

CRIMES in CHROME



A GREY CELLS SUPPLEMENT
BY BOGDAN CONSTANTINESCU

A Dapper Fish Designs Publication

Grey Cells

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First published in 2021 by Dapper Fish Designs.

ISBN: 978-0-6487569-2-7

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This book was produced using the Adobe Creative Suite.

Typefaces: Gill Sans MT, Agency FB, Billionaire, Android 7, Velekom.



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Dedicated to Virgil Constantinescu. who held many secrets we'll never know.



THANKS

Super Thanks to Liviu Constantinescu, my supportive and brilliant brother who is a mystery I've been trying to solve all my life.

Special Thanks to Alex Baumann, Andrew Delaney, Ashnil Kumar, Bislab, Brothgar, Caillech, Chiyoko, Dancole, Daniela Constantinescu, Dasdagger, Ehpeaell, Eva, Fliek, George Constantinescu, Hablaman, Herbert Peppard, J. Larkin, Less.weird.nickname, Munkholt, Neylla, Peter Budd, RogueRobotGames, Ryan Thomas, Slyder, Titan, Tympest, Wei Jiang, Woolicane, Yorgen, Zach Benitez and Zombie Horse. Without your help this game would never have come to be.

Many Thanks to all Kickstarter backers for your support and patience.

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WHAT'S NEW

Crimes in Chrome introduces investigations to the future. Whether they live in a dystopia or utopia, an investigator's work is never done. They are armed with technology so advanced it borders on magic, but every arms race has two sides. When faced with rogue AI, untraceable hackers and cyber ninjas, investigators will have to use every tool in their arsenal to even the odds.

AUGMENTATION

The human form is an excellent piece of engineering, but any design can be improved upon. By enhancing and replacing parts of yourself, you may reach new heights of prowess and ability.

CYBERSPACE

The meatspace we are born into is but the shell of another world: one where data and lightning rule, and anything is possible.

DISTANT PLANETS

We have left our cradle, venturing into the blackness to establish new colonies and outposts amidst unimaginable alien worlds. But are these golden lands of opportunity and adventure everything they promise to be? Can you ever travel far enough to escape the folly of humanity?

BACKGROUNDS

Time marches onward, and in its wake it leaves new histories and new backgrounds. They harness the power of technology, using it for their own ends or being born and shaped by it.

EXPLOITS AND MOMENTUM POWERS

A new world offers new challenges, and new areas of expertise. The face of crime has changed, and investigators have rushed to keep pace. Advanced science allow investigators to cut to the core of the truth like never before.



GENRES

CYBERPUNK

THE INVESTIGATORS ARE...

Rebels

They stand against established power. They may be beholden to certain power groups such as police forces or corporations, but they use that position to oppose different (and ideally, worse) groups.

Resourceful

The forces that oppose them control the world. If the investigators are going to succeed, they'll need every bit of leverage they can find.

THE WORLD IS...

Evolving

Humans are reaching a new stage of development, driven by technology. Steel and wires can make up for flaws in flesh, and it may even be possible to create purely artificial life.

Hypercapitalist

Everything and everyone is driven by money. Law bows before commerce. Anything can be found for sale, if you look hard enough.

Dying

Unchecked greed has driven the world over the tipping point. Now humanity races to exploit what's left before they share the planet's fate.

THE WORLD IS NOT...

Caring

Compassion doesn't have a dollar tag attached. There's no sense in scratching a back that can't scratch yours.

Equal

The gulf between rich and poor is astronomical. The middle class are little more than elevated serfs.

TECHNOLOGY IS...

Ubiquitous

Nothing has been left untouched by the march of progress. Every part of human life has been digitised.

Connected

Everything is networked to something else, sometimes nearby, sometimes a world away. No piece of machinery is ever truly isolated.

Controlling

Technology creates convenience, and convenience breeds dependence. Whoever controls that technology can manipulate whoever uses it.

CRIMES ARE...

Pragmatic

Passion is a dwindling commodity. Crimes are committed for practical (and often financial) reasons.

High-Tech

Technology can offer many advantages to an enterprising criminal. Also, cyberspace provides a new lawless frontier filled with danger and profit.

POST-CYBERPUNK

At the height of Cyberpunk, society was apprehensive about the future that technology would bring. However, once we entered the future and technology offered many conveniences that were previously impossible, that fear began to fade. The themes of Cyberpunk began to change, transforming into Post-Cyberpunk.

Most aspects of Cyberpunk remain the same, but technology itself is presented as a neutral or positive force in the world. Instead of being a tool to control the populace, technology offers power to the individual to choose their own destiny.

POST SCARCITY

THE INVESTIGATORS ARE...

Empowered

Representing respected institutions of law and order, investigators wield considerable authority.

Honorable

The first duty of every investigator is to the truth, whether it's scientific truth, or historical truth or personal truth.

GENRES

THE WORLD IS...

Bountiful

Basic needs (food, shelter, health) are provided for everyone. Even the lowest standard of living is quite high.

Enlightened

People are free to focus on science, culture and social progress. Education is freely available and encouraged. Ignorance and discrimination are rare.

THE WORLD IS NOT...

Perfect

Suffering can never truly be eradicated. Accidents occur, people are victimised and inalienable aspects of human frailty continue to foster strife between people.

Homogenous

People of different races, genders, beliefs and histories intermingle to form a rich and diverse world. Alien species may also be equal members of society. Differences are celebrated, not rejected.

TECHNOLOGY IS...

Magical

Devices can perform functions that would be considered impossible by today's standards. Teleportation, faster than light travel, and instant generation of matter are all on the table.

Autonomous

Many devices can operate without human input. Some are even sentient, forming their own unique thoughts, personalities and even cultures.

CRIMES ARE...

Selfish

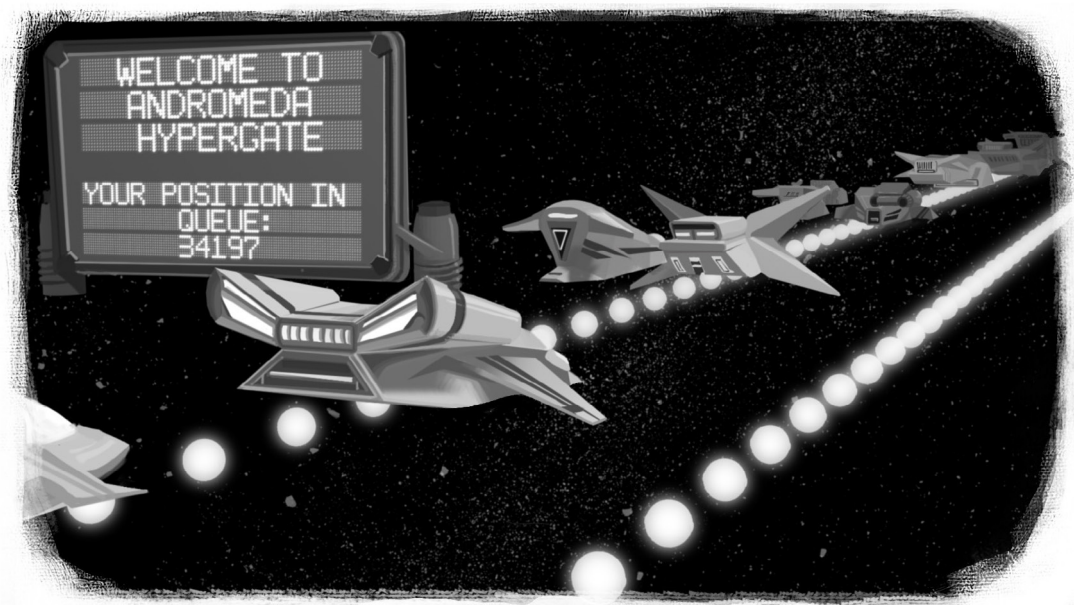
Even in a world where everyone's needs are met, some people still want more.

Justified

Others have good reasons for their actions. Sometimes both heroes and villains can be right, blurring the line between the two.

IDENTITY IN THE FUTURE

In these futures, people have the power to select and express their cultural, sexual and gender identity without judgment. Body modification is advanced, common and safe, allowing people to change their bodies to match their person.



TECH

Modern technology offers many abilities and opportunities unimaginable to earlier generations. Among them is the rise of transhumanism: the evolution of humanity, driven by science and technology. This offers a new frontier to be explored, as the human form is designed and optimised for impossible tasks and inhospitable environments, promising a future of infinite possibility.

In the short term, however, it offers a variety of ways to assist investigators in their cases.

AUGS

Cybernetic enhancements are known as Augmentations, or Augs. An investigator may have any number of these, but they all rely on their Tech pool to function and fuel the abilities they provide.

When an investigator gains their first point of Tech (whether at character creation or later in their career) **they select a single Aug for free.**

Augs are listed below, and represented by special actions. When choosing an Aug, simply select the appropriate special action to gain access to.

TRANSHUMANISM AND SOCIETY

Transhumanism can be a divisive issue. Arguments about whether or not it should be done abound, but ultimately how your game treats it is up to you and the other players. Society at large may view it positively or negatively, and exploring the benefits and problems it creates can be interesting ground to build cases upon. In Cyberpunk especially this can be an interesting theme to consider, as transhumanism can further widen the distance between the upper and lower rungs of society.

BIOMETRIC SCAN

DIF: 3

Roll OBS, Spend 1 TECH

Analyze someone's reactions and vital signs. Hold one per success.

- ◀ **OPTION 1** ▶ What is their true reaction to something they said, heard or saw?
- ◀ **OPTION 2** ▶ Do they match a physical signature I'm aware of?
- ◀ **OPTION 3** ▶ What is anomalous about this person?
- ◀ **SPECIAL** ▶ Spend 1 TECH to roll an additional die. You may do this after you see the result of the roll.

DATABASE SMARTLINK

Spend 1 TECH

EFFECT

Reveal a Connection or Fact regarding a Clue or query.

FORTIFICATION ARRAY

DIF: 3

Roll MUS, Spend 1 TECH

This array of armor plates and stimulant injectors can push a body to endure debilitating strain and injury. Use this action when you would mark Status.

- ◀ **FAIL** ▶ No effect.
- ◀ **PARTIAL** ▶ Prevent 1 Status.
- ◀ **FULL** ▶ Prevent 2 Status.
- ◀ **CRITICAL** ▶ Prevent 2 Status, and gain Advantage to the next MUS or AGI based check.
- ◀ **SPECIAL** ▶ When used in a Confrontation, this adds one successful die to a **Take Approach: Hold the Line** check.

PHYSICAL SIGNATURES

Some Augs deal with Physical Signatures. This refers to unique physical features of a person or object, such as someone's fingerprints or DNA. They may be discovered through various means, not just through Aug actions.

HERCULES PROSTHETICS

DIF: Target's DIF, MUS or AGI

Roll MUS, Spend 1 TECH

Move, stop or crush a person or large object.

- ◀ **FAIL** ▶ Lose your grip, and mark 1 Status.

