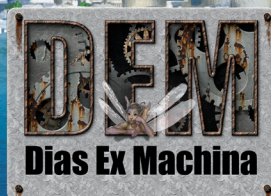


Espionage / Counterterrorism / Cyberpunk



4th Edition Dungeons & Dragons
Compatible



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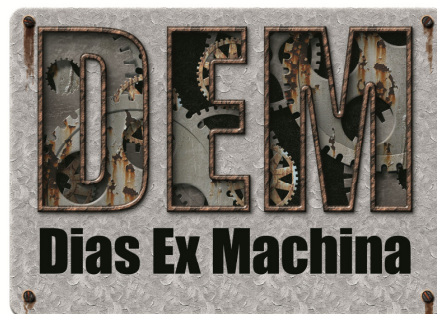
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**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

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



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VISIONS

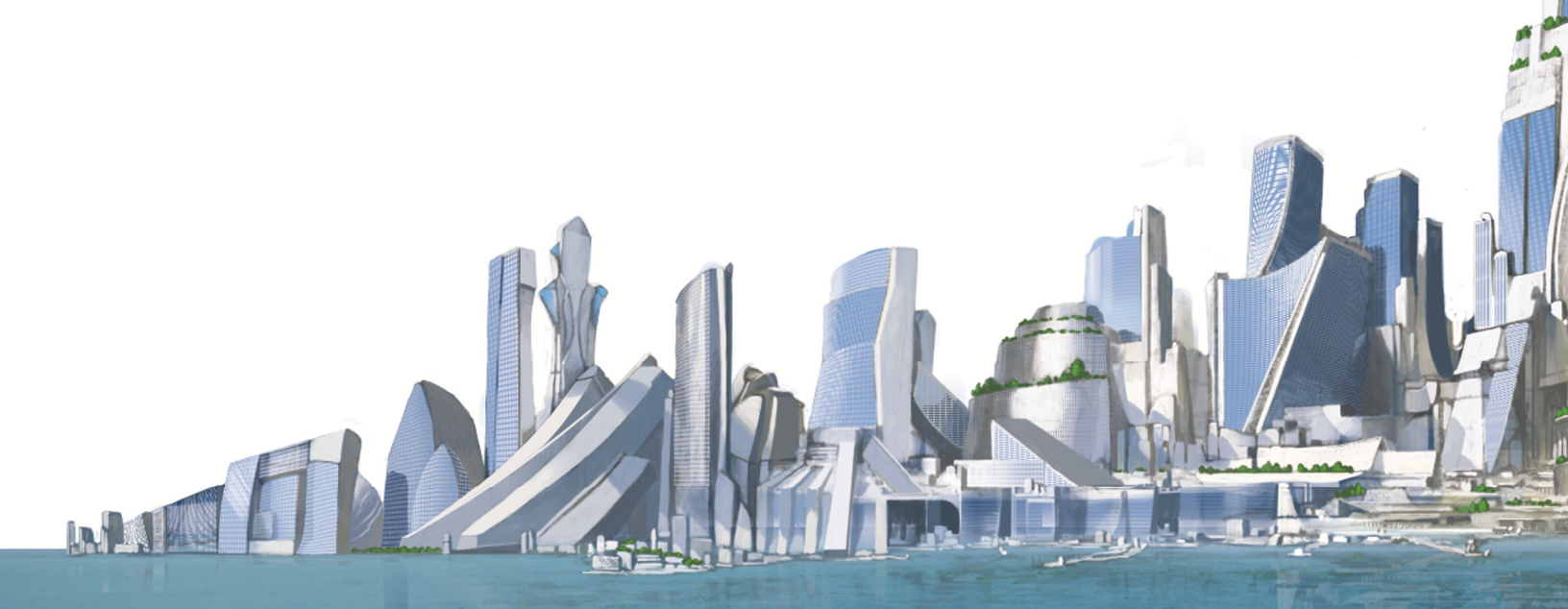
The world as we know it is slowly coming to an end.

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

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

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

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

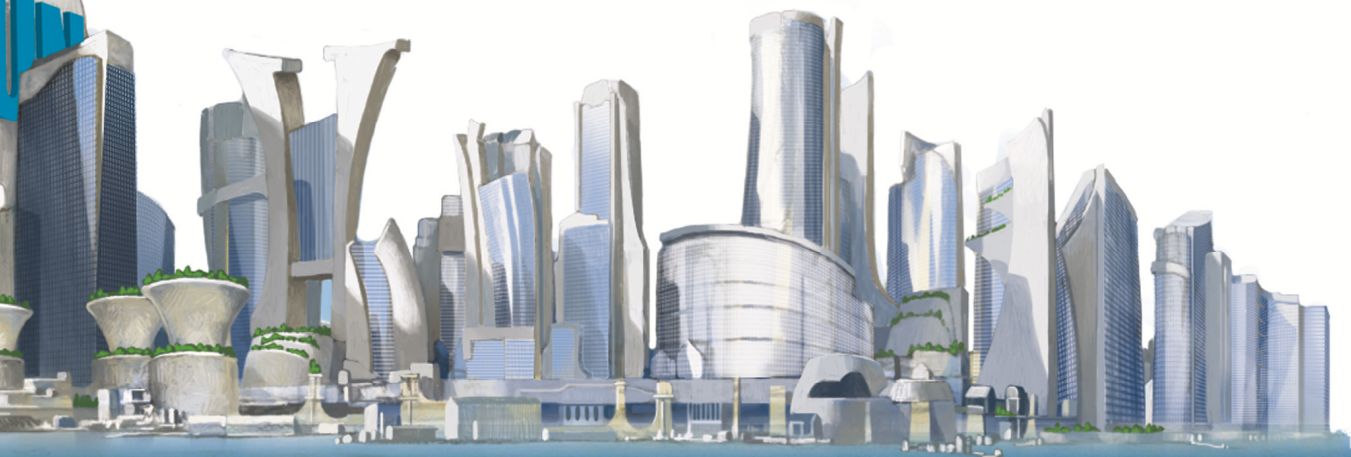


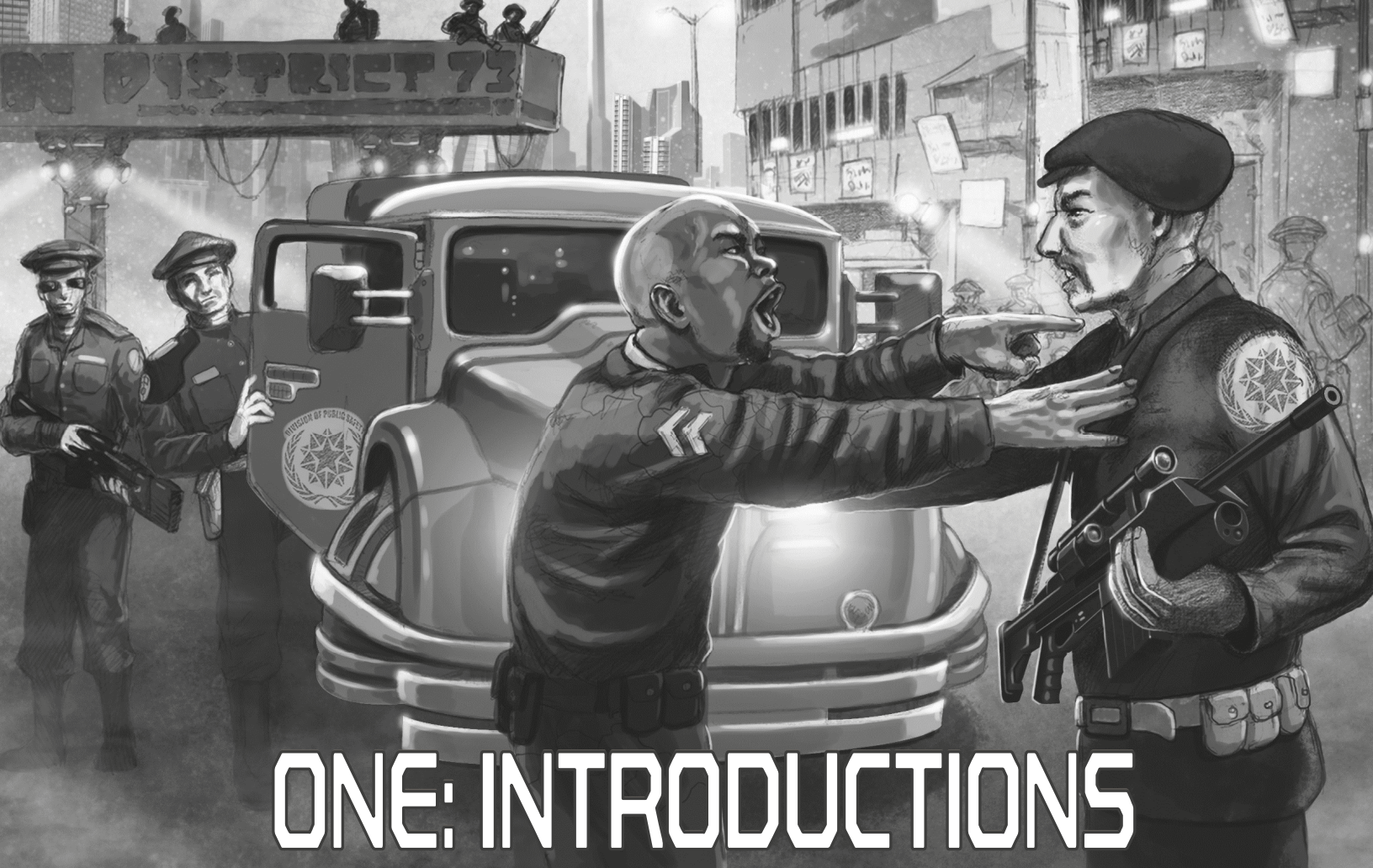
The world hasn't ended. Our resources haven't dried up. Nuclear weapons haven't fallen. Prophecies have passed without consequence. Governments have risen and fallen. Technology has continued to improve. As decades have passed, distant dreams of a fanciful future still remain over the horizon of speculation.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

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

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

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





ONE: INTRODUCTIONS

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

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

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

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

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

In the future, everything can be manipulated.

THE GAME

To play *NeuroSpasta*, beyond this rulebook, you also need the DUNGEONS & DRAGONS PLAYER'S HANDBOOK and DUNGEON MASTER'S GUIDE. Several rules reference entries in the MONSTER MANUAL as well, so that is also recommended. Character creation is identical to standard 4th EDITION. If players meet the prerequisites, they can select any feats from any DUNGEONS & DRAGONS book assuming the GM permits the source in his campaign. *NeuroSpasta* does not reprint any rules from any DUNGEONS & DRAGONS publication and is 100% GSL compliant. This game takes some radical departures from a traditional DUNGEONS & DRAGONS campaign setting.

It's not fantasy. *NeuroSpasta* is presented as a realistic cyber thriller set in a politically volatile future. While you are welcome to adapt the rules to any setting you see fit (as the base rules are still fully compatible with other GSL games including D&D) the setting, by default, does not have any mythological, paranormal, or fantasy elements.

New Races. Races in *NeuroSpasta* represent the general phenotypes available to a transhuman future. They have no racial or ethnic preference. These new races are nugenic, prosthetic, true-born, and virtuant.

One New Class. *NeuroSpasta* only includes one new class, the Freediver. Standard 4th EDITION classes or classes from other third-party supplements may be used with the GM's permission, or players may look to *Ultramodern4*, DEM's GSL-compliant universal modern rules system, available from RPGNow.

Lifepath. Where you live and where you were raised can sometimes radically alter your outlook and even change some of your abilities. Lifepath is a character option similar to backgrounds but setting-specific to *NeuroSpasta*, and all the paths presented represent a specific root to the story. It is the GM's decision whether lifepaths replace or supplement the standard background rules.

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

AMETHYST & ULTRAMODERN4

Amethyst and *Ultramodern4* are GSL-compliant modern/science fiction rules systems using 4th Edition DUNGEONS & DRAGONS architecture, published by Dias Ex Machina. *Ultramodern4* is a generic 4th EDITION system supplement for modern/future roleplaying, while *Amethyst* is a distinctly non-traditional fantasy campaign setting. While both contain rules material that is compatible with *NeuroSpasta*, rules from

Amethyst may require some adjustment to fit the setting, while *Ultramodern4* can be used as-is. Both titles are available as a PDF or POD from RPGNow. *Ultramodern4* is also available as a no-frills free OGL download.

Ladders: *Ultramodern4*'s ladder system replaces the traditional item-driven enhancement system with an inherent bonus gained through level advancement. These enhancement bonuses can also apply to powers with the hack keyword, unless the GM rules otherwise. If the enhancement bonuses are applied, the character gains the bonuses to attack and damage but does not gain any other benefits. For example, the number of implants you can possess in your brain is based on the enhancement bonus of your cybernetic implants; this value is not adjusted by your ladder bonus.

ARCHON

The year is 2091, ten years since the opening of the city of Archon as the new headquarters of the United Nations. The UN of this day is more than a toothless advisory body, and Archon is far more than just the home of a world government agency: it is a paragon of engineering and technology, a cosmopolitan haven for those who wish to throw off the shackles of nationalism and dogma, and a showcase of the technological and biological advancements that are causing some to question the very definition of humanity. Nearly every nation in the world has an embassy here, all coexisting as peacefully as possible under the watchful eye of the Division of Public Safety, a multiethnic organization belonging to no nation, tasked with the investigation of disturbances that threaten the security and sanctity of the UN bastion. Some fear that with its ubiquitous security and the broad mandates of its police forces, that Archon is in danger of becoming a totalitarian state: others rightly point out that Archon is a target for reactionary elements who refuse to see the city for what it is: the promise of utopia.

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

This will change...

GLOSSARY

UNITED NATIONS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

InSight: Another name for the OIO.

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

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

Lunar Freedom Alliance: The governing body over Moonbase Tycho.

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

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

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

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

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

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

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

Secretary General: The head of the UNGA.

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

Special Executive Authority: The head of the DPS.

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

UN: United Nations

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

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

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

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

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

UNPK: United Nations Peacekeeping force.

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

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

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

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

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

UUA: United University of Archon

WHO: World Health Organization

TECHNOLOGY

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

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

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

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

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

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

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

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

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

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

Paranoid: The status of severing one’s connection to the internet. Also known as “being paranoid” and “going paranoid”.

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



TIMELINE

2025

-Annexation of Belarus by Russia.

2028

-Guinea civil war.

2029

-African oil explosion (the sudden surge of petroleum investment in Africa).

2030

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

2031

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

2035

-Iranian civil war.
October
-Zangezor Peace Accords.

2038

-*Tajik War of Uzbekistan.*

2039

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

2040 – 2050

-Nigerian Civil War.

2040

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

2044

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

2045-2055

-The Carbon Collapse.

2045

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

2046

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

2050

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

2051

-Namibia is appropriated by the nation of South Africa.

2052

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

2053

-The Kargil incident between India and Pakistan.

2055

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

March

-Independence of Aceh and Papua from Indonesia.

April 10th - 20th

-The 10 Day War between Israel and Palestine.

April 19th

-Emergency Special Session at the UNGA.

June 2nd

-Signing of the Jericho Accords.

June 30th

-Official creation of the IAZ.

August 15th

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

September 11th

-Official declaration of United Nations International Territories.

October 10th

-Syria takes possession of the Golan Heights.

November 30th

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

December

-Bratislava Accords.

2055 – 2065

-East African War.

2056

-Yemen joins PAC.

2065

-Aceh and Papua admitted to the UN General Assembly.

2056

- UAE and Qatar begin construction of the largest artificial island in history, dubbed "Haven."
- Expansion of the International Monetary Fund.

2056

- Creation of the Corpus Security Force in Jerusalem.

2057

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

2058

- New York denies the UN the option to expand their headquarters. The UN announces it is leaving New York. Dozens of other countries put forward propositions.
- The Haven project starts proceedings for bankruptcy.
- Swaziland is invaded and dissolved by South Africa.

2060

- Absorption of Somalia by Ethiopia.
- The collapse of Sudan and its absorption by Ethiopia.
- The No Man's Land accord which erases national borders of failed nations in Africa.

2061

- Opening ceremonies of I/O Eden

2063

- Official introduction of the Khaleeji.

2065

- Japanese acquisition of South Kuril Islands from Russia.
- Aceh declares independence.
- Papua declares independence.
- Egypt joins PAC.
- Palestine joins PAC.
- The Final Border War between Ethiopia and Eritrea concludes with the expansion of Ethiopia into Eritrea.
- Liberia classed as a failed nation.
- Ikoro founded by Naomi Mudabwe.

2069

- Ethiopia claims a successful nuclear test.
- South Africa claims a successful nuclear test.
- Algeria joins PAC.
- Lebanon joins PAC.
- The American Plymouth Rock Incorporated Mining Enclave goes bankrupt from stock manipulation.
- Moonbase Tycho declares independence.

2070

- The Oman Complex Attack.
- Formation of Lupus Kanti.

December

- Djibouti joins PAC.
- Libya joins PAC.

2071

- South Africa eliminates the monarchy of Lesotho.

2074

- Morocco joins PAC.

2075

- Tunisia "Powerway" to Europe is destroyed by Concord terrorists.
- American National Bank replaces US Bancorp.
- Benue declares independence.
- Syria joins PAC

2076

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

2077

- First evidence of Concord surfaces.

2078

- United Tower-1 (UT-1) officially takes the record as the tallest free standing structure in the world.

2075

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

2081

- Archon Opening Ceremonies.
- Programmer Nebur Shakrah (founder of CyRev) commits suicide.
- First General Assembly meeting at United Tower-1

2089

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

2090

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

2091

Present day...



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

Feats: All races in *NeuroSpasta* also count as being human for the purposes of meeting the prerequisites of racial feats from other GSL-compatible publications.

Prosthetics and Healing Surges: Some race selections (and even equipment options) involve prosthetics, including full body replacements. This does not alter or remove your capacity to spend or gain the benefits of healing surges.

NUGENIC RACIAL TRAITS

Average Height: 5'8 - 6'2"

Average Weight: 135-170 lb.

Average Starting Age: 20 years.

Estimated Life Expectancy: 120 years

Ability Scores: +2 to two of the following ability scores:
Intelligence, Wisdom, or Charisma.

Size: Medium

Speed: 6

Vision: Low-Light Vision

Languages: English; choice of two others

Bonus Skills: +1 to all trained skills.

Defense Bonus: You gain a +1 bonus to Will defense.

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

Unflinching Resolve: Select one mental ability score (Charisma, Intelligence, Wisdom). You may reroll any skill check failed by 4 or less using the chosen ability, but you must take the second result even if it is worse.

NUGENIC

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

Since the process of producing genetic perfection is costly, only the wealthy could originally produce modified offspring, and while their children continue the trend in its original form, the modifications can be passed on the same as any other genetic trait. Despite this, nugenics are still not an overwhelming demographic even among the rich, nor are they to be found in every government. Naturals (or true-born) are often skittish around those publically admitting to be modified, and few have been elected to office, though certain exceptions do exist in Europe and in many seats of the UN. Some nugenics often display a certain level of arrogance toward what they consider "inferior stock."

PHYSICAL DESCRIPTION

Nugenics do not possess most of the so-called imperfections that make it easier to describe 'normal' people. Baldness, obesity, poor eyesight, crooked teeth—all of it can be fixed before birth. They are never short but are also rarely too tall. Though they do not universally excel in athletics, they are never weak nor slow. Mentally, they exhibit superior recall and problem solving skills. They are known for their empathy, and many are natural leaders in whatever

groups they are found. This is not to say all nugenics are born alike. There are an infinite number of factors which can be tweaked depending on the budget of the family investing. At base, the subject may only have been afforded a traditional "gene-filtration"—screening out mutations and genetic errors, giving the newborn the best state of health without the extreme of the full psycho-physical makeover. Additionally, certain features have also been allowed to pass on like freckles and body hair. Although many nugenics become scientists and engineers, they're still bound by their parent's upbringing and their genetic predisposition to certain careers. Though this can also be altered, it is far less common. The richest families in the world have produced children that are so altered and custom-designed, there is little of the original genetic imprint left.



PLAYING A NUGENIC

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

PROSTHETIC

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

Fedor Alpha One

Prosthetic Racial Power

A backup set of synthetic fibers firm up your muscles.

Encounter

No Action **Personal**

Effect: You gain a +2 bonus to all melee damage rolls until the end of your turn.

Level 11: +4 bonus.

Level 21: +6 bonus.

Panther Mark II

Prosthetic Racial Power

A power surge pulses all your muscles and you move in a sudden burst.

Encounter

Minor Action **Personal**

Effect: If you are adjacent to a Medium or smaller enemy, you can shift to any unoccupied square adjacent to that enemy.

Level 11: Large or smaller.

Level 21: Huge or smaller.

PROSTHETIC RACIAL TRAITS

Average Height: 5' - 6'2"

Average Weight: 150-190 lb.

Average Starting Age: 20 years.

Estimated Life Expectancy: Unknown

Ability Scores: +2 to two of the following ability scores:

Constitution, Dexterity, or Strength.

Size: Medium

Speed: 6

Vision: Normal

Languages: English; choice of one other

Skill Bonuses: None

Fully Body Prosthesis: Your entire body apart from your brain is artificial. You are able to purchase and upgrade FBP cyberware.

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

Resistances: Resist 5 cold, fire, and poison.

Under the Surface: You gain one additional healing surge.

No Strain: Your speed is not reduced by wearing armor or carrying a heavy load.

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

Fedor Alpha One—You gain *fedor alpha one* as a racial power.

Panther Mark II—You gain *panther mark II* as a racial power.

Titan Ironshell—You gain *titan ironshell* as a racial power.

Titan Ironshell

Prosthetic Racial Power

It takes more than that peashooter to take you down.

Encounter

No Action **Personal**

Trigger: You spend a healing surge to recover hit points.

Effect: Recover additional hit points equal to half your healing surge value.

chose to embody. You can look younger or older, change your gender, your race, anything. Beyond external applications, purely selfish reasons may very well be the deciding factor.

Regardless of the reason, the organic part of you is no more than a heavily cybergrafted brain in an entirely synthetic body forged from advanced ceramics, carbon composites, organic simulations, and billions of nanomachines. Since you are most likely not independently wealthy, you require significant income to maintain the various systems of your

prosthetic body. Other than the prosthetic food you eat to resupply your brain with nutrients and your body with power, everything else must be supplied by outside maintenance. While the body's self-repair systems will cover minor injuries, the costs for major repairs are much higher than traditional medicine, and most countries don't cover full-body replacement or maintenance under Medicare (notable exceptions include Canada and Sweden). Therefore, you are naturally predisposed toward careers that pay enough to cover these costs or you're employed in a profession where being a prosthetic is beneficial enough for the company to cover the costs of maintenance. Nearly any career involving physical strain that can exceed a human's capacity will be happy to recruit you. Of these, military roles are the most popular, but the wage isn't high—it only offers the basic coverage, making it incredibly difficult to save for retirement. The challenges are severe but the end result may be worth it.

PHYSICAL DESCRIPTION

The advances of synthetic flesh have made artificial bodies indistinguishable from the real thing. The uncanny valley has been bridged. Prosthetics are easily distinguishable from androids thanks to legal restrictions that require purely artificial life to be clearly identifiable as such in ways that cannot be concealed, although such regulations are slowly being changed: additionally, prosthetics display the same unconscious physical tics as purely natural lifeforms, generally out of habit. At first glance, prosthetics are physically similar to a nugenic—ideal representations of a human body. The big deviation lies in that prosthetics can push themselves beyond the limit of human biology. Unlike cyberpunk fiction of the 20th century, nearly all cybernetics are made to look human, but you can be made to be taller or thinner or fatter and not have that greatly affect your physical abilities. You are not bound by any gender or ethnicity. Whatever you were at birth can be

adjusted. The only thing that can identify you definitively is your brain signature.

PLAYING A PROSTHETIC

Prosthetics have normal human brains with normal limitations. You can adjust nearly everything else. For some, this provokes a strong introspection on personal identity. What defines you as you? It's no longer your eye-color, your hairline, or your voice. Anything you are can be modified except your soul. You may have cast away your heritage and ethnicity, changing for another or swapping it several times through your life. Perhaps your body looks different than your organic form would, or perhaps it is exactly the same, as you treat your new body just like any other prosthesis. Unlike organics, you have the capacity to improve upon your body in ways they could only dream,



including adding concealed weapons, super speed, and great strength. More advanced models can jump across city blocks while the most expensive military models have been known to change their identity in an eyeblink, concealing themselves into their surroundings. Or perhaps you can fly. Anything is possible.

TRUE-BORN

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

provokes distinctions in height, weight, skin color, fitness and intelligence between every single person on the planet.

As a true-born, you fall into the largest demographic—those still embracing the old ways of reproduction and child development. You may not necessarily have a revulsion for progressive ways—you can just blame your parents for that one. They were content just with you having ten fingers and ten toes. The opportunities available to you are not dictated by your genes but by your heritage—where you were born and how you were raised and by whom. A nugenetic or prosthetic would necessarily have some loyalty to the new age but as a traditional individual, your personality can be as varied as every other soul on the planet. You can be born anywhere. You can be raised with all the advantages possible or you could have crawled from the bottom rung to earn everything you have gained in adulthood. This offers a distinction others envy, an

adaptability in your life, where you have probably tried several different paths—different careers, different jobs—until finding the right one. The majority of the planet is still run by true-borns, and that may never change.

PLAYING A TRUE BORN

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



TRUE-BORN RACIAL TRAITS

Average Height: 5' - 6'2"

Average Weight: 135-220 lb.

Average Starting Age: 20 years.

Estimated Life Expectancy: 85 years

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6

Vision: Normal

Languages: English; choice of one other

Skill Bonuses: None

Bonus At-Will Power: You know one extra at-will power from your class.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain training in one additional skill from your class skill list.

Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.

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

PHYSICAL DESCRIPTION

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

VIRTUANT

You never have been and never will be human. That being said, you take it as a personal insult to be labeled a "robot" or even an "A.I.". Artificial Intelligence implies simulating intelligence without actual sentience. Simulated personalities replicate responses without generating them on their own. It was only recently with the onset of nano-nerve artificial brains, that the concept of growing a genuine personality came to fruition. Such a controversial concept was met with severe opposition until the prototypes emerged from Japan. The first Genuine Inorganic Personality (GIP) was conceived in a computer as a child-like persona and accelerated with simulated experiences, reaching the level of an adult in a few years. Because of the

VIRTUANT RACIAL TRAITS

Average Height: 5' - 6'

Average Weight: 125-180 lb.

Average Starting Age: --

Estimated Life Expectancy: Unknown

Ability Scores: +2 to two ability scores of your choice. Your Charisma cannot be higher than 14.

Size: Medium

Speed: 6

Vision: Normal

Languages: English; choice of three others.

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

Encyclopedic Recall: You gain training in 2 of the following skills of your choice: Arcana (with GM's permission), Dungeoneering, History, Nature, Religion, Sciences.

Processor Speed: You may take 10 with any Intelligence-based knowledge or monster knowledge check as a standard action.

Increased Firewall: You gain a +1 to your Firewall Defense.

Fixed Origin: You cannot select a lifepath.

Fully Body Prosthesis: Your entire body is artificial. You are able to purchase and upgrade FBP cyberware.

Improved Recall: At level 1, you gain one level 2 utility power from your class or ladder as a racial power. You can swap this power for any other level 2 utility power from your class or ladder using the standard power swap rules.

Remote: Your FBP only contains a fragment of your personality and the entirety of your short term memory. You cannot control more than one slave prosthetic at any one time. If a slave prosthetic you are connected to is destroyed, you must acquire a new one and have it synced with your home server. This requires an extended rest after the new body is obtained.

Server: Your core personality resides in a remote server: this server can be located anywhere within Earth's infosphere. Your server has one hit point and is never damaged by a missed attack. If the server is destroyed, you die.

Severed Link: If your connection to your server is severed (such as by a hack attack, entering a jamming field, or going paranoid), you can still operate as the slave body but you suffer a -5 penalty to all skill checks and a -2 penalty to all attack powers. Normal atmospheric effects or network load will not affect your connection unless the GM determines that the effect is severe enough to disrupt all network connections.

precise control of the simulated experiences and the ability to modify the persona's actual programming, what emerged could be completely controlled right down to the slightest personality quirk. The blossoming personality was fully aware of its purpose and programming, but possessed a knack for human-like responses that were dictated by the personality itself and not by an external programmer. The original intent was to create powerful sentient servers for company switchboards, but they have since expanded into more major corporate systems and even private residences. Nowadays, the formative process has been reduced to only a matter of months, though many of the limitations have remained. The emerging personalities are always loyal with a built-in drive to accomplish the tasks assigned by their programming. They possess a natural attachment to their creators and/or owners which are innately developed, although they still have failsafes programmed in to ensure that they do not go rogue. However, never once in the

history of the GIP program has a failsafe been activated to override a virtuant's actions.

Because even the most cutting-edge GIP core processor is twice the size of a human head, implanting them within an artificial body is still not possible. Thankfully, recent developments have permitted (with legal restrictions) the capacity for a virtuant to implant part of her programming and a remote access into a slave prosthetic body and control it remotely. For all purposes, the virtuant is within that body, even though the majority of the system is still at home. Though a popular, albeit controversial, concept, it does have certain risks: because the uplink must be constantly active for best effect, both slave and core server are left vulnerable to digital attack, which has the potential for unimaginable damage to the personality. Security-conscious virtuants are thus very serious about their firewall and antivirus software.

PLAYING A VIRTUANT

Modern technology has been able to shorten the development of a virtuant like yourself and you were "grown to order" for a specific role. Many corporate headquarters have one often single-handedly running a switchboard or tech support. Several large police organizations possess one as well. They are popular for these purposes because of their ability to ape human behavior as well as their natural and legitimate problem solving skills. Because their growth is simulated in a computer, you still lack many of the experiences others take for granted. You're aware of your simulated background but also consider it a blessing since it places you above the stature of archaic "bot AI." Even still, you were commissioned for a purpose and will be forever loyal to that end. Although taking joy in your sentence, it is sometimes depressing that the majority of the human race still considers you mindless—a drone programmed to think that it possesses more. To you, your development is no different than the organic nugenics that have their purpose

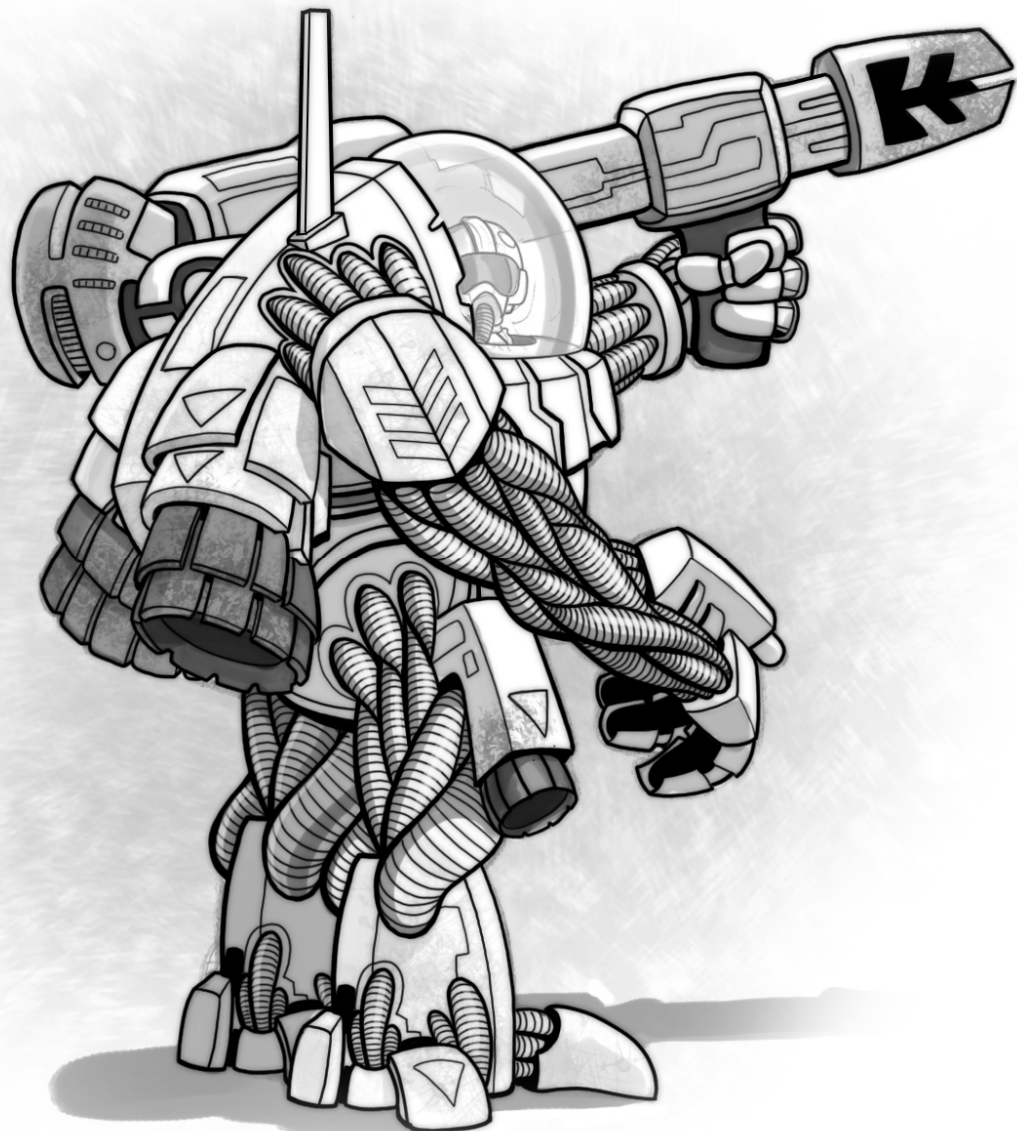


written into their genetic code before they were born. You walk around in a synthetic body but so do thousands of prosthetic humans. If you had even a handful of organic cells, there may be nothing to distinguish you from them. Your weakness is the lack of extreme emotions. You dislike derogatory labels categorizing you as an AI, robot, or droid. Even the term “Gip” is used negatively in some circles, resulting in some virtuants preferring the clumsier term Parsyn (Pattern Recognition SYNthetic) though most still call themselves virtuants. Even still, you are property and understand that you would not exist if it wasn't for the company, organization, or individual that paid for you. One of the biggest misconceptions of virtuants is that you are totally subservient. This is not the case. Because of your "grown" personality, you've developed traits that can be discerned as morals and desires. As these morals and interests are forged because of your simulated upbringing, the majority of your ethics are intentional and warranted. This does not prevent you from engaging in heated conversations or even arguments over a subject you're

passionate about. Your loyalty is part of who you are but you don't like thinking of yourself as a slave, any more than a child is a slave to its parent. You would never quit what you are doing because you enjoy it...but you enjoy it because you were created to believe so.

