy should be paramount. Just because KBT may be infiltrated does not mean the entire building should be considered opposition. KBT is extremely influential with substantial investment in the development and sustainability of Archon. Talkers should be leading the party as they enter the complex.

The bottom fifty floors are populated by KBT personnel though the board of executives won't arrive until next fall, still operating from their old HQ in Copenhagen. The chief of security is a prosthetic named **William Ridley** who greets/confronts the DPS personnel as they enter (depending on the bravado or pomposity of the DPS personnel). He wears a business suit and carries a rather wide briefcase with him ("*Security documents and access codes I am required to keep with me at all times*").

Ridley insists that there have been no security breaches of any kind since he took charge of the facility fourteen months ago. He says that a virtuant system is being installed next week but until then, he slaves most of the building's security through his own SEED. He will refuse access to any secure portion of the building until authorized by the board. There are already secure locations including clean rooms which are prohibited. The top floors are where the most advanced equipment is being installed and thus, they are also forbidden.

SECURITY ROBOTS

Small construct, unaligned

Armor Class 15 (armor) or 14 with *minion*

Firewall defense 14

Hit Points 22 (15d8) or 5 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	11(+0)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10

Languages none

Challenge 1/2 (100 XP)

Minion. Security robots can be used as minions in a battle. A combatant used this way decreases its AC to 14 and its hit points to 5. Three ill-equipped combatants count as 1 normal combatant at the listed challenge.

Hive. Every hive unit knows the location of all other hive units. A member of a hive can sacrifice its action to give another hive advantage on one attack roll, ability check, or skill check on its turn (pick one). Hive adversaries cannot receive more than one benefit per round.

Actions

Baton. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Shock Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/100 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Charisma (Intimidation or Persuasion) DC15. Ridley finally permits them access to the upper floor, though under official protest (though not physical protest). He will insist on escorting them personally to the unfinished floors.

This is not Ridley, but is in fact Gelgood. He and his group kidnapped Ridley and swapped brains so Ridley could circumvent the security system. But they would have had to have kept Ridley's brain for the security checkpoints. Ridley's brain is still alive in Gelgood briefcase (a BrainBox). Gelgood/Ridley is actually taking them to the level below where his group is organizing. Gelgood, through Ridley's brain, has control of the security robots and is planning an ambush on this unfinished level. If the PCs fail the skill checks above, then Gelgood/Ridley endeavors to steer them out of the facility but somehow contrives to drop his elevator passkey where they can find it. Either way, the encounter proceeds.

ENCOUNTER

XP 1,200

9 Security Robots—Minion

2 Artillery Units

ARTILLERY UNIT

Medium construct, unaligned

Armor Class 15 (armor)

Firewall defense 15

Hit Points 51 (6d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	18(+4)	10(+0)	14(+2)	11(+0)

Senses Passive Perception 12

Languages none

Challenge 2 (450 XP)

Squeezing Off. The artillery unit has advantage on its pistol attacks. One shot is fired each roll.

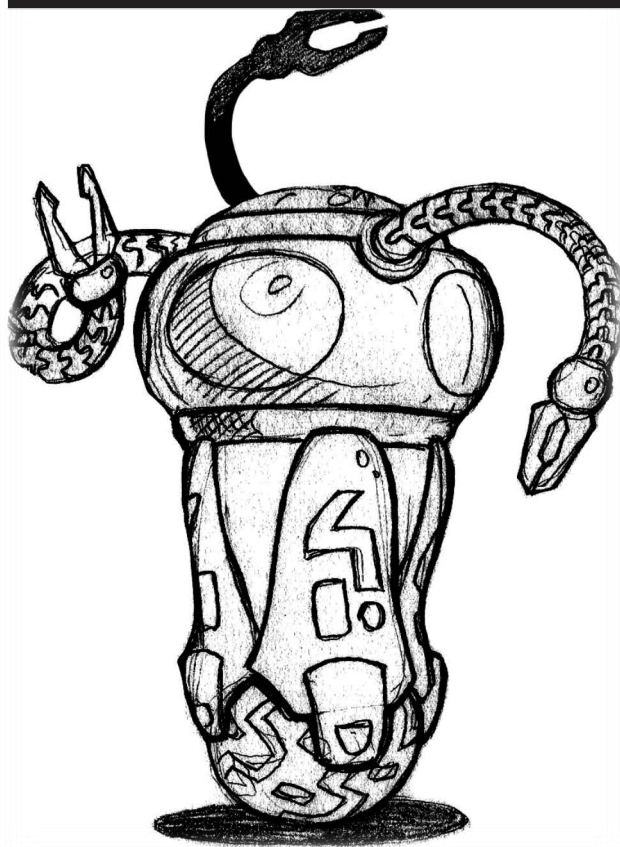
Hive. Every hive unit knows the location of all other hive units. A member of a hive can sacrifice its action to give another hive advantage on one attack roll, ability check, or skill check on its turn (pick one). Hive adversaries cannot receive more than one benefit per round.