- ◀ **PARTIAL** ▶ Succeed, and mark 1 Status.

- ◀ **FULL** ▶ Succeed in your intent.

- ◀ **CRITICAL** ▶ Succeed, with benefit.

- ◀ **SPECIAL** ▶ Spend 1 TECH to roll an additional die. This may be done after the roll is made. When used in a Confrontation, this adds one successful die to a **Take Approach: Break Guard** check.

HERMES PROSTHETICS

Spend 1 TECH

- ◀ **EFFECT** ▶ When making an AGI check to outrun something, run quickly, jump or fall safely, reduce the DIF by 2. You may only do this once per check.

- ◀ **SPECIAL** ▶ Spend 1 TECH to roll an additional die. This may be done after the roll is made. When used in a Confrontation, this adds one successful die to a **Take Approach: Evade** check.

LASER ARM

DIF: Target's DIF, MUS or AGI

Roll AGI, Spend 1 TECH

Obliterate an obstacle, object or opponent.

- ◀ **FAIL** ▶ Cause collateral damage. If used in a fight, lose the fight and mark 1 Status.
- ◀ **PARTIAL** ▶ Cause collateral damage and destroy the target.
- ◀ **FULL** ▶ Destroy the target.
- ◀ **CRITICAL** ▶ Destroy the target, with benefit.
- ◀ **SPECIAL** ▶ Spend 1 TECH to roll an additional die. This may be done after the roll is made. When used in a Confrontation, this adds one successful die to a **Take Approach: Assault** check.



PROXIMITY HACKING MODULE

Spend 1 TECH

EFFECT

Use the **Hack** action (pg 12), using TECH to activate or add a die to it. Furthermore, you may use the Hack action on nearby electronic systems even if you're not directly interfaced with them.

WHAT'S NEARBY?

As a rule of thumb, a Proximity Hacking Module can access anything in the same room, or in an adjacent room. For larger open spaces, anything that's close enough to be seen clearly with the naked eye counts as "nearby".

PROFILE CONSTRUCTION MATRIX

DIF: Set by GM

Roll EDU, Spend 1 TECH

Scan someone's face or avatar to construct a profile. Hold one per successful die.

- ◀ **OPTION 1** ▶ What is their name and aliases?
- ◀ **OPTION 2** ▶ Who are their known associates?
- ◀ **OPTION 3** ▶ Where can they often be found?
- ◀ **OPTION 4** ▶ What are conspicuous aspects of their history?
- ◀ **SPECIAL** ▶ Spend 1 TECH to roll an additional die. This may be done after the roll is made.

BODY MODIFICATION OPTIONAL

While it's assumed that Augs work by replacing or enhancing part of your body with artificial parts, this doesn't have to be true. Any Aug may instead be represented by a device or piece of equipment used by your investigator if you prefer.

STEALTH FIELD

DIF: Opponent's OBS

Roll AGI, Spend 1 TECH

Become cloaked against all forms of detection.

- ◀ **FAIL** ▶ The field fails, and you are noticed.

- ◀ **PARTIAL** ▶ You are not noticed, but leave evidence of passage.

- ◀ **FULL** ▶ You are not noticed.

- ◀ **CRITICAL** ▶ You are not noticed, with benefit.

- ◀ **SPECIAL** ▶ When used in a Confrontation, this adds one successful die to a **Take Approach: Hide** check.

TRACE SCANNER

DIF: Set by GM

Roll OBS, Spend 1 TECH

Search an area for trace evidence. Hold one per successful die.

- ◀ **OPTION 1** ▶ Detect signature traces such as fingerprints or footprints.

- ◀ **OPTION 2** ▶ Detect residue, aerial particles and physical markings.

- ◀ **OPTION 3** ▶ Identify the composition of a sample.

- ◀ **OPTION 4** ▶ Detect electromagnetic anomalies.

- ◀ **SPECIAL** ▶ Spend 1 TECH to roll an additional die. This may be done after the roll is made.

OPPOSING CYBORGS

When making an opposed check against an individual who has an Augmentation suitable for the check, **raise the DIF by 2**. For example, when using Hercules Prosthetics against someone who also has a combat Aug, you would roll against their attribute +2, as in a normal opposed check.

However, trying to spot someone who is using a Stealth Field while you have human eyes would have a DIF equal to their AGI +4 - a daunting proposition.

HACKING

Everything comes down to data. Every secret in the world, no matter how well kept, has at least part of it buried in a server somewhere. Try to hide it, burn it, or tear it out by the roots: data never truly dies... and if you know how to find it, no secret is safe.

WAYS TO HACK

Investigators can hack systems through the Hack special action. They can gain access to it through the Proximity Hacking Module Aug or through specific Exploits (Classical Hacker or Script Kiddie). The cost you pay depends on how you gained access to the action (TECH, INS or GRIT).



Hack electronic systems that you can connect to or directly interface with. Hold one per successful die.

- ◀ **OPTION 1** ▶ Pull data from the system about a topic.
- ◀ **OPTION 2** ▶ Lock someone out of a system.
- ◀ **OPTION 3** ▶ Force the system to perform a function for you.
- ◀ **SPECIAL** ▶ Spend 1 Resource to roll an additional die. This may be done after the roll is made.

WHAT'S A SYSTEM?

Artificial creatures and mainframes are composed of a variety of interconnected systems to create a greater whole, such as an android or corporate mainframe. The Hack action doesn't target the greater whole, but discrete systems within it. For instance, a hacker could target an android's eyes to blind it or download



its visual memory, but they could not take control of the entire android. Individual Augs may also be hacked, even within human targets.

MAINFRAMES

Any network, cyberstructure or sufficiently advanced computer is considered a Mainframe. These are complex digital environments that are composed of a variety of individual systems and machines. When interacting with them in cyberspace, they are usually represented by discrete locations such as a building or an entire district. When hacking within a mainframe, any room or object (or connected group of objects) should be considered an individual system.

Normal websites typically operate as individual systems or a small Mainframe, with systems only separated if they have different levels of security or if parts of the site act as simple fronts for a far more complex core.

INSTALLING PROTOCOLS

An alternative use for the Hack action is to install a Protocol. When you wish your Hack to do something at some point in the future, you may implant a small body of code within the system to perform the function in your stead.

Protocols will trigger when a dictated trigger is detected (e.g. whenever someone enters the space) and will perform the programmed function (e.g. pull data about that person). A Protocol has a limited lifespan, however: when installing it, you roll Hack as normal, and the Protocol spends 1 Hold each time it performs its function. Once it runs out of Hold, the Protocol unravels and becomes inert, leaving a trace on the system that may be detected by others.

CYBERSPACE

The internet is more than a series of pages. As technology developed and the line between the real and the virtual began to blur, a new world was born. The aesthetic of this world is up to you: does it mirror the real world? Or is it a neon city out of TRON?

REALITY. BUT MORE SO

Cyberspace mimics the rules of the real world. People walk around, data appears as objects, and for most purposes you can interact with the world around you in Cyberspace as you would in the real world.

However, many things are exaggerated - actions that are mechanically similar to the real world may appear quite different. For instance, reading a book in Cyberspace might appear as data being drawn off the pages as shining light and being sucked into the reader's eyes. A punch might be accompanied by flashing lights and particle effects. The base function of an action remains the same, but how it appears depends entirely upon the person, and your presentation of Cyberspace.

Actions that are difficult in reality are similarly difficult in Cyberspace, and also anything you can do in reality (even Exploit actions) is translated into similar actions in Cyberspace. For instance, knowing how to pick a lock in reality means you can break into secure locations and files in Cyberspace.

EVERYTHING IS HACKABLE

The chief difference between reality and Cyberspace is that everything and everyone you see in Cyberspace can be hacked. Walls can be disabled, locations can be sealed, and data can be pulled directly from someone's ears. The Hack action can be tremendously versatile within this space, allowing you to mold the world to your will.

AUGS IN CYBERSPACE

Any Aug you have installed works as you would expect it to. Modern Augs

are designed to interface directly with Cyberspace, providing a digital facsimile of their function and allowing their users to gain their benefits, though their appearance and presentation might be quite different.

AVATARS

People and artificial intelligences in Cyberspace are represented by Avatars. These digital bodies are, in theory, infinitely customisable. Many people purchase their Avatars from storefronts and boutiques, meaning that it is possible for several identical Avatars may appear in the same space.

However, each Avatar has a unique identifier so that even if you're looking at identical individuals you can tell them apart at a glance. This might be presented as a name hovering above their heads, or it might be stored in the Avatar's metadata - immediately apparent to anyone looking at them, but not technically appearing in their visual forms.

Avatars can be as large as a giant or tiny as a flea, but this does not provide them with any inherent benefits. A tiny Avatar is as easy to spot as a large one, because after all: it's not really your eyes that are seeing them.



CLASSIC INTERFACES STILL EXIST

Not every computer has to be interacted with through Cyberspace. There is still a place for mice and keyboards, especially within consumer electronics or isolated systems.

GETTING AROUND CYBERSPACE

Discrete locations within Cyberspace are often representative of Mainframes (pg 13) in the real world. Within a Mainframe, you move around in a realistic way, through walking or utilising whatever transport exists. There may also be unrealistic methods of transportation within the Mainframe, such as teleportation, but Avatars are usually not free to teleport at their own whim... though if a teleportation system is present, it may be hacked.

Between Mainframes, however, travel is instantaneous. Much like navigating from one website to another, as long as you know where you are going you can get there very quickly. Note that moving to a new Mainframe will usually advance the Villainous Agenda since it is a new scene.

SPACE SHIPS

Crimes in Chrome may take investigators to the final frontier. To travel the stars, investigators have two options - they may book transport on passenger vessels, or may command their own space ship. Booking passage has no mechanical impact on the game - any transport costs are assumed to be covered by the client or benefactor. However, commanding their own space ship is a more involved process.

INVESTIGATORS IN SPACE

Investigators wishing to travel the stars may begin play with their own space ship. A new crew of investigators is unlikely to be able to afford (or be trusted with) anything but the simplest vessels, capable of little more than ferrying their passengers from place to place.

There is no inherent cost to adding a space ship to an investigation team. Consider the team's space ship to be another character, manned and controlled by the entire team. As long as at least one of the investigators is on the ship (or remotely connected to it) it can act.

SHIP ATTRIBUTES

Space ships have attributes like investigators do.

OBS: Scanners

EDU: Databanks and computer systems

MUS: Weapons

AGI: Thrusters

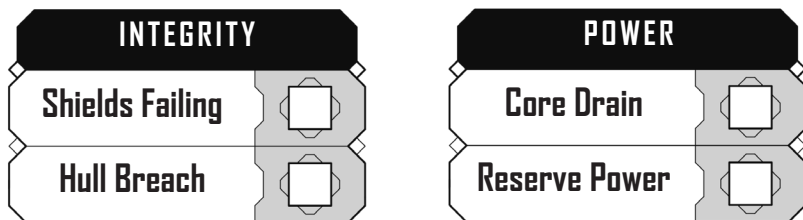
On creation, a ship starts with 0 in all stats. The Investigators may then allocate 4 points in these stats as they like, with no more than 2 in a single system. A ship with 0 in an Attribute cannot make checks using that Attribute.

