

CITIZENS DIVIDED

A ROLEPLAYING GAME
ABOUT LIFE AMONG THE
NINETY-NINE PERCENT



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It is only a game.
Nothing in here is real.
If you cannot handle that:
Don't play.
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NINETY-NINE PERCENT

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citizens divided

A roleplaying game about life among the ninety-nine percent.

SETTING

50 years from now, in 2068, the western world is in crisis. Multinational corporations swelled to critical mass in the early 21st century, seizing the vast majority of wealth, political power and control. In 2050, the economy crashed, as the wages of the working class, the 99 percent, fell so far into poverty that revolution erupted. Many skyscrapers

that housed these multinational corporations were raided. Executives were executed. Military forces were mobilized to quash the rebellion, leading to more bloodshed and mistrust between the proles and the corporates. Entire cities fell, becoming slums with little to no infrastructure.

As of 2068, the war is considered to be over, but the tensions between corporates and proles have not subsided. Some say that the corporate divide is even worse than it was prior to the Crash of 2050.

MULTINATS

The term "multinat" refers to any multinational corporation. In the early 21st century hundreds of corporations achieved multinat status as companies sought the most attractive tax shelters for their bases of operations, the cheapest workforces for their labor, and the most profitable markets to peddle their wares. Capitalism became the global norm and countries who had previously existed under strict state rule began opening their borders to corporate entities...and profits.

Though mergers, consolidation and massive corporate entities were nothing new by this time, the early 21st century saw multinationals begin to cannibalize one another with incredible frequency. By the mid 2020s the number of multinationals had fallen to twenty as larger companies absorbed, acquired or destroyed their competition. A few of the multinationals of the era survived simply by downsizing to the point that they were beneath the notice of the larger multinationals.

The 2030s and 2040s saw massive economic growth...for the rich. The top tier execs of the multinationals became incredibly wealthy while the rest of humanity saw their finances evaporating as wages sank and costs skyrocketed. The corporates, those who were employed in some executive capacity at the multinationals, called the time period the Big Boom. The proles, those who were either the wage slaves of the corporates or who made their living outside the multinationals system called it the Big Doom. For a while, the corporates thought this was just a harmless joke on the part of the proles. They did not realize that across

the globe, workers were plotting a revolution.

The Crash of 2050 spawned a violent and bloody uprising from the working class. Across the globe conflict became the norm as the proles did everything in their power to violently redistribute wealth and visit vengeance upon the ruling corporate class. In some areas, this campaign was more or less successful, with the proles seizing control of local assets, forcing municipal cooperation with local corporate representation and loosening the iron grip of corporate control on certain neighborhoods and cities. Other regions did not fare so well, as the conflict became extremely bloody and wildly destructive. The death toll and property damage in these high-violence regions were massive and the repercussions of these battles are still felt today in many parts of the world.

HOW DID IT HAPPEN?

Throughout North America, Europe, Asia and Australia, the multinationals spent much of the 2030s and 2040s bartering their influence in various cities and towns. Most of the massive metropolitan areas, such as New York City, Mexico City, London and St. Petersburg remained divided up among multiple corporations. These Metroplexes retained some sort of municipal government, which was often heavily influenced (if not directly controlled) by representatives from any number of multinationals. Most cities with populations between one hundred thousand and three million became wholly owned subsidiaries of one multinational or another. This assured that the majority of people in the western world lived in some form

of a "company town." Under this arrangement, cities with populations below one hundred thousand were generally considered to be beneath corporate notice, and therefore able to self-govern.

When the Crash of 2050 hit, the small towns across the developed world became bases of operations for various factions of anti-corporate rebels and freedom fighters. In the early stages of the conflict, the proles frequently used hit and run tactics in which they would commit some high property damage attacks on corporate interest in a large city, then flee to a nearby small town to hide among the population. This tactic worked at first, because the multinationals did not want the PR nightmare that invading "peaceful unaligned" towns would undoubtedly bring about.

That all ended with the "Fall of the Wall."

On November 5th, 2054, a group of coordinated attacks were staged by numerous prole operatives, targeting the financial district in New York City. While Hackers focused their energies on crippling the flow of information in and out of the financial district, a number of prole Augments led a physical assault on ten prominent locations, including the NYSE. The prole forces targeted physical and digital records, hoping to hit the multinationals where it hurt the most: right in their portfolios.

The prole forces took pains to minimize human casualties. Non-lethal weapons were used in their siege on Wall Street. The proles were not seeking bloodshed. Their targets were not flesh and blood, but ideas and ledger



balances. Unfortunately, the multinationals were not compelled to respond in kind.

In response to the Fall of the Wall, several multinationals coordinated attacks on the cities of New Paltz, Spring Lake, and Princeton. Each of those towns were known hotbeds of prole activity, and the multinationals took great glee in razing these towns to the ground. This retaliation kicked off an ongoing state of escalation for the next five years as civil disobedience and digital vandalism were replaced with aggressive physical violence and guerrilla warfare. Globally, over 200 million people died as a result of the conflict. Many smaller towns were reduced to ruins. Even the major metropolitan areas were unable to escape the carnage and destruction. Civilization itself was a massive battleground with no respite and no safe areas. This continued for just over five years.

In January of 2060, members of the Fortune Fifteen, the fifteen most powerful multinationals, called a peace conference with the leadership of numerous prole factions. The meetings were physically hosted in the ruins of Princeton, with many attendees from each faction attending remotely via video conferencing. In these meetings, a peace treaty was

penned which demanded the end of outright aggression from each present faction. In exchange, the multinationals would bankroll a multi-trillion-dollar global reparation initiative aimed at repairing the damage wrought by the recent conflicts. This work would be performed by prole workers who were able to negotiate a guaranteed living wage. The prole factions were also granted a voice at the annual United Corporations Summit, where ambassadors from many multinationals meet to discuss global policy and long-term planning. In exchange for these concessions, the multinationals got an end to the violence, resumption of municipal services such as sanitation and utility management, which had been denied due to prole strikes, and resumption of business as usual. There was a redistribution of wealth, which seemed massive and impressive to the proles, but registered as little more than an annoyance to the multinationals. When the Fall of the Wall occurred, one percent of the population controlled ninety-nine percent of the wealth. With the signing of the Treaty of Princeton, it now breaks down to one percent of the population controlling about ninety-four percent of the wealth.



LIFE IN 2068

For Joe and Jane Uniform, the average folks on the street, life in 2068 tends to be an ongoing flow of work and sleep, punctuated with fast food and streaming entertainment. Whether they be proles working hard to eke out a modest living, or low-end wage slaves desperately tugging at the bottom rung of the corporate ladder, the average person in 2068 lives a relatively low-key and safe life. Sometimes these folks find themselves dragged into petty crime, caught up in corporate espionage, or embroiled in union intrigues gone south, but such cases are the exception and not the rule.

Beyond the relatively banal existences of Joe and Jane Uniform, the world of **Citizens Divided** is filled with unique and interesting folks, working on both sides of the corporate divide, in order to rebuild a broken world, strengthen their own futures, or support a personal agenda.

Augments are the rare humans who have undergone some level of permanent medical enhancement to their minds and bodies. Augments are generally looked down upon by the populace at large as being dangerous and inhuman. There are two types of Augments in the world of **Citizens Divided**: Chromers and Gene Freaks.

Chromers are those men and women who have sought improvement through cybernetic enhancement. Some Chromers received their first enhancements due to injury or illness. Whether a birth defect caused a faulty organ, or random shrapnel from a corporate/prole skirmish rendered a limb useless, cyberware has created a means for Chromers to overcome virtually any injury, deformity or disability.

Many Chromers love their enhancements so much that they begin upgrading and expanding their cyberware as frequently as their income allows.

This leads most Chromers to either pursue careers in corporate security, municipal emergency services, or criminal organizations to afford maintenance and upgrades to various cyberware.

Where the Chromer seeks to transcend human limitations through cybernetics, the **Gene Freak** relies on biotech, gene therapy and forced mutation to achieve transhuman effects. The prevalence of gene therapy and biotechnology have allowed Gene Freaks to take



hold across the socio-economic spectrum. All but the most destitute settlements house facilities capable of basic biotech installation, though higher end bio utilities are harder to come by outside of the multinationals.

Doctors are incredibly useful and very highly demanded in both corporate and prole-controlled environments. While Techies and Hackers can generally manage basic cyberware repair and maintenance, only a well-trained Doctor is capable of upgrading cyberware, managing biotech and genetic implants, and keeping the human (or posthuman) body in full working order.

ExoPilots are elite combat operatives, extensively trained in the use of ExoSuit technology. ExoSuits were initially conceived for military contracts in the early 21st century, but as the multinationals grew more reliant on their own security forces, ExoPilots were trained internally to protect corporate interests.

After the Fall of the Wall, many ExoPilots were deployed in the retaliatory strikes against the prole forces. While the majority of the ExoPilots were reluctantly obedient to their orders, a segment of the ExoPilots effectively defected

from their corporate positions, taking their ExoSuits with them. While these ExoPilots were granted amnesty for their actions (and legal ownership of their suits) as a provision of the Treaty of Princeton, the multinationals have not forgotten the insult and betrayal of these rogue ExoPilots. Such ExoPilots are likely to find any interaction with those who hold loyalty to a corporation to be antagonistic and hostile at best.

