

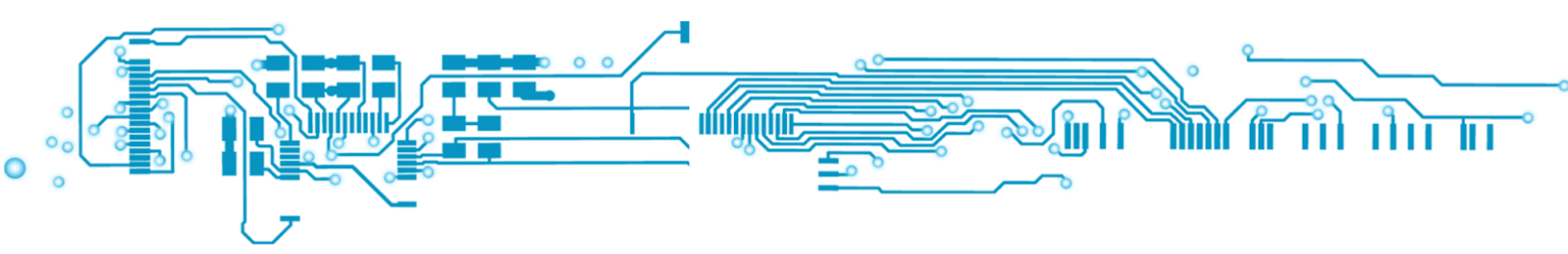
COMMONS

公 骑 地 士

Your lives are privatized. Fight back.

A Hungry Ghost Game
for Cyberpunk by Asian Creators Game Jam
by Li Jiyang

RIDER



In the winter of 201X - driven to desperation by worsening climate patterns and the growth of far-right and totalitarian power in their home nations - a militant group of scientists, technologists, thinkers, and activists work together to do something about it. In a year, they come upon a breakthrough; a process that can interface neurons with electronic circuits. A means to implant machines into man. In this time of great social upheaval, they quickly rename themselves “**the Bullet Club**,” compose a manifesto, outfit several volunteers within their number with mega-powered prosthetics, and arm them with custom-designed high-tech firearms. Their goal is nothing less than the overthrow of various governments, the destruction of capitalism, a zero-emissions society, universal suffrage and, the redistribution of resources.

The rebellion is quickly put down by an international coalition. The corpses of the Bullet Clubbers plundered for their resources and advancements. A new technological revolution is born from the crushed dreams of those who fought for a better world.

It is now 207X. Governments maintain power and control by working closely with the **ultracharters**; the nine largest corporations in the world, with revenues in the trillions, privatizing all arenas of human life. While cyborgs were nothing new - people already wore glasses, lived with smartphones, implanted pacemakers, and used prosthetics - Bullet Club technology is common knowledge and used by all nine ultracharters to create **enhanciles**; a medical and legal class of human with more than 75% replacement body mass. While superhuman, they are controlled through various technological, social and economic means, serving various roles as law enforcement, labor, armed combat, and entertainment.

But while many things are controlled, not *everything* is. Ultracharter enhanciles find ways to rebel. And still others were enhanced by anti-establishment movements that both predate and postdate the Bullet Club. These traitors are known as **Riders**, for two reasons. First, because all enhanciles are legally owned by one of the nine ultracharters, any self-determined action taken by the enhancile is considered “free-riding” company property. Secondly, as these runaways now operate independently to decrease risk of capture, they opt for single-seat transports, such as the motorcycle, robot horse, or bicycle.

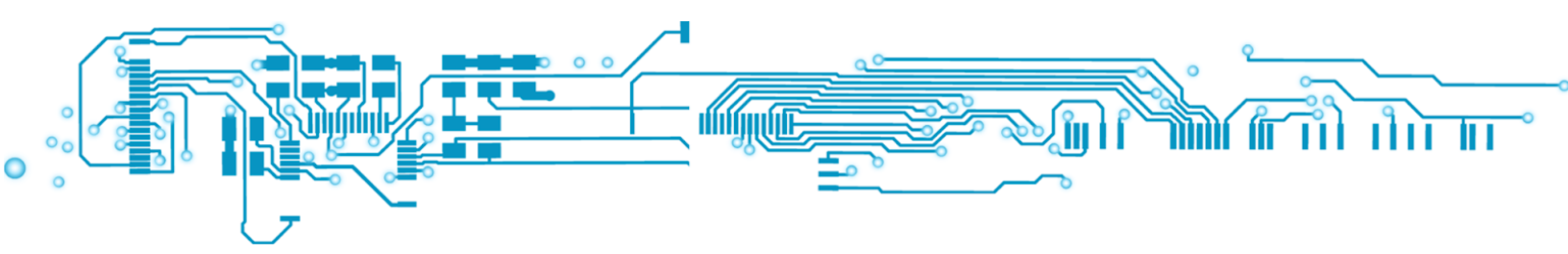
You portray a Rider, an outlaw on the run from your corporate overlords. Fighting for freedom and justice on the side of the **Commons**, which is the concept of cultural and natural resources that are held and managed for individual and collective benefit. Your allies are countercultural urban farmers, guardians of sacred lands and waters, advocates for the public domain; anyone that wants any given thing to be free to the people that need and use it.

System Requirements

To play *Commons Rider*, you will need the following:

- A copy of this book.
- Pens, pencils, paper.
- 4-5 participants in total.
- 5-10 six-sided dice, minimum.
- 2-3 hours of free time per session.
- A willingness to respect the comfort of others.



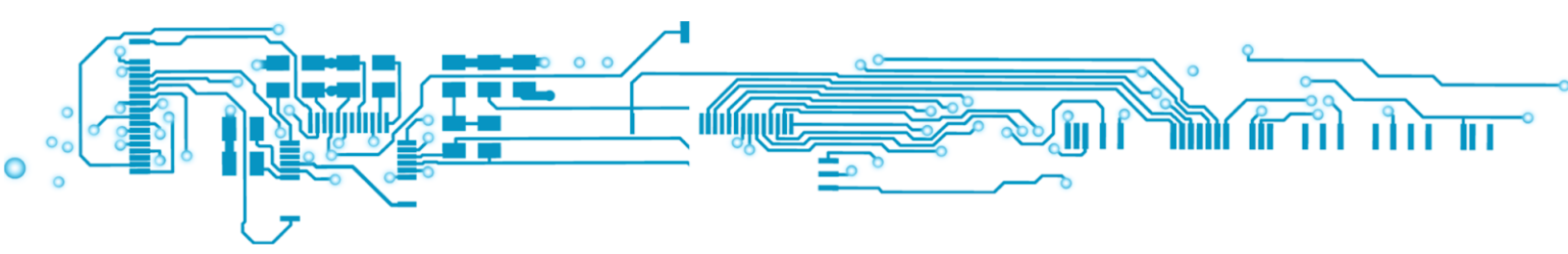


The Enemy

Each of the ultracharters is not just one corporation, but a dense network of brand-names, subsidiaries, affiliates, and shell companies; a thousand multinational heads of nine hydras each. As such, the entities listed are those at the “top” of the food-chain, the ancestor companies, the brightest stars in the corporate constellation. While they do cooperate at times, more often than not, the Nine engage in internecine bouts of hot and cold warfare for various reasons, ranging from economic and political to personal and petty.

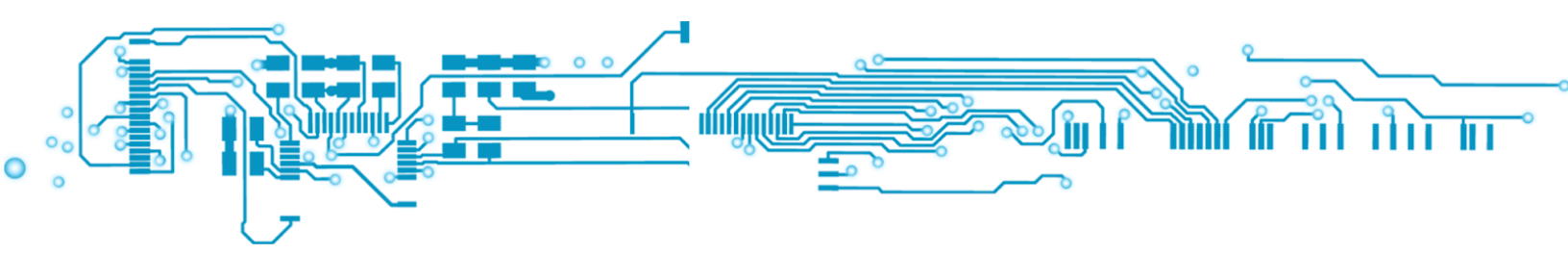
- **Lotus Networks** is headquartered in Singapore and produces 75% of all consumer electronics, while 99% of all telecommunications data is managed by their servers. Your smartphone, your pacemaker, your wi-fi-enabled temperature-controlled webcam-monitored memory-foam CareBed™; it's all Lotus. Their specialties are communications and linguistics technologies, and thus, their strongest Practice is *Analysis*, with distinctions in algorithms that cut through noise to find the signal.
 - **Lotus Networks:** “Take a big bite”
- **Conflix** started as a subscription service that streamed your favorite films, TV shows, books, and video games directly to your device. But as they grew, they eventually absorbed virtually all entertainment production. A human being could go from cradle to grave watching or playing or reading a new thing for every single waking moment of their lives and not get through their entire catalog; and some have. While viewer response for the never-ending parade of adaptations and reboots has been fatigue and complaints about quality, it's hard to argue with success. Conflix is headquartered in Los Angeles, their best Practice is *Semiosis*, and everything they make is seeded with endless strife.
 - **Conflix:** “All stories, forever”
- **CrackleCorp** was founded in Vancouver and is the central hub for all standard monetary exchanges. While all the ultracharters print and distribute their own scripts and tenders, any executive worth their salt would open accounts with CrackleCorp for the safekeeping of their assets, enforced with their proprietary realtime-update ledgers. The “CryptCoin” (or just “crypt”) is accepted as cash on every shore on the planet, non-duplicatable code strings generated by their proprietary mining servers, that can be transferred from account to account. *Analysis* is by necessity their strongest praxis, so that they can understand market forces or security speculation.
 - **CrackleCorp:** “Your money is our secret”
- **Maze LLC** is interested in one thing and one thing alone: *corn*. Not just corn for breakfast, but corn alcohol (consumer and industrial), news printed on corn paper, citric acid made from corn, foods sweetened with corn syrup, corn as animal feed, ethanol made from corn used to fuel jet engines, soaps processed with corn glucose...corn makes the world goes round on amber waves. In a slightly different world, this ultracharter would control rice instead with just the same reach, but as it stands, Maze is based in Des Moines, where a very large bulk of their product is grown. Maze focuses on *Semiosis*, allowing them to subtly or overtly alter meaning, erecting great walls of labyrinthian narrative over the world. In corn. *For corn*.
 - **Maze LLC:** “Could it be corn?”





- **Leidian Group** outfits pretty much every military, police, and mercenary force on the globe. This ultracharter has a reputation for not caring about their public image, and legend has it that they were descended from a group of World War II profiteers that clandestinely pushed for Operation Paperclip so *they* could get their picks in first, as well as use the efforts to kidnap scientists from China and Japan for their own. Rumors abound that their headhunting program is...ruthless. Most Leidian facilities are located in East Asia, particularly Beijing. They specialize in the more mechanical aspects of *Kinesis*, all lightning-guns and artificial muscles and big plasma-kukris.
 - **Leidian Group:** “Thunderstruck and unshakeable”
- **Astra Aeronautics** ships components from all corners of the globe to the only spaceport in the world - which they also control a majority stake of - in Bengaluru/Bangalore. If it has to do with flight, they’re already looking into it and how to sell it at a premium; spacecraft, aircraft, seacraft, selfcraft. In addition to these commercial and experimental fields, Astra manufactures guided munitions such as missiles, artillery, and kinetic bombardiers, loosing them from the heavens like arrows from cruel gods. Astra’s *Kinesis* is focused on forward thrust and motion; rockets, wings, aerofoils, RPGs, battering rams.
 - **Astra Aeronautics:** “Keeping the skies”
- **PanTheon** operates worldwide but was born in Seoul, and it's business is religion and spirituality. Of all the ultracharters, it is the one that arrives the hardest to conceal their holdings to the public, for it would not do for them to know that the megachurches, for-profit sanghas, wellness gurus, and tourist programs of the world all had a common benefactor. *Semiosis* is PanTheon's strength, which they use to split and syncretize, to cause schism and unite concordantly, as meets their needs.
 - **PanTheon:** “We believe”
- **Power Company** supplies most of the known world with the two great forces of the modern world; energy and litigation. Stationed in Saint Petersburg, their rechargeable batteries are housed in every car, plane, and enhancile, while having legal offices in every major city. Power Company solar farms stretch for miles. Planned obsolescence in utility and law both is their rice-bowl, shortening or lengthening device lifespans and statute limitations to maximize their profits. *Kinesis* is their focus, and theirs is the might of the wind turbine, hydroelectric dam, and the densest legalese you could ever see.
 - **Power Company:** “Shaping the future”
- **Humane Sources** is a goddamn lie and everyone knows it, but for the sake of appearances, they clutch onto their benevolent image with whiteknuckle stubbornness. Their business is labor; specifically, prison labor. Just under a hundred million are convicted as felons and either housed in their supermax just outside New York City, or are required to report for incarceration when called. These are funneled into any kind of workforce imaginable, paid little or even nothing, made to tolerate backbreaking inhuman conditions, until they need to be replaced. In the future of 207X, there are no freemen, only those who might not be convicted yet. Humane Sources puts most of their resources into *Analysis*, to better monitor their “product.”
 - **Humane Sources:** “We’re there for you”





The Conflict System

Commons Rider uses the **Conflict** system to resolve situations in play where the outcome of a player character's actions are in question. If there is no question or if the question isn't interesting, then the character just succeeds. One player - the **Administrator** - is the final word on all details, but the Administrator should still consider the words of their fellow players. The other players are known as **Users**.

Conflicts use both Drives and Practices (described more fully below) as values to derive dice pools and Success thresholds. **If the character is in control of their emotions**, derive dice from the character's appropriate Drive and use the proper Practice or Executable as the Success threshold, and results that meet or go lower than the Practice number are considered **Successes**. **If the character is not in control of their emotions**, then do it the other way around; derive the dice pool from the character's Practice and roll against the Drive/Executable's value.