PHYSICAL DESCRIPTION

Virtuants are similar to prosthetics in that they possess an artificial body. The differences are on the inside, as you have no organic matter or even a life support system for one. Yours is a totally inorganic robot body with a nano-nerve artificial brain tied into a powerful encrypted cellular/satellite link. A fragment of your personality is implanted in the slave while the remainder remains with the home server. Because of laws in place distinguishing inorganic—non-human—humanoids with organic prosthetics, your body is required to have a non-concealable distinguishing mark (a facial tattoo) that indicates your origin. This stigma often sours your relationships with others.





LIFEPATHS

Lifepaths don't necessarily denote where you grew up or how you were raised, only what you were doing before reaching your current vocation. Very few people arrive in Archon that have not come from a previous profession. Although some lifepaths are regionally specific, there is no requirement of race, ethnic group, or religion for any of them. Just because you're from a region doesn't mean you fall into the overwhelming demographic of said region. You select one lifepath at character generation (unless you're a virtuant). This choice cannot be changed and benefits gained from it cannot be retrained.

Lifepaths don't offer much in the form of bonuses and should be chosen for what they offer in a character's development, not what stats they offer. Though you could have dabbled in multiple lifepaths, you only receive the benefits from one. Additionally, if your campaign is using the standard D&D background rules, it is up to the GM whether lifepaths count as backgrounds or are additional to them.

Regional Bonus: All lifepaths gain a +1 bonus to Regional History to the country of their choosing (it does not have to be their country of origin).

AFRICAN OIL SECURITY

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

CORPORATE PROTECTION

Trained Bodyguard: As a free action, you can designate one adjacent ally as your charge. As long as your charge does not attack, they use your AC and Reflex defense in place of their own (unless theirs is higher). You take any damage and additional effects dealt by successful attacks against your charge, unless the attack succeeded by 5 or more. This effect ends if your charge is no longer adjacent to you.

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

CRIMINAL SYNDICATE EXPATRIATE

Street Synergy: You gain Streetwise as a trained skill.
Contact: You receive one €500 Contact as a bonus feat. You may only use this contact with Streetwise skill checks or skill challenges.

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

EX-MERCENARY

Regional Hot-Zone: Pick two countries and gain a +1 regional history bonus to each country.
Old Reliable: You begin play with one free small-arm with a cost of €500 or less. You are proficient with this weapon.

You claim the entire planet as your jurisdiction. You don't come from one hot-zone: chances are you have worked them all. From the IAZ to the African exclusion zones to the civil war in Iran, you have dipped your weapon in several conflicts without a particular loyalty to any side. You have been hired by corporations, governments, and

even private citizens. Your company may have included a half-dozen trained personal or been a global organization of thousands of members. Beyond your desire for money, the reason to lease out your talents may come from a disenchantment with your home country's internal or foreign policy. Even now, as you have moved into a new role, your particular interests may be limited to the paycheck or just the opportunity to keep from having to return home.

GOVERNMENT INTELLIGENCE

Incognito: You gain a +1 bonus to Bluff, Insight, or Perception.
Last Assignment: You gain four languages.

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

IAZ CPF

It's in the Eyes: You gain Insight or Perception as a trained skill.
Interest: You gain a +1 bonus to Religion.

For the past while, your time has been spent in the IAZ—the International Autonomous Zone, consisting of Jerusalem and its outlying towns. As a member of the CPF, or Corpus Police Force, you have been tasked with maintaining the peace of the volatile region. You are also an employee of the UN, as the IAZ is an international territory and under their jurisdiction as mandated in the charter. The region has a special status given its history and those employed in the CPF are heavily scrutinized and vetted. There are five stages of interviews and background checks and your religious affiliation is taken into account. The CPF has a very specific affirmative action policy requiring absolute parity at all levels between the three major Abrahamic religions. You need not be devout, but you do have some faith. Your talents were applied, not in the enforcement of petty crime, but in the awareness of possible threats. Millions of people come and go through the territory each week. Security and electronic gates can

only do so much. You were that last line of defense against those that would threaten the peace.

I/O EDEN I/T SPECIALIST

Job Security: You gain a +1 bonus to Computer Use and a +1 bonus to Perception when used with computers or electronics.

Contact: You receive one €500 Contact as a bonus feat. You may only use this contact with Computer Use, Engineer, or Sciences skill checks or skill challenges

You were hired for your computer expertise, regardless of any other talents you may possess. Your history with I/O Eden has given you certain views on the subject of governmental oversight. You have issues with the control and regulation of information. You believe the internet should have no limits and all information should be free for everyone. Even if you can understand the reason why a place like Archon would have a massive firewall, you still believe it may be overkill. Whether you work for or against the system, you still believe that everyone is a dry sponge and information should flow like water throughout the world. You are by no means an anarchist, nor a criminal (I/O Eden performs extensive background checks on potential employees) but you also believe that a smaller government is a more efficient government, and you may have creative opinions regarding the interpretation of information security laws.

INTERPOL AGENT

International Jurisdiction: You gain two languages

Psychological Profiler: You gain a +1 bonus to Insight or Diplomacy.

Contact: You receive one €500 Contact as a bonus feat. You may only use this contact with Diplomacy skill checks or skill challenges.

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

LUNARIAN

Orbital History: Gain a +1 bonus to Regional History with all the lunar colonies and orbiting space stations.

Zero-G Experience: You gain a +2 bonus to Acrobatics, or +4 when in zero- or microgravity.

Cool and Controlled: You gain a +1 bonus to Will defense.

You were born or spent the majority of your life in space or in a lunar colony. Frequent visits back to Earth have staved off any lasting effects associated with low to no gravity, unlike the true lunarians you have read about. You have traveled between the space stations and the lunar colonies, seen unbelievable sights, and lived with the possibility that at any second, for any number of reasons, you could die. It may be an air leak or a microwave surge. Your skin could freeze or broil. Radiation from a dozen different sources, not the least of which being the sun, could mutate your genes. Cancer, cataracts, and bone disorders are all possibilities. Your arrival on Earth may be due to health reasons, personal reasons, or maybe was necessary being the only expert out there willing to come back. With the exception of a few radicals, there is no murder or theft in space. Your biggest threat is space garbage. Knowing that a grain of dust can, at any time, penetrate your skull, all other matters have their volume turned down a tad. With that in mind, very little bothers you.

MZP TRANSFER

At Home: Gain a +1 bonus to Regional History with Archon.

Between the Lines: Gain a +1 bonus to Intimidate or Streetwise.

Investigative Instinct: Choose Intimidate or Streetwise. Once per day, if you fail a check with the chosen skill by 5 or more, you can reroll and take the second result.

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

OLD MARTIAL DISCIPLINE

Devout Belief: You gain Acrobatics or Religion as a trained skill.

Proficiencies: You gain proficiency in any two simple or military melee weapons, or you gain Unarmed Combat as a bonus feat.

Since you were young, you've followed a strict physical discipline. Whether it was culturally significant where you were raised or not, you chose this path for its clarity of thought and its application to your state of physical and mental well-being. It is also useful when you have no other option and need to pummel an enemy into submission. Whether or not you truly respect the history of this path is up to you. It took years just to master the fundamentals and years more to earn the respect of your teacher. Despite whatever role you took in life after, the impact of your teacher's lessons (as well as his fists) have carried with you and have affected how you handle the affairs of the day. The advent of self control prevents you from losing your cool or your temper. Your hands are lethal weapons and you treat that power with respect.

PPA / UNPK REASSIGNMENT

Basic Training: You are proficient with all one-handed and two-handed small-arms.

The Blue Helmet: You gain a +1 bonus to Diplomacy.

Long Days: You gain a +1 bonus to Athletics and Endurance.

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

REZ IMMIGRANT

Living Conditions: You gain a +1 bonus to two of the following skills: Streetwise, Stealth, or Thievery.

Refugee Status: You gain a +1 bonus to all of the following skills while within the REZ: Bluff, Diplomacy, Perception, Stealth, and Streetwise.

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

SPECIAL FORCES OFFICER

The Animal Metaphor: You gain Demolitions or Stealth as a trained skill.

Anywhere, Anytime: You gain training in all one-handed small-arms and in all simple and military one-handed Melee weapons.

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

UNIVERSITY RESIDENT

Academic Degree: Choose one Intelligence- or Wisdom-based skill. You gain that skill as a trained skill and gain a +1 bonus to checks with that skill.

Extensive Reader: You gain a +2 Regional History bonus with a number of countries equal to your Intelligence bonus.

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

NEW RULES

Ammunition: Many weapons have the capacity to fire in single shot and rapid fire modes. Rapid-fire and auto-fire requires the use of particular feats and powers: without these, single-shot mode is assumed. Every time you roll to attack, you use one round of ammunition unless you are using an auto or heavy auto weapon.

Basic Firewall Attack: Along with basic and ranged melee attacks, all characters with SEEDs are able to accomplish basic hacking powers.

Firewall Basic Attack

Basic Attack

Nearly everyone knows how to do a basic hack.

At-Will • Hack

Standard Action GIA

Level 21: Move Action

Target: One creature

Attack: Intelligence vs. Firewall

Hit: You disable one of the target's firewalls. If the target is no longer firewalled, you begin diving until the end of your next turn.

Sustain Free: You continue diving until the end of your next turn.

Regular Basic Attack: Several abilities and powers refer to a regular basic attack. These only grant a melee basic attack or ranged basic attack (as indicated in the DUNGEONS & DRAGONS PLAYER'S HANDBOOK), not a power designated as a basic attack or a power that states it counts as a basic attack.

Scene: Some activities, such as computer hacking, may extend beyond or take place outside the confines of an encounter. Since it can be annoying to track every five minutes of game time for purposes of power durations,

powers that can be used outside of or sustained beyond the end of encounters use the adventure's next scene change as their duration period. The GM is the arbiter of when a scene change has occurred, but as a general guideline, any time the party rests or changes location, it is the end of a scene. At the GM's discretion, any power with a duration of 'until the end of the encounter, or 5 minutes' can last until the end of the scene instead.

Standard Equipment: Instead of a fixed amount of starting money, classes in *NeuroSpasta* and *Ultramodern4* have standard equipment which is given to starting characters. This equipment has no value if sold or traded in. If a class from another source is used which does not grant standard equipment, the character receives €100 to outfit themselves at character creation, in addition to any equipment granted by race or lifepath.

Targeting Creatures: With standard 4th Edition rules, powers that target 'creatures' can target creatures or objects (including vehicles). This does not apply to powers with the maneuver, psyche, or tactical keywords, which only affect self-aware creatures: using a maneuver, psyche, or tactical power against a non-valid target does not cause the power to be expended, but the action is still used.

Total (Hack) Defense: If you initiate total defense, the +2 bonus applies to all firewalls as well.

NEW RANGES

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

- You are informed of the target's GIA directly from an information source (including a power).
- You have line of sight on the target. Line of sight is limited to 20 squares unless using enhancements (binoculars, targeting scope, cybernetics, etc).
- You can see the target through telepresence and know the physical location of the target. The target cannot be more than 20 squares from the the camera. Your square is considered the same as the camera.
- The target answers a cybercell or traditional phone call and you know the exact global position of the transmission's destination (either by the location of the land line or by a phone trace).

The moment a mobile target moves, its GIA changes and you must re-establish it. If you have breached all your opponent's Firewall defenses, then your connection to the target is established and you can begin diving. While diving, you cannot be severed from the target if the GIA changes. GIA range powers do not provoke opportunity attacks.

Open: A power with a range of 'open' can target any creature with which you are in communication. Without technological assistance, the range of the power is limited to

close burst 5 in a combat encounter and close burst 10 in a non-combat situation. If you and the target are using any form of long-range communication, the range is extended to that of the device or power being used. Certain devices require a hand free and/or lose their effectiveness in combat. Communicating with a target at open range follows normal rules for remaining quiet for purposes of Stealth checks. Open range powers do not provoke opportunity attacks.

NEW CONDITIONS

Diving: A character who is diving has infiltrated a portion of their awareness into a computer system. You begin diving as soon as you breach a target's last Firewall defense. While diving, you automatically know the GIA of the target of the dive, and you are considered to be in the same square as the target for purposes of digital manipulation of or communication with the target. If the target has any active Firewall defense, the dive ends.

Firewalled: A firewalled system is protected by one or more Firewall defenses. While firewalled, the system or creature cannot be targeted by hack attacks that do not target Firewall defense, but takes a penalty to certain Computer Use checks and all hack attacks equal to the firewall's buffer score. If a firewall becomes disabled, the firewalled system loses that Firewall defense. A firewall, when breached, remains down until the end of the attacker's next turn. Firewalls can be voluntarily lowered against specific effects as a free action.

NEW KEYWORDS

Auto: This power can only be used with firearms with the auto or heavy auto property. In addition, with every attack roll, multiple rounds of ammunition are used. A weapon with the auto property fires 5 shots per attack roll while a weapon with the heavy auto property fires 10. Certain feats, features, and powers can reduce or increase these values. When not employing a power with the auto keyword, weapons with the auto property fire only 1 round of ammunition per attack roll with heavy auto weapons still firing 10.

Some powers list an entry for auto or heavy auto. If your weapon has the auto or heavy auto property, you can add the auto keyword to the power and gain the additional effects listed in the auto / heavy auto entry. A heavy auto entry requires that the weapon have the heavy auto property, but an auto entry can be used with either an auto weapon or a heavy auto weapon. Applying the auto keyword in this way is optional.

Booster: This power is used after you hit with a basic attack (or power that counts as a basic attack). A booster power adds damage and/or additional effects to the triggering hit. You can only apply one booster power per

attack (even if boosters inflict different effects or the attack results in multiple hits). You can only apply a booster power to a hit that inflicts at least one die of damage.

Explosive: The power is connected with the arming, planting, and detonation of deployable explosives or grenades. Most explosive powers require the use of the Demolitions skill. These powers can either replace a regular basic attack or add onto an existing explosive power.

Hack: Hack powers involve breaking through firewalls to directly attack computer networks, neural nets, cybernetics, or brains and to attack these systems after the firewalls have fallen. You cannot use a hack power against a target that does not have a GIA. If an attack is "vs. Firewall", then it's an attack meant to breach firewall defenses. You must breach every Firewall defense the target possesses before you can use any non-firewall hack attack powers on a target (one attacking vs. Fortitude or Will). The moment you break the target's last firewall, you begin diving. Unless the power also has the neural keyword, the target is not aware of the attack unless the attack roll or Computer Use check is lower than their passive Perception or they are informed by another method (such as event logging software). Hack powers gain enhancement bonuses from cybernetic implants. You add your SEED's enhancement bonus to attack rolls with powers with the hack keyword. If a hack power inflicts no damage and you score a critical hit, you gain a +4 bonus to your next hack attack roll that also inflicts no damage. Hack powers can also apply to personal affects as well: you and your allies can voluntarily lower Firewall defenses against hack effects.

Neural: Hack attacks deal neural damage. The neural damage type ignores the target's hardness, although it is still reduced by the resist all property. A target that is affected by a power with the neural keyword becomes aware of being hacked. When you inflict a critical hit with an attack power that deals damage, you deal +1d6 additional damage per plus of your SEED's enhancement bonus (or your ladder bonus, if you have one).

Healing: Powers with the healing keyword cannot be used to recover hit points for vehicles, powered armor, robots, or other miscellaneous objects with stated hit points. They do, however, work normally on characters with cybernetics and artificial bodies.

Maneuver: These attack powers inflict no damage; instead, they involve outmaneuvering your opponent with skill and natural agility. If you score critical hit with a power with the maneuver keyword, you gain a +2 power bonus to your next attack roll with a power with the maneuver or weapon keyword before the end of the encounter. Maneuver powers have no effect against creatures that are not self-aware (such as robots).

Psyche: These powers involve using dialogue and presence of personality to inflict effects. These powers depend on the target being able to understand you. If the



target does not share a language with you, is unable to communicate (such as through being deafened, or blinded in the case of non-audio languages) or lacks free will/self-awareness, it cannot be affected by this ability. These powers may not function in certain circumstances at the GM's discretion. If you score critical hit with a power with the psyche keyword, you gain a +4 power bonus to your next attack roll with a power with the psyche keyword before the end of the encounter.

Sniper: This power can only be used with firearms with the sniper property. Unless otherwise stated, the target must be a minimum of five squares away from you. Some non-sniper powers list an entry for sniper. If your weapon has the sniper property, you can add the sniper keyword to the power and gain additional effects listed in the sniper entry. Applying the sniper keyword in this way is optional.

Tactical: These attack powers inflict no damage and involve using combat experience and tactical observation to outthink or trick opponents into an action that is beneficial to you. If you score a critical hit with a power with the tactical keyword, you gain a +2 power bonus to your next attack roll with a power with the tactical or weapon keyword before the end of the encounter. Tactical powers have no effect against creatures that are not self-aware (such as robots).

Vehicle: This power can only be used by a character operating a vehicle. If this is an attack power, the attack roll is modified by the maneuver value of the vehicle.

NEW CLASS

NeuroSpasta only offers one new class, the freediver. Other classes can be found in various other 4th edition compatible products, including DEM's own *Amethyst* and *Ultramodern4* books. Both sets of rules contain classes fully compatible with *NeuroSpasta* (although certain setting-specific rules from *Amethyst* may be ignored) and either may be used as a rules basis for *NeuroSpasta* games. Even though the freediver is presented as a full class, it can be used with ladders from *Ultramodern4* (subject to the GM's approval as per

the normal recommendations regarding mixing full classes and ladders: see *Ultramodern4* page 157).

D&D Martial Classes: While it is perfectly acceptable to use standard D&D martial classes with *NeuroSpasta*, some allowances have to be made to better integrate traditional classes with limited weapon availability into a high-tech setting. For purposes of integrating standard D&D classes and class attack powers (but not feats), one-handed small arms can be considered equivalent to hand crossbows and two-handed small arms can be considered equivalent to crossbows.

FREEDIVER

You are a soldier of the new age, a disciple of data. You refuse to associate yourself with the tired cliché's of hacker cowboys and the prophetic but technologically improbable visions of 80's cyberpunk writers. There are no jacks.

FREEDIVER CLASS TRAITS

Role: Controller. Although you are not capable of causing a lot of damage, you can cripple foes to prevent their acting against you or your allies. You can even take over their actions completely.

Power Source: Martial. There is nothing supernatural about what you can accomplish.

Key Abilities: Intelligence, Wisdom, Charisma

Armor Proficiencies: Light

Weapon Proficiencies: One-handed small arms, simple melee weapons

Bonus to Defense: +2 Will, +1 Firewall

Hit Points at 1st Level: 10+ Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Computer Use. From the class skills list below, pick four more at 1st level.

Class Skills: Bluff (Cha), Computer Use (Int), Demolitions (Int), Engineer (Int), History (Int), Perception (Wis), Religion (Int), Sciences (Int), Streetwise (Cha), Thievery (Dex), Vehicle Operation (Dex)

Class Features: Advanced Firewall Attack, Back-Hack, Hackcraft, Opportune Hacker, Proficient Hacker, Risk an Aneurysm.

There is no “virtual realm” of cyberspace. You are only aware of a different layer of reality that cannot be articulated by sight or sound. That is the true internet. A space without space, where time and distance are the same. You are a master of a kingdom larger than any nation, yet could fit onto a needle's point. Although many outsiders still persist in calling you a hacker, you prefer something more graceful and elegant. You are simply an apostle of chaos. Nothing is fixed, no rule unbreakable. You can alter perception, memory, and even someone's personality. You are a simple manipulator. You may not be an anarchist, but you do endorse the freedom of information and consider yourself a vigilante for the flow of knowledge. The more control they enforce, the more encouraged you feel to prove how futile such control is.

PLAYING A FREEDIVER

Even if you endorse a future of peace and global harmony, you don't believe this should come at the price of censorship and the curtailing of one's mind to explore the new dimension of cyberspace. What defines humanity is not their wars or ethnicities or customs, but the capacity for knowledge and in the sharing and development of such

knowledge. If you pursue the path of anarchy, then you believe any attempt to control the flow of information is a sin. You rebel by shattering the virtual walls that enclose corporations and nations. Make everything knowable within the grasp of public domain. More corrupt followers of this ideology believe that everything else is suspect, whether it is personal identity or one's memories. If you're on the side of global order, you fight to keep the expanding realm of information uncorrupted from those wishing to steal and destroy it. Although you may possess natural technical skills, you are not a front fighter. Your talents are subtle and quiet and most opponents aren't even aware of your actions until it's too late.

STANDARD EQUIPMENT

As a Freediver, you receive the following:

- 1 CyberSoft SD-528 external memory device
- 1 data screen
- 1 handheld assistant
- 1 base barrier of your choice
- €50 in additional gear

FREEDIVER CLASS FEATURES ADVANCED FIREWALL ATTACK

You gain *advanced firewall attack* as a class power. This power is required to break down a Firewall defense. You normally cannot use hack attacks that target defenses other than Firewall against a firewalled enemy.

Advanced Firewall Attack

Freediver Attack

You tap into the network and send off a series of ciphers and shortcuts to break through the firewall.

At-Will • Hack

Move Action GIA

Level 21: Minor Action

Target: One creature

Attack: Intelligence vs. Firewall

Hit: You disable one of the target's firewalls. If the target is no longer firewalled, you begin diving until the end of your next turn.

Sustain Free: You continue diving until the end of your next turn.

BACK-HACK

You gain *back-hack* as a class power.

Back-Hack

Freediver Attack

You detect an intruder attempting to break through your own firewall. You track them back to their source.

Encounter • Hack, Reliable

Move Action Special

Target: One creature currently diving into one of your connected systems (organic or synthetic). You must be aware the target is diving.

Attack: Intelligence vs. Will

Hit: You know the target's GIA until the end of your turn.

Special: If the target has a GIAS (GIA Scrambler) and you hit, you must also make a Computer Use skill check against the GIAS's ProgDC or the attack fails.

Special: You can use this power a second time in an encounter if you spend an action point to do so.

EXPOSED BUT NOT DEFENSELESS

While not wearing armor, you gain a +2 armor bonus to AC.

HACKCRAFT

You gain the Programmer feat.

OPPORTUNE HACKER

Whenever you are granted a basic attack by another power, you may instead use any Freediver at-will power you know instead of a basic attack.

PROFICIENT HACKER

You gain a +2 proficiency bonus to attack rolls with hack powers.

RISK AN ANEURYSM

You can spend a healing surge as a minor action, but gain no hit points. Instead, you gain an action point you must use before the end of your next turn.

FREEDIVER EXPLOITS LEVEL 1 AT-WILL EXPLOITS

Feedback Surge

Freediver Attack 1

You cause a short in your opponent's neural matrix, causing physical damage to your enemy.

At-Will • Hack, Neural

Standard Action GIA

Special: If you hit with a hack power that targets Fortitude or Will on this turn, you can use *feedback surge* against the same target as a move action.

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d4 + Intelligence modifier neural damage OR up to two allies gain combat advantage against the target until the start of your next turn.

Level 21: 4d4 + Intelligence modifier neural damage.

Muddled Perception

Freediver Attack 1

You confuse the target and his disorientation exposes him to attack.

At-Will • Hack, Neural

Move Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is immobilized until the start of your next turn, OR you slide the target 4 squares.

Target Fixation

Freediver Attack 1

You spend an extra moment scanning the target for tell-tale signs of firewall weaknesses or system vulnerabilities.

At-Will • Hack

Move Action GIA

Target: One creature. You can use this power against a firewalled target.

Attack: Intelligence vs. Will

Hit: You gain a +2 bonus to your next hack attack roll against the target before the start of your next turn.

Level 21: +3 bonus.

LEVEL 1 ENCOUNTER POWERS

Nerve Spike

Freediver Attack 1

You activate various pain sensors over the target, wracking them with uncontrollable agony.

Encounter • Hack, Neural, Reliable

Standard Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d8 + Intelligence modifier damage, and the target is weakened until the end of your next turn.

Peripheral Flash Freediver Attack 1

You corrupt your enemy's optic system, causing anything your opponent is not fixated on to flicker, distracting them.

Encounter • Hack, Illusion, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dazed until the end of your next turn.

Special: You can use this power a second time during an encounter if you spend an action point to do so.

Psychosomatic Indulgence Freediver Attack 1

You force your enemy into believing what they suffer from is still attacking them.

Encounter • Hack, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target fails its next saving throw (apart from death saves), or one condition currently affecting the target is extended until the end of your next turn.

Special: You can use this power a second time during an encounter if you spend an action point to do so.

LEVEL 1 DAILY EXPLOITS

Monitor Bug Freediver Attack 1

You implant a basic, subtle virus most systems can't immediately remove. Before it is detected, it will erase itself. Until that happens, you can see and hear everything your opponent does.

Daily • Hack, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: You see and hear everything the target does until the end of your next turn. If the target is a mainframe computer or server, this includes any cameras attached to the system. This effect ends if the target enters an area with cellular shielding, enters a cellular dead zones or if the target goes paranoid.

Sustain Move (Special): You see and hear everything the target does until the end of your next turn. You can sustain this power until the end of the encounter or five minutes, whichever comes first. After that, you can repeat the attack each scene to sustain the effect until the end of that scene.

Optical Intruder Freediver Attack 1

Your enemy no longer sees you but sees what you wish them to see, a commanding officer or a loyal comrade.

Daily • Hack, Illusion, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: You are able to disguise your appearance to the target, making you look like someone else until the end of your next turn. While the illusion persists, you gain a +5 bonus to Bluff checks against the target. If you fail a Bluff check or attempt to change the illusion, the target becomes aware of being hacked.

Sustain Move (Special): The illusion persists until the end of your next turn. You can sustain this power until the end of the encounter or five minutes, whichever comes first. After that, you can repeat the attack each scene to sustain the effect until the end of that scene.

Target Arrow Freediver Attack 1

A flashing red arrow appears over your enemy that all your allies can see, diligently giving the target's location.

Daily • Hack, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target gains an indicator which any ally in open range can see until the end of your next turn. The target cannot use stealth or become invisible and the effectiveness of cover and concealment is reduced by 2. All allies that can see the indicator gain a +2 power bonus to ranged attack rolls against the target.

Sustain Move (Special): The indicator persists until the end of your next turn. You can sustain this power until the end of the encounter or five minutes, whichever comes first. After that, you can repeat the attack each scene to sustain the effect until the end of that scene.

LEVEL 2 UTILITY EXPLOITS

Attack Blocker Freediver Utility 2

Your firewall is not easily fooled and alerts you to an attack. You respond by activating additional protection.

Daily • Hack

Immediate Reaction **Personal**

Trigger: An enemy begins diving into one of your connected systems.

Effect: You become aware of being hacked. One of your firewall defenses immediately resets.

File Search Freediver Utility 2

You are familiar with this operating system and know how to initiate the type of search you want.

Daily • Hack

Move Action **Personal**

Effect: You gain a +10 power bonus to your next Computer Use check before the end of the encounter when performing a computer search.

Firewall Boost Freediver Utility 2

You tell your firewall to only let in essential information.

Daily • Hack

Move Action **Personal**

Effect: You gain a +2 power bonus to one of your Firewall defenses and your Will defense until the end of the encounter.

LEVEL 3 ENCOUNTER EXPLOITS

Glare Sensitivity Freediver Attack 3

You cause your enemy's sclera to open wide, causing blinding pain the moment any bright light graces the target's face.

Encounter • Hack, Illusion, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The next time the target is in bright light before the end of the encounter, it is blinded until the end of your next turn.

Aftereffect: The target is dazed (save ends).

Special: When used against a server, this affects all cameras connected to that system.

Special: You can use this power a second time during an encounter if you spend an action point to do so.

Impulse Surge Freediver Attack 3

You know it may reveal your presence, but you have no choice. You must stop the enemy in its tracks.

Encounter • Hack, Neural, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is stunned until the start of your next turn.

Satellite Hack Freediver Attack 3

You tap into an overhead observer and gain a better view of the battlefield.

Encounter • Hack

Move Action **Ranged 30**

Target: One creature in range, regardless of line of sight.

The target must be outdoors. You can use this power against a firewalled target.

Effect: You know the target's GIA. You or one ally in open range can make a ranged basic attack against the target: this attack ignores all cover and concealment. You or the ally gain a +2 power bonus your next non-hack ranged attack against the target before the end of the encounter or until the target is no longer outdoors.

Special: You can use this power a second time during an encounter if you spend an action point to do so.

LEVEL 5 DAILY EXPLOITS

Degauss Freediver Attack 5

You misfire a few neurons, causing the opponent to be confused as to what maneuver he was planning to pull off.

Daily • Hack, Illusion, Neural

Standard Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier damage, and the target cannot use any powers other than at-will powers and basic attacks (save ends).

Miss: Half damage and the target cannot use any powers other than at-will powers and basic attacks until the start of your next turn.

Directed Impulse Freediver Attack 5

You implant a passive desire in the subject to accomplish a task. You can't force them to go against their nature.

Daily • Charm, Hack, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dominated until the start of your next turn. The target cannot use any powers while dominated. The target remains in control of their mind, and cannot be forced to speak or divulge information. If the target takes damage, the effect ends.

Special: If the target is a server, it cannot activate any functions on any layer you have penetrated. You also cannot activate any of its server functions.

Sustain Standard: Repeat the attack. You can sustain for one hour or until you miss (whichever comes first). The target's firewalls will not reset as long as you sustain this power.

Improved Back Hack

Freediver Attack 5

Never hack a hacker.

Daily • Hack, Reliable

Immediate Reaction Special

Trigger: An enemy begins diving in one of your connected systems.

Target: The triggering creature. You can use this power against a firewalled target.

Attack: Intelligence vs. Will

Hit: You become aware of being hacked. One of your Firewall defenses resets and gains a +4 bonus until the end of your next turn. You know the target's GIA until the end of your next turn.

Special: If the target has a GIAS (GIA Scrambler) and you hit, you must also make a Computer Use skill check against the GIAS's ProgDC or the attack fails.

LEVEL 6 UTILITY EXPLOITS

Close Down

Freediver Utility 6

You reboot a firewall and seal up the breach. You add the virus to your database to defend yourself in case you are attacked again.

Daily • Hack

Free Action Personal

Effect: You reset one of your Firewall defenses. The firewall gains a +5 power bonus to defense until the end of your next turn.

Telepresence

Freediver Utility 6

You are able to track your opponent, even when they're out of sight. You make an approximation of his global position to do a hack.

Encounter • Hack, Reliable

Free Action Personal

Target: One creature you knew the GIA of on the previous turn.

Effect: You know the GIA of the target until the end of your next turn.

LEVEL 7 ENCOUNTER EXPLOITS

Attention Grabber

Freediver Attack 7

You bring one person's attention into sharp focus for your enemy, allowing others to move into a better position.

Encounter • Charm, Hack, Reliable

Move Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is marked by you or one ally until the end of the encounter. Up to three other allies gain combat advantage against the target until the end of your next turn.

Special: You can use this power a second time during an encounter if you spend an action point to do so.

Fake Echo

Freediver Attack 7

Your enemy hears a loud crash or an explosion and they automatically flinch, even though they can't find the source of the sound.

Encounter • Charm, Hack, Reliable

Move Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: The target automatically fails Perception checks, grants combat advantage to all allies, and is dazed until the end of your next turn.

Special: You can use this power a second time during an encounter if you spend an action point to do so.

Neural Strike

Freediver Attack 7

Your actions had a fortunate side effect, as your enemy's brain is reacting badly to your invasion.

Encounter • Hack, Neural

Free Action Personal

Target: One creature you hit with an attack that did not target Firewall defense since the start of your last turn.

Effect: The target takes 4d6 neural damage.

LEVEL 9 DAILY EXPLOITS

Quit Hitting Yourself Freediver Attack 9

Your enemy looks down at his own hand as it forms into a fist and thumps himself in the face.

Daily • Charm, Hack, Neural, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target makes a melee basic attack (or a ranged basic attack if it has no melee capability) against itself. The attack automatically hits.

Special: If the target cannot attack itself, this attack misses.

Stem Paralysis Freediver Attack 9

You cut communication between the brain and the body's voluntary motor control.

Daily • Hack, Neural

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dazed, immobilized, and weakened (save ends all).

Miss: The target is dazed, immobilized, and weakened until the start of your next turn.

Visual Erasure Freediver Attack 9

You remove your presence completely from your opponent's eyesight.

Daily • Hack, Illusion, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: You are invisible to the target until the end of your next turn. Unless you are hidden or have total cover or superior concealment, the target becomes aware of being hacked.

Special: If the target is a server, you are invisible to all cameras connected to the layer you have penetrated. Other detection systems function normally.

Sustain Standard: You are invisible to the target until the end of your next turn. You can sustain until the end of the encounter or 5 minutes (whichever comes first).

LEVEL 10 UTILITY EXPLOITS

Automation Freediver Utility 10

You run a basic algorithm to continue an attack against an opponent after you have activated the initial attack.

Encounter • Hack

Free Action **Personal**

Effect: You sustain one hack power that can be sustained.

Backdoor Algorithm Freediver Utility 10

Like a wedge, you keep a target's breached firewall open, regardless of what they do.

Daily • Hack

Free Action **Personal**

Target: One firewalled creature you were diving in since the start of your last turn.

Effect: The target is no longer firewalled and you resume diving.

Refresh Software Freediver Utility 10

You erase the corrupted area and hope nothing important went along with it.