Many organizations including multinationals, labor unions, criminal enterprises and political bodies employ the use of a **Face**. The Face deals with social interactions, bargaining, negotiations, diplomacy, and when necessary, intimidation.

This specialization in social interaction is a boon on either side of the corporate divide.

While ExoPilots, Chromers and Gene Freaks can deal a whole lot of damage in a violent fight, it is more often than not the Face



whose skills bring an ultimate end to a conflict.

While Joe and Jane Uniform can be found among the proles and the corporations alike, the abrasive **Gutter Punk** is purely a construct of prole society. Gutter Punks are underprivileged, undereducated, violent criminals who band together for survival and profit. Gutter Punks fight to secure turf in order to have a home safe from rival gangs, corporations and law enforcement. Gutter Punks also fight for the simplest of resources including food, shelter and clothing. Due to their low income, Gutter Punks are unlikely to possess much by the way of enhancements, relying on archaic weaponry and grit to defend their homes and attack their targets.

Hackers specialize in the construction, maintenance and exploitation of the internet. Through powerful programs, home-brewed code and customized portable computers, Hackers are able to collect, command and corrupt the most valuable commodity of the 21st century: data.

Many Hackers are employed by the multinationals in order to provide digital security measures. These

Hackers are extremely well paid for their work and are granted access to cutting edge, state of the art machines and programs. Those who work outside the corporate system as freelancers must cobble together their own resources out of pocket. Fortunately, a Hacker's skill set is rare and valuable enough to permit even the most basically competent Hacker to charge exorbitant fees for their work.

Among the most lucrative and in demand professions are **Techies** who are trained in technological repairs, construction and design. Techies

serve in a support role for virtually everyone else

in the 21st

century.

Whether

modifying

an ExoSuit,

tweaking a

cybernetic

system,

hotshotting

a Hacker's

rig, or tricking

out a Gutter

Punk's joy ride,

the Techie is

a valuable

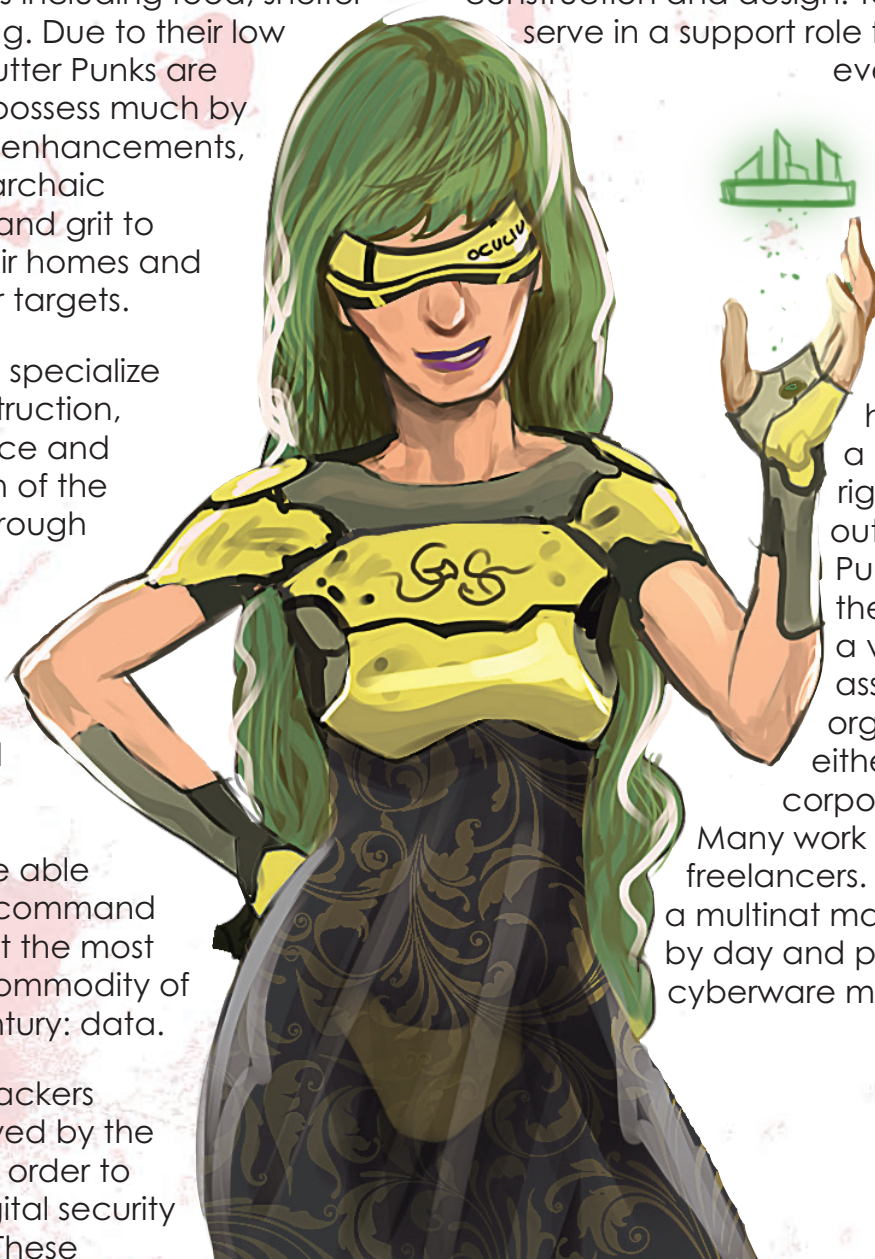
asset to any

organization on

either side of the

corporate divide.

Many work strictly as freelancers. Servicing a multinational mainframe by day and performing cyberware maintenance



at a street clinic by night is pretty standard for a Techie.

SYSTEM

Citizens Divided uses the Savage Worlds Roleplaying System and requires the use of the Savage Worlds Core Rules. **Citizens Divided** also draws heavily on the rules presented in the Savage Worlds Science Fiction Companion.

CREATING A CHARACTER

RACE

Characters in **Citizens Divided** are all members of the human race and follow the standard character creation process detailed in the Savage Worlds Core Rules. The free Edge granted to all humans should be spent on purchasing a Professional Edge to reflect your character's Concept.

CONCEPT

First, get an idea of the character you will portray. Have a good idea of who you want this person to be before you start spending points and filling out any details. You will want to choose a Professional Edge, which tell a bit about your character's history, social status, and areas of expertise. The

Professional Edges available in **Citizens Divided** are listed and detailed here for ease of reference.

Once you have chosen your Professional Edge, proceed with the character creation process laid out in the Savage Worlds Core Rules, making sure that you purchase the appropriate traits to meet the prerequisites of your Professional Edge.

PROFESSIONAL EDGES

AUGMENT

Requirements: Novice, Vigor d6+, Spirit d6+

Medical technology made incredible leaps in the early 21st century. Prosthetics rapidly gave way to cybernetic replacements, which were further refined to become enhancements.

Initially intended for military and police use, cybernetic enhancements quickly made their way onto the black market. Seeing the raw profits generated by black market chop shops serving clients who would give their bottom dollar to become "better," the multinationals eventually decided to bring cyberware to public market in the 2030s. Augmentation has seen a steady increase in popularity ever since.

There are two types of Augments in **Citizens Divided**: **Chromer** and **Gene Freak**. You must choose one when you acquire this Professional Edge.



Chromers get +4 to Maximum Strain. While Chromers CAN take bioware, they typically do not do so. Chromers begin play with \$30K worth of augmentations. Chromers also begin with \$200 in starting money to purchase equipment.

The cutting edge of augmentation technology involves biotechnology, clonal replacement limbs, and genetic resequencing to enhance the subject's body. This technology is new enough that it is relatively rare among the prole population, and not entirely trusted. Though most people are perfectly comfortable with using biotechnology to treat disease, replace failing organs, and repair birth defects, any sort of augmentation drawn from the process tends to be viewed as strange and dangerous by most proles. Augments who rely on biotech to gain special abilities are commonly referred to as Gene Freaks and are usually treated with suspicion and fear by any who know their status as such.

Gene Freaks double their Maximum Strain, but pay 3x Strain cost for cyberware, and normal Strain cost for bioware. Gene Freaks begin play with \$20K worth of augmentations. Gene Freaks also begin with \$200 in starting money to purchase equipment.

DOCTOR

Requirements: Novice, Smarts d6+, Healing d6+, Knowledge: (Medicine) d6+

Doctors occupy a unique position among professions, as

they are universally necessary, widely respected, and frequently given privilege and access that few others can claim. Doctors are typically able to cross even the tensest of boundaries between corporate and prole-controlled territories, as neither side of the social conflict wants to be seen as hostile to the healers. Many Doctors moonlight between the factions, working in a corporate-sponsored clinic by day, and a public relief center (or backstreet chop shop) by night. Though the practice is officially condemned by healthcare organizations on both sides of the corporate divide, the reality is no one cares much. As long as the Doctor is not stealing supplies from one

entity to give to another (a practice that becomes more common as prole resources acquired in the

Treaty of Princeton begin to run out) Doctors can expect to move relatively freely between enemy factions.

As a Doctor, you are skilled with medicine, genetic therapy, and cybernetics. You begin play with 20 doses of Medi-Gel, a hand-held Medi-



Scanner, a Tablet PDD, and \$3000 in starting money.

