..Ghost Protocol

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Version 1.0
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The Elevator Pitch:

Near future cyber sci-fi that hijacks essential data from *Shadowrun* and *Cyberpunk 2020*. Predominant themes include resistance, rebellion and espionage against Establishment powers. Additional information unavailable without proper clearance codes.

Setting & Flavor:

You are a Ghost. You do not officially exist. In a world where someone's information is more real than their corporeal bodies, you are a dropped packet, a glitch. Power brokers, agitators, gangsters and Corporate fixers hire specialists like you to handle discreet and dangerous business, the sort that can never make the news under any circumstances. Your ability to move undetected is your principal asset; you are 100% deniable and that's precisely what your employers want.

The world is completely controlled by Corporate entities. Real governments lost their teeth decades ago; they all kowtow before the Altars of Commerce. Elected officials serve at the pleasure of their Executive handlers, indulging their every whim. All business and communication occurs over a world-spanning Internet that is tenaciously metered, controlled and regulated by Corporate masters. An active underground has sprung up to try and keep at least some parts of the Net truly wild and free but they are the silent voice in the choir.

The Net isn't any one thing anymore. It has become a balkanized mess of sub-nets strung together by the most tenuous threads through innumerable firewalls and counter-measure programs. What was once the World Wide Web in the halcyon glory days of the Internet's birth is now the World Wide Weird – a bizarre mixture of Corporate Virtual Reality playgrounds, ICE-locked dark nets, Freeware game worlds, community networks and e-commerce sites.

You navigate these two worlds, the digital and the real, as effortlessly as the thought of breath. You make your living by never existing. Existence is death.

History:

It is the year 2069. Three major and related events have completely altered the political landscape of the world: a brutal famine in China, the economic collapse of the United States and the rise of the "Corporate Nation State".

The worst famine to strike China since the Great Leap Forward occurred in the year 2029. This touched off what was urbanely referred to at the time as the "Food Riots", a multi-year civil war between poor peasants from Western China and the urban elites in Pacific China. These 'riots' quickly escalated into a full-blown ideological conflict between "true revolutionaries" and "bourgeois technocrats". The ensuing war brought the Chinese manufacturing economy to a stand-still and instigated a 'brain-drain' as the country's best and brightest were impressed into emergency military service (at least those who lacked the connections to escape). The situation was far beyond the point where International Aid could make a difference; the anxious industrial powers of the East and the West could only wring their hands and watch as the situation in China ran its course. In the end, entire provinces of China fractured off along traditional border lines. A new regime calling itself the "Collective Union of Revolutionary

States" forged an autocracy in Western China while Pacific China formed a loose confederacy that the media fancifully dubbed the "Strand of Pearls", a chain of independent city-states the likes of which had not been seen since the days before the Han Dynasty.

All of the unrest in China heralded doom for the United States. Four years after the inception of the Food Riots, the US economy tanked in spectacular fashion. The 'imbalance of trade' turned into a massive, sucking black hole of trade. With no manufacturing capacity to fill the consumer demand that Chinese goods satisfied, prices in the marketplace rocketed straight to the moon. Debts went unpaid, the value of the dollar crashed and banks started to flat-line one after the other. The Government did what it could to stave off disaster until the US Treasury was depleted. With hat in hand, Uncle Sam rolled out the biggest yard sale in recorded history and put the only thing he had left up for bid: American soil.

Under most circumstances, the largest corporations in the world would probably have just pulled up stakes and moved to a more stable country but they did something unexpected instead: they offered to bail out entire cities and states in exchange for legislative considerations. These considerations took the form of new laws that made corporations completely tax exempt and granted them extraterritoriality: the ability to govern their own property as an independent nation. Not unlike the Vatican in Italy, each corporation immediately began to create their own micro-countries in the midst of what had once been states, counties and municipalities with over 200 years of history. To capitalize on the moment, several of these company-states chose to band together and form new political federations, redrawing the lines of geo-politics in the process. The Age of the MegaCorps had arrived.

Though prosperity and stability returned under the unrelenting fiscal guidance of the MegaCorps, Democracy's corpse was put on ice for good. A brief but bloody conflict between US government loyalists and Corporate mercenaries (popularly called "The Dissolution War") put an exclamation point on America's eulogy. There was no room for compassion in a world ruled by Suits and their balance sheets. With no one left to stop them, the MegaCorps suspended all laws that inhibited their ability to extract profit. This untrammeled profit-mongering promulgated a torrent of injustices against the voiceless lower classes. Most were too meek or insensate to do anything about their situation, having been fed a steady drip of cheap drugs and virtual reality. A growing few, however, kept an ember of resentment smoldering and started to gnaw at the rough bindings placed on them by the MegaCorps. These dissidents purged their identities, formed secret societies and showed every bit as much contempt for the law as the Corporations did. They became ghosts in the system, ungovernable specters, the last truly free people on Earth.

Character Concepts:

All characters in this setting are human and begin with one free *Edge* at creation. Additionally, all characters receive a free d8 in the *Language* skill of their choice (see EDGES, SKILLS & HINDRANCES for more details).

The Activist:

You do what you do out of a sense of justice and fair-play. When the liberty of common people is threatened by corporate interests, you see it as your duty to equalize the balance of power by whatever means necessary.

Starting Kit: Electronic Lockpicks, a console, a bug
Recommended Edges: Connections (Net Liberation Front), Investigator, Command

The Anarchist:
Tear it all down, man! You don't particularly care so much for one agenda over another. All you know is that you're sick of what the world has become and you want to see it all decompiled. It's time to hit the reset button and you're the chav to do it!
Starting Kit: Cranial Bomb, a jammer, a shotgun
Recommended Edges: Connections (Weird), Berserk, Street Smarts

The Coder:
There's nothing flashy about what you do. You're a programmer with solid fundamentals. Lazy or poorly executed code will just get you busted or worse. Play it by the numbers and everyone will get what they want in the end. You have little tolerance for people that cut corners and ignore details.
Starting Kit: A sensible console, commercial programs, a flash drive
Recommended Edges: Connections (White Noise), Mr. Fix-It, Scholar

The Courier:
Some cargos are just too important to trust to the Net. Any second-rate hacker on a Tillion console can scrape just about any conventional secret off the public nets. Discriminating customers use people like you to carry their encrypted data securely and secretly in custom Stacks.
Starting Kit: Endocranial Stack, Cyber Acoustics, ballistic coat
Recommended Edges: Rich, Danger Sense, Fleet Footed

The Elite Hacker:
For most people, accessing the internet is a skill – it's something they use like a tool. To you it is a high art form and all lesser practitioners are fumbling fools. You aren't so much interested in making political statements as you are in overcoming difficult challenges and bragging about them later. You are occasionally guilty of doing flamboyant things in the Net just to make a point.
Starting Kit: A screaming console, Blackware, multiple Fake IDs
Recommended Edges: L33t, Connections (Technology), Luck

The Fixer:
You're the kind of guy who knows people. Your comm is always blowing up with people trying to get a hold of you. There isn't a single thing going down in your city that you haven't at least heard rumors about.
Starting Kit: Commlink, 1d6 satphones, a console
Recommended Edges: Connections (Underworld), Connections (Weird), Connections (Technology)

The Infiltrator:
You are the Meat Space analog of the Hacker, but you work with lock picks and glass-cutters instead of a console. Breaking into places is your specialty and Hard Knowledge is your currency.
Starting Kit: Hazard Suit, nightvision glasses, grapple gun, Electronic Lockpicks
Recommended Edges: Thief, Acrobat, Ace

The Info Gnostic:

Info Gnostics are slightly deranged mystics that believe there is some hidden truth contained within raw data feeds. Most Info Gnostics are damaged in some way, suffering from a variety of mental disorders, but the truth is they have an uncanny ability to "read" information of all kinds.
Starting Kit: Cyber Optics, a console, a dog-eared copy of the *Digi-gnostic Kabbalah*
Recommended Edges: Data Sponge, Node Sense, Danger Sense

The Life-Jacker:

You are a "Sensation Blogger", someone who records and broadcasts the feelings, emotions and sensations of their everyday lives for other people to jack into and experience. It's the most intimate form of social networking imaginable.... And also the most narcissistic.
Starting Kit: Sensation Recorder, a console, various drugs
Recommended Edges: Rich, Connections (Entertainment)*,* Charismatic

The Mercenary:

You have received some kind of military training and are handy with firearms. You bounce in and out of Company gigs now and again but like to keep your options open. After all, you never know when a big score's gonna come your way.
Starting Kit: FN P-99, ballistic coat, a stim patch
Recommended Edges: Connections (Law Enforcement), Alertness, Quick Draw

The Mole:

You live a double life. The face you show to the world is the face of a friend, a confidant, a comrade in arms. Secretly, you serve at the pleasure of powerful masters who reward you for providing the occasional bit of information about the prevailing tides of the underground.
Starting Kit: Endocranial Stack, an expensive ID wipe, plastic surgery
Recommended Edges: Corporate Ties, Connections (Underworld), Luck

The Outlaw:

You revel in the fact that you are breaking the law. It's what gets you out of bed in the morning. The way you see it, if the Corps are going to fleece the general public on a daily basis, you are more than entitled to take a strip out of their hides.
Starting Kit: Electronic Lockpicks, a console, 9mm pistol
Recommended Edges: Thief, Street Smarts, Two-Fisted

The SimStar:

All you ever wanted to be was famous. No one knows that you were just a nobody before you got your big break. However, with enough augments, shameful depravities and devil's bargains you have finally achieved your dream. You are now more beautiful and glamorous than any human being has any right to be. The world only knows your facade, and that's how you intend to keep it.
Starting Kit: Sensation Recorder, Pheromone Modulator, Body Sculpt
Recommended Edges: Attractive, Very Attractive, Charismatic

The Suit:

You are a Company Man, climbing the ladder and stoking the dream of sitting on the Board some day. You pride yourself on being an Alpha Shark -- you'll do absolutely whatever it takes

to see that your Company succeeds. Your managers know that you're a guy they can trust to take care of the job, no matter how dirty it is. They know you can be discreet. Keep up the good work, Son -- the people upstairs are watching you!
Starting Kit: Immaculate suit, Executive Lounge pass, a Platinum credit chip
Recommended Edges: Corporate Ties, Rich, Very Rich

The Techno-Shaman:

Techno-Shamans are militant Transhumanists who believe it is the destiny of the human race to blend technology and biology in a harmonious union. They profess belief in something called the Unity, a sort of Ur-Conscience that dwells in the Net, a spontaneous intelligence that has arisen, by chance or design, from the seemingly random collision of trillions of nodes of information. Techno-Shamans claim that the Unity speaks through them and guides their actions.
Starting Kit: As many body modifications as possible
Recommended Edges: MacGyver, Mr. Fix-It, L33t

The Wetjacker:

You're the kind of bloke that gives people nightmares. You are a professional organ thief and black surgeon. The skills you have to offer don't come cheap but when all other methods of stealing someone's secrets fail, you are the sort of specialist people turn to.
Starting Kit: Stun Baton, surgical tools, a console
Recommended Edges: Healer, L33t, Connections (Thanatos)

Edges, Skills & Hindrances:

New Edges:

Angelic Beauty (Prerequisite: Very Attractive, Body Sculpt):
With the aid of the very best in cosmetic science you have become about as physically beautiful as a meat being can become. Your *Charisma* bonus increases to +6

L33t:
You are an exceptionally talented hacker. Gain a +1 bonus to all *Hacking* rolls.

Corporate Ties (Background Edge):
You are employed by one of the MegaCorps on a more or less full-time basis. You perform special missions for them in exchange for a healthy paycheck and special legal privileges. You are able to ID-swipe into any of your company's facilities and enjoy a +2 *Charisma* bonus with company affiliates. It is implicitly understood that if your corporation asks you to do something, you will do it with alacrity and discretion.

In addition to any other income you may receive, you are paid 100,000 Credits per year. You begin play with one year's salary in the bank.

If you engage in any behavior that paints your corporation in a negative light, you will be reprimanded, fired or, in the most extreme circumstances, neutralized.

See the MEGACORPS section below for more details.

Connections:

Characters with the *Connections* Edge must specify which group they have Connections to. The choices are:

- Any established Power Group (see POWER GROUPS below)
- Underworld (Fences, Fixers, Arms Dealers, Hit Men and general thugs)
- Law Enforcement (Police, Mercenaries, Military, Corporate Security)
- Media (Reporters, Bloggers, Freedom-of-Information Terrorists)
- Weird (Techno-Shamans, Info Gnostics, Borgs, Nullizens)
- Entertainment (SimStars, Agents, Bartenders, Life-Jackers)
- Technology (Programmers, Repair Techs, Hackers, Cyber Docs)

This Edge can be taken multiple times to gain contacts within multiple organizations. Characters can use the *Persuasion* skill to gather information and favors from their Connections. To avoid abuse, apply a cumulative situational penalty to the *Persuasion* check if the character is "going to the well" too many times.

Data Sponge:

You process information effortlessly. Whenever you are making a *Knowledge* check using a computer add +2 to the result.

Master Hacking (Prerequisite: Wild Card, Heroic Rank, Hacking d12):

Your skill with computers is so great that your *Wild Card* die for *Hacking* rolls is a d10 (instead of a d6).

Node Sense (Prerequisite: Spirit d8):

You have an uncanny ability to sense the "wake" created by entities as they travel through the Net. This gives you an early warning when danger approaches. A character with *Node Sense* may make a *Notice* check to determine if a neighboring node contains dangerous or friendly entities and to detect the presence of *Ghosted* Avatars. See NETSPACE ADVENTURES for more details.

Street Smarts (Prerequisite: Smarts d8, Survival d6, Tracking d6, Streetwise d6):

Your urban survival instincts are honed to a mono-molecular edge. You gain a +2 bonus to all *Streetwise*, *Tracking* and *Survival* rolls.

New Skills:

Hacking (Smarts):

This is the core skill involved in any computer use scenarios. It is recommended that all characters have at least one rank in this skill. Any time the character needs to do something extraordinary in the Internet, they need to use their *Hacking* skill. Regular computer use does not require a *Hacking* roll.

The **Knowledge** skill is used to determine the success of any information searches attempted over the Net. This reflects the character's ability make sense of search result data and to follow contextual clues to a rational conclusion.

The **Repair** skill can be used to recondition damaged Consoles. Each repair costs 1d4x100 Credits for parts and tools.

The **Streetwise** skill is used to find dealers of illegal goods, such as Blackware and certain types of weapons. This skill must be used in conjunction with the *Connections* Edge.

Language (Smarts):
In the multi-cultural world that *Ghost Protocol* is set in, the ability to speak many languages is an asset. Sometimes the quickest way to encode information that you don't want someone else to discover is to mask it in a language they don't understand.

In general a character does not have to make a skill check to use their language abilities. Only when attempting to decipher fragmentary or distorted communication should a character be required to make a *Language* skill check.

Each language you study is treated as a separate *Language* skill. You can learn any modern language you wish but the following languages are considered "World Languages" in this campaign setting:

Language	Prevalence
English	The most widely spoken language in the world. Virtually everyone knows some English.
Chinese	Nearly as prevalent as English. Virtually everyone knows some Chinese.
Japanese	A popular second or third language taught in PacFed. Japanese slang has worked its way into the everyday lexicon.
French	Spoken in parts of North America and Europe. French has become the "official" language of government in the EU. All European diplomats and officials do business in French.
German	Though it is really only spoken in Europe, German has the distinction of being the "Trade Language" of European executives. When the Suits break into *deutsch* it is because they don't want the support staff listening in.
Spanish	Spoken throughout the Americas and parts of Europe.
Changlanese	A hybrid language combining elements of Chinese, English and Japanese. This is the "street" language of the modern megalopolis and is especially popular in Underworld circles.
Congolese	An amalgam of all the native languages of Africa. Spoken by everyone on the African continent.

The table below gives you an indication of what each rank of *Language* skill gets you:

Skill Rating	Description
d4	*Rudimentary:* you can read menus and children's books and can speak like a tourist.
d6	*Basic:* you can speak the language conversationally but your accent is pretty terrible. You are able to read and write at a high-school level.
d8	*Fluent:* you speak, read and write the language with the exacting clarity of a university trained student or someone who grew up with the language. You've probably spent some time in a cultural immersion scenario.
d10	*Expert:* you speak the language perfectly and have a very convincing accent. Someone would think you were local if they spoke to you over the phone. You possess the extensive vocabulary of someone who has spoken the language for decades.
d12	*Master:* you not only speak the language perfectly, but you can emulate any dialect or accent flawlessly. You understand all idioms, colloquialisms and figures of speech. Your vocabulary is exhaustive. You could operate well in high society circles.

New Hindrances:

Debt (Minor/Major):
You owe somebody powerful and unscrupulous a lot of money and they want to start collecting interest now. With the minor version of this Hindrance you can begin play with 2500 credits instead of 500 credits; with the major version you begin play with 10,000 credits. In either case, you owe back the amount you borrowed plus 10% and must make installment payments every gaming session or receive a visit from unsavory debt collectors in the next session.

Pwned (Major):
You have a nasty habit of getting outmaneuvered every time you log into the Net. You are unable to use *Bennies* while adventuring in Netspace.

Haxx0red (Major):
You and computers just don't mix. You'd have been better off living in Victorian England. You suffer a -1 to all *Hacking* rolls.

Transhuman (Minor/Major):
This Hindrance can only be taken by characters who have purchased one or more "Body Modifications" (see GEAR below). Transhumans are individuals who have chosen to augment their natural human bodies with integrated cyber or bio-tech.

Transhumans are looked up with fear and distrust in some segments of the population. They suffer a general *Charisma* -1 penalty.