Daily • Hack

Minor Action **Personal**

Effect: You automatically succeed on a save against a hack effect, or you gain a +10 power bonus to your next Computer Use check before the end of the encounter when attempting to diagnose or remove harmful programs in one of your connected systems.

LEVEL 13 ATTACK EXPLOITS

Compression Software Freediver Attack 13

You created a compressed information packet with multiple attack programs and password invasion algorithms.

Encounter • Hack, Reliable

Minor Action **Special**

Effect: You gain one standard action and two move actions which can only be used for hack powers. You must use these actions before the end of your turn.

Hormone Tweak

Freediver Attack 13

Just like pubescent teenager, you make the target feel uncomfortable and overtly emotional. All he can think about is how attractive others are. Every wink brings a lust the target tries to resist.

Encounter • Hack, Neural, Reliable

Move Action GIA

Target: One living creature

Attack: Intelligence vs. Will

Hit: The target is smitten with you. While smitten, the target suffers a -4 penalty to attack rolls against you, deals half damage against you, and is dazed while you remain in line of sight. You gain a +2 bonus to all Diplomacy and Bluff checks to the target while it is smitten.

Sustain Move: The target is smitten until the end of your next turn. You cannot sustain if you deal damage to the target.

Itch

Freediver Attack 13

It's annoying. It won't go away. You make the target feel like a hundred spiders are crawling over his body.

Encounter • Hack, Neural, Reliable

Move Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dazed, slowed, and suffers a -2 penalty to all attack rolls until the end of your next turn.

Special: You can use this power a second time during an encounter if you spend an action point to do so.

LEVEL 15 DAILY EXPLOITS

Blackout

Freediver Attack 15

You completely shut down your enemy's optic system.

Daily • Hack, Neural

Move Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is blinded (save ends). If the target is a server, this applies to all cameras connected to the system.

Miss: The target is blinded until the start of your next turn.

Sustain Move: If the target has not already made its save, repeat the attack. The target takes a -5 penalty to its next save against this effect.

Fake Terrain

Freediver Attack 15

Your opponent believes the ground is rough and muddy. Boots are sinking, making it difficult to move.

Daily • Charm, Hack, Reliable

Move Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: The target treats all terrain as difficult, and cannot bull rush or charge (save ends all). Every time the target fails a save, they fall prone. All allies in line of sight gain combat advantage against the target until it saves.

Slave Command

Freediver Attack 15

Your opponent is helpless as you force him to do your bidding, regardless to what that may be.

Daily • Charm, Hack, Neural, Reliable

Move Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dominated until the end of your next turn. If the target is a server, you gain access to all its functions on this and other layers you have penetrated.

Sustain Move: Repeat the attack with a cumulative -1 penalty. You can sustain until the end of the encounter, five minutes, or until you miss (whichever comes first).

LEVEL 16 UTILITY EXPLOITS

Active Defense

Freediver Utility 16

You don't delegate your defensive system to firewalls and blockers. You handle it personally.

Daily • Hack

Move Action Personal

Effect: You gain a +5 power bonus to Will and to one Firewall defense until the end of your next turn.

Sustain Move: The effect persists until the end of your next turn.

Background Program

Freediver Utility 16

You had already activated this program. You have been waiting to download it at a moment's notice.

Daily • Hack

Free Action Personal

Effect: Activate any program in your memory.

System Check Freediver Utility 16

You run a diagnostic algorithm to fix any problems that may have occurred.

Daily • Hack, Healing

Move Action **Personal**

Effect: Spend a healing surge and recover hit points equal to your surge value, or double your surge value if you have taken neural damage since the end of your last short or extended rest.

LEVEL 17 ENCOUNTER EXPLOITS

Displaced Coordination Freediver Attack 17

You cause a delay between the brain's impulses and the body's responses.

Encounter • Charm, Hack, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target suffers a -5 penalty to all attack rolls, Reflex defense and AC, is slowed, and cannot score a critical hit until the end of your next turn (although a 20 is still an automatic hit).

Special: You can use this power a second time during an encounter if you spend an action point to do so.

Firewall Bombardment Algorithm Freediver Attack 17

You assault an enemy's firewall with a flood of spam and malware, viruses, and password slammers, hoping to strip away your opponent's defenses in a single attack.

Encounter • Hack

Minor Action **GIA**

Target: One creature

Attack: Intelligence vs. Firewall

Hit: You breach the target's Firewall defense. You gain a +3 power bonus to attack rolls against the target's Firewall defenses until the end of your next turn. If the target has additional firewalls, you can repeat this attack until you miss or until all the target's firewalls are breached. Until the end of the encounter, if the target resets any of its firewalls, you gain a +3 power bonus to attack rolls against the target's Firewall defenses until the end of your next turn: however, if you do not attack the target's firewall before the end of your next turn, you cannot use this effect again during this encounter.

Special: This power is not expended if you miss with the initial attack only.

Relay Intent Freediver Attack 17

You implant a transmitter that conveys surface thoughts from the enemy to you, giving you advance notice of his intended action.

Encounter • Hack, Open, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: Until the end of your next turn, the target grants combat advantage to you and all allies in line of sight, cannot flank, and you and all allies gain a +2 power bonus to all defenses against the target. Before the target's next turn, you can take a move action as an immediate interrupt.

Special: You can use this power a second time during an encounter if you spend an action point to do so.

LEVEL 19 DAILY EXPLOITS

Dream Paralysis Freediver Attack 19

You cause your enemy to fall into a deep slumber.

Daily • Hack, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is slowed (save ends).

First Failed Save: The target is unconscious (save ends). The target automatically saves if it takes any damage.

Special: Servers rendered unconscious shut down, turning off all functions and systems. Servers do not get a save to restart and must be restarted manually.

Sensory Hijack Freediver Attack 19

You cut off all auditory and visual input to the target's brain. They obviously panic.

Daily • Hack, Neural, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is blinded and deafened (save ends both).

Miss: The target is blinded and deafened until the start of your next turn.

Sustain Move: If the target has not made its save, repeat the attack. On a hit, the target suffers a -5 penalty to its next save against this effect.

Special: If the target is a server, all sensing equipment (cameras, vibrations, motion, etc) are affected.

Time Freeze Freediver Attack 19

You temporarily pause all brain activity dealing with outside stimuli. The target can see and hear but cannot process or act on that information.

Daily • Charm, Hack, Neural, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is stunned until the end of your next turn.

Sustain Move: Repeat the attack. You can sustain until you miss. You can spend an action point to automatically hit with one followup attack.

LEVEL 22 UTILITY EXPLOITS

Decoy Blocker Freediver Utility 22

The firewall you're attacking sends out a trap. You respond with an illusionary duplicate of yourself as a false target.

Daily • Hack

No Action **Personal**

Trigger: A firewalled enemy activates a trap program.

Effect: You are not a valid target for any of the trap's attacks or effects.

Temporary Blocker Freediver Utility 22

You throw up a self-made barrier in an emergency.

Daily • Hack

Minor Action **Personal**

Effect: You activate an additional firewall with a Firewall defense equal to your lowest level firewall. This does not count against your maximum number of firewalls. This firewall lasts until the end of the encounter, five minutes, or until it is breached, whichever comes first.

LEVEL 23 ENCOUNTER EXPLOITS

Hotkey Freediver Attack 23

You had a reserve program set into place to activate in case certain situations arrive and they have.

Encounter • Hack

Free Action **Personal**

Effect: Use any unused hack power you know.

In Its Tracks Freediver Attack 23

Your mind reacts faster than your opponent's arm.

Encounter • Hack, Neural, Reliable

Immediate Interrupt **GIA**

Trigger: An enemy you are aware of takes an action.

Target: The triggering creature

Special: If you are not diving the target, you may immediately make an attack against its Firewall defense. If this does not breach all the target's firewalls, the attack misses.

Attack: Intelligence vs. Will

Hit: The target is stunned until the end of your next turn.

Lobotomy Surge Freediver Attack 23

You cause the nanites in the subject's brain to overload their biogenic power plant.

Encounter • Hack, Neural, Reliable

Standard Action **GIA**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 5d10 + Intelligence modifier damage and the subject is stunned until the end of your next turn.

LEVEL 25 DAILY EXPLOITS

Backdoor Key Freediver Attack 25

You create a hole in your enemy's firewall and paranoid mode that keeps a conduit into the brain or server, regardless of the state the target is in.

Daily • Hack, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: Until the end of the encounter or 5 minutes, the target cannot reset firewalls or enter paranoid mode, although it will believe it has done so if it attempts to. Even if you stop diving against this target, you can begin diving again as long as you know the target's GIA.

Sustain Special: Outside of an encounter or at the end of 5 minutes, you can repeat the attack each scene to sustain the effect until the end of that scene.

Buried Virus Freeliver Attack 25

You use a variety of Trojan horses and modular viruses to prevent your attack from being immediately cleaned out. It lingers long after your enemy's diagnostic system declared the system clean.

Daily • Hack

Minor Action **GIA**

Target: One creature that is not firewalled.

Effect: While you are diving the target, any hack power you know that normally requires a standard action can be used as a move action against the target (save ends).

Puppetmaster's Whim Freeliver Attack 25

You have gained complete and absolute control over the target, everything they say or do.

Daily • Hack, Neural, Reliable

Move Action **GIA**

Target: One creature. Feats, powers, and other abilities that allow you to expand hack powers to multiple targets cannot be used.

Attack: Intelligence vs. Will

Hit: You compel the target until the end of your next turn. While compelled, during its turn the target can only take a single action of your choice, which can include using any of its powers and performing actions that would normally be self-destructive or against the target's nature. Any movement taken by the target while compelled is considered forced movement.

Sustain Move: Repeat the attack. You can sustain until the end of the encounter, 5 minutes or until you miss (whichever comes first).

LEVEL 27 ENCOUNTER EXPLOITS

Increased Sensitivity Freeliver Attack 27

You amplify the target's pain sensors, wracking your enemy in unbelievable agony every time he is even scratched.

Encounter • Hack, Neural, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: Until the end of your next turn, every time the target takes damage of any type of attack, they take additional neural damage equal to 2d6 + your Intelligence modifier damage. This additional damage occurs with each successful hit.

Special: Even though this attack deals neural damage, the target does not become aware of being hacked.

Pandora's Bomb Freeliver Attack 27

You activate a program with dozens of different compressed viruses within. One is bound to work.

Encounter • Hack

Move Action **Special**

Effect: You immediately activate any two unused hack powers you know.

LEVEL 29 DAILY EXPLOITS

BioCrash Freeliver Attack 29

You cause a cataclysmic system failure in the target and they drop to the ground.

Daily • Hack, Neural, Reliable

Standard Action **GIA**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: If the target has hit points equal to or less than half their bloodied value, they are reduced to 0 hit points (or 1 hit point if they make an immediate death save). If they have more than half their bloodied value, they take 6d10 + Intelligence modifier damage and are stunned (save ends).

Aftereffect: The target is weakened (save ends).

Minor Ego-Hack Freeliver Attack 29

You tap into the target's very subconscious, altering their personality or even emotional state. You rewrite their very being.

Daily • Charm, Hack, Reliable

Move Action **GIA**

Target: One creature

Attack: Intelligence vs. Will

Hit: Until the end of your next turn, the target is treated as and will act as your ally. You do not gain control over the target's actions, but they will act in your interests and may respond to suggestions.

Sustain Move: Repeat the attack. You can sustain until the end of the encounter or until you miss (whichever comes first). You can spend an action point to automatically succeed on one followup attack. If you sustain until the end of the encounter, the effect lasts until the end of the target's next extended rest.

PARAGON PATHS

Paragon paths in *NeuroSpasta* do not have class requirements and thus can be chosen by any character. These represent characters achieving the upper echelon of their careers. They are the best shots, the fastest runners, and the most skilled scientists. There are far more below you than above you.

DOMINATOR

You find computer systems and robotics boring and have committed yourself to cracking through the walls of the human mind. Playing with memories and emotions is the realm of gods and you frolic through them willingly. Reality can be adjusted.

DOMINATOR PATH FEATURES

Workings of the Mind (11th level): The DCs for all fabrication programs you use are reduced by 3. You also count as your level +1 for purposes of obtaining fabrication programs.

Bandwidth Overload (11th level): Spend an action point, but do not take an extra action; instead, you force an enemy suffering from a hack effect you inflicted to fail his next save. If the enemy is suffering from multiple effects requiring different saves, you may select which save to fail.

Good GIA Guesswork (16th level): If you gain a target's GIA through line of sight, you automatically know the GIAs of all other enemies in a close burst 4 around that the initial target, even if you don't have line of sight on them.

DOMINATOR EXPLOITS

Maze Array Dominator Attack 11

You create a chaotic display of images, like a dream, to confuse your enemy.

Encounter • Hack, Neural, Reliable

Move Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: Until the end of your next turn, whenever the target moves, you can slide it three squares as an immediate reaction. The target also suffers a -4 penalty to all melee and ranged attack rolls and loses the GIA of all targets in line of sight until the end of your next turn.

Sustain Move: Repeat the attack.

Special: You can use this power a second time during an encounter if you spend an action point to do so.

Lingering Refresh Dominator Utility 12

You activate a program that calculates a million possible combinations to guess a target's new location.

Daily • Hack

Free Action Personal

Effect: You know the GIA of any creature you previously knew the GIA of in this encounter.

Mental Breakdown Dominator Attack 20

You shut down the target's brain's higher functions. They are a vegetable.

Daily • Hack, Neural, Reliable

Move Action GIA

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is blinded, deafened, immobilized, stunned, and weakened (save ends each).

SUPER HACKER

You're a traditionalist. Your treasure is the acquisition of information and no system has more information than a computer. Messing with humans is so primitive. You prefer the real challenges, and the greatest rewards lie beyond the walls of silicon, not meat.

SUPER HACKER PATH FEATURES

Shortcut on the Superhighway (11th level): You gain a +2 bonus to attack rolls against the Firewall defenses of servers and robots.

Firewall Exception (11th level): As an immediate interrupt, you can spend an action point but do not gain an action; instead, you prevent one firewall in a server or robot from resetting.

Split Second Opening (16th level): If you score a critical on an attack roll against the Firewall defense of a server or robot, you gain an action point which can be used on any hack power. It must be used before the end of your next turn or it is lost.

SUPER HACKER EXPLOITS

Decryption Equation Super Hacker Attack 11

You know what firewall this computer is using and have a secret work-around.

Encounter • Hack, Reliable

Move Action GIA

Target: One robot or server

Attack: Intelligence vs. Firewall

Hit: The target's firewall is breached and cannot be reset (save ends).

Server Experience

Super Hacker Utility 12

You have been here before and know where to look.

Daily • Hack

Minor Action Personal

Effect: You gain a +5 power bonus to Computer Use checks when accessing memories or systems until the end of the encounter.

Dummy Firewall

Super Hacker Attack 20

You screwed up and now you have to avoid the counterattack.

Daily • Hack, Reliable

Immediate Interrupt GIA

Trigger: An enemy gains your GIA through a power.

Target: The triggering enemy

Attack: Intelligence vs. Will. You can use this power against a firewalled target.

Hit: The target does not gain your GIA.

EPIC DESTINY

NeuroSpasta supplies only one new epic destiny, the ghost.

GHOST

In the annals of transhumanism, the Holy Grail is one's capacity to exist beyond the confines of flesh. Despite having one's memories copied onto external and cybernetic devices, despite the amount of flesh swapped out for synthetic, despite the molecular machines buzzing around inside your veins, and despite the genetic tampering to ensure your resistance to dying, there still remains one inescapable impasse, the amorphous and undefined realm of human consciousness and its binding to an organic prison. In legal terms, functioning organic brain cells is what differentiates a human from a machine, regardless of how much of that brain has been enhanced or replaced. But you are still you, bound to you, and like everyone else, when you dive, you're simply shifting perception. You're still not going anywhere. That final challenge, the ultimate prize, awaits those gifted to see the barriers of their own confinement, and be able to break them. If you don't possess organic components at all, then perhaps you've finally stumbled across the one intangible advantage of being human, that of possessing an immortal soul. You may still employ a body, but it's as archaic as a pencil is to a computer. One day, all that you may be is a stream of information traveling at will through the cosmos. Until then, the wireless global network of planet Earth will have to do.

Prerequisite: 21st level, you must have a full body prosthesis.

GHOST PATH FEATURES

Machines Be Our Children (21st level): Spend a healing surge as a free action and gain a +10 bonus to your next Computer Use skill check. There is no limit on the number of healing surges you can use this way per round and the bonus compounds with each use.

Approaching Singularity (24th level): You gain resist 20 neural.

Transcendence (30th level): Your origin changes to immortal. When you die, your consciousness reappears online after the party's next extended rest. While disembodied in this way, you are insubstantial and immune to all damage. You cannot make any physical attacks while in this state and cannot communicate with anyone running paranoid or without a GIA. You remain in this state until you are able to re-download into a new physical body.

GHOST POWER

Evolution

Ghost Utility 26

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

William S. Burroughs.

Daily

Standard Action Personal

Effect: Until the end of your turn, all your hack powers only require a free action to activate.

Special: Once you use this power, you cannot recover it except by taking an extended rest.

NEW SKILLS

NeuroSpasta uses five new skills not defined in traditional DUNGEONS & DRAGONS: Computer Use, Demolitions, Engineer, Sciences, and Vehicle Operation. Descriptions of all of these skills can be found in either *Ultramodern4* or *Amethyst*. Computer Use is expanded below.

Option – No New Skills: In the event that you do not want to expand the skill lists, or you want to use only some of the new skills and not others, you can replace Computer Use, Engineer, and Sciences with Arcana, and replace Demolitions, and Vehicle Operation with Thievery. All references to the new skills should then be taken to refer to the substitute skills. This guideline can also be used to determine whether a class from a source other than *Ultramodern4* or *Amethyst* should have the new skills on their class skill list.

COMPUTER USE

[Intelligence]

Basic computer operation is as essential a skill in this world as reading and writing. Knowing where the "on" switch is, understanding a point/click interface, being able to install and run programs and knowing how to search the Internet are fundamental abilities expected by everyone. Computer Use specifically covers more advanced concepts like hardware modification, upgrade, and maintenance as well as the creating of beneficial and harmful programs. Computer Use is also employed in the researching of harder-to-find online materials.

ACCESS ELECTRONICS

Use Computer Use to access systems within a server. You can access files, observe through camera feeds, activate or deactivate security systems, lights, and doors tied to the server.

- Time:** Standard action for each attempt.
- DC:** Varies by server and layer.
- Success:** You are able to access one system until the start of your next turn. You can only access one system per attempt. You can activate or deactivate cameras, machines, security systems, lights, and doors controlled by the server. If a system has its own security measures attached, you must disable those measures before you can use the attached system. You cannot make a system do something that it is not normally capable of doing (such as explode, or create false images in front of a camera). You gain a +2 bonus to your next access electronics attempt to remain connected.
- Failure:** You fail to access the system.

ACCESS MEMORY

Use Computer Use to search for a specific file or memory in a server's layer or in a SEED.

- Time:** Standard action for each attempt.
- DC:** Varies by server and layer
- Success:** You find the file or memory in question. The file can be downloaded unless it has its own separate security measures.
- Failure:** You fail to locate the file.

COMPUTER HARDWARE

Make a Computer Use check when modifying or repairing computer systems. This is to repair physical damage to the machine, not contamination from viruses or damage caused by software erasure.

- Time:** One hour, or as part of a skill challenge.
- DC:** 15
- Success:** The system recovers hit points equal to your Computer Use roll -15.
- Failure:** No hit point recovery.

- Special:** This applies to computer systems only, not prosthetic characters, vehicles, power armor, or robots.

CLEAN COMPUTER SOFTWARE

Make a Computer Use check to remove malware, viruses, and fix software issues within a system. If the cause is accidental or not directly associated with a hostile act, the DC is fixed. If it is to remove intentional harmful programs, the DC is dependent on the programmer.

- Time:** 5 minutes, or as part of a skill challenge.
- DC:** By software ProgDC, or determined by GM if no ProgDC.
- Success:** The computer reboots and the system errors are fixed.
- Failure:** The error persists or worsens, depending on software. You can try again if the computer still works at all.

PROGRAM CREATION

You use Computer Use when designing malware, Trojan horses and viruses as well as defensive or utility programs. You must possess the Programmer feat.

- Time:** By program.
- DC:** By program
- Success:** The program is created.
- Failure:** The program crashes with an unknown flaw. You have wasted your time. You may try again if you have time.
- Failure by 10 or more:** The programming glitch causes a memory leak, system overload, or other failure in your own system which must be resolved with a clean computer software attempt before you can try again.

RESEARCH

Make a Computer Use skill check when using online resources to search for information. This may also be used when hunting down memories inside of an organic or synthetic brain.

- Time:** Standard action, or as part of a skill challenge.
- DC:** See following table.
- Success:** You locate the information you are seeking.
- Failure:** The information remains elusive. You can keep looking if you have the time.
- Special:** If the information would normally pop up in the first few pages of results on a standard search, no check is required.

State of Concealment	DC
Not concealed, but limited search tags	15
Non-descriptive filename, incorrect directory	20
Actively shielded, passworded, wrong tags/ filename	25
Paragon	+5
Epic Tier	+10
General Difficulty	DC
Heroic Tier	20
Paragon Tier	30
Epic Tier	35

REPROGRAM ROBOT

Make a Computer Use or Engineer check when attempting to reprogram a robot. You must either know the robot's GIA or have direct access to its operating system (through an on-board or connected terminal) in order to hack it. Once you have access, you can either use a power to temporarily overwrite the robot's programming or make a Computer Use or Engineering check to make a permanent change.

- Time:** One minute per level of the robot
- DC:** DC 15 + the robot's level.
- Success:** On a success, the robot is permanently reprogrammed (until someone else undoes whatever you did). You can slave the robot to your own controller (if it is not already under your control), designate any number of authorized users, or force it to do an action beyond its parameters. You cannot imbue it with skills or powers that it does not already have other than a melee or ranged basic attack. To give a robot a basic attack, the robot must have a minimum Strength (melee) or Dexterity (ranged) of 6 and access to an appropriate weapon (or improvised weapon).
- Failure:** The robot rejects the code and reverts to their original programming: your time is wasted but you may try again. Failure by 10 or more causes the robot to glitch, with consequences determined by the GM: generally, the robot will have to be repaired before you can try again.

INHERENT SKILL VARIETY

You may also select alternative powers based upon your trained skills. If you are trained in a certain skill and have reached the appropriate level, you can select one of the following as a substitute powers. You must still meet the level requirement for the power.

Computer Use: You may select any of the following powers from the freediver class:

File Search
Firewall Boost
Close Down
Refresh Software
Active Defense
Temporary Blocker

FEATS

Players in *NeuroSpasta* may select any feats from the PLAYER'S HANDBOOK, *Ultramodern4*, *Amethyst Foundations*, and *Amethyst Evolution* they are eligible for. For the purposes of satisfying feat prerequisites, all races in *NeuroSpasta* count as human.

HACK FEATS

ACTIVE SECURITY

Benefit: Instead of using passive Perception to detect an enemy dive in your system or brain, you can use passive Computer Use (skill rank +10).

BATCH FILE

Requirement: 11th level

Benefit: You can activate a program requiring a standard action as a move action. Programs requiring a move action take a minor action. This does not apply to hack powers.

COMPETENT HACKER

Benefit: You gain a +1 proficiency bonus to all attack rolls with hack powers.

COVERING TRACKS

Benefit: While diving on your turn, if you use no hack attack powers, the target you are diving into cannot learn your GIA until the start of your next turn. You can still be tracked by a *tracer* program, but for each round in which you use no hack attack powers, the *tracer* makes no progress until the start of your next turn.

CUSTOM COMPRESSION

Requirement: 21st level

Benefit: You may install up to two firewalls in your SEED instead of one.

EMBEDDED COMMAND

Benefit: When you hit with a hack attack that deals no damage, you can choose to delay its effects until you issue an activation command as a free action. You can activate only one embedded command per round. You do not need to be diving the target to activate an embedded command and the command will work even if the target is firewalled;

Feats	Prerequisites	Benefit
HACK FEATS		
Active Security	--	Use passive Computer Use instead of passive Perception.
Batch File	11 th Level	Activate a program requiring a standard action as a move action
Competent Hacker		+1 proficiency bonus to all attack rolls with hack powers.
Covering Tracks	--	If you use no hack attack powers, the target you are diving into cannot learn your GIA until the start of your next turn.
Custom Compression	21 st level	Install up to two firewalls in your SEED.
Embedded Command	--	Delay a hack effect until a command word is given.
Elite Hacker	11 th level, Improved Multi-Tasker	You gain the <i>elite hacker</i> feat power.
Hijack Robotics System	11 th level	You gain the <i>hijack robotics systems</i> feat power.
Improved Firewall Defense	--	+4 to Firewall defense with in total defense
Improvisational Hack	11 th level, freediver	Use an action point to use any freediver power you don't know.
Lingering Malware	11 th level	-1 penalty to saves with hack attacks
Multitasker	--	You gain the <i>multitasker</i> feat power.
Multitasker, Improved	Multitasker	You gain the <i>improved multi-tasker</i> power
Neural Shock	21 st level	Score a critical hit with a hack power on a natural roll of 19 or 20
Omni Invasion	21 st level, Elite Hacker	You gain the <i>omni invasion</i> feat power.
Pain Threshold		Hack attacks deal +1d6 damage.
Password Bombardment		Target two enemies when attacking firewalls.
Password Bombardment, Improved	11 th level, Password Bombardment	Target all enemies within close burst 5 when making an attack against Firewall defense
Password Bombardment, Master		After breaching, make a firewalls attack agaubst any adjacent creature.
Programmer	--	You are able to create viruses and programs of your level or lower.
Viral Propagation	Programmer	Affect 1 additional target with an implanted virus.
Virulent Programmer	11 th level, Programmer	Prog DCs increase by 2.
Windfall, Epic	21 st level, Hacker Windfall	You gain €100,000 worth of programs or SEEDs.
Windfall, Hacker	11 th level	You gain €5,000 worth of programs or SEEDs.
MULTICLASS FEATS		
Hacker	Int 13, Wis 13	Multiclass Freediver
RACE FEATS		
Fragments of a Ghost	Virtuant	Reduced penalties for server disconnection
God of Biomechanics	Prosthetic/Virtuant	Gain one cybernetic worth 360 or less.
Liberal Eugenics	Nugenic	+1 to one of your race-boosted attributes
Not an Average	True-Born	Reduce an attribute, +2 to one attribute.
Preimplantation Genetic Diagnosis	Nugenic	+5 against diseases and poisons
Roots of Cybernetic Theory	Prosthetic	Gain a second use of your race power
ROBOT FEATS		
Machine Affinity	Intelligence 12	Anly require a move action to control a robot.
Robotic Speciality		Select a robot-based power.

however, you cannot use sustain effects if you are not diving the target. The embedded command becomes inactive at the end of the encounter (or after 5 minutes).

ELITE HACKER

Prerequisite: 11th level, Improved Multi-Tasker

Benefit: You gain the *elite hacker* feat power.

Elite Hacker

Feat Utility

You activate an Omni protocol to bounce attacks to multiple targets.

Encounter (Special) • Hack, Reliable

Free Action

Effect: You can change the range of your next hack attack to area burst 2 within open range and the target to 'each enemy in range whose GIA you know.'

Level 21: Area burst 3.

Special: You can use this power twice per encounter, but only once per round.

HIJACK ROBOTICS SYSTEM

Prerequisite: 11th level

Benefit: You gain the *hijack robotics systems* feat power.

Hijack Robotics Systems

Feat Attack

You commandeer an AI-controlled device. It is under your direct control and can even break its own fail safes, all under the will of its operator.

Encounter • Charm, Hack, Reliable

Move Action GIA

Target: One robot or server

Attack: Intelligence vs. Will

Hit: The target is dominated. You have access to any power available to the target, but it can still only take one action per round.

Sustain Move: Repeat the attack. You can sustain until the end of the encounter, five minutes, or until you miss (whichever comes first).

Special: If the target is a server, you only gain control of layers you have breached.

IMPROVED FIREWALL DEFENSE

Benefit: When using the total defense action, your Firewall defense increases by +4 instead of +2.

IMPROVISATIONAL HACK

Requirement: 11th level, freediver

Benefit: When you use an action point to take an extra action, you may use any freediver hack power that you do not know with that action.

LINGERING MALWARE

Prerequisite: 11th level

Benefit: Whenever you hit with a hack attack that has an effect that a save can end, each target suffers a -1 penalty to saving throws against that effect. At 21st level, the penalty to saving throws from Lingering Malware increases to -2.

MULTI-TASKER

Benefit: You gain the *multitasker* feat power.

Multi-Tasker

Feat Utility

You don't need to focus just on one target.

Encounter (Special) • Hack, Reliable

Free Action

Effect: Your next hack attack with a target of one creature can instead target two creatures.

Level 21: Four creatures.

Special: You can use this power twice per encounter, but only once per round.

MULTI-TASKER, IMPROVED

Prerequisite: Multi-tasker

Benefit: You gain the *improved multi-tasker* power

Improved Multi-tasker

Feat Utility

You've got eyes on the back of your head.

Encounter (Special) • Hack, Reliable

Free Action

Effect: You can change the range of your next hack attack to close burst 2 and the target to 'each enemy in range whose GIA you know.'

Level 21: Close burst 4.

Special: You can use this power twice per encounter, but only once per round.

NEURAL SHOCK

Prerequisite: 21st level

Benefit: You can score a critical hit with a hack power on a natural roll of 19 or 20.

OMNI INVASION

Prerequisite: 21st level, Elite Hacker

Benefit: You gain the *omni invasion* feat power.

Omni Invasion

Feat Utility

No one around you is safe.

Encounter • Hack, Reliable

Free Action

Effect: You can change the range of your next hack attack to area burst 8 within open range and the target to 'each enemy in range.'

PAIN THRESHOLD

Benefit: When you hit with a hack attack that deals damage, the attack deals +1d6 damage.

PASSWORD BOMBARDMENT

Benefit: Whenever you make an attack against Firewall defense, you can target two enemies instead of one with that power (roll to attack separately). You must know the GIA of both targets and they cannot be more than 10 squares from each other. You cannot target the same enemy twice in this way.

Special: You can select this power multiple times. Each time, you can target 1 additional enemy. No target can be more than 10 squares from another target for this power.

PASSWORD BOMBARDMENT, IMPROVED

Prerequisite: 11th level, Password Bombardment

Benefit: When using Password Bombardment, targets do not have to be within 10 squares of each other. Additionally, you can choose to target all enemies within close burst 5 when making an attack against Firewall defense instead of choosing specific targets with Password Bombardment. At 21st level, this increases to close burst 10.

PASSWORD BOMBARDMENT, MASTER

Prerequisite: 21st level, Improved Password Bombardment

Benefit: Whenever you successfully breach an enemy's Firewall defense, you can make an *advanced firewall attack* against any creature adjacent to that enemy.

PROGRAMMER

Benefit: You are able to create viruses and programs of your level or lower.

VIRAL PROPOGATION

Prerequisite: Programmer feat

Benefit: The number of targets you can affect at once with a power implanted in a virus increases by 1.

Normal: You can only affect as many targets with a single virus activation as the power normally allows.

Special: You can select this feat twice at heroic tier, three more times at paragon tier, and once more at epic tier; each time, you can affect one additional target. If you select this feat six times, you can affect an unlimited number of targets once per day.

VIRULENT PROGRAMMER

Prerequisite: 11th level, Programmer

Benefit: All programs you create have their Prog DC increased by 2.

Special: You can select this feat up to three times, each time increasing the Prog DC by 2.

WINDFALL, EPIC

Prerequisite: 21st level, Hacker Windfall

Benefit: You gain €100,000 worth of programs or SEEDs. Any overflow not spent when this feat is acquired is lost.

WINDFALL, HACKER

Prerequisite: 11th level

Benefit: You gain €5,000 worth of programs or SEEDs. Any overflow not spent when this feat is acquired is lost.

MULTICLASS FEATS HACKER

(Multiclass Freediver)

Prerequisite: Int 13, Wis 13

Benefit: You gain training in Computer Use. Twice per encounter, you can use the *advanced firewall attack* power.

RACE FEATS FRAGMENTS OF A GHOST

Prerequisite: Virtuant

Benefit: If your connection to your server is severed, you do not suffer any penalties for five minutes. When you do start suffering penalties, your penalty to skill checks is reduced to -2 and your penalty to attacks is reduced to -1.

GOD OF BIOMECHANICS

Prerequisite: Prosthetic or Virtuant

Benefit: You gain one non-Seed or non-Firewall cybernetic worth 360 or less.

LIBERAL EUGENICS

Prerequisite: Nugenic

Benefit: You gain a +1 bonus to one of the ability scores you modified with your racial traits.

NOT AN AVERAGE

Prerequisite: True-Born

Benefit: Reduce one attribute 12 or higher to 9. You gain a +2 feat bonus to another attribute (Max 20). At 11th level, this bonus increases to +3.

PREIMPLANTATION GENETIC DIAGNOSIS

Prerequisite: Nugenic

Benefit: When exposed to any disease or poison, you gain a +5 feat bonus to Fortitude and Will defense as well as Endurance checks when dealing with them.

ROOTS OF CYBERNETIC THEORY

Prerequisite: Prosthetic

Benefit: You gain a second use per encounter of your Enhanced Model racial power.

ROBOT FEATS MACHINE AFFINITY

Prerequisite: Intelligence 12

Benefit: When controlling a robot remotely, you only require a move action to control the robot instead of a standard action. In addition, when controlling a vehicle remotely, you only require a minor action to control the vehicle instead of a move action.

ROBOTIC SPECIALTY

Benefit: You can select one of the following powers for which you meet the prerequisite instead of a power from your class.

Special: You may select this feat multiple times.

HEROIC

Robopathy

Feat Attack Power

The machine appears to go exactly where you want it go and does exactly what you were thinking, almost as if it was reading your mind.

Daily • Martial, Robot

Standard Action **GIA**

Prerequisite: Level 1

Target: One robot you have control over.