EXECUTIVE

Requirements: Novice, Smarts d6+, Spirit d6+, Knowledge: (Business) d6+

Executives occupy the middle management positions at the various Multinats. Though many Executive have bought into corporate propaganda hook, line, and sinker, some few are sympathetic to prole causes. This mindset is generally frowned upon by the higher-ups in the corporate structure. An Executive who displays too much sympathy for proles will quickly find themselves assigned to an office deep in prole territory, with vastly reduced resources and a lower standard of living. Of course, this practice often reinforces the sympathizer's beliefs as they find themselves getting to know proles on a personal level. On the other hand, some Executives forced into this position become cold, cruel, even despotic, as they seek to "make amends" to their corporate masters for their perceived weakness. Such Executives are often the principal antagonists of proles in their home market.

As an Executive, you know your way around boardrooms, offices, and social gatherings occurring at the corporate level. You are familiar with corporate practices and expectations and are able to draw upon the resources

of your employer to help achieve your objectives. You may requisition up to \$30K worth of equipment, employees, and support from your employer. In order to get different or additional requisitions, you must return items to the corporate office until your available requisition balance is sufficient to pay for the new requisition. Damaged or destroyed gear is deducted from an Executive's requisition balance, so Executives tend to be very careful about what they requisition and why. Additionally, you begin play with \$3000 in starting money to purchase personal goods and gear.

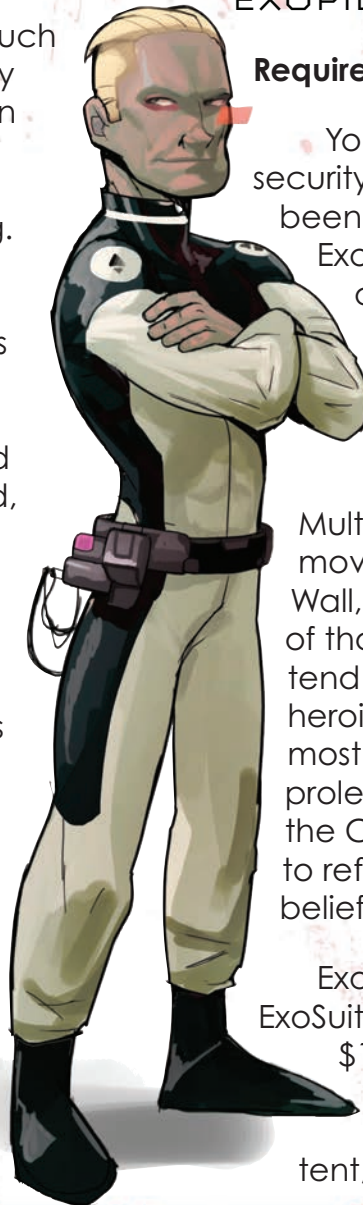
EXOPILOT

Requirements: Novice, Piloting d8+

You are among the rare elite security operatives who have been trained to operate an ExoSuit. While the majority of ExoSuits remain under corporate control, most player character ExoPilots will either be proles, who defected from their parent

Multinat and joined the prole movement after the Fall of the Wall, or the children or students of those heroes. Prole ExoPilots tend to be highly principled, heroic, and honorable. In fact, most (though certainly not all) prole ExoPilots should chose the Code of Honor hindrance to reflect the strength of their beliefs.

ExoPilots begin play with one ExoSuit Chassis of their choice, \$150K worth of upgrades to the ExoSuit, A beacon, a commlink, an energy tent, an exoskeleton, a PDD,



The exopilot code

We kill only in defense of others.

We do what we do because it is right, never for pay beyond food, shelter, clothing, and exosuit maintenance.

Our exosuits are an extension of our being. Treat them as such.

We serve no corporation, multinational, or government. Our service is to the people.

a water purification filter, a personal firearm, a survival knife, and \$150 worth of additional personal items.

Corporate ExoPilots begin play with the same equipment suite, but do not own their ExoSuit. Corporate ExoSuits are all equipped with remote shutdown technology, that will revoke pilot control and return the ExoSuit to a predetermined location. Since the Fall of the Wall, the Multinats have exerted rigid control over the activities of all ExoPilots, requiring unfaltering loyalty. ExoPilots can find themselves grounded for the slightest of infractions and questioning an order will result in immediate

suspension.
Corporate



ExoPilots are not mind-controlled in any way but given their lack of personal freedom in the field, they may as well be.

FACE

Requirements: Novice, Spirit d6+, Knowledge (Etiquette) d6+, Persuasion d6+

The Face is a prole who has learned to survive and thrive through mastery of social skills. Faces make excellent negotiators, con artists, performers, and politicians. Though some corporate and Multinat executives display a similar skill set, the Face is purely a construct of prole society. When prole workers organize to try and negotiate for a raise, they look for a Face to speak on their behalf. Nomadic prole packs like to keep a Face on hand to deal with law enforcement, hostile gangs, and any corporate security they may run across in their travels.

As a Face you are best suited for social interaction and tend to shy away from the front lines of a fight. Once fists and bullets start flying, your primary skill set becomes a little less useful. However,

there's no reason you can't learn to shoot a pistol as well as anyone else. In fact, many Faces do. Faces begin play with +2 Charisma and \$1000 in starting money.

GUTTER PUNK

Requirements: Novice, Vigor d6+, Streetwise d6+, Survival d6+

Gutter Punks are the cast-offs of society. The poorest of the poor, Gutter Punks tend to gather in gangs or packs, though occasionally a Gutter Punk will seek to earn money as a mercenary working for anyone who can pay the bill. Gutter Punks are resourceful, tenacious survivors who are accustomed to living in terrible, even deadly conditions. This can make many Gutter Punks seem hard and callous, but in reality, most Gutter Punks are very kind and caring to those they consider to be friends, allies, or family.

As a Gutter Punk you have learned to live with violence, danger, and possible starvation as constant companions. You thrive in the dark underbelly of society and scratch out a meager existence from the scraps of those more fortunate than yourself. Gutter Punks begin play with a +1 bonus to Parry and Dodge (added after calculating the base value) and a +1 to all Vigor rolls made to resist hunger, poison, radiation, or thirst. Gutter Punks receive \$200 in starting money



but may have only \$20 of available cash when play begins regardless of how much is left unspent at character creation.

HACKER

Requirements: Novice, Smarts d6+, Knowledge (Computers) d6+, Knowledge: (Electronics) d6+

Hackers are the keyboard wizards and warriors of the digital battlefields of the internet. In 2068, almost everyone in the developed and developing world (and an ever-growing number of folks in the third world) have some sort of internet access. Commlinks and PDDs are common devices and even the poorest Gutter Punk generally has some amount of digital presence. As such, this makes Hackers extremely valuable associates. Some Hackers wind up working for corporations or Multinats before the end of their careers, but most prefer to remain independent, as a corporate

the creativity (and relative lawlessness) that comes along with being a free agent.

Of course, that is not to say that all, or even most, Hackers are prole-aligned. Far from it. Most Hackers don't much care about the corporate divide, seeing class war as a waste of time and energy. What they DO care about is honest pay for dishonest work, meeting and exceeding challenges, and amassing the most important currency: cred. To a Hacker, showing the ability to pull off a job (and subsequently brag about it on the internet) is far more important than who is paying for, benefiting from, or being hurt by said job. Naturally, there are some Hackers who are neck deep in prole causes, and many unaligned Hackers are at least sympathetic to the plight of the proles, but overall, they tend to be on the side that suits their needs at any given moment.

As a Hacker, you have achieved some mastery over the technology of the internet. Above and

environment
is stifling to



beyond simple coding and electronics knowledge, you have learned how to create a Deck, which utilizes the cutting edge of processing technology, wireless interfacing, and contains an immense volume of home-cooked cracking software designed to aid in infiltrating, controlling and breaking targeted systems. You begin play with a Custom Deck, which provides a +4 bonus to Knowledge (Computer) rolls made to perform any Hacking check. Your deck is highly personalized, to the point that no other user would receive the same bonus if they tried to use your Deck (provided they could even access it) You also begin play with a full A.R. Interface system and \$1000 in starting money.

TECHIE

Requirements: Novice, Smarts d6+, Knowledge: (Electronics) d6+, Repair d6+

Techies are the backbone of society. Every modern convenience, every vehicle, every municipal service – every bit of technology that makes modern life “modern” works because techies keep it working. As such, Techies are highly praised and desired (in some circles even more than Hackers) operatives who can command incredible salaries if they have sufficient expertise. Techies invent and innovate, building new technologies to improve life (or end it more efficiently) and upgrading older tech to keep it compatible with an ever-growing technical landscape. While some argue that many aspects of life in the late 21st century have stumbled backwards, technology is

ever on the march to the future. The speed of that march is governed by the work of the Techies.

As a Techie, you are a master of machinery. You may work for a corporation or Multinat, or you may be the gal keeping a prole community running. Some Techies do both. Regardless of the side of the corporate divide you live on, you are valued for your skill and expertise. Most people are acutely aware of how lost they would be without you (and you are



probably quite happy to inform those who are not.) As a Techie you receive a +2 to all Repair checks. You begin play with a Tool Kit, which allows you to make Repair checks on most devices and technological items. You also have a land Vehicle of your choice and \$1500 in starting money.

UNIFORM

Requirements: Novice, any two skills at d6+

Joe and Jane Uniform are the standard, average citizens of the world. This profession represents folks on both sides of the corporate divide who get up, go to work, come home to their families, and live what is considered a "normal" life. Of course, life is rarely that simple for a Uniform. Many are politically active,



spending their free time working to bring their pet cause to fruition. Some are involved in illegal activities of some kind, leading to any number of complications and interesting stories. Of course, Uniforms with friends or relatives among the other professions often find themselves pulled into conflict and adventure whether they want to or not.