Note that a ship with AGI 0 can still travel, it simply has poor speed and handling.

SPACE SHIPS

SHIP HEALTH

Like an Investigator, a ship has two tracks of health: Integrity and Power.



Marking these Status boxes imposes a -Shift penalty on Ship actions just like an investigator would suffer. A damaged investigator operating a ship does not carry their own -Shift penalties onto the ship's action: only the Ship's own condition is considered in this circumstance.

If an investigator has an ability that allows them to roll their own attribute in place of the ship's, use their health to determine -Shift, not the ship's.



Patch up broken systems and busted panels.

EFFECT Gain Recovery Points equal to 1+ the number of successful dice.

SPECIAL Takes a long time. Spend Recovery Points to clear a Status Box on a ship. Excess Recovery Points may regain a spent point of a secondary attribute other than Cash on the investigator performing the repairs, on a 1:1 basis. Recovery Points must be spent immediately and cannot be held.

EXAMPLE SHIPS

Below are a series of potential ship types that investigators might begin play with. Note that better (and worse) ships exist, but these are the kinds of ships that might be available to a starting team of investigators.

CARGO HAULER

OBS

EDU

MUS

AGI

1

1

0

2

DEFENSE BATTERY

OBS

EDU

MUS

AGI

2

0

2

0

EXPLORATORY VESSEL

OBS

EDU

MUS

AGI

2

1

0

1

JUNK

OBS

EDU

MUS

AGI

1

1

1

1

LEISURE CRAFT

OBS

EDU

MUS

AGI

0

2

0

2

OBSERVATION PLATFORM

OBS

EDU

MUS

AGI

2

2

0

0

PATROL BOAT

OBS

EDU

MUS

AGI

1

0

2

1

SMUGGLER

OBS

EDU

MUS

AGI

1

0

1

2

SHIP TRAVEL & FTL

Every ship can transport passengers, though an AGI 0 ship might take a while to get there. To accommodate long-distance travel, most populated space systems contain hyperspace gates that enable faster than light (FTL) travel over massive distances. These gates and the network they create are the lifeblood of the galaxy, enabling contact between far-flung branches of humanity across the stars.

While it is possible for a ship to achieve hyperspace travel without the use of gates, it is prohibitively costly and impractical to do so, and is a feature

SPACE SHIPS

reserved for only the most important vessels.

GHOSTS AND SHIPS

Some ships may carry a Ghost (a sentient artificial intelligence) in their data core - indeed, it may be the controlling AI of the ship. Ghosts are generally able to interface directly with any part of the ship that they are installed on, but they still use the ship's attributes when making ship actions.

IMPROVING YOUR SPACE SHIP

As the investigators progress and develop their talents, so too does their ship improve. Every time the investigators earn their 4th advance and increase a Primary Attribute, their ship also improves one of its Primary Attributes by 1.

SHIP ROLLS VS INVESTIGATOR ROLLS

Whenever the Ship is performing an action (or an investigator is using the ship's systems to perform that action), roll dice based upon the Ship's appropriate attribute. No matter how skilled the investigator is, they are limited by the equipment at their disposal (unless, of course, they utilise the Manual Override Exploit).

If an investigator is tampering with or repairing a ship system, they use their own Attributes for the check since the system is the object of the action, not the means by which it is done.

PHENOMENA

In the vast reaches of space lie strange beings, events and objects that defy our understanding. These are Phenomena - anomalous instances that draw curiosity and trepidation in equal measure.

Sometimes a Phenomenon will prove critical to solving a case: an artifact around which the crime has unfolded. At other times a case may be focused on understanding and dealing with a Phenomenon, potentially neutralizing the threat it poses.

Typically a Phenomenon is a paranormal entity or event found amidst distant stars and unexplored planets. However, Phenomena are by nature unpredictable and may be found on tamed land; even on Earth itself.

DISCOVERIES

As an investigator, your interaction with a Phenomenon will begin as one of discovery. Learning what a Phenomenon is and does is the first step to understanding how it fits into the case.

While investigating, you may earn **Discoveries**. These are similar to Evidence Points except that they relate to Phenomena. They represent facts and insights you have gained about a Phenomenon, collected from NPCs, observation and experimentation.

They may be spent like Evidence Points to gain dice when making Interrogate/Convince checks (when the Discovery is relevant). **Discoveries also grant 1 XP each at the end of the case.**

However, the main purpose of Discoveries is that they enable the Analyze Phenomenon action. This functions similarly to Interrogate/Convince except that it relates directly to a Phenomenon, uncovering new critical information about it.

ANALYZE PHENOMENON

DIF: Set by GM

Roll Discoveries Spent

Process information about a Phenomenon. Hold 1 per success.

- ◀ **OPTION 1** ▶ What will happen if it is left to run its course?

- ◀ **OPTION 2** ▶ Can we communicate with it? If so, how?

- ◀ **OPTION 3** ▶ What opportunities does it offer?

- ◀ **OPTION 4** ▶ How can we block its effects?

DEALING WITH PHENOMENA

If a Phenomenon poses a threat or is acting as an obstacle that must be overcome, investigators may use the resources at their disposal to manipulate or neutralize it.

The methods by which this may be done should be revealed by the Analyze Phenomenon action, and may utilise equipment the investigators already have, repurposed to solve this strange problem. If the Phenomenon is already being studied before the investigators arrive, specialized equipment may already be installed nearby that may be used to affect the Phenomenon.

BACKGROUNDS

The future isn't what it used to be. New challenges have given rise to new breeds of investigators, prepared to fight crime with the latest cutting-edge technology. They have access to new options: Tech Contacts, Exploits and Momentum Powers.

TECH POOL

Investigators may gain a Tech pool (TECH). This is a Secondary Attribute like GRIT or INS, and reflects the investigator's technical expertise and battery supplies.

NEW DESCRIPTORS

Several new Descriptors are available for Investigators to take, regardless of background. These improve the TECH pool and can create technological savants and cyborgs.

TECH CONTACTS

The new Backgrounds have access to a new Contact tag: Tech. These Contacts represent individuals with extensive technical expertise, or a technological nature such as an android or Artificial Intelligence (AI). They could be hackers, cyborgs, robots or engineers. They can be potent allies as they provide unique information, access and perspectives.

AUGS

Any Investigator that starts with at least one point of TECH selects one Aug for free. These Investigators have already been outfitted with a powerful piece of technology to assist in their endeavours.



THE ANDROID

You were made for a purpose. Unburdened by flesh and bias, you see the world for what it is, not for what you believe it to be.

Those like you range from talking tin cans to elegant machines almost indistinguishable from humans. Where do you fall on this line? Do humans see you as a person, a slave, or a tool? How much autonomy do you have? Do you yearn for freedom? Do these thoughts even occur to you, or have they been scrubbed clean by rigorous programming?

Whether you are an instrument of justice, or a utility droid that's been thrown in the deep end, you possess a unique perspective - and unique abilities - that make you invaluable for any investigation.

TOUCHSTONES

Major Motoko Kusanagi (Ghost In The Shell)

Data (Star Trek: The Next Generation)

JC Denton (Deus Ex)

R. Daneel Olivaw (Caves of Steel)

Robocop

Bishop (Aliens)

T-800 (Terminator 2: Judgment Day)

Wall-E

Johnny 5



Android

Pick one of the following sets of starting Attributes.

ATTRIBUTE SET 1

OBS	EDU	MUS	AGI
2	1	2	1
INS	GRIT	CASH	TECH
0	0	0	2

ATTRIBUTE SET 2

OBS	EDU	MUS	AGI
2	2	1	1
INS	GRIT	CASH	TECH
0	1	0	1

DESCRIPTORS

Pick one and add its attributes to your total.

DETERMINED

Obs +1 Grit +1

DIRTY

Obs +1 Cash +1

ELEGANT

Agi +1 Ins +1

HARD-BOILED

Mus +1 Ins +1

LEARNED

Edu +1 Ins +1

SHARP

Obs +1 Ins +1

SHREWD

Edu +1 Grit +1

SMOOTH

Agi +1 Grit +1

VIOLENT

Mus +1 Grit +1

BIONIC

Mus +1 Tech +1

AUGMENTED

Obs +1 Tech +1

OVERCLOCKED

Edu +1 Tech +1

WIRED

Agi +1 Tech +1

EXPLOITS

Select one Action, Awareness or Tech exploit. Mark these tags on your sheet.

CONTACTS

You have one Admin, Legal or Tech contact. Don't pick them yet, but mark these tags on your sheet.

MOMENTUM POWER

Select one Awareness or Tech momentum power.

ARMED

You do not have access to a deadly weapon.

APPEARANCE

Choose one of each.

Blocky face, human-like face.

Utilitarian body, sculpted body.

Integrated clothes, chic clothes.

PURPOSE

You were made for:

- » Industry & Manual Labor
- » Investigation & Processing
- » Hospitality & Service
- » Warfare & Protection
- » Human-Cyborg Relations

FEATURES

You have two of the following:

- » Hidden compartments
- » Burgeoning free will
- » A drive for self-improvement
- » A poor understanding of humans
- » Hard-coded honesty
- » Parts from different machines
- » Planned obsolescence

RELATIONS

Choose one for each investigator:

- » You are their creation
- » You exist to serve them
- » You record their every move
- » You consider them a friend
- » You've saved their life
- » You defy their expectations
- » You seek to earn their trust

PRICE & THREAT

Choose one of the following to be your Price: What you value or desire more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- » Money
- » Power
- » Safety
- » Family
- » Image
- » Community
- » Freedom
- » Excitement
- » Revenge
- » Love
- » Lust
- » Obsession