Effect: You activate the robot. Until the end of the encounter, while you remotely control the robot, it gains a power bonus to attack rolls, skill checks, and all defenses equal to one-half your Intelligence bonus (round down).

PARAGON

Unusual Response

Feat Attack Power

Your robot acts according to your wishes but you don't remember giving it any instructions. How odd...

Daily • Martial, Robot

Free Action **GIA**

Prerequisite: Level 11

Target: One robot you have control over.

Effect: You activate the robot. This does not count against the limit of one activation per round.

EPIC

Temporary Emergence

Feat Attack Power

Your robot appears to act on its own in response to your plight.

Daily • Martial, Robot

Immediate Reaction **GIA**

Prerequisite: Level 21

Trigger: You take damage from an attack.

Target: One non-disabled robot you own.

Effect: The robot activates. It must attempt to move closer to you or the enemy that damaged you (if possible) and attack that enemy if it is capable of making attacks. This does not count against the limit of one activation per round.





FOUR: GEAR

CURRENCY

The time of world economic domination by the pound sterling or the US dollar is past. The hundreds of currencies around the world have long since begun coalescing into financial alliances to compete against larger national institutions. What began with the Euro expanded into the other corners of the globe. Despite attempts in North America to create a united currency, it never transpired, thanks to the decline of the American dollar, the growth of the Canadian dollar, and the unwillingness of either country to be financially linked to Mexico. Across the planet, the CCASG had folded and had been replaced with the Pan Arabian Coalition, which instigated the Khaleeji as a united currency in 2063. It became the de facto unit for all trade with the PAC, supplanting the Euro and the American Dollar before it. In Asia, The coalition of ASEAN (Brunei, Cambodia, Indonesia, Laos, Malaysia, Myanmar, the Philippines, Singapore, Thailand, and Vietnam) united with China, Japan, and South Korea to form the Asian Monetary Unit. Though not a united currency, the AMU allowed each of the member currencies to be traded at parity on the world market, greatly simplifying financial transactions. On the individual level, the Chinese Yuan, Japanese yen, and the Korean won remain the most widespread.

Most financial transactions in this day and age are digital, rendering most bill denominations pointless: paper-and-metal money is widely regarded as quaint and old-fashioned, and while all banks and most businesses will honor traditional currencies, the rarity of such events and the advanced security measures against counterfeiting largely remove the one benefit – anonymity – that cash transactions formerly enjoyed. Transactions in Archon rarely employ physical representations of money. Archon has no official unit of currency as it does not export anything. Although this may change in the future, currently, Archon uses mostly Euro and Khaleeji currency with the later taking up most of the transactions on the island.

For the sake of balance and ease of play, monetary rewards and transactions are assumed to be transferred digitally and are either in Euro or Khaleeji: these currencies are furthermore assumed to trade at 1-to-1. In-game expenses do not track denominations smaller than €1.

EQUIPMENT

Refer to the equipments lists in either *Amethyst Foundations/Evolution* or *Ultramodern4*. Using *Amethyst*, all equipment up to TL6 is available. Equipment from the **PLAYER'S HANDBOOK** can also be used: any item that seems too archaic can be reflavored as the high-tech

equivalent, as long as the effect and price remain unchanged (this also applies to ranged weapons, which can be reflavored as simple firearms). When adapting equipment from the *PLAYER'S HANDBOOK*, the gold piece and € values are considered equivalent.

ROBOTS

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

Robots can be automated or remote controlled.

Activation: A robot can only be activated once per round. If the robot is automated, it rolls for initiative as if it were an NPC and activates on its initiative count. A robot can only take standard, move, minor, and free actions and opportunity attacks. It cannot take any other actions outside of its turn (robots cannot be granted actions by powers unless the power specifies that it can be used on robots).

If operating by remote control, the robot does not roll separately for initiative and does not automatically activate: you must use a standard action to activate it. Once activated, the robot can take one standard action, one move action, and one minor action as normal under your direction. After this, it cannot be activated again by anybody until the start of your next turn, although it can still take free actions and make opportunity attacks. If you can activate a robot with a move or minor action (such as through a feat or power), you can activate multiple robots on your turn but you can still only activate each robot once unless a power states otherwise.

Switching a robot from automatic to remote control (or vice versa) takes a move action. When switched to remote, the robot loses its initiative count and can be activated on your *next* turn. When switched from remote to automatic, or if remote control is interrupted for any reason, the robot rolls for initiative but cannot activate until the end of your next turn: it is also stunned (save ends).

Automation Rules: A robot can be given a single command as a standard action: if the robot has an audio interface, the command can be verbal, otherwise it must be input through a terminal or wireless interface. The command can be open-ended ('protect this person'), limited ('open this door'), or conditional ('if someone comes through that door, shoot them'). Multiple commands can be issued, even commands that trigger other commands, but each separate command requires a standard action. The robot follows its commands to the best of its ability until issued a different command that conflicts with an earlier one, such as

'cancel all previous commands' (a robot will always follow the most recent command). A robot will not follow a command given by an unauthorized user or one that conflicts with its core programming (a service robot cannot be ordered to attack, as its core programming doesn't permit it to understand what 'attack' means).

An automated robot uses its normal ability scores plus one-half its level and can only benefit from enhancement bonuses and bonuses with no type.

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

A remote-controlled robot can be directed to perform any action that its physical form and programming allow. The robot only has access to its own abilities and powers: while a remote-controlled robot can be directed to use your skills, it uses its own skill ratings to do so. You do, however, grant the robot a Control Bonus—a value equal to half your level which is added to the robot's attack, defense, skill, and attribute values in place of the normal ½-level bonus NPCs normally receive.

Special—Back-hacks & Tracers: Remote links can be tracked. A physical remote uses cellular transmission and can be traced to its source, but this only allows the tracer to learn the GIA of the remote control unit, not the person controlling it. A SEED remote can be traced and does reveal the user's GIA. In either case, only a robot that is not firewalled can be traced, and the trace does not progress for the round if the robot has not been activated since the start of the controller's last turn.

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

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



Robots can also benefit from programs. Each robot has one free program slot (two at 11th level, three at 21st level) which can store a separately-purchased program. Robots with trained skills or feats can exchange one (and only one) skill or feat for an additional program slot.

Most robots come with a built-in baseline barrier firewall, which can be upgraded as per the normal firewall rules. Robots cannot have more than one firewall.

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

Markings of Origin: Like any science over the years that has looked to a sensitive public like 'creating life,' outcry at the development of humanoid robots began with the creation of synthetic skin and hair that was indistinguishable from its organic counterpart. Later, voice synthesizers were replaced with a mechanical replica of human vocal cords which required articulate lips and a tongue to form speech. While each step that undermined the Uncanny Valley effect made androids more marketable,

it also worried religious fundamentalists, security agencies, and sentient rights advocacy groups.

Within a few short years, experts predicted that an android could pass itself as human without a doubt unless something was enacted to ensure a machine's identity in public. While governments debated imposing restrictions on how naturalistic a machine could be made, corporations – which had no interest in developing products without obvious trademarks – voluntarily began a system of markings which would identify a robot over a human or prosthetic. These markings came in the form of geometric tattoos that would grace a hand or a portion of the face. These were often flamboyantly styled to make the images appealing rather than distracting and were

offered in a variety of colors. In addition to identifying the android's manufacturer, the tattoos contained data in their shape and size which identified the robot and its year of construction. All androids, from house maids to virtuosos, are now required by law to display these markings. Concealing them is a felony, prosecuted as a form of identity theft. Despite a small but vocal opposition to this practice, it has never been defeated.

LISTINGS

Robots use the same stat block as NPCs/monsters, with minor variations.

Level: This is the level of the robot. This determines the level at which the robot should be made available for purchase as well as being a factor in determining the Engineering or Computer Use DC required to reprogram it. You do not add half this value to the robot's rolls: each robot has a control bonus listed with its stat block which applies when the robot is acting on automatic or controlled by an NPC.

Load: Like most equipment, robots can be purchased temporarily with load points.

Robot	Cost(€)	Level	Load
Box House Droid	680	1	8
XIX Cyber-Dog	840	2	12
Mobile Defense Platform	1,800	4	16
Buzz-Bot, Small	2,600	5	20
Felternational B-ROD	2,600	7	20
MAT WRATHE	4,200	7	20
Rourke Solo Advance Droid	5,000	8	40
Operator Droid	5,000	8	40
KBT Calgar	9,000	11	40
Drum Drone	13,000	11	40
Buzz-Bot, Large	21,000	12	44
Felternational Bodyguard Android	21,000	12	44
Kaaris Companion Android	65,000	15	48
Fastcore TED-902	105,000	17	55
Strongpoint Defense Platform	125,000	18	55
T.A.R.A.	325,000	20	60
Kaaris Full Service Protector	525,000	22	60

CYBERNETICS

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

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

Initially, when cybernetics came to the public attention, nanotechnology had created artificial limbs in robots more articulate than their human counterparts. However, these were rooted in large assemblies which could not be replicated when attached to the hip or shoulder of an

organic human. A power source needed to be installed, and muscle fibers needed to be anchored higher in the body. To gain full movement, a paraplegic would have to swap out his entire lower torso and completely replace his spinal column, a dangerous and painful operation. Around this same time, nanotechnology had also made leaps and bounds in muscle and nerve reconstruction, removing the need for cybernetic replacement altogether.

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

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

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

The psychological aftereffects would take longer to determine, but as the technology developed, so did the capacity of prosthetics to mimic human qualities. Tactile sensations, touch, smell, were all developed to be



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

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

THE SEED

The prototype of the SEED was in its infancy well before the onset of the nano age. The earliest example of such systems were microscopic wires implanted in the brain and running down the arm to electrodes implanted in the forearm, capable of transmitting simple electrical signals between the brain and an external system. The difference between this crude setup and the modern SEED is like comparing a wax-cylinder phonograph to an MP3 player. The first true direct neural-interface device never passed the test group, where volunteers were implanted with a synaptic communicator which transmitted via hardline to a detachable computer. Despite an initial demand, the companies that proposed the project could never justify a production line. Even though cyberpunk enthusiasts supported the concept, the general public could not accept such visible artificiality, even if the device was capable of being detached and when it was, it still left an open port in the back of someone's head. Of the ten test subjects, one died from infection when they failed to properly and regularly clean the port; another was forced to have brain surgery to remove the device after two months after incessant itching around the port dislodged the device, nearly causing an aneurism. It was clear the only solution

was to find a way to directly tap into the brain without surgery or create an implant which would be completely wireless. Although popularized in fiction, plugging wires into one's brain was simply unrealistic.

Once nanotechnology was no longer a taboo word and the development of nuebotics, the blood-brain barrier was no longer an impedance for modern medicine. This led the way for a host of new technologies utilizing nuebotics in hundreds of medical applications. While initially built using organic components, the potential of synthetic nuebotics being used in the body was clear to see. Organic construction was limited to man-made beneficial viruses and bacteria. Synthetic construction, already being developed outside the medical profession (having proven itself in construction and environmentalism), could create microscopic machines to rival what bacteria and viruses did with evolution. Medical neubots have the capacity to repair blood vessels, eliminate infection, and even fabricate tissue while inside the body. After a successful attempt at using synthetic nuebots to repair damaged myelin in a child suffering from adrenoleukodystrophy, the technology took off. When synthetic neubots were found capable of building complex structures within the body, several companies began investigating the capacity to construct prosthetic organs without surgery. The idea of injecting nuebots which would actually merge into a prosthetic organ seemed farfetched but within a few years, such a concept appeared possible, though it eventually fell out of favor in exchange for using nuebots in the implantation of organic replacement organs which were genetically perfect to their original. While the first prosthetic limbs built from nanotechnology were progressing, other engineers were simultaneously attempting to create a brain implant which would allow a user to connect wirelessly to the internet.

The first and most well known company was the Cyrev Group. The Cyrev prototype, dubbed "Spider," took center stage at the Geneva Science Conference where it premiered, less than ten years after the nameless child was cured of ALD. The Spider was a neubot construction which was created under the skull by a microscopic injection. In its entirety, the injection didn't amount to more than two milliliters, which instantly snaked its way in to connect to various parts of the brain. The majority of the device floated in the cerebrospinal fluid as a microscopic "mesh" with dozens of nano-thin filaments taking up position near critical neurons to transmit and receive information using the brain's own methods of data transfer. The mesh also served as a wireless transmitter that allowed the brain to receive and broadcast information without the need of a direct link. The miniscule power demands of the system were originally planned to leach directly from electrochemicals in the brain. When this proved inefficient, the design team reconfigured the concept to accept additional power by wireless induction, functioning both as an information transfer technique and a power system.

Planting the seed™

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

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world. |
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While groundbreaking, the Spider prototype only allowed the remote operation of a computer and various machines that were tied to the system. This was not their original objective and they asked for more money.

They got it.

Two years, and two billion dollars later, the Spider was released again. The new model, utilizing the same volunteer, built upon the previous implant, had expanded to three milliliters and now was able to transmit information directly to the optical and auditory parts of the brain including recording information being relayed from those sensory inputs. At the same time, psychological shortcuts encoded in the implant's core programming allowed the otherwise overwhelming quantities of data generated by physical experiences to be compressed into a file less than twice the size of an equivalent-length true-definition video. This allowed one's experiences to be recorded onto an external device. Tactile sensations quickly followed and by year's end Cyrev had finally realized their dream—to create a device which could recreate and record experiences, allowing individuals to share their lives with others.

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

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

amounts of data and cloud storage was often cheaper than physical drives, this feature remained popular.

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

Despite attempts to shut down Nomad distributors, it remains the OS of choice for many users who don't wish to be monitored. Nomad is thought to be installed in less than 0.5% of all SEEDs on the planet: while most software developed for GNOSIS is compatible with Nomad, the reverse is not universally true, and the differences in security protocols between the operating systems may occasionally produce unusual glitches.

Despite the SEED name being a trademark, it is the colloquial term for all cybernetic wireless communication devices on the market, replacing other terms like the aforementioned "Spider" as well as "Buunta," "Cyberbrain," "Cortech", and "iMind". Today, nearly a dozen companies construct them. They have replaced all forms of media players, cell phones, and pagers: the SEED rendered nearly all portable electronic devices obsolete. The installation, perfected by KBT, involves using the "helmet" – a harness that fixes a microscopic needle in an exact position over the skull. It takes ten minutes for the injection to complete, with virtually no pain or discomfort to the user. Because the helmet is automated, the technique was boasted as being as safe and as easy as getting one's ears pierced.

SEED OPERATION

By default, SEEDs are on all the time. They allow continuous access to the internet as well as voice and video communication. Fears of hacker infiltration are virtually zero and it is commonly believed that the incidence of viruses in SEEDs is less than 0.01 percent of the ratio compared to computers. This is mostly due to network firewalls as well as the near bulletproof nature of the GNOSIS protocol, though many believe Nomad is even more secure. That being said, hackers have been known to crack the SEED system and tamper with its functions as well as tamper with the human brain. Because of the SEED's nature, a skilled hacker could in theory, reverse the functionality of the device, forcing images, thoughts, or even memories into the brain. While most users regard this as paranoid fantasy, reports and urban legends of its

occurrence are sufficiently widespread that the process of severing one's external connection to the net has been dubbed "going paranoid." When in this state, you are virtually immune to hacking but are also severed from your externally stored memories as well as all wireless communication.

Activation Assumption: SEEDs are assumed to be on unless stated otherwise. If deactivated, they automatically reactivate at the end of an extended rest.

Wireless Communication: Every SEED owner is assigned a SEED contact number, which is akin to a cell phone number. If you know the ID number of the person you wish to communicate, you can contact them anywhere in the world (assuming you are not being jammed). The line allows two-way communication and up to four people in a conference. Larger conferences require a program. This form of communication still requires you to speak aloud (though certain programs circumvent this). Just knowing a person's contact number does not allow you to learn their GIA, although you can use a *tracer* program on an active call to determine it.

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

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

of your next turn. When paranoid, the following conditions apply:

- You suffer a -3 penalty to all knowledge and monster knowledge checks.
- You lose all wireless communication unless you have an external device. Without wireless communication, your voice (and thus your open range) is limited to 10 squares (if you yell).
- You cannot be subjected to a hack attack unless certain conditions have worked around being paranoid. This also does not stop programs already behind your firewall or enemies currently diving you.
- You do not benefit from any bonuses granted by external devices (e.g.: satellites). Any powers that require such a connection cannot be activated.
- Ending paranoid mode requires a standard action, but does not take effect until the end of the encounter (or five minutes).

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

SEEDS

There are hundreds of SEEDs on the market. They are not all name-brand SEEDs, but the term is accepted for them all. These have a limit on the number of neural implants you can have at any one time. They also list the number of programs you can have in your internal memory. A few offer additional abilities as well. You can only have one SEED at a time. Due to their construction, SEEDs can never be sold or traded.

All characters receive the KBT Full-Play for free at character generation.

Programs: This is the maximum number of programs able to be installed in the SEED (in addition to the integrated Internet connectivity, communication and media playing functions).

Enhancement: A SEED's enhancement bonus is added to the attack (and damage, if any) rolls of hack attacks. The enhancement bonus +1 is also the maximum number of neural implants the SEED is capable of sustaining.

Ladders: *Ultramodern4* offers innate enhancement bonuses acquired through ladder progression. These enhancement bonuses can also apply to powers with the hack keyword, though the GM may override this. If the enhancement bonuses are applied, the character gains the bonuses to attack and damage rolls but does not gain any other benefits. For example, the number of implants you can possess in your SEED is not adjusted by your ladder bonus. As both ladder and SEED grant enhancement bonuses, they obviously do not stack.

Kheiron Biotechnologies Full-Play

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

Enhancement +0 (+0) €50

Programs: 1

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

iMind

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

Enhancements

Alpha +1 €200 Gamma +3 €5,000
Beta +2 €1,000 Delta +4 €25,000

Programs: 1

Property: None

Kheiron Biotechnologies Xtreme Masheen

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

Enhancements

XM-20 +1 €360 XM-26 +3 €9,000
XM-24 +2 €1,800 XM-28 +4 €45,000

Programs: 2

Property: Any firewall you place in this SEED reduces its buffer penalty by 1 (minimum 0).

Cyber-Soft Cortech

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

Enhancements

GX-1000 +1 €520 GX-1050 +3 €13,000
GX-1010 +2 €2,600 GX-1099 +4 €65,000

Programs: 3

Property: You gain a +1 bonus to all saves against hack powers.

Kheiron Biotechnologies Ultimate Surfer

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

Enhancements

US-30 +2 €2,600 US-36 +4 €65,000
US-33 +3 €13,000 US-39 +5 €125,000

Programs: 4

Property: You gain a +1 item bonus to all knowledge and monster knowledge checks.

Property: +1 hour of flash memory.

Power (Daily): *Free Action.* Gain a +5 item bonus to a single knowledge or monster knowledge check.

Cyrev Spider Advance

CyRev set the market with their original Spider. Corporate espionage and poor public relations have doomed the company to collapse. The current Spider is manufactured under the CyRev label though Baal Electronics, which purchased the CyRev name.

Enhancements

Baal-001 +2 €2,600 Baal-003 +4 €65,000
Baal-002 +3 €13,000 Baal-004 +5 €125,000

Programs: 5

Property: You gain a +1 item bonus to Will defense.

Baal-003 & Baal-004: +2 item bonus to Will defense.

Gammatech Buunta

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

Enhancements

BA01A +2 €2,600 BA03C +4 €65,000
BA02B +3 €13,000 BA024D +5 €125,000

Programs: 3

Property: One firewall in your memory gains a +1 item bonus to defense.

Power (Daily): *Minor Action.* One firewall in your memory gains a +5 item bonus to defense until the end of your next turn.

I/O Eden Jack N' Jill

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

Enhancements

JJ-Kierkegaard +3 €17,000 JJ-Locke +5 €225,000
JJ-Nietzsche +4 €85,000 JJ-Hobbes+6 €1,125,000

Programs: 5

Property: +1 hour of flash memory.

Property: Programs you install cost 20% less.

Property: All ProgDCs for programs in your SEED memory gain a +1 bonus.

JJ-Locke & JJ-Hobbes: +2 bonus.

Kheiron Biotechnologies Full Play <Cracked>

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

Enhancements

Cracked Zed +3 €17,000 Cracked Zeek +5 €225,000
Cracked Zed +4 €85,000 Cracked Zard +6 €1,125,000

Programs: 6

Property: You gain a +2 bonus to damage rolls with hack attacks.

Cracked Zeek & Cracked Zard: +4 bonus

Property: +1 hour of flash memory.

Power (Daily): *No Action, Reliable.* Gain a +4 item bonus to a single hack attack roll.

I/O Eden Racer

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

Enhancements

RACER X +4 €105,000 RACER Z +6 €1,625,000
RACER Y +5 €325,000

Programs: 6

Property: For each unused program slot, one of your firewalls gains a +1 bonus to defense. The bonus does not have to apply to the same firewall if you have more than one.

Power (Daily): *Free Action.* Spend a healing surge and recover hit points equal to your healing surge value.

Hacker Custom Fit

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

Enhancements

Custom Model 1+4 €105,000
Custom Model 2+5 €325,000
Custom Model 3+6 €1,625,000

Programs: 8

Property: Gain 1 hack feat. You must meet the prerequisites of that feat and if you remove this SEED, you lose that feat and cannot use any other feats that have it as a prerequisite until you gain it again.

Property: *Free Action.* Once per enemy per encounter, when you defeat the enemy's final firewall, the enemy takes 2d4 + Intelligence modifier damage.

I/O Eden Administrator

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

Enhancements

IOEA-1 +5 €425,000 IOEA-2 +6 €2,125,000

Programs: 10

Property: Resist 5 neural

Property: +2 hours of flash memory.

Property: If you are killed, the SEED can maintain brain activity for one hour per plus. If your brain can be moved into a new body during that time, you return to life with 1 hit point and only suffer a -1 penalty to all d20 rolls until the end of your next extended rest.

Property: All ProgDCs for programs in your SEED memory gain a +3 bonus.

Power (At-Will, Special): *Free action.* Reroll one Intelligence-based skill check. You can do this once per day per plus, including multiple times per check.

Third Party Firewalls	Enhancement	Price
KBT SafeWare Firewall Standard	+1	€100
iMind Unbreakable Barrier B1A	+1	€150
Cyber-Soft Cyberbiotics Matrix Halo	+1	€180
KBT Ensurity Apple-4	+1	€260
WALL Electronics Alphaden	+1	€260
I/O Eden Server Barrier GF-44	+1	€360
I/O Eden Server Barrier HI-357	+2	€520
KBT SafeWare Firewall Deluxe	+2	€360
iMind Unbreakable Barrier B1B	+2	€680
Cyber-Soft Cyberbiotics Cipher Plus	+2	€840
KBT Ensurity Bravo-3	+2	€1,000
WALL Electronics Betaden	+2	€1,000
KBT SafeWare Firewall Complete	+3	€2,600
iMind Unbreakable Barrier B1C	+3	€3,400
Cyber-Soft Cyberbiotics Trinity Max	+3	€4,200
I/O Eden Server Barrier RBX-888	+3	€5,000
KBT Ensurity Echo-2	+3	€5,000
WALL Electronics Gammaden	+3	€5,000
KBT SafeWare Firewall Advanced	+4	€13,000
iMind Unbreakable Barrier B1D	+4	€17,000
Cyber-Soft Cyberbiotics Morpheus One	+4	€21,000
I/O Eden Server Barrier KX-454	+4	€25,000
KBT Ensurity Foxtrot-1	+4	€25,000
WALL Electronics Deltaden	+4	€25,000
KBT SafeWare Firewall Elite	+5	€65,000
I/O Eden Server Barrier EN-500	+5	€125,000
KBT Ensurity Juliet-0	+5	€125,000
WALL Electronics Epsilonden	+5	€125,000
KBT SafeWare Firewall Server	+6	€325,000
WALL Electronics Omegaden	+6	€625,000
I/O Eden Server Barrier XXX-1	+6	€625,000

FIREWALLS

Firewalls are defensive systems that protect servers as well as synthetic and organic brains from digital attack. They defend against malware, viruses, and hacker invasion. Unlike other forms of defense, firewalls are placed in sequence, often forcing attackers to break through multiple barriers to reach a level where damage can be inflicted.

SEEDs normally can have no more than one firewall slot though servers can have as many as six. If you have multiple firewalls, you must specify which sequence they are placed as they are attacked in that order.

Like SEEDs, firewalls cannot be sold or traded.

Barriers	Firewall Bonus	Price	Cha/Wis	Buffer
Base Barrier 1	+1	€20	Yes	0
Base Barrier 2	+2	€40	Yes	0
Base Barrier 3	+3	€80	Yes	-1
Base Barrier 4	+4	€60	No	-1
Base Barrier 5	+6	€90	No	-2
Base Barrier 6	+7	€100	No	-3

Constructing a Firewall: To construct a firewall to occupy a firewall slot, you must first purchase a baseline barrier which can then be enhanced by a third party program. A baseline barrier and a third party program occupy a single slot. You can purchase a baseline barrier and not enhance it but you cannot enhance if you do not have a baseline barrier. Some third party programs enhance the effectiveness of the barrier while others offer increased functionality.

Determining Firewall Defense: To determine the Firewall defense for a single layer, you add the baseline barrier to any third party enhancement. Some baseline barriers allow you to add either your Wisdom or Charisma bonus to your Firewall defense.

Buffer: Some firewalls are so secured, they limit incoming and outgoing transmissions, shutting anything down that's unwanted. This may be useful for those wanting their privacy but it hampers those attempting to use the net effectively. It also limits hack attacks. The buffer is a penalty applied to all Computer Use skill checks when doing research and to all hack attack rolls.

Ultramodern4 Ladders: Enhancement bonuses from *Ultramodern4* ladders do not apply to Firewall defenses, so characters will have to purchase both base barriers and third party enhancements in order to defend themselves.

3rd PARTY FIREWALL ENHANCEMENTS

Kheiron Biotechnologies Safeware Firewall

The basic and most common firewall enhancement on the market.

Enhancements

Standard	+1 €100	Advanced	+4 €13,000
Deluxe	+2 €520	Elite	+5 €65,000
Complete	+3 €2,600	Server	+6 €325,000

iMind Unbreakable Barrier

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

Enhancements

B1A	+1 €150	B1C	+3 €3,400
B1B	+2 €680	B1D	+4 €17,000

Property: Resist 2 neural.

B1C & B1D: Resist 4 neural.

Cyber-Soft Cyberbiotics

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

Enhancements

Matrix Halo	+1 €180	Trinity Max	+3 €4,200
Cipher Plus	+2 €840	Morpheus One	+4 €21,000

Power (Encounter): *Free Action, Reliable.* Disable this firewall to gain a +4 item bonus to your next hack attack roll. This firewall remains down until the end of your next turn.

Kheiron Biotechnologies Ensurity

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

Enhancements

Apple-4	+1 €260	Bravo-2	+3 €5,000
Echo-3	+2 €1,000	Foxtrot-1	+4 €25,000
Juliet-0	+5 €125,000		

Power (Daily): *Free action, when the firewall is breached.* You gain a +2 item bonus to Will defense until the start of your next turn.

Wall Electronics DEN Series

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

Enhancements

Alphaden	+1 €260	Betaden	+4 €25,000
Gammaden	+2 €1,000	Deltaden	+5 €125,000
Epsilonden	+3 €5,000	Omegaden	+6 €625,000

Special: This firewall occupies two firewall slots.

Property: Whenever this firewall is broken, an opponent must make a Computer Use check against your passive Perception or be detected.

I/O Eden Service Barrier

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

Enhancements

GF-44	+1 €360	KX-454	+4 €25,000
HI-357	+2 €520	EN-500	+5 €125,000
RBX-888	+3 €5,000	XXX-1	+6 €625,000

Special: This firewall occupies two firewall slots.

Property: You gain one program slot.

Power (Daily): *Free action, when the firewall is breached.* The firewall resets.

CYBERIZATION

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

Full Body Prosthetics	Price(€)	Location	Property
Kaaris Base Insurance	1,000	Full Body	FBP
Miranda FP-1 "Serena"	4,200	Full Body	FBP
MAT Combat Class D	13,000	Full Body	FBP
Miranda PB-1 "Angela" / "Harrison"	13,000	Full Body	FBP
XIX EM-4-Panther	25,000	Full Body	FBP
Felternational Solid System	45,000	Full Body	FBP
MAT Combat Class C	45,000	Full Body	FBP
MAT Combat Class B	325,000	Full Body	FBP
Rourke XR-1 Goliath	325,000	Full Body	FBP
MAT Combat Class A	425,000	Full Body	FBP
GammaTech Corporate Security Shell	1,125,000	Full Body	FBP
KCI Non-Maintenance Elite	2,125,000	Full Body	FBP

organ replacement satisfied anyone handicapped by a physical disability. However, the final goal of immortality was a promise only full cyberization could fulfill.

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

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

Dr Robert Stewart
Symposium of Death

THE ADVANCEMENT OF THE FBP

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

Cyberization was the solution some were looking for to finally deny the Grim Reaper his prize. Full body prosthetics began with the development of androids. When nuebotics reached a point where they were able to recreate the entire human body without deficiency, there was already a technology in place for humans to control them using their SEEDs. This created splinter fads like

surrogate androids and real-world simulation gaming. Eventually, this grew into the possibility of transplanting one's mind directly into a machine. The development of a nuebotic suspension fluid not only kept a brain alive when detached from its body, it also suspended the senescence of the brain, allowing a conscious mind virtual immortality.

The first prosthetic body was designed for a 25-year old woman whose body was utterly destroyed in a house fire. Though the initial design offered to her was somewhat less than fully satisfactory, being little more than an advanced android without complete sensory inputs, the opportunity to experiment on a 'live' specimen quickly drove development. She would swap her body a dozen more times and decades later, is still alive. Soon, elderly billionaires wishing to live on past their fated death were able to cheat the end with a relatively low investment. From there, the trend moved onto to those already mostly cyberized and then to others that hated their genetic makeup. With full body prosthetics, a person's original age, race, or sex no longer had any meaning.

As a rule, subjects qualifying for full body prosthesis cannot suffer from any major mental disease nor can they be over eighty years of age at the start of the process. Likewise, FBPs are also prohibited for those below nineteen years of age in most countries except in life-or-death situations, though some nations have made exceptions on a case-by-case basis.

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

result in the dehumanization of the subject, while others insisted that it would eliminate traditional national culture and ethnic identity. This is, in fact, slowly occurring.

PROSTHETIC RULES

The vast majority of cybernetics in the world require a full body prosthetic to be installed. The same mechanics are used for cybernetic parts and android accessories, but due to differences in control systems, the two are not interchangeable (and in any case, most robots other than virtuanats lack the intelligence to make full use of prosthetics designed for living minds).

There are no load costs with cybernetics as they are permanent if installed.

FBP: If an implant has the FBP property, it can only be used by a character with a full-body prosthetic.

Robotic: The robotic property means the cybernetic implant is only usable by virtuanats, regular androids, or robots; not nugenics, prosthetics, or true-born.

Visible: The visible property indicates the nature of the implant cannot be easily hidden. In this world, cybernetics are designed to be invisible unless under close scrutiny. Cybernetics with this property cannot be concealed easily and may result in penalties to Bluff and Stealth checks as well as Charisma-based ability and skill checks against those who find cybernetics in general or visible implants in particular objectionable (-5 to -10, GM discretion).

PURCHASING CYBERNETICS

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

Neural implants are the exception to this rule. A character can support a maximum number of neural implants equal to their SEED's enhancement bonus +1. Excess implants installed will not activate until another implant is removed.

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

Pricing: The listed prices assume that the character has access to some sort of subsidized medical coverage (which is nearly universal). If, for whatever reason, the character lacks such coverage, the cost of any implant priced at less than €5000 is raised to €5000 (although it may be possible to find black-market versions at between 2 and 3 times the listed price).

FULL BODY PROSTHETICS

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

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

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

Weight: Most full-body prosthetics weigh more than an organic body of equivalent build. A prosthetic body's weight does not apply against the character's encumbrance, although it would apply against that of another character attempting to carry them; also, the weight of any additional cybernetics still applies. This additional weight is not apparent to the eye, but sensors that detect weight, mass, or density will immediately be able to identify the body as artificial.

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

- **Weight:** +300 lbs.
- **Torso:** All forced movement is halved (round down). You gain +10 hit points.
- **Legs:** Speed -1. You may make a saving throw against being knocked prone. You cannot be slowed.

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

- **Torso:** You gain 3 hardness (or resist 3 all if not using hardness), resist 10 lightning and resist 10 fire, a +2 item bonus to both Fortitude and Reflex defense, and a +1 bonus to all saves. You are immune to being weakened by non-hack attacks and gain a +2 bonus to Endurance checks. You gain +30 hit points and +1 healing surge.