Uniforms begin play with one Edge of their choice, as well as \$1000 in starting money.

EDGES

Citizens Divided draws from the Savage Worlds Core Rules as well as the Savage Worlds Science Fiction Companion for Edges, subject to the changes, additions, and omissions below.

ARCANE BACKGROUND

This edge is inappropriate for the magic-free setting of **Citizens Divided**. Weird Science is also excluded, as the technology level in the setting is well-defined.

ARCANE RESISTANCE/ IMPROVED ARCANE RESISTANCE

These edges are likewise inappropriate for the magic-free setting of **Citizens Divided**.

ATMOSPHERIC ACCLIMATION (SCIENCE FICTION COMPANION)

Space travel is not available in **Citizens Divided**. Neither is this edge.

CUTTING EDGE (NEW, BACKGROUND)

You were involved in an experimental cyberware program. You may be an employee of a Multinat (or beholden to one), or perhaps you have some sort of black market connection who was able to get their hands on some next generation tech through illicit means. You are either Indebted or Beholden to the party who gave you access to such wiz tech and must take the appropriate Hindrance. Alternatively, you may choose them as an Enemy (Major). You may reduce the Strain cost of all cyberware taken at character creation by 1. This edge does not impact the Strain cost of bioware (which is already a cutting edge technology.)

CYBER TOLERANT (SCIENCE FICTION COMPANION)

This edge is replaced by the Chromer feature of the Augment Professional Edge.

CYBORG (SCIENCE FICTION COMPANION)

This edge is not appropriate for **Citizens Divided** as the level of technology required for augmentation so extensive is not available.

FILTHY RICH

Yeah, you can take this. You're definitely in bed with/the child of an executive from a Multinat. Proles definitely hate you. Enjoy.

GIANT KILLER

This edge is inappropriate for the setting. Thanks to deregulation and lax enforcement, elephants, hippos, and the like have all been hunted basically

to extinction. There aren't enough left to get this good at killing them. Sorry.

GRAVITIC ACCLIMATION (SCIENCE FICTION COMPANION)

See above RE: no space travel.

HEAVY-G WORLDER (SCIENCE FICTION COMPANION)

There are no aliens in **Citizens Divided**, hence no Heavy-G worlders.

NOBLE

While there are a few vestigial remnants of traditional nobility around the globe, the original intent of this edge has all but died out. However, the modern oligarchy of the one percent certainly falls within the purview of this edge. Just bear in mind, the proles are not likely to be very fond of a character taking this edge.

POWER EDGES

There are no Powers in this setting. As such, there are no Power Edges.

PROFESSIONAL EDGES

You must select one of the nine Professional Edges introduced in this book at character creation (Augment, Doctor, Executive, ExoPilot, Face, Gutter Punk, Hacker, Techie, Uniform) You may also choose any other Professional Edge, so long as you meet the prerequisites. Professional Edges with an Arcane Background listed in the Prerequisites are not available in **Citizens Divided**.

POWER SURGE

Power Surge is not permitted in **Citizens Divided**, as there are no Power Points.

HINDRANCES

Citizens Divided draws from the Savage Worlds Core Rules as well as the Savage Worlds Science Fiction Companion for Hindrances, subject to the changes, additions, and omissions below.

BEHOLDEN (MINOR OR MAJOR)

You owe someone a favor. As a minor Hindrance, this reflects some sort of marker that can be called on, requiring you to take odd jobs, perform minor criminal activity, and generally inconvenience you. If the favor called in is severe or difficult enough, the GM may elect to remove this Hindrance from you upon completion. As a major Hindrance, you owe someone your life and the debt will never be paid. The person you owe can call on you for anything at any time. You can refuse, but if you do, this edge is replaced with Enemy (Major.)

BIOWARE RESISTANT (MINOR, NEW)

Bioware doesn't function in this character's body. Even clonal replacements are rejected due to some quirk of her physiology. As such, she may never have bioware installed. If bioware is installed in the character for some reason, it rejects, causing severe illness. In such a case, the character is considered to be suffering a Long-Term Chronic, Majorly Debilitating Disease (see Diseases in Savage Worlds Core Rules) until the offending bioware is surgically removed.

FTL SICKNESS (SCIENCE FICTION COMPANION)

Space travel is not available in **Citizens Divided**. Neither is this hindrance.

INDEBTED (MINOR OR MAJOR, NEW)

You owe money. Lots of it. If this is a minor Hindrance, you begin play \$50K in debt and are expected to make a minimum of \$1K per month in payments. Failure to do so will likely result in some form of legal action, which can include indentured servitude to a corporation until the debt is paid. If selected as a Major Hindrance, you begin play \$500K in debt, and must pay three-fourths of your monthly income, or 2K per month, whichever is lower. Failure to do so will likely get you hunted down and maimed or killed by your creditors.

LOW-G WORLDER (SCIENCE FICTION COMPANION)

Space travel is not available in **Citizens Divided**. Neither is this hindrance.

ONE ARM

Due to the ready availability of cyberware and bioware, One Arm is a minor hindrance in **Citizens Divided**, which is only available to characters who also suffer from the Bioware Resistant or Cyberware Resistant (see Science Fiction Companion) hindrance.

ONE EYE

Due to the ready availability of cyberware and bioware, One Eye is a minor hindrance in **Citizens Divided**, which is only available to characters who also suffer from the Bioware

Resistant or Cyberware Resistant (see Science Fiction Companion) hindrance.

ONE LEG

Due to the ready availability of cyberware and bioware, One Leg is a minor hindrance in **Citizens Divided**, which is only available to characters who also suffer from the Bioware Resistant or Cyber Resistant (see Science Fiction Companion) hindrance.

OUTSIDER (MAJOR) (SCIENCE FICTION COMPANION)

Though it may not feel like it to proles sometimes, everyone in **Citizens Divided** ostensibly have legal rights. As such, this hindrance is not appropriate.

POVERTY

This hindrance cannot be chosen by characters with the Executive Professional Edge.

ZERO-G SICKNESS (SCIENCE FICTION COMPANION)

Space travel is not available in **Citizens Divided**. Neither is this hindrance.

ZERO-G WORLDER (SCIENCE FICTION COMPANION)

Space travel is not available in **Citizens Divided**. Neither is this hindrance.

SETTING RULES

Citizens Divided makes use of the *Blood & Guts*, *Critical Failures* and *Gritty Damage* Setting Rules as detailed in the Savage Worlds Core Rules. **Citizens Divided** also makes use of the *Extreme Range* and *Hacking* Setting Rules in

the Science Fiction Companion. In addition, the following Setting Rule is used in **Citizens Divided**.

SHEEN

Sheen represents how smooth, cool, skilled, or elite a character is. When a Hacker makes a desperate wild guess at a password and manages to crack a system far beyond his capabilities, he might call upon his Sheen. When a shy Executive digs deep into knowledge of corporate etiquette to try and fast-talk her way past guards into a restricted area of the office, she might dig deep, burning a little Sheen. When a Uniform mother rips the door off a car to rescue her trapped child, she might use up some Sheen. When a dying Gutter Punk refuses to release his tenuous hold on life, hoping to hang on long enough to put a few bullets in the bangers that snuck up on him, this can be accomplished through Sheen.

Sheen provides characters with the means to affect game play in significant ways. A character has a limited amount of Sheen, determined by the character's Rank. Once Sheen is spent it is gone so the character must use it wisely. It is easy for a character to run out of Sheen, so wise characters keep in mind that being cool will only carry you so far.

A character can spend 1 Sheen Point to do one of the following things:

- Alter a single Trait Test.
- Shrug off the effects of being Shaken for one round. Unlike spending a Benny, this expenditure does not completely negate the effects of being Shaken. A character that expends a Sheen Point to shrug off being Shaken acts normally for a single round, at

which point he becomes Shaken again until making a successful Spirit roll or spending a Benny.

- Ignore wound penalties for one round.
- Make a Soak Roll, as if a Benny had been expended.
- Stave off Bleeding Out for one round.
- Stave off Fatigue: the character may expend 1 Sheen Point to ignore the effects of being Fatigued for one round. If the character begins the round Exhausted, he may expend 1 Sheen Point to overcome being Exhausted, instead suffering penalties for that round as if he were Fatigued. A character who is rendered Incapacitated can expend 1 Sheen Point to act as if he were Exhausted, but ONLY on the round after he is rendered Incapacitated.

When a character spends 1 Sheen Point to improve a Trait Test, add 1d10 to the roll result to help meet or exceed the target number. A character can declare the use of 1 Sheen Point to alter a Trait Test after the roll is made—but only before the Game Master reveals the result of that roll (whether the Trait Test succeeded or failed). A character cannot use a Sheen Point on a skill check or ability check after using a Benny to reroll. A character that expends a Sheen Point to alter a Trait Test also cannot subsequently spend a Benny to reroll the Trait Test. One method or the other must be chosen to affect the roll.

A character can only spend Sheen Points on one specific use per round.

Rank	Sheen Gained
Seasoned	2
Veteran	3
Heroic	3
Legendary	5

If a character spends a Sheen point to ignore wound penalties for one round, he can't spend another one in the same round to improve a Trait Test, and vice versa. A character may never spend more than one Sheen Point per round to improve a Trait Test.