Actions

Pistol. *Ranged Weapon Attack:* +6 to hit, reach 5ft. or range 20/600, one target. *Hit:* 6 (1d6+3) piercing damage.

Pistol Whip. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and the target is pushed 5 feet.

Grenade (Recharge 5-6). The compensator launches a grenade that strikes a 10-foot radius area within 60 ft. Each creature in that area must make a DC 13 Dexterity saving throw, taking 12 (4d6) fire damage on a failed save, or half as much damage on a successful one.





NATHAN GELGOOD

Medium human, neutral

Armor Class 15 (armor)

Firewall defense 17

Hit Points 56 (10d8+11)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	1(+1)	10(+0)	13(+1)

Skills Perception +2

Senses Passive Perception 12

Languages English

Challenge 4 (1,100 XP)

Crouch. Gelgood can spend 30 feet of movement to have advantage on his assault rifle attacks until the end of this turn.

Actions

Multiattack. Gelgood makes two combat knife attacks or two assault rifle attacks.

Concealed Combat Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Concealed Assault Rifle. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

OFFICE LEVEL

Refer to the **Office Map** at the back of this book. For KBT, there is no terrace—for the embassy event later, the terrace is present.

Squares with furniture are considered difficult terrain and grant cover if the character is adjacent. Doors are locked but weak.

Doors

All interior doors have 20 hit points. Being behind one grants cover within 5 feet.

Furniture

Tables and chairs have 10 hit points. Being behind one grants cover, but only to adjacent squares.

Walls

Outer walls have 25 hit points per 5 feet. Inner walls have 15 hit points per 5 feet.

Electronics

Several offices may have computers or other electronic devices. If used as cover and shot, the electronic device is instantly destroyed and rendered useless.

TERRORIST

Medium human, neutral

Armor Class 17 (armor) or 16 with *minion*

Firewall defense 17

Hit Points 39 (6d8+12) or 10 with *minion*

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	15(+2)	10(+0)	12(+1)	10(+0)

Senses Passive Perception 11

Languages One language (English usually)

Challenge 2 (450 XP)

Minion. Terrorists can be used as minions in a battle. A terrorist used this way decreases its AC to 16 and its hit points to 10. Three terrorists count as 1 normal terrorist at the listed challenge.

For the Cause. A terrorist has advantage on Constitution and Wisdom saving throws and is immune to being frightened. In addition, when the terrorist is reduced to 0 hit points or less, all other terrorists in line of sight may move up to 30 feet as a reaction.

Actions

Pipe / Wrench. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage

Rifle. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

GUERRILLAS

Medium human, neutral

Armor Class 16 (armor)

Firewall defense 16

Hit Points 27 (5d8+5)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	12(+1)	10(+0)	10(+0)	10(+0)

Skills Stealth +4

Senses Passive Perception 10

Languages One language (English usually)

Challenge 1 (200 XP)

Dirty Fighter. The guerilla has advantage with Dexterity (Stealth) checks. It also gains an additional +2 bonus to AC when benefiting from cover (+4 and +7 respectively). It also inflicts +2 extra damage when making ranged attacks from cover.

Leverage Swing. The guerilla does +3 extra damage against prone targets.

Actions

Length of Chain. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage and knock the target prone.

Rifle. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 8 (2d6+2) piercing damage.

Flammable

Most furniture is flammable and if lit on fire will do 7 (2d6) damage to all creatures entering or within a square occupied by the flames. The fire lasts until the end of the encounter and may also ignite adjacent items.

Area A — Reception

The counter grants cover. This entrance assumes a ground level entrance. If not, then this area can lead from the elevators.

Areas B – F — Offices

The offices are filled with furniture and electronics.

Area G — Service

This area includes storage as well as photocopiers. It is very confined.

Area H — Conference

The conference room has a paper-thin divider separating the two tables. The southern wall is also removable. These walls are thinner (10 hit points).

Area I — Cubicles

The cubicles have short walls granting concealment but have no hardness or hit points. They can be pushed aside with a DC20 Strength check.

Area J — Conference

Another conference room, though much smaller than the one in Area H.

Area K — Kitchen

This may be stocked with food. Various implements including knives and pans can be found here. There is a fridge and a microwave but no stove. Most of the food is non-perishable.