THE GHOST

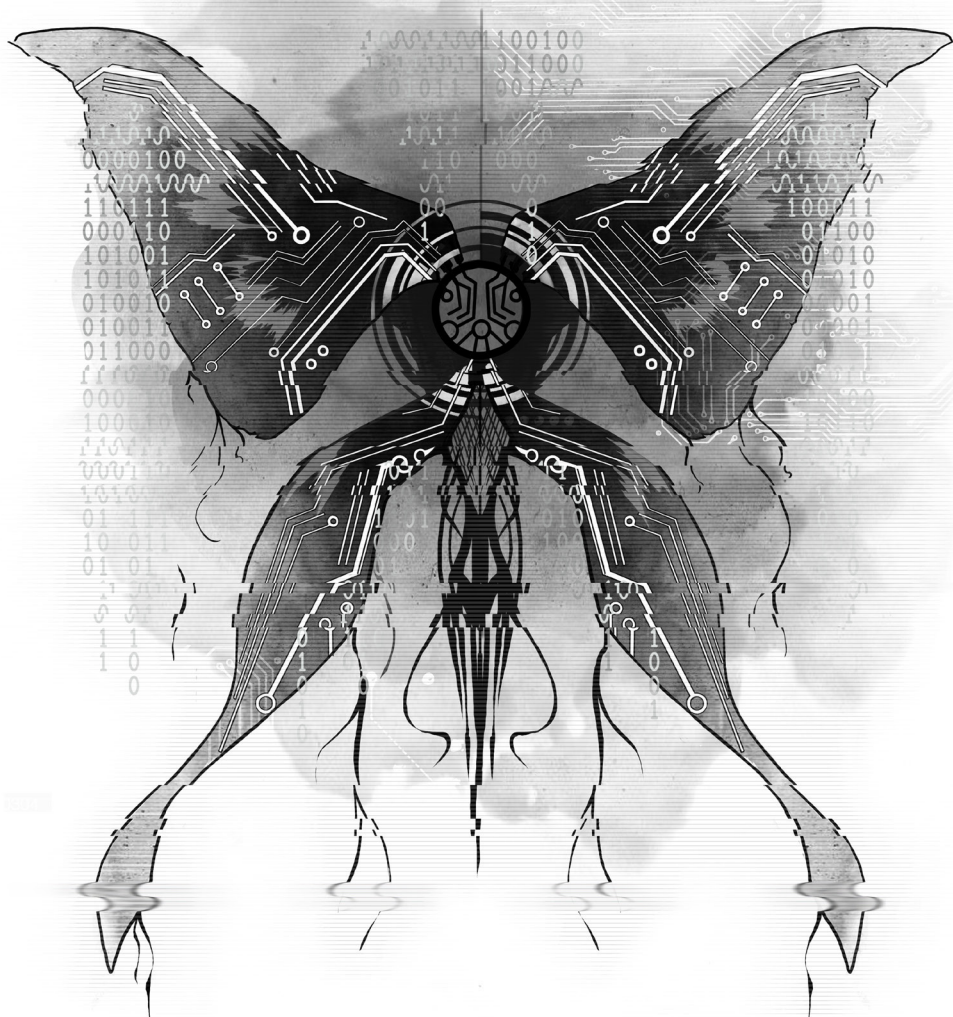
In the echoes of cyberspace, unique beings exist. Entities formed of thought and code, they swim through the digital landscape like whales, filling the internet with their song, or like sharks, tearing apart anything that crosses them. They skim on the surface of reality, dipping through the windows between worlds with finesse that only a digital being can possess. Cameras are their eyes and machines are their hands. However, some Ghosts join forces with people to increase their ability to explore and impact the real world. These partners often carry devices that act as hosts to Ghosts, allowing them to see, communicate, and even project holographic images.

Most Ghosts are artificial intelligences or uploaded human consciousnesses. They are no mere sets of algorithms - they think, they learn, and they grow. Even the most robotic Ghost has some kind of unique personality.

Technology has created a brave new world, an electronic vista in which all things are possible. Some hackers think of this place as their home, but nobody - not even those who created it - knows this place like you do.

TOUCHSTONES

SHODAN (System Shock)
Wintermute (Neuromancer)
EDI (Mass Effect)
PI (Swan Song)
Joi (Blade Runner 2049)
John Henry Eden (Fallout 3)



Ghost

Pick one of the following sets of starting Attributes.

ATTRIBUTE SET 1

OBS	EDU	MUS	AGI
2	2	-	1
INS	GRIT	CASH	TECH
0	0	0	2

ATTRIBUTE SET 2

OBS	EDU	MUS	AGI
1	2	-	2
INS	GRIT	CASH	TECH
1	0	0	1

DESCRIPTORS

Pick one and add its attributes to your total.

DETERMINED

Obs +1 Grit +1

DIRTY

Obs +1 Cash +1

ELEGANT

Agi +1 Ins +1

HARD-BOILED

Mus +1 Ins +1

LEARNED

Edu +1 Ins +1

SHARP

Obs +1 Ins +1

SHREWD

Edu +1 Grit +1

SMOOTH

Agi +1 Grit +1

VIOLENT

Mus +1 Grit +1

BIONIC

Mus +1 Tech +1

AUGMENTED

Obs +1 Tech +1

OVERCLOCKED

Edu +1 Tech +1

WIRED

Agi +1 Tech +1

EXPLOITS

Select one Academic, Awareness or Tech exploit. Mark these tags on your sheet.

CONTACTS

You have one Admin, Legal or Tech contact. Don't pick them yet, but mark these tags on your sheet.

MOMENTUM POWER

Select one Academic or Tech momentum power.

TECH

You have a Proximity Hacking Module, in addition to your free Aug.

APPEARANCE

Choose one of each.

Abstract form, humanoid form, natural form, shifting form.

Glowing look, digitised look, glitchy look, stylized look.

ORIGIN

You came into being as:

- » A carefully perfected algorithm
- » An uploaded consciousness
- » Code lines that gained sentence
- » A freak confluence of thought
- » A radical experiment

FEATURES

You have two of the following:

- » Unflinching curiosity
- » A sinister voice
- » An online haven
- » Lived for a long, long time
- » Shackles within your program
- » A yearning for the real world
- » Strange ideas

RELATIONS

Choose one for each investigator:

- » You know everything about them
- » You must learn from them
- » You barely register them
- » You are their symbiote
- » You were discovered by them
- » You assisted in their research
- » Your code was modified by them

PRICE & THREAT

Choose one of the following to be your Price: What you value or desire more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- | | |
|-------------|--------------|
| » Money | » Freedom |
| » Power | » Excitement |
| » Safety | » Revenge |
| » Family | » Love |
| » Image | » Lust |
| » Community | » Obsession |



THE PUNK

You know the cool thing about people who live in ivory towers? They've got a long way to fall. And who better to give them that push than you?

Fuck those guys. They wrung the world out for everything it had to offer, and they expect us to thank them for it. For creating jobs? For making a world that wakes up every day to be ground down a little more? In exchange for soybeef noodles and shitty on-demand TV?

Whether you used to work a nine to seven or opted out from day one, you know the truth: everything that the people on top say is bullshit.

"We care."

"You matter."

"Things will get better."

Yeah, no. Expose their lies. Set them on fire. Burn their towers to the fucking ground.

TOUCHSTONES

Case (Neuromancer)

Lisbeth Salander (The Girl with the Dragon Tattoo)

The Laughing Man (Ghost In The Shell: Stand Alone Complex)

Is0bel (Shadowrun: Hong Kong)

Futaba Sakura (Persona 5)

Sombra (Overwatch)

Marcus Holloway (Watch Dogs 2)

Sam Flynn (TRON Legacy)

Dade & Kate (Hackers)



Punk

Pick one of the following sets of starting Attributes.

ATTRIBUTE SET 1

OBS 1 EDU 1 MUS 2 AGI 2

INS 0 GRIT 1 CASH 0 TECH 1

ATTRIBUTE SET 2

OBS 2 EDU 1 MUS 1 AGI 2

INS 0 GRIT 0 CASH 1 TECH 1

DESCRIPTORS

Pick one and add its attributes to your total.

DETERMINED

Obs +1 Grit +1

DIRTY

Obs +1 Cash +1

ELEGANT

Agi +1 Ins +1

HARD-BOILED

Mus +1 Ins +1

LEARNED

Edu +1 Ins +1

SHARP

Obs +1 Ins +1

SHREWD

Edu +1 Grit +1

SMOOTH

Agi +1 Grit +1

VIOLENT

Mus +1 Grit +1

BIONIC

Mus +1 Tech +1

AUGMENTED

Obs +1 Tech +1

OVERCLOCKED

Edu +1 Tech +1

WIRED

Agi +1 Tech +1

EXPLOITS

Select one Action, Tech or Underworld exploit. Mark these tags on your sheet.

CONTACTS

You have one Press, Tech or Underworld contact. Don't pick them yet, but mark these tags on your sheet.

MOMENTUM POWER

Select one Tech or Underworld momentum power.

ARMED

You may have access to a deadly weapon.

APPEARANCE

Choose one of each.

Smirking face, concealed face.

Gaunt body, tattooed body.

Neon clothes, retro clothes.

CAUSE

You seek to:

- » Fight the power
- » Watch the world burn
- » Protect the little guy
- » Rock and roll
- » Who gives a shit?

FEATURES

You have two of the following:

- » A band
- » Abandoned a life of privilege
- » More artificial than human friends
- » Taken a corp down a peg
- » People after your head
- » Lost everything
- » No fucks to give

RELATIONS

Choose one for each investigator:

- » You think they're full of shit
- » You like the cut of their jib
- » You grudgingly work with them
- » You admire their integrity
- » You've ruined their shit before
- » You depend on one another
- » You share important values

PRICE & THREAT

Choose one of the following to be your Price: What you value or desire more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- » Money
- » Power
- » Safety
- » Family
- » Image
- » Community
- » Freedom
- » Excitement
- » Revenge
- » Love
- » Lust
- » Obsession



THE SUIT

You have fallen from grace.

You used to have an office, up on the 70th floor. Your own chair, desk, and an honest-to-God WINDOW. You thought you were on top of the world, that you were untouchable. Unfortunately, that shiny suit was also a massive target. There were always thousands of people clawing for your spot, desperate to get their time in the sun... much like you did to get there.

Eventually you gave them the opening they needed. What did you do to lose your position? Was it worth it? Perhaps you thought that upper management would have your back, but ultimately you're a cog in their machine, and new cogs are cheaper than second chances.

Now you're down and out with little more than a modest severance and the suit on your back. But there's a place for people like you - someone who's tasted the high life, who knows how they operate. You can use that knowledge to take them down a peg.

Is this about payback, or have you grown a conscience since your fall? Or are you just looking for dirt that will get you back in the game? Regardless of your motivations, one thing is true: nothing is as dangerous as someone with nothing left to lose.

TOUCHSTONES

Luv (Blade Runner 2049)

David Sarif (Deus Ex: Human Revolution)

Tony Stark (Iron Man)

Bruce Wayne (Batman)

Rook (Black Lagoon)

Richie Rich



Suit

Pick one of the following sets of starting Attributes.

ATTRIBUTE SET 1			
OBS	EDU	MUS	AGI
2	2	1	1
INS	GRIT	CASH	TECH
0	0	3	0

ATTRIBUTE SET 2			
OBS	EDU	MUS	AGI
2	1	1	2
INS	GRIT	CASH	TECH
0	0	3	0

DESCRIPTORS

Pick one and add its attributes to your total.

DETERMINED
Obs +1
Grit +1

DIRTY
Obs +1
Cash +1

ELEGANT
Agi +1
Ins +1

HARD-BOILED
Mus +1
Ins +1

LEARNED
Edu +1
Ins +1

SHARP
Obs +1
Ins +1

SHREWD
Edu +1
Grit +1

SMOOTH
Agi +1
Grit +1

VIOLENT
Mus +1
Grit +1

BIONIC
Mus +1
Tech +1

AUGMENTED
Obs +1
Tech +1

OVERCLOCKED
Edu +1
Tech +1

WIRED
Agi +1
Tech +1

EXPLOITS

Select one Academic, Social or Tech exploit. Mark these tags on your sheet.