A character's Sheen Points

Rank	Starting Sheen
Seasoned	2
Veteran	3
Heroic	4
Legendary	6

are determined by Rank. Novice characters begin with 2 Sheen Points. More Sheen is gained as characters increase in rank, according to the chart below.

If you are starting a campaign at a higher rank than Novice or need to calculate how many points of Sheen a Wild Card NPC has, use the chart below to determine the character's starting Sheen. Note that this chart represents that character's total Sheen. Once play begins, Sheen is spent and gained normally.

AUGMENTATIONS

Augmentations utilize the basic rules laid out in the Cyberware section of the *Science Fiction Companion*. The rules for Installing/Removing Cyberware and Strain apply as indicated in that source, subject to the changes below.

BIOWARE

Bioware is created through cloning and genetic modification techniques. As such, bioware inflicts less Strain, but is more time consuming to create and far more challenging to replace than traditional cyberware.

Characters who have bioware installed may ignore the first Injury Table result in a combat that indicates the part of the body in which the bioware is installed. For example, if an Augment with Synaptic Optimization bioware suffers a Wound, and the subsequent Injury Table roll result is

Bioware	Location	Strain	Cost
Adrenal Surge (1): The character's adrenal gland has been surgically augmented. He receives +2 to recover from being Shaken. This stacks with the Combat Reflexes Edge.	N/A	2	\$5K
*Agility Increase (U): Each time this implant is chosen, Agility is increased by a die step. Each step after d12 adds +1.	Both Arms, Both Legs	2	\$4K
Aquatic Package (1): The recipient is fitted with gills and collapsible webbing is installed between his fingers and toes. He can breathe in any oxygen-filled liquid (most lakes, rivers, or oceans), and his underwater Pace is equal to his Swimming skill.	Guts	2	\$5K
Clonal Limb Replacement (4): Each time this implant is chosen, the character replaces one limb with a clonal replacement. This clonal replacement functions as the natural limb would, with the exception of being resistant to Injury as bioware.	Arm(s) or Leg(s) as appropriate	1	\$3K
Clonal Organ Replacement (U): Each time this implant is chosen, the character replaces one internal organ with a clonal replacement. This clonal replacement functions as the natural limb would, with the exception of being resistant to Injury as bioware.	Guts	1	\$1K
*Filters (1): Filters in the ears, nose, throat, and lungs remove most airborne toxins and increase oxygen intake. The hero adds +4 to rolls made to resist the effects of airborne disease, poison, or deadly gases.	Head, Guts	1	\$5K
Skin Enhancement (1): The character's skin has been reinforced and enhanced, granting him +1 Armor all over. This stacks with normal Armor, but not Heavy Armor (use the higher value).	Full Body	1	\$5K
*Smarts Increase (U): Each time this implant is chosen, Smarts is increased by a die step. Each step after d12 adds +1.	Head	3	\$4K
*Strength Increase (U): Each time this implant is chosen, Strength is increased by a die step. Each step after d12 adds +1.	Both Arms, Both Legs	2	\$4K
*Vigor Increase (U): Each time this implant is chosen, Vigor is increased by a die step. Each step after d12 adds +1.	Guts	2	\$4K
*Also Available as cyberware. Add +1 to Strain if taken as cyberware.			

an 11 or 12, indicating a Head Injury, the Augment may ignore that Injury result (but not the wound that caused it.) If the Augment suffers another Wound or is Incapacitated in the same combat and the Head Injury result is rolled, apply its effects normally. This additional resilience has no impact on parts of the body that do not include bioware, nor does it stack if a location has multiple types of bioware installed.

The following bioware is available to characters in **Citizens Divided**:

CYBERWARE

Cyberware refers to any mechanical device installed within and integrated into a human body. Unlike prosthetics, which are external additions to the wearer's form, cyberware is attached surgically, operated neurologically, and is effectively as much a part of the person as their own organs.

Characters who have cyberware installed may ignore the first Injury Table result in a combat that indicates the part of the body in which the cyberware is installed. Furthermore, this resilience prevents the character from being wounded, as their cybernetics take only superficial damage from initial wounds. For example, if an Augment with a cyberarm suffers a Wound, and the subsequent Injury Table roll result is a 3 or 4, indicating an Arm Injury, the Augment may ignore that Injury result as well as the wound that caused it. Cosmetic damage is done to the affected cyberware, but the character's body is insulated from being Wounded. If the Augment suffers another Wound or is Incapacitated in the same combat and the Arm Injury result is rolled again, apply its effects (including the Wound) normally. This additional resilience has no impact on parts of the body that do not include cyberware, so in the above example, if the character's right arm

Cyberware	Location	Strain	Cost
Armor (U): Subdermal plates or fibers have been placed beneath the character's skin, granting him +2 Armor all over. This stacks with normal Armor, but not Heavy Armor (use the higher value).	Full Body	2	\$10K
Autodoc (1): A series of small robots, circulatory system filters, and antitoxin dispensers are installed throughout the body, which heal the recipient when wounded. They automatically heal one wound per day and add +4 to rolls to resist Bleeding Out. They have a 50% chance per day of healing any disease or poison once it gets into the blood stream (assuming the character is still alive).	Full Body	2	\$12K
Combat Specialty (U): The character may take a Combat Edge, ignoring all requirements except the requirement of other Edges. The Edge benefits do not stack with the same Edge if the character has it naturally as well as through his cyberware.	Head	2	\$5K/Rank
Communicator (1): A commlink has been built into the character's skull, allowing cellular calls and data. If the character also has a cyberjack and deck, or Implant Deck, this may be used to generate a connection to the internet.	Head	1	\$1K

Cyberware	Location	Strain	Cost
Cyberjack (1): The character with this piece of cyberware may forgo GUI or Augmented Reality interfaces to connect to the internet, using a Direct Neural Interface to their deck. This adds +4 to all Knowledge (Computer) and Knowledge (Electronics) rolls made while connected in such a fashion. If the character fails such a roll anyway, the intense feedback causes a level of Fatigue that fades in one hour and can cause Incapacitation but not death. If the system the character was hacking was particularly powerful or well-protected, failure (including during a failed Dramatic Task) causes 3d6 damage (or more for very high-end corporate or military computers). Armor offers no protection from this damage.	Head	1	\$3K
Cybernetic Replacement Limb (4): Each time this implant is chosen, the character replaces one limb with a basic cybernetic implant. This cybernetic replacement functions as the natural limb would, with the exception of being resistant to Injury as cyberware. Note that additional enhancements added to these limbs after installation may subtract 1 from their Strain cost and \$2K from their installation cost.	Arm(s) or Leg(s) as appropriate	1	\$2K
Implant Deck (1): The character has a deck implanted in their head, which is integrated with their brain. This grants the character a +6 bonus to all Knowledge (Computer) and Knowledge (Electronics) checks. This implant allows the character to access Augmented Reality without the need for A.R. lenses, goggles, or gloves. This implant also includes an internal commlink, negating the need for a separate commlink installation or external commlink. This implant also includes an external cyberjack port for hardwire connections to offline systems.	Head	4	\$10K
+Leg Enhancement (U): The character gains +2 Pace and increases his running die one step. He also increases his jumping distances by 1". Each time this is taken after the first increases Pace by +2.	Both Legs	2	\$6K
Mule (1): The character's skeleton has been strengthened, increasing his Load Limit to 8× his Strength. If he has the Brawny Edge as well, it increases to 10× Strength.	Full Body	3	\$8K
Skill Chip Reader (1): This headware allows the character to slot Skill Chips and Sense Chips. It can also be modified to record Sense Chips with a successful Knowledge (Electronics) check.	Head	1	\$3K

is a cyberarm, but the Injury Table

indicates that the Left arm is injured,

Cyberware	Location	Strain	Cost
Trait Bonus (U): This represents a host of various devices that add a flat +2 bonus to any skill or attribute (but only once per Trait). A targeting eye, for example, might add +2 to Shooting. This stacks with all other bonuses as usual.	N/A	1	\$10K
Vision Enhancement (1): Cybernetic eyes grant magnification (50×), thermal, and low-light vision. This adds +2 to appropriate sight-based Notice rolls and eliminates illumination penalties if in the appropriate mode. Changing modes is a free action.	Head	2	\$10K
+Weapon, Melee (2): The character has retractable claws or blades attached directly to the bones in one forearm. The blades may be extended as a free and instant action, and cause Str+d6 damage. For additional cost, these may be given any of the Close Combat Weapon Modifications found on page 18.	Arm(s)	2	\$5K
+Weapon, Ranged (2): A small, concealed slugthrower has been installed in the character's forearm. Reloading is achieved by removing a flap of fake skin and manually inserting individual rounds. Other small weapons may be installed with the GM's approval.	Arm(s)	3	\$5K+ cost of weapon
+Includes cost of basic cyberlimb to allow for replacement. If basic cyberlimb is already installed, may subtract \$2k from installation cost and 1 from Strain.			

the character gains no protection from their cyberware. This resilience does not stack if a location has multiple types of cyberware installed

The following cyberware is available to characters in **Citizens Divided**:

The number in parentheses after the name of each entry is the number of times the particular enhancement may be taken. U means unlimited.