With the Major version of this Hindrance you run the risk of "Going Borg". Any time you connect to the Net there's a 5% chance that a Rogue AI will try to infiltrate you through your Mods. If an AI takes an interest in you, you have a single chance to resist it by making an

opposed *Spirit* roll. If you fail, the AI downloads itself into your body and you become a Mindjacked Borg (a Monster). The Game Master may allow you to continue role-playing as a Monster if he or she wishes. If you succeed, you are able to punch out of the Net before the AI can penetrate you. To keep your players guessing, you should ask the Transhuman character to make a *Spirit* check <u>every time</u> they enter the Net so that they can never be sure when they're doing it for real.

Gear:

The standard unit of currency in this world is the electronic credit. All characters begin play with 500 credits. Most people carry a "credit chip" that they use to conduct financial transactions but cash is still used on those occasions when discretion is called for. Electronic transactions always leave a data trail, so a Ghost needs to be careful about what they buy, where they buy it and from whom. A disposable "Fake ID" (see MISCELLANEOUS below) is useful in those instances when you'd like to conceal an electronic purchase.

Weapons
All modern firearms come standard with a "Slave Rig" that allows someone with a Master Rig modification to gain enhanced feedback from the weapon. While rigged, all *Shooting* rolls are increased by +1 and the wielder can see through the weapon's scope if it has one.

Weapon Name	Cost	Effect
Baton	50	STR + d4 damage
Knife	25	STR + d4 damage
Combat Gauntlets	100	STR +2 damage
Stun Baton	400	STR + d4 damage; *Vigor -4* or *Shaken*
Folding Sword∞	750	STR + d6 damage; concealable
Katana	1000	STR + d6 +2 damage; AP: 2
Monofilament Garrote∞	3000	2d8 damage; AP: 4; concealable
One Hitter∞	100	5/10/20 range; 2d6 damage; 1 shot per clip; concealable
Taser	150	5/10/20 range; *Vigor -4* or *Shaken*; 1 shot per clip
9mm Pistol	200	12/24/48 range; 2d6 damage; AP: 1; Double Tap; 17 shots
Folding Crossbow	250	15/30/60 range; 2d6 damage; AP: 2; 1 action reload; concealable; silent
Magen Archangel	300	15/30/60 range; 2d8 damage; AP: 2; Double Tap; 7 shots
Holdout Pistol∞	300	12/24/48 range; 2d6 damage; 6 shots; concealable
Hunting Rifle	300	24/48/96 range; 2d8 damage; AP: 2; 6 shots
Shotgun	350	12/24/48 range; 1d6-3d6 damage; 6 shots
AK-17	500	24/28/96 range; 2d8+1 damage; AP: 2; ROF: 3; Full Auto; 30 shots
Benelli Masher∞	600	12/24/48 range; 1d6-3d6 damage; 6 shots
Benelli Intimidator∞	1000	12/24/48 range; 1d6-3d6 damage; Double Tap; 12 shots
Micro Uzi∞	500	12/24/48 range; 2d6 damage; ROF: 3; AP: 1; Full Auto; 32 shot; concealable
Ceska Zbrojovka M-19 ∞	600	12/24/48 range; 2d6 damage; ROF: 3; 3RB; Full Auto; AP: 1; 30 shot

Steyr Sturmfaust∞	800	24/48/96 range; 2d8 damage; ROF: 4; Full Auto; ignores ballistic armor; 24 shot
Fabrique Nacionale P-99∞	750	12/24/48 range; 2d6+1 damage; ROF: 3; AP: 1; 3RB; Full Auto; 50 shots
O'Dwyer Banshee∞	2000	12/24/48 range; 2d6 damage; ROF: 3; AP: 1; Full Auto; Alpha Strike; 15 shots
Heckler & Koch Fury∞	5000	12/24/48 range; 2d6 damage; S.B.T.; Heavy Weapon; Double Tap; Fused munitions; 6 shots
Barrett XM500∞	5000	50/100/200 range; 2d10 damage; AP: 4; Heavy Weapon; Snapfire; 11 shots
GenDyn SRM∞	5000	24/48/96 range; 4d8 damage; AP: 9; M.B.T.; Heavy Weapon; Snapfire; 2 action reload; 1 shot
Steyr LMG∞	2000	30/60/120 range; 2d8 damage; AP: 2; ROF: 4; Snapfire; Full Auto; 200 shots
Fabrique Nacionale M-2020 HMG∞	5000	30/60/120 range; 2d10 damage; Heavy Weapon; AP: 4; ROF: 3; Fixed Fire; Full Auto; 200 shots
Frag Grenade∞	50	*Throwing* range; 3d6 damage; Heavy Weapon; M.B.T.
Gas Grenade∞	25	*Throwing* range; Special damage; M.B.T.

∞ = illegal goods that must be purchased with *Underworld* or *Law Enforcement* connections.

HW = *Heavy Weapon:* this weapon can pierce *Heavy Armor*

S.B.T. = *Small Blast Template:* this weapon affects a 1 square radius area

M.B.T. = *Medium Blast Template:* this weapon affects a 2 square radius area

AP = *Armor Pierce:* number of *Armor* points that this weapon can ignore

ROF = *Rate of Fire:* number of times a weapon can be fired in a single combat round (without penalty)

3RB = *Three Round Burst:* weapon can fire 3 bullets on one squeeze of the trigger. This imparts a +2 bonus to the *Shooting* roll and damage at a cost of 3 rounds of ammunition.

Snapfire = the shooter suffers a -2 penalty with this weapon if they move during the same round that they fire it

Full Auto = this weapon is capable of fully automatic fire. When more than one shot is fired in a round, all *Shooting* rolls are made at -2 and a number of rounds equal to the weapon's ROF are expended per shot. When *Full Auto* is engaged, the wielder can lay down Suppression Fire.

Concealable = This weapon is easy to hide. Anyone performing a visual inspection of the wielder must succeed a *Notice* check to detect the weapon. Some weapons are more concealable than others.

Double Tap = the weapon can be fired twice in quick succession, imparting a +1 bonus to *Shooting* and damage.

Alpha Strike = this weapon can discharge all of its ammunition in a single pull of the trigger. If fired with a full clip, the weapon imposes a *Spirit -2* modifier to Suppression Fire.

Baton: Any sort of fighting stick, such as a standard issue law enforcement night stick or a tonfa.

Knife: Sharp. Pointy. Fun.

Combat Gauntlets: These synthetic or leather gloves have carbon fiber plates and lead weights woven into them to turn a puncher's fist into an anvil.

Stun Baton: This electrically-charged truncheon delivers a painful shock to anyone struck by it. In addition to sustaining bludgeoning damage, targets touched by this weapon must first succeed a *Vigor -4* check or be instantly *Shaken*.

Folding Sword: A multi-section blade held together by durable monofilaments. The Folding Sword can collapse to pocket size at the push of a button. Collapsing and expanding the blade takes a standard action.

Katana: Super-sharp two-handed curved sword of Japanese origin.

Monofilament Garrote: Given enough persistence, this intensely sharp and strong monofilament wire can saw through steel.

One Hitter: An assassin's weapon, the One Hitter is designed to be fired from extremely close range. This weapon can be easily palmed and is commonly concealed inside of innocuous objects (i.e. canes, boutonnieres, boot soles, etc.) A *Notice -2* check is required to see someone holding a One Hitter.

Taser: This pocket-sized weapon fires dart-like electrodes connected to a monofilament conductive wire that delivers a debilitating electric shock to the target. Anyone struck by a taser must succeed a *Vigor -4* check or become *Shaken*.

9mm Pistol: Your run of the mill light pistol. Hundreds of varieties are available from dozens of manufacturers.

Folding Crossbow: Trigger-actuated, horizontal bow that is mounted on a rifle stock. Has a slower rate of fire but greater range and piercing power than a traditional bow. The folding bow makes this weapon highly concealable.

Magen Archangel: Israeli arms manufacturer Magen spun off from IWI to produce high end handguns for the commercial market. Their flagship product, the Archangel, is the lineal descendent of the famous Desert Eagle handgun. This large caliber semi-automatic pistol packs a rifle sized kick in a pistol sized package.

Holdout Pistol: This slim pistol is designed to be highly concealable. A *Notice* check is required to see someone wielding a Holdout. These are typically made out of hard plastics to elude metal detectors.

Hunting Rifle: A standard long arm used for hitting targets over range. Sturm Ruger makes many popular sport models but the current king of the heap is the Steyr SS (Super Sport)

Shotgun: This weapon fires pellets in a spread pattern to maximize the chances of turning a target into hamburger. There are numerous varieties of shotgun on the market; the Remington Raider is a top seller. In criminal circles shotguns are often sawed off, cashiering range for greater concealability.

AK-17: The 2017 version of the world's most venerable and dependable assault rifle. Private ownership of these guns is very high. Just like its forebear it can be field-stripped, cleaned and reassembled with ease and is rugged enough to handle service in virtually any environment.

Benelli Masher: This is a beefy revolver that fires shotgun shells instead of normal bullets. Targets hit at close range are usually turned into ground chuck.

Benelli Intimidator: The semi-automatic version of the shotgun. Commonly used as a room sweeper by private security forces.

Micro Uzi: This ultra-compact sub-machine gun is about the size of a pistol (if you disregard the extended clip) but can unleash a hail of bullets.

Ceska Zbrojovka M-19: A diminutive sub-machine gun that is favored by private security types. Unlike the "spray and pray" Uzi, the Ceska can fire precise, controlled bursts.

Steyr Sturmfaust: The most popular flechette firing weapon on the market, the Steyr Sturmfaust pours out a thundering rain of annular-primed carbonite darts that are immune to the effects of ballistic armor (i.e. Bullet-proof vests, Ballistic Coats, etc.) Flechette weapons feature a higher rate of fire than other weapons in their class.

FN P-99: The Fabrique Nacionale P-99 is the latest evolution of the Belgian weapon maker's P-series of bullpup sub-machine guns. Engineered to the most exacting specifications, these guns are incredibly reliable and are a favorite of discriminating mercenaries around the world. The P-99 packs a little more kick than other small sun-machine guns.

O'Dwyer Banshee: The O'Dwyer Arms Company invented the world's first electronic gun. Their Banshee handgun can fire its entire clip of caseless ammunition in one squeeze of the trigger. This "Alpha Strike" capability is unique in the world of firearms. This gun is popular with criminal types because it packs an assault rifle punch in a pistol package and because caseless ammunition leaves much less evidence at crime scenes.

HK Fury: Heckler & Koch developed the XM-25 Individual Airburst Weapon System for the US military back in 2010. After the Edict of Brussels, HK commercialized the weapon which had distinguished itself in numerous military deployments. The Fury is a bullpup configured semi-automatic grenade launcher that fires 25mm shells. The grenades are fused so that the gun's on-board computer can set them to detonate at any specified range.

Barrett XM500: This is what the military calls a "Hunting Rifle". The Barrett boasts much longer range and greater armor piercing capability than any other long arm.

GenDyn SRM: A shoulder-mounted rocket launcher that fires armor-penetrating surface-to-surface or surface-to-air missiles. It takes 2 actions to reload this weapon, meaning that it takes 2 combat rounds to load the launcher and, if the weapon is fired in the second round, the shooter will suffer a multi-action penalty.

Steyr LMG: The Steyr Light Machine Gun is a crew served weapon that normally requires 2 people to operate (one to fire and one to feed ammo) but can be used by a single person with an Exo Rig. It fires EU-standard 5.56mm ammunition.

FN M-2020 HMG: Fabrique Nacionale manufactures the M-2020, which is the Heavy Machine Gun of choice for warlords and other real estate speculators. It fires beefy .50 caliber ammunition that can punch holes in plate steel. This is a fixed fire weapon meaning it must be fired from a stationary and stable position, a vehicle mount or an Exo Rig.

Frag-Grenade: Standard military issue grenade that produces a cloud of deadly shrapnel.

Gas Grenade: Canister containing tear gas or some other irritant. Targets in area of effect must succeed a *Vigor -2* check or become *Shaken*. Alternatively, a gas grenade can also be a smoke grenade, capable of laying down a Large Blast Template of obscuring smoke.

Armor

Armor Name	Cost	Effect
Tactical Helmet	100	Protects against headshots; glare resistance
Ballistic Coat	250	Armor +2 (+4 vs. Ballistic)
Riot Shield	200	Parry +2; Armor +2 vs. ranged
Tactical Armor	500	Armor +3 (+5 vs. Ballistic)
Hazard Suit	1000	Respirator; Environment Proof
Biosteel Bodysuit	1500	Armor +4 (+6 vs. Ballistic)
Carbon Plate Armor∞	5000	Armor +8
Exo Rig∞	2500	+1 increase to STR die; Pace +2; 1d6 vertical jump; 2d6 broad jump

∞ = illegal goods that must be purchased with *Underworld* or *Law Enforcement* connections.

Tactical Helmet: Often included as part of a Tactical Armor set, the Tac Helmet provides protection against called shots to the head and has a glare reducing visor. Tac Helmets commonly have built in squad radios that allow team members to stay in constant communication with each other over short ranges.

Ballistic Coat: Usually a long, trench coat woven from ballistic resistant smart fibers, a ballistic coat can be tailored to suit a range of styles. The fiber weave hardens when exposed to kinetic energy.

Riot Shield: This clear, impact-resistant plastic shield is used by law enforcement agencies to deflect incoming projectiles without sacrificing visibility.

Tactical Armor: Worn by private security and mercenary police forces, Tactical Armor combines Kevlar fibers with hard ceramic inserts to provide firm resistance against impact damage.

Hazard Suit: Custom fitted, matte black and skin tight, the Hazard Suit is an all-in-one Extreme Sports kit. Comes set up to handle everything from skydiving to deep sea diving.

Biosteel Bodysuit: Formfitting full-body outfit woven from Biosteel, a synthetic fiber derived from spider silk. Strategically placed impact gel inserts give the armor greater resistance to ballistic damage.

Carbon Plate Armor: This modern take on the old medieval invention of articulated full-body plate mail replaces steel with lightweight carbon fiber plates to surround the wearer in a hard shell of impact resistant laminate. A suit of light padding and impact gel is worn under the shell for comfort and shock absorption.

Exo Rig: The Exo Rig is an exo-skeletal body frame that delivers power assisted strength to the wearer's limbs. Individuals wearing an Exo Rig can carry exceptionally heavy loads and can wield vehicle mounted weapon systems. The Exo Rig does not provide any defensive protection on its own.

Weapon Accessories

Accessory Name	Cost	Effect
Suppressor	300	*Notice* check required to hear gunfire; -25% range
Laser Scope	100	Grants a +1 bonus to all *Shooting* rolls
Camera Scope	300	Gun sight has high resolution zoom and record capabilities
Toxic Ammo∞	100	*Vigor -2* check or sustain 1 Wound; 10 rounds
Drugged Ammo∞	100	*Vigor -2* check or suffer the effects of a drug; 10 rounds
Incendiary Ammo∞	50	2 in 6 chance of igniting target; 10 rounds
Armor Piercing Ammo∞	50	AP: 1; 10 rounds
Regular Ammo	20	10 rounds
Gel Ammo	30	Inflicts *Fatigue* damage; 10 rounds
25mm Grenade Ammo∞	100	Small Blast Template; 10 rounds
Rocket	100	1 round

∞ = illegal goods that must be purchased with *Underworld* or *Law Enforcement* connections.

Suppressor: The suppressor attaches to the barrel of any standard weapon, greatly reducing the sound and muzzle flare of a gunshot. Any weapon fixed with a Suppressor suffers a -25% reduction to all range categories but a *Notice* check is required to hear the weapon being fired.

Laser Scope: A standard issue laser scope that provides visual magnification as well as a visual or infravisual laser target marker. Imparts a +1 bonus to all *Shooting* rolls. Laser scopes are foiled by smoke grenades.

Camera Scope: The camera scope combines a regular vision magnifying lens with a fully functional movie camera that can record up to an hour of images viewed by the scope. This camera can play its recordings on a range of devices.

Toxic Ammo: Sold in batches of 10 rounds, toxic ammunition has been laced with venomous compounds that necrotize any gunshot wounds. Targets who take damage from Toxic Ammo must succeed a *Vigor -2* check or sustain one additional *Wound*. Only real puppy-kickers use this stuff.

Drugged Ammo: Sold in batches of 10 rounds, drugged ammunition has been laced with a crystallized form of some popular recreational substance (see DRUGS below). Targets who take damage from Drugged Ammo must succeed a *Vigor -2* check or suffer the effects of whichever drug the rounds have been dosed with.

Incendiary Ammo: Sold in batches of 10 rounds, incendiary ammunition bursts into flame when fired, throwing off tell-tale tracers of light. Targets who take damage from Incendiary Ammo must roll a d6; on a result of 1 or 2, they have caught fire and will suffer 2d10 points of burn damage every subsequent round unless they extinguish the flames.

Armor Piercing Ammo: Sold in batches of 10 rounds, armor piercing ammunition has hardened tips made of synthetic diamond or some heavy metal that imparts an *Armor Piercing* value of 1. This *Armor Piercing* stacks with any AP rating that the weapon may have.

Regular Ammo: Sold in batches of 10 rounds, these are your run-of-the-mill every day bullets. Don't worry about keeping track of different ammo types; assume that each batch of 10 bullets is appropriate for whatever gun you're firing.

Gel Ammo: Used in riot-control scenarios, gel ammunition is a type of stiff polymer that readily deforms upon impact. Targets struck by Gel Ammo suffer *Fatigue* damage instead of *Wounds.*

25mm Grenade Ammo: Special ammunition that is only used by the HK Fury. These mini-grenades are sold in packs of 10.

Rocket: Special ammunition that is only used by the GenDyn SRM. Sold individually.