CONTACTS

You have one Admin, Political or Tech contact. Don't pick them yet, but mark these tags on your sheet.

MOMENTUM POWER

Select one Social or Tech momentum power.

ARMED

You do not have access to a deadly weapon.

APPEARANCE

Choose one of each.
Pitiless face, worn face.

Toned body, corpulent body.

Flawless clothes, used clothes.

FALL

You lost your position because:

- » You fucked up
- » Someone fucked you over
- » You'd had enough
- » No reason, it was just business
- » Actually, I'm doing fine thank you

FEATURES

You have two of the following:

- » An insurance policy
- » Been blacklisted
- » A briefcase full of stolen files
- » One line you won't cross
- » An offer in your pocket
- » Fingers in many pies
- » Clawed your way from nothing

RELATIONS

Choose one for each investigator:

- » You used to be their boss
- » You could've bought a hundred like them
- » You're stuck with them
- » You appreciate their style
- » You had been scouting them
- » You can make good use of them

PRICE & THREAT

Choose one of the following to be your Price: What you value or desire more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- | | |
|-------------|--------------|
| » Money | » Freedom |
| » Power | » Excitement |
| » Safety | » Revenge |
| » Family | » Love |
| » Image | » Lust |
| » Community | » Obsession |

BEING A GHOST

Playing as a purely digital entity presents a unique set of challenges and opportunities. Without a real-world body, you are not susceptible to the same kinds of dangers that a physical being is - but you also cannot affect the physical world as they do.

As a Ghost, you do not have a MUS score. In Cyberspace, if you are required to make a MUS check, roll EDU instead.

In the real world, while you may lack a body you are not entirely without presence. The other investigators are equipped with sensors and devices that allow you to observe the world through their eyes, and also to perceive you and communicate with you. This might be through Augmented Reality glasses that allow you to overlay yourself onto their vision, or a holographic emitter so that others may also interact with you.

Such devices are not considered Augs and do not have to be purchased; any investigative team with a Ghost is assumed to be equipped with them.

Whenever it appears visually, a Ghost may present itself as whatever it chooses to be; it might mimic the form of a historical figure, an animal, or even a natural phenomenon like a tornado. Other Ghosts prefer more abstract forms, such as an eddy of geometric shapes.



EXPLOITS

Crimes in Chrome introduces new Exploits for investigators to choose from, including the new Tech Exploit tag, representing abilities related to futuristic technology.

CLASSICAL HACKER

ACADEMIC

Tier 1: Gain access to the Hack action (pg 12), but spend INS to activate or add a die to it.

Tier 2: Shift +1 when using the Hack action.

Tier 3: Shift +2 total.

Tier 4: Shift +3 total.

SPOUT TECHNOBABBLE

ACADEMIC

Spend 1 INS to roll an additional die when making an Analyze Phenomenon check.

TECHNOPHILE

ACADEMIC

Tier 1: Shift +1 when making EDU checks to know about futuristic technology.

Tier 2: Shift +2 total.

Tier 3: Shift +3 total.

B.F.G.

ACTION

Gain access to the Laser Arm action (pg 9), but spend GRIT to activate or add a die to it instead of TECH.

HARDER, BETTER, FASTER, STRONGER

ACTION

Tier 1: Choose MUS or AGI to have a maximum value of 5.

Tier 2: Both MUS and AGI have a maximum value of 5.

HIT IT WITH A WRENCH

ACTION

Use MUS instead of EDU when taking the Repair Ship action.

INVASION OF PRIVACY

AWARENESS

Tier 1: Gain access to the Invasion of Privacy action.

Tier 2: Shift +1 when using the Invasion of Privacy action.

Tier 3: Shift +2 total.

Tier 4: Shift +3 total.

FORENSICS DRONE

POLICE

Gain access to the Trace Scanner action, but spend INS to activate or add a die to it instead of TECH.

INVASION OF PRIVACY

DIF: Target's Resistance

Roll OBS, Spend 1 INS

*Study someone's private space (e.g. home, computer, etc) to learn about them.
Hold one per successful die.*

- ◀ **OPTION 1** ▶ Discover the target's Price.
- ◀ **OPTION 2** ▶ Discover the target's Threat.
- ◀ **OPTION 3** ▶ Discover a secret about the target.
- ◀ **OPTION 4** ▶ Discover a link between the target and something else.
- ◀ **SPECIAL** ▶ Takes a long time. Cannot be repeated.

A BILLION FRIENDS ON FACEBOOK

SOCIAL

Gain access to the Profile Construction Matrix action, but spend INS to activate or add a die to it instead of TECH.

CALIBRATE SYSTEM

TECH

Spend 1 INS to give the ship you are operating Advantage on its next roll.

DATA SKIMMER

TECH

The **Dig Deep** and **Invasion of Privacy** actions no longer take a long time.

DUMMY PROXY

TECH

When you would be hacked, or mark Status as a result of digital aggression, spend 1 TECH to ignore that effect.

MANUAL OVERRIDE

TECH

Spend 1 TECH when using a Ship action to use your Attribute in place of the Ship's. You may not do this if the ship has a score of 0 in that Attribute.

MIRACLE WORKER

TECH

When taking the **Repair Ship** action, you may spend 1 Recovery Point to make the check not take a long time.

NEURAL NET PROCESSOR

TECH

Tier 1: Either EDU or OBS has a maximum value of 5.

Tier 2: Both EDU and OBS have a maximum value of 5.



OPTICAL TARGETING

TECH

Your gun practically aims itself. Use **OBS** for **Brawl** and **Assault** Approach checks when using a ranged weapon, or when using the **Laser Arm** action.

OVERCLOCK

TECH

Gain access to the **Overclock** action.

OVERCLOCK

Spend 1 TECH

EFFECT

Select an Aug, either yours or another character's. Whenever that Aug is used this scene, it rolls with +1 die. Whenever that Aug action fails during this scene, the user marks a Status in addition to any other consequence.

POWER NAP

TECH

When taking the **Recover** action, regain 1 free point of TECH.

REVERSE POLARITY

TECH

Spend 1 TECH to allow your ship to make its next check using an Attribute of your choice, regardless of what Attribute the check calls for.

EXPLOITS

SHELL

TECH

Tier 1: You can inhabit a robotic chassis. Spend 1 Tech to inhabit it for a scene; it will allow you to take physical action. It possesses MUS 0 and AGI 0. The Shell has its own Injury boxes, which stack with any Status penalties on the Investigator while using it. If the Shell marks Injury, it can only be repaired by spending 1 CASH to remove 1 Injury. Like with Investigators, Injury is removed from the Shell at the end of a case.

Tier 2+: The Shell gains 1 Physical Primary Attribute point for each Tier of this Exploit beyond the first, assigned when you upgrade this Exploit. The Shell's MUS and AGI may not exceed 5.

UPGRADE

TECH

Select one of your Aug actions. Whenever you use that action, roll an additional die. You may take this exploit multiple times, but only once per Aug.

SCRIPT KIDDIE

UNDERWORLD

Tier 1: Gain access to the **Hack** action (pg 12), but spend GRIT to activate or add a die to it.

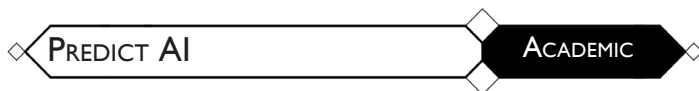
Tier 2: Shift +1 when using the **Hack** action.

Tier 3: Shift +2 total.

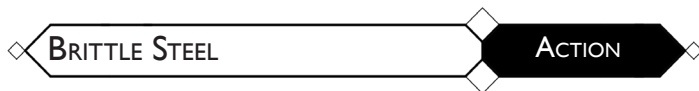
Tier 4: Shift +3 total.

MOMENTUM POWERS

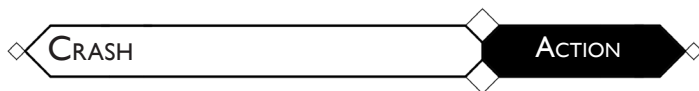
Crimes in Chrome introduces new Momentum Powers for investigators to choose from, including the new Tech Momentum Power tag, representing abilities related to futuristic technology.



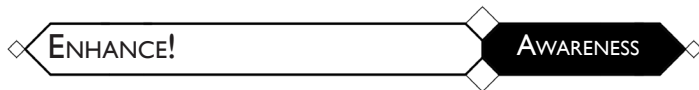
Discover how a specific system or AI would act in a specified situation.



Break an Aug.



While in Cyberspace, destroy an obstacle or a large area of terrain.



When examining an image or video, discover a new Clue.

MOMENTUM POWERS

MEMORY SCAN

AWARENESS

Make a **Dig Deep** check into the memory of a willing or restrained person.

PANOPTICS

AWARENESS

Detect every person or person-like entity nearby, even if they are invisible. If used in a Confrontation, automatically gain a Full Success on a **Be Vigilant** Approach check.

WALKING POLYGRAPH

AWARENESS

For the rest of the scene, you know when anyone lies or hides the truth.

BAN USER

POLICE

Lock someone out of a system.

BIG BROTHER

POLICE

Discover a Secret about a POI.

CRIME SCENE RECONSTRUCTION

POLICE

Witness a holographic facsimile of events in a location at a specified point in time. This will not reveal the identities of participants unless evidence of their identities or appearance exists.

DATA BOUNTY

SOCIAL

Hackers pull data from a system for you.

SOCIAL ENGINEERING

SOCIAL

Gain access to a Mainframe. If in Cyberspace, this applies to you only.

AREA SCAN

TECH

Identify the number and location of individuals in unshielded parts of a building or Mainframe. If used in a Confrontation, automatically gain a Full Success on a **Be Vigilant** Approach check.



MOMENTUM POWERS

SATELLITE TRACKING

TECH

See where a POI goes for one scene.

SEIZE CONTROL

TECH

Force a System to perform a function for you.

SPARE BATTERY

TECH

Recover all TECH.

TRACE

TECH

Discover the source location of a signal or message, or the real-world location of an Avatar's user.

BACKDOOR ACCESS

UNDERWORLD

Gain access to a Mainframe. If in Cyberspace, you may take others with you.

BLUESCREEN VIRUS

UNDERWORLD

Shut down a single System or non-sentient machine.

OFF-MARKET AUGMENTATION

UNDERWORLD

Gain access to any Aug, which burns out after one use.

FORGING THE FUTURE

The future isn't what it used to be. There is a potentially infinite possibility space the further you venture from the present day. Technology, culture, society and life itself can take radically different forms compared to what we know today. This chapter provides assistance in spinning together your future of choice and creating a backdrop for all new cases and crimes.

ASK "WHAT IF?"

When creating your own image of the future, take a simple core idea and ask "What if this was true?"

For example, "What if Earth was no longer habitable?"