EXOSUITS

ExoSuits in **Citizens Divided** follow the rules described for Power Armor in the Science Fiction companion. Because of the nature of Power Armor controls in **Citizens Divided**, an ExoPilot substitutes his Piloting skill for Climbing, Fighting, Shooting, and Stealth. The

ExoPilot should also recalculate their Parry skill while in their suit to reflect this change. The following ExoSuit options are available for ExoPilots.

HTR SUIT

HTR suits are worn by ExoPilots who were trained to serve as High-Threat corporate security, or to work on military operations. These suits are designed to inflict maximum damage to structures and personnel.

Medium Power Armor: Armor +14, Pace 6, Cost \$1.115M, Remaining Mods 0

Notes: 2×Armor, 2×Strength Enhancement, Targeting System, Trauma System

Weapons:



- Weapon Mount with Grenade Launcher
- Weapon Mount with Minigun

HTR SQUAD LEAD SUIT

HTR squad leaders use this modified version of the HTR suit to lead, track, and organize their forces. Prole defectors who piloted these suits led from the front lines during open warfare, and many believe this is why the proles were able to fight corporate forces to a standstill, despite the fact that these suits were the least common commandeered by prole supporting defectors.

Medium Power Armor: Armor +12, Pace 8 (Run d10), Cost \$1.145M, Remaining Mods 0

Notes: Armor, Command Pack, Pace, Sensor Suite, Signal Booster, Targeting System, Trauma System

Weapons: Weapon Mount with Minigun

HTR FRONT LINE SUPPORT

This heavy suit is used to provide fire support while also drawing fire from enemy forces to protect squad members in lighter power armor. This version packs a medium auto-cannon on weapon mount. HTR Front Line Support troops typically carry an additional Minigun in their hands (Purchased separately).

Heavy Power Armor: Pace 4, Armor +18, Cost \$2.21M, Remaining Mods 0

Notes: 3×Armor, Anti-Personnel System, Sensor Suite, 2×Strength Enhancement, Targeting System, Trauma System

Weapons:

- Weapon Mount with Medium Auto-Cannon

MERCURY MOBILITY SUIT

Mercury Mobility Suits are favored by ExoPilots who must keep up with fast-moving vehicle columns, security details concerned with hot pursuit, or support personnel trying to move quickly between areas of active engagement.

Light Power Armor: Pace 14 (Run d10), Armor +8, Cost \$540K, Remaining Mods 0

Notes: Jump Pack, 3×Pace, Targeting System

Weapon: Personal Only (Purchased separately)

PATROL ARMOR

Patrol armor is worn by ExoPilots assigned to standard security detail by corporations and Multinats. Many defectors to the Prole cause wore Patrol Armor.

Light Power Armor: Pace 8, Armor +8, Cost \$535K, Remaining Mods 0

Notes: Sensor Suite, Stealth System, Targeting System

Weapon: Personal Only (Purchased separately)

OTHER GEAR

PERSONAL EQUIPMENT

Citizens Divided uses most of the personal equipment, mundane items, weapons, armor, and vehicles listed in the Savage Worlds Core Rules. There is no weaponized laser technology in

Citizens Divided, so omit any items that rely on it.

The following items are also available in **Citizens Divided**.

3D Printer: A "3D" printer uses raw materials to create devices from predesigned blueprints. The printer can manufacture most common objects for the usual cost of the raw materials in about one minute per pound. (10 lb for a portable printer that can manufacture up to 50 pound items, \$500)

A.R. Interface System: An A.R., or Augmented Reality, interface system is a pair of goggles and gloves which allow the user to interact with the internet via augmented reality. The user can see, touch, and interact with digital objects using this system, as if they were using a direct neural interface, such as through a cyberjack. Due to the fact that A.R. is not as direct a connection as a cyberjack, the bonuses for using an A.R. Interface are a +2 to Knowledge (Computer) and Knowledge (Electronics) checks. A.R. interfaces involving bulky gloves and obvious goggles are available, as are high end contact lens/slim sim glove options. (\$500 for standard, \$1500 for contact lens/slim sim gloves)

Binoculars: These advanced viewing devices provide magnification up to 500×, including a digital readout of distance and compass direction. A button press also provides Low Light or Infravision (eliminating illumination penalties). Binoculars add +2 to vision-based Notice rolls to see things at a distance. (2 lb, \$250)

Camouflage Suit: This is an LED suit, cloak, or poncho that copies and displays the surroundings to hide the

user. Viewers beyond 50 feet subtract 4 from their Notice rolls to spot or hit the target as long as he moves no faster than 3" per round. At shorter distances, the shimmer of the suit can be seen so the penalty is only -2. (2 lb, \$250)

Cargo Loader: Essentially power armor without the communications gear or protection, this powerful piece of hardware has a Strength of d12+6 and a Pace of 2. It has two arms with crude, blunt pincers to lift, carry, and load heavy cargo. The pincers are awkward if used for combat and act as an Improvised Weapon (-1 Fighting and Parry). They cause Str+d6 damage. (2K lb, \$200K)

Commlink: A voice-activated communications device that can be worn on the ear, throat, or collar, or held in the hand. It has a range of one mile on its own, or can tap into broadcast channels such as cellular, satellite, or internet services for near-infinite range. (1 oz, \$100)

Deck: A custom built, portable computer built for hacking. Characters can't generally hack a system without one unless they're able to log into a dedicated station. A fully-loaded deck with the latest security cracks adds +2 to the hacker's Knowledge (Computers) rolls. (2 lb, \$3000)

Language Translator: Available as software for existing hardware or as a portable device about the size of an electric razor, translators can decode standard audio signals as well as ultra high and ultra low frequencies. Translation is provided in text or audio form, as the user requires. The device's skill in a known language is d12+2. It cannot translate unknown languages, but advanced models (typically 5× the price) can "learn." Roll a d6 each full

day the device interacts with a target speaker. On a 4+, it gains a d4 in that language. It may continue to "train" itself in this way until its skill is a d12+2. (1 lb, \$2000)

Medi-Gel: A tube of advanced healing gel. It adds +2 to Healing rolls made to heal fresh wounds or stabilize someone who's bleeding out, and contains 10 uses. (6 oz, \$20)

Medi-Scanner: This hand-held scanner and screen depicts the internal structure of organic beings. This greatly helps doctors looking for damage, and adds +2 to their Healing rolls. With a tiny blood sample, the medi-scanner can also detect known poisons, diseases, and other conditions. (2 lb, \$600)

Mineral Detector: A hand held device that detects minerals up to six feet deep, in an area the size of a Large Burst Template per round. It also eliminates the -4 penalty for detecting mines. (\$100, 4 lb)

Mines: Anti-vehicle mines cause 5d10 damage, AP 20, but are only set off by at least 500 pounds of pressure. Anti-personnel mines at this tech level

detect movement and detonate for 4d6 damage in a Large Burst Template. Finding a mine requires a Notice roll at -4, and removing it is a Repair roll at -2. (5 lb, \$1000)

Nutri-Bar: Advanced freeze-drying and condensing techniques allow a complete meal to be packed into a 4" by .5" thick bar. (4 oz, \$5)

Personal Data Device (PDD): A personal computer with 100 TB of storage plus connections to beamed data and update services. They come in a wide variety of sizes and shapes, from armbands to tablets. In addition to normal app functions it adds +4 to Knowledge (Electronics) rolls made for Common Knowledge checks. (1 lb, \$500)

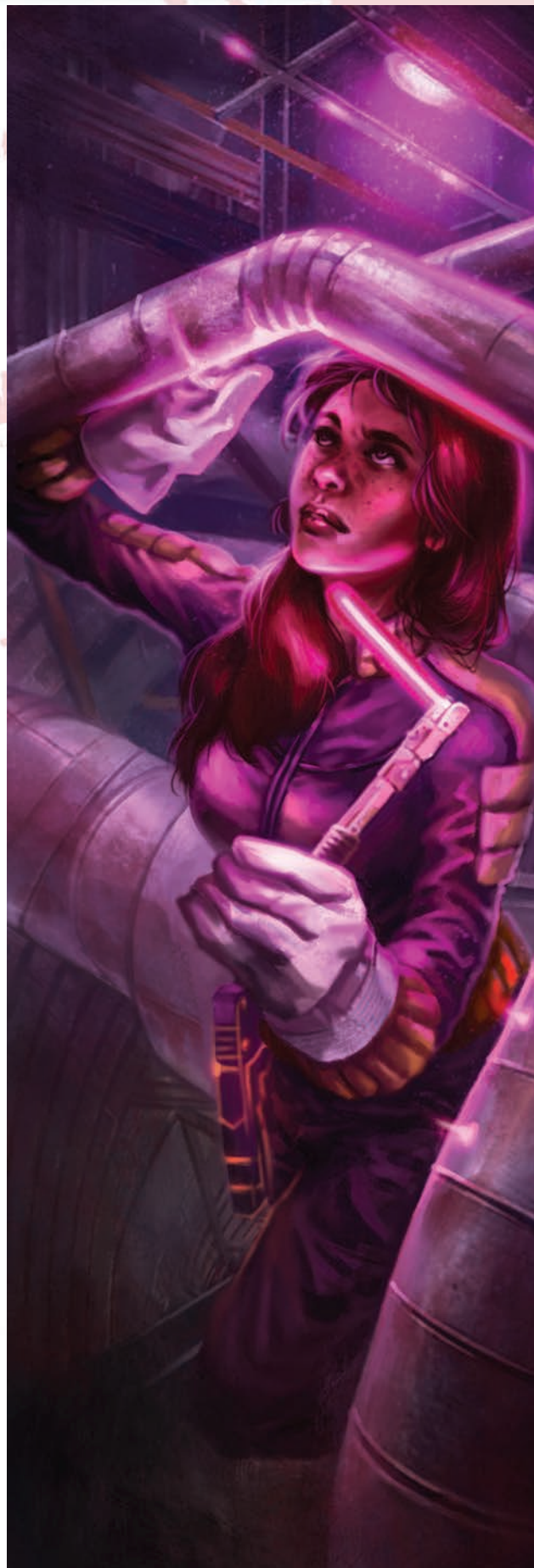
Rebreather: A face mask that provides 12 hours of breathable air and adds +2 to resist harmful gases or harmful atmospheres. If the atmosphere contains the being's required air (such as oxygen), the rebreather can run indefinitely by simply filtering out harmful gases instead. (1 lb, \$250)