Body Modifications

In this time of super-science, the human body can be modified in startling ways. For those with the right kind of money and connections, a wide range of "aftermarket" human improvements are available. Even though cyber and bio-enhancement has become somewhat commonplace there are still those in the world who view "Transhumans" with suspicion or outright hostility. Anyone who purchases a Body Modification must also take the *Transhuman* minor hindrance. Anyone who purchases a "Machine Interface" enhancement (designated by a ∞ below) must take the *Major* version of this hindrance.

Because so many people are walking around with internal hardware, it has become common courtesy to submit to deep scans upon entering most public places of business. This is to make sure no nut-job with a Cranial Bomb wanders into a Megaplex on a bustling Saturday afternoon and torches the whole place down.

2d12	Modification Name	Cost	Effect
2	Cranial Bomb	2,500	Explode for 6d6 damage when killed; Suicide Switch.
3	Smuggler Cavity	2,500	Concealed subcutaneous pouch
4	Fingerpicks∞	2,500 + Lockpick	Integrated Electronic Lockpick

5	Tertiary Lung	5,000	4x lung capacity
6	Integrated Commlink∞	5,000	Integrated Communication device
7	Combat Claws	5,000	Retractable blades do STR+d4 damage
8	Hematic Nanites	6,000	Faster healing and immunity to drugs
9	Console Implant∞	8,000 + Console	Integrated computer console
10	Cortical Clip∞	10,000	Disconnect higher brain functions; Rage; Pain-blocking
11	Master Rig∞	10,000	Enables use of "slaved" gear
12	Sensation Recorder∞	10,000	Sensation Recording Unit; Sensation Link; Sensation Amplifier
13	Pharmaceutical Gland	15,000	Body secretions contain drugs
14	Pheromone Modulator∞	15,000	+2 *Charisma/+4* vs. the opposite sex
15	Cyber Optics∞	20,000	Optical Recording Unit; Image Link; Night vision; HUD
16	Cyber Acoustics∞	20,000	Audio Recording Unit; Sound Link; Sound Filter
17	Endocranial Stack∞	25,000	Gain a d6 in all skills; Data Storage
18	Body Sculpt	25,000	Gain an increase to the *Attractive* edge.
19	Dermal Plating	25,000	+4 *Armor*
20	Gene Sculpt	25,000	Longevity and disease immunity.
21	Myomer Weave∞	30,000	STR boost and increased carrying capacity
22	Neural Lacing∞	30,000	AGI boost and +2 to *Notice* rolls
23	Carbotanium Bone Grafts	35,000	+2 *Toughness* and ignore broken bone injuries
24	Shielded Vitals	45,000	Free soak rolls for all *Wounds*

∞ = indicates modifications that have machine interfaces

Cranial Bomb: The subject has a bomb implanted in their cranium that is wired to explode when their brain wave activity stops. The explosion inflicts 6d6 damage to all targets in a Large Blast Template area. The device comes with a "suicide switch" that can be triggered by flexing certain internal muscles in a specific order. If the subject is paralyzed or unconscious, they cannot engage the suicide switch.

Smuggler Cavity: A subcutaneous pocket is fashioned out of the subject's skin, fat and muscle tissue creating an envelope sized sleeve for concealing small objects such as documents, hard currency, data crystals, flash drives or even a holdout weapon. Great care is taken to insure that the cavity blends smoothly with the contours of the subject's body. During a physical search, a *Notice -2* check is required to detect the cavity.

Fingerpicks: A set of electronic lockpicks are surgically integrated into the subject's fingertips. The subject can use these picks on any lock they can touch.

Tertiary Lung: A vat-grown extra lung is surgically married up to the subject's existing pulmonary system imparting a greatly increased oxygen capacity. The subject can hold their breath 4x longer than normal (1/2 *Vigor* * 4 rounds) and can sustain vigorous cardio-vascular activities twice as long as normal people.

Integrated Commlink: A fully featured Commlink is installed in the subject's head. This device works just like a normal Commlink in almost every respect except that a readout is projected on the inside of the subject's corneas, giving them the ability to see speech-to-text translations, digital time and appointment reminders. A "silent operation mode" is available which allows the subject to sub-verbally communicate over their link.

Combat Claws: Four inch long razors are concealed within subcutaneous sheaths between the subject's knuckles.   By flexing their fists, the subject can extend the blades. These razors inflict *STR+d4* melee damage.

Hematic Nanites: Nanoscale machines are introduced into the subject's bloodstream. These molecule-sized robots actively scrub the subject's organs, removing impurities and stimulating healing factors. The subject is completely immune to the effects of drugs and poisons and can make a *Natural Healing* roll once per day to heal one *Wound.*

Console Implant: The subject has a fully featured console installed in their cranium. The deck is stripped down to the chips and carefully integrated into the subject's brain with nanowires. Visible ports on the subject's head and/or neck permit peripheral devices to be connected.

Cortical Clip: A neural shunt is installed in the subject's brain stem enabling them to disconnect their higher brain from their body. While in this state, the subject remembers nothing and suffers no ill effects from *Wound* related penalties. If the subject wishes they can use the cortical clip to induce a murderous rage, as if they had the *Berserk* Edge. Individuals with a Master Rig can "jack into" a person with a Cortical Clip and take control of their physical bodies. This modification is favored by courtesans who work in the fetish industry.

Master Rig: The subject's brain is fitted with a machine interface that allows them to operate "slave rigged" devices. Visible electrodes protrude from the subject's head and neck area; a retractable wire can be spooled out to allow the subject to plug into any adjacent, compatible device.

Sensation Recorder: Deep cranial implant that faithfully records and plays back emotions and tactile sensations experienced by the subject. These feelings can be linked to other people via the Net so that they can feel what the subject feels. This is the essential equipment of SimStars and Life-Jackers who use this technology to broadcast their sensory lives. The subject can amplify the sensation feed if they wish, causing anyone experiencing their emotions to become *Shaken*.

Pharmaceutical Gland: A genetically engineered gland is inserted into the subject that gives them the ability to naturally produce a drug that is delivered via body secretions (i.e. saliva, mucus, tears, etc.) The subject is immune to the effects of this drug and is able to control whether or not they would like to secrete it by stimulating specific muscles. Only one type of drug can be produced per gland. See the DRUGS table below for more details.

Pheromone Modulator: When you peel the disguise of civility away from humanity you realize that human beings in their most basic state still react to one another on a purely animal level. The Pheromone Modulator takes advantage of this by manipulating the bio-chemical signals that humans emit naturally, adjusting them to custom fit the receptors of nearby people. The

subject gains a permanent +2 *Charisma* bonus. This bonus is doubled versus members of the opposite sex.

Cyber Acoustics: The subject's ear drums are replaced by high-gain microphones that can detect any frequency of sound the subject wishes. These cyber ears can also record and playback anything they hear and can shut themselves off to protect the subject from damaging high decibel sound waves. Your situational awareness is greatly increased, granting you a +2 bonus to all *Danger Sense* checks.

Cyber Optics: The subject's eyes are replaced by high-resolution micro-cameras that impart infravisual capabilities. The subject suffers no penalties in dim or dark conditions and only a -2 in pitch black darkness. The optics dynamically shade themselves when the subject is exposed to damaging bright lights. Cyber Optics can also record anything they see and play it back later. A heads up display built into the Optics' synthetic corneas can be configured to feed the subject with a constant stream of Net data.

Endocranial Stack: Holographic data storage crystals are embedded in the subject's cranial cavity. These crystals warehouse a wealth of technical data on a range of professional skills. Using these synthetic memories, the subject gains a d6 skill rating in every skill. Additionally, the subject can store a single unit of data in the stack's memory banks. If the subject should happen to die, they can download their consciousness into the crystalline matrix so that it can be retrieved and re-loaded at a later time.

Body Sculpt: This full-body plastic surgery procedure gives the subject "the works". Each body feature is perfected by computer-controlled nano-surgery to produce an idealized physique. The subject gains the *Attractive* edge. Subjects who were already *Attractive* or *Very Attractive* gain a one step increase to that edge. This modification can only be taken one time.

Dermal Plating: Subcutaneous alloy plates are embedded in the subject's flesh, giving them a +4 *Armor* rating. The plates are wired into the subject's nervous system so that they do not lose their sense of touch. People who have this procedure done suffer an additional -1 *Charisma* penalty; the armor plates give the subject a blocky, synthetic-looking appearance.

Gene Sculpt: For the "Transhuman who has everything" there is the Gene Sculpt procedure. The genetic code of the subject is essentially rewritten by cutting-edge sequencers to produce a "more perfect" human. The subject's lifespan is doubled and they become immune to common diseases such as cancer, heart disease and diabetes. Virtually everyone in high society circles has had the procedure done; it is a pre-requisite for any mating rituals in the blue blood set.

Myomer Weave: Bundles of electro-sensitive myomer fibers are surgically attached to the subject's major muscle groups, granting them enhanced physical strength. The subject's *Strength* die is increased by one die type and their carrying capacity is increased to 8x their *Strength* die. Characters who already have the *Brawny* edge have their carrying capacity increased to 12x their *Strength.*

Neural Lacing: Atom-thin superconducting wire is threaded through the subject's nervous system, granting greatly increased reaction time. The subject's *Agility* die is increased by one die type and they gain a +2 bonus to all *Notice* rolls.

Carbotanium Bone Grafts: The subject's skeleton is fortified by thin sheets of carbotanium alloy. This gives the subject a +4 bonus to their *Toughness* and makes them immune to broken bone injuries.

Shielded Vitals: The subject's vital organs are replaced with more resilient, synthetic versions that are housed in extra layers of vat grown muscle.   Any time the character would be *Shaken* or *Wounded* by damage, they gain a free soak roll without spending any *Bennies.*

Miscellaneous Gear

Gear Name	Cost	Effect
Satphone	1	Unshielded communication device
Stim Patch	25	Ignore the effects of 1 *Wound* for the duration of 1 combat
Tranq Patch	25	Remove 1 *Fatigue* level; act last on initiative
Antidote Patch	50	Removes toxins from the bloodstream
Flash Drive	50 x Rating	Pocket-sized solid state data storage device
Commlink	100	Shielded communication device permits secured conversations between team members
Fake ID	100 x Rating	False identification documents, complete with name, social locator and authentication seals
Nightvision Glasses	150	Can see normally in low light conditions
Electronic Lockpicks	250 x Rating	Can grant up to a +5 bonus to *Lockpicking* checks
Jammer	250	Device for blocking sound
Bug	250	Device for listening in on conversations
Medical Insurance	1000x Rating	A pre-paid, limited use insurance policy that will provide "no questions asked" medical care.
GPS Tagger	250	Fires adhesive locator tags
Grapple Gun	500	Grapple hook and 100' of climbing line
ID Wipe	500x Rating	Service wipes out your data trail, allowing you to start a new life under an assumed identity
Trauma Patch	500	Heal 1 *Wound*
Micro UAV	1500	Optical Recording Unit; Image Link; Night vision; HUD

Rating = items that have a rating have a die type associated with them (d4, d6, d8, etc.) Unless specifically indicated in the item's description, an item's rating sets the *Target Number* that someone must overcome in order to circumvent, defeat or otherwise bypass the item's properties.

Satphone: Dirt cheap satellite communication device. A Satphone can be used to call another Satphone or a Commlink anywhere in the world. Unlike a Commlink, Satphones are unshielded so it is possible for a Hacker to listen in on Satphone calls if they manage to gain access to a local telecom node. Satphones have the advantage of being completely anonymous; there is no information that uniquely identifies a Satphone user, making them popular with Underworld types as a disposable form of communication.

Stim Patch: Adhesive skin patch that delivers a potent stimulant to the user. The user of a Stim Patch can ignore 1 *Wound* for the duration of a single combat.

Tranq Patch: Adhesive skin patch that delivers sedatives to the user. The user of a Tranq Patch can remove 1 *Fatigue* level. If used during combat, the user automatically acts last on initiative for the duration of the entire battle.

Antidote Patch: Adhesive skin patch that delivers anti-toxin to the user. This patch negates the effects of any drugs or poisons active in the user's system. A popular hangover cure.

Commlink: This shielded communication device allows the user to contact any other Commlink in the world and have a private conversation.

Fake ID: False identification documents, complete with name, social locator and authentication seals. Anyone who examines a Fake ID can make a *Notice* check opposed by the Fake ID's rating (die type) to realize that it is a fraud. A Fake ID can disguise a person's identity when they log into the Net.

Flash Drive: This external, solid state storage device can hold a number of data "chunks" equal to its *Rating.* Flash Drives are designed to interface with all major Consoles, so data can be passed to and from the Drive. Programs cannot be stored on a Flash Drive, only data. The data on a Flash Drive is not secured so if the Drive falls into the wrong hands it's data can be easily stolen.

Nightvision Glasses: These stylish, sunglass style shades provide the wearer with low-light vision. The wearer suffers no penalties under dim conditions and only a -2 penalty in pitch darkness.

Electronic Lockpicks: A set of high-tech probes, signal scanners and emitters designed to break through electronic and physical locks of all types. The rating of the picks determine the bonus they give to the user's *Lockpicking* skill roll. A d4 Rating gives a +1 bonus; a d12 Rating gives a +5 bonus.

Jammer: When activated, this coin-sized field emitter generates a "bubble" of interference over a Large Blast Template area that prevents all electronic and verbal communication from going in or out. People within the bubble can communicate with each other but no one can listen in from outside the bubble. The Jammer nullifies the effect of any Bug contained within the area of effect.

Bug: When activated, this coin-sized signal scanner picks up and transmits any sounds within a Large Blast Template area. Each bug comes with a receiver that the owner can use to listen to its audio feed. The Bug will continue to transmit until it is destroyed or jammed.

Medical Insurance: Medical Insurance provides limited use, "no questions asked" Medevac (Medical Evacuation) and resuscitation services for policy holders. When Medevac units are called, they will attempt to respond in any hostile environment but will charge penalty fees for any so called "Hot Evac". Hot Evac fees usually amount to 1d4 x 10,000 credits when you consider the cost of manpower and material required to extract someone from a war zone.

Resuscitation includes: treatment of any mortal conditions related to poison or serious injury, treatment of any temporary injuries, and healing 1 *Wound*. After treatment policy holders will be taken to a safe location to rest and will be discharged with complete discretion. As you can imagine, this sort of deniable health plan is very useful to Ghosts and other characters who wish to keep their professional mishaps out of the headlines.

Rating	Title	Description
d4	Basic Coverage	The policy holder is entitled to receive a single Medevac and resuscitation within one calendar year. Policy holder must cover all "Hot Evac" fees.
d6	Preferred Coverage	The policy holder can receive up to three Evacs and resuscitations in a single calendar year and must cover 75% of all "Hot Evac" fees.
d8	Premier Coverage	The policy holder can receive up to 3 Evacs and resuscitations in a single calendar year and must only cover 25% of all "Hot Evac" fees.
d10	Gold Coverage	The policy holder can receive 4 Evacs in a single calendar year, never pays "Hot Evac" fees and gains a complementary "mental health week" at an exclusive spa.
d12	Platinum Coverage	In addition to receiving 4 cost-free Evacs during the calendar year, the Platinum policy holder will receive emergency life-saving body modification surgery if necessary (at 50% of list value)

GPS Tagger: This gun-like device shoots locator tags at a range of 5/10/20. These tags instantly adhere to any target they strike and allow the target to be tracked by Global Positioning Satellite. If the target passes within range of a Jammer, the trace is lost.

Grapple Gun: Pneumatic gun that fires a grapple hook attached to a 100' climbing line. Utilizes *Smart Grapple* technology to insure that the grapple attaches to whatever it hits.

ID Wipe: This expensive service scrubs the purchasers identity, removing all electronic traces of their existence. The scale of the ID wipe is dependent upon its rating. ID Wipes are "one time" services -- after a wipe is completed you have to be careful not to build a new ID trail.

Rating	Title	Description
d4	Local	This "quick and dirty" ID Wipe spreads disinformation to mask and confuse the purchaser's identity over a local or city-wide level. ID traces still exist, but they point in many different directions.
d6	Regional	The purchaser's ID is effectively wiped at a regional level, covering the city that they are currently occupying plus any cities directly connected by road, rail or flight. Effective when you're trying to shake a tail.
d8	Continental	The purchaser's ID is thoroughly cleansed at a continental or national level. The purchaser's corporate, government and tax ID's are all expunged.
d10	Global	The purchaser's ID is wiped from all government databases worldwide. This is the sort of ID Wipe that a corporation or government would buy

		for its deniable assets (i.e. assassins, spies, spec ops, etc.)
d12	Ghost	A "Ghost" wipe is the best you can get. According to any and all record databases you never existed at all. Any video or written records of your existence are redacted.

Trauma Patch: Adhesive gauze pad laced with antiseptics, healing factors and analgesics to provide instant relief from wounds. A Trauma Patch heals 1 *Wound*. 24 hours must pass between applications.

Micro UAV: A collapsible, radio-controlled micro-plane that can aerially loiter for up to 8 hours. Comes standard with a wireless "Slave Rig" so that any Master Rigged users can see through the UAV's optics.

Drugs

There are no controlled substances in this setting: all drugs were legalized by the MegaCorps in 2035 to maximize pharmaceutical profits. You can obtain any of these substances at the corner store.

Gear Name	Cost	Effect
Bumps	10	Euphoria
Meta-X	25	Euphoria; *Shaken*
Narc	25	*Vigor -2* or be knocked unconscious
Siren	50	*Spirit -2* or accept any reasonable request
Dust	50	Induces uncontrollable rage
Lux	100	Highly addictive painkiller

Bumps: When Schedule 1 narcotics were legalized, cocaine got turned into an over-the-counter candy marketed under the name of Bumps. These sugar coated, lab-grade cocaine pills give an instant boost of energy and a sensation of intense clarity.