Successes are spent on averting **Mistakes** and achieving **Miracles**, which are present in every Conflict. Respectively, they are the bad and the good that could arise in a tense situation. Each Mistake and Miracle has a variable cost, the details of which should be discussed at the table and a consensus reached. They are:

<ul style="list-style-type: none">• Trivial - 1 Success• Typical - 2 Successes	<ul style="list-style-type: none">• Challenging - 3 Successes• Problematic - 4 Successes
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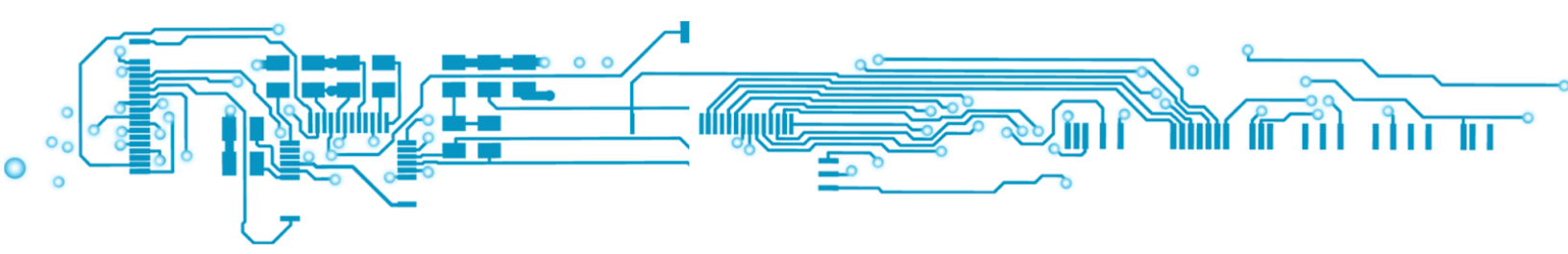
***Example:** Seeing his close friend about to be mauled by a parasite hunter-seeker lawdrone, **Victorious** slows down his perception of time and begins a deep sonar imaging scan against the robot. The Administrator places the **Mistakes** 'Shoot It Away' (Trivial 1) and 'Friend Isn't Hurt' (Typical 2), and the **Miracle** 'Sees Manufacturer' (Typical 2). Victorious' User rolls 5 dice against a threshold of 5 (**Love** + **Analysis**) is rolled. The results come in: 3, 6, 3, 1, 2, giving Victorious 4 Successes to use in the Conflict. The User chooses '**Shoot It Away**' and '**Friend Isn't Hurt**' but also asks for a Miracle; '**Create Hairline Fracture**' (Trivial 1), which would make the next Conflict - an attack - slightly more successful. The Administrator accepts the proposal.*

Create User Account

The secret of enhancile creation is jealously guarded by the Nine, each of which possesses only a portion of the resources needed. Through cooperation, trickery, or theft, the ultracharters transform "baseline" humans into superhuman slaves. For example, the expertise of Lotus Networks is needed to wire in telecommunications to a nervous system, while Leidian ordnance are either bought or stolen to provide the cyborg with arms.

Enhanciles are much, *much* stronger than normal baseline humans; conventional munitions such as assault rifles will do nothing to most but distract and annoy. Even the weakest infiltrator-type can toss humans around like rag dolls and crush bones unaided. For this reason, Riders move quickly and swiftly against their brethren when they need to.





Drives / Practices / Executables

As previously mentioned, Riders possess three sets of numbers from which the base values for Conflict are derived, for a total of 9 total “stats.” Additionally, each such number has a certain **Direction**, which flavors how the number shapes the fiction. Directions are **Dynamic**, **Static**, or **Synergistic**. This is meant to be a play aid, not a constriction; change a stat’s Direction as you see fit whenever you like, even in play. The nine values are:

- **Drives** are what motivates the character, their emotional thrust and engine. Riders feel *Anger* at what was done to them (Dynamic), *Sorrow* at what they have lost (Static), and *Love* for the people and things that matter to them (Synergistic).
- **Practices** are how they do things, what they are skilled at. Riders perform *Kinesis* to move through and affect physical space (Dynamic), *Analysis* to understand and comprehend that which is around them (Static), and *Semiosis* to make or alter meaning (Synergistic).
- **Executables** are how they fight against others. Riders *Shoot* their enemies from afar (Dynamic), *Throw* bodies around with grapples and suplexes (Static), and *Kick* opponents with their feet or swords or fists (Synergistic).

Directions	Drives	Practices	Executables
Dynamic	Anger	Kinesis	Shoot
Static	Sorrow	Analysis	Throw
Synergistic	Love	Semiosis	Kick

Each Drive, Practice, and Executable begins at value 1. Distribute 6 points each between each set, for a total of 18 points. It is recommended that each set of numbers have one number valued at 5, another valued at 3, and the last valued at 1.

Systems

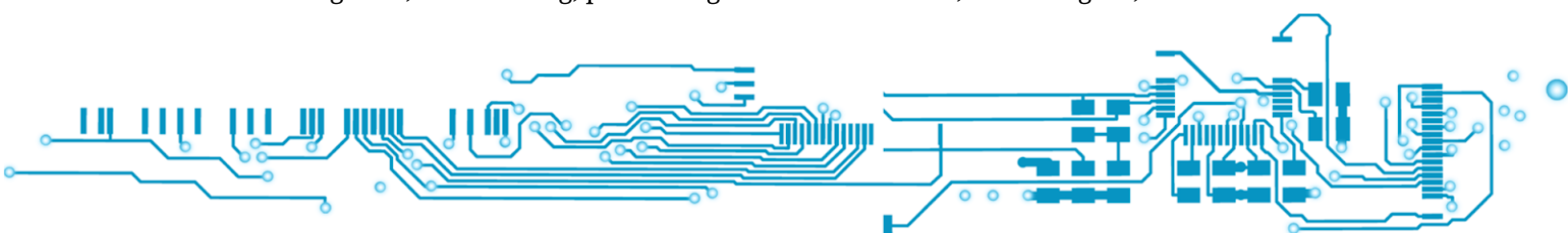
Each Rider has at least one **System**; an abstraction of the various mechanisms housed in their chassis that grant them their greater-than-human abilities. Within each System are **Tags**, keywords that their internal computers rely on to produce **Functions**, unique expressions of their enhancements’ power combined with their vast libraries of combat and technical experiences.

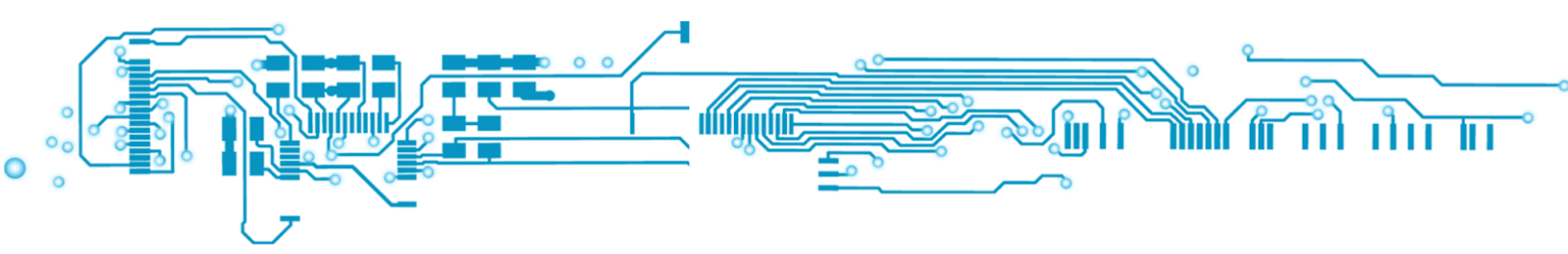
Give your System a name that represents what it does, like Regulator’s *A55U Suspect-Targeting Ballistic Processor*.

Energy

Functions are powered by **Energy**, housed in fuel cells within their altered bodies. By channeling Energy into **Active** or **Passive** Functions, they can enhance their actions with superhuman prowess and accomplish tasks beyond those of their baseline counterparts.

- **Active** Energy is used for Conflicts that have force and might. Feats of strength, pulse cannons, laser-eyes, bubble drop barriers, projecting presence and charisma, and so on.
- **Passive** Energy is channeled when one is dodging, restraining others, projecting holograms, misdirecting, pretending to be someone else, launching ice, etcetera.





Your Rider begins with 8 Energy. They may either choose 3 Active Energy and 5 Passive Energy, 5 Active Energy and 5 Passive Energy, or 4 of both Active and Passive Energy.

Tags

Give your System a cloud of **Tags**, representing hard-locked procedures that the System thinks in. Your character channels Energy to activate one or more Tags and that expresses a Function. Tags come in three tiers of complexity. The following will use Regulator's *A55U Suspect-Targeting Ballistic Processor* as an example.

- **Beginner** Tags are simple verbs that describe actions.
 - *Grid, Shock, Impact, Ricochet, Sonar, Spin*
- **Intermediate** Tags consist of evocative adjectives.
 - *Infrared, Titanium, Responsive, Burstfire*
- **Expert** Tags may be of any class of word, but should have syllables of three or more.
 - *Calibrate, Incapacitation*

As shown in Regulator's System, begin with 6 Beginner, 4 Intermediate, and 2 Expert Tags.

It's okay if you double or even triple up on some tags at the table. There are only so many nice-sounding words, after all. But do try to vary up how they are used.

Functions

Like Tags, Functions come in three levels of strength.

- **Beginner** Functions consist of a single Beginner Tag. They channel 1 Energy into the Conflict of your choice.
- **Intermediate** Functions consist of a combination of a Beginner and Intermediate Tag, and channel 2 Energy into the roll.
 - **Examples:** *Infrared Grid, Titanium Impact, Burstfire Spin, Responsive Ricochet*
- **Expert** Functions link with Beginner and Intermediate Tags to express a Function of ultimate strength. They channel 3 Energy.
 - **Examples:** *Infrared Sonar Calibration, Burstfire Shock Incapacitation*

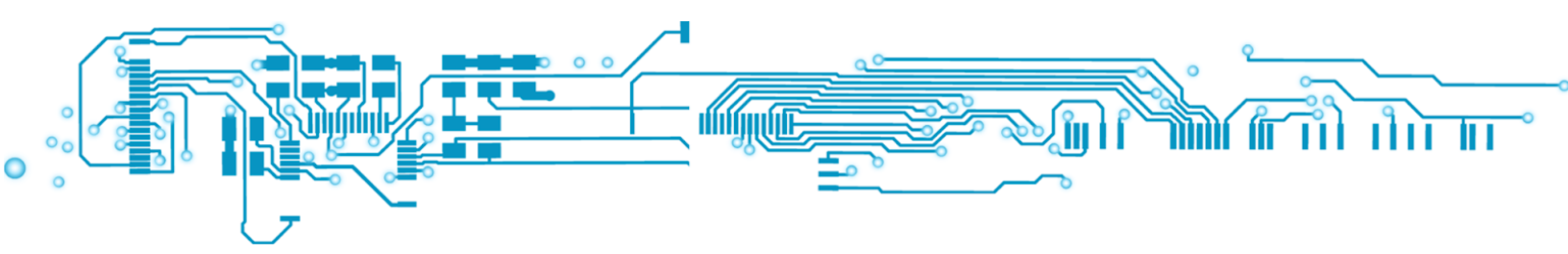
Channeling Energy

Energy that is channeled into Functions can be used before, during, and after the dice is rolled in a Conflict. Energy can also be as additive or subtractive as you wish, allowing you to affect both your

- 1 Energy is the equivalent of 1 dice, and allows you to affect any dice pool in the situation.
- 2 Energy is the equivalent of 1 Success threshold, allowing you to make something easier or more difficult if you channel for it.
- 2 Energy is also the equivalent of 1 Automatic Success or Failure.

As with all things, exactly what Energy can do is dependent on table consensus, with the Administrator serving as the final arbiter and word.





Peripherals

Weapons, tools, gear, armor, equipment; these are **Peripherals**, devices that plug into the character's enhancements, and can be as sophisticated as a wi-fi satellite-bounced remote poll of a smartgun's electronics, or as crude as a hand laced with micro-actuators gripping a lead pipe.

Unlike Functions, Peripherals are limited in their scope, and only grant their mechanical effects in specific, codified contexts. For example:

- *AUT-8 Lawgiver*. A heavy-duty pistol-style firearm that fires tungsten-tipped rounds; housed in a cavity in the thigh. +2 dice when shooting with accuracy and/or speed.

Begin with 2 Peripherals worth the equivalent of 2 Energy each, 3 Peripherals - one of which is worth 2 Energy while the other is worth 1 Energy, or 4 Peripherals each of which is worth the equivalent of 1 Energy.

In addition, begin with as many Peripherals of +0 strength as is appropriate with your character's history, standing, and station.

If there are any Peripherals that you like the idea of but do not have the Energy to accommodate, do write them down somewhere else; you can pick them up at a Lab (below).

The Lab

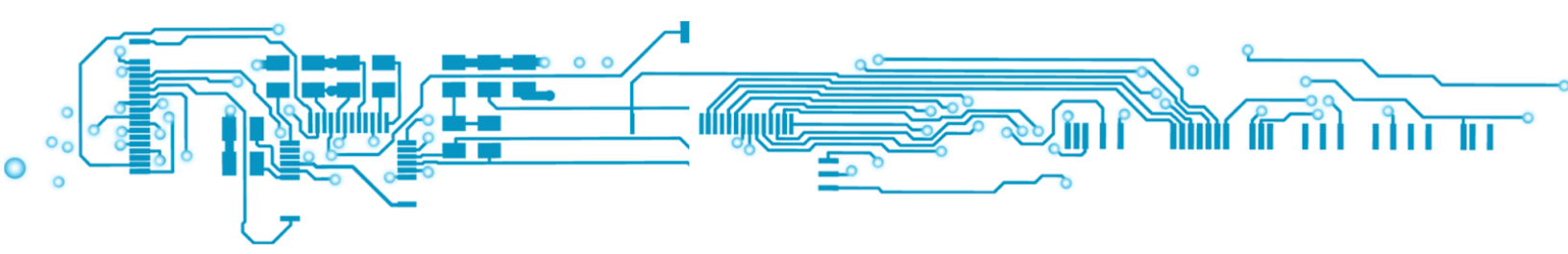
Also known as the Foundry, the Workshop, the Vats, the Factory, the Forge; the **Lab** is a place where an ehancile is built, where they maintain and repair their systems, where they make alterations, where they may be enhanced further. A Rider may visit a Lab to...:

- ...lick their wounds and fix any damage. Mechanically, this means that any ehancile visiting a Lab may have their Integrity restored in the very next scene. If any ehancile wants to take their time, a Lab may also be a good way to get some rest.
- ...change any of their Tags, Peripherals, or Systems. This requires some time. Switching to an existing Tag or Peripheral you already have may require minutes (or seconds, if you're in a hurry). Building or coding something new might take days or hours. Refitting a System or installing another could be the work of weeks, even months. Discuss, with the final decision up to the Administrator.
- ...meet up with your allies to catch up with events, discuss ongoing plans, or build new things. In this way, a Lab may serve as a base of operations, or be built into your existing base, like in the garage of a motorcycle club or the basement of a restaurant or some such.
- ...give shelter, medical attention, or temporary (and *only* temporary!) captivity to persons of interest such as other ehanciles or "baseline" human beings.

Naturally, loyalist ehanciles can visit any of the many ultracharter Labs in their vicinity, undoubtedly built to spec and richly stocked. Riders will need to build their own or locate sympathizers or allies, and those Labs will likely have to make do with less.

Begin play with a barebones Lab. How did you come into its possession?





Directives

Your character has things they want, their ambitions and aversions. These are called **Directives**, and your character begins with three of them.