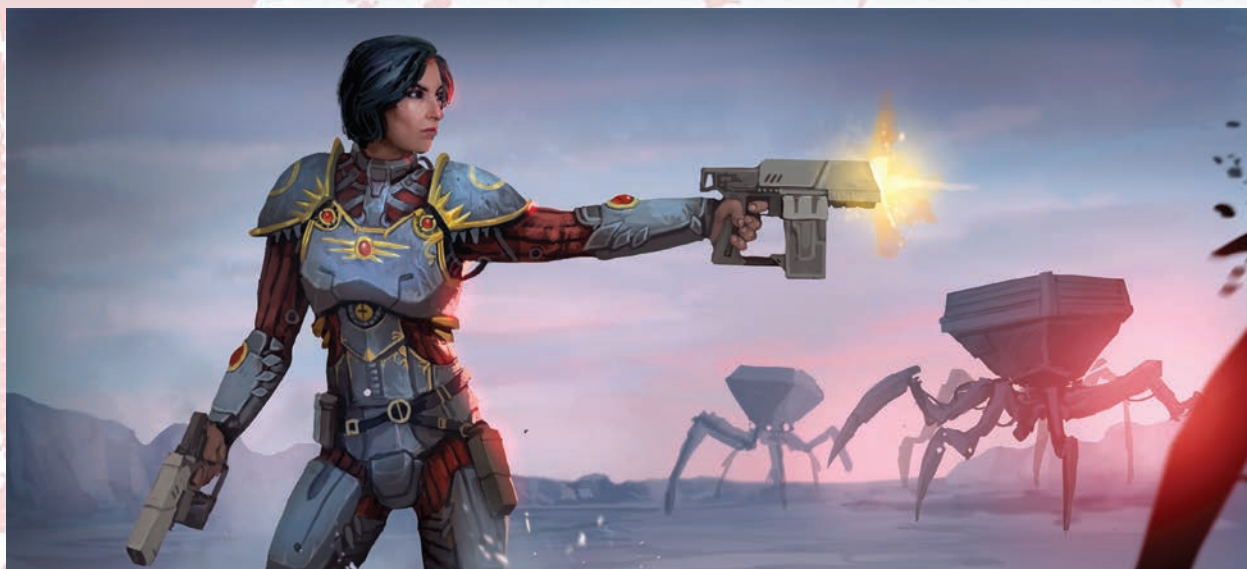


Scope: Scopes may be mounted on rifles or other longarms. When using the Aim maneuver, the character adds an additional +2 to Shooting rolls against targets at Medium, Long, or Extreme Range (see Science Fiction Companion for rules on Extreme Range). For 3× the price, the scope also includes Low Light and Night Vision, which can be activated as a free action and eliminates all illumination penalties. In addition to the benefits above, scopes add +2 to Notice rolls made to view things at a distance. (1 lb, \$300)

Sense Chip: Sense Chips, or “Sensuals” are blank Skill Chips that have been hacked to record the wearer’s life experiences. A blank Sense Chip can hold 12 hours of full sensory data, including surface thoughts, allowing someone who slots the sensual to experience everything the recorder experienced. Sensuals are highly illegal and highly addictive, leading to a thriving black market in their trade. Just about anything one can imagine is available in sense chip, if you know the right seller, including the strange and alien sensations of full immersion, direct neural interface adventures, combat scenes, or living a day as an ultra-wealthy Multinat executive. (Blanks: \$100, Pre-Recorded Sense Chips can fetch anywhere from \$150 – over \$100K depending on the rarity of the experience and the market in which it is being sold.)

Skill Chip: Plugged into a skill chip reader, these chips add or increase a single skill by a die type, but no more than +4 steps in any one skill. Skill chips may be swapped freely with no surgery. This is a free action but takes an entire round before the new skill is active. Chips carried separately are





the size of thumbnails and have no significant weight. (3K x Skill Rank per chip)

Wall Walker System: With these gloves, kneepads, and shoe-tips, a user can climb any sort of sheer surface—from smooth glass to rough stone. The character makes Climbing rolls as usual but ignores penalties for the surface. The system also adds +2 to the user's climbing Pace. (2 lb, \$300)

Water Purification Filter: These can-sized containers clean even the most toxic water of sediment and impurities (which are drained out the bottom). It produces 12 ounces of clean drinking water in about one minute. (1 lb, \$100)

Weapon Gimble: Certain heavy weapons, such as miniguns, are difficult for most soldiers to operate “from the hip.” A weapon gimble negates up to 25 pounds of a weapon's weight (though it has 5 pounds of its own) and allows the user to ignore any penalties for recoil or minimum Strength. (5 lb, \$100)

ARMOR

Body Armor: This lightweight, state of the art material can be worn under normal clothing with little inconvenience. It adds +4 Armor and negates up to 4 points of AP from ballistic attacks (but not energy or melee). (4 lb, \$1200)

Combat Armor: These suits include a full jumpsuit, helmet, load-bearing harness for a backpack or other gear, boots, and gloves. The vest (5 lb, \$1300) and helmet (2 lb, \$1100) may also be worn separately. Combat armor adds +6 Armor and negates up to 4 points of AP from ballistic attacks (but not energy or melee). (12 lb, \$1800)

WEAPONS

Minigun: A six-barreled machine gun with an extremely high rate of fire. Typically used mounted, with a tripod or weapons gimble, or by someone piloting an ExoSuit. An additional 1000 round drum of ammunition weighs 20 pounds and costs \$1000.

Weapon	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Minigun	24/48/96	2d8+4	4	1000	d8	85	\$10K
Notes: AP 3, HW.							

NPCS

The following NPCs are suitable for use in **Citizens Divided**. Note that NPC extras might not have (and do not require) Professional Edges.

#Characters preceded by a hashtag are Wild Cards

Assassin

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d8, Streetwise d6, Throwing d6
Cha: +0; *Pace:* 6; *Parry:* 6; *Toughness:* 9 (4)
Hindrances: Vow (Major—always finish the job)
Edges: Alertness, Dodge, First Strike, Marksman, Steady Hands, Thief
Gear: Body armor (+4), short sword (Str+d6), .50 cal rifle (Range 30/60/120, Damage 2d10, RoF 1, AP 2, Snapfire Penalty).

#Master Assassin

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Climbing d8, Fighting d12, Intimidation d8, Notice d8, Shooting d6, Stealth d12, Streetwise d6, Throwing d6
Cha: 0; *Pace:* 6; *Parry:* 10; *Toughness:* 10 (4)
Hindrances: Vengeful (Major), Vow (Major—always finish the job)
Edges: Acrobat, Alertness, Dodge, First Strike, Level Headed, Marksman, Quick Draw, Steady Hands, Thief
Gear: Body armor (+4), katana (Str+d6+2, AP 2), Barrett .50 cal rifle (Range 50/100/200, Damage 2d10, RoF 1, AP 4, Snapfire, HW).
Cyberware: Trait Bonus (Enhanced

Reflexes, Fighting +2), Trait Bonus (Targeting Eye, Shooting +2).

#Bounty Hunter

Bounty hunters serve as a form of freelance corporate police, hunting down criminals where governments (or the Multinat that hired the bounty hunter) have no jurisdiction.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Driving d6, Fighting d8, Intimidation d6, Notice d8, Piloting d6, Shooting d8, Stealth d6, Streetwise d6, Taunt d6, Tracking d8
Cha: -2; *Pace:* 6; *Parry:* 6; *Toughness:* 10 (4)
Hindrances: Greedy, Mean, Vengeful (Major)
Edges: Alertness, Combat Reflexes
Gear: Body armor (+4), blaster rifle (Range 24/48/96, Damage 2d8+2, RoF 1, AP 2), knife (Str+d4), 3× stun grenades, stun baton (Str+d4, Stun Charge), handcuffs, commlink.

Citizen

Most people lead unglamorous lives as crafters, miners, shop owners, corporate wage slaves, or farmers. They have little skill outside their trade and little interest risking their necks on quests to save society.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Knowledge (one trade)d6, Notice d6, Shooting d4
Cha: +0; *Pace:* 6; *Parry:* 2; *Toughness:* 5
Hindrances: —
Edges: —
Gear: Knife (Str+d4), tools of the trade.

Corporate Exec

Corporate executives keep the wheels of industry turning—and have a taste

for money and power. They often lord their wealth over proles, until they need something...unsavory done. Then they are a prole's best friend, until the job is finished and the bills are paid.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Intimidation d8, Knowledge (Business) d8, Notice d8, Persuasion d8, Shooting d4, Taunt d6

Cha: +0; Pace: 6; Parry: 2; Toughness: 5
Hindrances: Greedy, Stubborn
Edges: Connections, Strong Willed
Gear: Sharp suit, PDD, loads of credit.