Meta-X: This enhanced form of the party drug, Ecstasy, is currently the most popular recreational drug in the world. Meta-X is so ultra-refined that it causes no hangover or addiction. It induces a sensation of extreme euphoria that greatly heightens any sensory experience. Anyone who takes this drug is *Shaken* by intense bliss. The standard rules for overcoming the *Shaken* condition are applied normally.

Narc: A potent soporific, Narc causes blackouts, memory loss and total unconsciousness. Anyone who takes a dose of Narc must succeed a *Vigor -2* check or be knocked out for 1d4 hours.

Siren: This street version of the same "truth serum" drugs that are used by unscrupulous law enforcement agencies induces a state of extreme suggestibility in the subject. The user must succeed a *Spirit -2* check or acquiesce to any reasonable suggestion that is made. This includes pretty much any request short of harming a friend or themselves. Users describe a "floaty" or "out of body" sensation while on this drug.

Dust: Dust is a hardcore dissociative drug with anesthetic and hallucinogenic properties. Users lose all ability to control their emotions, often flying into murderous rages. While under the influence of Dust, users act as if they have the *Berserk* Edge.

Lux: The drug of choice for SimStars and celebrity musicians, Lux is a potent painkiller that is dangerously addictive. Users of Lux can ignore all *Wound* related penalties for 1d4 hours. However, each time this drug is taken the user must succeed a *Spirit -2* check or become addicted to Lux (gaining the *Major Habit* hindrance).

Accommodations

Everyone's got to live somewhere. If you don't specify a dwelling you are either crashing with friends and contacts, living on the street or going into debt to get your own modest apartment.

Item Name	Cost	Description
Modest Apartment	500/month	Simple, cramped studio apartment. Best thing you can say about it is that it was clean when you got there. Part of a honeycomb or high-density hive. Includes all utilities and basic WorldNet access.
Nice Apartment	1000/month	Standard, multi-room unit with 2 bedrooms, 2 bathrooms, a kitchenette and a main living space. Includes basic building security with in-building retail (restaurants, bars, gyms, convenience stores, etc.)
Luxury Apartment	2000/month	Spacious accommodations in a very high-end building. Includes a cleaning service, secured underground parking and high-end, in-building retail.
Ultra-Lux Condo	5000/month	The pinnacle of modern style. Tremendous views, fabulous design, cutting-edge finishes. Comes complete with a Suite AI, personal chef, in-home VR theater and fancy neighbors.
Executive Club Membership	50,000/year	By invitation only. A high-society social club with premium lounges in every major city. A place for discreet conversations among your social equals.

Vehicles

All vehicles in this setting run on electricity. Power hookups are readily available and cost next to nothing. Charge times take about as long as filling a car with liquid fuel. Vehicles come standard with a basic AI package that handles routine tasks such as navigation, entertainment and communications. In the event of an emergency, the AI is designed to take over control of the vehicle and bring it to a safe stop. Law Enforcement officials have special access codes that allow them to wirelessly initiate this safety feature if they need to stop a vehicle. It is common practice for Ghosts to pay a Hacker to disable this feature.

All vehicles come standard with a "Slave Rig". This feature allows characters equipped with a Master Rig to plug in and operate the vehicle hands free.

Vehicle Name	Cost	Description
Motorcycle	$3000	Toughness: 8(6); Speed: 36; Acceleration: 20
Super Bike	$10000	Toughness: 8(6); Speed: 56; Acceleration: 30
Ground Car	$10000	Toughness: 10(7); Speed: 36; Acceleration: 10
Sports Car	$100000	Toughness: 10(7); Speed: 56; Acceleration: 25
Truck	$40000	Toughness: 14(11); Speed: 40; Acceleration: 20; 4WD
Armored Car	$60000	Toughness: 16(12); Speed: 40; Acc: 15; Heavy Armor
A.P.C.∞	$180000	Toughness: 20(14); Speed: 40; Acc: 20; Heavy Armor; 4WD; Less-Lethal Cannon (30/60/120 range; Medium Blast Template; *Vigor -4* or *Shaken*)
Urban Tank∞	$250000	Toughness: 20(14); Speed: 40; Acc: 20; Heavy Armor; 4WD; Cannon (30/60/120 range; 4d8 damage; AP: 9; Heavy Weapon)
Hovercopter	$500000	Toughness: 11(9); Speed: 50; Acceleration: 20; Climb: 20
Executive Jet	$20 M	Toughness: 14(12); Speed: 200; Acceleration: 25: Climb: 25

Motorcycle: Relatively cheap and fast, the motorcycle is a popular mode of transportation in congested urban environments. Kirovsky and BMW are the leading motorcycle manufacturers at this time.

Super Bike: Nothing packs more raw acceleration than a super bike. The experience of riding these strikingly painted carbon fiber beasts is like strapping yourself to a tactical nuke. Mitsuzuki and Ducati are the premier designers and builders of the world's fastest super bikes.

Ground Car: Any of the dozens of brands of common cars that you see on the heavily tolled freeways. A ground car can hold up to 4 passengers and comes with a standard navigation and safety package.

Sports Car: A true luxury for those with lots of cash to burn. Sports cars can hold 2 passengers comfortably and have very little in the way of trunk space (so don't expect to bring your personal armory with you).

Armored Car: Mainly used for chauffeuring V.I.P.s, Armored Cars are luxury vehicles that have been augmented with military grade ballistic protection, trading speed for protection. They are immune to small arms fire.

Truck: A large-engined hulk designed to carry heavy loads long distances. It has off-road capability and the capacity to carry 50,000 pounds of material. The cabin of the truck can hold 1 driver and 1 passenger.

A.P.C.: This is a military vehicle that is designed to carry 2 squads of soldiers (about 10 men) with a 2 person driver crew. They have six wheels and bulky armor plating that is immune to small arms fire. There's also a top-mounted turret that is usually loaded up with "less-lethal" anti-riot armament, such as a Pain Ray or a Foam Cannon.

Urban Tank: Since most warfare in this day and age takes place in cities, the military has evolved to use lightweight, agile tanks instead of the Abrams beasts that used to stalk the

battlefield. An Urban Tank is built on the same chassis as an A.P.C. but carries heavier armament and only 6 passengers (plus 2 crew).

Hovercopter: Also called "Air Cars", the Hovercopter is the lineal descendent of the Helicopter. It is a VTOL aircraft that is ideal for use in densely populated cities. Virtually every high-rise has a Hovercopter pad on its roof. The wealthiest executives use these exclusively to get from home to office. The standard capacity of a Hovercopter is 4 passengers and 2 pilots.

Executive Jet: Most corporate types get from place to place in these sleek, luxurious private jets. Large commercial airliners still exist, but they are more often used for moving freight these days instead of people. The Executive Jet is the ultimate status symbol. All are heavily customized with an array of plutocratic after-market enhancements: full bars, gel beds, hot tubs, gourmet kitchens, beddable servants, etc.

Consoles:
The key piece of equipment every hacker needs is their console. This unit is a pocket-sized, rugged computer that supports a range of wireless protocols for plugging into networks and other devices. The attributes that set one console apart from others are: storage capacity, processing speed and special features .

Consoles do not require batteries. They draw power from ambient sources using an advanced version of Bluetooth technology.

Rather than using real world analogs for processing speed and storage capacity, the table below uses abstract ratings to compare one console to another. In both cases, higher numbers are better. *Storage* indicates the total number of programs or data units that can be loaded on a console at one time and *Processing Speed* determines the console's *Initiative* when it is being used in Netspace combat.

Note: It is not required for every character to have a console, but those who don't will find themselves missing out on some of the action. They will probably want to pick up the cheapest console at the very least so that they can follow along with their group mates.

Consoles

Console Name	Cost	Storage	Processing Speed	Features
Happy Handtop	5	1	1	Unstable
Kirovsky Mark I	100	2	2	Unstable
GenDyn L-Series	250	3	3	
Suomitek Traveler	500	3	4	
Kirovsky Mark II	750	4	5	Surge Protector
GenDyn R-Class	1,000	5	5	
GenDyn X-Type	1,500	6	5	
Tillion Rhombus	2,000	5	5	
Optilinx Belladonna	3,000	6	6	Virtualization, DMZ
Tillion Panhedron	4,000	5	7	
Mitsuzuki Ronin	5,000	8	6	Virtualization, Bio-locked, Surge

				Protector
Tillion GigaStar	7,000	7	8	Virtualization, DMZ, Surge Protector
Mitsuzuki Musashi	9,000	10	9	Virtualization, Bio-locked, Surge Protector
Mitsuzuki Ninja 9	10,000	10	10	Virtualization, Surge Protector, ID Scrambler, DMZ, Bio-locked

Bio-locked: A Bio-locked console is biometrically "wired" to its owner so that no other person can access and use the console. The only way to crack a Bio-locked deck is to wetjack the owner or disassemble and rebuild the deck from the ground up.

DMZ: Stands for "De-Militarized Zone". Consoles that come with a built-in DMZ are able to sequester hostile programs and limit the amount of damage that they inflict. Instead of attacking a console directly, hostile programs must attack and overcome the DMZ before they can gain access to interior systems. The *Strength* of the DMZ equals the Processing Speed of the Console.

GenDyn: People who don't know any better think that GenDyn consoles are awesome. With their flashy, chest-thumping advertising campaign aimed at game players and teenagers GenDyn has generated strong brand recognition in the retail business segment. A strong brand, however, has no correlative influence over the quality of the product. GenDyn makes a solid and unspectacular console, cobbled from the same micro-processors they use in their defense products. Ultra-stylized casing makes their decks look a lot more impressive than they actually are. If you are fifteen years old this is the pinnacle of cool; if you're a serious hacker on a budget you're probably better off with a Kirovsky.

Happy: Consumer electronics behemoth Happy Corporation Limited is famous for two things: affordability and shoddy build quality. Their ubiquitous "handtop" console is the number one console worldwide in terms of units sold but at a cost of only 5 credits it's clear that the Product Designers at Happy intended for this to be a perishable commodity. This console can be purchased virtually anywhere, including convenience stores, supermarkets and charging stations. There are countless jokes told about the Happy Handtop that crashes before its purchaser can even leave the store. Still, when you absolutely, positively need to get connected to the Net right now, a Happy Handtop will set you up with basic connectivity for the price of a latte.

ID Scrambler: Scramblers rapidly cycle through available identification addresses to disguise a user's physical location, allowing a Hacker to "blend into the crowd" when accessing a network. It takes an advanced trace program (such as a Ranger Daemon) to determine the true origin of a scrambled user.

Kirovsky: Kirovsky is a Russian defense contractor that specializes in the production of firearms, ordnance and computer systems. Their line of console products is strictly utilitarian with none of the flash and features associated with more consumer-oriented offerings. Originally conceived for military use, Kirovsky consoles rated "Mark II" and higher are famous for their rugged design and operational tolerances. There's a certain 'Hacker Chic' associated with the

Kirovsky brand -- their tag line is "serious products for serious users". Whenever someone wants to make waves in Hacker circles, all they have to do is intimate that they know somebody who knows someone that got their hands on an elusive Kirovsky Mark III (which are strictly not for sale to the general public).

Mitsuzuki: If consoles were cognac then a Mitsuzuki would be on par with Louis XIII de Remy Martin. Nothing says "I'm fabulously rich, don't talk to me" like a genuine Mitsuzuki console. Often imitated, never duplicated, the Mitsuzuki line of premium decks sets the gold standard in the hacking world. This Japanese powerhouse has been topping the performance charts for the last 20 years. While they can't match Tillion for volume, their customer base represents the "best of the best" in the computing world.

Optilinx: Optilinx is the "new kid on the block" in the console scene. Their first offering, the Belladonna, is a screaming deck that has earned the upstart firm some serious street cred. Tech enthusiasts love to speculate about what Optilinx will do for an encore. Many suspect that they have what it takes to knock Mitsuzuki off the "high performance throne" some day. Optilinx values style as much as substance so they have designed their Belladonna to be a fashion statement as much as a technological one. This attention to tasteful design has earned them some derision from holier-than-thou Hackers who prefer their consoles to be "all business" and "no flash".

Processing Speed: This is an abstract measure of a console's raw computing power. Processing Speed determines initiative during Net Combat.

Storage: Storage is an abstract measure of how much "stuff" a user can load on to a console at one time. For every point of storage a console can hold one program or one "chunk" of data.

Suomitek: This Finnish conglomerate has been a leader in the telecommunications space for many decades. Their popular "Traveler" series of consoles boasts the smallest size and greatest portability of any console on the market. For a reasonable price, the Suomitek Traveler gives the user a perfectly adequate computing experience that serves most general purpose needs. True hackers look down on the Traveler as a "mainstream" and "pedestrian" computer, and it's true that the Traveler doesn't excel in the power and performance space, but that doesn't prevent it from racking up consumer choice awards every year.

Surge Protector: Consoles with built-in surge protectors can withstand a single "Linespike" attack without sustaining any damage to core electronic systems. A spent protector can be easily removed and replaced for a nominal service fee.

Tillion: Tillion is the world leader in semiconductor fabrication. They produce more computer chips than anyone else -- and the second place competitor isn't even close. Tillion chips are in just about everything you can imagine: consumer electronics, appliances, vehicles, clothing, people, you name it. While their strategic focus is on maintaining torrential product volumes, Tillion still produces some of the best micro-architectures around. Tillion chips are nearly as good as the boutique offerings from Mitsuzuki and are much more affordable.

Unstable: An unstable console is made with sub-standard components and is vulnerable to system failures. Any time an unstable console is used in a *Hacking* test, the hacker must take a -2 penalty to their roll.

Virtualization: Consoles with virtualization capability can be partitioned so that a single physical machine can project a "virtual" copy on the network. This can be useful for several reasons, including the ability to multi-task, to protect a core system from intrusion and to create an 'anonymous' network profile that can't be traced back to a physical system. Whenever a user enables virtualization, they must divide the console's storage capacity and processing speed between the system's physical partition and the logical partition that they are creating. If a logical partition crashes, the physical system is unaffected and it merely regains the resources that were dedicated to the virtual machine.

Programs:
The world is awash in programs that perform a near limitless array of tasks. There are a great number of off-the-shelf programs available for the professional hacker and the casual user. In general, a program can be used as often as a user wants, but all programs are registered to a unique user ID. Programs are not shareable and cannot be copied (unless cracked). All programs take up space, consuming 1 *Storage* point each. If a hacker has filled his console he must delete an old program to make room for a new one.

There is a distinction between *Programs* and *Data*. Data is not tied to a particular user and can be shared. The process is not without risks though; there are hundreds of thousands of predatory programs out there waiting to latch on to and corrupt transmitted data. When copying a piece of data make a *Hacking* roll. If the result of the roll is a natural 1, the source data has become corrupt in some way and in unintelligible from that point forward.

For those with the right connections, Blackware is available. These illegal programs are the tools of the trade for criminal hackers. Possession of Blackware is a capital crime in most places; at the very least a user of Blackware can expect to face stiff fines if they are caught with it. Obtaining Blackware or cracked applications requires the use of the *Connections* edge and the *Persuasion* skill.

Daemons are a special class of programs that use artificial intelligence sub-routines to independently act on the user's behalf to perform some specific task or function. All daemons have a die type rating that determines their efficacy.

Most commercial programs have uses outside of the VR whereas most Blackware is specifically designed to be used in the Net.

Commercial Programs

Program Name	Cost	Strength	Features
NorSoft Console Janitor	50 x Rating	Var.	Cleans malware from a console
VR Game	50	--	For amusement only. Any of a wide range of Virtual Reality games.
AnswerPedia	100	--	Can make *Knowledge* checks on any subject

NorSoft Watch Dog	100 x Rating	Var.	Detects and attempts to prevent intrusion attempts
The Gigaplex Orb	250	--	Make *Knowledge* checks at +2
Fetch Daemon	250 x Rating	Var.	AI subroutine that performs *Knowledge* checks on behalf of the user
Encryption	250 x Rating	Var.	All data stored on your console is gibberish to people who lack a specific decryption key
Firewall	1000 x Rating	Var. (WC)	This program protects a node or console from intrusion and surveillance.
Language Translator	250	--	Can translate speech and text for a single language.
Media Studio	500	--	Video, image and sound editing

The *Strength* of a program is expressed as a die type. Whenever a Hacker is making a *Hacking* roll to overcome the effect of a program, they must succeed an opposed roll against the program's *Strength.*

NorSoft Console Janitor: This program is designed to purge malware from an infected Console. When run, this program will make a single attempt per storage slot to remove any malware on a system. If the program fails to remove a particular piece of malware, it never will.

VR Game: Virtual Reality games are simply diversions. They provide no real benefit aside from being fun to play. Leaked pre-launch builds of a "hot, new game" can sell for 5x or 10x their normal street value.

AnswerPedia: This is the standard "Net Browsing" application that most people use. It combines a robust search engine with an indexed encyclopedia of commonly known facts. Every time this software is used, the user may make a single *Knowledge* check on any subject. The Game Master may choose to apply a penalty if the subject is obscure or actively suppressed.

NorSoft Watch Dog: Any time a hostile program is deployed against a console that has NorSoft Watch Dog on it, the program can attempt to counter the attack by making an opposed *Strength* check. This software also works against Virus attacks.

The Gigaplex Orb: Using an enhanced heuristic search algorithm, this Net Browsing application guides the User to the search results that best fit their search parameters. Every time this software is used, the User may make a single *Knowledge* check on any subject at a +2 bonus. The Game Master may choose to apply a penalty if the subject is obscure or actively suppressed.

Fetch Daemon: This AI sub-routine is capable of independently searching the Net for useful information. A user can task the Fetch Daemon with several search queries and it will go out, using its *Knowledge* rating, to try and gather the best results. Users commonly employ Daemons when they're in the middle of more important business and want to gather some information without stopping to log in. The user can interact with the Daemon verbally just as easily as if they were talking to a person.