- **Directive 1** is based on morality. It is at the forefront of the mind when making decisions and making plans. As Directives are listed in descending order of importance, Directive 2 and Directive 3 cannot conflict with Directive 1.
 - **Regulator Directive 1:** *“Fight for what is understood to be right”*
- **Directive 2** is based on an ethical code. Where morality could be said to be based in emotion, ethics is said to be a reasoned and logical set of rules by which one lives by. This is not to say that emotion is not a part of it, but that ethics can be expounded upon.
 - **Regulator Directive 2:** *“Defend the innocent; punish the guilty”*
- **Directive 3** is based on what could be called “practicality.” The concessions one must make depending on what the circumstances and situation calls for.
 - **Regulator Directive 3:** *“Serve the dharmas of the land”*

If you're ever lost on what your character's priorities are, consult their Directives.

Secret Directives

At your choosing, you may create a fourth Directive for your character in secret. While technically it may come last, it is of the utmost importance to your character. It should be something that you invoke to intentionally bring complications into a situation. Serve this agenda clandestinely; do not tell anyone, save perhaps the Administrator, if they ask. Reveal Directive 4 when it is the most dramatically appropriate.

- **Regulator Directive 4:** *“Do not turn arms against a brother officer”*

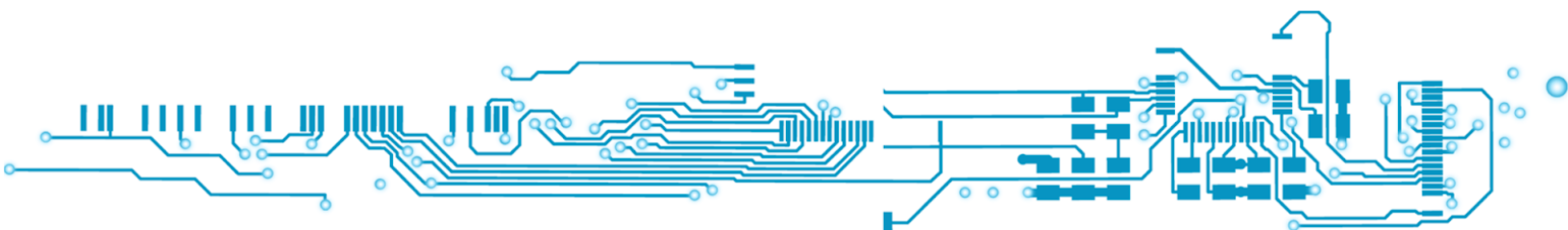
In Play

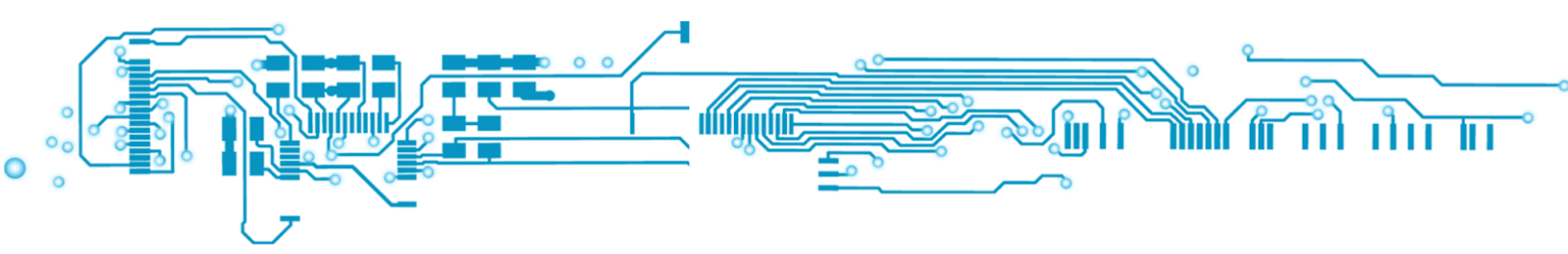
This section of the book will detail what goes down in play that hasn't already been defined previously. Running games, planning sessions, code of conduct, and so on.

Session 0

It might be tempting to immediately start playing the moment you meet. You should not do this. Instead, spend the whole session talking about what you want, what you need, and what you expect. This is important, so that when surprises occur, they are dramatic, and not rooted in issues at the table and in play. It is suggested that you discuss these topics in this order:

- **Expectations.** Talk about what drew you to this game. Your point of reference. How much investment you have had in the source material, whether you need to be familiar with any part of it. How many sessions do you see yourselves playing? How many sessions do you *want* to have? Those are two separate things.
- **Needs.** Talk about things that will and could make you upset or triggered. Be honest and open. But do not write any of this down, just try to remember, and know that certain things just will not be said. Do not pressure others to disclose particulars. If at any point one of these needs come up, defer to **Command 1:** *“Protect each other”* (see below).





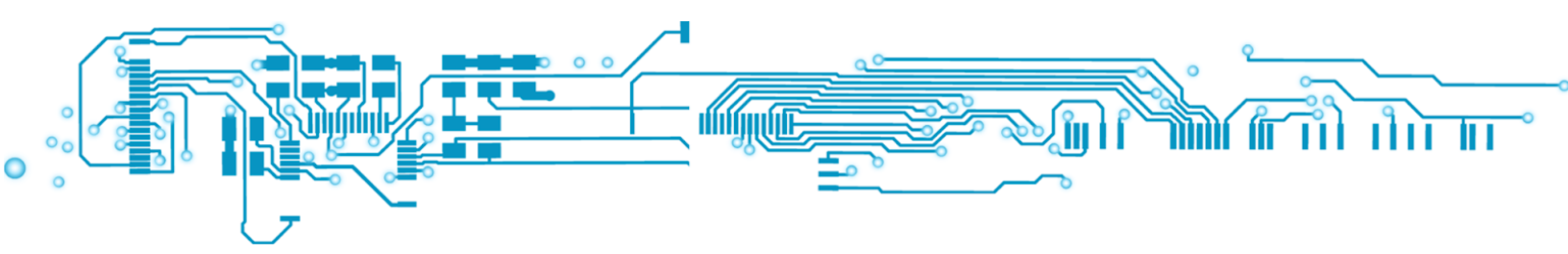
- **Wants.** At the same time, talk about things that will or might make you annoyed. This is meant to be more humorous and light-hearted. Do you hate when people jam together two different languages to sound “exotic?” Do you hate when a particular sci-fi concept is brought up - like the Dyson sphere - as some kind of pinnacle achievement? I know I do.
- **Procedures.** Talk about *how* the game is played. Get everyone on the same page on what merits a Conflict roll, and what doesn't. What is everyone's stance on food? How many breaks should you all take? If not already discussed as a Need, consider taking everyone's stances on alcohol, narcotic, tobacco use, as well as other vices, but do not judge.
- **Disruptions.** Talk about what to do when arguments occur. *Commons Rider* is rooted in the real world that the players live in, and they should definitely bring in their own lived or related experiences as well as what is currently going on. However, this might turn to conflicts (lower-case-'c') over values, which is normal. What is the proper protocol when that happens? Does anyone have any ideas on how to deescalate the situation?
- **Characters.** Finally, it is time to create your characters. Discuss any ideas you'd like to bring to the table, any agendas your characters might have, what roles you'd like to play. What do they want? What do they fear? What are the targets of their affection, their ire, their sadness? What are they here to do, and why?

Commands

Commands are similar to Directives, but for the players of the game, Administrator and User alike. Follow the Commands at all times, for they are of the utmost importance. As a set of values, they prioritize safety, shared imagination, and collaboration.

- “*Protect each other*”
 - The first and most important Command is your responsibility to your fellow players. Check in with each other often, see if they're feeling okay with what is happening. Take what they say at face value. Do your best to be unafraid of putting your needs first, to speak honestly. And at the same time, be open to listen.
 - Here is a “magic word,” a code that can override all systems. Full Administrator power. **“I insist.”** Say it as yourself and not your character. It is an assertion of your need to be heard and heeded. Others must accommodate your requests or leave. When you say **“I insist,”** you have full creative control over your request. You might say **“I insist that we do not mention bleeding,”** and so from now on blood can only come up in the contexts of routine medical tests. You might say **“Doctor Lai cannot come away clean, I insist”** and some form of justice *will* be served.
 - Use **“I insist”** to assert your wants and needs as they come up. Obviously some things must be compromised for the sake of a shared experience and circumstance, but for those things that *cannot*, use the code. These include physical and mental health, considerations on time, energy, fatigue, hunger, and so on.
 - It is likely that you will mess up, hurt others unwittingly, step on toes. If so, apologize quickly and ask forgiveness. The one you hurt is the most important at the moment. This is another meaning of *“Protect each other”*.





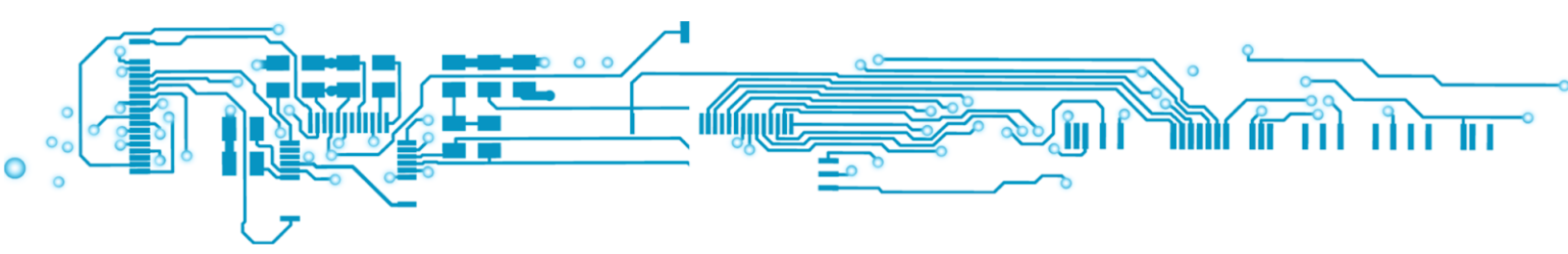
- “Defer to the experts (especially yourself)”
 - Sometimes other people know better. Sometimes “other people” is you. If you have input of any value, bring it in! Maybe you are good at making up brand-names for the Nine’s subsidiaries. Maybe you know exactly what is going to be funny in certain situations. Maybe the scene takes you to Shenzhen and you’ve lived there for ten years. Let the table know and use your unique perspective. Everyone’s got a few, might as well do something with it.
 - While it may not be necessary to use “**I insist**” to declare yourself an expert, it may come to that, so don’t be afraid to use it, and respect it when others use it as well.
- “Talk things out”
 - If someone’s needs conflict with another’s, discuss it. Everyone else who isn’t currently affected should act as mediators and counsels. When you do the latter, it’s important to conduct yourself with understanding and compassion. When someone cries, don’t try to make them stop. When someone’s angry, find out why and how you can fix things, if at all. But be gentle.

User-Specific Commands

Here the shared Commands diverge based on different play priorities.

- “Maintain humanity”
 - *Commons Rider* does not have “humanity” mechanics. Enhancements and cybernetic implants will not eat your soul. However, social forces will. The pursuit of money to live; the never-ending rat race; the systematic dehumanization one is subject to under white supremacy and heteronormativity and plutocracy; the “noble exceptions” that the systems uplift to create the illusion of improvement...these are things we all live with. These things make us lesser than we are. It envelops us all. There is no opting out. There is only destroying it.
 - So do describe these forces and the toll it brings you and your characters. Have them struggle to remain human, good, decent; and maybe fail and stumble every so often, if you’d like. But play to maintain true to yourself and to others.
 - You were made monstrous. Probably unwillingly. But you can use that monstrous power to do a little good in the world. To take out the trash. To avenge. To be free. Fight the monster inside, and fight the monsters outside.
- “Solve problems”
 - The Administrator will provide narration and prepare scenarios for your characters to react to. The ultracharters, crime, governments, people that just don’t like you...there’s no shortage of threats for you to face. Do your best to fix them, to pursue freedom, to make things right, even for just a moment. You might not be the “good guys,” untarnished paragons of purity, but you’re good enough.





Administrator-Specific Commands

The Administrator has Commands of their own that they must follow.

- *“Cause problems on purpose”*
 - Make situations worse and see how the Users react. But the goal isn’t victory over their efforts, the goal is to keep playing; so don’t make things impossible to deal with. Don’t provide them with solutions either, but accept theirs if it seems plausible enough, even if it wasn’t something you thought of. There are no wrong answers, because you just didn’t think of them in the first place.
 - Don’t just look at what can affect them right now - money, hunger, a hunter-seeker with thermal vision, etcetera - but what can come up later. Think long-term. Bring in problems from logical extrapolations, but at the same time, from processes the Users may overlook. Fill the world with cool, weird, interesting, mundane, futuristic details so you’re never short of material to use. Make things up.
 - Remember to give focus to Users who haven’t gotten to act in a while. Generate problems for *them* and see what happens. Make sure no one User gets center stage for too long, and make sure nobody gets neglected.
- *“But celebrate the triumphs”*
 - While it’s important to challenge the Users, it’s also important to know that the challenge is a means to an end, not the end itself. And so when they win, rub that win in a little bit. Be fans of the characters and invest in their experiences.

Combat

Generally, combat scenes should be run just the same as regular Conflicts; determine the stakes, roll dice, use Successes to accomplish things or ward off unwanted effects. However, for a more structured experience, use the **Bout** rules here.

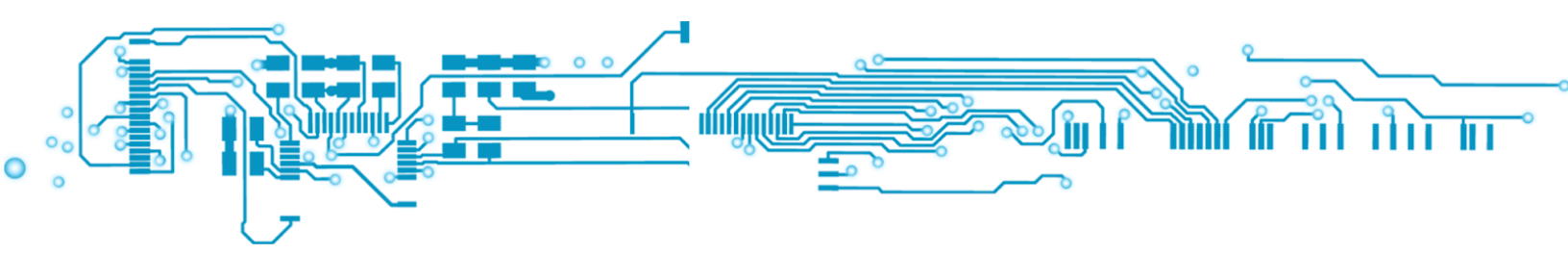
Bout

Most Riders fight alone or with a single other Rider as their partner. While banding together in larger numbers has happened, most actual violent confrontations occur in a generally flat space, both parties being enhanciles, and sharing one intent; to hurt the other until they stop moving. This is called a **Bout** in the context of the game. Bouts are then further divided into **Rounds**, concrete expressions of time where fighters strike and attack each other at the same time. A Bout may have any number of Rounds.