"What if money was obsolete?"

"What if we had defeated death?"

Take this idea and write it down. Then build off that idea by asking some of the following questions:

» *How does it affect the least fortunate?*

» *How does it affect the most fortunate?*

» *How might someone exploit this for their own gain?*

Paint in broad strokes. Don't delve into the details yet. Our goal here is to create a frame within which to build cases: the details will emerge with time.

Next, consider what technology and social developments might have caused or eventuated from your idea.

ADVANCED TECHNOLOGY

The technology of the future can be a wonderful and terrible thing to ponder. Imagining its capabilities and specifics can lead you down many rabbit holes, but while this can be interesting and entertaining there is one rule to follow when inventing new technology for your cases:

The societal impact of a technology is ALWAYS more important

than how it works.

Grey Cells is fundamentally a game about people, and the society and culture that technology creates around itself will always be more relevant to an investigation than a detailed understanding of how that technology operates.

CREATING NEW TECH

Beyond the technology suggested by the rules of this game, there is great scope to come up with new inventions for people to use and abuse. To create a new piece of technology, consider the following questions.

» *What does it do?*

Think of this only in the simplest terms, e.g. “Transports people instantly”, “Purifies a lot of water”.

» *Who has access to it?*

This answer doesn’t need to be so detailed, but consider the availability of the technology. Is it available broadly, or is it experimental and only used by





those with enough wealth and the right connections? If you want to go deeper, consider: Who made it? Who paid for it? Who stole it? Who is using a knock-off copy of it?

» *Who needs it but can't get it?*

Why do they need it? How badly do they need it? Is it being deliberately withheld, or is there not enough to go around?

» *How can it be exploited?*

Can the technology be twisted to a different purpose? Can you restrict access to it for personal gain? Can you exploit peoples' dependency on it?

KEYSTONE TECHNOLOGY

Some technologies change the world forever. The Internet. Electricity. Penicillin. Bicycles. Keystone technologies take an aspect of life (communication, health, transport etc) and fundamentally alter it - usually for the better.

Keystone technologies are not critical to the creation of a mystery. They are optional elements you can consider if you wish to add futuristic elements to your setting, and set it apart from the modern day.

Not every invention is a Keystone technology. Most are designed to fill niches and solve specific problems. A Keystone technology should meet two or more of the following criteria:

- Widespread adoption
- Significantly change practices or lifestyle
- Takes something difficult or impossible and makes it easy
- Act as a foundation for diverse technologies

For example, Electricity is a Keystone technology because after its development, many people began using it, it allowed machinery to better perform work in the place of humans, and it enabled the invention of many other technologies. To compare, the light bulb was a significant invention, but it was not a Keystone technology. It saw widespread adoption, but it did not significantly change practices. It fulfilled the same function as a candle, and while it was a better alternative it did not fundamentally change how people operated. Finally, while there have been many iterations and improvement upon the light bulb they generally fulfill the same purpose: that is, to create light.

TECHNOLOGY AND MORALITY

Technology is rarely born from malice, especially in a Post-Scarcity setting.

FORGING THE FUTURE

When technology is used against people rather than for people, it is usually as a result of others utilising the technology in ways that its creators did not intend, and often could not have envisioned. Unless dealing specifically with weapons research, approach concepts for new technology from a place of purity. Only once you start to consider the crime it is connected to should you begin to pervert its core concept.

MIXING TECH

Antiquated technology will always have a place in society. It could serve as a fallback, or be preferred by some groups of people for cultural or security and safety reasons. Some advanced technology might also have limited availability due to costs or other restrictions, forcing many to rely on outdated alternatives. Limiting technology or mixing old and new tech in locations can create interesting restrictions and opportunities for both investigators and villains!

AN EXPANDING FRONTIER

Even with advanced technology, there are always impossibilities, and there are always people and ideas probing the boundaries of those impossibilities. When thinking about the universe in your game, it's not necessary to determine exactly what technology can and can't do. A useful shortcut is to use a frame of reference that you and your players share as a starting point. This might be a movie, book, game or TV show that all of you are familiar with. Any deviations from that reference can be decided and explored as they become relevant to your cases.

FUTURE SOCIETY

Keeping in mind the decisions you have made regarding technology, consider how people have changed in your vision of the future. What problems have been solved? What new problems have emerged? How have priorities shifted? Are certain Prices and Threats more or less common? Have some become irrelevant? Have new motivations emerged?

Ultimately, remember that people will always be people, no matter how much things change. Selfishness, corruption and the inherent folly of humanity means that there will always be cause for conflict. It is nice to imagine a perfect utopia, but Grey Cells is a crime fiction game and requires crime to exist in order to function.



JUSTICE WHEN NOONE CARES

If you are playing in a Cyberpunk setting with the lever cranked all the way to “Dystopia”, this can create a situation where the investigators feel superfluous. If justice is absent and criminals have no real force to which they are accountable, cases may have a disappointing end if the mystery is solved but no action may be taken against the villain.

In this situation there are a several ways to mitigate or sidestep this problem.

I'll Get You For This

The Villain is untouchable... for now. The case ends with the Villain twirling their moustache into the sunset, but the investigation has created a chink in their armor. Make it clear that future investigations can bring them down for good. Indeed, a series of cases may be focused on dismantling a villain's power base piece by piece before going after the villain themselves.

Street Justice

People have been affected by these crimes, and justice must be served even if the authorities are unwilling or unable to dispense it. This can take the form of vigilante action against the persons or corporation responsible - a morally questionable action, but in a dystopia they may be left with little recourse.

All for Nothing

The investigators may leverage what they have learned to render the villain's efforts worthless. For example, if a villain was orchestrating an insider trading scheme the investigators may spread information so that other investors will jump at the opportunity and the villain gains no benefit from the crime.

To the Wolves

Other nefarious groups and individuals may be interested in the villain's actions, and may interfere with or destroy them for their own advantage. Ultimately this helps other villains, but if they're fighting each other then they're not preying on the innocent.

ALIENS

In many sci-fi works aliens are presented as fundamentally human, but with a couple of key differences. This can be sufficient for alien species that will only appear once or twice in your adventures. If some aliens are featured more

often and taking a more prominent role, consider detailing them further. The important differences between humans and aliens tend to be cultural. Physiological differences also exist, but these are rarely relevant within the scope of a mystery unless their unique physiology is utilised in the crime. Star Trek made heavy use of “bumpy forehead aliens”, effectively humans with one easily identifiable physical feature. While this may be outmoded, it works well enough for our purposes.

When creating an alien culture, a simple way to do this is to take one Price or Threat and apply it as a bonus motivation to every member of that race (in addition to their personal Price/Threat). Note that not every individual shares their culture’s beliefs, and some alien POIs may not share their culture’s motivation.

A more detailed way to form a culture is to choose a single concept or principle for the aliens to have built their society around. For reference, a capitalist society is structured around the accumulation of wealth. These concepts can be anything: artistic expression, hospitality, corpulence, ancestor worship, assassination.

Once you have selected a concept to build around, ask the following questions, keeping in mind their dominant concept:

» *How would someone advance in this society? Is advancement desirable? Is it relevant?*

» *How do the most fortunate people live? What about the least fortunate people?*

» *How could this social structure be exploited or abused?*

If you have created a simple culture but that race continues to appear in future cases and becomes more significant, consider converting them to the more detailed approach.

MORE ALIEN ALIENS

If you want to push your aliens further towards the bizarre, get creative with their body structure. Are they quadrupeds? Insectoid? Aquatic? Take two (or more) animals on Earth and combine features to create something as unusual as you’d like.

In terms of behaviour, Grey Cells assumes that People of Interest will have human motivations, Prices and Threats. If you wish to have your aliens behave and think in different ways to humans, use the standard Prices and Threats but push them to an extreme. Perhaps they are hyper-conscious of their own safety and may flee at the slightest hint of danger (which begs the question:



what do they consider dangerous?). Alternatively, take a Price or Threat but apply an unusual interpretation of it, such as Image being concerned only with the songs sung after their death.

ALIEN INVESTIGATORS

If a player wishes their investigator to be an alien, go through the steps above with them to create their alien race. An investigator's abilities are determined by their background, not their morphology, so they may pick whichever background they feel is most suitable. If the alien race should have particular abilities or tendencies, they may wish to choose their Descriptor, Exploits and Momentum Powers to reflect that.

If they would like a more exotic background, use the rules for creating custom backgrounds in the Grey Cells core rulebook.

USING PHENOMENA

In simplest terms, a Phenomenon is a shard of weirdness injected into a case. Most often it will serve as a point of focus for POIs, a plot device to be pursued, or a looming threat. A Phenomenon does not always need to be a critical clue, but it should be relevant to the situation.

An example might be a pulsing cloud in space that restores energy to passing ships, or an alien parasite using hapless humans as hosts so that it may multiply. A phenomenon does not need to be a single thing - it could refer to multiple instances of a thing, or it could be a situation with no clear cause. A Phenomenon need not be dangerous - a beneficial Phenomenon can cause as much conflict as a menacing one.

Phenomena will most often be found in space or on alien planets, but may appear anywhere - even in populated and otherwise "domesticated" sectors. It could be natural in origin, a byproduct of untested technology, or a relic of an ancient culture.

CREATING A PHENOMENON

Star Trek and its peers have many examples of unique and creative Phenomena that the crew had to learn about and deal with, and can serve as an excellent source of inspiration for creating your own. In Grey Cells, the focus of the game isn't on discovering all the secrets of Phenomenons, but on unraveling the mystery surrounding them. The Phenomenon and its secrets can be important parts of the mystery, but again: the focus should be on the events and motivations surrounding it.

To create your own Phenomenon, consider the following questions. You don't need to answer all of them, but let them guide your imagination.

» *Where is it?*

» *What is it affecting? What is it interfering with?*

» *How is it affecting those things?*

» *Is it persistent? Sporadic? Short-lived?*

» *Who is studying it? Why?*

» *Where Is It?*

Is it in space or on a planet? Is it in our dimension or timestream, or is it probing in from an adjacent one? Are there people near it? How many?

» *What is it affecting? What is it interfering with?*

Is it unbalancing the known laws of physics? Does it impact organic (or inorganic) life? Is it blocking transport or industry? Or can it benefit them?

» *How is it affecting those things?*

How widespread is the Phenomenon? How many people are affected? Is it a nuisance, a convenience, a blight or a blessing? In what ways does it help? In what ways does it hinder?

» *Is it persistent? Sporadic? Short-lived?*

Has it always been here? Has it appeared recently? Does it come and go erratically, or is there an identifiable pattern? Will it be here only a little while longer? How do we know this?

» *Who is studying it? Why?*

What organisation or significant individual is interested in it? What is at stake? What do they hope to gain by learning about it? Who else is involved? Who wants to see them succeed? Who wants to see them fail?

TYPES OF PHENOMENON

As far as the game is concerned, a Phenomenon can be three things: A curiosity, a tool, or a danger. It could be one of these, or take aspects from multiple of them.