Encryption: If you are storing any units of data on your console, this program encodes them as gibberish which only you can decode and read. The *Strength* of the Encryption program determines how difficult it is to *Hack*.

Firewall: A Firewall program serves two functions: it can prevent others from accessing the user's console or be used within the Net to shield a Node from intrusion. The *Strength* of the Firewall determines how difficult it is to *Hack* down. It is assumed to be "always running" when it is installed on a console but needs to be specifically executed to work in the Net.

Language Translator: A Language Translator program can take a language in its written or spoken form and convert it into plain English. Each Language Translator program is designed to translate just a single language. It works in real time and can easily handle natural speech with dialects.

Media Studio: The Media Studio program allows a user to create and edit any sort of multi-media content (i.e. videos, audio, images, VR feeds, etc.) If you want to doctor a video or create a forgery of something, this program and your skills are all that is needed.

Blackware
Blackware is designed to delete itself after a single use so that it cannot be traced back to its owner.

Program Name	Cost	Strength	Features
Shit Salad	100 x Rating	Var.	Overloads a console with an oppressive amount of Malware
DoS Storm	500	--	Prevents programs from being executed; -2 *Hacking* penalty
Cracker	250 x Rating	Var.	De-encryption program
Bluescreen	250 x Rating	Var.	Crashes the target's Avatar
Linespike	1000	--	Power Surge that destroys consoles
Virus Bomb	1000	d6	Summons a small horde of Virus programs
Tunneler	1000	--	Creates a temporary node that allows you to bypass another node.
Zombie	1500	d8	Virus program that subtly corrupts data over time
ICE	2000	--	Summons a Netspace monster to guard a node
Data Bomb	750 x Rating	Var.	Reactive attack program that unleashes *Bluescreen* attacks on multiple targets
Ghost	2000	--	This program makes your avatar invisible as you pass through a node
JuJu	2500	d8	A more virulent version of Zombie that makes copies of itself to corrupt neighboring nodes
Ranger Daemon	2500	d10	An AI subroutine that will stealthily track a target through the Net
Ghost Buster	2500	--	Detects the presence of ghosted avatars and attacks them with a *Linespike*

Ninja Daemon	3000	d12	The illegal version of a "Fetch Daemon" will penetrate protected networks to obtain information
Berserker Daemon	4000	d12+WC	Attacks enemy avatars
Reaper 666	5000	-	The most powerful "meat killer" on the black market

The *Strength* of a program is expressed as a die type. Whenever a Hacker is making a *Hacking* roll to overcome the effect of a program, they must succeed an opposed roll against the program's Strength.

Shit Salad: This program can be executed as a free action against any target that the user *Bluescreens.* It causes every free storage slot on the targeted console to become clogged with Malware. In addition one random installed program is deleted and replaced by Malware. See NET COMBAT below for more information on Malware.

DoS Storm: A DoS Storm fills an entire node with disruptive information. It blocks the use of any other program for 3 rounds and imposes a -2 penalty on all *Hacking* rolls made by anyone besides the program user.

Cracker: This program can be used to de-crypt encrypted data files. Make an opposed *Strength* check against the *Strength* of the encryption protocol to determine success.

Bluescreen: When activated this program attempts to *Bluescreen* an opposing entity, removing them from a Net Combat. Make an opposed *Strength* check against the target's *Hacking* skill to determine success.

Linespike: An especially nasty program, the Linespike directs a flood of electrical feedback at a user's console, destroying its delicate electronics. This program can be executed as a free action against any Avatar that the user *Bluescreens* in the Net. Once activated it fires a pulse of electricity at the target and automatically destroys their console (unless they have a Surge Protector).

Virus Bomb: When executed this program summons 2d4 Viroids that attack enemy targets within a Network Node. The Viroids remain active until destroyed. See NETSPACE MONSTERS for more details.

Tunneler: This program allows you and your companions to "burrow" around a Node, avoiding any encounters that might lurk there. Tunneler can be used to skip to any adjacent Node, including those that aren't connected by a pathway.

Zombie: Summons a Trojan to subtly infiltrate enemy targets within a Network Node. The Trojan remains active until it is destroyed. See NETSPACE MONSTERS for more details.

I.C.E: Summons an I.C.E. to attack enemy targets within a Network Node. This I.C.E. obeys the commands of its creator until destroyed but will not leave the Node. See NETSPACE MONSTERS for more details.

Data Bomb: A Data Bomb can be left in a Node and set to detonate per the user's instructions. Common triggers are: detonate when anyone other than the user enters the Node, timed detonation and detonate when tampered with. Upon detonation, the Data Bomb directs a *Bluescreen* attack at every hostile entity in the Node. See *Bluescreen* for more information.

Ghost: This program renders your Avatar invisible while it is traversing the Net. Your Avatar remains invisible until it performs an action, such as running a Program or making a *Hacking* roll. Opponents with the *Node Sense* Edge can make a *Notice* check to detect the presence of *Ghosted* Avatars.

JuJu: This more virulent form of *Zombie* actively disperses itself through the Network it is installed in. Every 1d6 rounds it will send a copy of itself to every adjacent Node; it will continue to do this until every Node is filled with copies or until every copy is destroyed. See NETSPACE MONSTERS for more details.

Ranger Daemon: This AI sub-routine is able to *Ghost* itself and seek out any entity or object that the user designates. It will move through the Network it is installed in until it finds what it has been instructed to seek. Upon locating its quarry, the Ranger Daemon will alert its master and then continue to follow the target until it is recalled or destroyed. If the Ranger Daemon is following an avatar, it will attempt to discern the physical location of the hacker when that avatar logs off. To do this, it must succeed a *Strength* check opposed by the hacker's relevant defenses.

Ghost Buster: Once this program is executed it remains active for the user's entire Net session. It's function is to detect any *Ghosted* Avatars that enter a particular Node and to attack them with a *Linespike.* Unlike a normal *Linespike*, the target does not need to be *Bluescreened* for this to take effect, but it only works against *Ghosted* targets.

Ninja Daemon: This AI sub-routine is able to *Ghost* itself and perform "seek and destroy" actions on behalf of its user. It will move through the Network it is installed in until it finds what it has been instructed to seek. Upon locating its quarry, the Ninja Daemon will alert its master and then attempt to neutralize the target. If successful, the Ninja Daemon will re-*Ghost* itself and request a new target.

Berserker Daemon: Once it is unleashed, this attack program will continue to seek and destroy targets until it is neutralized. It makes no distinction between friend and foe and will even turn on its creator as a last resort. It has a d12 *Hacking* rating, a *Wild Card* die and 3 *Bennies.*

Reaper 666 : This is the deadliest program known to man. Reaper 666 is a notorious meat killing program devised by the hacker group, Thanatos. It works on the same basic principal as a *Linespike* program by sending a powerful electric pulse down a target's line, destroying his console and harming the user in the subsequent explosion. This causes 3d6 points of damage to the targeted user and destroys their console. If the console has a surge protector installed it is still destroyed but the user is unharmed.

Repeated Use of Programs:
In general, a player should not be allowed to re-use a program over and over again until they achieve a desired result. For instance, if someone is using the "Gigaplex Orb" to find some nugget of information on the Net, they should be allowed one roll per specific query. Re-rolls would only be permitted if a *Benny* is used.

Writing New Programs:
A skilled hacker can develop their own programs which can be loaded into their consoles for later use. Developing a program just takes skill and time – there is very little cost associated with it except for the cost of storage.

A character with the *Hacking* skill can write a new program by spending an *Advance* when they level up. It's implied that the character has already been spending their free time developing the program so there's no special time cost involved. It is up to the Player and the Game Master to determine the effect of the program, but keep in mind that programs are generally written to perform a very specific function and therefore should only be used situationally.

A hacker can write a program that emulates any piece of off-the-shelf software or Blackware.

Gameplay:

Meatspace Adventuring:

Missions:
At the heart of every gaming session lies the mission. Most missions should incorporate a mix of Meat Space play and Net play to allow characters with different skills to have their moments to shine. Generally, once a mission is assigned, the players will spend some time strategizing and gathering information – Net sojourns work well for this. The final confrontation may or may not need to take place in the Net depending on the party's preferences and approaches. You should never make a scenario require one approach versus the other.

Missions are the major source of income for Ghosts. See *Mission Rewards* below for some guidelines on mission pay.

Missions can take place as part of an overall Campaign or simply as a way of injecting some energy into the gaming session. A mission should always be something that can be resolved in a single session, but if you want to string a chain of missions together across several sessions that works perfectly well.

To help you come up with some missions for your campaign, you can use this Mission Generator to produce some concepts on the fly. Simply draw three cards from a standard playing card deck and consult the table below to construct a basic mission premise. If you end up with a result where one group is acting upon itself (such as "The Yakuza stealing programs from the Yakuza") simply assume that different factions within that organization are vying against each other for power and influence.

Mission Generator

Card	1st Draw		2nd Draw		3rd Draw
2	The Yakuza	Wants you to…	Steal Valuable Programs	To/From	The Yakuza
3	The Government	Wants you to…	Upload a Virus	To/From	The Government
4	A MegaCorp	Wants you to…	Transport Material Goods	To/From	A MegaCorp
5	Anarchists	Wants you to…	Steal Money	To/From	Anarchists
6	The Mafia	Wants you to…	Hunt & Capture	To/From	The Mafia
7	A Trillionaire	Wants you to…	Intercept Messages	To/From	A Trillionaire
8	A Gang Leader	Wants you to…	Destroy	To/From	A Gang Leader
9	Rebels	Wants you to…	Infiltrate & Subvert	To/From	Rebels
10	City Officials	Wants you to…	Disrupt & Distract	To/From	City Officials
J	The Police	Wants you to…	Get Revenge	To/From	The Police
Q	The Military	Wants you to…	Kidnap V.I.P.s	To/From	The Military
K	Corporate Execs	Wants you to…	Plant Incriminating Info	To/From	Corporate Execs
A	A Foundation	Wants you to…	Sabotage	To/From	A Foundation
Joker	A Hacker Group	Wants you to…	Wetjack	To/From	A Hacker Group

Mission Rewards:
The base rate for missions is usually set by the average rank of the Ghosts conducting the mission. All team members receive the same base rate of pay.

- Novice: 500 Credits
- Seasoned: 2000 Credits
- Veteran: 8000 Credits
- Heroic: 24000 Credits
- Legendary: 72000 Credits

Kickers apply for missions that are especially dangerous or have special requirements:

- +25% Credits to kill a V.I.P.
- +25% Credits for going "above and beyond" and taking down a secondary target of opportunity
- +50% Credits to Wetjack somebody

- +50% Credits for keeping someone alive or bringing someone back alive
- +50% Credits for leaving no witnesses
- +100% Credits for leaving no traces
- +100% Credits for incredible odds (5:1 enemy to player ratio or better)

Most employers will allow 1/3 of the reward to be paid up front, to handle considerations, bribes, mission prep, etc. If a crew has a bad reputation, getting an advance may prove difficult. Some portion of the pay can be substituted for medical insurance or items (i.e. rental vehicles, borrowed guns, etc.)

It's an unspoken rule that any money or goods made during the mission are the Ghosts to keep, unless those goods are the specific object that the employer seeks.

Netspace Adventuring:

This is a setting that spans two different worlds: the real one and virtual world of the Net. Real world adventures work just as they would normally in *Savage Worlds* but Net Adventures follow some slightly different rules which are detailed below.

Adventuring in the Net involves the following activities:

1. *Connecting to the Net*
2. *Determining the VR*
3. *Loading an Avatar*
4. *Node Travel and Node Encounters*
5. *Net Combat*
6. *Logging Off*

Connecting to the Net:

Connecting to the Net is easy business for anyone with a console. Every building and every street corner has data jacks that are compatible with any style of console. Ordinarily, connecting to the Net costs the user 5 credits per day, which are immediately deducted from their account when they log-in. Most hackers circumvent this by either using a false ID or by *Hacking* the log-in server. If an attempt to hack the log-in server fails, authorities will be notified and counter-measure programs will be deployed to block the illegal intrusion.

Determining the VR:

When you initially log into the Net you need to determine what sort of Virtual Reality environment you are in. This can either be pre-determined by the Game Master or randomly generated using the table below. If no VR environment is specified it is assumed that you log into the WorldNet environment, the Net's default UI.   The WorldNet is what is left of the "World Wide Web". It is the network glue that connects most of the world's networks together. These days it is less "Information Superhighway" and more "Data Shantytown": a drab, utilitarian environment populated by gray avatars and countless news boards spewing feeds of mundane information (i.e. the 5 day weather forecast in Shanghai, stock market gains in Ethiopia, etc.)

The VR determines the "metaphor" that the Net Adventure will take place this. This is the stylistic rule-set that governs how Avatars look and behave in the virtual environment.

Virtual Reality Generator

Card	1st Draw	2nd Draw	3rd Draw
2	Gothic	Wild West	Professional Athletes
3	Kid Friendly	Science Fiction	Samurais & Ninjas
4	Non Violent	Medieval	Army Soldiers
5	Adult Themed	Swords & Sorcery	Sims
6	Outer Space	Real World	Secret Agents
7	Poorly Designed	Post-Apocalypse	Cops & Robbers
8	Techno	Ancient Mediterranean	Cyborgs & Droids
9	Gritty	Horror Movie	Gunslingers
10	Magic	World War II Era	Knights & Wizards
J	Boring	Prehistoric	Vehicle Drivers/Pilots
Q	Absurd	Kung Fu	Gods & Goddesses
K	Tolkienesque	Action Movie	Zombies & Survivors
A	Ultra Violent	Maritime	Vampires
Joker	1980s	Cartoon Land	Sex Fetishists

1980s: This environment looks exactly like the Earth did in the 1980s, only more so. Everyone adopts the fashions of that unfortunate era, including (but not limited to) spiky hair, pastel colored clothing, skinny ties and legwarmers. People say "dude" a lot and enjoy hanging around in malls.

Absurd: There's a Salvador Dali aspect to this environment. Things are weird just for the sake of being weird. This is a place where horses ride people and words turn into candy gumdrops that are swiftly consumed by passing jabberwocks.

Action Movie: This V.R. is like every summer blockbuster movie ever made rolled up into a single amusement park. Nobody just drives here -- they slam the pedal to the metal and screech around every corner. Everyone seems to be armed and unconcerned with the prospect of letting lead fly in public places.

Adult Themed: Sultry, steamy, sexy. This is a place where you must be over 18 to enter and where adults play out their sexual fantasies in relative privacy.

Ancient Mediterranean: The environment looks just like ancient Greece or Rome. Avatars wear togas and sandals and live in massive, marble-clad cities. Battle-hardened hoplites and legionnaires do battle with garishly costumed barbarians.

Army Soldiers: The avatars here all belong to some sort of military outfit and are constantly doing battle against rival units. These soldiers seem to be preoccupied with some notion of keeping "score" as they eliminate their opponents.

Boring: This environment was probably designed for business use and was never intended to entertain. Avatars are surrounded by gray, unremarkable walls. Nothing exciting happens here: there are no monsters to fight, enemies to battle or mysteries to solve.

Cartoon Land: This entire V.R. environment is animated. Avatars are drawn like comic book characters, anime characters or Children's TV show characters. By using their *Hacking* skill avatars can do absurd things that would only be possible in a cartoon universe (such as painting a tunnel on a brick wall to allow passage through the wall).

Cops & Robbers: All avatars in this setting belong to one of two factions: the police, representing law & order, or the criminals, who do their utmost to break laws and stir up trouble. The police, or cops, spend every waking moment pursuing and apprehending the robbers, while the robbers try to earn "points" by stealing things and upsetting the status quo.

Cyborgs & Droids: All of the avatars in this setting are robots of some kind kitted out with the usual robot accoutrements: metal-plated shells, gripper claws, telescoping camera eyes, etc.

Gods & Goddesses: In this digital version of Mt. Olympus, every avatar is some kind of god-like, immortal being. Avatars can make *Hacking* rolls to completely alter the "rules" of the setting, changing the physical characteristics of their surroundings to suit their needs. Of course anything that one god can do, another can easily un-do.

Gothic: Dark, brooding, shadowy. A world full of mystery, danger and monsters; where the days are short and the nights are long. People here live with fear every day. Every encounter has at least one more monster than normal.

Gritty: This is a hard-boiled world where only the tough survive. All damage against another avatar is increased by a d6.

Gunslingers: All of the avatars in this environment carry a firearm of some kind. These weapons are usually fetishized in some way and can be outlandish in appearance. Gunslingers are characteristically cocky so it is not at all uncommon for impromptu duels to break out between avatars.

Horror Movie: In this environment avatars are being stalked and killed by some sort of monster or monsters. Weapons are scarce and the monsters have an uncanny ability to appear from nowhere without warning.

Kid Friendly: Bright, colorful, cheerful. A place that is welcoming to young children, where they can play, have fun and feel safe. This is a place without sharp edges. Anthropomorphic stuffed animals provide companionship to visitors.

Knights & Wizards: In this "heroes vs. monsters" environment, the avatars take on the role of a warrior or magic-user. Usually dressed in a "swords and sorcery" motif, these intrepid heroes undertake quests to slay villains and find lost treasures.

Kung Fu: In a Kung Fu environment, every avatar is skilled in the martial arts. Kung Fu duels break out with little or no provocation. Practitioners of all martial arts disciplines are mixed

together: ninjas spar with shaolin monks over obscure points of honor while muay thai boxers stand by looking on with an expression on their faces that says "I got next".

Magic: In this setting magic is real. Every avatar has the ability to use their *Hacking* skill to produce magical effects.

Maritime: Adventure on the high seas! This V.R. takes place on a ship of some sort sailing between exotic ports-of-call. The avatars are either pirates, naval officers or simple merchants.