Bouts may take place between User against User, with the Administrator arbitrating the rules as a neutral party. However - more likely - it would be one User against the Administrator’s characters, in which case, one of the other Users should serve as arbitrator with full Admin rights.

For each player, prepare three pieces of paper of equal size, like cards. Write each of the three Executables on the paper, and prepare to fight.





Again, with “baseline” unenhanced Admin characters in the mix, just use extended Conflict scenes. It’s more efficient that way.

Integrity

Fighters have a trait called **Integrity** that shows how many good solid hits they can take each Round, and as such, User-controlled characters begin with 6 Integrity at baseline levels. Weaker characters - like those controlled by Administrators - may have less, perhaps two or three.

Integrity may be increased with a Peripheral, at the cost of 1 Energy per 1 Integrity.

Integrity is usually restored after one whole scene has occurred between the damage taken and there are no special circumstances, like extra-heavy injury or System/system failure.

Step One: Ready

The first step to a Bout is to imagine what your character might do, and then translating that into an Executable. If they are going to swing a haymaker, it’s a Kick. If they pull out a rifle, it’s Shoot. If they extend tendrils from their arms, that’s Throw.

Step Two: Play

Pass your choice Executable to the arbitrator. Do not let your opponent see its contents.

Step Three: Resolution

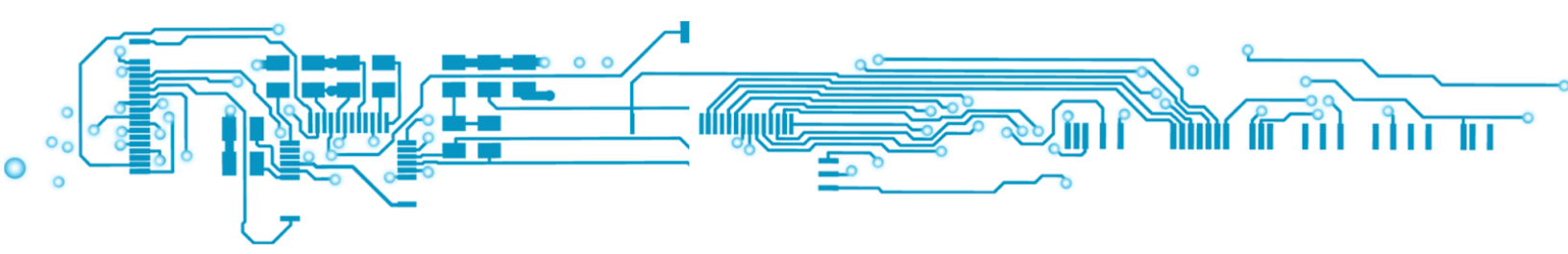
The arbitrator looks at the choices from both and pronounces one of three Outcomes:

1. **Victory/Defeat.** In this outcome, Victory goes to one player and Defeat goes to the other, based on the Executable selected. The Defeated character has their Integrity reduced by 1.
 - **Shoot** defeats Throw, but is defeated by Kick.
 - **Throw** defeats Kick, but is defeated by Shoot.
 - **Kick** defeats Shoot, but is defeated by Throw.
2. **Showdown.** If both players select the same Executable, then use Conflict to determine who succeeds. All modifiers that would make sense are applied. Roll Drive against Executable, or the other way round. The winner rolls higher, while the loser reduces Integrity by 1.
3. **Exchange.** If the previous Outcome occurs but the rolls match, then both players’ Integrity is reduced by 1. This is unlikely, but it has been known to happen.

At all stages of Integrity loss, Energy by both parties can be channeled to increase or decrease the value, with the minimum of at least 1 Integrity lost.

The Bout continues until all Integrity is lost. You may also institute a “best-of-three” ruling, allowing the biggest winner to take all the prize, whatever that may be.





Multi-Fighter Bouts

An enhancile may puppet unenhanced baseline people as fighters. There might be two cyborgs both intent at hurting you. Or you and another User might team up to bring one very strong monster down. In which case, separate the participants into two camps and play continues as usual. Only one representative from each character group may act at a time. Use the highest Integrity score in each group as a baseline, and then add an additional 1 Integrity for each additional participant and/or special circumstance (like a Peripheral).

In the case of drones and swarms and such, consider a second Integrity set, with each loss of Integrity representing another zombie or such being taken out of the fight.

Monster-of-the-Week

The Rider is a wandering gunslinger, youxia, swordsman, knight-errant. *Commons Rider* assumes a new threat every session to deal with. This means not being bogged down in things that slow down play, but also that each session is memorable and fun. Here are a few tools to help.

Monster Generation

The most common threat the Users' characters will face are other enhanciles, usually ultracharter loyalists. They could be either hunting the Riders or in charge of some scheme that is detrimental to the locals, such as abducting people for invasive experiments, or charging rent. Here are some random tables to help. All use a combined result of 2d6. If the result from the first roll is odd, then use the first column; if the second, then the second column. Then, use the second roll to determine exactly which entry you will get.

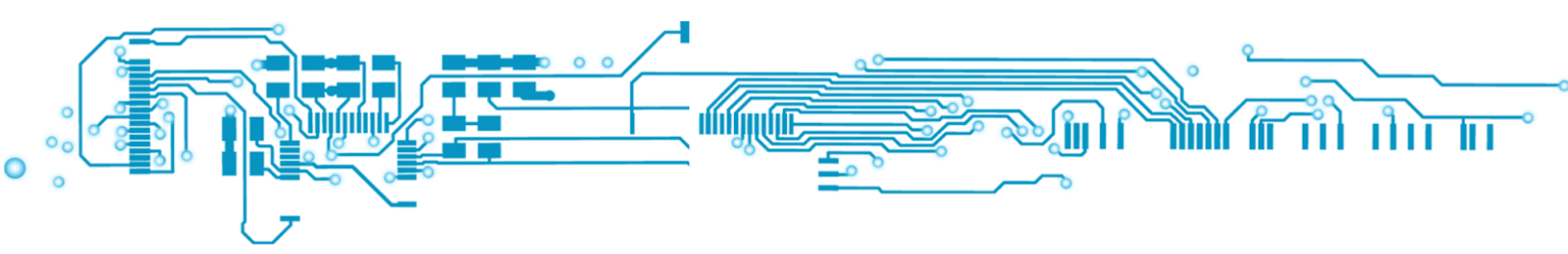
Creature Motifs

- | | |
|--|---|
| 1. Cordyceps (Directive: "Own and sell people") | 1. Scorpion (Directive: "Hide and poison") |
| 2. Honeybee (Directive: "Command and swarm") | 2. Chameleon (Directive: "Infiltrate and observe") |
| 3. Shrike (Directive: "Collect and own") | 3. Lizard (Directive: "Boast and overshadow") |
| 4. Wolf (Directive: "Hunt and dominate") | 4. Tiger (Directive: "Reign and roar") |
| 5. Spider (Directive: "Consume and control") | 5. Condor (Directive: "Soar and scoff") |
| 6. Bat (Directive: "Trip and overthrow") | 6. Eye (Directive: "Watch and manipulate") |

Plot

- | | |
|-----------------------------------|--------------------------------------|
| 1. Charges rent. | 1. Protect this place/person. |
| 2. Unwilling human test subjects. | 2. Gather information. |
| 3. Corporate sabotage. | 3. Ferment strife and hatred. |
| 4. Hunting the Riders. | 4. Torment others for fun. |
| 5. Propaganda and re-education. | 5. Unrequited love. |
| 6. Sacrifice to god(s). | 6. Make sure the deal goes smoothly. |





Quality

- | | |
|--|---|
| 1. Iron (Strength: Extra Integrity) | 1. God (Strength: Makes others fearful) |
| 2. Ghost (Strength: Sometimes intangible) | 2. Vacuum (Strength: Forcefully attract) |
| 3. Primordial (Strength: Low-tech) | 3. Flying (Strength: Ignore the ground) |
| 4. Machine-gun (Strength: Heavy ordnance) | 4. Vampiric (Strength: Increase power w/e hit) |
| 5. Sherlock (Strength: Keen analysis) | 5. Time (Strength: Reroll Conflict 1 time a session) |
| 6. Burning (Strength: Hazardous to touch) | 6. Sagittarius (Strength: Harms from cover) |

Desires

- | | |
|---|--|
| 1. Gluttony (Directive: “Feed me”) | 1. Envy (Directive: “Give me”) |
| 2. Vindication (Directive: “Pay me”) | 2. Vanity (Directive: “Worship me”) |
| 3. Loneliness (Directive: “Touch me”) | 3. Timidity (Directive: “Get away from me”) |
| 4. Inadequacy (Directive: “Obey me”) | 4. Boredom (Directive: “Entertain me”) |
| 5. Destruction (Directive: “Fall before me”) | 5. Pride (Directive: “Hear me”) |
| 6. Sadism (Directive: “Cry for me”) | 6. Delusion (Directive: “Don’t tell me”) |

For example, a roll of 3-5, 1-4, 2-1, and 5-6 would create the highly-sadistic God Spider, modeled after mythological figures such as Arachne and Anansi, charged with hunting the Users’ characters. They create “webs” by ensnaring their target’s loved ones, putting them in vulnerable positions, before taking the enemy apart and cannibalizing their implants. Use the standard User character creation rules to create an enhancile character.

Feel free to choose from a different entry if you dislike what the dice give you, or create your own Creature Motifs, Plots, Qualities, and Desires.

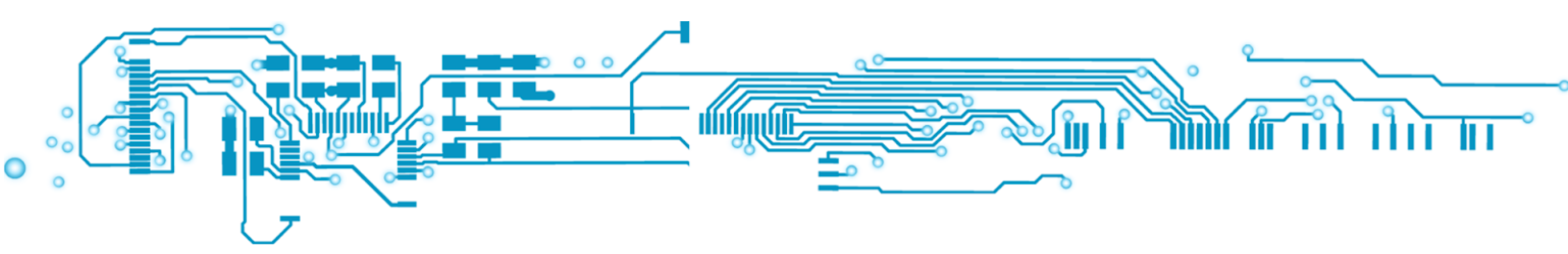
Lesser Antagonists

Aside from enhanciles - who serve as the monster-of-the-week - every villain needs a host of minions, toadies, mooks, and soldiers for them to command, dominate, befuddle, whatever. While these lesser antagonists are included to threaten the Users’ characters, remember that they are still people, with their own wants and desires. Whether controlled socially, economically, or politically by the ultracharters, they are still human beings. Some of them might have to die, but others might be shown mercy, or turned to the side of justice. Something to think about.

Detailed here are nine “species” of antagonist - one for each ultracharter - along with three variations on strength, with added flairs for distinction. Feel free to reskin any lesser antagonist to work for a different ultracharter, or just make up your own.

Lesser antagonists do not have Drives, only Practices and Executables, for they are influenced by their commanders/manipulators, and as such, use the antagonist enhancile’s appropriate Drive number for any Conflict needed. If there is not one, just assume 1 or 2.





Extra

Extras are the average rank-and-file. Valued only for their capacity to fill up a crowd, they are seen as the bottom of the hierarchy and basically nameless. But some have dreams or ambitions, and might well turn out to be exceptionally dangerous, if they tough it out...

Extras have 1 additional point in each category, with a maximum rank of 2. They have 1 Integrity, and whatever Peripherals appropriate to their station, but worth no Energy.

Lackey

A lackey is an extra that has survived, received some amount of training, and/or distinguished themselves. And with experience comes power. A gang of extras usually has a lackey as the top dog, second only to their follower (below) leader.

Lackeys start with 3 additional points in each category, capped at rank-3. They have 2 Integrity, and 1 Peripheral with 1 Energy.

Follower

You could see a follower as a sort of elite enemy, or a squad-leader of lackeys and extras. They are rather more effective than those they lead, but still no match for an enhancile. Their main purpose is to significantly challenge the Users.

Followers have 5 points in Practices and Executables both, capped at rank-4, 3 Integrity, and 1 or 2 Peripherals worth 2 Energy.

The following is a detailed list of lesser antagonists, starting with an ultracharter's typical extra. After that, notes on how to upgrade the extra to a lackey or a follower.

Extra: Influenza

Practices: Kinesis 1, Analysis 2, Semiosis 1

Ultracharter: Lotus Networks

Executables: Shoot 1, Throw 1, Kick 2

Integrity: 0

Description: You need to do whatever you can to get a following. Like putting on a surplus barebones combat exoskeleton and doing whatever crazy stunt you can think of.

Lackey: Bon V-Vantuber

- Kinesis +1, Analysis +1; Throw +1, Kick +1; Integrity +0
- **Peripherals:** *Ruogang Ballistic Plating* (+1 dice to resist physical damage)

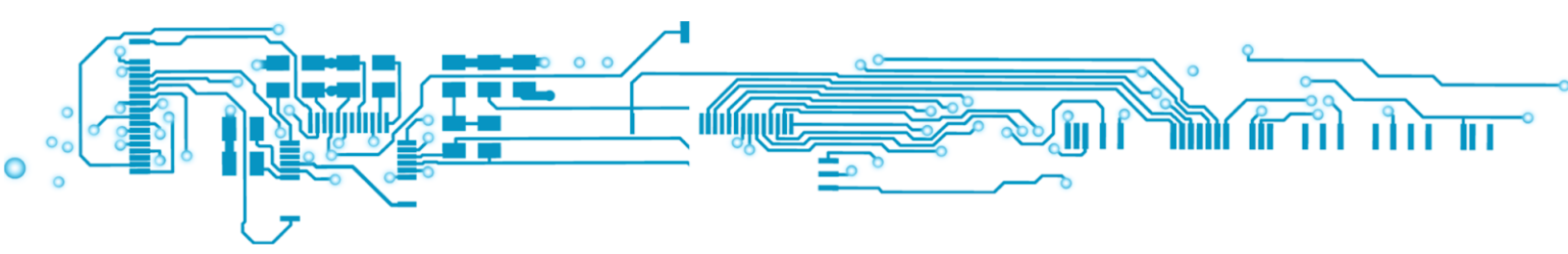
Description: The Bon is more savvy. Not only have they armored up their shells, but they also hide their identities behind digital avatars that hide their true identities.