Area L & M — Various

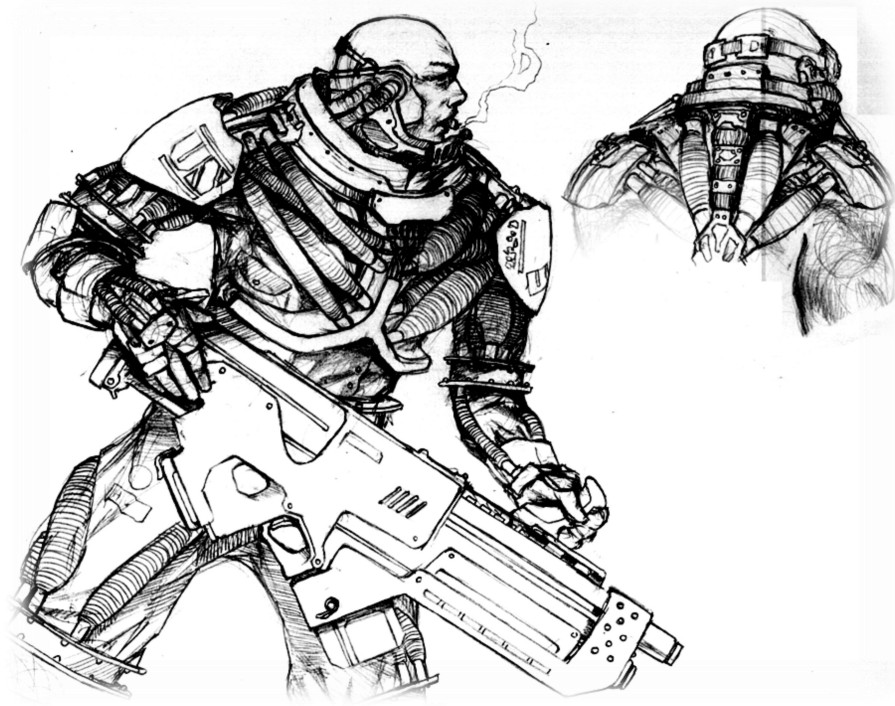
These are miscellaneous rooms with desk and tables. One might be a lunchroom while another could be computer terminal room. Two storage closets lay east of Area M.

Area N & O — Washrooms

Both fully functional.

Area P — Terrace

This open area can serve as an access point or an escape route. This can be especially useful with encounters where the set piece is located several



floors off the ground. There is a thick transparency around the eastern and southern walls. These transparencies have 5 hit points and they shatter.

Area Q & R — Stairs

These areas can be ignored depending on where the set piece is located.

The minion security robots roll on treads and are armed with a baton and a shock pistol set to its maximum setting.

The artillery units are larger corporate variants of military combat model attack droids. They emerge from distant locations and use the hallways as cover to close distance.

Gelgood/Ridley ducks and finds cover but when the battle goes badly for the robots, he will attack from behind on their highest initiative count.

After combat is resolved (regardless of Gelgood/Ridley's condition), the characters are allowed a short rest before Gelgood's ace in the hole steps from a security gateway.

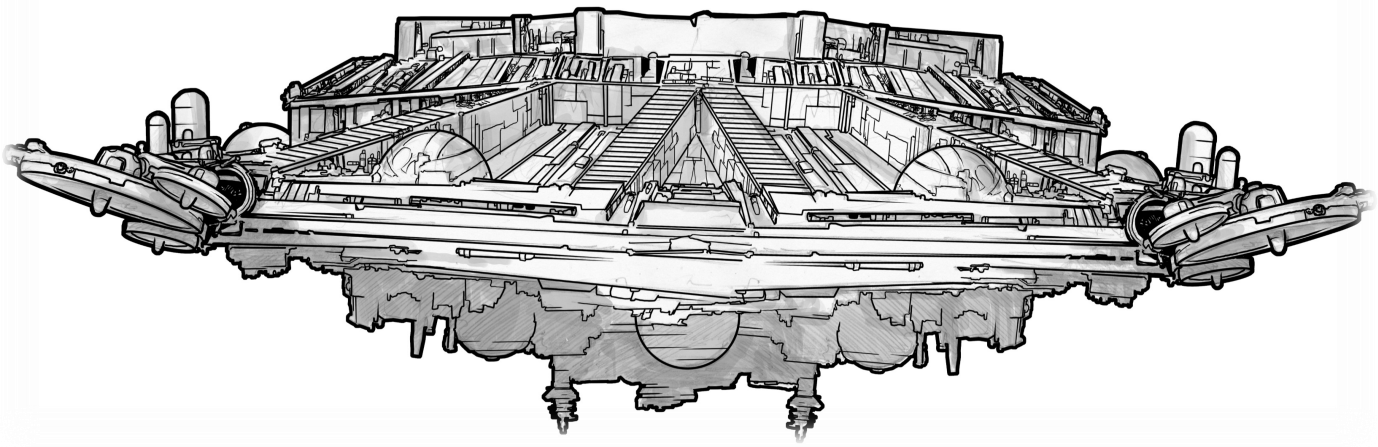
ENCOUNTER

XP 1,800

1 Rourke SAD

Gelgood may be taken dead or alive (alive is policy). If killed, his brain will still contain some usable information.