#Hacker

This stat block can represent a corporate, prole, or freelance Hacker.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d4, Investigation d6, Knowledge (Computers) d8, Knowledge (Electronics) d8, Repair d6, Shooting d6, Streetwise d6
Cha: +0; Pace: 6; Parry: 4; Toughness: 5
Hindrances: —
Edges: Mr. Fix-It
Gear: A.R. Interface, Deck.
Cyberware: Cyberjack.

Law Enforcement

Law enforcement officials may be the local police, customs officials, a federal agency, or corporate security guards.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6
Cha: +0; Pace: 6; Parry: 5; Toughness: 9 (4)
Hindrances: Code of Honor (Uphold the law), Loyal
Edges: Connections
Gear: Body armor (+4), commlink, handcuffs, heavy pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 4), stun baton (Str+d4, stun). Heavier gear as needed.

Gutter Punk

Your friendly neighborhood Gutter Punk. A basic street tough.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6
Cha: -2; Pace: 6; Parry: 5; Toughness: 5
Hindrances: Greedy, Mean
Edges: -
Gear: cutlass (Str+d6),



pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

#Gutter Punk Lieutenant

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Taunt d8

Cha: -2; Pace: 6; Parry: 7; Toughness: 9 (4)

Hindrances: Greedy, Mean, Wanted

Edges: Block, Combat Reflexes

Gear: Body armor (+4), cutlass (Str+d6), Colt .45 pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Semi-Auto).

#Gutter Punk Leader

Attributes:

Agility d8, Smarts d8, Spirit d8,

Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d8, Repair d6, Shooting d8, Stealth d8, Taunt d8

Cha: -2; Pace: 6; Parry: 8; Toughness: 12 (6)

Hindrances: Greedy, Mean, Wanted

Edges: Ace, Block, Combat Reflexes, Command, Hard to Kill, Inspire

Gear: Combat armor (+6), cutlass (Str+d6), S&W .357 (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Revolver).

Scientist

Scientists analyze the cosmos and attempt to put order to it. They're experts in a particular field and most of its related studies as well.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Knowledge (any two sciences) d8, Notice d6, Repair d8, Shooting d6, Cha: +0; Pace: 6; Parry: 2; Toughness: 5

Hindrances: Quirk,

Stubborn

Edges: Mr. Fix It, Scholar

Gear:

Commlink, PDD.

Smuggler

Smugglers make money by taking goods where authorities & corporates don't want them to be sold. Some are out for a quick credit; others are noble freelancers, down with the prole cause.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6



Skills: Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Piloting d6, Shooting d6, Stealth d6, Streetwise d8

Cha: +0; *Pace:* 6; *Parry:* 5; *Toughness:* 5

Hindrances: Greedy

Edges: Connections

Gear: pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Semi-Auto).

Spy

Spies work for governments, corporations, or prole enclaves as intelligence gatherers.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Driving d6, Fighting d6, Knowledge (Electronics) d8, Lockpicking d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8, Taunt d6

Cha: +0; *Pace:* 6; *Parry:* 5; *Toughness:* 5

Hindrances: Cautious

Edges: Connections, Thief

Gear: Varies with disguise, but usually a small pistol (Range 5/10/20, Damage 2d6+1, RoF 1, AP 1) and knife (Str+d4).

SAMPLE ADVENTURE IDEAS

SENSING TROUBLE

In this adventure, the characters discover that someone witnessed them committing a crime, meeting with a member of an opposed faction, or engaging in some other embarrassing

behavior. When they track down the witness, the characters find out that the witness is dead. Furthermore, they find that she was wearing an external, cyberjack controlled sense chip recorder. This means there might be a sense chip floating around with evidence of their activities. Can they find it before it hits the street?

HEADHUNTING

A Multinat wants to recruit an executive from another Multinat. The characters are stuck in the middle. Perhaps they have been hired by the recruitment team to pursue aggressive negotiations (like, say a kidnapping.) Or they may have been hired as deniable assets by the target, to act as private security (the target doesn't seem too keen on telling his bosses about the situation.) Perhaps one of the characters IS the target!

SUPPLY RUN

The characters' village, or the village of someone they care for, has seen an outbreak of a dangerous, but manageable disease. At least, it is manageable with modern medicine. Unfortunately, the village is a prole settlement with no nearby corporate enclave, and no modern medical facility to speak of. The villagers need medical supplies, but have no money, no infrastructure, and no corporate contacts. People are dying and will continue to die unless the characters acquire the appropriate supplies.

RARITIES OF THE REALMS

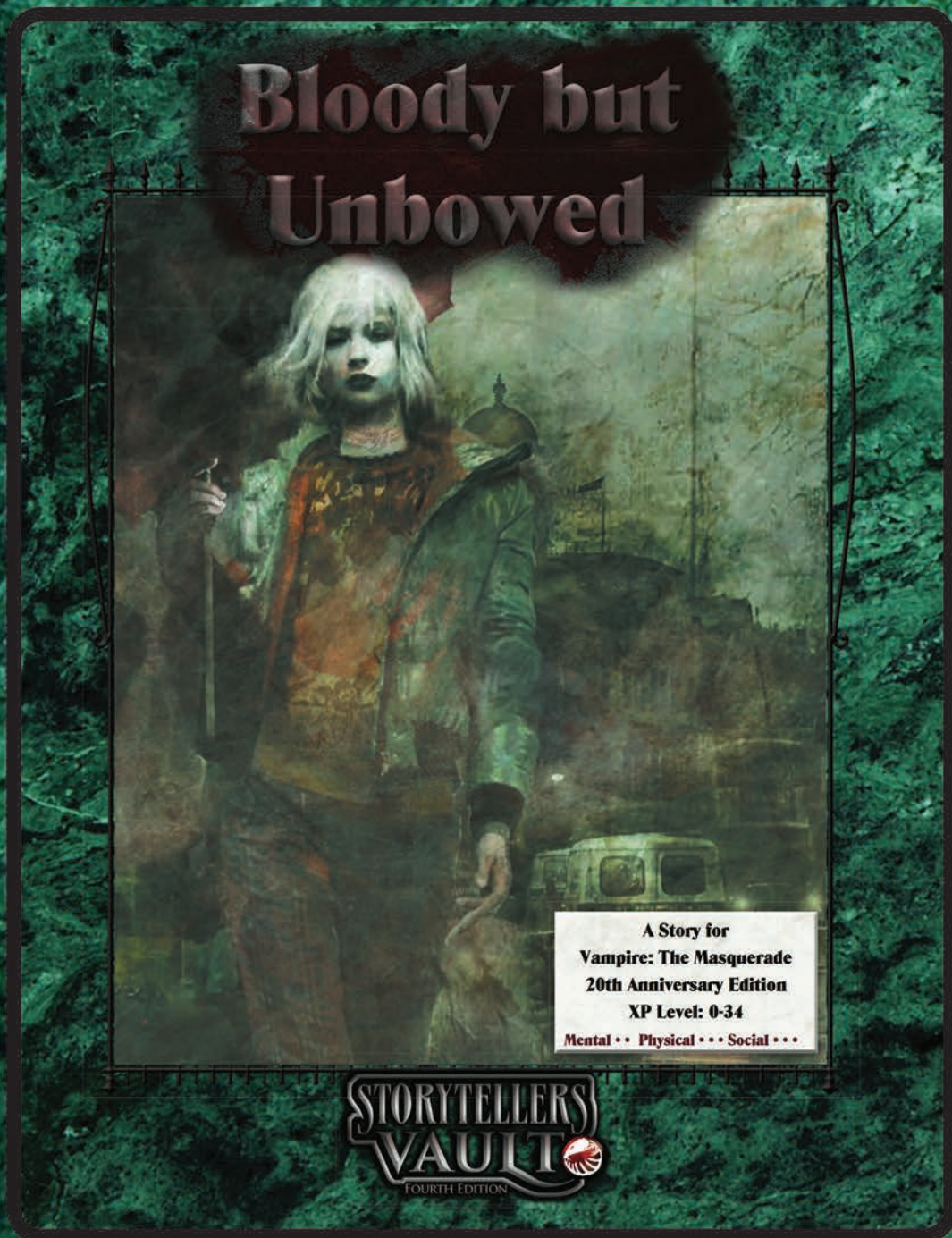
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20TH ANNIVERSARY EDITION
VAMPIRE
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A ROLEPLAYING GAME OF
MODERN HORROR AND URBAN FANTASY

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LIFE IN 2068

Beyond the relatively banal existences of Joe and Jane Uniform, the world of **Citizens Divided** is filled with unique and interesting folks, working on both sides of the corporate divide, in order to rebuild a broken world, strengthen their own futures, or support a personal agenda.

FIGHT THE POWER

Citizens Divided is a dystopian cyberpunk view of the world fifty years from now. The climate has changed, corporate greed has led to economic collapse, class war, and widespread unrest. Explore the grungy streets of the crumbling prole villages as a Gutter Punk, fight for the rights and welfare of the weak as an ExoPilot, or bend the internet to your will as a Hacker!

NEW OPTIONS, NEW STORIES

Citizens Divided contains:

- Nine new Professional Edges
- New Bioware rules
- Expanded Cyberware rules
- A dark look fifteen minutes into the future

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