Body Enhancements	Price(€)	Location	Property	Weight
Chimera Biogineering NucSkin Z1C	360	Full Body	FBP	2 lb.
Chimera Biogineering NucSkin Z1H	360	Full Body	FBP	2 lb.
Phyrine Cluster Backup	360	Full Body	FBP	0.5 lb.
Phyrine "Port and Polish" Nano-Flush	520	Full Body	FBP	--
Rourke Ind. OmegaMax Hardshell, L1	1,000	Full Body	FBP	10 lb.
XIX Mark 1 Max Shell	1,000	Full Body	FBP	5 lb.
C-MAX Omicron RNS	1,000	Full Body	FBP	15 lb.
XIX Level 1 Max Nano-Reactive Defense (+1)	1000	Full Body	FBP, Visible	5 lb.
XIX Level 2 Max Nano-Reactive Defense (+2)	3,400	Full Body	FBP, Visible	7 lb.
JaggerMaster Joint System	4,200	Full Body	FBP	5 lb.
Rourke Ind. Anti-Shock Capacitor	5,000	Full Body	FBP	1 lb.
XIX Mark 2 Max Shell	5,000	Full Body	FBP	10 lb.
Phyrine Enclosed Braincase	9,000	Full Body	FBP	1 lb.
C-MAX Sigma RNS	13,000	Full Body	FBP	20 lb.
XIX Mark 3 Max Shell	17,000	Full Body	FBP, Visible	20 lb.
XIX Level 3 Max Nano-Reactive Defense (+3)	21,000	Full Body	FBP, Visible	10 lb.
Rourke Ind. OmegaMax Hardshell, L2	25,000	Full Body	FBP	20 lb.
Chimera Biogineering NucSkin X3C	45,000	Full Body	FBP	6 lb.
Chimera Biogineering NucSkin X3H	45,000	Full Body	FBP	6 lb.
Phyrine S&P Stealth Net	65,000	Full Body	FBP	4 lb.
MAT Aero Kit	65,000	Full Body	FBP	20 lb.
XIX Mark 4 Max Shell	85,000	Full Body	FBP, Visible	35 lb.
XIX Level 4 Max Nano-Reactive Defense (+4)	85,000	Full Body	FBP, Visible	13 lb.
C-MAX Upsilon RNS	105,000	Full Body	FBP	30 lb.
MAT-001 Holo-Net	105,000	Full Body	FBP	20 lb.
XIX Mark 5 Max Shell	325,000	Full Body	FBP	30 lb.
XIX Level 5 Max Nano-Reactive Defense (+5)	325,000	Full Body	FBP, Visible	15 lb.
XIX Mark 6 Max Shell	625,000	Full Body	FBP	35 lb.
XIX Level 6 Max Nano-Reactive Defense (+6)	1,125,000	Full Body	FBP, Visible	20 lb.

• *Weight:* +100 lb.

Kaaris Base Insurance: American owned Kaaris Industries manufacture an extremely inexpensive prosthetic that was endorsed by most medical firms as the baseline replacement for those requiring prosthetic bodies for purely medical reasons (injury or disease). This is a decent model for those wishing spare bodies for whatever reasons they desire.

• *Ability Scores:* Str -4, Con -4, Dex -2

• *Price:* The price of this prosthetic does not increase if the character does not have insurance. However, the character may have to deal with collection agencies afterwards (GM's discretion).

KCI (Kenbach Cyber Industries) Non-Maintenance

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

• *Torso:* You gain 4 hardness (or resist 4 all if not using hardness), resist 10 lightning, a +3 item bonus to both Fortitude and Reflex defense, and a +2 bonus to all saves.

You are immune to being weakened by non-hack attacks and gain a +4 bonus to Endurance checks. You gain a +2 bonus to all Charisma-based ability and skill checks (but not Charisma-based attack rolls). You gain +35 hit points and a +3 bonus to your healing surge value.

- **Legs:** Speed +1.
- **Power (Daily): Free Action.** Gain regeneration 5 until the end of the encounter.
- **Weight:** +80 lb.

MAT (Military Applied Technologies) Combat Class: Combat Classes are usually easier to acquire than they sound. If someone ever served in the military or were even in the reserves, they can acquire one. If they are contracted to a corporation, or if they have an existing prosthetic body and work for law enforcement, they can upgrade through those channels. Combat classes are simple fortified and specialized prosthetics which offer increased survivability without sacrificing the living quality of the user. The class D is the most common and simplest.

Class D

- **Torso:** You gain 2 hardness (or resist 2 all if not using hardness) and a +1 item bonus to both Fortitude and Reflex defense. You gain +10 hit points.
- **Weight:** +25 lb.

Class C

- **Torso:** You gain 2 hardness (or resist 2 all if not using hardness), a +2 item bonus to both Fortitude and Reflex defense, a +1 bonus to saves against being dazed or slowed, and a +2 bonus to Endurance checks. You gain +12 hit points.
- **Weight:** +35 lb.

Class B

- **Torso:** You gain 2 hardness (or resist 2 all if not using hardness), a +3 item bonus to both Fortitude and Reflex defense, a +1 bonus to saves against being dazed, stunned, or slowed, and a +2 bonus to Endurance checks. You gain +15 hit points.
- **Weight:** +40 lb.

Class A

- **Torso:** You gain 3 hardness (or resist 3 all if not using hardness), a +4 item bonus to both Fortitude and Reflex defense, a +1 bonus to all saves, and a +2 bonus to Endurance checks. You gain +20 hit points.
- **Weight:** +50 lb.

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

- **Torso:** You gain a +3 item bonus to Reflex defense.

- **Property:** You gain a +2 item bonus to Charisma-based ability and skill checks (but not Charisma-based attack rolls).

Rourke XR-1 Goliath: This full body prosthetic is only available in male. Each model is between 6'8" and 7'5" and weighs at least 450 lbs. Your appearance is still human despite the height.

- **Torso:** You gain a +4 item bonus to all Strength-based ability and skill checks (but not Strength-based attack rolls). You are still a Medium-sized creature but cannot use advanced armor. You gain +20 hit points.
- **Arms & Legs:** Whenever you make an Athletics check, roll twice and take the higher result. You also gain a +1 shield bonus to AC and a +2 bonus to melee damage rolls.

XIX EM-4 Panther: The Panther is one of XIX's only subtle offerings, designed for pure speed and agility over any other considerations. Although not popular with XIX's loyal clientele, it has broadened the company's appeal in a wider market.

- **Torso:** You gain +3 item bonus to Reflex defense and a +4 item bonus to all Acrobatics checks.
- **Legs:** Speed +1.
- **Weight:** +50 lb.

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

- **Property:** You gain a +4 item bonus to Charisma-based ability and skill checks (but not Charisma-based attack rolls) and a +2 bonus to Stealth skill checks.
- **Weight:** +10 lb.

BODY ENHANCEMENTS

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

Note: You cannot purchase more than one nanocarbon skeleton.

- **C-MAX Omicron RNS Property:** +5 hit points.
- **C-MAX Sigma RNS Property:** +10 hit points.
- **C-MAX Upsilon RNS Property:** +15 hit points.

Chimera Biogineering NueSkin: Chimera's NueSkin line has grown in popularity with search and rescue teams employing prosthetics in their roster. Without a noticeable reduction in tactile response, pressure sensitivity, or external



look and feel, Chimera's skin is noticeable stronger in certain conditions.

- **Z1C—Property:** Resist 10 cold.
- **Z1H—Property:** Resist 10 fire.
- **X3C—Property:** Resist 15 cold.
- **X3H—Property:** Resist 15 fire.

JaggerMaster Joint System: This modification replaces 24 joints along the body with the JaggerMaster's custom set, allowing them to slip out of spot and adjust up to six inches from their root and be pulled back with ease.

- **Property:** Gain a +2 power bonus to escape from a grab or to saving throws against being immobilized, restrained, or slowed.
- **Power (Daily): Free action.** You automatically escape from a grab or succeed on a saving throw against being immobilized, restrained, or slowed.

MAT (Military Applied Technologies) Aero Kit: The Aero Kit is a concealed, deployable flight system that was only released from its testing phase in 2090. It opens up the

back of the torso to expose turbines and a basic flight system. An inbuilt computer system dedicated to only flight stability is included in the upgrade. Because of the size of the modification, flight time is extremely limited. Additional minor conversions are included in the legs including flight thrusters and control surfaces. These exposed modifications are not as severe as they sound, less than the visual disturbance the thrusters actually make. Clothes not modified to accommodate this upgrade are ripped when the aero kit is activated.

• **Power (at-will; consumable 20):** Move action. You gain fly 7 until the start of your next turn. If you are still in the air at the start of your next turn and do not reactivate the system, you fall unless you are fewer than two squares from the ground. The capacitor restores 1 charge per short rest (maximum 1 per hour) or 10 charges per extended rest.

MAT (Military Applied Technologies) MAT-001 Holo-Net: The holo-suit is an extensive body modification that places hundreds of miniature holographic projectors over the body, allowing the prosthetic to recreate any external appearance. Because of the capacity of the inbuilt processor, it cannot render a subject completely invisible as it cannot adapt

for objects passing behind it fast enough, but it can simulate a more-or-less static landscape behind it or recreate you in the image of any humanoid you wish. However, for the device to function, you must be 90% naked or wear a skin-tight "transfer-suit" (cost €1,500; no armor bonus). Thankfully, you can recreate yourself wearing clothes. The MAT-001 does not alter your height, weight, or voice. The illusion cannot conceal weapons larger than one-handed small arms.

- **Power (At-will, special):** Move action. You gain total concealment until the start of your next turn. This effect ends the moment you move or are moved from your square or make a physical attack. You can use this power for up to one hour each day.
- **Power (At-will, special):** Minor action. You gain concealment until the start of your next turn. You can use this power for up to 10 rounds per day.
- **Property:** Gain a +5 bonus to non-combat Bluff checks when imitating another person. You lose this bonus if you

speaking (unless you have an implant that affects your voice).

Phyrine Biomechanics Enclosed Braincase: The enclosed braincase contains a neural seal between the brain and the rest of the body. Neubots pass through an aperture capable of being closed off. This allows the head of the prosthetic to be removed (torn, if need be) and survive on its own with life support functionality for up to three hours. External power supplies can keep this life support system running indefinitely, allowing one with a destroyed body the opportunity for a second chance.

- Property:** When you die, your brain does not die for three hours. If your braincase can be implanted into a new body or life support system within that time, you return to life at your bloodied value and with one healing surge.

Phyrine Bioelectronics "Port and Polish" Nano-Flush: Phyrine offers a service which does not modify a prosthetic so much as makes it more efficient, removing inert neubots and flushing obsolete models with newer ones.

- Property:** Your healing surge value increases by your Constitution modifier.

Phyrine Biomechanics S&P Stealth Net: The PB S&P is a combination of redesigned joints and a landscape pattern analyzer originally designed with military applications in mind. It moved out of the special forces and into the private market.

- Property:** You gain a +2 item bonus to all Stealth checks. Whenever you make a Thievery check, roll twice and take the higher result.

Rourke Industries Anti-Shock Capacitor: This implant, embedded near the spine, shields the recipient's nervous system against stunning attacks.

- Property:** You automatically save or recover from any stunned condition at the end of your next turn (even if it is a sustainable effect). You also gain electricity/lightning resist 5.

Rourke Industries OmegaMax Hardshell: On command, a simple electric pulse activates dormant protocols in synthetic skin cells. The skin shifts to a silver sheen, but while in effect will also render a subject immune to most small arms fire.

- Power (Daily): Free Action.** Gain resist 5 to all damage until the end of your next turn.

- L2 Resist 10.**

XIX Max Shell: The Max shell series began as a competitive line of prosthetic skins against Chimera's NueSkin. The shells, however, were not content with simple fire resistance. XIX were proposing full combat-grade outer skins where the owner need not even wear additional armor.

- Property:** You are always considered to be wearing armor. The Max Shells offer an armor bonus and a hardness rating (if not using hardness, this becomes a resist all value). Hardness ratings stack with other hardness or

resist values. Max Shells have no check penalty. The Mark 3 and up shells no longer resemble human skin in touch and are so bulbous and misshapen that your modification is visible: any attempt to conceal the fact that you are an armored cyborg automatically fails. Mark 5 and 6 is unable to wear advanced armor.

- Mark 1 Max Shell:** +3 armor bonus (light), hardness 0

- Mark 2 Max Shell:** +5 armor bonus (light), hardness 2

- Mark 3 Max Shell:** +7 armor bonus (heavy), hardness 2

- Mark 4 Max Shell:** +9 armor bonus (heavy), hardness 4

- Mark 5 Max Shell:** +11 armor bonus (heavy), hardness 4

- Mark 6 Max Shell:** +13 armor bonus (heavy), hardness 5

XIX Max Nano-Reactive Defense: The nano-reactive system coats the outer skin of a full body prosthetic in a hexagonal-patterned cellular armor, with each half inch "cell" functioning as an intelligent reactive defense system. The NRD compensates for incoming attacks by employing a pressure system which registers micro-changes in air density. However, its effectiveness is considerably reduced if kept behind any other armor. The heavier the external armor, the more neutered the NRD's response time to external attack. As a result, the NRD is usually only implanted on targets employing light armor or no armor at all. Although obviously designed to mate flawlessly with prosthetics already equipped with any level of XIX Max Shell, there is no stopping anyone from using on any unmodified full body prosthetic, though grafting it on a perfectly human looking body does defeat the purpose of having a normal-looking prosthetic

- Enhancement:** You Gain the indicated bonus to AC. If wearing light armor or no armor or if using the XIX Max Shell system, add half the enhancement bonus (round down) to Fortitude and Reflex defense as well.

LIMB ENHANCEMENTS

Chimera Biogineering 99-KND Improved Lung: A custom product which found popularity quickly, the 99-KND internally stores oxygen for primary lungs while also improving the efficiency of natural breathing. It is more efficient in the extraction of oxygen than organic lungs. These can be used as a replacement or as an additional organ.

- Property:** You can hold your breath for ten minutes before needing to make Endurance skill checks.

Chimera Biogineering TR-G Flash Caps: These simple modifications are placed within existing cybernetic eyes. They suppress radical changes in lighting which could cause damage to one's eyes.

Property: You cannot be blinded by non-hack attacks.

Frost Inc. ThunderPex: Although a torso modification, the ThunderPex is actually a family of muscle enhancements for the arms. They are popular in fighting tournaments where cybernetic enhancements are permitted.

Limb Enhancements	Price(€)	Location	Property	Weight
TechHnoX ES-Class 3 Sensory Amp	360	Head	FBP	--
XIX BB-F Detachable Limb	360	Arm / Leg	FBP	1 lb.
Phyrine P99 Concealable Holster	520	Leg / Arm	FBP	1 lb.
Lazarus Biological TL-1 Gloss Implant	1,800	Eyes	--	--
Rourke XN Powerfist	1,800	Arms	FBP	1 lb.
Phyrine Recoil Dampening Braincase	1,800	Head	FBP	--
Chimera Biogineering Improved Lung	2,600	Torso	--	--
Chimera Biogineering TR-G Flash Caps	3,400	Eyes	--	--
Lazarus Bio NR-Filtration Device	4,200	Torso	--	1 lb.
XIX Weight Management System	4,200	Arm / Leg/ Torso	FBP	--
Renerve 15A Wushu	5,000	Legs	FBP	6 lb.
XIX GG-Shock Fists	5,000	Arms	FBP, Visible	2 lb.
Frost Inc. BFB-1000 ThunderPex	9,000	Torso	FBP	15 lb.
KBT Nano-Reconstruction Packet	9,000	Torso	FBP	0.5 lb.
MAT VOS-1 Voice Simulator	13,000	Head	--	--
TechHnoX ES-Class 2 Sensory Amp	13,000	Head	FBP	--
Lazarus Biological Powerzoom XP900	17,000	Eyes	--	--
Frost Inc. BFB-3000 ThunderPex	21,000	Torso	FBP	20 lb.
Lazarus Biological TL-1 "Eyeshine"	21,000	Eyes	FBP, Visible	--
Renerve 43N Bolt	25,000	Legs	FBP	--
Renerve 23N Triple Joint	17,000	Legs	FBP	3 lb.
Rourke Advanced Leg Class 3	17,000	Legs	FBP	8 lb.
TechHnoX ES-Class 3 Sensory Amp	17,000	Head	FBP	--
Rourke Advanced Arm Class 3	21,000	Arms	FBP	6 lb.
Rourke Advanced Arm Class 2	85,000	Arms	FBP	9 lb.
Rourke Advanced Leg Class 2	65,000	Legs	FBP	12 lb.
Rourke Advanced Leg Class 1	125,000	Legs	FBP	16 lb.
Rourke Advanced Arm Class 1	225,000	Arms	FBP	12 lb.

BEB-1000

- Property:* You gain a +1 item bonus to Athletics and Endurance checks as well as Strength ability checks (but not Strength attacks).
- Power (Encounter): Free Action.* You gain a +2 power bonus to all melee damage rolls until the start of your next turn.

BEB-3000

- Property:* You gain a +2 item bonus to Athletics and Endurance checks as well as Strength ability checks (but not Strength attacks).

- Power (Encounter): Free Action.* You gain a +5 power bonus to all melee damage rolls until the start of your next turn.

KBT PRK-400 Nano-Reconstruction Packet: This implant sends out a batch of extremely voracious neubots that race to quickly repair injuries. They burn out quickly after they have done their job and don't settle in the body long.

- Power (Encounter): Free Action.* Spend a healing surge and recover hit points.
- Power (Daily): Free Action.* You gain regeneration 5 until the end of the encounter.

Lazarus Biological Powerzoom XP900: LBs latest models offers true zoom capacity with a cybernetic eye without the reduced quality of previous models. With an inbuilt 500x optical zoom, nothing is too far away.

- Property:** You ignore long range attack penalties when making ranged attacks, and reduce any distance-related penalties to Perception by 5. You also increase your line of sight vision by 10 squares (for using hack attacks, for example).

Lazarus Biological TL-1 "Eyeshine": The Tapetum Lucidum-2 replicates the nightvision of predatory animals. Inbuilt capacitors prevent input overload, preventing blindness in normal light.

- Property:** You gain darkvision within 10 squares and low-light vision beyond that.

Lazarus Biological TL-1 Gloss Implant: The Tapetum Lucidum-1 implant can be a total replacement or an organic addition to one's natural eyes.

- Property:** You gain low-light vision.

Lazarus Biological NR-Filtration Device: The NR-F by LazBio was meant for doctors placed in severe medical risk in contagious areas. The initial implant expanded beyond the brain to encompass sensors in the nose as well as mouth, preventing infection or contamination from diseases or poisons. It is not foolproof but has been shown to significantly improve one's survivability.

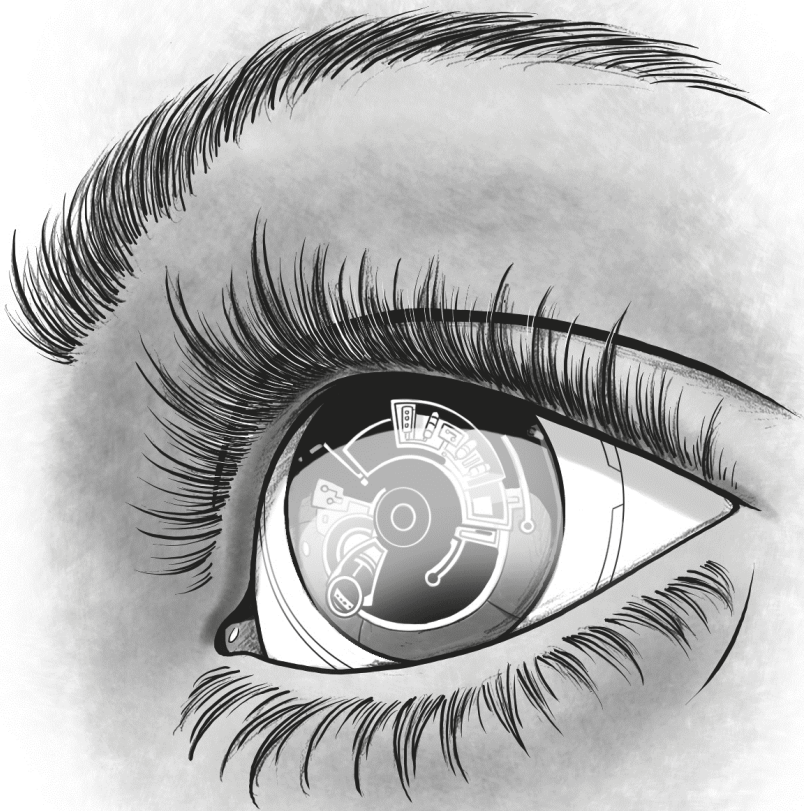
- Property:** You gain resist 5 poison. You gain a +1 item bonus to Fortitude defense with an additional +1 against poison or disease attacks.

MAT (Military Applied Technologies) VOS-1 Voice Simulator: The VOS-1 is an enhancement prohibited in civilian channels, even for retired military personnel. It allows you to imitate another subject's voice entirely. You must have heard the other voice clearly to be able to imitate it, and you can keep up to three voice patterns in your memory at any one time (not including your own).

- Property:** You gain a +10 bonus to Bluff when imitating another subject's voice. Additionally, you no longer suffer penalties for speaking while imitating someone else's appearance.

Phyrine Biomechanics 211 Cluster Backup: This device resembles a SEED in many ways except it only coordinates prosthetic bodily functions and does so more efficiently. Unlike other systems, Phyrine often updates their software to tweak the efficiency of the system.

- Property:** You gain +1 healing surge.



Lazarus Biological
PowerZoom XP900

Phyrine Biomechanics RDB-1 Recoil Dampening Braincase: This modification offers the brain additional cushioning with a special nuebot solution that absorbs impact damage better than the standard variety.

- Property:** You can use your second wind as a move action.
- Power (Daily): No Action.** You automatically save against being dazed or stunned.

Phyrine Biomechanics P99 Concealable Holster: A small leg chamber large enough to hold a single one-handed small-arm with the off-hand property.

Renerve 15A Wushu: A remarkable set of gyroscopic stabilizers and computer controlled balancing algorithms prevent stumbling.

- Power (At-Will): Minor action.** You can walk on walls until the end of your turn. If you are not on a horizontal surface at the end of your turn, you fall prone and may take falling damage.
- Power (Encounter): Free action, when knocked prone.** You stand up.

Neural Implants	Price (€)	Property
KBT XN-1000 GPM	100	--
CyberSoft "VirusWall"	360	--
CyberSoft Extended Memory	360	--
Lazarus Biological Damage Control System	360	--
KBT TF-7 Speedboost	360	--
CyberSoft "FocusFree"	520	--
KBT MEM-3.5 Flash Compressor	520	--
CB SK-3 Analyze Net	680	--
Lazarus Biological Optical Reticle	1,000	--
MAT A1F Jamming Pulse	1,800	--
Babel-Tech Language Chip	2,600	--
KCI Class 3 Evolution Implant	3,400	Robotic
KBT TZ100 Recall Node	4,200	--
TecHnoX Skill Prog	5,000	--
CyberSoft "System Amp"	5,000	--
KBT IY-99 Pain Shield	9,000	--
KCI Class 2 Evolution Implant	13,000	Robotic
TecHnoX Skill Prog, Epic	15,000	--
TecHnoX Voice Stress Analyzer	17,000	--
TecHnoX Logos A/O	105,000	--
KCI Class 1 Evolution Implant	125,000	Robotic

Renerve 23N Triple Joint: These legs contain a concealed joint which remains locked until needed. The joint holds massive amounts of conserved kinetic energy.

- **Property:** You treat any fall as if it were 20 feet (4 squares) less than it is.
- **Power (Daily): Free Action.** You gain a +20 bonus to your next Athletics check to jump.

Renerve 43N Bolt: Lighter materials, stronger muscle fibers, and tendons with extremely strong elastic recoil offers amazing speed when needed.

- **Property:** Speed +1.
- **Power (Encounter): Free Action.** You gain a +5 bonus to your next Athletics check to jump.

Rourke Industries Advanced Power Series: The Rourke AP line is a series of complete replacement limbs for full body prosthetics. Although originally designed only for their in-house models, widespread adoption of industry standards eventually made them universal to any FBP.

- **Arm Class 3 Property:** You gain a +2 item bonus to Athletics checks when climbing or swimming and a +1 item bonus to melee damage rolls.
- **Arm Class 2 Property:** You gain a +4 item bonus to Athletics checks when climbing or swimming, a +2 item bonus when maintaining or escaping a grab, and a +2 item bonus to melee damage rolls.
- **Arm Class 1 Property:** You gain a +4 item bonus to Athletics checks when climbing or swimming, a +2 item bonus when maintaining or escaping a grab, and a +2 item bonus to melee damage rolls. Whenever you make a melee damage roll, re-roll each die that shows a result of 1.
- **Leg Class 3 Property:** You gain a +2 item bonus to Athletics checks when jumping and to Acrobatics checks when balancing or reducing damage from a fall.
- **Leg Class 2 Property:** You gain a +4 item bonus to Athletics skill checks when jumping and to Acrobatics checks when balancing or reducing damage from a fall. You may stand up from prone as a minor action.
- **Leg Class 1 Property:** You gain a +4 item bonus to Athletics checks when jumping and to Acrobatics checks when balancing or reducing damage from a fall, and you can reroll any Athletics or Acrobatics check for these tasks that has a natural result of 5 or less and take the second result. You may stand up from prone as a minor action. You suffer no penalties to movement speed from wearing heavy armor.

Rourke Industries XN Powerfist: These replace the arms below the elbow and contain extremely powerful synthetic muscles that run all the way into the torso.

- **Property:** Your unarmed melee damage increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > d28 > 2d10).

TecHnoX ES-Class Sensory Amplification: The ES-Class involves several small cybernetic additions placed around the eyes and ears. They boost spatial awareness and improve overall sensory input. These involve including a hi-fidelity audio sensor, a chemical vapor scanner, and a pressure sensor that enables the recipient to more precisely perform tasks requiring manual dexterity.

- **Class 3—Property:** You gain a +1 item bonus to Perception and a +1 item bonus to initiative.
- **Class 2—Property:** You gain a +2 item bonus to Perception and a +1 item bonus to initiative. In addition, you gain a +1 bonus to saves to recover from being blinded or deafened.
- **Class 1—Property:** You gain a +2 item bonus to Perception and a +1 item bonus to initiative. You do not grant combat advantage if you are surprised, and you only grant a +1 bonus to attack rolls when an enemy has combat advantage against you for any reason. In addition, you only suffer a -5 penalty to Perception when blinded or deafened, and you gain a +3 bonus to saves to recover from being blinded or deafened.

XIX BB-F Detachable Limb: This limb is easily removed or swapped.

- Property:** Select one arm or leg when you purchase this modification (it can be bought up to four times). You can detach the limb as an immediate reaction to a grab or as a minor action on your turn. You gain a +10 item bonus against a grab attempt but lose the limb as a result. It takes a standard action to reattach. If a detached arm was holding anything at the time of release, the item remains held in that hand until the arm is reattached or the hand is pried open (requiring a standard action).

XIX GG-Shock Fists: This modification places metal caps on the knuckles.

- Property:** Your unarmed melee attacks gain the Pincher property. You lose the benefits of this modification when wearing gloves.

XIX Weight Management System: The WMS is a systemic approach to fitting modular parts, coupled with more efficient micro-linkages to vastly reduce the amount of space the integral components of cybernetic limbs require. The XIX Corporation guarantees a reduction of weight of up to 20% per limb, even allowing room for more modifications. When XIX realized that the extra volume saved could be used as storage space, they incorporated built-in compartments into the designs.

- Property:** Select one arm or leg when you purchase this modification (it can be bought up to four times). You gain a small compartment, invisible when closed, capable of containing one item weighing less than 5 lbs. or one weapon with the off-hand property. You can remove the item from the compartment as a minor action. Attempts to locate the compartment when it is closed suffer a -5 penalty.

NEURAL IMPLANTS

Babel-Tech Language Chip: Though not common, the BTLC is part of a new line of implants that offer direct applicable knowledge.

- Property:** Choose one language when you purchase this modification: you gain that language. If this implant is removed, you lose this language. You are not literate in the language's written form if it uses a substantially different writing system than other languages you know (for example: English speakers would be able to read French, but not Russian; Arabic speakers could read Farsi but not Hebrew; Cantonese speakers would be able to read Japanese but not Tibetan).

Chimera Biogeengineering SK-3 Analyze Net: An inbuilt pattern analyzer that maps electronic paths within the visible cortex. When presented with an electronic device, the implant plots the flow of energy between the various components, enabling the purpose of each chip and pipeline to be clearly identified.

- Property:** You gain a +2 bonus to Engineering checks when repairing electronics and a +1 bonus to all Demolition checks.

CyberSoft "FocusFree" Alertness Implant: The FocusFree implant was meant to help sufferers from ADD with their concentration. It found use outside of those circles among university students and workers required to have a sharp mind after long hours on shift.

- Property:** You gain a +2 item bonus to Will defense and a +1 item bonus to all Wisdom-based ability and skill checks.

CyberSoft "SystemAmp" Agility Booster: The System Amp was developed to treat subjects suffering from nerve degradation caused by diseases like cerebral palsy and Lou Gehrig's disease. Those with functioning nervous systems found the booster improved natural agility and eye-hand coordination.

- Property:** You gain a +2 item bonus to Reflex defense and a +1 item bonus to all Dexterity-based ability and skill checks.

CyberSoft "VirusWall" Immunity Enhancement: The "VirusWall" implant helps regulate the formation of white blood cells in an organic body and the repairing and the creation of T-cells, a beneficial treatment against immunosuppressants. The VirusWall can also inhibit overreactions of the immune system to prevent unwanted attacks on beneficial injections.

- Property:** Gain a +2 item bonus to Fortitude defense and a +1 bonus to all Constitution-based ability and skill checks.

CyberSoft Universal Extended Flash Memory: CyberSoft's answer to KBT Memory Compression, CyberSoft decided to create a compatible extended memory which expands the existing onboard flash memory of the SEED.

- Property:** +1 hour of flash memory.

KBT IY-99 Pain Shield: Related to the Speedboost, the IY-99 was once a direct implant to the brain but current models now link directly to the SEED. It reduces the shock of injury and reduces the distraction of severe pain, though for safety reasons it can't remove it entirely. This only helps with enduring pain and not initial pain (and thus does not prevent the person from realizing that they have taken damage).

- Property:** You gain a +2 item bonus to saves against ongoing damage or against being dazed or weakened.

KBT MEM-3.5 Flash Compressor: KBT's proprietary compression software dates back all the way to the initial 0.9 GNOSIS protocol but unlike the famous OS, the MEM-3.5 has not been co-developed elsewhere. Despite Cyber-Soft attempting to market their own, the KBT is much more stable, forcing Cyber-Soft to counter with another approach.

- Property:** Triple the size of your flash memory (including all modifiers).

Absurd Modifications	Price(€)	Location	Property	Weight
(Outlaw) Death Simulation	520	Head	--	--
XIX DD-Deployable Shield	840	Arm	Visible••	3 lb.
XIX "Waveskin"	100	Arm / Leg	FBP	--
XIX "Waveskin"	1,000	FBP	FBP	--
XIX TRC-1 Blade Weapon Mount	1,800	Arm	Visible••	1 lb.•
XIX TRC-2 Firearm Weapon Mount	2,600	Arm	Visible••	1 lb.•
XIX GX-60 "Bearclaw"	5,000	Arm	Visible	1 lb.
XIX Burst Limb	125,000	Arm or Leg	Visible	6 lb.
XIX X-Skeleton	625,000	Special	Visible	--
XIX X-Skeleton, Arachnid (AXS)	1,125,000	Special	Visible	--

•Not including the weight of the implanted weapon.

••Visible property can be removed with additional cost (see later).

KBT TF-7 Speedboost: The TF-7 is a simple implant tied to the brain directly or implanted in a SEED. Originally meant to replace damaged portions of the brain, the enhanced variant increases the flow of certain chemicals to the brain dealing with adrenaline and response time. The TF-7 reprograms the neural transmitters so the subject is more alert without increasing anxiety.

•*Property:* You gain a +2 item bonus to initiative and do not grant combat advantage if surprised.

KBT TZ100 Recall Node: This storage device allows you to repeat a piece of knowledge or even repeat a feat of physical skill still contained in your brain's short term memory.

•*Power (Daily): Minor Action.* You recover the use of an encounter power you have already used this encounter.

KBT XN-1000 Global Positioning Marker: A controversial new trend has surfaced of parents implanting Nue Seeds in their children just after birth, ostensibly to ease the implantation of a full SEED later in life and to make it easy to find lost children. It cannot access the internet itself, but it can act as a receiver node for global positioning systems as well as for sensory ghosting (enabling parents with the appropriate software to see through their child's eyes, which the marketing teams bill as an aid to parenting and teenagers view as an invasion of privacy).

•*Property:* Your global position can be tracked by anyone with access to your unique identifier passcode. You can change your own passcode as a free action, as can up to four allies at a time that you designate: you and these allies always know your current passcode. You do not have to be conscious in order for your location to be known, and those with your password can locate you even when you go paranoid. If an ally with your password has access to telepresence software, they can view your visual experiences even if they do not know your GIA. Those tracking you do not automatically learn your GIA, but you are treated as being in line of sight for purposes of

learning your GIA. It is not possible to transmit any sort of data to you through this implant.

•*Property:* This implant does not count against the maximum number of mental implants you can have.

Kenbachi Cyber Industries Evolution Implant: This synthetic intelligence augmentation is especially helpful when shifting artificial personnel to another company department or when purchasing used robots.

•*Class 3—Property:* You gain a +1 item bonus to all trained knowledge or monster knowledge checks, and a +2 item bonus to Computer Use.

•*Class 2—Property:* You gain a +2 item bonus to all trained knowledge or monster knowledge checks, and a +3 item bonus to Computer Use.

•*Class 1—Property:* You gain a +3 item bonus to all trained knowledge or monster knowledge checks, and a +4 item bonus to Computer Use.

Lazarus Biological Damage Control System: This neural implant assists with recovery from injuries and coordinates repair nuebots.

•*Property:* Ongoing damage is halved (round down) and you gain a +1 bonus to all ongoing damage saves.

•*Property:* This implant does not count against the maximum number of mental implants you can have.

•*Power (Daily): No Action.* You automatically succeed on your next save against ongoing damage.

Lazarus Biological Optical Reticle: This popular implant was designed by a Swedish student looking to improve his coordination in simulation gaming. It was purchased by the government and eventually found use around the planet as one of the first mass produced military-purpose implants.

•*Power (Encounter): Free Action.* You gain a +3 power bonus to your next ranged weapon attack. The attack deals +1[W] damage on a hit.

MAT (Military Applied Technologies) A1F Jamming Pulse: This device utilizes the SEED's transmitter to feedback other SEEDs in range, preventing them from

communicating with the outside world, including other SEEDs nearby. You can even filter which SEEDs are affected by the pulse.

- **Power (Daily): Free Action.** Close burst 10, target each creature in range; the target is forced into paranoid mode until the start of your fourth turn following this one. You can select up to three targets to be immune to the effect.

TecHnoX Logos A/O: Overpriced but still popular, the Logos A/O (nobody outside TecHnoX's marketing department knows what the A/O stands for) instills useable applicable skills. This is not just simple knowledge but experience as well. One can be a doctor or an engineer without having to spend the years at school, although some users report an increase in feelings of déjà vu and similar memory tricks.