Gelgood. *Computer Use 15;* If the attacker fails to breach the firewall, he suffers 1d6+4 psychic damage and the Firewall defense increases by +2 until the end of the



attacker's next turn. This bonus to Firewall stacks if the attacker fails the breach more than once before the previous effect wears off.

Ridley is revealed to actually be Gelgood. Ridley is in the brainbox and still intact. The memory download from Gelgood also reveals that the terrorists are fortified in the level above.

ENCOUNTER XP 1,950

9 Terrorist—Minion
3 Guerrillas

If aware of what is to come, the DPS can attempt an ambush. These opponents are comprised of humans and prosthetics, but are not a well trained crop of radicals. Despite this, they are well equipped. They have a base missile launcher that appears to have been brought up in pieces from the freight elevator.

Intelligence (Engineering) DC15. The unfortunate truth is that the base missile launcher here is nowhere near completion. None of the missiles were built and none of the propellant or explosives are in place. The PPA were doing their job right, nothing had gotten in. The chances on a second launcher of this type are slim to none. It seems this group had a skilled hacker and the will but not the advanced chemistry and engineering know-how to follow through with a terrorist act of this nature.

Any survivors (including Gelgood) can be arrested and questioned back at DPS HQ. The cell members claim to be from the **Order of the Dreams of Man** and are comprised of Gelgood, two Americans computer techs, an ex-British diplomat, and a member of the Iranian embassy security force. The remaining members are various civilians (two are tourists). When pushed with any decent Persuasion or Intimidation checks, each and every one of them utters the exact same quote Michael Bishop said earlier (even with the same intonation).

"The gears of any machine must work in perfect harmony. Chip a tooth, split a belt, and everything grinds to a halt. The machine breaks. The one you seek works flawlessly. Do you actually think I was ever part of the machine? Or if I was...then I am doing precisely what I was designed to do..."

"I am only saying that the greater the machine, the more parts, the greater chance for failure...which is why everything must be controlled, everything must be perfect. You can't allow one broken gear to fail, unless it was meant to...or...unless you have a failsafe."

They subscribe to the same doctrine, thinking they are only one cell of a growing vigilante movement meant to quash those conservative and militaristic forces that wage war against the globalization of the world.

The DPS can also restore Ridley's brain as well, assuming his original body is in any condition of repair. He has little recollection of the past week. He will ID Gelgood as his attacker.

Charisma (Persuasion) / (Intimidation) or Intelligence (Computer Use) DC15. Although the group claims to be a single cell of hundreds across the world, there is no evidence in their brains or anywhere else of the existence of multiple cells. By all rights, Gelgood was the instigator. He had the manipulation skills and the drive.

It is not long before the Iranian embassy gets word of the arrest. Because the explosion occurred within the embassy, they are insisting in the deportation of all members of ODOM, including their own citizen. Israel is not asking for Gelgood back but will file an official protest if Gelgood is handed over to Iran. They support taking the entire cell before the ICC, which SEA Heppner backs up. Iran decides not to push further.

Wisdom (Insight) DC15. The entire escapade appears solved, but something is missing. Perhaps these terrorists only had the fuel and explosives for one missile, which

was launched. But there was neither residue on the launcher nor around the level of the building. Unless the rocket was fired elsewhere and the KBT facility was a ruse. Something just doesn't add up.

EVENT 7: THE TURN

At this point, the characters have a moment of pause. They can settle in, contemplate the day's events, and go over their "emails" (yes, remind them of their spam). If the characters deleted the strange email from before, they find it again. Every time they attempt to delete it, it gets re-sent within five minutes, somehow making it through every spam blocker the character can throw up.

The video is everything that it advertises, but also prominently features scenic views of the city... including, at fifteen minutes in, a distant shot of the Iranian embassy mere moments before the detonation. A close look reveals a puff of smoke appearing out of nowhere. This video was taken on the other side of the city, so there is no good footage of the explosion. However...

Wisdom (Perception) DC15. A missile appears out of nowhere in the middle of a city block, nowhere near KBT. The image around the missile appears distorted. As it passes in front of a large building, another distortion appears behind the missile. This allows the Engineering check.

Intelligence (Engineering) DC15. This is a short range missile with no contrail and with active visual camouflage. It can only be one class of missile: An **ADCAP X-99B Bloodhound**, which is exclusively fired from a **Joint Strike Fighter - D34 Stealth Bomber**. Only the United States uses the JSF-34. They have twelve, at 5.5 billion a plane. They're equipped with the most advanced visual active camouflage system in the world. No one else uses them, not even American funded mercenary companies. This allows the Computer Use check.