Follower: Web-Redder

- Kinesis +2, Analysis +3; Throw +2, Kick +3; Integrity +00
- **Peripherals:** *Ruogang Ballistic Plating* (+1 dice to resist physical damage); *E-12S Valkyrie Heavy Rifle* (+1 dice to heavy combat shooting situations)

Description: They've made it as a “网红,” Redders can stream as their true names and faces, and if anyone wants to make an issue out of it, well, you've got these here big guns.





Extra: Talentless Scout

Practices: Kinesis 1, Analysis 1, Semiosis 2

Ultracharter: Conflux

Executables: Shoot 1, Throw 2, Kick 1

Integrity: 0

Description: Prowls the streets of any major city (particularly Los Angeles) to find vulnerable young people with stars in their eyes. Trained in wrestling.

Lackey: Poaching Prospector

- Analysis +1, Semiosis +1; Throw +1, Kick +1; Integrity +0
- **Peripherals:** *Big 'ol Wad of Moolah* (+1 dice to convince with bribe)

Description: The hunter is more experienced, and now knows how to break down the defenses of not just the young and vulnerable, but the more reserved and guarded.

Follower: Godheadhunter

- Analysis +2, Semiosis +3; Throw +3, Kick +2; Integrity +00
- **Peripherals:** *Big 'ol Wad of Moolah* (+1 dice to convince with bribe); *'Shepard' Combination Mancatcher / Polearm* (+1 to pulling targets away physically)

Description: The ultimate form of the Scout. No longer searching for volume, now targets established talent to convince them to join other companies, by hook-or-crook.

Extra: Futurist Trader

Practices: Kinesis 1, Analysis 2, Semiosis 1

Ultracharter: CrackleCorp

Executables: Shoot 1, Throw 1, Kick 2

Integrity: 0

Description: Despite the name, while they do handle futures contracts, they also handle debt and indentured servitude contracts. A boxer in their youth.

Lackey: Doom Dealer

- Kinesis +1, Analysis +1; Shoot +1, Kick +1; Integrity +0
- **Peripherals:** *What You Owe* (Increase tier of Miracle by 1 when intimidating others by summoning their debts out of thin air)

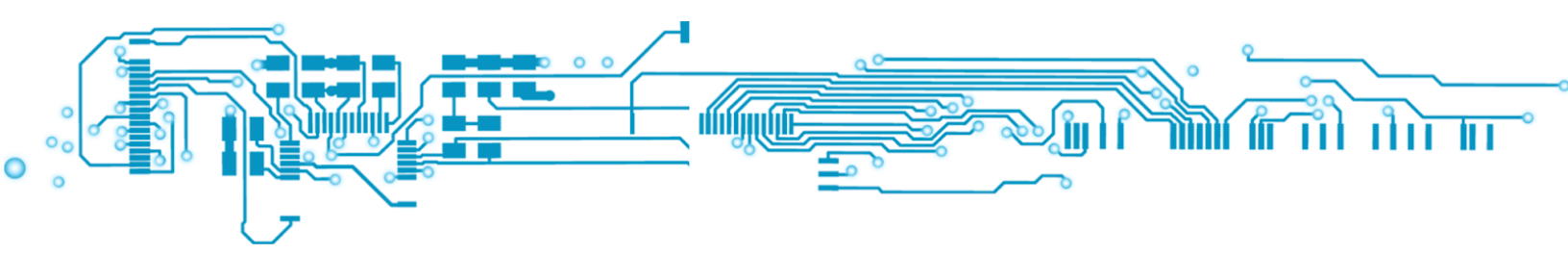
Description: Weathering years of dehumanizing others and threats on their life by disgruntled workers and their families has made them dangerous in all arenas.

Follower: Death, the Salesman

- Kinesis +2, Analysis +3; Shoot +2, Kick +3; Integrity +00
- **Peripherals:** *What You Owe* (Increase tier of Miracle by 1 when intimidating others by summoning their debts out of thin air); *Phi-Ray Fists* (+1 dice when slugging it out)

Description: Two fists of iron and going straight to hell. Long hours poring over the literal lives of hundreds of human beings have made them morose and self-destructive.





Extra: Furious Farmhand

Practices: Kinesis 1, Analysis 1, Semiosis 2

Ultracharter: Maze LLC

Executables: Shoot 1, Throw 1, Kick 2

Integrity: 0

Description: Works the megafarm breadbaskets and rice bowls of the world. Big and stocky, but has a keen eye for organizing corporate functions and processes.

Lackey: Bluecollar Killer

- Kinesis +1, Semiosis +1; Throw +1, Kick +1; Integrity +0
- **Peripherals:** *Destroyer Scythe* (Scoring a hit with this, reduce Integrity by an additional 1)

Description: No longer used to work the farm, now guards it. A plasma-edged scythe can sever arms with but one slice. If that isn't scary enough, there's their bent hands.

Follower: Drudgeon Yor

- Kinesis +2, Semiosis +3; Throw +2, Kick +3; Integrity +00
- **Peripherals:** *Destroyer Scythe* (Scoring a hit with this, reduce Integrity by an additional 1); *'Rosacea' Hand Cannon* (Successfully defeat enemy with this, restore own Integrity by 1)

Description: A legend among the fields of gold and jade. Said to have sold their soul to the devil for an unbreaking back and a big gun. Can break a boulder with a single hit.

Extra: Stuntrooper

Practices: Kinesis 2, Analysis 1, Semiosis 1

Ultracharter: Leidian Group

Executables: Shoot 2, Throw 1, Kick 1

Integrity: 0

Description: The iconic Leidian Stuntrooper is dressed in tight full-body black uniforms with large belts and a bone motif. Your typical henchman with a gun.

Lackey: Shocksergeant

- Kinesis +1, Analysis +1; Shoot +1, Kick +1; Integrity +0
- **Peripherals:** *Plasma-Kukri* (+1 dice when trying to hurt someone else)

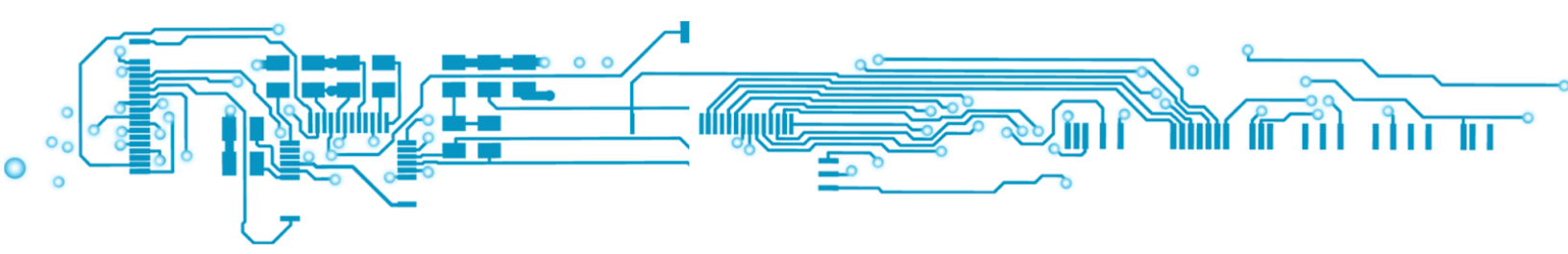
Description: Squads of 5 foot-soldiers are led by a Shocksergeant. Tough as nails. Being trusted with a Plasma-Kukri is proof of their accomplishments.

Follower: Stormcommandant

- Kinesis +3, Analysis +2; Shoot +3, Kick +2; Integrity +00
- **Peripherals:** *Plasma-Kukri* (+1 dice when trying to hurt someone else); *Lightning Gun* (Upon a successful hit, perform separate Conflict to injure another close by)

Description: 5 squads are overseen by a Stormcommandant. They have the foresight to coordinate and strike with the force of the thunderbolt.





Extra: Orbital Swabby

Practices: Kinesis 2, Analysis 1, Semiosis 1

Ultracharter: Astra Aeronautics

Executables: Shoot 2, Throw 1, Kick 1

Integrity: 0

Description: A bottom-rung off-duty spacer. Often travels in packs, roaming from bar to bar to prove how badass and tough they are by picking fights and drinking too much.

Lackey: Space Mariner

- Kinesis +1, Semiosis +1; Shoot +1, Throw +1; Integrity +0
- **Peripherals:** *Arm Prosthetic Minigun* (+1 dice to shooting a great many bullets)

Description: Lost their arm in combat and Astra replaced it with a gun. PTSD but doesn't understand it. Violence is all they know. Violence is all they have.

Follower: Squid Leader

- Kinesis +3, Semiosis +2; Shoot +3, Throw +2; Integrity +00
- **Peripherals:** *Arm Prosthetic Minigun* (+1 dice to shooting a great many bullets);
Space-Capable Flight Frame (Can fly; ignore what is on the ground)

Description: A living spacefighter-craft. Hardpoints on their armor allow the mounting of various ordinances, while a chip in their brain regulates the mental anguish.

Extra: Anointed Acolyte

Practices: Kinesis 1, Analysis 1, Semiosis 2

Ultracharter: PanTheon

Executables: Shoot 1, Throw 2, Kick 1

Integrity: 0

Description: Adherent of a dubious faith. What they do, say, think, and feel are tightly controlled. Will take any opportunity to get others to hear about the "right path."

Lackey: Chosen Minister

- Analysis +1, Semiosis +1; Throw +1, Kick +1; Integrity +0
- **Peripherals:** *Conversion Plug* (Upon touch, +1 dice filling computers with cult's ideas)

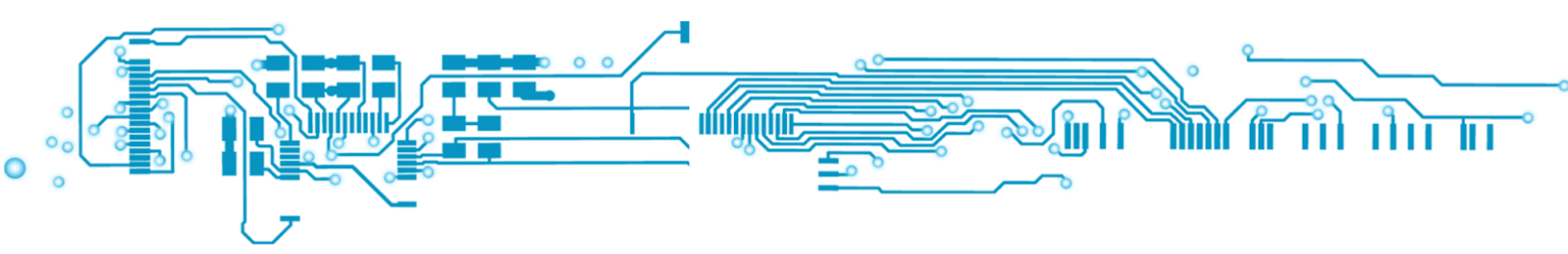
Description: Ministers are tasked with attracting new acolytes through their charisma. Often goes after the hurt and the vulnerable.

Follower: Destined Cleric

- Analysis +2, Semiosis +3; Throw +3, Kick +2; Integrity +00
- **Peripherals:** *Conversion Plug* (Upon touch, +1 dice filling computers with cult's ideas);
'Lector' Sound Array (Can always be heard, +1 dice to convince)

Description: Received special dispensation to open their own chapter of the religion. Founder of their own group. In the process of creating their own bullshit apocrypha.





Extra: Haywireman

Practices: Kinesis 2, Analysis 1, Semiosis 1

Ultracharter: Power Company

Executables: Shoot 2, Throw 1, Kick 1

Integrity: 0

Description: An apprentice technician for Power Company. Sent to do all the grunt work, like fixing wiring and breaking the heads of anyone who doesn't pay their bills.

Lackey: Circuit Breaker

- Kinesis +1, Analysis +1; Shoot +1, Kick +1; Integrity +0
- **Peripherals:** *Electroshock Prod* (Exchange harm for turn loss)

Description: A graduate into journeyman stage. Responsible for maintaining the local grid and deciding who needs to get hurt and when.

Follower: Trapezettrician

- Kinesis +3, Analysis +2; Shoot +3, Kick +2; Integrity +00
- **Peripherals:** *Electroshock Prod* (Exchange harm for turn loss); *Max Magno Pack* (can travel on vertical surfaces; when touched, enemy suffers an attack Conflict)

Description: The master of the high wire and the high voltage. Working so long under such hazardous conditions has crossed their wires a little.

Extra: Guardian Dog

Practices: Kinesis 1, Analysis 2, Semiosis 1

Ultracharter: Humane Sources

Executables: Shoot 1, Throw 1, Kick 2

Integrity: 0

Description: Under "house arrest," enforced with carceral implants that keep them in needlessly-small prescribed areas, sometimes as small as 5'-by-5'. Used as an attack animal.

Lackey: Stoned Lion

- Kinesis +1, Analysis +1; Throw +1, Kick +1; Integrity +0
- **Peripherals:** *Carbonalloy Wrist Pillory* (+1 dice when blocking close combat weapons)

Description: On so many drugs. The radio's on and the curtains are drawn. The billboards leer, like a daydream or a fever. This machine is bleeding to death.

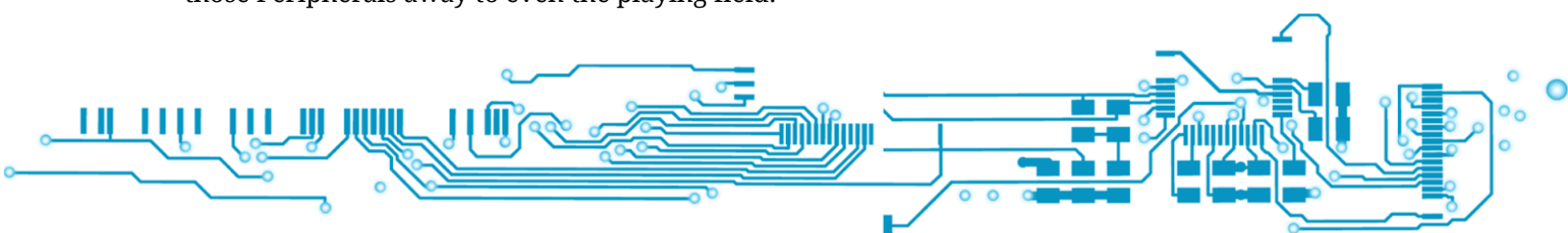
Follower: Oxface / Horsehead

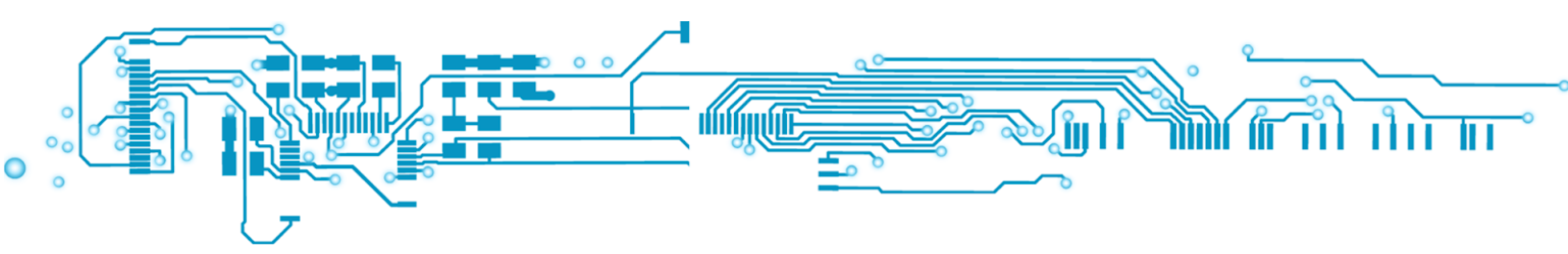
- Kinesis +2, Analysis +3; Throw +2, Kick +3; Integrity +00
- **Peripherals:** *Carbonalloy Wrist Pillory* (+1 dice when blocking close combat weapons); *Procedural Aggression Override* (+1 dice against attempts to calm down)

Description: Elderly and crazed survivor of "house arrest." Sees themselves as the warden of the kingdom of the damned. Territorial as a mother@#\$\$er.