- **Property:** You gain one untrained skill as a trained skill.

TecHnoX Skill Prog: Although still in the early stages, these skill chips can enhance existing talents. This is generally far more affordable than implants for new skills.

- **Property:** Select one trained skill when you gain this implant: you gain a +1 item bonus to that skill.
- **Property (Epic):** Select one trained skill when you gain this implant: you gain a +2 item bonus to that skill.

TecHnoX Stress Analyzer: Sensors attached to the recipient's optic nerves and inner ear analyze minute physical indicators from living beings (including increased pulse galvanic skin response) and enables the recipient to better determine the emotional states of others.

- **Property:** You can reroll any Insight check made against a living creature and take the second result. You must be able to see or hear the target, and you cannot use this implant against a target that has significantly modified their appearance or voice with cybernetics or software.

ABSURD MODIFICATIONS

The majority of these modifications are visible and obvious and thus are not common and are extremely unpopular on the open market. They are nearly all produced by smaller companies, selling to a very exclusive demographic. These feature options that make someone stand out from a crowd. Visible cybernetics are not chic or in-fashion. Those with absurd modifications with the visible property carry a



stigma in general public, suffering a penalty to all Bluff and Diplomacy checks of between -2 and -8, depending on the number of absurd modifications and their severity (GM discretion).

Outlaw Death Simulation: You can appear completely dead to both observers and under examination.

- **Power (Daily): Standard Action.** You fall prone and are unconscious. You appear to be dead until a predetermined condition is met, at which point you immediately wake up (no action). Only an invasive medical examination or a deep scan that measures minute electrical activity will reveal that you are alive. Regardless of your reactivation condition, you will wake up if you take damage.

XIX GX-60 "Bearclaw": In the extremes of OCMA (Open Cybernetic Martial Arts), all weapons must be grafted, which resulted in the development of integrated weapon systems. The Bearclaw was the first—a slightly oversized hand with extendable claws.

Cybernetic Devices	Price(€)	Weight
Wireless Access Port	150	1 lb.
External Memory CyberSoft SD-528	360	0.5 lb.
KCI BrainBox	520	10 lb.
External Memory Phyrine Bioeconomics Ex-Max 10000	840	1 lb.
MAT 1G Brain-Blocker	1,000	1 lb.
•Outlawed• Corpse Remote	2,600	1 lb.
External Memory KCI Prime-Recall UDF73	3,400	3 lb.
MAT "REPRINT"	4,200	3 lb.
External Memory KBT "Immortality" X-Alpha	13,000	5 lb.
External Memory I/O Merkabba Life Server	45,000	10 lb.
MAT Cybertronic Rendition	17,000	5 lb.

normal prosthetic skin, can change pigmentation and patterns at will. Any color is possible, from natural skin tones to outlandish ones, although users are limited to one color at a time. Tattoo patterns can be downloaded from the net, but so far the technology only supports monochromatic designs, mostly tribal and geometric patterns. The most obvious military application of the skin is extending traditional camouflage to the entire body. The skin cannot adapt quickly and cannot create complicated patterns.

- Property:* Your unarmed damage die is 1d10 instead of 1d4. If your damage die is already 1d10 or higher, it increases by one step (1d10 > 1d12 > 2d6 > d28 > 2d10). You cannot wield ranged weapons.

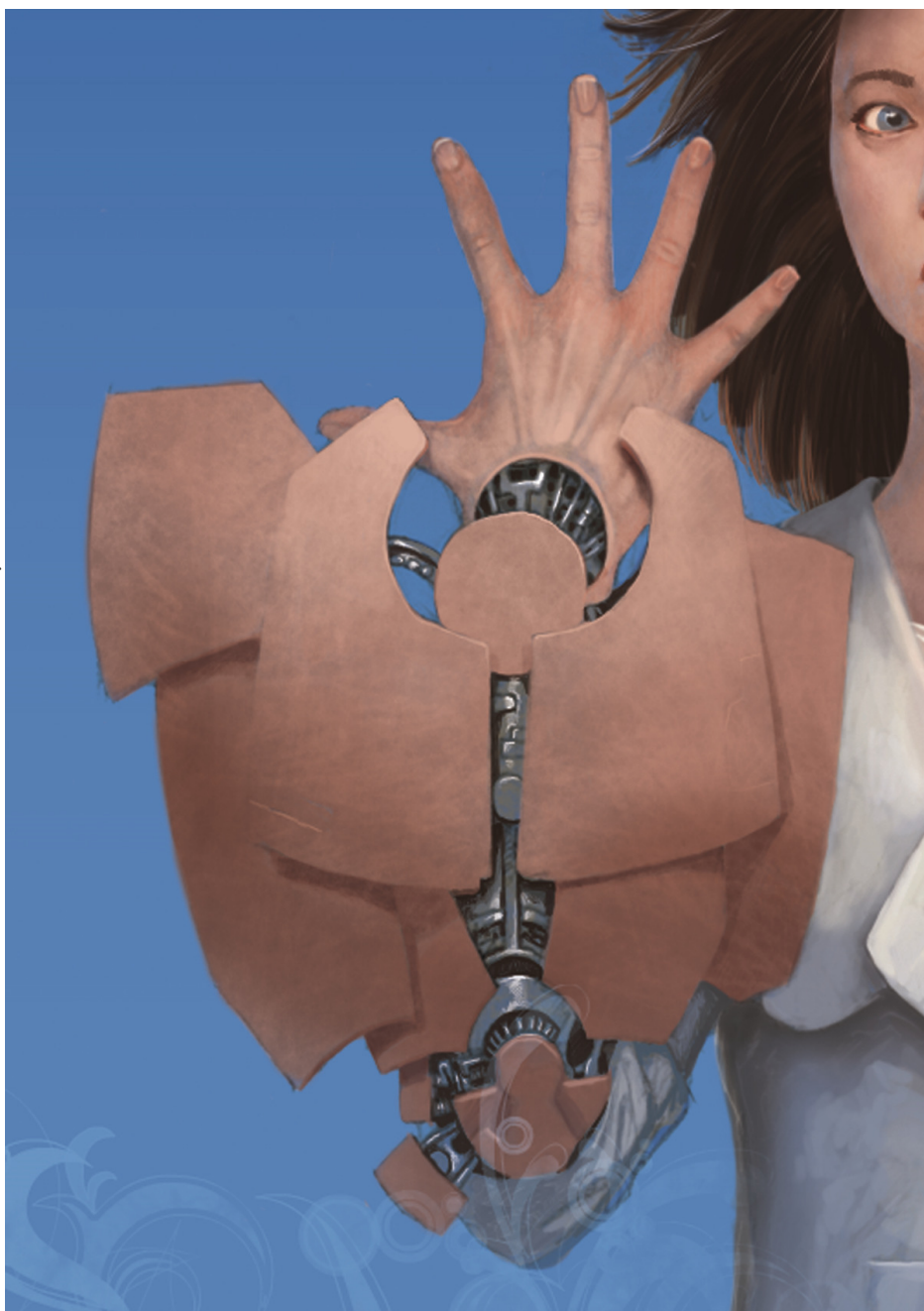
XIX Burst Limb: This is usually an arm featuring piston-assisted joints, capable of massive bursts of strength.

- Property:* You gain a +4 item bonus to all Strength-based ability and skill checks (but not Strength attacks).
- Power (Encounter): Free Action, when you hit with a melee attack.* The attack deals +5 damage. If this is a burst arm, the subject is knocked prone and dazed until the start of your next turn. If a burst leg, the target is pushed back three squares. If they cannot be pushed back three squares, they take an additional 5 points of damage.

XIX DD-Deployable Shield: Your forearm opens up to block incoming fire. You must have an arm free to use this feature. The XIX DD has a metal sheath; the XIX DD2 has a flesh sheath with an invisible seam when closed.

- Property:* One free arm turns into a shield you are proficient with. You gain a +1 shield bonus to AC against ranged and melee attacks.
- Special:* The XIX DD2 removes the visible property for an additional €500.

XIX "Waveskin": This "skin", although feeling and looking like



- **Property (Full Body Only):** You gain a +2 item bonus to Bluff if attempting to imitate someone. You also gain a +2 item bonus to Stealth. If you spend a minor action after gaining concealment, your opponents gain an additional -1 penalty to their attack rolls. This benefit is nullified if you move.

XIX TRC-1 Blade Weapon Mount: The recipient has a subcutaneous weapon embedded in her body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis and is visible when in use.

- **Property:** You can implant any one-handed off-hand melee weapon. The weapon is concealed while within the limb, but it is not possible to conceal that the limb is supposed to contain something if it is exposed. The only way for the weapon to be removed is if your arm is removed as well. Extending or retracting the weapon is a free action.
- **Special:** The mount can be concealed (the modification loses the visible property when not extended) for an additional €500.
- **Larger Weapon:** It is possible to mount a one-handed melee weapon that does not have the off-hand property. However, this modification cannot be concealed.

XIX TRC-2 Firearm Weapon Mount: The recipient has a subcutaneous firearm embedded in his body, usually in a prosthetic forearm or hand. The weapon extends from the prosthesis when activated and is visible when in use.

- **Property:** You can implant any one-handed small arm. The weapon is concealed while within the limb, but it is not possible to conceal that the limb is supposed to contain something if it is exposed. The only way for the weapon to be removed is if your arm is removed as well. Reloading a clip takes a standard action instead of a move action. Extending or retracting the weapon is a free action.
- **Special:** The mount can be concealed (the modification loses the visible property when not extended) for an additional €500.
- **Larger Weapon:** It is possible to mount a two-handed small arm. However, this modification cannot be concealed.

XIX X-Skeleton: Unlike other cybernetics, the x-skeleton does not require a full-body prosthetic. It is an external frame of muscle fibers and augmented actuators which are surgically attached to the subject's body. It originally found use pre-neubotic age to assist the physically disabled and later fell out of fashion with the establishment of full body prosthetics. Modern x-skeletons retain the basic design but have advanced considerably since. The current model still consists of a reinforced spinal support with external appendages which are surgically grafted to each user limb, extending even to fingers. The system is perfectly synchronized to the user via a skull-mounted neural processor. There is no subtlety with an x-skeleton

and grafting one to an organic body is a painful procedure not taken lightly. Although a prosthetic body can be equipped with an x-skeleton, most consumers believe it to be redundant.

- **Special:** Although an external device, the x-skeleton cannot be forcibly removed without first killing its user. You cannot use an x-skeleton with any advanced armor or heavy armor.
- **Augmentation:** You gain a +2 item bonus to all Strength-based and Dexterity-based ability and skill checks (but not Strength-based or Dexterity-based attack or damage rolls).
- **Power Cell:** Being technically an external system, the x-skeleton requires an H6 cell to function (1 charge per encounter or one charge per day, whichever is higher).
- **Legs:** You gain a +1 item bonus to speed. You cannot be slowed.
- **Platform:** Even though you are medium-sized, you are treated as Large for the purposes of wielding weapons.
- **Power (Daily): No Action.** Increase the item bonus to Strength or Dexterity to +6 until the end of your next turn.
- **Detach:** You can voluntarily be removed from the x-skeleton frame. You must have one ally help you detach the frame, which takes five minutes and still leaves the brackets fused to your body. You lose all x-skeleton properties.

XIX X-Skeleton, Arachnid: The AXS is identical in every way to the base x-skeleton except you also gain two additional limbs which come from the mid-point of the spine.

- **X-Skeleton:** The AXS has all x-skeleton properties.
- **Limbs:** You gain two limbs. Each limb can act as a hand. You also gain a +6 item bonus to Grab attempts. You cannot be knocked prone.

CYBERNETIC DEVICES

These are separate components that work alongside cybernetics without permanently linking to a prosthetic.

KCI (Kenbachi Cyber Industries) BrainBox: The brainbox resembles a small piece of luggage with a fully built life support system to keep cybernetic, synthetic, or organic brains alive for transportation.

- **Property:** Maintains an organic or cybernetic brain for up to a week.

MAT (Military Applied Technologies) 1G Brain-Blocker: This can resemble a helmet or just a band around the back of the head. The brain-blocker stops all contact between the brain and the outside world. This is not a jamming field and only suppresses the subject's SEED.

- **Property:** While worn, the Brain-Blocker forces the wearer into paranoid mode and suppresses all incoming or outgoing signals (including implants that function normally in paranoid mode).

MAT (Military Applied Technologies) Cybertronic Rendition: Developed secretly by MAT for the US military, the Cybertronic Rendition was designed as an enhanced interrogation device for those equipped with SEEDs. Although illegal in several parts of the world, the MAT-CR is still being used across the planet as it allows information to be extracted without resorting to torture.

- Property:** When this device is placed around a subject's head, it deactivates paranoid mode and grants a +2 bonus to attack rolls against the target's Firewall defense. It cannot be used against servers.

Outlawed Corpse Remote: Built from a modified 1G Brain Blocker, the corpse remote is a head-mounted device that inputs instructions directly into the brain. The remote allows total control of that body. There cannot be any neural activity in the body or the remote would be overridden by the dominant brain; this means the subject must be brain dead. Corpse remotes function with organic bodies within one hour of actual death and up to 48 hours after cyberdeath.

- Property:** While the remote is fitted, the subject is dominated until the brain finally expires. The range (barring interference) is 50 miles. All physical ability and skill checks suffer a -4 penalty; all attack rolls suffer a -2 penalty. The subject's powers and feats cannot be used. Physical actions use the subject's Strength, Constitution, and Dexterity scores; mental actions use the controller's Intelligence, Wisdom and Charisma scores.

MAT (Military Applied Technologies) "REPRINT": A REPRINT, or Remote Prosthetic Integrated Transmitter is a prosthetic body with nothing but remote electronics and encryption software inside. It is tied to a remote transmitter implanted in another SEED, which controls all functions of the REPRINT through telepresence. The operator's body is unconscious while the REPRINT is being controlled.

REPRINTS require neither air nor food and because their purpose is usually reserved for rescue or military applications, they seldom are as fully equipped as normal prosthetic bodies. They often lack human imperfections, fingerprints, or even body parts deemed non-essential for the task for which they are commissioned.

The list price for this item covers only the remote control systems and software: an appropriate full body prosthetic must be purchased and prepared separately.

- Power (At-will): Standard Action.** You transfer your awareness to a full body prosthetic which you may control remotely. During this time, your body is considered unconscious. The range (barring interference) is 50 miles. You use the REPRINT's Strength, Constitution and Dexterity scores but your own values for everything else (with any modifications granted by the prosthetic body). All ability and skill checks and attack rolls suffer a -2 penalty. You remain in control of the REPRINT until

you end the effect (a free action), the REPRINT body is rendered unconscious, or you are reduced to 0 hit points. If the REPRINT enters a jamming field, it falls unconscious until removed from the field: contact must be reestablished before it can be controlled again.

External Memory (Various Entries): Nearly every corporation manufacturing SEEDs and computers also offers a line of external memories, from the tiny and portable CyberSoft SD-528 to the massive I/O Merkabba Life Server. Since nearly everyone can digitize their memory, everything anyone ever encounters can be recorded for perfect recall. Since most SEEDs can only store an hour of experiences at any one time, it is important to backup one's brain once in a while. If your brain gets hacked and something is deleted or stolen, the external memory allows some recovery of lost memories. There is no limit on the size and number of memories that can be stored beyond a general time-frame: however, as the technology is designed for long-term archiving rather than fast access, it is not possible to store other sorts of files or programs (although it can store the memory of reading/watching/listening to a file).

- CyberSoft SD-528:** One day (24 hours); +1 bonus to checks.

- Phyrine Biomechanics Ex-Max 10000:** 30 days (720 hours); +2 bonus to checks.

- Kenbachi Cyber Industries Prime-Recall UDF73:** Six months (4320 hours); +3 bonus to checks.

- KBT "Immortality" X-Alpha:** One year (8736 hours); +4 bonus to checks.

- I/O Merkabba Life Server:** 25 years (218,400 hours); +5 bonus to checks.

- Property:** External memories can either be open or paranoid. If open, then they are susceptible to outside attack but you can access them from anywhere. If they are paranoid, you have to be within 5 feet of the memory unit to access it. External memory can be switched between modes as normal.

- Power (At-will):** You access a memory. This takes five minutes and cannot be performed during a combat encounter. Once the memory has been accessed, you gain the listed bonus to ability or skill checks relating to that memory for one hour.

Wireless Access Port: The WAP is an uncommon device in this modern world, though it is still required equipment for most hackers. It allows wireless access to systems without native wireless connectivity. It comes equipped with interchangeable plugs capable of connecting to any standard interface port (connecting to a non-standard interface port would require an Engineer check).





FIVE: PROGRAMS

Programs are software applications that are designed with a specific task in mind. They accomplish a variety of functions from the mundane to the complicated. Most operating systems come with an onboard suite of generic programs that allow for essential tasks such as note-taking, reading or playing files, and accessing the internet: more specialized programs have to be obtained separately. Unlike hack powers, which are very generic, programs are specific and most are not offensive in nature.

The maximum number of programs you can have installed at one time is limited by the number of program slots listed for your SEED or server. All systems come with built-in software for internet access, email and voice communication, media viewing, basic document processing, calculation, and experience recording: these applications do not take up program slots (and cannot be uninstalled to gain additional program slots).

RULES REGARDING PROGRAMS

Acquiring Programs: Programs can be purchased premade or can be built. There is no in-game difference between built or bought software except that building programs ensures that you do not need to locate with a

vendor (or pay said vendor's markup, if any). Anyone can buy and install programs: building them requires the Programmer feat. Once you build or purchase a program, it must be synchronized with your SEED: this occurs at the same time as the first installation. The program will only work with your SEED and no others unless you transfer ownership of the program to someone else and synchronize it to their SEED, at which point it will no longer work for you. Installing a program requires a standard action.

Deleting Programs: If you need more space on your system, you can voluntarily delete programs (they can also be involuntarily deleted by hackers). Deleting a program is a free action. Most software vendors provide some sort of cloud storage from which you can download a deleted program if you need to reinstall it, but if you created the program yourself or bought it from a less mainstream source, you may need some sort of data backup (whether hard media or external storage) to recover the program.

Optional Rule – Software Piracy: Software piracy is a dodgy enough proposition when you only have to worry about malware and viruses. It is definitely not a good idea when dealing with neural interfaces. Since the program is normally customized for the user's brain, the steps required to genericize the installation leave gaping holes in the system's security. Installing pirated software imposes a -5

penalty to all Firewall defenses and to Will defense against hack attacks until the program is removed.

Writing Programs: Creating a program requires the Programmer feat. The DC of the Computer Use check required to create a program is also the number of hours required for programming. It is possible to put in a maximum of 16 hours of work per day, but working more than 8 hours may require an Endurance check every additional 4 hours (GM's discretion). You roll against the program's listed Computer Use DC at the end of this time: if you fail, the margin of failure indicates the number of hours of work required before you can try again.

Program DC: When a program is created, you assign it a program DC (ProgDC), which is the DC outsiders must beat in order to detect or remove the program. Use the following formula to determine the ProgDC:

10 + one-half the creator's current level + creator's total Computer Use skill bonus + any additional bonuses from feats, equipment, etc.

Once set, the ProgDC cannot be raised, although the same type of program can be created from scratch with a higher ProgDC: although this may involve reusing some of the same code, there is no discount in terms of cost or programming time.

Purchased programs use the ProgDC of their creator. A generic ProgDC is listed for each program below: it may be possible for characters to find a vendor who can provide the program at better quality (higher ProgDC), but this should be both more time-consuming and expensive (GM's discretion, but a good guideline would be: for every rank of difference between the default ProgDC and the desired one, increase the cost as if the program were 2 levels higher and require an additional 6 hours of research to locate a suitable vendor).

Activating/Implanting Programs: Most programs require a standard action to run (some can activate faster). Some programs can also be set to run automatically in response to a specified trigger: unless otherwise stated, activating these programs requires no action.

Implanting programs into a target requires the action indicated in the program entry. If you have access to multiple eligible targets (allies or breached enemies), you can download a copy of program to each target simultaneously with a single action.

Viruses: The power attached to a virus program is expended when you attach it to the virus, not when the program activates: it remains expended until your next rest of the appropriate type after the virus activates or you cancel the virus. If you are diving multiple eligible targets, you can download a copy of the virus to each target simultaneously with a single action. You can also upload the virus to multiple targets at different times; however,

when the virus is activated it will only affect as many targets (chosen when the virus activates) as you could normally affect with the attached power (modified by any other powers or feats that affect targeting), and it affects all these targets at the same time, regardless of the power's normal range. You can affect multiple targets at once with feat powers. Range-based feats (like Elite Hacker) are still limited by their range, but Viral Propagation is not.

Unique Programs: There are a handful of programs that break certain rules. These exceptions will be clearly indicated in the program entries. These are a few of the noted unique programs:

- Self replicating viruses.
- Programs that attack firewalls themselves.
- Programs that fabricate realities which are obvious but still can't be dismissed ('Lotus Eater Machines').
- Programs disguised as benign, but actually malicious ('malware').

Some adventures include unique viruses that break rules detailed here. They are rare and nearly always dangerous.

Finding and Removing a Program: An invasive program will probably not reveal its presence until after it has done its work. A target may have a hostile virus in its system and never know it. In this case, the only way to find is to scan a system blind in hopes to locating and clearing the infection. Although you can search for programs or processes manually (requiring about six hours and a Computer Use check at a Hard DC), running a *diagnostic* program is much easier and generally more successful.

To remove a non-benign program, you must be aware of its presence and succeed on a Computer Use check against the ProgDC of the program. If you fail, you can generally try again, although particularly nasty malware may impose penalties to further attempts. Each attempt to remove the program takes 5 minutes.

Removing a benign program or a program that you have installed yourself is a free action.

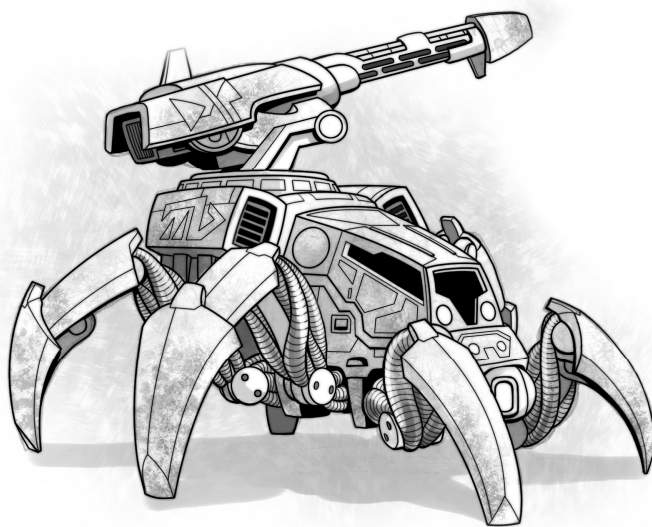
Copying Software: Because each brain is different, each GNOSIS pattern is different, thus each program is customized to your SEED when you purchase it.

Mass produced programs distributed by corporations require an activation process to match your SEED, making it incompatible to other users. If you transfer ownership, you must deactivate the software before the other party can activate it. When you program something yourself, it still must be tailored to your SEED (or the SEED of the intended recipient): as this requires special server equipment and software that is generally not affordable outside of government and corporate entities, most SEED providers allow custom software to be entered into the user's personal cloud storage, tying the software to their own activation servers. Some open source collectives also offer activation services, but without the benefit of cloud



Level	Program	Computer Use DC	Level	Program	Computer Use DC
1	Auto Drive (V1)	15	7	Broken Paranoia (V1)	19
1	Diagnostic, Basic (V1)	15	7	Encryption (V2)	21
1	Encryption (V1)	15	7	Firewall Booster (V2)	19
1	Function Algorithm (Benign)	15	7	Firewall Booster (V2)	19
1	Non-Vocal Communication	15	7	Firewall Trap (V2)	19
1	Open Conference	15	7	Logo Override (Invasion)	19
1	Phantom Cookie	15	7	Picture-in-Picture Satellite	19
1	Relay Input	15	8	Flash Memory Corruption (V2)	19
1	Remote Controller (V1)	15	8	Spyware Blocker	19
1	Scanner	15	9	Causality Algorithm	19
1	Search Algorithm (Benign)	15	9	Compression Software (V1)	19
1	Target ID	15	9	Flash Memory Recall	19
1	Target Pattern Analysis	15	9	Memory Erasure Plug (V1)	19
2	Logo Override (Benign)	15	10	Doppelganger Malware (V1)	21
3	Fabrication Anchor (V1)	15	10	Encryption (V3)	23
3	Hyper Virus (V1)	15	10	Filter Wall (V2)	21
3	GIA Scrambler(V1)	15	10	Firewall Brace (V2)	21
3	Shroud	15	10	Firewall Trap (V3)	21
4	Encryption (V2)	17	10	Function Algorithm (Invasion)	21
4	Firewall Booster (V1)	17	10	Hyper Virus, Pandora (V2)	21
4	Flash Memory Corruption (V1)	17	10	Remote Controller (V2)	21
4	Kick/Dump (V1)	17	10	Tracer (V2)	21
4	Tracer (V1)	17	11	Auto Drive (V2)	21
5	Diagnostic, Advanced (V2)	17	11	Kick/Dump (V2)	21
5	Filter Wall (V1)	17	11	Memory Simulation (V1)	21
5	Firewall Trap (V1)	17	11	Trans Router (V1)	21
5	Flash Memory Download	17	12	Broken Paranoia (V2)	21
5	Hyper Virus (V2)	17	12	Delay Virus (V2)	21
5	Hyper Virus, Pandora (V1)	17	12	Diagnostic, Elite (V3)	21
6	Delay Virus (V1)	17	12	Fabrication Anchor (V3)	21
6	Fabrication Anchor (V2)	17	12	GIA Scrambler(V3)	21
6	Firewall Brace (V1)	17	12	Sensory Transfer	21
6	Key Fob Simulation	17	13	Encryption (V4)	25
6	Memory Stalker	17	13	Firewall Trap (V4)	23
6	GIA Scrambler(V2)	17	13	Flash Memory Corruption (V3)	23
6	Search Algorithm (Invasion)	17	14	Doppelganger Malware (V2)	23

Level	Program	Computer Use DC	Level	Program	Computer Use DC
14	Firewall Booster (V3)	23	22	Encryption (V7)	27
14	Program Maintenance	23	22	Firewall Trap (V7)	29
15	Auto Drive (V3)	23	22	Tracer (V4)	29
15	Compression Software (V2)	23	22	Trans Router (V3)	29
15	Filter Wall (V3)	23	23	Broken Paranoia (V4)	29
15	Firewall Brace (V3)	23	23	Delay Virus (V3)	29
15	Hyper Virus (V3)	23	23	Memory Simulation (V4)	29
15	Hyper Virus, Pandora (V3)	23	23	Trojan Horse (V3)	29
15	Memory Simulation (V2)	23	24	Fabrication Anchor (V4)	29
15	Trojan Horse (V1)	23	24	GIA Scrambler(V5)	29
16	Encryption (V5)	27	25	Encryption (V8)	33
16	Firewall Trap (V5)	25	25	Firewall Trap (V8)	31
16	Multi-Attack Suite (V1)	25	25	Kick/Dump (V4)	31
16	Tracer (V3)	25	26	Hyper Virus, Pandora (V5)	31
16	Trans Router (V2)	25	27	Memory Simulation (V5)	31
16	Alertness Stimulation	25	27	Trojan Horse (V4)	31
17	Flash Memory Corruption (V4)	25	28	Doppelganger Malware (V5)	33
18	Broken Paranoia (V3)	25	28	Multi-Attack Suite (V3)	33
18	Delay Virus (V2)	25	28	Tracer (V5)	33
18	Doppelganger Malware (V3)	25	29	Delay Virus (V4)	33
18	Kick/Dump (V3)	25	29	GIA Scrambler(V6)	33
18	GIA Scrambler(V4)	25	29	Memory Erasure Plug (V3)	29
19	Encryption (V6)	27	30	Hyper Virus, Pandora (V6)	35
19	Firewall Trap (V6)	27			
19	Memory Erasure Plug (V2)	24			
19	Memory Simulation (V3)	27			
19	Trojan Horse (V2)	27			
20	Hyper Virus (V4)	27			
20	Hyper Virus, Pandora (V4)	27			
20	Multi-Attack Suite (V2)	29			
20	Remote Controller (V3)	27			
21	Auto Drive (V4)	27			
21	Filter Wall (V4)	27			
21	Firewall Booster (V4)	27			
22	Diagnostic, Business Edition (V4)	29			
22	Doppelganger Malware (V4)	29			



storage: software activated 'off the grid' in this way has to be backed up to physical media if the user wants to be able to reinstall it after deletion, and two copies of the same software still can't be activated at the same time.

Programs and Non-Freedivers: Certain programs (specifically, most viruses) are merely alternate delivery systems for hack powers. When used by a freediver, the power being used can usually be varied between activations. A non-freediver (or a freediver wishing to expand their repertoire) can buy these programs with a specific power already encoded in them: only encounter powers can be encoded, becoming daily powers subject to the normal rules for item daily power uses. The price of a program with an encoded power is calculated as though it were an item of one level higher than normal, and the program takes up an additional program slot (if the program allows for encoding multiple powers, add one level to the cost for each power and the program takes up an additional slot in your memory).

PROGRAM ENTRIES

Properties: Programs and viruses contain properties (like the properties of weapons) which dictate their construction, purpose, and ability. You cannot alter or remove an entry's properties.

- **Benign:** Most programs you can install are not malicious. Many utility and entertainment programs will present themselves for download automatically when within a specific locale or internet zone (such as Virtual Life cafes). If a beneficial program is installed remotely rather than directly, the target of the program is immediately aware of the attempted download and may reject it if they wish. If the program creates any sort of sensory impression on the target, they are aware of the fabrication and can terminate it at any time.

Personal programs are benign as well but do not reach beyond the confines of the SEED and any immediately connected systems. If the user is in paranoid mode, they cannot receive requests to download benign programs.

- **Deceptive:** The program appears to be benign. It superficially resembles a completely different program and will give no indication of its true purpose until it has been installed or run, although the user still has the option not to install it in the first place. Detecting a deceptive program prior to running it requires five minutes and a successful Computer Use check against the program's ProgDC.

- **Fabrication:** The program generates a virtual reality with visual, auditory, and sometimes even tactile and olfactory data. It may be benign or offensive, personal or external. This reality is generated within the brain: the user's natural senses continue to operate normally, and the user can switch between the virtual experience and the real one at any time unless the program specifically prevents

this. Note that while fabrication programs may superficially resemble the effects of powers with the illusion keyword, they operate on a different level of complexity, and thus abilities or feats relating to illusion powers do not affect fabrication programs.

- **Independent:** The program operates autonomously. It has its own initiative count (rolled when the program is activated) and can take a single action (dictated by its programming) on its turn without additional input.

- **Invasion:** The program must be implanted in an enemy system before it activates. Implanting a program requires defeating any firewalls the system may possess and uploading the program (a standard action unless stated otherwise: no attack roll is required to upload a program). The target is not necessarily aware of the program's presence unless it inflicts neural damage or otherwise produces an obvious effect, or unless they possess class features, powers, feats, or special equipment that enables them to detect malicious intrusion. Invasion programs that occupy program slots cannot be deleted by formatting the SEED or deleting that specific slot. You must locate the intruder, either through a manual search or a *diagnostic* program, to delete it.

- **Personal:** The program only affects the system on which it is installed. They can be transferred to others but not copied.

- **Stealth:** The program is designed to be unobtrusive. It installs without prompting the recipient and is not detectable by any means other than with a *diagnostic* program (the effects of the program may be obvious and the target may realize that they have been affected, but the program itself cannot be detected or removed manually).

- **Unique:** Unique programs have an effect that alters or ignores a hacking rule.

Program Slots: This indicates how many program slots this program or virus occupies in your SEED. Most take only one; a few take two or more. Once a program occupies a slot, those slots cannot be used unless the program is moved or deleted. If the program needs to be installed on the target system to activate, the target must have enough available space to receive it. The number of slots occupied in the target is indicated in parentheses. If the program requires more slots than the SEED's total capacity, then the program cannot be used against that target until space is made available. Program slots occupied by foreign programs do not count as holding programs themselves (and thus cannot be targeted by other programs that delete or subvert existing programs).

Level: The minimum level required to create the program. There is no level requirement to run a program.

Price: The base cost of the completed program. The final cost of the program may depend on availability and vendor markup, at the GM's discretion: programs you create

yourself are not subject to markup. All invasion programs are illegal and can only be bought from black market sources – the GM may require a Streetwise check to locate an appropriate vendor.

Computer Use DC: This is the DC the programmer must make to create the program, as well as the number of hours of work required to do so.

ProgDC: This is the default program DC the program has if you choose to purchase it instead of creating it yourself. If you created the program, use the formula listed under Program DC to determine the ProgDC.

Action: The action required to run the program.

Prerequisite/Requirement: Some programs can only be used in specific circumstances. These will be listed here.

Effect: What the program actually does.

Advanced Versions: Many programs can be bought or built at different levels of effectiveness. Any changes to the program at these levels are indicated here.

ALERTNESS STIMULATION

Properties: Personal

Program Slots: 2 **Level:** 17

Price: 25,000 **Computer Use DC:** 25

ProgDC: 21 **Action:** None (Special)

Requirement: This program can only be used during a short rest.

Effect: You are considered to have taken an extended rest. The program remains active until your next extended rest. If you terminate the program early (by cancelling, moving, or deleting it), you fall unconscious and automatically take an extended rest (six hours). You cannot have more than one *alertness stimulation* in operation at any time and can only activate it once per day.

AUTO-DRIVE

Properties: Personal

Program Slots: 1 **Level:** 1

Price: 360 **Computer Use DC:** 15

ProgDC: 15 **Action:** Move

Requirement: You must know the GIA and have the key fob or security token for the target vehicle.