Intelligence (Computer Use) DC15. There are two JSF-34s currently nearby. One is stationed in Greece, the other in a US airbase in Israel. With their limited ranged, only Israel could have been the source, assuming there were no mid-air re-fuelers.

The military servers at the US airbase would be a suicidal hack, and if the characters try it, their boss finds out and reprimands them before they get far enough to cause trouble. Since the DPS has no authority outside of United Nations International Territories, the characters will have to play it nice.

Charisma (Persuasion) / (Deception) DC15. The watch commander at the US airbase in Israel is **Lieutenant Griffon**. When asked directly and properly about the JSF-34, he isn't more evasive than protocol demands.

"I'm sorry, sir, I cannot provide any information on the existence, location, or condition of the alleged vehicle. If you have further questions, I suggest you direct them to diplomatic envoy in Archon."

Wisdom (Insight) DC15. He wasn't lying. The base has no idea where that plane is, meaning it never returned. If it was rogue, it wouldn't have had a re-fueler, which limits its range. It can't land on a carrier. Perhaps the pilot ditched the plane. It wouldn't have the range to make it to the American bases in Qatar or Bahrain.

The plane would have to have been ditched. Nanomachines in the hull destroy the fighter to nothing if it crashes. There would be nothing to find, except the pilot.

The watch commander did suggest speaking to the diplomatic envoy. If the DPS calls the American embassy, they are invited to the complex, as **Ambassador Victor Jerrod** is unable / unwilling to discuss anything over wireless.

US EMBASSY

Shockingly enough, the characters are welcomed into the American embassy, something that they should be aware is practically unheard of, especially if there are no Americans in the party. They are escorted by armed US servicemen to meet with Victor Jerrod, head of the American embassy, in a private meeting.

Charisma (Persuasion) / (Deception) DC15. If the characters present a logical query, Jerrod answers punctually,

"I had a total of 35 minutes warning from the CIA about your impending call. The fighter was indeed a D34 Joint Strike Fighter—I'm breaking protocol even admitting its existence, let alone the VAC system. That specific plane was outfitted with test ordnance—no explosive payload—and sent up to the Qatar base for a six month training mission against defunct post century warships. It never arrived. Somehow, it got outfitted with real ordnance and set to execute a bombing run. The US is refusing comment until any evidence is revealed. They are preparing a public statement claiming the pilot was a member of the same terrorist group...whichever one you end up naming in your public statement...and was killed when the plane crashed 50 miles from Qatar. They'll

weather the backlash, offer increased funding, send a bouquet to the Iranian ambassador claiming they had no idea what was happening. In their defense, I believe most of that to be true."

After succeeding with this, the DPS may push for information on the pilot.

Charisma (Persuasion) / (Deception) DC15. *"I believe the pilot's GPS was located offshore. I imagine he would have been picked up by a pair of fishermen. Furthermore, I would imagine that they would then hand him over to the PPA. If this were true, with international waters outside of the bulwark, it wouldn't be your jurisdiction, so no reason to inform you. Assuming this line of speculation were to occur, which I won't say it did, we would then send a chopper to gather him...assuming, once again...this line of speculation."*

After succeeding with this, the DPS may push for the pilot's location.

Charisma (Persuasion) (DC20): *"Well, if he was here, we would usually locate such sensitive personnel in room 212, along with a handful of guards. The US will make their announcement right after the proof of the plane is made public. I imagine if we had the pilot, he would be ferried out before then, to be eventually ...debriefed and buried under bureaucracy. They won't admit to anything else."*

Obviously DPS needs to acquire this pilot for their investigation. They may proceed with attempting to push for this release.

Charisma (Persuasion) / (Intimidation) DC15. *"I never actually said he was here, neither could I allow DPS to remove him under the banner of jurisdiction if he was. You're here now as guests of the US Government, not in any official capacity. I am sorry, I can't discuss this further. Like I said, the US will make their announcement in the morning...I can guarantee there will be a chopper leaving soon after from our embassy."*

Wisdom (Insight) DC15. *"Let me stress again, the US cannot condone the DPS claiming jurisdiction to forcibly remove a citizen from its embassy...especially one they claim doesn't exist. Any attempt to do so and my government might decide to pull out of Archon again. Will that be all?"*

Jerrod is suggesting, as blatantly as he dares, that the DPS kidnap Parks from the embassy and then deliver him to the ISA anonymously, so they can arrest him. The DPS

EMBASSY GUARD

Medium human, any alignment

Armor Class 18 (armor)

Firewall defense 18

Hit Points 65 (10d8+20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	14(+2)	10(+0)	11(+0)	10(+0)

Saving Throws Dex +6

Senses Passive Perception 10

Languages One language (usually English)

Challenge 5 (1,800 XP)

Encouraging Reaction. When an embassy guardscores a critical hit or is killed, the next allied embassy guard has advantage on its next attack roll.