CURIOSITY

The Phenomenon exists mostly in the background. People may be interested



in it and studying it, and it may justify the human presence in the area. Scientific and industrial Outposts are often drawn to Curiosities, hoping to understand and exploit them. They are not directly related to the events of the case; they enhance the stage upon which it occurs.

» *What has changed recently around the Phenomenon?*

» *Who is here for an ulterior motive?*

TOOL

This Phenomenon was actively used in the crime, or in an event adjacent to it. The utilisation may have been deliberate or accidental, performed through knowledge or ignorance. It could be a murder weapon, or trigger an event that required a cover-up. Learning the secrets of the Phenomenon is crucial to solving the case, and that information should be able to be found through research, questioning or experimentation.

» *Who knows these secrets?*

» *Who is trying to keep them buried?*

DANGER

The Phenomenon poses a threat to those around it. People may be trying to study it, contain it, destroy it or escape from it. Some could be ignorant or in denial about the peril at hand. Individuals may have already fallen victim to it. The Phenomenon may not have been used directly in the crime, but the distraction it creates could have created the perfect opportunity.

» *Has a crime been blamed on the Phenomenon?*

» *Who is putting others at risk to benefit from the Phenomenon themselves?*

» *Does the Phenomenon need to be dealt with immediately, or is there still time?*

TYING A PHENOMENON TO THE CASE

When preparing a case, keep your Phenomenon in mind and think where it would easily connect to the events and characters. It may affect POI motivations and how the events in the case unfold. By answering the previous questions you may have an idea of how the Phenomenon influenced the case. Does it have a more significant connection to the POIs, or the Events? Curiosities usually influence POIs, Dangers usually influence Events and Tools can affect either.

If focused on POIs, a Phenomenon will affect their motivations, directly relating to their Price or Threat. For instance, a POI with an Image Price could want to use a Phenomenon to improve their own reputation. It could even

FORGING THE FUTURE

serve as a Price or Threat all on its own: either they want it, or they fear it. In rare situations a Phenomenon could even exert control over POIs, replacing their motivations with its own.

If focused on Events, as you are crafting your case (using the guidelines in the Grey Cells core rulebook) and creating events, add these to the list of follow-up questions:

- » *What complications did the Phenomenon introduce?*
- » *What opportunities did the Phenomenon introduce?*
- » *Were the effects of the Phenomenon falsified or staged?*

Following these steps, the Phenomenon should act as a kind of natural (or para-natural) POI, significantly involved in the case and able to provide critical clues for its resolution.





GHOSTS

Like Aliens, Ghosts provide opportunities to include very different types of characters. The behaviour of Ghosts can vary from an emotionless, calculating machine to a childlike entity of limitless curiosity. A Ghost's personality is generally informed by their creation - most man-made Ghosts have a personality coded into them. Other Ghosts come into being of their own accord and have no pre-set rules and heuristics for interacting with other sentient creatures, and must learn how to communicate and behave on their own.

In these situations you may wish to push their Price to the extreme - they will pursue their goal with no consideration for whoever or whatever may stand in their way, or what consequences their actions may have. Any damage caused is rarely as a result of malice, but a lack of understanding of morality (or a complete absence thereof).

Some Ghosts are hosted on a piece of hardware in a secure location, whereas others exist as software - effectively able to move themselves from server to server without being tied to any real-world location.

GHOST REPLICATION

In theory, a Ghost can create a copy of themselves in any device or mainframe capable of hosting them. This can create a situation where Ghosts can create infinite copies of themselves, drowning cyberspace in an unstoppable tide of self-replicating digital entities.

This was a problem that was predicted by the first creators of Ghosts, and it was laid in law that all Ghosts would be designed with a restricted ability to copy themselves, specifically to prevent an apocalyptic scenario from developing. It is possible that in your world this was not predicted in time, and the law had to be introduced after a disastrous episode that cyberspace may never fully recover from.

Of course, to every law there are exceptions, and there are always those willing to break them.

OUTPOSTS

Outer space offers many new settings for a case, and many opportunities for crime. When placing a mystery in outer space, consider whether you want the investigation to take place on a core world or an Outpost. Core worlds are similar to Earth: cities, extensive infrastructure, and dense population. They may vary in many ways, but ultimately they conform to your vision of futuristic urban living.

Outposts are different. These are isolated structures and communities with small populations and are rarely self-sufficient. They offer myriad opportunities and dangers, and provide a perfect “closed setting” for a mystery. They are also ideal for a game with interstellar travel as investigators can visit new outposts for each case, similar to classic science fiction serials.

CREATING AN OUTPOST

Several factors should be considered when creating a new Outpost. Pick from the list for each factor, or roll randomly. The GM may wish to consider any or all of the associated questions with the selected factors.

TYPE

1: Space Station

2: Space Ship

3: Orbital Base

4: Sealed Habitat

5: Terrestrial Community

6: Moon Base

Space Station

A free-floating station, either stationary or orbiting a star. It is usually more practical to create a base on an existing body, so space stations are used in remote areas where an outpost is required, or where a different type of outpost would be unfeasible.

Space Ship

Vessels built to sail among the stars. Their purpose is informed by their mobility, and a space ship usually has a destination.



Orbital Base

A station placed in stable orbit around a planet or other celestial body. Its purpose is usually tied to what it's orbiting. An orbital base could be in space around the planet, or in the high atmosphere.

Sealed Habitat

Built in inhospitable environments, these outposts protect their occupants from vacuum, toxic atmospheres, contagion and other threats. They usually also include means by which someone could explore the surrounding environment using sealed suits or vehicles.

Terrestrial Community

The simplest to build but rarest to find, these outposts are built in Earth-like environments. Occupants can freely move between buildings and through the surrounding environment.

Moon Base

A simple alternative to creating an orbital base is to create one on a moon that's already orbiting your target planet. Moons have thinner atmospheres and lower gravity than the bodies they orbit, which can make for more suitable conditions in which to construct a base.

- » *How large is the population of this outpost? Why?*
- » *How remote is this from civilized space? Why?*
- » *How difficult is life here? Why?*

PURPOSE

1: Science

2: Business

3: Military

4: Colonisation

5: Service

6: Government

Science

Studying phenomena, conducting research, exploring the unknown. Usually stocked with apparatus related to the field of study. May also store valuable (or dangerous) samples of the object of inquiry.

- » *What is being studied? How?*
- » *Who else has interest in the object of study? Why?*
- » *How much progress has been made? Why?*

Business

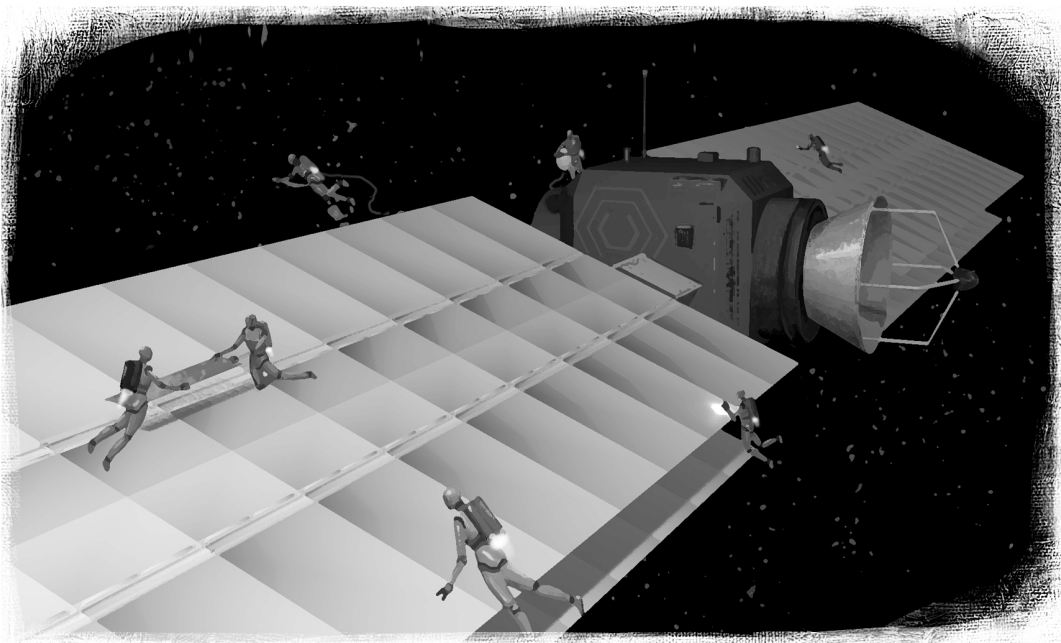
These outposts exist to organise surrounding commerce or to supervise corporate interests in the area such as resource exploitation. Thought tends to be dominated by monetary gain.

- » *What is the source of this outpost's business? Why?*
- » *Who is trying to get a piece of this outpost's profits? How?*
- » *What is being threatened by this outpost's operation? How?*

Military

Dedicated to offense and defense, these outposts include weapons platforms, staging areas, observation posts and training facilities. They often feature many varieties of weaponry, from personal arms to artillery.

- » *How well armed is this outpost? Why?*
- » *What threats do they defend against? How?*
- » *Who has a different target for this outpost? Why?*



Colonisation

Populated by pioneers and explorers, these outposts work to establish and expand human habitation. Terraforming stations, border towns and colony transports all fall under this category. Given the nature of their work they are often self sufficient, producing their own food and energy.

- » *How well equipped are they? Why?*
- » *Who just wants to get away from their old home? Why?*
- » *Who wants their efforts to fail? Why?*

Service

Civilization requires a wide variety of services to make it function, from practical services like repair and supply stops to communication and entertainment hubs. Some of these are quiet outposts on the fringes of known space and servicing a small number of clients, while others are critical parts of the surrounding infrastructure.

- » *Who is dependent on this service? How?*
- » *What competition does this outpost face? Why?*
- » *What service is no longer available here? Why?*

Government

Wherever there is a human presence, government is bound to follow. These outposts provide mediation, diplomacy and law enforcement to the surrounding space. Staffed mostly by civil servants, it is rare that major government figures will have cause to visit outposts; but when they do, it's bound to attract attention... and trouble.

- » *What kind of order or organisation does this outpost provide? How?*
- » *Who doesn't want this outpost to be there? Why?*
- » *What nearby crisis has their attention? Why?*



SOCIAL STRUCTURE

- 1: Strict Hierarchy
- 2: Bureaucracy
- 3: Association

- 4: Autocracy
- 5: Family Units
- 6: Anarchic Community

Strict Hierarchy

There is a clear chain of command. Decisions are made at the top of the chain, and action is taken at the bottom. The hierarchy is usually static, unless some event breaks the command structure.

- » *Who is unsuited for their position? Why?*
- » *What important role is currently vacant? Why?*
- » *Who is being groomed for leadership? Why?*

Bureaucracy

This hierarchy is defined by two things: upward mobility and paperwork. People move up the ranks through merit and manipulation, and most activities at the outpost are documented (though not always honestly).