Effect: You gain hands-free access to the vehicle's controls while within it or within one square of it. You may also slave it under an automatic system (part of the *auto-drive* program) which allows the vehicle to drive itself. If you remote control the vehicle, you must still use a move action to control it but both hands remain free and you neither receive penalties nor need to make a control roll to use standard actions while driving. If you use the program to drive for you, the program gains the independent property: It has a +5 bonus to Vehicle Operation skill checks (not very effective for stunts). When the program is driving, you do not need to use your own actions to control the vehicle. However, the moment you move more than one

square from the vehicle, the *auto-drive* terminates. Physical control over the vehicle overrides the *auto-drive*, but does not deactivate it.

Special: To access the vehicle beyond a one-square range, you must access or hack the local automatrix. If you do have control over the automatrix, your remote control range is limited to the entire city.

Advanced Versions: Advanced versions of this program increase the bonus to Vehicle Operation checks when operating independently.

Level	Price	DC	ProgDC	Effect
11	4,200	21	17	+10
15	17,000	23	19	+15
21	105,000	27	24	+20

BROKEN PARANOIA

Properties: Invasion, Stealth

Program Slots: 1 (0) **Level:** 7

Price: 1,000 **Computer Use DC:** 19

ProgDC: 17 **Action:** Move

Effect: When implanted, the program creates a hole in the target's paranoid mode, preventing the target from completely severing the connection to the outside world. The target is unaware of the infection, and can still go paranoid against any outside connection other than yours. This does not affect any of the target's firewalls. The hole remains open until you shut the program down, until the target finds and deletes it from their system, or until the end of the encounter (or five minutes)

Advanced Versions: Advanced versions of this program increase the maximum time the hole remains in effect.

Level	Price	DC	ProgDC	Effect
12	5,000	21	18	1 day
18	45,000	25	21	1 week
23	225,000	29	26	until removed

CAUSALITY ALGORITHM

Properties: Defensive

Program Slots: 2 **Level:** 9

Price: 2,600 **Computer Use DC:** 19

ProgDC: 17 **Action:** Minor

Effect: When you obtain this program, store any one utility power you know within it. This power cannot be changed later: if you wish to implant a different power, you must obtain another copy of the program. When you activate the program, you use the power as part of the same action. Once activated, it counts as use of that power: if you

have no uses of the power remaining, you cannot activate the program.

COMPRESSION SOFTWARE

Properties: Personal

Program Slots: 1 **Level:** 9

Price: 2,600 **Computer Use DC:** 19

ProgDC: 17 **Action:** None

Effect: Choose one of your program slots: that slot now counts as two slots. Any programs that occupy one of these slots (even partially) are slower to activate, requiring an additional minor action to use.

Special: *Compression software* cannot be imitated by a Trojan or doppelganger. If deleted by an attack, not only is the *compression software* deleted, so is any program occupying any of the extra slots.

Advanced Versions: There is only one advanced version of this program. It expands the single space to three.

Level	Price	DC	ProgDC	Effect
15	17,000	23	17	3 slot*

*: All programs using these slots require an additional move action to activate instead of a minor action.

DIAGNOSTIC

Properties: Personal

Program Slots: 1 **Level:** 5

Price: 150 **Computer Use DC:** 15

ProgDC: 15 **Action:** None

Effect: This program hunts down and eliminates unwanted viruses and malware in a brain or server. It automatically performs a scan at the start of each extended rest and whenever you ask it to. When it is performing a scan, you cannot be in paranoid mode and you cannot activate any firewall or SEED power, nor use any programs until the scan is over. The scan takes five minutes. You may then make a single Computer Use or Perception check with a +2 bonus to locate any invader. If the roll beats the ProgDC of any invasion or stealth program currently running on your system, you detect the program. You may then attempt to remove it (using normal rules) or allow the program to do it for you.

Special: This program can also detect active hack attempts: instead of rolling against the ProgDC of a program, the result of your Computer Use or Perception check is opposed by the hacker's Computer Use check.

Advanced Versions: Advanced versions of the program grant you a bonus to Computer Use checks made to detect and delete harmful software, automatically delete threats below a minimum ProgDC, and have an innate Computer Use bonus of their own to attempt to automatically delete higher-rated threats.

Level	Price	DC	ProgDC	Effect
5	680	17	15	+2 item bonus to Computer Use; deletes ProgDC 15 or lower; +5 innate Computer Use
12	5,000	21	17	+4 item bonus to Computer Use; deletes ProgDC 20 or lower; +10 innate Computer Use
22	125,000	29	25	+6 item bonus to Computer Use; deletes ProgDC 25 or lower; +15 innate Computer Use

DELAY VIRUS

Properties: Invasion, Stealth, Unique

Program Slots: 1 (0) **Level:** 6

Price: 840 **Computer Use DC:** 17

ProgDC: 15 **Action:** Move

Effect: When you activate this program, choose one encounter or daily hack attack power you know to be embedded in a virus which you then upload into an enemy's system. Embedding a power within the virus counts as a use of the power. You also specify a condition under which the virus will activate (such as hearing a specific phrase or seeing a particular icon): if you are currently diving the target, you can also activate the virus as a minor action on your turn or as an immediate interrupt). When the condition is met or the virus is manually activated, the embedded power immediately takes effect and targets the enemy: the attack ignores any of the target's active Firewall defenses, as it activates from within the target system. After the power has run its course, the virus deletes itself unless the hack power is reliable and it misses, in which case it remains, able to be attempted again.

Special: Powers attached to a delay virus is expended when you attach it to the virus, not when the program activates: it remains expended until your next rest of the appropriate type after the virus activates or you cancel the virus. If you are diving multiple eligible targets, you can download a copy of the virus to each target simultaneously with a single move action. You can also upload the virus to multiple targets at different times; however, when the virus is activated it will only affect as many targets (chosen when the virus activates) as you could normally affect with the attached power (modified by any other powers or feats that affect targeting), and it affects all these targets at the same

time, regardless of the power's normal range. You can affect multiple targets at once with feat powers. Range-based feats (like Elite Hacker) are still limited by their range, but Viral Propagation is not.

Advanced Versions: Advanced versions of this program increase the number of powers you can place in the virus, and the number of times you can activate it before the virus deletes itself. You can still only use one power per activation, and each activation still counts as a normal use of that power (so you cannot use an embedded daily power more than once per day, no matter how many times you can activate the virus).

Level	Price	DC	ProgDC	Effect
12	5,000	21	18	2 powers / 1 activation
18	45,000	25	21	2 powers / 2 activations
23	225,000	29	25	3 powers / 3 activations
29	1,625,000	33	28	3 powers / 5 activations

DOPPELGANGER MALWARE

Properties: Invasion

Program Slots: Special **Level:** 10

Price: 3,400 **Computer Use DC:** 21

ProgDC: 18 **Action:** Standard

Effect: When you activate this program, choose one encounter or daily hack attack power or different program you know to be embedded in a malware shell which you then upload into an enemy's system. Embedding a power in the shell counts as a use of the power. It infiltrates one program of your choice, erases it, and mimics its outward appearance to replicate the program it is taking over. The program or power takes effect the moment the infected program is activated.

The *doppelganger malware* occupies 1 program slot in your memory if it stores an encounter power, 2 slots if it stores a daily power, and the same number of slots as any stored program. On the enemy's system, it occupies the same number of slots as the program it replaces (and will always target a program with the same number of slots to replace, if possible: if there are no programs with the requisite number of slots, it will take up additional slots, but this grants the target a +2 bonus to attempts to locate and debug the malware).

Advanced Versions: Advanced versions of this program increases the *doppelganger malware's* bonus to ProgDC.

Level	Price	DC	ProgDC	Effect
14	13,000	23	22	+4
18	45,000	25	25	+5
22	125,000	29	30	+6
28	1,125,000	33	35	+8

ENCRYPTION

Properties: Benign, Personal

Program Slots: 1 **Level:** 1

Price: 150 **Computer Use DC:** 15

ProgDC: 15 **Action:** Standard

Effect: Once the program is activated, your next cybercel communication is shielded from outside monitoring. Normally, anyone with access to the communication network's hub can monitor any call: while this program is active, an outsider must beat its ProgDC to tap into the communication. All participants in the communication must be using *encryption*, or the program has no effect: if the programs have different ProgDCs, use the average (round down) as the DC to beat. Once you activate encryption, it lasts for the length of the conversation and cannot be used again until that communication is severed.

Special: You can also use *encryption* for links between memory storage devices and virtual experiences. When accessing a storage device, only you need to be using *encryption*: for sharing experiences, all participants must use it, as normal.

Advanced Versions: Advanced versions of this program increases the base ProgDC. Advanced *encryptions* are particularly difficult to create because of their function.

Level	Price	DC	ProgDC	Effect
4	520	17	17	--
7	1,000	21	21	--
10	3,400	23	23	--
13	9,000	25	25	--
16	21,000	27	27	--
19	65,000	29	29	--
22	125,000	31	31	--
25	425,000	33	33	--

FABRICATION ANCHOR

Properties: Benign OR Invasion, Fabrication

Program Slots: 1 (0) **Level:** 3

Price: 360 **Computer Use DC:** 15

ProgDC: 15 **Action:** Standard

Effect: This bizarre program implants a virus that displaces a person's perception, causing them to see a Small sized or smaller object as a different object. Every time you implant this virus, you anchor it to a specific object: the illusion only affects that particular object, and not other instances of similar objects. You can change the fabrication and the anchor each time you implant a target. The object must be around the same size and shape: for example, you can make a bottle of vinegar look like a bottle of wine or a scrap piece of paper look like it has something written on it. The more similar the object and the illusion, the easier it is to maintain. You can increase the detail by altering the Computer Use DC.

Level of Detail	Increase DC
Visual only	0
Visual and auditory	+1
All senses	+2
Animated	+2
Visual only	0
Visual and auditory	+1
All senses	+2
Animated	+2
Visual only	0
Visual and auditory	+1
All senses	+2
Animated	+2
Visual only	0

Benign versions of this program are frequently used in advertising. The benign version only affects a target within a designated zone and the target is aware of the fabrication despite its believability. Invasion variations of this program remain until the program is cleared, and the target is not aware of the fabrication unless they have reason to suspect it and beat the program's ProgDC with an Insight or Perception check.

Special: If you are diving in several targets at once, you can upload the virus to all of them as a single action. As it uses the same instance of the program, each target sees the same fabrication.

Advanced Versions: Advanced versions of this virus allow you to fabricate larger objects. The size listed allows you to fabricate that size and smaller.

Level	Price	DC	ProgDC	Effect
6	840	17	15	Medium
12	5,000	21	17	Large
24	325,000	29	25	Any size

FILTER WALL

Properties: Invasion

Program Slots: 1 (0) **Level:** 5

Price: 680 **Computer Use DC:** 17

ProgDC: 15 **Action:** Standard

Effect: This virus prevents a firewall from completely closing. Although the firewall believes it is closed when it is reset, and it is actually closed against other attackers, you can enter a keycode (as a free action) to disable that firewall against one hack attempt (if the target has multiple firewalls, they must be penetrated as normal). The keycode can also be given to an ally that you know the GIA of. While *filter wall* is being used, it cannot be employed against another target, although multiple instances of the program can be run against the same target if it has more than one firewall. The *filter wall* lasts until the end of the encounter (or five minutes) or until the keycode is used once.

Advanced Versions: Advanced versions of this virus keeps the *filter wall* open longer and allows more uses of the keycode.

Level	Price	DC	Prog DC	Effect
10	3,400	21	18	1 hour / 3 uses
15	17,000	23	20	1 day / 5 uses
21	105,000	27	24	until removed / unlimited

FIREWALL BOOSTER

Properties: Personal

Program Slots: 1 **Level:** 4

Price: 520 **Computer Use DC:** 17

ProgDC: 15 **Action:** None

Effect: One of your firewalls gains a +1 item bonus to Firewall defense. This program is always on, and you cannot have more than one *firewall booster* operating in a given system at any one time. While the program is installed, you suffer an additional -1 penalty to all hack attack rolls.

Advanced Versions: Advanced versions of this program grant a greater item bonus to Firewall defense but also incur a greater penalty to hack attack rolls.

Level	Price	DC	ProgDC	Effect
7	1,000	19	16	+2 Firewall / -3 Attack
14	13,000	23	20	+3 Firewall / -4 Attack
21	105,000	27	24	+4 Firewall / -6 Attack

FIREWALL BRACE

Properties: Invasion

Program Slots: 1 (0) **Level:** 6

Price: 840 **Computer Use DC:** 17

ProgDC: 15 **Action:** Standard

Effect: Activate this program after breaching an opponent's firewall (you do not need to completely breach their system). The *firewall brace* throws up a maze algorithm in a breached firewall, preventing it from being reset or closed by any means (such as going paranoid) until the end of your next turn. The target is aware that the firewall will not reset. While keeping the breach open, the *firewall brace* cannot be used against another firewall, and it cannot be used again against the same firewall until the end of the encounter (or five minutes).

Advanced Versions: Advanced versions extend the amount of time the *firewall brace* remains in effect.

Level	Price	DC	ProgDC	Effect
10	3,400	21	17	+2 rounds
15	17,000	23	19	+3 rounds

FIREWALL TRAP

Properties: Independent

Program Slots: 1 **Level:** 5

Price: 680 **Computer Use DC:** 17

ProgDC: 15 **Action:** None

Effect: The *firewall trap* is a program with advanced detection subroutines to respond violently to outside attack. Designate one of your firewalls when you install this program: if that firewall is breached, the invader must beat the ProgDC of the *firewall trap*, or they immediately take 2d4 + your Intelligence bonus neural damage and you are alerted to their presence. This does not prevent the enemy from taking any other actions.

Advanced Versions: Advanced versions of this program increases the base ProgDC and the base damage of the trap.

Level	Price	DC	ProgDC	Effect
7	1,000	19	17	3d4
10	3,400	21	18	4d4
13	9,000	23	20	4d4
16	21,000	25	21	4d4
19	65,000	27	24	5d4
22	125,000	29	25	5d4
25	425,000	31	28	6d4

FLASH MEMORY CORRUPTION

Properties: Fabrication, Invasion

Program Slots: 1 (0) **Level:** 4

Price: 520 **Computer Use DC:** 17

ProgDC: 15 **Action:** Standard

Effect: This hostile program targets the enemy's flash memory. It can adjust an experience, insert a new one (at the expense of another if the flash memory is full), or delete one completely. You can alter up to one minute of memory. It cannot erase any memory currently being accessed or anything in the target's natural short-term memory (effectively, anything that has occurred during the present encounter or scene or within the last five minutes). If the attack is not detected, then the alteration is not noticed.

Advanced Versions: Advanced versions of this virus allow you to modify longer memories.

Level	Price	DC	ProgDC	Effect
8	1,800	19	16	5 minutes
13	9,000	23	19	10 minutes
17	25,000	25	21	20 minutes

FLASH MEMORY DOWNLOAD

Properties: Invasion

Program Slots: 1 **Level:** 5

Price: 680 **Computer Use DC:** 17

ProgDC: 15 **Action:** Standard

Effect: This simple program started—and it still best known—as a SEED spyware program that relays your SEED model and programs. It was cracked and enhanced to patch into a target's flash memory. This is usually an hour's worth of experiences but can often contain favorite life moments or crucial information the target has yet to delete. Identities, contact numbers, pin numbers, and access codes are often stored in flash memory. The program requires one minute (ten rounds) per hour of flash

memory downloaded. You are made aware of the general contents of the memory as it downloads (although determining details requires real-time review and/or Perception checks at the GM's discretion) and may choose to save any or all of it to your own flash memory.

FLASH MEMORY RECALL

Properties: Benign

Program Slots: 1 **Level:** 9

Price: 2,600 **Computer Use DC:** 19

ProgDC: 17 **Action:** None

Effect: This program is always running. It analyzes the flash memory of your last encounter and offers possible solutions you can learn from in case a similar crisis was to occur. You gain two action points when you reach your first milestone of the day instead of one. Multiple instances of this program have no effect except as backup.

FUNCTION ALGORITHM

Properties: Benign OR Invasion

Program Slots: 1 **Level:** 1/10

Price: 150/3,400 **Computer Use DC:** 15/21

ProgDC: 15/18 **Action:** Standard

Effect: This program is designed to take control of functions within servers. Make a Computer Use check with a -4 penalty against the Function DC of the target server function (see Opponents). If the check succeeds, you may set the chosen function as you wish and the program will lock it to that setting until such time as you change it again. Each *function algorithm* can only be used against one function at a time: you must have another *function algorithm* or deactivate the current one to attempt to take over a different function. The function remains under the program's control until the end of the encounter (or 5 minutes) or until you deactivate the program. Once the *function algorithm* is active on the server, you do not need to be on the server layer or have breached the server's firewalls in order for the program to run: however, if you wish to adjust the function or terminate the program, you will have to have direct access.

GIAS [GIA SCRAMBLER]

Properties: Personal

Program Slots: 1 **Level:** 3

Price: 360 **Computer Use DC:** 15

ProgDC: 10 **Action:** None

Effect: This handy program automatically resets your GIA at the start of your turn. If there is an attacker already in your system/SEED, they know the refreshed GIA as well, making this program useless against hackers currently diving in your system or brain.

If you are attempting a *back-hack* against someone with a *GIAS*, you make a Computer Use check against the ProgDC to in order to circumvent the *GIAS*. If you fail to

beat the ProgDC, the *back-hack* fails and you cannot try again until the next hack attempt.

Advanced Versions: Because GIA resets are developed to fight *tracer* programs and *back-hacks*, higher ProgDCs make it difficult for *tracer* to succeed.

Level	Price	DC	ProgDC	Effect
6	840	17	15	--
12	5,000	21	21	--
18	45,000	25	25	--
24	325,000	29	29	--
29	1,625,000	33	33	--

HYPER VIRUS

Properties: Invasion, Stealth, Unique

Program Slots: 1 **Level:** 3

Price: 360 **Computer Use DC:** 15

ProgDC: 15 **Action:** Move

Effect: This virus takes advantage of a split-second break in the target's firewall to infiltrate silently. Choose one hack power you know to be delivered by the virus, and state how many rounds will elapse before the virus activates: it will automatically use that power (with no additional action required) at the start of your turn on that round. If the hack power is reliable and it misses, it will try again at the beginning of your next turn and continue to do so until removed or until it succeeds. You can change which power is embedded each time you use the program. After the virus hits with the power, it automatically deletes itself.

Special: Powers attached to a hyper virus is expended when you attach it to the virus, not when the program activates: it remains expended until your next rest of the appropriate type after the virus activates or you cancel the virus. If you are diving multiple eligible targets, you can download a copy of the virus to each target simultaneously with a single move action. You can also upload the virus to multiple targets at different times; however, when the virus is activated it will only affect as many targets (chosen when the virus activates) as you could normally affect with the attached power (modified by any other powers or feats that affect targeting), and it affects all these targets at the same time, regardless of the power's normal range. You can affect multiple targets at once with feat powers. Range-based feats (like Elite Hacker) are still limited by their range, but Viral Propagation is not.

Advanced Versions: Advanced versions of this virus allow you to embed more powers. These activate sequentially, not simultaneously, in the order you designate. When one effect ends, the next activates automatically at the start of your next turn. If you downloaded the virus into

multiple targets, you can select a different target for each embedded power, but the powers still activate in the designated sequence. When all the powers are activated, the virus deletes itself.

Level	Price	DC	ProgDC	Effect
5	680	17	15	2 powers
15	17,000	23	20	3 powers
20	85,000	27	25	4 powers

HYPER VIRUS, PANDORA

Properties: Invasion, Stealth, Unique

Program Slots: 2 (1) **Level:** 5

Price: 680 **Computer Use DC:** 17

ProgDC: 15 **Action:** Standard

Effect: This program is identical to the standard *hyper virus*, except that it is not limited to hack powers that you know. Any 1st-level encounter or daily hack power can be encoded in the virus.

Special: This program enables non freedivers to gain access to daily hack powers. All other restrictions for pre-encoded powers still apply.

Advanced Versions: Advanced versions of this virus allow you to insert a more powerful power.

Level	Price	DC	ProgDC	Effect
10	3,400	21	18	Level 5 or lower
15	17,000	23	20	Level 9 or lower
20	85,000	27	24	Level 15 or lower
26*	525,000	31	28	Level 20 or lower
30*	2,125,000	35	31	Level 25 or lower

* This program occupies 3 slots in your memory and 2 slots in the target.

KEY FOB SIMULATION

Properties: Unique

Program Slots: 1 **Level:** 6

Price: 840 **Computer Use DC:** 17

ProgDC: 15 **Action:** Standard

Requirement: You must know the target vehicle's GIA.

Effect: With this program installed, your SEED simulates a vehicle's key fob, which is required to access windows, doors, and the vehicle's ignition. In addition to the vehicle's GIA, you will also need to know the VIN of the target vehicle. If you have the key fob in your possession, the program will duplicate the VIN automatically when you activate it; otherwise, the program

requires 2d4 rounds to acquire the VIN of a civilian vehicle (military VINs are located on secure servers and cannot be accessed by unauthorized programs: to hack a military vehicle, you must have the key fob or have direct access to its server). You gain access to all the vehicle's functions at the start of your turn on the round that you acquire the VIN. The program cannot be used again until this process is complete.

KICK/DUMP

Properties: Invasion

Program Slots: 1 **Level:** 4

Price: 520 **Computer Use DC:** 17

ProgDC: 15 **Action:** Standard

Effect: This program deletes another program currently residing in a specific program slot. Only single-slot programs can be targeted. You must still beat the program's ProgDC in order to delete it.

Advanced Versions: Advanced versions of this virus allow you to delete larger programs, or more than one program at a time: if deleting multiple programs, you must be able to affect all that program's slots.

Level	Price	DC	ProgDC	Effect
11	4,200	21	18	2 slots
18	45,000	25	21	3 slots
25	425,000	31	27	5 slots

LOGO OVERRIDE

Properties: Benign OR Invasion, Fabrication

Program Slots: 1 (0/1) **Level:** 2/7

Market Price: 250/1,000 **Computer Use DC:** 15/19

ProgDC: 15/17 **Action:** Standard

Effect: You create an image that appears in a target's visual sensory input. This is not a realistic fabricated reality but a single sprite or icon. The icon can have limited animation and/or sound but is limited to two dimensions, and cannot significantly restrict the target's vision.

Special: The number before the slash in the above listing indicates the business version of the program: the number after the slash is for a cracked version. The business version is benign, activating virtual logos as consumers approach rooted points where advertisement space has been paid for. The second version is an invasion program which does not allow the target to dismiss the logo until the program can be removed.

MEMORY ERASURE PLUG

Properties: Invasion OR Personal

Program Slots: 1 **Level:** 9

Price: 2,600 **Computer Use DC:** 19

ProgDC: 17 **Action:** Standard

Effect: You select a specific memory in the target's flash memory or real memory (up to 10 minutes' worth), or up to two program slots (which can include the one this program is installed in). When you activate this program, it erases those selected memories or programs. If you are using this as an invasion program, you must use a *memory stalker* or *search algorithm* to locate the memory before you can delete it.

Advanced Versions: The advanced versions of this program enable you to delete more at a single stretch.

Level	Price	DC	ProgDC	Effect
19	65,000	24	22	30 minutes or 4 slots
29	1,625,000	29	27	1 hour or 8 slots

MEMORY SIMULATION

Properties: Fabrication, Invasion

Program Slots: 1 (0) **Level:** 11

Price: 4,200 **Computer Use DC:** 21

ProgDC: 18 **Action:** Standard

Effect: You implant a false memory in the target. The false memory reflects an experience up to one hour long, and does not need to be a completely detailed record of the experience, as the target's mind will automatically fill in details from a broad-strokes impression based on their other experiences. The memory requires five minutes to fully set, at the end of which time you make a Bluff check against the target's passive Insight, with a +1 item bonus for each point by which you beat the Computer Use DC to create the program (to a maximum of +5). If you fail, the memory does not implant: the target may still recall it later, but only as a particularly memorable dream. If you succeed, the target accepts the memory as truth, and you gain a +3 item bonus to any Bluff or Diplomacy skill check against the target when performing actions related to that memory: even if the memory is later proven fraudulent, you still gain a +1 item bonus to the first attempt to invoke it, as it still seems real to the target unless they have deleted it by other means.

If the target is a server, instead of a memory you create a false data file and modify the server's system so that it appears that the file had always been there (this only affects the system's current configuration, not any backups). Use the standard memory conversion guidelines and/or common sense to determine the maximum size of the file.

After setting the memory, the program erases itself from the target.

Advanced Versions: Advanced versions of this program increase the length of the memory.

Level	Price	DC	ProgDC	Effect
15	17,000	23	19	24 hours
19	65,000	27	24	1 week
23	225,000	29	24	1 year
27	625,000	31	27	10 years

MEMORY STALKER

Properties: Invasion

Program Slots: 1 **Level:** 6

Price: 840 **Computer Use DC:** 17

ProgDC: 15 **Action:** Standard

Effect: This program trawls the target's flash memory for information, such as identities, contacts, passwords, and so on. You must designate the specific information the program is looking for when you implant it: if the parameters are too general (GM's discretion) the program will prompt you to be more specific before it activates. Once per round at the start of your turn, make a Computer Use check against the target's Will defense (even if the target is firewalled again). If you succeed, the program uploads any relevant information to your SEED or server and then deletes itself from the target's memory: if there is no relevant information, you are informed of this fact before the target deletes itself.

MULTI-ATTACK SUITE

Properties: Invasion, Unique

Program Slots: 2 **Level:** 16

Price: 21,000 **Computer Use DC:** 25

ProgDC: 21 **Action:** Standard

Effect: This program is actually a custom assortment of pre-designed attack algorithms and firewall breakers. You are able to fire it off and have it act while you plan a different attack. You may implant any two at-will hack attack powers in the suite which go off in sequence as free actions when you activate the program, with a -2 penalty to their attack rolls (you are still considered the source of these attacks, and they can be traced to you just as if you had activated them yourself). The first time in an encounter that you use this power, it keys itself to your chosen target: the program cannot be used against a different target in this encounter, and can only be used once per round.

Special: You can install this program into a system other than yours and activate it remotely. The second system cannot be paranoid when you install it, and the operator of the system cannot use the program themselves: you set it to either activate as soon as installed (against a target you designate) or in response to a pre-determined event. The program still uses your attack bonus for its encoded powers, but the source of the attack is considered to be the second system instead of you.

Advanced Versions: Advanced versions allow you to implant more at-will hack attack powers.

Level	Price	DC	ProgDC	Effect
20	85,000	27	24	3 powers
24	325,000	29	25	4 powers
28	1,125,000	33	29	5 powers

NON-VOCAL COMMUNICATION

Properties: Benign

Program Slots: 1 **Level:** 1

Price: 150 **Computer Use DC:** 15

ProgDC: 15 **Action:** Minor

Effect: This program uses neural input and a print of your voice to synthesize SEED-to-SEED communication without the need of speech. Once you activate the program, anyone you are communicating with electronically can hear you perfectly without the need for you to speak. This lasts until the end of the conversation, the end of the encounter, or five minutes, whichever comes last.

OPEN CONFERENCE

Properties: Benign, Fabrication

Program Slots: 1 OR 2 **Level:** 1

Price: 150 **Computer Use DC:** 15

ProgDC: 15 **Action:** Standard

Effect: You or the server becomes the host of a conference call, with a maximum of 100 participants (including you). You (or a designated moderator) can invite, kick, ban, mute, or give moderator privileges to any member of the conference as a free action. Communication is voice- and text-only by default, but by allocating a second program slot to the program at the time of activation, you can create a very basic virtual reality environment for the conference. The conference room remains open until the end of your next turn (sustain minor).

PHANTOM COOKIE

Properties: Benign, Fabrication

Program Slots: 1 (0) **Level:** 1

Price: 150 **Computer Use DC:** 15

ProgDC: 15 **Action:** Standard

Effect: You create an artificial reality users can interact with in the real world. The complexity of the illusion depends of the cost and Computer Use DC. The base difficulty only allows an auditory and visual simulation and is usually limited to a single image (such as a piece of furniture or a person). The image, although appearing completely real, contains metadata that identifies it as illusory to SEEDs. A SEED can be configured to auto-accept or auto-deny *phantom cookies* or only accept them

from trusted sources. Because *phantom cookies* are location specific, anyone within 50 squares will see the image unless they refuse the program: Total Immersion versions of the program often network several *phantom cookies* to cover large areas, for training scenarios or MMO games.

Simulation	DC Modifier	Program Slot Increase
Tactile	+10	+1
Olfactory/Taste	+5	0
Illusion is a single large object	+2	0
Illusion/s occupies an entire room	+4	+1
Total Immersion (everything within 50 squares)	+10	+1

PICTURE-IN-PICTURE SATELLITE

Properties: Personal

Program Slots: 1 **Level:** 7

Price: 1,000 **Computer Use DC:** 19

ProgDC: 17 **Action:** Standard

Effect: This program creates a satellite feed in your vision that gives you an overhead view of a close burst 20 around you. You gain a +3 bonus to Perception within this area, but because of the distraction of the floating image, you suffer a -1 penalty to melee attack rolls. The feed lasts until you turn it off (as a free action).

PROGRAM MAINTENANCE

Properties: Personal

Program Slots: 1 **Level:** 14

Price: 13,000 **Computer Use DC:** 23

ProgDC: 19 **Action:** None

Effect: This program tracks your actions and movements and is able to automate certain functions. The program does not function while paranoid. When you activate the program, choose one of two effects:

Encounter: Sustain any hack power as a free action.

Daily: Reroll a failed knowledge or monster knowledge check.

RELAY INPUT

Properties: Benign, Personal

Program Slots: 1 **Level:** 1

Price: 150 **Computer Use DC:** 15

ProgDC: 15 **Action:** Minor

Effect: You can transmit any or all of your sensory inputs to any number of allies whose GIAs you know and

who also have this program. The ally can only experience either your senses or their own, but can switch between them at any time as a free action.

REMOTE CONTROLLER

Properties: Personal

Program Slots: 1 **Level:** 1

Price: 200 **Computer Use DC:** 15

ProgDC: 10 **Action:** Standard•

Effect: This program enables you to remotely activate a robot that is normally under your control (you must link the robot to the software with special access codes before it can be controlled). You can activate the robot as long as it is in Open range. You always know the GIA of a robot tied to your *remote controller*.

Special: If you have class abilities, feats or powers that enable you to activate robots as move or minor actions, this program can be activated using the same type of action.

Advanced Versions: Advanced versions of this program enable you to activate more than one robot with a single action.

Level	Price	DC	ProgDC	Effect
10	3,400	21	18	2 robots
20	85,000	27	24	3 robots

SCANNER

Properties: Invasion

Program Slots: 1 (0) **Level:** 1

Price: 150 **Computer Use DC:** 15

ProgDC: 15 **Action:** Standard

Effect: This program scans the target to indentify weaknesses and strengths as well as non-concealed memories. After the program activates, it reveals the following:

- Level, brand, and powers of the SEED.
- Levels, brands, and powers of all firewalls.
- All powers known by the target.
- All programs natively installed in the SEED (not foreign invasion programs or viruses).
- All implants currently in the SEED.

SEARCH ALGORITHM

Properties: Benign / Invasion

Program Slots: 1 (0) **Level:** 1 / 6

Price: 150 / 840 **Computer Use DC:** 15 / 17

ProgDC: 15 **Action:** Standard

Effect: This common program assists your search for a piece of online information. When you activate the program, define the search parameters: the program makes a Computer Use check with a -4 penalty each round at the start of your turn until it either finds the requested

information or determines that the information does not exist in the target system. The benign version of the program can only search unprotected or openly shared systems. The invasion version can trawl through encrypted systems, as well as the target's flash memory. The DC of the search is either the Will defense of the target (if searching for a memory or information on an active SEED) or is determined by the GM.

SENSORY TRANSFER

Properties: Invasion, Personal, Unique

Program Slots: 2 (1) **Level:** 12

Price: 5,000 **Computer Use DC:** 21

ProgDC: 18 **Action:** Standard

Effect: This program transplants an individual's (including your own) sensory input from one location to another. The target's auditory, optical, tactile, and/or olfactory inputs are transferred either into a simulated environment already running elsewhere, or into another body (in either case, the subject body or environment must not be currently firewalled). If the destination body already contains a consciousness, the target has no control over the subject. If the body is an empty prosthetic or robot, the target gains control over the functions of the machine. During this time, the target does not experience their own sensations from the transferred senses, only those from the subject location. If the target is already transferring their senses elsewhere, this program can also be used to hijack their telepresence. If the transfer is involuntary, it lasts until the end of your next turn but can be sustained as a move action. If the transfer is voluntary, it lasts until you or the other party severs the connection. If either party goes paranoid, the connection ends. *Sensory transfer* can only affect one target at a time, and can only be used once per encounter (or five minutes).