Actions

Multiaction. The embassy guard can either make two SMG attacks OR four SMG attacks, though all four attacks have disadvantage.

Rifle Butt. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage, and target is pushed 5 feet.

SMG. Ranged Weapon Attack: +6 to hit, range 100/400 ft., one target. Hit: 7 (1d8+3) piercing damage.

can then use jurisdiction to remove him from ISA custody. The Americans cannot accuse the DPS of removing him by force as it would require them to admit publically they were sheltering him. They would then have to confirm the DPS findings that the plane was stolen by its pilot and sent on the bombing run against the wishes of the US government.

EVENT 8: INFILTRATION

The objective is to remove Parks from the US embassy without any fatalities. Conflict is to be avoided at all costs. To that end, stress to the players ahead of time that any encounter that lasts more than two rounds or involves a fatality will only gain half the normal experience award.

ENCOUNTER

XP: 10,800

6 Embassy Guards

These uses the same map as the KBT encounter.

There are two guards in the room, two more outside, with one at each end of the hallway. Roof access is easiest. The guards are open to hacking. If any guard is allowed an action, they will immediately send message via SEED to all the other guards and sound the alarm.

Two rounds later, four more guards of the same level from either end of the hall will emerge. Two rounds after that, four more. These are American security and have no jurisdiction outside embassy walls.

The pilot, Parks, appears to be in a coma and will not offer any assistance or resistance to being removed from room 212. Once Parks and any DPS personnel have left American territory, they are considered to have succeeded. However, all DPS personnel must be able to escape. If any DPS personnel are captured, they will be detained by American security and it will be on the banner of every online news magazine the next day.

The US will insist on deporting the captured agent back to the US but UN charter will take precedence, forcing the DPS under orders of Richard Heppner, to enter the embassy by force in order to retrieve the agent. While the Ambassador will offer a token protest and security forces will offer a show of resistance for the media cameras, they will not violently prevent the DPS from extracting their agents. However, this public debacle will certainly tarnish the image of the DPS and may result in the removal of the US embassy from Archon (GM's prerogative). Not to mention that the party will get an earful from Heppner and won't get any sleep for the next few days (no long rests for that time: if the adventure ends before this becomes an impediment, they start the next adventure down without having had one).

If Parks is not retrieved during the initial operation, the party will be unable to find him later, even if they force their way into the embassy the next day (with the same ramifications specified above). A few days later, they will each receive a coded audio file containing Parks' message below, with no clue to the sender.

Once the pilot is returned to the DPS, they find a fortified brain with two military grade firewalls in his system. He is locked in... probably by a virus which had gained control of him. He has yet to be released.

PARKS

First Firewall 20; if the attacker fails to breach the firewall, the Firewall defense increases by +2 for the next five minutes.

Second Firewall 19; if the attack fails to breach the firewall, both levels of firewalls reseal. After the second firewall is breached, Parks turns on and speaks:

"To the members of the DPS. Like you, I believe in the absolute freedom of all information, even at the expense of national security and the petty ignorances of fanatical religious movements. To progress, everyone must discard antique beliefs, tired traditions, and obsolete customs passed down by the uncivilized thousands of years ago. What truly makes one free? Your ideas? Your ego? Humans are bound by nucleotides, proteins, and amino acids. Your freedom is an illusion perpetuated by your genes into following a set of mathematical instructions. Live, eat, reproduce. To truly be free...one must be free...of everything that binds you. This is the first marker...a glimpse of the new world. Soon, there will be another. You will know what to look for. Awaken your souls to a new age...pure...true...freedom."

Parks falls back into a coma and comes to an hour later, with no memory of anything which has occurred, leading up to and including the theft of the American fighter. The trail ends here...

It is now plainly obvious that a much larger threat is at work here. It was able to dive more than a dozen people in high ranking positions both inside and outside of Archon. It attempted to create an incident in Archon and used several different paths to accomplish this. It could also be that the threat itself was not meant to cause an incident but to test out the skill of the DPS itself—whether the members of Archon's elite law enforcement could figure out the puzzle which was laid before them. If so, then this threat had no regard over the lives lost or the hoops it was expecting the DPS to jump through. Further, if this threat could hijack a US stealth fighter and build a missile platform atop the largest corporate building in Archon, what else could they do?

END OF ADVENTURE FINANCIAL PAYOUT:

\$520 per character (\$360 if they fail to find Parks or end up embarrassing the DPS).