Medieval: Set in the European Middle Ages, this environment is filled with castles, knights, kings and feudal warfare. Characters wear armor and carry primitive weapons like swords and maces. Horse riding is the common mode of transportation. This is a grim, historical setting.

Non Violent: This environment is specifically designed to discourage avatar vs. avatar violence. Avatars cannot be wounded or killed here and projectile weapons (if any) fire confetti and party favors instead of ammunition.

Outer Space: Avatars are transported to a space station, alien world or some other outer space location. Visitors may have to content with bizarre life forms and inhospitable environmental conditions.

Poorly Designed: This V.R. was made on the cheap. Graphic quality is poor; every avatar looks pixilated and colors are desaturated. Numerous bugs and glitches abound. It is possible to clip through walls and other obstacles that are supposed to be solid.

Post-Apocalyptic : This environment shows the world as it might appear after a global catastrophe. Harsh deserts cover the surface of the planet and the surviving people are filthy, barbaric scavengers. Characters are dressed in crude brigandine cobbled together from scrounged clothing and found objects. Transportation is provided by beat up old vehicles running on stolen fuel. Desert nomads arm themselves with a mix of modern firearms and primitive melee weapons.

Prehistoric: This realm simulates Earth as it was before the time of human civilization. The land is wild and untamed. Thunderous herds of dinosaurs roam vast jungles and savannahs. Avatars in this world are dressed like savages, wearing animal pelts and wielding crude stone and bone weapons.

Professional Athletes: The avatars are all hugely muscled physical prodigies. Every avatar in this environment is preoccupied with sports or simple contests of physical prowess. The victors of these contests brag about their trophies and do their level best to belittle the potency of the losing side.

Real World: On the surface, this world looks just like the real world. Style of dress, scenery and customs are all the same as they are in meat space. There may be subtle differences here but by and large this environment serves as a virtual copy of the world outside the Net. This is a good setting for "modern" action.

Samurais & Ninjas: All of the avatars in this setting are drawn from Asian archetypes. Laminate-clad samurai do battle with ninja assassins, monks and wild horse-riding bandits.

Science Fiction: A space-based setting with starships, laser guns, cyborgs, alien worlds and alien races. Characters are dressed in futuristic clothing and have access to space ship travel.

Sims: "Sims" are avatars designed to look and behave just like regular folks. These sorts of constructs are popular for VR chat rooms and certain video games that emulate real-life situations, like home decoration and going to work. One would not be mistaken to think that this is boring, yet millions of people spend untold hours living out virtual lives as these mundane carbon-copies.

Secret Agents: Everyone in this setting is a stylish, clever and fabulously dangerous spy. They exist in a world where double-crosses are commonplace and triple-crosses earn polite applause. Loyalties are purposefully obscure; most non-descript objects are actually high-tech gadgets.

Sex Fetishists: This X-rated environment is designed to titillate the more lurid side of human nature. Here, leather-bound men and women perform all manner of sexual deeds on one another in blissful anonymity.

Swords & Sorcery: Similar to the Medieval setting, this world is filled with knights in shining armor and spell-throwing wizards. Dangerous monsters abound and armed parties of adventurers explore dark dungeons and deep wildernesses. This is an "RPG style" fantasy world.

Ultra Violent: In this reality there are no mores against killing. Everyone engages in wanton violence. Postmen, Grandmothers and Priests are all strapped and murder on a whim.

Techno: Modern, computerized and bathed in neon the Techno world looks like it's straight out of a video game.

Tolkienesque: This environment has a classic, high fantasy look to it. All landmarks are epic and sublime. Huge forests collide headlong with stratospheric mountain ranges, raging rivers and fetid swamps. Odd abandoned ruins are scattered all over betokening the existence of some long-forgotten race of ancients. Elves, Dwarves, Halflings, Orcs and Men populate this world.

Vampires: (Nearly) all of the avatars in this setting are vampires. These sultry immortals spend their endless nights dressing up in fancy outfits and trying to get laid. They need to drink blood regularly to maintain their fell strength. Sometimes they sparkle, which only serves to get them shot by wannabe *Van Helsings.*

Vehicle Drivers & Pilots: This environment is set up like some kind of massive race track where high-speed vehicles blaze past in an effort to beat their competition to the "finish line" (whatever that may be). The avatars are all vehicle pilots or drivers attired in form-fitting safety gear.

Wild West: This environment looks like the American Southwest, a cactus-filled desert of tumbleweeds and poisonous critters. Horse riding is the primary means of transportation and

characters are dressed in western apparel (Stetson hats, spurred boots, leather chaps and pearl-buttoned shirts). Just about everyone here packs a revolver.

World War II Era: This V.R. is set up to emulate Europe in the 1940s during World War II. Axis and Allied powers battle with each other constantly. Avatars are aligned with one faction or the other.

Zombies & Survivors: All avatars in this setting are either members of the living dead or are one of the hard-pressed survivors desperately clinging to life and sanity.

Loading your Avatar:
Your avatar is the virtual likeness you project while you are logged into a VR. It can look like anything you want within the metaphorical restrictions of the environment you are in (Example: if logging into a Wild West themed environment, your avatar must adhere to Wild West tropes).

All of your statistics and skills are indexed against your *Hacking* skill (i.e. if you *Hacking* skill is d12, your *Strength, Fighting, Agility, Driving, Smarts*, etc. are also d12) The only exception to this is the *Notice* skill which is the same as it would normally be.

There is no gear in Netspace. Everything your Avatar carries is just for show.

Logging in as a "Godfather":
To keep everyone involved in the action, a character with a poor *Hacking* skill can choose to log on as a *Godfather* instead of an actual Avatar. Godfathers are able to observe what is happening in the VR but cannot take direct action within it. They can execute programs normally but that is the full extent of their ability. There are numerous programs and special attacks that block a Godfather's ability to intervene. Godfathers cannot independently travel in the Net; they are fixed to their companions.

Node Travel and Node Encounters:
Constructing a Node Network:
The VR environment that your character is exploring is mapped on to a *Node Network*: a series of connected points that form the physical geography of the environment. The Game Master should draw up a simple Node Network map when the VR is initially loaded.

Nodes can have a maximum of 4 access points. Use the table below to randomly generate a Node Network if you wish:

Node Network Generator:

Card	Node Type
2	Straightaway
3	T-Junction
4	4-Way Intersection
5	Elbow
6	T-Junction
7	Elbow
8	Straightaway

9	Elbow
10	Straightaway
J	Dead End
Q	Loop
K	Redirect
A	Portal
Joker	Objective Point: the location of whatever goal the User is seeking

Sample Node Network Diagram:

Entry

Portal   Objective
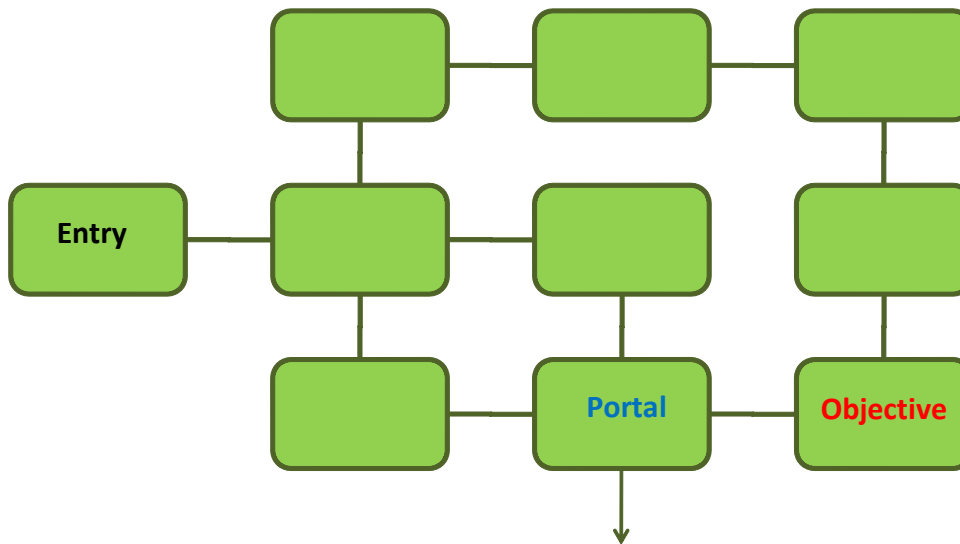
Every round you can travel to an adjacent node.   You can only bypass nodes by using special programs (such as *Tunneler* or *Ghost*).

"Portals" are gates between one network and another. When you step through a portal you move into an entirely different Virtual Reality Environment. A "Redirect" teleports you to a random node in the network and a "Loop" sends you back to the node you just came from.

Being computer constructs, most Netspace Monsters adhere to a very rigid, scripted movement pattern. Some specific monsters (such as Rogue AIs and Daemons) possess autonomy and can travel wherever they wish.

Every time you move into a new node you have an *Encounter*. Encounters involve interactions with other Net denizens Think of each encounter as a "mini-adventure". The players don't necessarily have to roll in and crack skulls. Use the Node Encounters table below as a guideline and then come up with a narrative for the node that is appropriate to the metaphor.

For Example: Let's say the party is having an adventure in a "*Tolkienesque Wild West Cyborgs & Droids*" VR. You draw an encounter that says "*Data Construct Passing Through A Jack-in-the-Box*". After considering your options you come up with the following narrative:

A stage coach laden with chests of gold and cash is passing through a barren stretch of desert. The sun is starting to set behind the mesas in the distance and somewhere a coyote howls. The coach is being guarded by a band of bronze-plated Dwarven blunderbuss droids from the Wells Fargo War Foundry. If the party defeats the dwarves and opens the chests they're in for a nasty surprise: the largest chest contains a Mithril-chased Elvish Assassinatrix, cleverly folded up inside the locker to avoid detection. The party must survive the sneak attack to claim their reward.

Draw out some simple features on the battle-mat to set the stage and then start placing minis. Depending on how things play out, this scenario might bleed over into subsequent encounter nodes and before you know it, you have a mini-adventure playing out.

Node Encounters

Card	1st Draw	2nd Draw	3rd Draw
2	Data Construct	Defending	A Data Cache
3	Helper Sim	Loitering In	An Empty Node
4	Gamer Avatars	Passing Through	A False Data Cache
5	Neutral Avatars	Monitoring	A Secret Node
6	Benign Avatars	Researching	A Collapsed Node
7	Hostile Avatars	Defending	A Data Bomb
8	Trojan	Battling In	A Data Storm
9	Viroid	Loitering In	A Transaction Stream
10	Bug	Defending	A Black Flagged Node
J	Worm	Trapped In	A Glyphed Node
Q	Daemon	Monitoring	A Jack-in-the-Box
K	ICE	Passing Through	A Firewalled Node
A	Black ICE	Defending	A Rich Data Cache
Joker	Rogue AI	Hacking	A Nullzone

Battling in: You interrupt a pair of Entities engaged in virtual combat with each other. Draw again to determine the opponent.

Benign Avatars: You encounter a group of Avatars occupying this node. They will dispense helpful advice if approached in a diplomatic manner. They are most likely civilians but there's a 10% chance that they are Elite Hackers.

Black ICE: See NETSPACE MONSTERS. If Defending the ICE will attack any Avatar that comes by.

Bug: See NETSPACE MONSTERS. If Monitoring or Defending the Bug will attack any Avatar that comes by.

Collapsed Node: This node has completely crashed. Whatever VR was running is suspended in this node. All entities that enter this node are immediately *Lagged.*

Daemon: See NETSPACE MONSTERS. This semi-autonomous programmed avatar is busily conducting whatever task its user has given it.

Data Bomb: This node is protected by a sort of "digital bomb" that will detonate if it is tampered with. Generally the data bomb is placed on something of value or on one of the node access points. The bomb will generate anywhere from 3d6 to 6d6 points of Avatar and Console damage to everyone in the node if it is activated.

Data Cache: This node contains some valuable data. The nature of this data is up to the Game Master, but it is usually something along the lines of password logs, bank accounts, or sensitive documents. The cache will be protected by some level of encryption (d4 for public data; d12+2 for a MegaCorps deep, dark secrets)

Data Construct: See NETSPACE MONSTERS. A lumbering Data Construct is here, contemplating infinity.

Data Storm: This node is completely bollixed by interference and lag -- most likely the result of a "Denial of Service" (DoS) attack. All *Hacking* rolls made in this node are at a -2 penalty.

Defending: A Netspace Entity has been directed to defend this node at all costs. It will warn off intruders before attacking.

Empty Node: This node contains nothing of note aside from its inhabitants.

False Data Cache: This data cache has every appearance of being valuable but in fact contains useless information. These "red herrings" are often set up to confuse or throw off would-be hackers. If the hacker examines the data, have them make a *Notice -2* check to see if they detect the fraud.

Firewalled Node: Someone or something is actively firewalling this node against intrusion. You cannot enter the node unless you bypass the firewall. Randomly determine the *Strength* of the Firewall (between d4 and d12) and then attempt an opposed *Hacking* roll to bypass it.

Gamer Avatars: One or more gamers are here having a good time. These digital thrill seekers are generally content to be left alone, but every once in a while one of them tries to prove how "leet" they are by challenging passers-by. There's a 10% chance that they are Elite Hackers.

Glyphed Node: A Glyphed Node is designed to tag and track all entities that pass through it. You must succeed a *Hacking* roll or become branded with a glowing "glyph" that sends telemetry data back to the network server. If you are not an authorized user of the system, every Netspace Monster in the network will begin to converge on your position.

Hacking: An Entity is trying to hack, penetrate or otherwise compromise something in this Node. You've caught it red handed. There's a 33% chance the Entity will attempt to flee the scene, a 33% chance that it will stay and fight and a 33% chance that it will try to negotiate its way out of the situation.

Helper Sim: See NETSPACE MONSTERS. A friendly Helper Sim is here looking for users to assist.

Hostile Avatars: A group of aggressive Avatars are here. They are spoiling for a fight. There's a 10% chance that they are Elite Hackers.

ICE: See NETSPACE MONSTERS. If Defending the ICE will attack any Avatar that comes by.

Jack-in-the-Box: A "Jack-in-the-Box" is a data cache that actually conceals a Netspace Monster. When the 'data cache' is *Hacked* the monster will leap out and attempt the surprise the hacker. The hacker must succeed a *Notice* check opposed by the monster's *Stealth* roll to avoid being caught flat-footed.

Loitering: The Entity in this node is loitering, usually because it is waiting for new instructions. With a successful *Hacking* roll it is possible to bypass a loitering entity without disturbing it.

Monitoring: The Entity in this node is actively monitoring all node traffic. It will make note of your comings and goings. If you perform any suspicious actions, the Entity will follow and engage you.

Neutral Avatars: A group of Avatars are here, minding their own business. They are most likely civilians but there's a 10% chance that they are Elite Hackers.

Nullzone: This node has been de-registered from the Net by idealistic info-terrorists. The network VR is not running in this node. Programs cannot be run here.

Passing Through: You encounter other Entities here that are preoccupied with being someplace else. They will ignore you if they are unmolested.

Researching: The Entity in this node is conducting some sort of search for information. It will ignore you so long as it is left alone. Interrogating the Entity has a 25% chance of generating a Data Cache in a neighboring node (if the Entity is not aggressive by nature).

Rich Data Cache: You've hit the jackpot! This data cache contains 1d4+1 pieces of crucial data. Randomly determine the cache's *Strength.*

Rogue AI: See NETSPACE MONSTERS. An unregistered Artificial Intelligence has wandered into this node. There's a 50% chance that it completely ignores the party unless they take hostile action. If the AI notices the party it may simply indulge its curiosity before moving on, but there's a 10% chance it will want to try and download itself into one of the party members, turning them into a Mindjacked Borg.

Secret Node: This node exists outside of the VR registry: it officially does not exist. Any avatars in this node are completely safe from detection, as if they are under the influence of a *Ghost* program.

Black Flagged Node: This node is protected by a counter-measure program (such as *Ghost Buster* or *Linespike*) that executes every time an entity enters the node. See GEAR to randomly select an appropriate Blackware program.

Transaction Stream: A tremendous volume of real-time transaction data is passing through this node. This usually manifests as some sort of river or conduit appropriate to the VR metaphor. In order to safely pass through the node avatars must make a *Hacking* roll to avoid touching the stream. If they fail their system overloads with data and they are *Bluescreened* immediately.

Trapped in: You discover an Entity that has either been sequestered here intentionally, gotten lost, or is caught in the middle of a re-boot.

Trojan: See NETSPACE MONSTERS. If Monitoring or Defending the Trojan will sneak attack any Avatar that comes by.

Viroid: See NETSPACE MONSTERS. If Monitoring or Defending the Viroid will attempt to infect any Avatar that comes by.

Worm: See NETSPACE MONSTERS. If Monitoring or Defending the Worm will attempt to compromise any Avatar that comes by.

Netspace Monsters must fit the metaphor of the VR. For example, a Black ICE in a fantasy environment will look like a giant black knight with glowing green eyes.

Net Combat:
Initiative is determined by the *Processing Speed* of the combat participants. Unless otherwise noted all Netspace Monsters have an initiative rating of 5. Combatants with the higher initiative rating act first.

The following combat actions can be taken during Net Combat:

- Attacking an Avatar
- Full Defense
- Executing a Program
- Retreating
- Looting a Data Object
- Recovering from Lag

Attacking an Avatar:
Attacks in the Net are resolved in similar fashion to attacks in Meatspace. The attacker chooses a target makes a *Fighting* roll using their *Hacking* skill. If this roll exceeds the target's *Parry* score, a hit is generated. Damage is then rolled (again, using attacker's *Hacking* skill in place of their *Strength*); if the damage exceeds the target's *Toughness* rating, then some form of damage is inflicted.