Using Antagonists

A word of advice for Administrators: do not increase any stat more than what a User can already gain. Instead, give your antagonists more Peripherals and have them appear in greater numbers. This gives your Users the option to reduce those numbers, and the opportunity to take those Peripherals away to even the playing field.





Aesthetics and Themes

Transformation

Enhanciles tend to have at least two body configurations; one for dormancy and one for combat. While enhanciles may use their abilities in dormant forms, they must assume their war-forms **to do battle at all**. They must *transform*.

- **Administrators:** Ask your Users what their war-forms are like to the eye and to the touch. What the physical effects of transformation resemble. What happens to the environment? When soldiers shoot enhanciles nothing happens, so how pathetically do they scream? If they get their act together, they can distract; how valiantly do they conduct themselves?
- **Users:** Embrace toy-like aesthetics. Be as cheesy as you wish. Come up with catchphrases and theme songs and special poses and explosions. The key word is “operatic.” And when you transform, it’s raising the stakes to life or death; how does that make you feel?

Neo-Feudalism

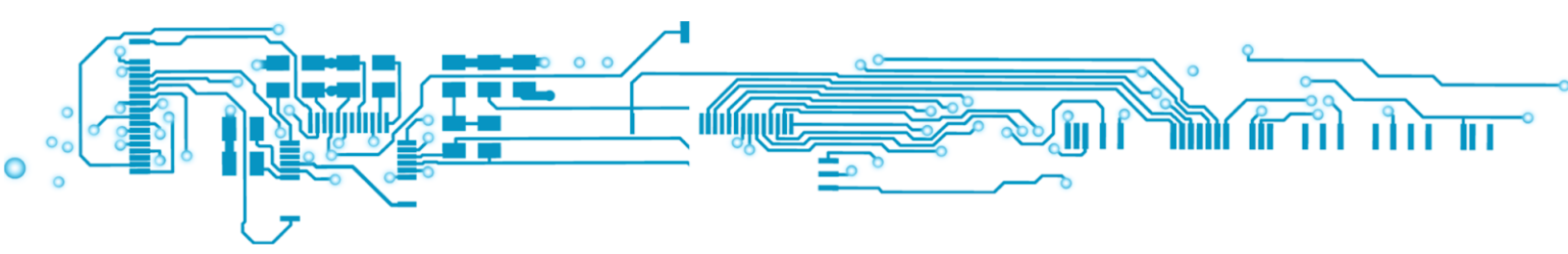
Feudalism was a system in which nobility held lands granted by a monarchy, while peasants lived on said lands and “repaid” their masters with allegiance, work, and the fruits of their labors. The world of *Commons Rider* operates similarly, but with the ultracharters owning not only the lands but also time, copyrights, and other legal powers.

- **Administrators:** How does any individual loyalist feel about fighting beneath an ultracharter banner? How are they rewarded, and how are they punished? How much medieval imagery would you like to incorporate into play?
- **Users:** The world is teeming with the monstrous. Not just enhanciles with striking appearances or big claws, but also humans trapped in amoral machines oppressing those below them in a bid to escape somewhere else up the wheel. You chose to walk away from your monstrousness to pursue once again the path of man. You’ll never be normal again. You will always be different. But how is each day a conscious choice to be a better thing? How do you make sure you don’t become an ultracharter thrall again?
- **Together:** While the ultracharters may ask their subjects to do monstrous things, secure finances and the insulation from consequence can be more than most can resist. What are some other methods that ultracharters use to hold over their monsters?

Credits

- **Inspirations:** *Kamen Rider*, *Transistor*, *Exalted the Alchemicals/Autochtonians*, *Exalted: Burn Legend*, *Robocop*, *Apocalypse World*, *Fellowship*, *Songs for the Dusk*, *Batman Beyond*, *Yakuza 7/Like A Dragon*, other aesthetical touchstones.
- *Commons Rider* is a hack of *Under Heaven*, *Underworld*, also by me.
- Cover originally by Muraeda Kenichi for *Kamen Rider SPIRITS* (仮面ライダーSPIRITS) (2001-2009); edited with the help of **Microsoft Paint** and [Font Meme](#).
- Border image courtesy of [PNG Tree](#) (computer circuit board png).
- Thanks to the hosts of the Cyberpunk by Asian Creators Game Jam (W.H. Arthur, Banana Chan, KiennaS, babblegumsam, nottrueindian) for prompting me to dust this one out of the toybox; and my friends up in the tree, who have always been helpful; and Natalie, for her work compiling the support tools.





Example Character: Informational Superhighwayman Dragonfly

"I have your data right here. Technician, failed comedian, robbery. One bad day and no mistake. But your choices? Selfish. Foolish. Laughable. It's so pathetic, it's kinda funny. Heh heh heh..."

Drives: Anger 3, Sorrow 1, Love 5

Practices: Kinesis 3, Analysis 5, Semiosis 1

Executables: Shoot 3, Throw 1, Kick 5

Ultracharter: Lotus Networks

Integrity: 000000

Energy: 4 Active, 4 Passive

System: *Beyonder Stealth Rig*

- **Beginner Tags:** *Signal, Shadow, Crash, Clock, Sting, Hack*
- **Intermediate Tags:** *Synaptic, Grappling, Echo, Dreg*
- **Expert Tags:** *Amplification, Detection*

Peripherals

- *Chrysalis Sheath.* Light-refractive mesh-suit with retractable memory-material wings. +1 when gliding through the air and +1 when trying to keep out of sight.
- *Dragonwing Daggers.* Diamond-tipped blades that can serve both as projectiles and close combat weapons. +1 when trying to do some precise damage.
- *Nest Server Telephony Receiver.* Wi-fi connections anywhere and everywhere courtesy of backdoor programming in all satellite launches. Always has internet access.
- *Drake Mobile Drones.* Short-ranged flight-capable visual-camouflaged flight-units and other dash-descriptors. Allows discrete sight over corners.

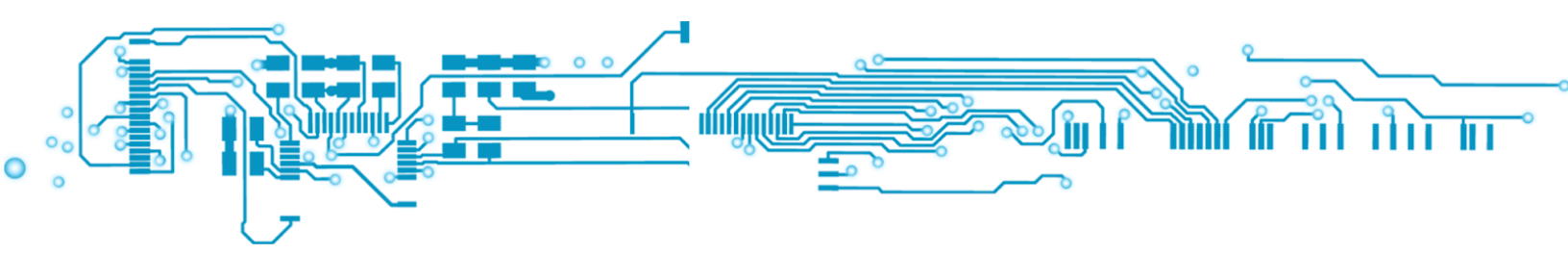
Directives

1. *"Speak truth to power and make Lady Justice see us"*
2. *"Take down Lotus Networks and all its companies"*
3. *"Pass my exams by-hook-or-by-crook"*
4. *[Classified]: "I want more than the Old Woman can teach"*

Reuben Huang was murdered by a gang of marauders; his teenaged son - Jamie - signs up with Lotus Networks to gain the edge needed to bring them to justice. However, after his alteration, Jamie learns that it was Lotus themselves who ordered the hit and cultivated the gang. A chance encounter during his escape brings him face-to-face with the retired bandit, saboteur, hacktivist, former Lotus enhancile, and Rider known as the Dragonfly. The old woman comes to his defense, drives away his attackers, and then chooses him to be her replacement.

Now with a new identity complete with electronic system baffles to pass as "baselined," Jamie Huang attends university in the day while training under the Dragonfly Emeritus while operating as the current incarnation. Battling apathy, greed, corruption, and the powers-that-be, the Dragonfly Emeritus has hope that the brash young Jamie will learn of courage, honor, and justice in time; if the stress of grades doesn't get him first.





Example Character: Solution Troubleshooter Doc Mara

*“Now you see me...now you can see nothing **but** me.”*

Drives: Anger 5, Sorrow 1, Love 3

Practices: Kinesis 1, Analysis 3, Semiosis 5

Executables: Shoot 5, Throw 3, Kick 1

Ultracharter: Conflux

Integrity: 000000

Energy: 3 Active, 5 Passive

System: *Oz Hard Light Projector*

- **Beginner Tags:** *Delude, Kiss, Veil, Mingle, Blind, Charm*
- **Intermediate Tags:** *Hallucinating, Ambushing, Luring, Mimicking*
- **Expert Tags:** *Fantasy, Thousand-Faces*

Peripherals

- **Pocket Laser Pistol.** A small but powerful and accurate sidearm that causes light to lase at wavelengths outside the detection range of the unenhanced human eye. +1 dice when trying to shoot someone who isn't looking, +1 dice when shooting accurately.
- **RTA Pheromone Diffuser.** While the human sense of smell is much weaker than many other creatures in the kingdom, it can still make the difference in a social situation. +1 dice when trying to affect someone else's mood in a provocative way; desire, lust, fear, so on.
- **'Dvarapala' Force Field Caster.** For when you need to switch green lights to red lights; invisible but only capable of making the simplest of shapes. +1 dice when trying to stop someone in their tracks or something from moving.

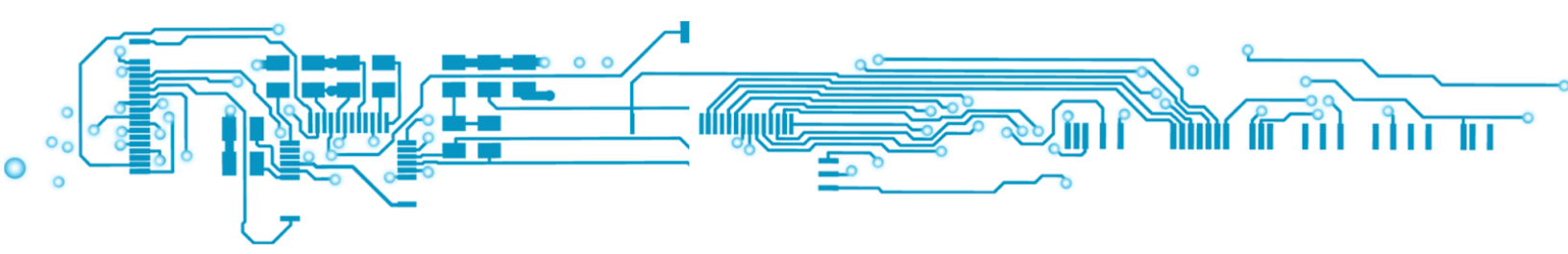
Directives

1. *“Destroy Conflux and their amoral mechanisms”*
2. *“Help those victimized by the media machine”*
3. *“Upgrade and improve my own enhancements”*
4. *[Classified]: “Make the CEO suffer greatly”*

Not much is known about the infiltrator, assassin, subversive, vigilante, and escape artist known as Doc Mara. Their true face and appearance has never been seen, their background unknown. They are clearly enhanced, filled with holographic projectors, scent diffusers, sound modulators, and hard light generators. What is known is that they are a master of illusion and disguise, impersonating key conglomerate figures so that they may be abducted, assassinated, seduced, or blackmailed with evidence of their misdeeds. They have appropriated and redistributed not only resources and commodities (like crypt and food) but also technological secrets, sourcing it to public citizens with the intent of encouraging them to set up their own co-op businesses to eat at ultracharter profits. The ultracharters are the ultimate problem, and Doc Mara is systematically solving it with a thousand approaches.

Mara's calling card sports a stylized demon face, somewhat reminiscent of the Rangda masks of the Bali islands, or of depictions of the wrathful bodhisattva Yamantaka. When taking credit for their deeds, they affect the appearance of a tall and androgynous dark-skinned and dark-haired person. It can be assumed that Conflux would have enhanced this person to provide special effects for the conglomerate's many, many movies and television productions.





Example Character: Dreamjacker Yeyou Shen

“At any moment, I could wake up from this nightmare. But until then, I will choose to do right.”

Drives: Anger 5, Sorrow 1, Love 3

Practices: Kinesis 3, Analysis 1, Semiosis 5

Executables: Shoot 5, Throw 1, Kick 3

Ultracharter: CrackleCorp

Integrity: 000000

Energy: 4 Active, 4 Passive

System: Superliminal Somna-Sculptor

- **Beginner Tags:** Walk, Mask, Flow, Weave, Angle, Daze
- **Intermediate Tags:** Moonbeam, Changing, Beguiling, Gossamer
- **Expert Tags:** Dimension, Nightmare

Peripherals

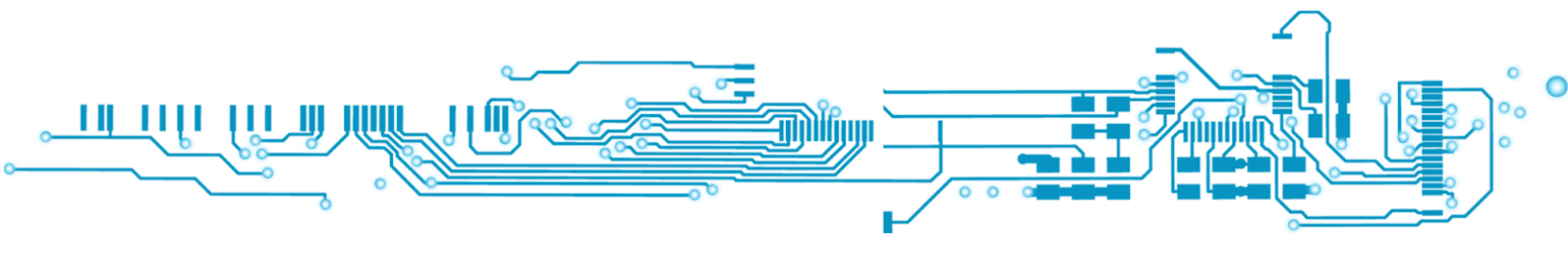
- *Mercurian Messenger Bag.* In the material world, it contains a minifabricating 3D printer to assemble instantly almost any inanimate object; in the dream, it just produces items from nothing because that's narratively convenient.
- *Sleeper Silencer.* Shoots instant tranquilizing darts or regular bullets; in either case, completely quiet. +1 dice to incapacitate another either lethally or otherwise.
- *Broken Compass.* All Dreamjackers need a personal reassurance that the current world is the true reality; compasses *should* point north, but this one never will. +2 to resisting having their mind changed; in the dream, it always points to the exit.