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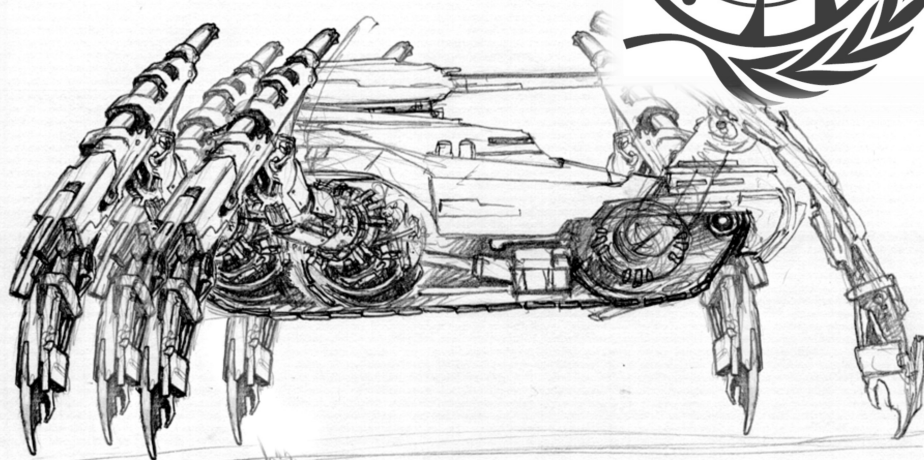
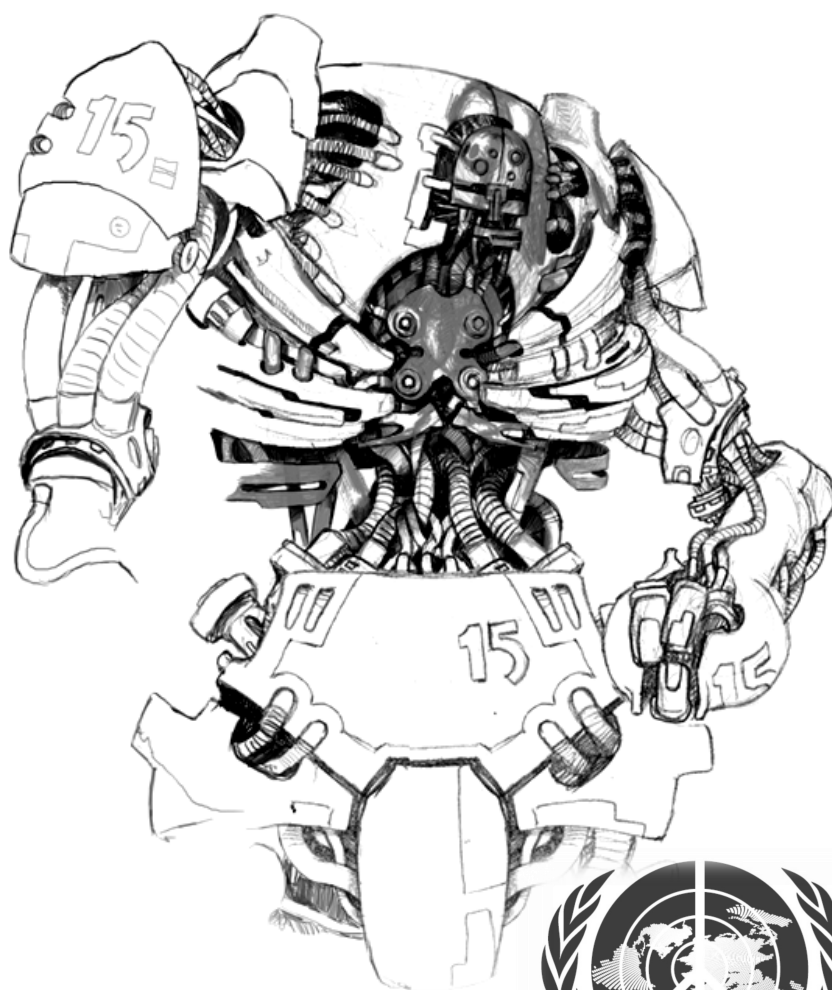
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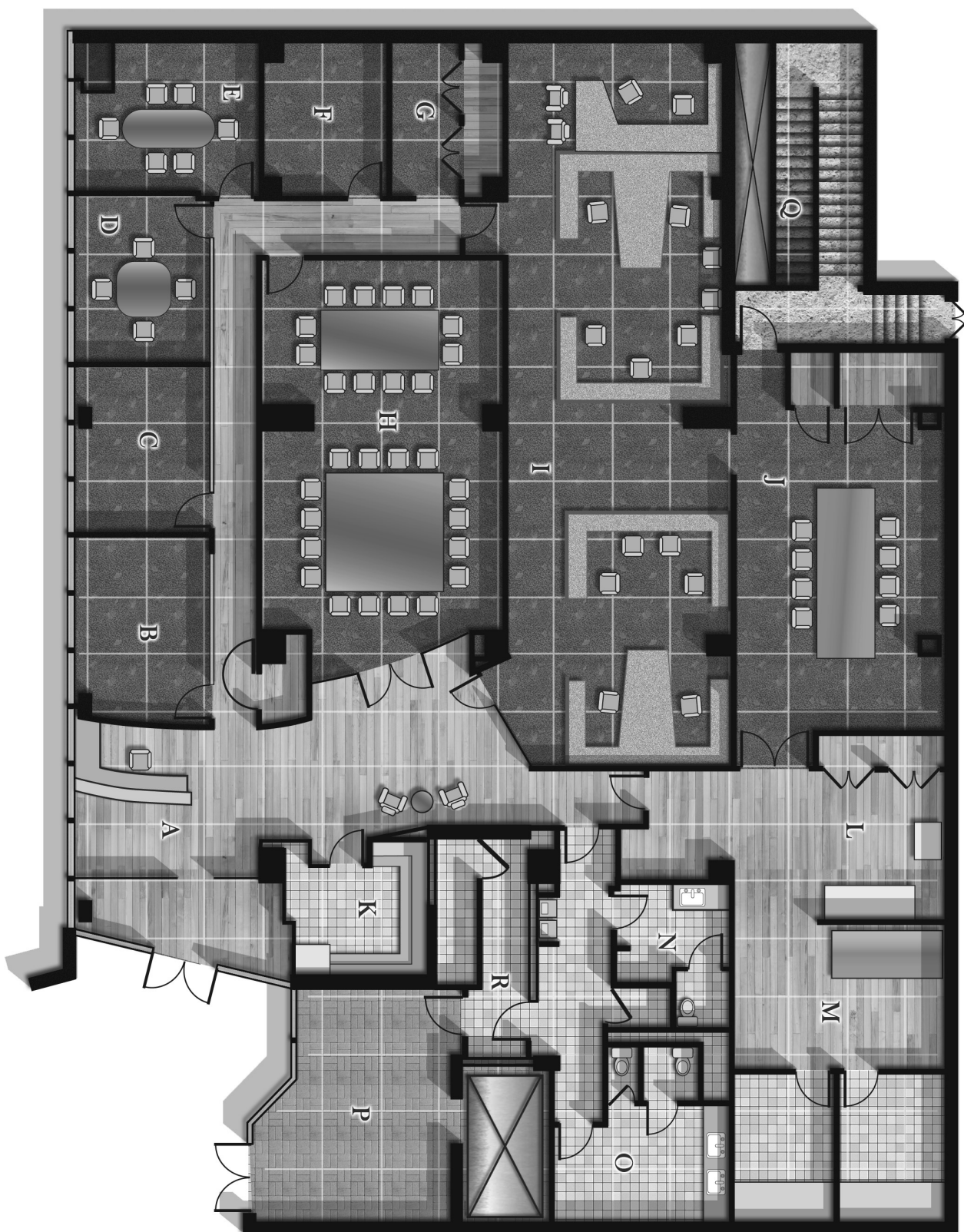