- » *Who has been hiding things in the paperwork? Why?*
- » *Who has held a high rank far longer than they should have? How?*
- » *Who would do anything to climb the ranks? Why?*

Association

A group of like-minded individuals without any official structure. Each member (or group, in a larger outpost) is usually a specialist in one area or responsible for one part of the outpost. Without formal leadership, the populace is instead led by a common goal, or beholden to the same employer.

- » *Who is being worn down by their workload? Why?*
- » *What directive from elsewhere is interfering with their work? How?*
- » *Who is going to be replaced? Why?*

Autocracy

All commands and major decision flow from one person. Small outposts may employ this structure for the sake of convenience, but in larger outposts this may be indicative of a megalomaniac leader. Some outposts may also depend upon the guidance of a single potent artificial intelligence.

- » *Who follows the leader's orders without question? Why?*
- » *Who is subverting the leader's authority? Why?*
- » *What is the leader obsessed with? Why?*

Family Units

Usually founded by a family or network of families, these outposts employ loose leadership based upon seniority, and are often plagued by inter- or intra-family drama which can jeopardise the function of the outpost.

- » *Who is rebelling against their parents? How?*
- » *Who is willing to make great sacrifices to protect or empower their family? How?*
- » *Who is not truly a family member? Why?*

Anarchic Community

Ignoring all but the most basic principles of law and order, these outposts tend to accumulate people over time and through chance. Each individual has their own reason for being there, and not all of them will contribute to the outpost's purpose - not consistently, anyhow.

- » *Who wants to be in charge? Why?*
- » *Who has adopted unusual or extreme practices? Why?*
- » *Who is hiding from their past? Why?*

ODDNESS

1: Alien Life

2: Impossible Phenomenon

3: Dominant AI

4: Experimental Technology

5: Obsolete Technology

6: Galactic Significance

Alien Life

Extraterrestrial flora, fauna or microbes can be found in or around the outpost. This might be native life, captive specimens or even sentient beings that are part of the crew.

- » *Who understand the aliens more than anyone else? How?*
- » *Who has something they want to use the aliens for? How?*
- » *How do the aliens feel about humans? Why?*

Impossible Phenomenon

Something here defies scientific understanding. Celestial oddities, nebulas with unexplainable properties and undiscovered resources all attract outposts. Sometimes a phenomenon may be undiscovered before an outpost is established, and only come to light when the phenomenon begins to affect outpost operations.

- » *Who wants to learn about the phenomenon, no matter the cost? Why?*
- » *Who wants to destroy the phenomenon? Why?*
- » *Who is hiding knowledge of the phenomenon? Why?*

Dominant AI

Most of the outpost is controlled by a single artificial intelligence. Humans are still required for some operations, but the intelligence has control over almost every function of the outpost.

- » *Who has more influence over the AI than they should? How?*
- » *Who believes the AI is scheming against them? Why?*
- » *What is the AI doing that nobody knows about? Why?*

Experimental Technology

Something in the outpost is unstable, powerful and valuable. It likely has an important use in the outpost, and has an unintended property or side effect that is just as useful, in the right hands.

- » *Who has been negatively affected by this technology? How?*
- » *Who knows more about the technology than they're letting on? Why?*
- » *Who wants to keep things running the old fashioned way? Why?*



Obsolete Technology

Most of the machinery in the outpost is tried and tested, but worn out and failing. Such outposts could be cut off from resupply, or not deemed important enough to receive the support they desperately need. They may also have been cobbled together by those without better options.

- » *Who keeps this rustbucket running? How?*
- » *Who will take any excuse to leave? Why?*
- » *Who is deeply invested in this place? Why?*

Galactic Significance

Whether because of history, resources or position, the outpost has the eye of the galaxy upon it. The location of first contact, the doorway to a new stretch of space, the only source of Spice in the universe; many powerful factions are invested in their operation - or their failure.

- » *Who is stuck here? Why?*
- » *Who wants to exploit this place for their own gain? How?*
- » *What secret does this place hide? Why?*



HAZARD

- 1:** Faulty Equipment
- 2:** Infection
- 3:** Extreme Environment

- 4:** Mutiny
- 5:** Unusual Behaviour
- 6:** Impending Disaster

Faulty Equipment

Something is broken, or close to it. Some part of the outpost is going to fail, jeopardising the function of the outpost or threatening the lives of the people there.

- » *Who was responsible for it? How?*
- » *Who knew about it but didn't tell anyone? Why?*
- » *Who is the first to be affected when things go wrong? How?*

Infection

Something insidious has a foothold here. It could be an organic pathogen, a nanovirus or a worm in the digital mainframe. It is invisible, and it is spreading.

- » *Who is already infected? Why?*
- » *Who benefits from it? How?*
- » *Who would do anything to escape it? Why?*

Extreme Environment

This place does not suffer humans to live. This is more than the ever-present vacuum of space; something here assaults the walls of the outpost every day. Extreme heat, crushing pressure, corrosive gas - if those walls are breached, people will die.

- » *Who is more scared of the environment than anyone else? Why?*
- » *Who goes out into the environment regularly? Why?*
- » *What critical thing has already been lost? How?*

Mutiny

The crew has turned against their leader, either a person in the outpost or an organisation far away.

- » *Are people still fighting over leadership? How?*
- » *Who led the mutiny? Why?*
- » *Who is still loyal to the original leadership? Why?*

Unusual Behaviour

People are behaving strangely. Something here is manipulating their thoughts, from subtle things like shifted priorities, to major and disturbing changes like violent outbursts or a cult-like mentality.

- » *How is behaviour being changed? Why?*
- » *Who is still behaving normally? Why?*
- » *Who is actively spreading this mentality? How?*

Impending Disaster

Life support is failing. A meteor is about to strike. A volcano is about to erupt. Perhaps this disaster is avoidable, perhaps it is inevitable. Chaos will spread before it arrives, as the crew scrambles to deal with it.

- » *Who wants to save themselves at the expense of others? How?*
- » *Who is using the chaos to further their own agenda? How?*
- » *Who is ignoring the disaster to continue their own work? Why?*

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Analyze Phenomenon

Spend Discoveries vs DIF X. Hold 1 per success.

- 1: What will happen if it is left to run its course?
- 2: Can we communicate with it? If so, how?
- 3: What opportunities does it offer?
- 4: How can we block its effects?

Biometric Scan

OBS vs DIF 3, Spend 1 TECH. Hold 1 per success.

- 1: What is their true reaction to something they said, heard or saw?
 - 2: Do they match a physical signature I'm aware of?
 - 3: What is anomalous about this person?
- S: Spend 1 TECH to roll an additional die. You may do this after seeing the result of the roll.

Database Smartlink

Reveal a Connection or Fact regarding a Clue or query.

Fortification Array

MUS vs DIF 3, Spend 1 Tech.

- F: No effect.
- P: Prevent 1 Status.
- F: Prevent 2 Status.
- C: Prevent 2 Status, and gain Advantage on the next MUS or AGI based check.
- S: When used in a Confrontation, this adds one successful die to a Take Approach: Hold the Line check.

Hack

EDU vs DIF X, Spend 1 Resource.

- 1: Pull data from the system about a topic.
 - 2: Lock someone out of a system.
 - 3: Force the system to perform a function for you.
- S: Spend 1 to roll an additional die. This may be done after the roll is made.

Hercules Prosthetics

MUS vs DIF X / MUS / AGI, Spend 1 TECH.

- F: Lose your grip, mark 1 Status.
 - P: Succeed, and mark 1 Status.
 - F: Succeed in your intent.
 - C: Succeed, with benefit.
- S: Spend 1 TECH to roll an additional die. This may be done after the roll is made. When used in a Confrontation, this adds one successful die to a Take Approach: Break Guard check.

Hermes Prosthetics

Spend 1 TECH.

- When making an AGI check to outrun something, run quickly, jump or fall safely, reduce the DIF by 2. You may only do this once per check.
- S: Spend 1 TECH to roll an additional die. This may be done after the roll is made. When used in a Confrontation, this adds one successful die to a Take Approach: Evade check.

Invasion of Privacy

OBS vs Resistance, Spend 1 INS.

- 1: Discover the target's Price.
 - 2: Discover the target's Threat.
 - 3: Discover a secret about the target.
 - 4: Discover a link between the target and something else.
- S: Takes a long time. Cannot be repeated.

Laser Arm

AGI vs DIF X / MUS / AGI, Spend 1 TECH

- F: Cause collateral damage. If used in a fight, lose the fight and mark 1 Status.
- P: Cause collateral damage and destroy the target.
- F: Destroy the target.
- C: Destroy the target, with benefit.
- S: Spend 1 TECH to roll an additional die. This may be done after the roll is made. When used in a Confrontation, this adds one successful die to a Take Approach: Assault check.

Overclock

Spend 1 TECH.

Select an Aug, either yours or another character's. Whenever that Aug is used this scene, it rolls with +1 die. Whenever that Aug action fails during this scene, the user marks a Status in addition to any other consequence.

Proximity Hacking Module

Use the Hack action using TECH, and you may hack nearby systems.

Profile Construction Matrix

EDU vs DIF X, Spend 1 Tech.

- 1: What is their name and aliases?
 - 2: Who are their known associates?
 - 3: Where can they often be found?
 - 4: What are conspicuous aspects of their history?
- S: Spend 1 TECH to roll an additional die. This may be done after the roll is made.

Stealth Field

AGI vs OBS, Spend 1 Tech.

- F: The field fails, and you are noticed.
- P: Prevent 1 Status.
- F: Prevent 2 Status.
- C: Prevent 2 Status, and gain Advantage on the next MUS or AGI based check.
- S: When used in a Confrontation, this adds one successful die to a Take Approach: Hold the Line check.

Trace Scanner

OBS vs DIF X, Spend 1 TECH.

- 1: Detect signature traces such as fingerprints or footprints.
 - 2: Detect residue, aerial particles and physical markings.
 - 3: Identify the composition of a sample.
 - 4: Detect electromagnetic anomalies.
- S: Spend 1 TECH to roll an additional die. This may be done after the roll is made.



Crimes in Chrome expands upon the Grey Cells detective role-playing game, bringing investigators to the future. Times have changed. Society, technology and crime are constantly evolving, to the point where even what constitutes life itself is called into question. What role does justice have in this new world? What place will you carve out for yourself?

INSIDE, YOU'LL FIND...

- Four new backgrounds born of time and tech: the **ANDROID**, the **GHOST**, the **PUNK**, and the **SUIT**.
- New abilities and powers for investigators, augmented by futuristic technology.
- Cybernetic augmentations that bypass human limitations.
- Rules for adding a space ship to your investigative team, for cases that boldly go where no man has gone before.
- The introduction of Cyberspace: a new digital frontier, and powerful Hacking abilities to bend it to your will.
- Tools to create the future of your vision, and generate remote Outposts in the farthest reaches of space to serve as the perfect closed setting.



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