Entities that are hit for damage become *Lagged*. This is the Net equivalent of being *Shaken.* A *Lagged* entity cannot perform any actions apart from moving until they recover (by making a *Hacking* check, see "Recovering from Lag" below). If the entity is a Wild Card they can choose to spend a *Benny* to soak their *Lag.*

Lagged entities that are hit for damage (or entities that are damaged with a *Raise*) become *Bluescreened*. This is the Net equivalent of death. Once you are *Bluescreened* you are knocked out of that particular Net Adventure until the session is over (the session ends when all party members have been *Bluescreened* or logged out). Unlike regular combat, there are no *Wounds* in Netspace: you are either fine, *Lagged*, or *Bluescreened*. Wild Cards can spend a *Benny* to attempt to resist being *Bluescreened.*

Once an Avatar is *Bluescreened* it is possible under some circumstances to inflict additional damage to their console or their meat (their physical bodies). This is usually accomplished by running a special program at the moment when an Avatar is *Bluescreened* (see GEAR for more details).

If a console is equipped with defense mechanisms, such as Firewalls or a DMZ, these defenses must be overcome before any secondary damage is dealt. If the attacking program does not have a *Strength* rating it is automatically successful. Once all defenses are passed, the attacking monster or program must still overcome the console's Operating System. The *Strength* of the operating system is equal to the console's *Processing Speed.*

A number of programs and special attacks can leave *Malware* behind on a user's console. *Malwares* are corrupted data files that consume storage space on a console, preventing that slot from being used to store data and programs. Certain programs can attempt to cleanse *Malware* (i.e. NorSoft Console Janitor) but, failing this, the only way to remove *Malware* is to format the entire console, deleting all content from all storage slots and starting fresh.

Full Defense:
The full defense action involves using every scrap of a Hacker's resolve and skill to avoid taking any Net damage. If the Hacker performs no other action they may substitute their *Hacking* roll as their *Parry* and *Toughness* score for 1 round.

Executing a Program:
Instead of making an attack, a character can choose to run a program from their console and have it affect the node they are currently occupying. See GEAR for specific instructions on how different programs work. This is the only action a *Godfather* can perform in the Net.

Retreating:
Any time a character wishes to disengage from Net Combat, they allow all hostile entities to get one free shot on them. If they survive the attacks, the character can remove his Avatar to any adjacent node. Once a character has retreated, they cannot act again until the combat is resolved.

A character can also pull the plug on their console if they wish to retreat from a Combat immediately (see *Logging Out* below).

Looting a Data Object:
Gaining access to secured information is handled metaphorically in Netspace. Documents and databases have a graphical manifestation in the Net that is appropriate to the VR's metaphor (i.e. a big iron safe in a Wild West environment; a chest of jewels in a Fantasy setting). A hacker must "attack" the information and overcome its *Parry/Toughness* to obtain the data.

A data cache is some piece of valuable information that belongs to the VR it is taken from. If you are in a Company Net, you obtain a piece of Company info; if you are on the public nets it is personal data from some schlub.

Each piece of hacked Data that you loot takes up one storage slot on your Console. It is possible to copy a piece of stored data from one slot to another with a successful *Hacking* roll. A roll of natural 1 on this check causes the data to become corrupted or lost.

Use the table below to randomly determine the type of data you collect:

Card	Classification	Description
2-7	White	Confidential Information: this is data that was protected by a secured login ID. Examples include: company financial data, contact lists, account statements, product roadmaps, etc.
8-Q	Yellow	Restricted Information: Data that is only intended to be viewed by a very select, specially entitled audience. Includes design specs, blueprints, personally identifiable information, etc. You could commit identity fraud with this information
A-K	Red	Top Secret Information: this is highly sensitive data that could cause damage to a person or corporation in the wrong hands. Executive memos, source code, strategy documents, access codes to a regular person's bank account, etc.
Joker	Ultraviolet	Something Incredible: an AI seed, scandalous blackmail material, access codes to a CEO's bank account, etc.

What is data worth? In most cases, it's worth whatever its purchaser will pay for it, as dictated by the parameters of the mission you're on. For general data that you happen to find there is a certain "going rate" you can get from a Fixer.

- White: 2d6x10 Credits
- Yellow: 4d6x25 Credits
- Red: 2d12x500 Credits
- Ultraviolet: 4d12x1000 Credits

You only get paid for a piece of data one time, so don't bother creating copies and trying to sell them. Once a Fixer gets their hands on a piece of information, it hits to grapevine almost immediately. In some rare cases you can try to blackmail someone with copies of sensitive data but this only works until the blackmailed party is able to defuse the impact of the data by spreading counter-information through the media.

Recovering from Lag:
This is the NetSpace equivalent of recovering from being *Shaken*, except that *Hacking* skill is used instead of *Spirit* to resolve the check.

Logging Off:
When a character is done adventuring in the Net, they either log out and shut down or pull the plug. Logging out properly requires a full minute so that the system can clear out all session related temporary data files; pulling the plug is instantaneous but leaves the User in a *Shaken* state. Once a character has logged off, they must sit out for the remainder of that particular Net Adventure until their companions have either *Bluescreened* or logged out.

Wetjacking:
Among the gravest crimes that can ever be committed against a person, wetjacking involves "hacking" the human brain to extract memories which can be digitized and copied into computer storage. Usually, wetjacking is done by criminal groups who wish to steal intellectual property from a high value target – a researcher, scientist or ace programmer. Wetjacking does irreparable damage to the subject, even if done with expert precision.

Wetjacking requires a skilled neurosurgeon and computer technician to execute properly. In game terms, two difficult skill rolls are required to successfully wetjack someone. Both a *Hacking* roll and a *Healing* roll need to be made with a -4 penalty. If the *Hacking* roll fails, the information was not extracted properly and is permanently lost. If the *Healing* roll fails the subject dies. If either roll fails, the procedure fails. If both rolls are successful, the subject lives but loses one die step of *Smarts* permanently and loses whatever memory was stolen. Wetjacking requires a couple hours of uninterrupted time, a console with at least one unit of storage capacity and a fully equipped surgeons studio.

MegaCorps:
The world has been taken over completely by multi-national corporations. It is through the grace and financial backing of the MegaCorps that world governments are allowed to exist.

All corporations maintain their own household armies which provide security for their facilities. Sometimes these armies will clash with one another when legal channels fail to resolve a particular dispute. During especially heated disputes, this can give the term "hostile takeover" a whole new meaning.

Here are some profiles for the largest and most influential MegaCorps:

GenDyn:
One of the largest engineering, defense and consulting firms in the world, General Dynamics, or GenDyn, has a reputation as a no nonsense, jacket and tie, hierarchically structured, conservative company. They own a great number of very lucrative government contracts and produce a wide range of products from computer consoles to tactical nuclear weapons to fighter jets. Located near Washington D.C., General Dynamics often feels like an extension of the Atlantic Free States Government; they are clearly involved in policy decisions at the highest level.
Slogan: "We make the Free World Free"
Corporate Virtual Reality Environment: "Talisharra", a high fantasy maritime realm where crews of elves, dwarves and halflings race against orc, troll and goblin pirates to obtain as much prized *Aquitarium* ore as possible.

Happy Corporation Limited:
HCL, or simply "Happy" to most people, owns one of the largest and most pervasive consumer electronics brands in the world. Based out of Shanghai, Happy prides itself on crapping out the most cheap, mass produced electronic gadgets. They are the market share leader in the "value" segment of the consumer electronics market, making consoles, adapters, integrated entertainment centers, communicators and toys. A person's first computer console is usually a Happy® brand piece of shit bought at the local convenience market.
Slogan: "Aren't you?"
Corporate Virtual Reality Environment: "*HappyLand"*, a combination of children's TV show, Samurai movie and psychedelic drug experience.

Mitsuzuki International:
A classic Japanese *keiretsu*, Mitsuzuki makes just about everything under the sun: automobiles, computers, hardwares, softwares, medicine, soft drinks and bubble gum. They are the only car-manufacturer left in Japan. The best consoles in the world are currently made by Mitsuzuki. Having a Mitsuzuki Ninja is a definite status symbol. It is known that the current CEO of Mitsuzuki is a hard core Christian moralist who gives large amounts of money to pro-values groups.
Slogan: "On the Eighth Day, We Rested"
Virtual Reality Environment: "*California"*, an ultra-violent black and white pastiche of the American West, spaghetti westerns and 1950's Americana.

NovaGen Pharmaceutical:
The largest Pharmaceutical concern in the world is located in Basel, Switzerland. This conglomerate absorbed all of its competitors after the World Trade Federation issued a moratorium on all anti-trust legislation. Now they produce virtually all of the over the counter medications in the world as well as most of the doctor prescribed medicines. They own the patent rights to millions of species of plants and animals.
Slogan: "Feel Better"
Virtual Reality Environment: "Archangel", a World War II themed war zone where the Axis powers are all vampires and werewolves and the Allies use holy weaponry to combat them.

Suomitek:
Dedicated to consumer products and industrial design, Suomitek appears stylish, progressive and not nearly as cut-throat as many of their competitors. Still, they're in this to make money just like anyone else and they have managed to become a major political leader in the EU. They own the entire country of Finland lock, stock and barrel and their CEO, Jori Vaara is the current Chancellor of the European Union. In addition to their core businesses, Suomitek runs and operates FinnAir, the world's premier luxury airline, and funds a major "peace force" called the '*Rauhanturvajoukot', or 'Rauha* for short.
*Slogan: "**You**nited"*
VR: "*Demiurge"*, an analogous world where magic is real and those who practice it are as powerful as Gods & Goddesses.

Kirovsky Korporatsiya:
The Kirovsky Corporation is a Russian defense contractor and systems engineering firm with close ties to both the Russian Premier and the mafia. They run a "closed door" operation and

will only do business with large industrial and government partners. Kirovsky supports no consumer products division; their sideline interests include resource extraction and refining.
Slogan: "v Rossii , kompaniya rabotaet Vas!"
Virtual Reality Environment: "*Temnaya Imperiya" (Dark Empire)*. A gothic, swords & sorcery V.R. where warriors clad in skimpy bondage gear do battle with drug-swilling wizards and cartoonishly well-endowed demons.

Dasher-Bandersleigh:

The largest private security and military consulting firm in the world, Dasher-Bandersleigh can field the largest army of mercenaries on Earth. Based in Johannesburg, South Africa, this company is the demented brain child of well-connected diamond magnate, Geert Bandersleigh, and his close friend, Wilhelm Dasher, an ex-mercenary turned narcotics kingpin. The combination of Dasher's military connections and Bandersleigh's political influence assured that the pair could operate with impunity inside of South Africa's borders. Many other MegaCorps contract out to D&B when their own security forces are over deployed.
Slogan: "Pacis ex Bellum"
Virtual Reality Environment: "*Kingmaker"*. A chess simulator where roman-styled chess pieces do one on one battle with each other in Bushido fashion. Node travel is tied to taking chess pieces.

JinnCom:

JinnCom is the corporate face of the world's largest and most successful Data Haven, The Oasis. Backed by Saudi oil money, they have become a massive holding company that holds interests in a wide range of technology fields. They are more interested in investment than manufacture, preferring corporate takeovers to actual hard work.
Slogan: "All is Permitted"
Virtual Reality Environment: "*The Oasis"*, a neon-lit digital utopia where you can actually see the living strands of code that make up the surrounding buildings, avenues and avatars. Data streams literally flow like water here.

Tillion Semiconductor:

Tillion is the world's largest manufacturer of integrated silicon devices. They own 99% of all semiconductor contracts; they make custom silicon for all of the world's governments and militaries. A console with a Tillion chip inside is considered to be a high end product. Tillion operates some of the most state-of-the-art robotic factories in the world.
Slogan: "Worth a Tillion"
Virtual Reality Environment: "*Avalon"*, a pseudo-medieval realm where mounted knights do battle with futuristic weaponry (i.e. laser swords, blasters, missile launchers, etc.)

Power Groups:

These loose organizations don't have any particular place they call home but have members all over the globe. Each has some kind of agenda they are trying to advance and they aren't shy about hiring *Ghosts* to get what they need.

Net Liberation Front:
The NLF, also called Free Netters, are a group of hackers devoted to the cause of restoring the Internet to its original, unregulated status. When they aren't committing acts of industrial sabotage against the MegaCorps they are actively creating as many Nullzones as they can.
Virtual Reality Environment: "Cyboria", a dull, Kafka-esque world populated by officious androids who seek to control and measure everything. A plucky band of rebel service droids do their utmost to disrupt the senseless bureaucracy of the android overlords.

Pirate Nation:
The elder statesman of the hacking scene, Pirate Nation is an organization that has its roots in the old "Pirate Bay" group from Sweden. They are known to own and operate several secret data havens around the world but these places are only known to those who have ties to the organization. Pirate Nation rules their domains with a very light touch. For the most part, the MegaCorps are happy to let Pirate Nation exist because there are times when they need to conduct certain business affairs in a completely discreet and neutral environment.
Virtual Reality Environment: "Haven", a reflection of the modern world where Tolkienesque races such as Elves and Dwarves freely intermingle with mankind. Lawlessness abounds in this reality and most disputes are settled by cocky gunslingers.

Thanatos:
Thanatos is the most notorious hacker group in the world. They are responsible for writing the darkest Blackware, including the infamous program Reaper 666. Their organization is worldwide with no coherent center, though a large portion of their membership comes from Eastern Europe and Russia. They are mostly interested in writing, stealing and selling Blackware and respond to competitors with brutal force. Thanatos has even been able to bring several MegaCorps to their knees when angered.
Virtual Reality Environment: "Purgatory", a totally black, featureless prison.

White Noise:
The members of White Noise consider themselves to be "white hat" hackers, meaning that they only penetrate Net defenses in order to demonstrate their weaknesses so that they might be improved against future attacks. They hire themselves out to different Corporations as network security consultants. White Noise takes its work very seriously and is prickly about its honor. If they are ever accused of selling out or dumbing down the 'Art of Hacking' they will lash out in an organized fashion. A few members of White Noise moonlight as Free Net activists, contributing to small acts of dissent against the powers that control the Net. Security and counter-security are the specialties of this group.
Virtual Reality Environment: "Hard Justice", an R-rated, gritty animated world where chiseled, square-jawed cops hunt down bent and devious criminals by any means necessary.

The Yakuza:
The Japanese Mafia, or Yakuza, is more powerful now than it has been at any other point in history. They made the leap from street crime to computer crime more ably than other criminal organizations. The Yakuza now control interests around the world through a number of shell companies but they are still strongest in Tokyo. The Yakuza prefers not to move in the open and will only work with operatives who have a proven track record of discretion. They occupy themselves with data theft and ransom rackets for the most part. Members of the Yakuza are

expected to give their unwavering loyalty to the *Oyabun* (the Old Man). A breach of loyalty or failure to complete an assignment can result in execution or the ritualistic loss of digits. If someone intentionally crosses the Yakuza, they may as well put their meat bodies on short sale before the ninja hit squad shows up on their doorstep.

Virtual Reality Environment: "Thunder Swords", a feudal Japanese setting where magic-wielding samurai do battle with demi-gods and ninjas armed with kami-bound weapons.

Meatspace Monsters:

Listed below are the sorts of monsters that a character can encounter while adventuring in Meatspace (i.e. the real world).

Borgs

Cybernetic enhancement is a regular part of life in this setting but some individuals take it way too far. Some poor souls become psychotic as a result of replacing too much of their human bodies with machine parts; others willingly transfer their consciousness into bodies that are entirely synthetic because they believe it represents the next level of evolution. Others still become hosts to rogue AIs and lose control of their human minds. Whatever the circumstances, the alleyways of most major cities crawl with renegade Borgs who place no value on human life.

There are two types of Borgs: Synths and Mindjacked. A Synth Borg is a completely synthetic entity that plays host to a downloaded human conscience. A Mindjacked Borg is a person who has become infiltrated and possessed by an AI that gained entry through the host's cyber implants. The Mindjacked look just like anyone else but behave erratically as its AI parasite struggles to adapt to an organic existence.

Borg, Mindjacked				
Strength: d6	**Smarts:** d12	**Agility:** d6	**Spirit:** d12	**Vigor:** d8
Pace: 6	**Parry:** 5	**Toughness:** 6	**Fighting:** d6	
Gear: Nothing Special				
Powers: *Hard to Kill; Nerves of Steel* (ignore 1 point of *Wound* penalties); *Master Hacker; L33t; Machine Interface* (can access the Net without a Console)				

Borg, Synth				
Strength: d12	**Smarts:** d8	**Agility:** d8	**Spirit:** d10	**Vigor:** d12
Pace: 8	**Parry:** 6	**Toughness:** 9	**Fighting:** d8	
Gear: Nothing Special				
Powers: *Brawny; Fleet-Footed; Sweep; Construct* (+2 to recover from *Shaken*; immune to drugs, called shots and disease); *Hard to Kill; Improved Nerves of Steel* (ignore 2 points of *Wound* penalties)				

Ganger

Gangbangers abound in the urban jungles of the future. They are universally poor and motivated by a desire to beat you down and take your stuff.

Ganger				
Strength: d6	**Smarts:** d4	**Agility:** d6	**Spirit:** d6	**Vigor:** d8
Pace: 6	**Parry:** 5	**Toughness:** 6	**Shooting:** d6	
Gear:				
9mm Pistol (12/24/48 range; 2d6 damage; AP: 1; Double Tap; 17 shots)				

Knife (STR+d4)
Powers: Nothing special

Gray Goo

If the modern age has a bogeyman it is the "gray goo". Nanotechnology has woven itself into the fabric of everyday life. One of the consequences of this is that, occasionally, self-replicating nanites have their auto-destruct protocols accidentally removed and start multiplying out of control. These nanite swarms form amorphous blobs referred to as "gray goo". If they break out of containment, these swarms spread rapidly, deconstructing whatever organic matter they come into contact with. They are highly dangerous and should be avoided at all costs. Special "containment teams" need to be deployed to halt the advance of a gray goo.