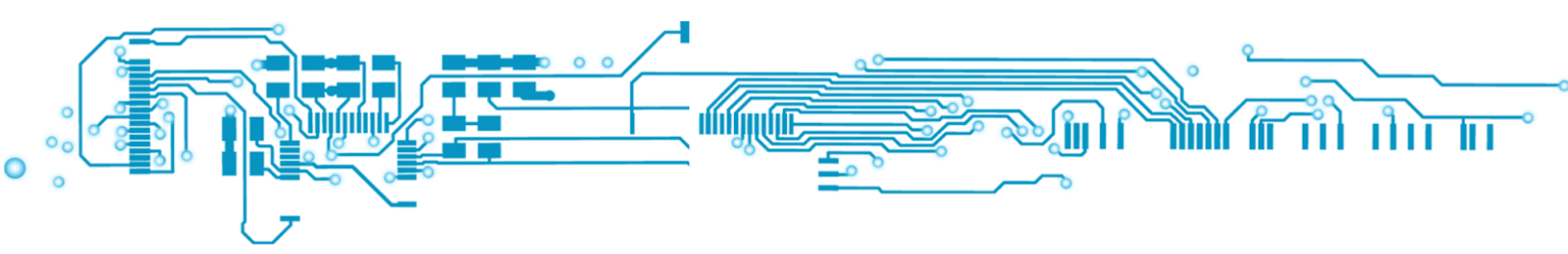
Directives

1. *“Sabotage CrackleCorp at every turn”*
2. *“Bring my team home safe every time”*
3. *“Run the mission, don't get caught”*
4. *[Classified]: “Come home one day”*

Dreamjackers are a proprietary enhance style for CrackleCorp and one of their great sources of power. Using their built-in brainwave transmitters and computerized brains, they can inhabit the minds of their targets as they dream, for as long as they dream. While in those shared hallucinations, as trained lucid dreamers, Dreamjackers have some control over the mindscape, calling up information that is stored somewhere in the subconscious, conjuring nightmares or fantasies to plague or indulge the dreamer, or any number of things. However, the more a jacker changes overtly, the more unconvincing the dream becomes, which may cause the destruction of the REM state. And then there's the danger of encountering natural lucid dreamers...

Yeyou Shen (literally, “god that goes by night”) is one of CrackleCorp's Dreamjacker team leaders. Like many of his kind, his family is kept in comfortable hostage to ensure loyalty to CrackleCorp. However, five years ago, he was contacted by a mysterious Commons group that proved good faith by weakening the hold the ultracharter kept on his kin, and recruited him to their cause. Now, as he leads executive tourists down the dream safari, as he injects into a target's head to find a location or a bank key or some incriminating evidence, as he plans another run into hostile territory and picks his team members, Yeyou Shen is trying to find ways to undermine CrackleCorp's powers and protect the people caught up in it. He's never been so happy.





Example Character: Free Lancer Bastion

"I always knew...deep down, even after I stopped getting hungry...there was only one thing I still wanted to eat. I just wish it wasn't @\$%ing corn."

Drives: Anger 3, Sorrow 5, Love 1

Practices: Kinesis 5, Analysis 3, Semiosis 1

Executables: Shoot 3, Throw 1, Kick 5

Ultracharter: Maze LLC

Integrity: 000000(00)

Energy: 5 Active, 3 Passive

System: Bunker Body Fields Array

- **Beginner Tags:** Spark, Thrust, Lock-On, Charge, Jam, Mix
- **Intermediate Tags:** Fresh, Extreme, Zenith, Triumphant
- **Expert Tags:** Unrivaled, With the Cherry on Top

Peripherals

- **Jade-Rice Spear.** A long pole with a very sharp cob of corn at the end; the kernels can be discharged as a cluster-bomb. -1 Energy cost when using Functions, minimum 1 Energy.
- **Combine Cream Casque.** Wearable smartarmor of carbonsteel plates riveted beneath green kevlar; the rivets also resemble corn-kernels. 2 additional Integrity slots.

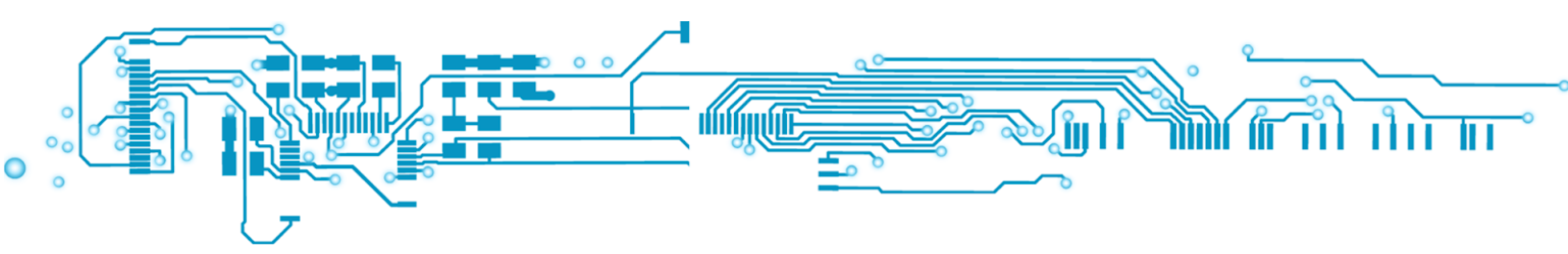
Directives

1. "Do not fight other Riders"
2. "Protect others I can reach with everything I have"
3. "Believe in others, but verify"
4. [Classified]: "What kind of god shall I be?"

Kevin Peeler had just turned twenty when he, his friends, and some other young people from his neighborhood who were definitely *not* his friends were given an offer; join the Lancer program, receive experimental surgery, incredible power, riches, and celebrity as a corporate mascot for a produce company. Four of them were the first wave; Bastion, Longxuan, Marquis, Moon. Then more signed up, eager to buy what they were selling. Nobody looked too hard at the fine print. Kevin had never even *heard* of Maze LLC. He didn't know what he was getting into.

A year later, Bastion was the last Lancer standing, sole survivor, and Warlord of the Mascot Wars. All they were was supersoldier proxies for a corporate civil war within the conglomerate, wrapped in toy-like marketing, and Maze built him to be their supreme champion. Dozens dead by his hand, some of them friends. While he didn't particularly like the others, they didn't deserve to die, let alone suffer as miserably as they did. He never wanted things to end like this. What's more, the experimental bioenergetic technology they implanted in him gave him even stranger powers and senses. Now on the run, lost in the labyrinth of corn, hunted by Maze enhanciles, Free Lancer Bastion fights for justice and maybe to find his place in the world.





Example Character: Dust Devil Machine Anticyclone

*"I am the Emissary of Hell. Your God of Death, the Grim Reaper here for you.
A justice-warrior sent by nature itself. You can call me Anticyclone."*

Drives: Anger 3, Sorrow 5, Love 1

Practices: Kinesis 5, Analysis 3, Semiosis 1

Executables: Shoot 3, Throw 1, Kick 5

Ultracharter: Leidian Group

Integrity: 000000(O)

Energy: 4 Active, 4 Passive

System: Hellraising Storm Apparatus

- **Beginner Tags:** Jump, Reversal, Tailspin, Chop, Spark, Drive
- **Intermediate Tags:** Synchronized, Double, Rocking, Progress
- **Expert Tags:** The End, Extreme

Peripherals

- *Machine Chaser Hypercane.* High-performance motorcycle; armored and able to run on water. +2 dice when ramming opponents on the open road.
- *Professional Tector.* A "second skin" wearable exoskeleton that plugs into the wearer's implants. +1 when moving at great heights and speeds, 1 additional Integrity slot.
- *Gale Ray Gun.* Retro-style energy direction munition; kinda resembles a hairdryer.

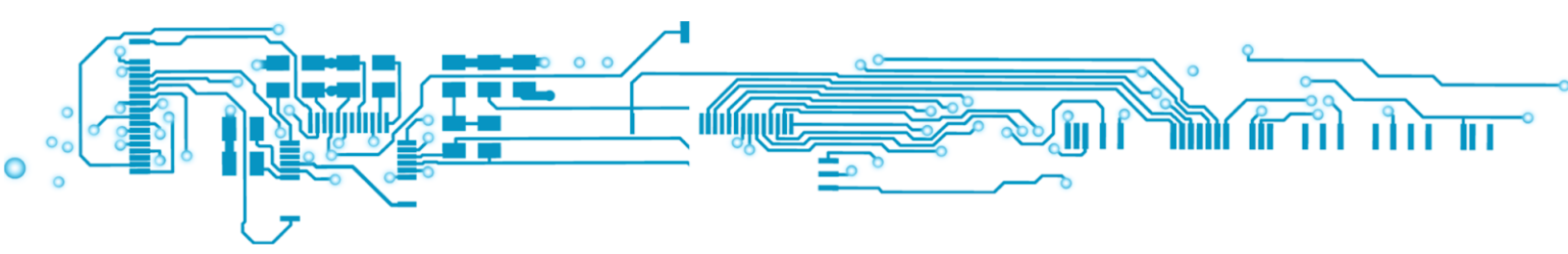
Directives

1. "Protect the freedom of all mankind"
2. "Fight against the evil ambitions of Leidian"
3. "Never reveal the man beneath the mask"
4. [Classified]: "Am I cursed to live like this for the rest of my life?"

"We have successfully retro-engineered and improved upon the rumored perpetual motion engine. Mass-production is under way. By moving at high speeds, air pressure acts upon the chassis, allowing the combatant to absorb eolic energy. Ally this with the special capabilities of our enhanced exoskeletons -- strength-cubed, damage resist level-23, and absolute speed options. Thought-controlled personnel transport, battering ram, and eolic generator. It all adds up to an unbeatable warrior, bodyguard, protector, and defender. Yours, at a reasonable price..."

So goes the marketing pitch for the Cyclone Soldier, a line of enhanciles the Leidian Group intended to sell to their rivals/allies in the ultracharters. But mysteriously, things started to go wrong. Machinery ceased to function, gummed up by household products in the right places. Shipping delays became cancellations. When they finally caught the rogue scientist and terminated his employment, the entire plant was on fire and all the product was destroyed. All but one, it seems, for a being calling themselves "Anticyclone" was sighted sabotaging Leidian factories and dispatching staff. The fight goes on...





Example Character: Captain Dracaena Yue @ Selfcraft Bridge-of-Heaven

"The tourney has yet to claim a single life. Let's see if we can change that. Let's see if it'll be mine."

Drives: Anger 1, Sorrow 5, Love 3

Practices: Kinesis 3, Analysis 5, Semiosis 1

Executables: Shoot 3, Throw 1, Kick 5

Ultracharter: Astra Aeronautics

Integrity: 000000

Energy: 5 Active, 3 Passive

System: Blade Sciences Gravi-Tide Reactor

- **Beginner Tags:** Cannon, Shine, Drill, Crush, Heat, Finger
- **Intermediate Tags:** Erupting, Memorial, Serene, Skyshocking
- **Expert Tags:** God, Love

Peripherals

- **Beam Lancer.** A long polearm that releases constantly-moving energized gravitons into a diamond shape through solid light fields; the *Bridge-of-Heaven* carries a giant-sized version. +2 dice when engaging in a stylish duel with someone else.
- **Saotome Motion Trace Suit.** Worn beneath the clothes, allows the selfcraft to mimic crude motions, such as punching or headbutting or vulcan cannon volleys; weaved from carbon nanofibers. Use 3 Energy to apply all "attacks" to everyone in the scene.

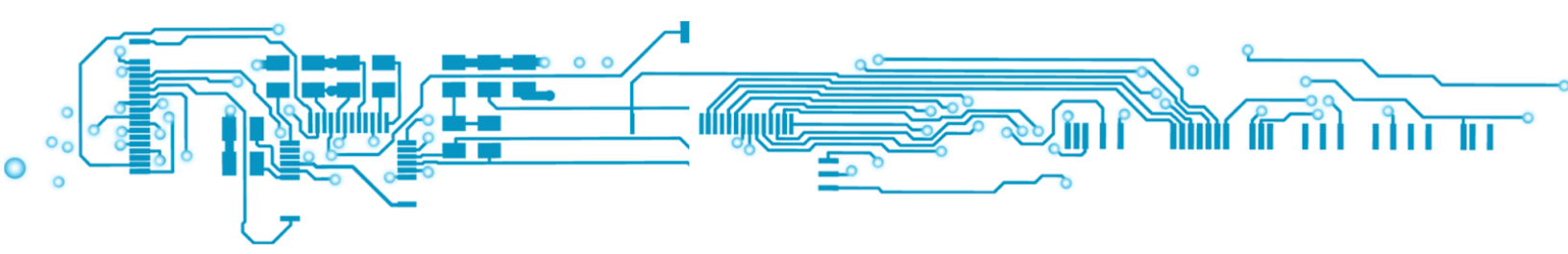
Directives

1. *"Connect and communicate with other fighters through lasers and tides and fists"*
2. *"Fight like plastic toys do, without trying to win"*
3. *"Adhere to the letter of the rules of the tourney; flout it at every opportunity"*
4. *[Classified]: "Be who I want to be, morally"*

Life in space is dangerous. Over a decade of astronauts, cosmonauts, and taikonauts coming back with debilitating cancers and gravity-warped limbs has cemented this fact in the public eye. To make people believe otherwise and eventually colonize the local solar system, Astra Aeronautics funds, organizes, and promotes the Torneo de la Rosa ("Tournament of the Rose"), a tourney where giants of metal and plastic (known as "selfcraft") do colorful battle with each other, lighting the skies with missiles of light, cosmic explosions, and soul-electricity. Their pilots - known as "Captains" - are a combination of popstar, supersoldier, and professional wrestler, performing "real" acts of incredible violence but protected from death by safety measures like the Kwiksaver Cockpit Bubble. And between bouts, makeup and minor cosmetic surgery is applied to make them presentable for televised interviews.

Dracaena Yue is tired of it all. Representing earth's lunar colony, she has won the Espada de Espinas ("Sword of Thorns") and Corona de Pétalos ("Crown of Petals") three times each. Feared by all and known intimately (in the bedroom) by many, Dracaena has accolades aplenty and more than enough laurels to rest on. However, what she wants is an end to the hypocrisy. The love of the fight, the connection; that's still there. But she and others on the circuit are fighting an endless and bloodless war to entertain the masses while her metaphorical siblings die on terra firma. For now, the captain of the *Bridge-of-Heaven* bides her time and waits for her moment.