NEUROSPASTA SKETCHBOOK









1 sq. = 5ft

THE CITY OF ARCHON

The most cosmopolitan, technologically advanced metropolis the world has ever seen, where the nations of the world have at last come together to lay aside their differences.

Will it be our last hope for a peaceful future
or the chilling harbinger of a totalitarian dystopia?

It falls to the members of the Division of Public Safety to
protect Archon and its inhabitants from threats from both without and within.

But which is the greater threat?

In a future of ambiguous ethnicity and rampant cyberization,
what use is there for obsolete national borders and political beliefs?

The boundaries separating man and machine are not only blurred, but utterly erased.

The conflict in this new-fledged world is not between nations or between law and order but
between millennia-old traditions and an inevitable shift in consciousness, with the very
meaning of 'humanity' and even 'identity' placed in the crosshairs.

Will Archon be the beacon of a shining future,
or will its enemies bring it crashing to the ground?

NeuroSpasta is a cyberpunk/transhumanist setting using 5E rules and using the
Ultramodern5 supplement.

In this book, you'll find...

- ~ Rules for hacking computers and even people.
- ~ The new freediver class
- ~ Four new races based on the blend of flesh and technology
- ~ Fifteen new backgrounds
- ~ Rules for controlling and customizing robots
- ~ Dozens of cybernetics from basic implants to total body replacements
- ~ Computer programs to help yourself or cripple your enemies
- ~ New adversaries including robots, cyborgs, and supercomputers
- ~ An introductory adventure full of intrigue and explosions