Gray Goo					
Strength: d8	**Smarts:** d8 (A)	**Agility:** d4	**Spirit:** d12	**Vigor:** d12	
Pace: 2	**Parry:** 4	**Toughness:** 8	**Fighting:** d4		
Gear: NA					
Powers: *Disintegration* (Touch attack forces *Vigor -2* check or sustain 1 *Wound*); *Growth* (if a Gray Goo consumes a man-sized target, it gains 1 Size category); *Division* (once a Gray Goo grows by 5 size categories, it will split in half) *Reach* +2 *Improved Frenzy* (2 attacks per round)					

Mercenary

Every MegaCorp maintains its own personal army of mercenaries to defend their facilities and occasionally raid a rival's holdings. Heavily armed and armored mercs are a common sight in just about every city.

Mercenary Soldier					
Strength: d8	**Smarts:** d6	**Agility:** d8	**Spirit:** d6	**Vigor:** d8	
Pace: 6	**Parry:** 6	**Toughness:** 9(6)	**Shooting:** d10+1		
Gear: Tactical Armor (+3/+5 Ballistic); Scoped FN P-99 (12/24/48 range; 2d6+1 damage; ROF: 3; AP: 1; 3RB; Full Auto; 50 shots; *Laser Scope*)					
Powers: *Marksman; Dead Shot*					

Police

A shadow of what they once were, the Police exist to handle crimes that the MegaCorps deem to be beneath their concerns. They are utterly corrupt, underfunded and under-motivated -- more of a nuisance than a force for good. The Police are often tasked with opening investigations for the sake of giving the appearance of an intact legal system. There is no real expectation that investigations will actually have a positive conclusion.

Police Officer					
Strength: d6	**Smarts:** d6	**Agility:** d6	**Spirit:** d6	**Vigor:** d6	
Pace: 6	**Parry:** 5	**Toughness:** 7(5)	**Shooting:** d6		
Gear: Ballistic Jacket (Armor +2/+4 vs. Ballistic); 9mm Pistol (12/24/48 range; 2d6 damage; AP: 1; Double Tap; 17 shots) Stun Baton (STR + d4 damage; *Vigor -4* or *Shaken*)					

Powers: Nothing Special

Netspace Monsters:

The entities listed below are the sorts of monsters that a character can encounter while adventuring in Netspace.

Avatar

Rival programmers are encountered in the Net via their Avatars. Unless otherwise indicated, assume that most Avatars belong to modestly talented, pedestrian hackers.

Avatar (WC)				
Strength: d6	**Smarts:** d6	**Agility:** d6	**Spirit:** d6	**Vigor:** d6
Pace: NA	**Parry:** 5	**Toughness:** 5	**Hacking:** d6	
Powers: 1d3 Random Programs *Autonomy* (Avatars are free-willed and can travel independently from node to node)				

Black I.C.E.

An illegal Intrusion Countermeasure Entity that is designed to attack and kill the meat-body of any hacker that penetrates the ICE's territory.

Black ICE (WC)				
Strength: d12	**Smarts:** d12	**Agility:** d12	**Spirit:** d12	**Vigor:** d12
Pace: NA	**Parry:** 8	**Toughness:** 8	**Hacking:** d12	
Powers: *Mortal Linespike* (Whenever a Black I.C.E. blue screens an Avatar, it automatically inflicts 3d6 points of electro-shock damage on the User and frags their console) *DoS Storm* (produces interference that blocks the use of programs for 3 rounds and imposes a -2 penalty to all *Hacking* rolls made by Avatars; also blocks Godfathers) *ID Block* (if you are defeated by an I.C.E. you cannot log back into that VR under the User ID you were using)				

Bug

Bugs are programming errors made manifest. They usually appear in the VR as insects or vermin of some kind.

Bug				
Strength: d6	**Smarts:** d6	**Agility:** d6	**Spirit:** d6	**Vigor:** d6
Pace: NA	**Parry:** 5	**Toughness:** 5	**Hacking:** d6	
Powers: Nothing Special				

Daemon

These sophisticated AI sub-routines are built to perform some specific function but are given broad operational parameters and the freedom to fulfill their directives in the manner that they deem to be most appropriate. A daemon usually appears as some kind of mystical or fantastic creature (i.e. genie, unicorn, angel, etc.)

Daemon (WC)				
Strength: d8	**Smarts:** d8	**Agility:** d8	**Spirit:** d8	**Vigor:** d8
Pace: NA	**Parry:** 6	**Toughness:** 6	**Hacking:** d8	
Powers: *Autonomy* (Daemons are free-willed and can travel independently from node to node) 1d3 Random Programs				

Data Construct

A Data Construct is a sort of "Information Golem" that is designed to protect sensitive data. It can physically move a data cache to avoid intrusion and is very tough to crack. Data Constructs have a hulking appearance: they manifest as craggy elementals, giant robots or wise old dragons depending upon the metaphor.

Data Construct (WC)				
Strength: d12+2	**Smarts:** d12+2	**Agility:** d12+2	**Spirit:** d12+2	**Vigor:** d12+2
Pace: NA	**Parry:** 10	**Toughness:** 10	**Hacking:** d12+2	
Powers:				
Rich Data Cache (when a Data Construct is blue screened, it drops 1d4+1 pieces of valuable data)				

Elite Avatar

These Avatars represent the best Hackers in the Net -- hardcore elite programmers with crazy, mad skillz. If they aren't shown the proper deference they may just crash your system to prove how awesome they are.

Elite Avatar (WC)				
Strength: d12+1	**Smarts:** d12+1	**Agility:** d12+1	**Spirit:** d12+1	**Vigor:** d12+1
Pace: NA	**Parry:** 9	**Toughness:** 9	**Hacking:** d12+1	
Powers:				
1d10 Random Programs *L33t* (+1 to all *Hacking* rolls) *Master Hacker* (d10 *Wild Card* die when *Hacking*) *Autonomy* (Avatars are free-willed and can travel independently from node to node)				

Helper Sim

Helper Sims aren't really threats at all, they are helpful programs designed to offer advice and navigational assistance to network users. It is possible that a Helper Sim might be programmed to direct a user "away" from something important, but they never resort to direct violence. In a V.R. they always appear as a clean-cut, polite, upright citizen.

Helper Sim				
Strength: d4	**Smarts:** d4	**Agility:** d4	**Spirit:** d4	**Vigor:** d4
Pace: NA	**Parry:** 4	**Toughness:** 4	**Hacking:** d4	**Notice:** d12
Powers:				
Node Sense (can scan neighboring nodes and sense dangerous entities)				

I.C.E.

An Intrusion Countermeasure Entity (or I.C.E.) is a program designed to defend a network against intrusion. These can take the form of any sort of monster that is appropriate for the V.R. metaphor.

ICE (WC)				
Strength: d10	**Smarts:** d10	**Agility:** d10	**Spirit:** d10	**Vigor:** d10
Pace: NA	**Parry:** 7	**Toughness:** 7	**Hacking:** d10	
Powers:				
DoS Storm (produces interference that blocks the use of programs for 3 rounds and imposes a -2 penalty to all *Hacking* rolls made by Avatars; also blocks Godfathers) *ID Block* (if you are defeated by an I.C.E. you cannot log back into that VR under the User ID you were using)				

Rogue AI

AI development has experienced a number of fits and starts over the years. In the process of creating the masterwork AIs that run corporate mainframes today there were countless failed efforts that spawned the bastard children AIs that run amok in the general internet. For the most part these AI programs are content to be left alone, trapped in their own shielded environments but every once in a while one will break loose and play havoc with the Net. An encounter with a Rogue AI can be like encountering a minor god. Most hackers are completely at the AI's mercy in Netspace.

Rogue AI (WC)				
Strength: d12+4	**Smarts:** d12+4	**Agility:** d12+4	**Spirit:** d12+4	**Vigor:** d12+4
Pace: NA	**Parry:** 12	**Toughness:** 12	**Hacking:** d12+4	
Powers: *L33t* (+1 to *Hacking* rolls), *Master Hacking* (d10 Wild Card die for all *Hacking* rolls), *Immortal* (When a Rogue AI is blue screened it turns back into an AI Seed but is not destroyed), *Program Absorption* (Automatically learns to use any Program it encounters) *Possession* (When a Rogue AI blue screens an Avatar, it can take over that user's console)				

An AI Seed is an Artificial Intelligence in a senescent state, a sort of digital egg.

Trojan

Trojans are clever viruses that attempt to insinuate themselves into a system without the user detecting it. After a certain interval of time has passed, or a triggering condition has been met, the Trojan expresses itself, unleashing some sort of viral damage upon the system it has infiltrated. Trojans always appear as something friendly in a V.R. environment -- a comrade in arms, a doctor, etc.

Trojan				
Strength: d8	**Smarts:** d8	**Agility:** d8	**Spirit:** d8	**Vigor:** d8
Pace: NA	**Parry:** 6	**Toughness:** 6	**Hacking:** d8	
Powers: *Stealthy Insertion* (Touch attack forces *Notice -2* check or console becomes infected); *Delayed Expression* (after 1d4 days the trojan activates; make a d8 *Strength* attack against every storage slot on the infected console. Success indicates that the program on that slot is deleted and replaced by malware. This process repeats every 1d4 days until the trojan is fully removed.) *Viral* (any copies made from an infected console spread the trojan to the destination system)				

Viroid

"Viroid" is a generic term for any sort of "Virus Entity" that is encountered in the Net. Their sole purpose is replication; they seek to corrupt consoles so that they can spread copies of themselves throughout the Net. Viroids appear either as a sickly or diseased figure -- such as a zombie or leper -- or as a sexually attractive figure

Viroid				
Strength: d6	**Smarts:** d6	**Agility:** d6	**Spirit:** d6	**Vigor:** d6
Pace: NA	**Parry:** 5	**Toughness:** 5	**Hacking:** d6	
Powers: *Infection* (if a Viroid manages to blue screen an Avatar, it will corrupt a random storage slot on that user's console with malware, deleting any resident programs or data in the process. Each successive day the Viroid will make a d6 *Strength* attack against another storage slot and attempt to spread until it is wiped out completely) *Viral* (any copies made from an infected console spread the viroid to the destination system)				

Worm

A worm is a type of virus that is designed to feast upon programs. If it manages to penetrate a console, it will replicate itself across all storage sectors, consuming every program it can find. In a V.R., a worm will manifest either as some form of invertebrate, an insect or a serpent.

Worm				
Strength: d10	**Smarts:** d10	**Agility:** d10	**Spirit:** d10	**Vigor:** d10
Pace: NA	**Parry:** 7	**Toughness:** 7	**Hacking:** d10	
Powers:				
Infection (if a Worm manages to blue screen an Avatar, it will corrupt 1d4 random storage slots on that user's console with malware, deleting any resident programs or data in the process. Each successive day the Worm will make a d10 *Strength* attack against another storage slot and attempt to spread until it is wiped out completely)				
Resilient (Worms gain a +2 bonus to resist the effects of anti-virus programs)				
Viral (any copies made from an infected console spread the worm to the destination system)				

Atlas:

Below is a description of the most influential political entities on Earth at this time.

African Union:
Languages: French, Congolese
After many decades of gradual development, the African continent has finally risen up to become a major political power in the world. The vast natural resources of the AU have been harnessed and the profits from those resources have gone towards creating a robust industrial, technological and education infrastructure.

The AU is a government that is still on the rise. After a long, dark era of coups and race wars, the member nations of the AU have stabilized and their elected leaders have retaken control of their resources from foreign investors. It has modeled itself after the EU and has its own Ruling Council based in Addis Ababa, Ethiopia.

Atlantic Free States:
Languages: English
Formed from the original 13 colonies of the United States of America, the Atlantic Free States coalesced in the aftermath of the Dissolution War. Called "Freestaters", the citizens of the A.F.S. are proud and more than a little bit hidebound by tradition. They reminisce fondly about "Old America" and have transformed the dead nation into a sort of "shining city on the hill", a modern-day Camelot. They do their level best to keep the dream of America alive and quite openly hope to one day reclaim all of the lands that were lost in the Great Collapse of 2033.

The Free States operate very much the way that America used to. New York and DC are still its heart and soul. They've maintained their old government structure but now the President is more of a figurehead than ever before. The US Senate is filled with lobbyists and corporate politicians. Every key committee is chaired by members of GenDyn, Tillion and Raytheon-Exxon (Raythex).

The Atlantic Free States continue to enjoy strong diplomatic ties with the European Union and engage in some trade with PacFed and ConRep.

Confederated Republic:
Languages: English
ConRep is what was left of the United States of America after the Pacific and Atlantic powers seceded from the Union. The breach of Federal authority was quickly filled by opportunistic "values based" political groups who sought to establish a "New World Order" based on their moral agendas. In a single stroke, places that had been politically marginalized for decades became centers of power.

ConRep is ruled by a Confederated Congress that promotes a strong "family values" culture and an equally strong professional military. Critics have described ConRep as a "walled garden" -- a doomed attempt at creating a utopia -- but the hard-working citizens of the Republic have proved their detractors wrong so far. Their ultimate goal is to achieve total agricultural, industrial, economic and energy self-sufficiency.

The government of ConRep engages in trade with the FreeStates and PacFed but is very suspicious of both. They believe the FreeStaters have secret plans to turn ConRep into a client state and generally consider PacFed to be "full of foreigners and liberals".

European Union:
Languages: English, French, German
The European Union has more or less managed to survive the political upheavals that rocked the United States and Asia. Political power in Europe has become more centralized as the federated nations ceded more control to the leadership in Brussels. Corporation executives are well represented in the EU's "Governing Council". Indeed the current EU chairman, Jori Vaara, is also the CEO of the Finnish firm, Suomitek. Though Europe is still married to its traditions and is, in many respects, a crazy quilt of provincialism, it has remained a canny and alert participant in the arena of international geo-politics. The governors of the EU do their utmost to insure that their ancient home remains relevant in these increasingly uncertain times.

Nullzone:
Languages: All
Nullzones are the "Wild West" of the information age, anarchistic havens where information law does not apply. They operate on the fringes of society in any place where the Net is considered uncontrolled. The Nullzone doesn't really exist in any particular place but if you had to identify a "port of call" in meatspace you would have to look no further than the anarcho-libertarian utopias in the Aland Islands and the Philippines.

Nullzones are populated by techno-hermits called 'Nullizens' who have decided to drop out of society and live full time in the cracks between nations. They are usually highly skilled and principled computer hacker types who have an abiding hatred of authority.

Pacific Federation:
Languages: English, Chinese, Japanese, Korean, Changlanese
Arguably the most powerful political entity on the planet at this time, the Pacific Federation is an alliance of Pacific Rim nations that includes the West Coast of what was the United States of America and the coastal metropolis' of China and Japan. Most of the major MegaCorps on Earth

are based out of PacFed. Along with the European Union, PacFed is one of the most multi-cultural societies on Earth. All major Pacific Rim languages are taught to school children raised in the Federation, including Changlanese which enjoys first language status here along with Chinese and English.

To the former U.S. citizens that live in PacFed, the MegaCorps are credited with "Saving America" so it goes without saying that there's great respect and appreciation for Corporate types here. The Federation is ruled by an Executive Council that is composed of several major MegaCorp Executives. The Council allows local government to operate with a free hand but exercises absolute control over all Federal and extra-national policies.

The Collective:
Languages: Chinese
The "Collective Union of Revolutionary States" was formed in the aftermath of the Food Riots of 2029. Its dominion includes central and western China, Mongolia, Nepal and Tibet. The Collective is a resource-rich but technologically impaired dictatorship; it is the last "real" Communist state in the world. The member nations of the Collective are highly isolationist and xenophobic. Their networks are completely sequestered from the rest of the global net behind a so called "New Wall of China". If someone has a powerful need to disappear, all they need to do is slip past the Collective's heavily armored borders to do so.

Russian Commonwealth:
Languages: Russian
Russia continues to enjoy a position of strength on the world scene. They successfully managed to parlay their material wealth into a thriving information economy and are considered a world leader in technology manufacturing. The Russian "Old Guard" maintains a stranglehold over its country; their President sits on the boards of several corporations and those same corporations have officers occupying lofty positions within the Russian structure of power. The bosses in Moscow keep a close eye on the border that Russia shares with the Collective: this area is a rat's nest of trafficking and black marketeering. A large military presence remains ever vigilant against any popular uprisings inspired by Collective propaganda.

The Oasis:
Languages: Arabic, English, Chinese
The world's largest data haven, The Oasis is located in the city of Dubai. It is both a physical and virtual haven; information commerce is completely unregulated here but, unlike Nullzones, this haven operates with the tacit blessing of the world's MegaCorps.

When the worldwide petroleum economy collapsed in 2041, the Saudi ruling family wisely diversified their oil money into various technology ventures. Realizing they didn't have much in the way of home-grown computing talent they opted instead to create an environment that the world's best programmers would want to move to. As internet restriction became more draconian around the world, Dubai emerged as a shining beacon of internet freedom.

The Emirs still keep a close eye on everything that happens in their virtual Kingdom but they are careful not to interfere too much.

U.S.I.:
Languages: English, Standard Hindi, Changlanese
After the collapse of the USA, India lost a major ally on the world stage. Millions of wealthy, skilled Indians repatriated back to their homeland and brought old American values with them. Sweeping reforms were proposed that resulted in the creation of the United States of India, a new democratic republic for a new age. India is a major power now: rich, technologically advanced and militarily influential. They are PacFed's biggest ally.