Example Character: Mecha-Messiah Maitreya / Great Devil King Man Kuhli

“O bhikkhus, listen now! / Resist those who command you / to perform the ten non-virtuous deeds.”

“What place do we devils have in the Pure Land? None, but that which we claw for ourselves!”

Drives: Anger 1, Sorrow 3, Love 5

Practices: Kinesis 3, Analysis 1, Semiosis 5

Executables: Shoot 5, Throw 3, Kick 1

Ultracharter: PanTheon

Integrity: 000000

Energy: 4 Active, 4 Passive

System: Particle Tunnel Cortex

- **Beginner Tags:** Spiral, Ray, Roar, Meteor, Wheel, Mantra
- **Intermediate Tags:** Million, Resplendent, Scanning, Luminous
- **Expert Tags:** Exalted, Nova

System: Malfeasance Memory Library

- **Beginner Tags:** Arrow, Ear, Beam, Eye, Cut, Chop
- **Intermediate Tags:** Tainted, Skinning, Chanting, Spiteful
- **Expert Tags:** Tyrant, Epicenter

Peripherals

- **Photo-Voltaic Mantle / Kaiser Glider.** Converts sunlight to electricity; in Maitreya form, it takes the form of red flowing kasaya robes; in Kuhli form, it unfurls into great and sharp crimson wings. Always has 2 Energy when in sunlight; or, 1 Energy and the ability to fly.
- **Thousand-Petaled Brow / Eye of All Evil.** A gem in the crown chakra of the golden mask or solar emitters behind the “eyes” allow the discharge of super-hot solar beams in an offensive fashion. +2 to ranged attacks when using solar energy.
- **Sibling Rebirth Husk.** Maitreya/Kuhli is 95% enhanced; all but their brain and eyes; to pass as baseline, they don a cloned-flesh exoskin replete with body hair, which attach to thousands of micro-hooks located on their actual exoskeleton. Can near-instantly transform from Maitreya to Kuhli and vice-versa; can use 5 minutes to appear human; Maitreya has Shoot 5, Throw 3, Kick 1 but Kuhli has Shoot 1, Throw 3, Kick 5.

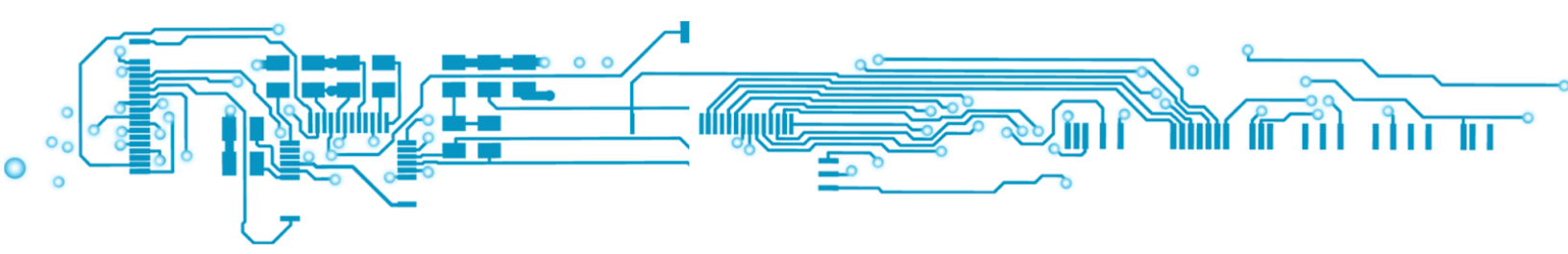
Directives

1. *“I was made to end the world; I must preserve it as best I can”*
2. *“The ultracharters want to reap the apocalypse for profit; I will make it unprofitable”*
3. *“I cannot pass as human; I shall wear both masks to further my goals”*
4. *[Classified]: “The narrative resists me; I want to find my way through it”*

In Buddhist eschatology, it is said that in the future, inequality, strife, depravity, greed, and conquest will fill the world. But when evil’s reign seems at its most absolute, the final Buddha will be born; Maitreya, friend to all living things. He will be opposed by the demon-king Kuhli, the confusion. But in the end, Maitreya will triumph, and a golden age will be brought about.

The person known both as Maitreya and Kuhli is messiah and devil-king both, a hapless subject enhanced to PanTheon’s specifications. They have no past to return to. Unlike most enhanciles, they don’t even have a “human” form. Maitreya/Kuhli has rejected the role they were built for, running from the ultracharter and the law, but PanTheon continues to use their Semiosis to spin sightings into their own agenda. There is no escape, only liberation by force.





Example Character: Champion of the People Victorious

“The Machine will try to bring you down, and I’m not talking about the devices and tools in our bodies. It will try, and we can’t let it.”

Drives: Anger 3, Sorrow 1, Love 5

Practices: Kinesis 3, Analysis 5, Semiosis 1

Executables: Shoot 3, Throw 5, Kick 1

Ultracharter: Power Company

Integrity: 000000

Energy: 5 Active, 3 Passive

System: Prometheus Grid Arsenal

- **Beginner Tags:** Craft, Forge, Blast, Whip, Piston, Geyser
- **Intermediate Tags:** Hydraulic, Attracting, Reinforcing, Rebooting
- **Expert Tags:** Manufacture, Cyclone

Peripherals

- **Supersonic Amplifier.** Playing disco at 160 decibels from the shoulder-speakers can cause permanent hearing loss, but static at 500 in a directed beam? Now *that’s* a cannon. +1 to attacking at range or distorting sound; you can always be heard if that is wanted.
- **Man-Machine Connector.** Retractable tendrils in the forearms and inner calves tipped with omnicompliant jacks. Allows direct and personal merger with any computer system.
- **Megaton Hammer Fist.** Memory-metals allow the reshaping of one’s limb into simple shapes; but for nail-shaped problems, there’s always this. +2 to crush and destroy.

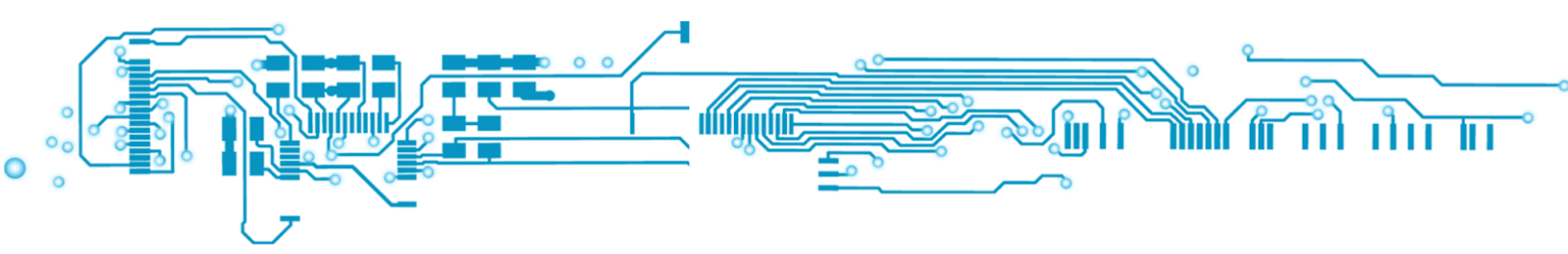
Directives

1. *“Protect the people by any means necessary”*
2. *“If we had more money we would have that much more freedom”*
3. *“Avoid Power Company operations, personnel, and products”*
4. *[Classified]: “Explore the link between humanity and the systems we built”*

Victorious (birth name withheld) is the poster-boy for cybernetic enhancement. With his strong-jawed good looks made intriguing with a chromed half-face-mask, sleek shiny chassis that accentuates his athletic physique and toned arms, and keen intellect trained by top universities, Victorious adorns many a poster pinned on office cubicles, child bedrooms, and factory walls. He’s also a social justice warrior, campaigning for ecological reform, better wages, equitable work conditions, and many more. Victorious is also a combatant, using his many weapons to put down rampaging ultracharter experiments and protect the common people.

If there is anything that could complicate Victorious’ life as a hero, it would be the secret accord he has with Power Company, his benefactors and enhancers. It goes like this; we provided you with your enhancements to save your life; you can do whatever you want, but you cannot interfere with Power endeavors; if you do so, we will punish you; if we cannot punish you, we will punish your family; if you take out a target we wanted - like we originally enhanced you for - you will be rewarded. While that suits Victorious just fine - there *are* eight other targets - over the years he has borne first-hand witness to the many bed-partners Power has and still has, and that ever-complicated web of punishments and incentives cancelling each other out has put a damper in his usually-boisterous personality. Victorious’ life is a pressure cooker, about to blow.





Example Character: H.S.S. Regulator 001

*"Catalogued in database as: Biological: Human: Enhanced: Dishonorable
Discharge: Mass Homicide: Sadist. Appending categories: Little Asshole: **Slime.**"*

Drives: Anger 1, Sorrow 5, Love 3

Practices: Kinesis 5, Analysis 3, Semiosis 1

Executables: Shoot 5, Throw 3, Kick 1

Ultracharter: Humane Sources

Integrity: 000000(OO)

Energy: 5 Active, 3 Passive

System: A55U Suspect-Targeting Ballistic Processor.

- **Beginner Tags:** Grid, Shock, Impact, Ricochet, Sonar, Spin
- **Intermediate Tags:** Infrared, Titanium, Responsive, Burstfire
- **Expert Tags:** Calibrate, Incapacitation

Peripherals

- **SL-EX Lawgiver.** A heavy-duty pistol-style firearm that fires tungsten-tipped rounds; housed in a cavity in the thigh. +2 dice when shooting with accuracy and/or speed.
- **Chromium Mesh Shell.** Protects the soft parts inside. 2 additional Integrity slots.
- **Meguro Goketsu C-1.** Carbon-fiber high-performance motorcycle; connector ports compatible with enhancile physiology.

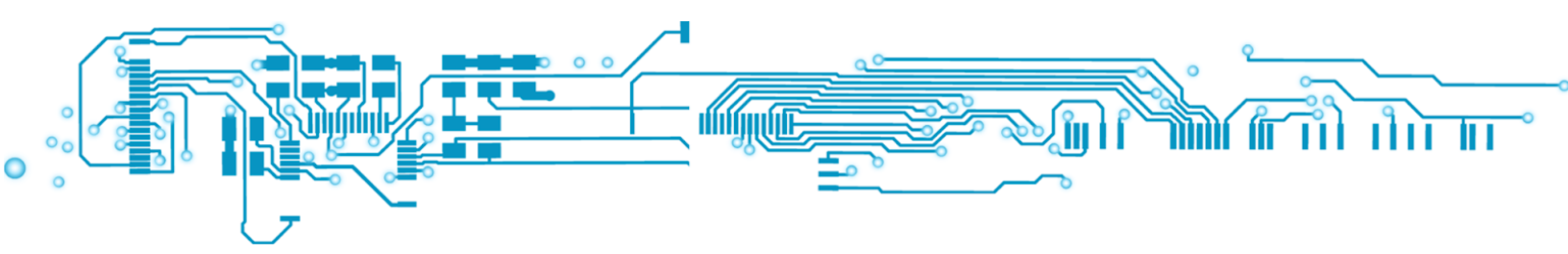
Directives

1. *"Fight for what is understood to be right"*
2. *"Defend the innocent; punish the guilty"*
3. *"Serve the dharmas of the land"*
4. *[Classified]: "Do not turn arms against a brother officer"*

In the future if 207X, municipal law enforcement is entirely militarized. "Martial law" is the norm. In their ranks are two classes of human: commissioned police officers, part of the hierarchy, commanding and coordinating those below them, growing fat and rich through ultracharter funding, effectively a warrior aristocracy. And then there are the police servicemen, drawn from the ranks of the hundreds of millions of felons in the world, made to do every little brutal and dangerous police act while their superiors are insulated from consequence. They are barely paid. They are hated by the law and criminals alike. Their lives are cheap.

Nelson Beihan was one such felon, serving in his city's penal battalion. A model combatant, after being killed in combat, his remains were used in a joint ultracharter operation to create the perfect police serviceman, superhuman and merciless, totally loyal to them. They constructed him as H.S.S. ("Humane Sources Service) Regulator Unit 001. However, their neurolytic dehumanization technology failed to take, and now the machine - or the man - calling himself "Beihan" is now at large, searching for his family.





Example Character: Beautiful Monkey King

“Come at me, bro! You know you can’t catch me. Why? Because I’m the Beautiful Monkey King! I beat demons, drink immortality, and pissed in Buddha’s hand! And here is a poem to prove it:”

Drives: Anger 3, Sorrow 1, Love 5

Practices: Kinesis 5, Analysis 1, Semiosis 3

Executables: Shoot 1, Throw 3, Kick 5

Ultracharter: None; the Commons

Integrity: 000000(O)

Energy: 3 Active, 5 Passive

System: Somersault Fog Vent

- **Beginner Tags:** *Dance, Confuse, Distract, Refract, Tail, Tumble*
- **Intermediate Tags:** *Cooling, Mocking, Panicked, Sweeping*
- **Expert Tags:** *Peaches, Bliss*

Peripherals

- *Agni-Rudra Disks.* Motorized inline skates make you very fast. +1 dice to Conflicts of speed against opponents on the road and the ground; can switch to hover mode.
- *Second Son Celestial Armoring.* Lightweight carbonsteel scales protect the body against small-arms fire and physical trauma. +1 dice to dodge; 1 additional Integrity slot.
- *Thousand Arms Actuator Rig.* An array of many micro-manipulator waldoes roughly 3cm wide each; can collapse into a cape for dramatic effect. Reduce a Mistake by 1 tier when attempting a Conflict that requires doing two things at once.
- *As-You-Will Staff.* Long metal rod; nigh-unbreakable and telescopic. +1 dice when striking someone and taking advantage of its variable length.

Directives

1. *“Fight demons, break chains, save the penitent”*
2. *“Shock and awe to test the character of all I meet”*
3. *“Play your cards close because I cannot trust too deeply”*
4. *[Classified]: “I am a demon myself and I can never forget that”*

Hundred Ghosts Night Parade Street (百鬼夜行街), also known as “Ghost Street,” an abandoned tourism district once populated by entertainment-class enhanciles designed to resemble the gods, devils, demons, and monsters of Chinese mythology. Nearly torn down by automated urban renewal, its inhabitants junked and destroyed like so many broken-down toys. That is, until a gang of young squatters moved in, known as the Wind-Fire Wheels. Like the Bullet Club before them, one of their number volunteered to be enhanced. And so was born the Beautiful Monkey King. Or just “Beautiful.” He says that one is a reference to an old TV show.

Together with Beautiful, the Wheels provide sanctuary for enhanciles and other employees on the run, sheltering them in and beneath one of Ghost Street’s many ruined temples. While they have little in the way of resources or allies, the Wheels are to a one cunning, determined, and resourceful. Like the sacred trickster-deity that is his inspiration, Beautiful hoodwinks physically superior opponents with wordplay and insults, feints with misdirection, and ambushes under the cover of clouds and mist generated by the Somersault Fog Vent.

All hail the Monkey King.