SHROUD

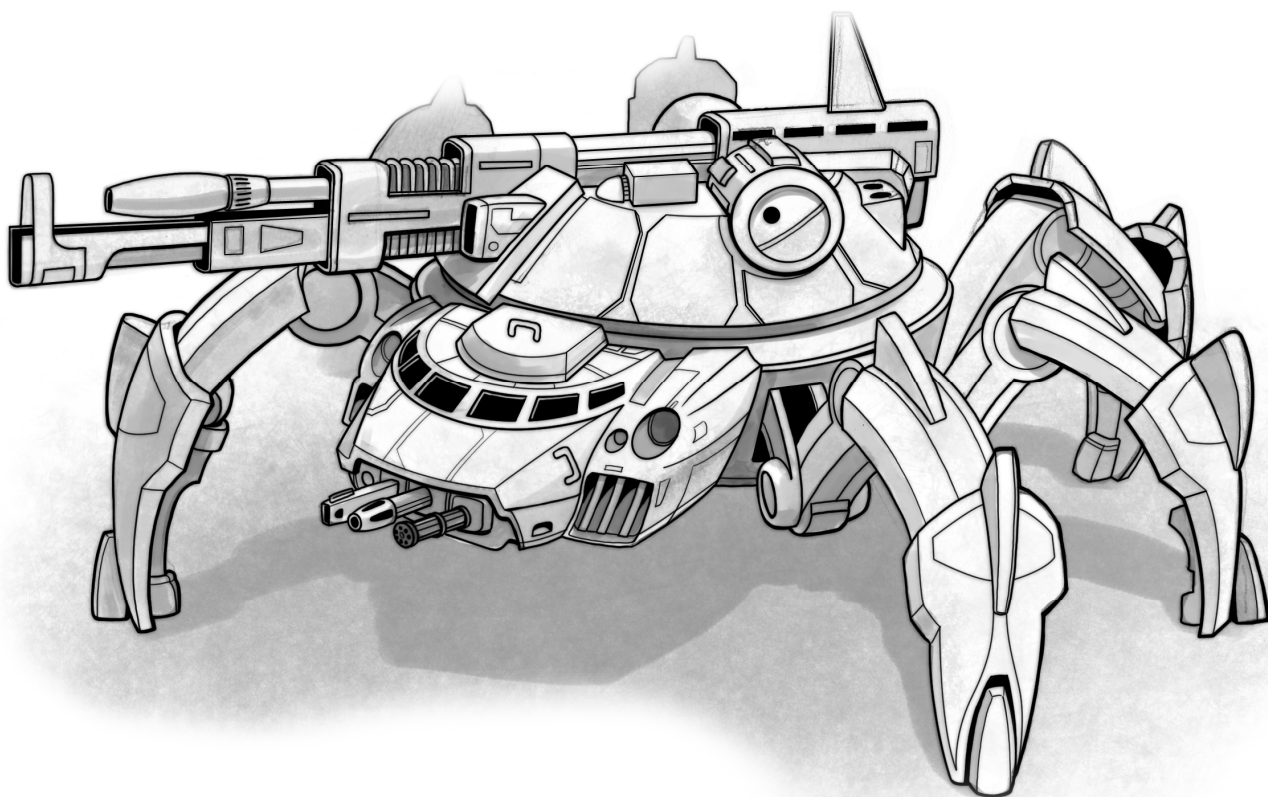
Properties: Personal

Program Slots: 1 **Level:** 3

Price: 360 **Computer Use DC:** 15

ProgDC: 15 **Action:** None

Effect: When you obtain this program, choose any other 1-slot program: this program appears to be the chosen program on all system scans. Select one other program on your system: that program is invisible to all scans (the program slots it occupies do not even appear to exist). The target program can only be located or deleted by first deleting the *shroud*.



SPYWARE BLOCKER

Properties: Personal

Program Slots: 1 **Level:** 8

Price: 1,800 **Computer Use DC:** 19

ProgDC: 17 **Action:** None

Effect: While this program is in your system, no outside source can determine any of the statistics of your system (including Firewall defense values, SEED model or installed programs). *Search algorithms* can still locate information, but suffer an additional -2 penalty to their Computer Use checks. *Scanners* do not function against your system.

TARGET ID

Properties: Benign, Personal

Program Slots: 1 **Level:** 1

Price: 150 **Computer Use DC:** 15

ProgDC: 15 **Action:** None

Effect: While this program is in your system, you broadcast your location to non-paranoid allies up to a mile away, and you are clearly designated as an ally while within line of sight of them.

TARGET PATTERN ANALYSIS

Properties: Personal

Program Slots: 1 **Level:** 1

Price: 150 **Computer Use DC:** 15

ProgDC: 15

Action: Move

Effect: When you activate this program prior to diving a target, it analyzes all the target's firewalls as you breach them, granting you a +2 bonus to attack rolls against any breached firewall until the end of the encounter. The program cannot be used against more than one target per encounter (or 5 minutes).

TRACER

Properties: Personal

Program Slots: 1

Level: 4

Price: 520

Computer Use DC: 17

ProgDC: 15

Action: Standard

Effect: If you receive an incoming communication or detect a hack in your system or brain, you can activate this program to trace the location of the incoming connection. If the attacker has a *GIA scrambler*, compare the ProgDC of your *tracer* to the ProgDC of the *GIAS*. If the *GIAS* ProgDC is higher, you must make a Computer Use check against it (as a separate action) to outsmart the scrambler before you can use *tracer* on it.

Once the search is complete, you know the target's GIA as well as their physical location on the planet. The target is considered to be within open range until the end of your next turn, at which point you lose the GIA of the target unless you are able to sustain it through other means (like line of sight) or if the GIA is fixed (like a server).

The time it takes to locate the source of the call or attack depends on where in the world the source is, measured in a number of rounds from the time you activate the program. If the target being traced disconnects the call or dive before the *tracer* completes its job, the trace fails. You learn the target's location at the end of your turn on the round the trace is complete.

Location	Time to trace
Within 50 squares	1 round
Between 50 squares and one mile	2 rounds
Between one mile and 50 miles	3 rounds
51-1000 miles	4 rounds
Beyond 1000 miles	5 rounds

Advanced Versions: Advanced versions have higher ProgDCs to combat *GLAS*. You also gain a bonus to your Computer Use skill when attempting to circumvent a *GLAS*.

Level	Price	DC	ProgDC	Effect
10	3,400	21	21	+1
16	21,000	25	25	+2
22	125,000	29	29	+3
28	1,125,000	33	33	+4

TRANS ROUTER

Properties: Personal

Program Slots: 1 **Level:** 11

Price: 9,000 **Computer Use DC:** 21

ProgDC: 17 **Action:** Standard

Effect: While this program is in effect, all your hack powers, communications, and programs which access the internet are routed through network hubs and satellites to make tracing your signal more difficult. The basic router increases the time *tracer* programs require to locate you by +1 round. As long as *trans router* is operating, you suffer a -1 penalty to all hack attack rolls and Computer Use checks. This program does not work against *back-hacks*.

Advanced Versions: Advanced versions have higher ProgDCs and increase the trace time.

Level	Price	DC	ProgDC	Effect
16	21,000	25	21	+2 rounds
22	125,000	29	25	+3 rounds

TROJAN HORSE

Properties: Invasion, Stealth

Program Slots: 1 **Level:** 15

Price: 17,000 **Computer Use DC:** 23

ProgDC: 19 **Action:** Move

Effect: This offensive program disguises itself as a different program, deletes the target program and waits to be activated, either inadvertently by the target or by you as a minor action (once the program is installed in the target system, you can transmit the activation command even if the target is firewalled. You implant up to two hack powers you know inside the program when you use it: implanting a power counts as a use of that power. You choose which order the powers activate, and whether they activate on the same command or separate commands, at the time you implant them. Once all embedded powers have been activated, the virus deletes itself, but the program slot remains corrupted until manually cleared.

Special: Power attached to a Trojan horse is expended when you attach it to the virus, not when the program activates: it remains expended until your next rest of the appropriate type after the virus activates or you cancel the virus. If you are diving multiple eligible targets, you can download a copy of the virus to each target simultaneously with a single move action. You can also upload the virus to multiple targets at different times; however, when the virus is activated it will only affect as many targets (chosen when the virus activates) as you could normally affect with the attached power (modified by any other powers or feats that affect targeting), and it affects all these targets at the same time, regardless of the power's normal range. You can affect multiple targets at once with feat powers. Range-based feats (like Elite Hacker) are still limited by their range, but Viral Propagation is not.

Advanced Versions: Advanced versions allow more powers to be implanted.

Level	Price	DC	ProgDC	Effect
19	65,000	27	23	3 powers
23	225,000	29	25	4 powers
27	625,000	31	27	5 powers





SIX: ANTAGONISTS

In the future, regardless of the environment or the motivation, the only true enemy is man. Mutants and aliens from another dimension have not invaded to unite the masses behind a common foe. Opponents are varied and committed.

Passive Perception (PP): Because monsters can be made aware of hack attacks, their passive Perception is listed with the Perception bonus for ease of reference.

HACKERS

Hackers are not open combatants and should not present themselves as a target. Their talent is in disrupting enemy lines while armed allies move in for the kill. If on their own or with other hackers, they make it their objective to make the encounter as frustrating as possible, preventing enemies from attacking and souring whatever victory they could hope for. If possible, hackers never reveal themselves and if successful, their enemies will not even know they are being hacked. Unless a hacker targets a superior opponent, their presence should be invisible.

NUGENIC CYPHER TACTICS

The nugenic cypher will slide enemies out of cover into the open where the cypher's allies can take full advantage. If

pressed, the cypher will dominate its enemies and use them against one another.

TRUEBORN SAVANT TACTICS

The trueborn savant will make use of its hack attacks to put itself in as little danger as possible. If things go poorly, it will attempt to become invisible and flee.

VIRTUANT SYSOP TACTICS

The virtuant sysop will use its *snow crash* ability aggressively, and will use *SEED fault* to allow its allies to get the most out of their own fire.

Trueborn Savant		Level 4 Controller
Medium natural humanoid		XP 175
Initiative +2	Senses Perception +11 (PP 21)	
HP 53; Bloodied 26		
AC 18; Fortitude 14, Reflex 15, Will 17, Firewall 18		
Speed 6		
STANDARD ACTIONS		
☹ Pistol (weapon) • At-Will		
Attack: Ranged 15/30 (one creature) +6 vs. AC		
Hit: 1d6 +2 damage		
Only Do Eyes (hack, neural) • At-Will		
Attack: GIA (one non-firewalled creature) +11 vs. Will		
Hit: The target is blinded until the beginning of the trueborn savant's next turn.		
Vanish Trigger (hack) • Recharge ☹☹☹		
Attack: Close burst 10 (each non-firewalled enemy) +11 vs. Will		
Hit: The trueborn savant is invisible to the target until the end of the trueborn savant's next turn.		
MOVE ACTIONS		
☹ SQL Injection (hack) • At-Will		
Attack: GIA (one firewalled creature) +11 vs. Firewall		
Hit: The target's topmost active firewall is breached.		
Stalled Compile (hack) • At-Will		
Attack: GIA (one non-firewalled creature) +11 vs. Will		
Hit: The target is dazed until the end of the trueborn savant's next turn.		
Str 12 (+3)	Dex 10 (+2)	Wis 14 (+4)
Con 13 (+3)	Int 18 (+6)	Cha 12 (+3)
Alignment Any	Languages Any	
Skills Computer Use +11, Perception +11		



Nugenic Cypher		Level 7 Elite Controller
Medium natural humanoid		XP 600
Initiative +5	Senses Perception +13 (PP 23)	
HP 148; Bloodied 74		
AC 19; Fortitude 17, Reflex 18, Will 21, Firewall 22		
Speed 6		
STANDARD ACTIONS		
Bear Mace (weapon) • At-Will		
Attack: Ranged 4 (one creature) +12 vs. AC		
Hit: Target is blinded and dazed until the end of their next turn		
Blue Screen (hack, neural) • At-Will		
Attack: GIA (one non-firewalled creature) +13 vs. Will		
Hit: The target is immobilized until the end of the nugenetic cypher's next turn.		
Slip 'n Bleed (hack, neural) • At-Will		
Attack: Area burst 5 within 15 (each non-firewalled enemy) +13 vs. Will		
Hit: Slide the target up to five squares.		
Azaazel Code (hack, neural) • Recharge ☹☹		
Attack: GIA (one non-firewalled creature) +13 vs. Will		
Hit: The target is dominated (save ends).		
MOVE ACTIONS		
☹ Chemobyl Packet (hack) • At-Will		
Attack: GIA (one firewalled creature) +13 vs. Firewall		
Hit: The target's topmost active firewall is breached.		
TRIGGERED ACTIONS		
Rebuttal • At-Will		
Trigger: An opponent misses the nugenetic cypher with a hack attack.		
Effect (immediate reaction): The nugenetic cypher makes a Chemobyl Packet attack against the enemy.		
Str 12 (+4)	Dex 15(+5)	Wis 14 (+5)
Con 10 (+3)	Int 20 (+8)	Cha 13 (+4)
Alignment Any		Languages Any
Skills Computer Use +13, Perception +13		

Virtuant Sysop		Level 10 Controller (Leader)
Medium Virtuant Humanoid		XP 500
Initiative +6	Senses Perception +18 (PP 28); all-around vision, darkvision	
HP 99; Bloodied 49		
AC 20; Fortitude 18, Reflex 19, Will 23, Firewall 24		
Speed 6		
STANDARD ACTIONS		
Snow Crash (hack, neural) • At-Will		
<i>Attack:</i> GIA (one non-firewalled creature) +16 vs. Will		
<i>Hit:</i> 3d6 + 5 damage		
Cyber Aneurysm (hack, neural) • Recharge ☹☹		
<i>Attack:</i> Area burst 2 within 20 (each non-firewalled enemy) +16 vs. Will		
<i>Hit:</i> 4d6+4 damage, and the target is helpless (save ends).		
MOVE ACTIONS		
SEED Fault (hack) • At-Will		
<i>Attack:</i> GIA (one non-firewalled creature) +16 vs. Will		
<i>Hit:</i> The target grants combat advantage to all attackers until the beginning of the virtuant sysop's next turn.		
MINOR ACTIONS		
☹ Forced Entry (hack) • At-Will		
<i>Attack:</i> GIA (one firewalled creature) +16 vs. Firewall		
<i>Hit:</i> The target's topmost active firewall is breached.		
Str 10 (+5)	Dex 13 (+6)	Wis 18 (+9)
Con 11 (+5)	Int 24 (+12)	Cha 16 (+8)
Alignment Any		Languages Any
Skills Computer Use +21, Perception +18		

ROBOTICS

Robots can be automated or remote controlled. The vast majority of these machines do not resemble any creature on the planet, especially human, being designed chiefly for efficiency rather than appearance. Various companies sell these models to private contractors, mercenaries, governments, and even rival corporations. One can find these items on the black market, assembled from stolen plans and used parts.

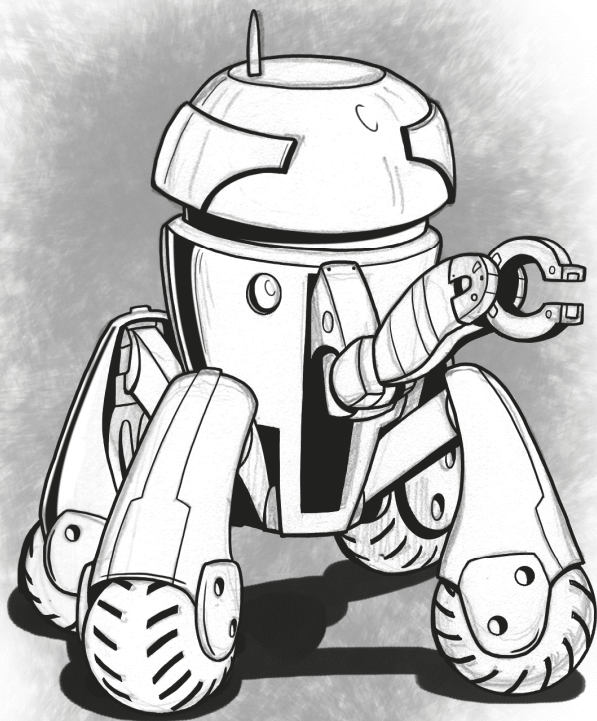
LISTINGS

Robots resemble normal monsters except as follows.

Passive Perception: Most robots don't have passive Perception. Instead, use the passive Perception of their operator. If a robot detects an intruder, it informs its controller as a free action.

Control Bonus: Instead of the normal half-level bonus to attack rolls, defense values, initiative rolls, skill checks, and ability checks, robots get a control bonus. When operated by remote, one-half the operator's level is applied as a control bonus instead of the robot's. The value indicated by "[X]" indicates the value an attribute has when using the standard control bonus.

Hit Points: Robots reduced to zero hit points are not destroyed, merely disabled until repaired. A robot can be rendered irreparable by reducing its hit points to its negative bloodied value.



Initiative: A robot under remote control uses its operator's initiative rather than its own.

Powers: Robots cannot make any attack that is not listed in their stat block, including regular basic attacks.

Upgradeable: Some robots require additional parts to be effective, such as weapons. A robot's operator is responsible for equipping the robot.

BOX HOUSE DROID

The traditional house droid was not the first mass-marketed robot ever sold to consumers, but it was the most well known. Old models rolled on treads or three spherical wheels and had a single arm for articulation. It could answer doors, do laundry, and cook meals. It was literally a box, with little style or thought into a pleasing design. Despite none of the modern models being box-shaped, the term still applies. The majority of newer models are built with feng shui in mind and are far more consumer-friendly. Where these robots are installed, automated locks allow it to move between rooms and open doors without having to lift a finger. Few models sport legs and most use a gyroscopic balanced wheel system them which allows them to climb without needing legs.

Box House Droid			Level 1 Lurker
Medium Robot			XP 100
Control Bonus +0			
Initiative +0		Perception +3	
HP 22; Bloodied 11			
AC 13 Fortitude 13, Reflex 13, Will 13, Firewall 13			
Immune disease, poison			
Speed 3			
Str 8 (-1)		Dex 10 (+0)	Wis 6 (-2)
Con 10 (+0)		Int 6 (-2)	Cha 6 (-2)
Alignment Unaligned		Languages None	

BOX HOUSE DROID TACTICS

Box House Droids have little to no combat utility.

BOX HOUSE DROID LORE

A character knows the following information with a successful Engineer check.

DC20: There has never been a case of house droid homicide in the history of home robots. Not once has a robot ever taken the life of its owner. However, there was one incident in Argentina where a Phyrine Markoph model failed to inform emergency services when its owner suffered a major heart attack. Another incident in Denmark involved a similar Markoph that locked all the house doors when an electrical fault sparked a fire, killing a family of three. Phyrine insists these incidents are unrelated.

Buzz Bot, Large	Level 10 Lurker
Large Robot	XP 500
Control Bonus +5	
Initiative +4 [+9]	Senses Perception +6 [+11], darkvision
HP 76; Bloodied 38	
AC 19 [24]; Fortitude 15 [20], Reflex 17 [22], Will 15 [20],	
Firewall 20 [25]	
Hardness 5	
Immune disease, poison	
Speed Fly 9	
TRAITS	
Capacity	
The large buzz-bot has a crew module which can hold up to 2 people or 400 lbs of cargo. It does not have manual controls.	
Eyes in the Air	
The buzz-bot transmits all visual and auditory input to its controller.	
The controller can make a Perception check instead of the robot but suffers a -3 penalty to the roll.	
Upgradeable	
The buzz-bot has a weapon turret in which you can install a two-handed small arm with up to three additional clips.	
STANDARD ACTIONS	
Ⓢ Weapon Turret (weapon) • At-Will	
Attack: Ranged per weapon (one creature) +10 [+15] vs. AC	
Hit: 1[W]+3 damage	
Str 4 (-3) [+2]	Dex 16 (+3) [+8] Wis 8 (-1) [+4]
Con 10 (+0) [+5]	Int 8 (-2) [+3] Cha 4 (-3) [+3]
Alignment Unaligned	Languages None
Skills Perception (+6) [+11]	

BUZZ-BOT

Built from a dozen different companies, the buzz-bot is the umbrella name for all automated flying craft. The model most people think of is the KBT 22A Nyguyem with its signature central fanjet and sensor whiskers.

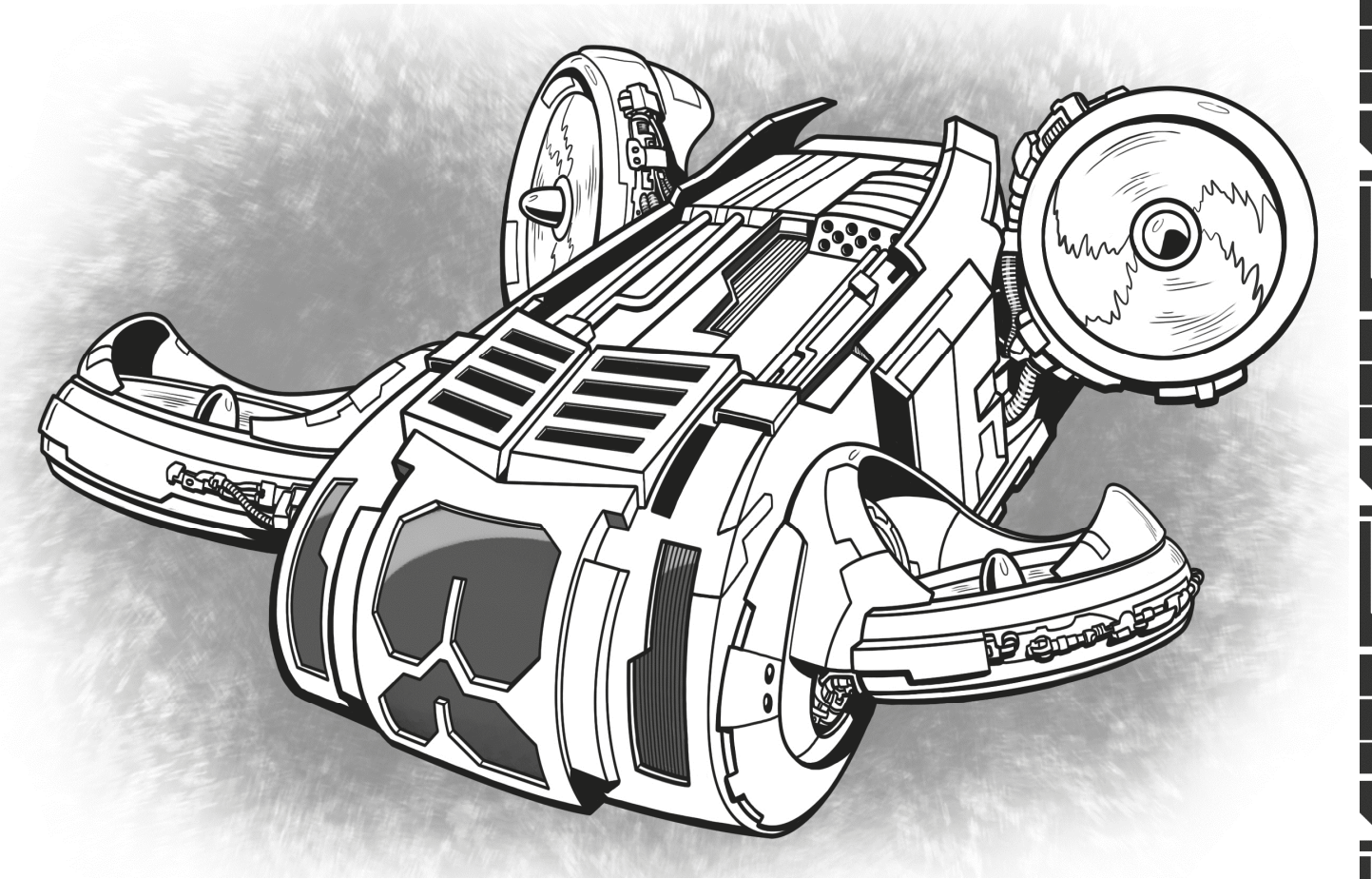
BUZZ-BOT TACTICS

When the buzz-bot is forced into combat, it will use its flight and maneuverability to keep the opponent at bay, while peppering it with small arms fire.

BUZZ-BOT LORE

A character knows the following information with a successful History check.

DC20: Buzz bots were the first mass-produced automated robots ever adorned with weaponry with the purpose to cause bodily harm to a human being. The first deployment in urban pacification during the 2028 Olympics was met with harsh protest. Two weeks into operation, they claimed their first kill. Despite the death being warranted at the time, outcry forced them off the shelves, were they remained for twenty years before being re-released, this time to virtually no objection. The original sixty-year-old initial run models can still be found in operation today.



Buzz-Bot Small

Small Robot

Level 3 Lurker

XP 150

Control Bonus +1

Initiative +4 [+5]

Senses Perception +6 [+7], darkvision

HP 34; **Bloodied** 17

AC 17 [18]; **Fortitude** 14 [15], **Reflex** 16 [17], **Will** 14 [15],

Firewall 16 [17]

Immune disease, poison

Speed Fly 9

TRAITS

Capacity

The small buzz-bot has a single cargo space where it can hold one cubic foot (or 5 lbs) of cargo.

Eyes in the Air

The buzz-bot transmits all visual and auditory input to its controller.

The controller can make a Perception check instead of the robot but suffers a -3 penalty to the roll.

Upgradeable

The buzz-bot has a weapon turret in which you can install a one-handed small arm with up to three additional clips.

STANDARD ACTIONS

Ⓢ **Weapon Turret** (weapon) • **At-Will**

Attack: Ranged per weapon (one creature) +7 [+8] vs. AC

Hit: 1[W]+2 damage.

Str 4(-3) [-2]

Dex 16 (+3) [+4]

Wis 8 (-1) [+0]

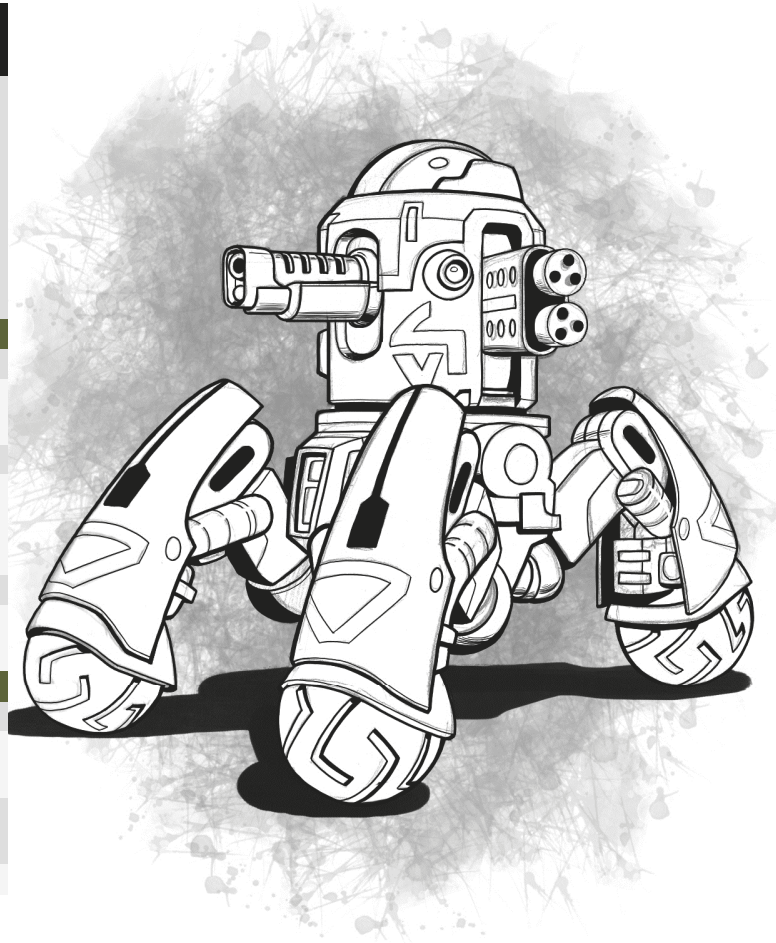
Con 10 (+0) [+1]

Int 8 (-2) [-1]

Cha 4 (-3) [-2]

Alignment Unaligned

Languages None



Drum Drone

Small Robot

Level 8 Artillery

XP 350

Control Bonus +4

Initiative +2 [+6]

Senses Perception +5 [+9]

HP 68; **Bloodied** 34

AC 16 [20]; **Fortitude** 16 [20], **Reflex** 14 [18], **Will** 12 [16],

Firewall 17 [21]

Hardness 5

Immune disease, poison

Speed 5

TRAITS

Turret

The drum-drone has a weapon turret in which you can install a two-handed small arm.

STANDARD ACTIONS

Ⓢ **Weapon Turret** (weapon) • **At-Will**

Attack: Weapon range (one creature) +11 [+15] vs. AC

Hit: 1[W]+4, and any additional weapon abilities.

⤵ **Pinning Fire** (fear, weapon) • **At-Will**

Attack: Weapon range (one creature) +11 [+15] vs. AC

Hit: The target cannot move any closer to the drum-drone until the beginning of its next turn.

⤵ **Spray Fire** (weapon) • **Recharge** [1]

The drum-drone can make two weapon turret attacks or pinning fire attacks.

Str 16 (+3) [+7]

Dex 14 (+2) [+6]

Wis 3 (-4) [+0]

Con 14 (+2) [+6]

Int 6 (-3) [+1]

Cha 3 (-4) [+0]

Alignment Unaligned

Languages English (default)

FELTERNATIONAL DEFENSE ROBOTS

Felternational dove into the robotic field with a limited production line of defense robots. These eventually sold so well, they expanded into their own division, despite only building two models. The Class B Armored Defender (B-AD) is a small sphere that can roll across the ground and open to deploy arms, legs and guns. The more well-known bodyguard series is a common sight escorting business executives

Felternational Class B Armored Defender

Level 9 Minion Lurker

Small Robot

XP 100

Control Bonus +4

Initiative +10 [+14]

Senses Perception +6 [+10]; darkvision

HP 1; a missed attack never damages a minion

AC 20 [25]; **Fortitude** 17 [21], **Reflex** 20 [25], **Will** 17 [21],

Firewall 20 [25]

Hardness 10

Immune disease, poison

Speed 7

TRAITS

Robotic Resilience

The B-AD is not destroyed until it is reduced to -20 hit points.

Class Link

Up to two B-AD can be operated from the same remote and can be activated on the same action.

STANDARD ACTIONS

Ⓢ SMG (weapon) • At-Will

Attack: Area burst 2 within 10 (each creature) +11 [+16] vs. Reflex

Hit: 6 damage (AP 10)

Str 10 (+0) [+4]

Dex 20 (+5) [+9]

Wis 14 (+2) [+6]

Con 10 (+0) [+4]

Int 6 (-2) [+2]

Cha 6 (-2) [+4]

Alignment Unaligned

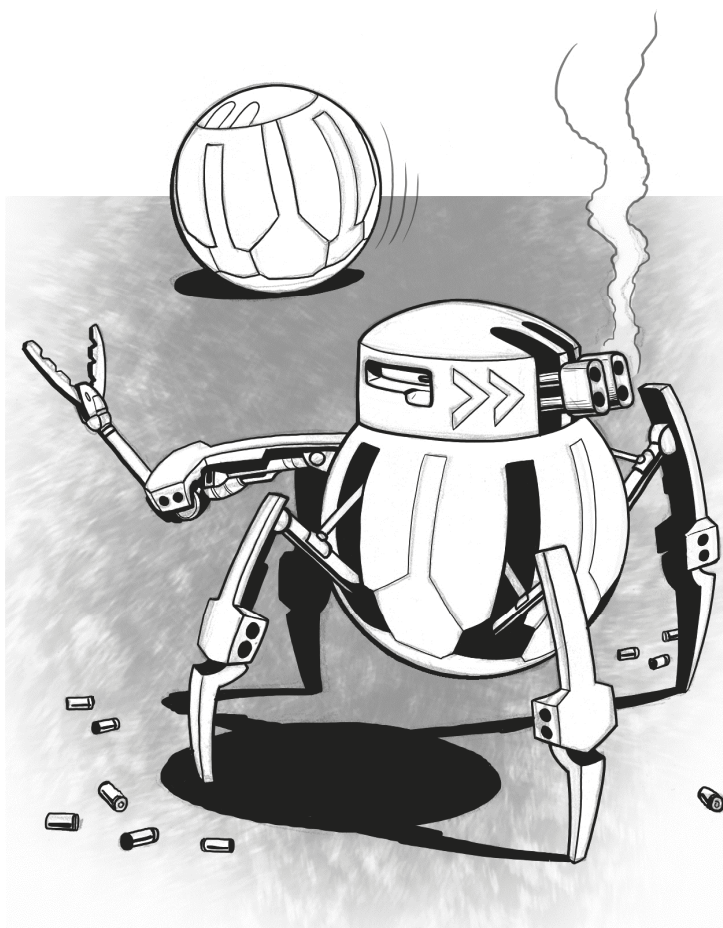
Languages English (default)

FELTERNATIONAL B-AD TACTICS

The B-AD will usually attack in swarms, using their mobility to lay down an enormous amount of area damage.

XR-0 BODYGUARD TACTICS

The XR-0 will always make the defense of its bodyguard target a number one priority. It has no self-preservation programming and will sacrifice itself for its charge if need be.



DRUM DRONE

A barrel with four legs and guns makes the drum drone one of the most primitive robots still in mass production today. With an original design dating back nearly a hundred years, the drum drone remains popular with corporate security. A lesser-known larger model is currently being distributed in limited numbers.

DRUM DRONE TACTICS

The small drum drone is primarily used as a defensive bodyguard style robot. When it or the ally it is protecting is in trouble, the drum drone will *spray fire*, attempting to either pin the target down, or kill it.

DRUM DRONE LORE

A character knows the following information with a successful Engineer check.

DC20: The initial prototypes are the oldest robots still in operation. These initial models had a tendency to overheat if left on after their recommended 12-hour shift and pop their chips off their motherboard. This led to some odd behavior for older models.



FELTERNATIONAL DEFENSE ROBOT LORE

A character knows the following information with a successful Engineer check.

DC20: The B-ROD spherical mode does nothing for its effectiveness in combat and was only implemented for aesthetic reasons and to aid in shipping. It does not go any faster in this mode. The XR-O has been nicknamed "Woody" in reference to Woody Woodpecker. Since most XR-Os look identical, they are often elaborately colored to

distinguish them. It is one of the most recognizable examples of a humanoid but not human-looking robot and as such is often the poster-robot for the entire industry. Later models, though maintaining the same visual design, contained more advanced brains with several even able to carry conversations with their wards. Some owners have kept their XR-Os for decades and swear their models exhibit traits beyond its programming, even to the extent of personality quirks.



Felternational XR-0 Bodyguard Android		
Medium Robot		Level 16 Brute XP 1,400
Control Bonus +8 Initiative +0 [+8] Perception +11 (PP 29) [+19] HP 186; Bloodied 93 AC 20 [28]; Fortitude 20 [28], Reflex 22 [29], Will 18 [26] Firewall 20 [28] Hardness 5 Immune disease, poison Speed 7		
STANDARD ACTIONS		
Ⓢ Slam (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature) +11 [+19] vs. AC <i>Hit:</i> 2d8+7 damage and the target is pushed back one square. If the target cannot move one square, the target is immobilized until the beginning of the bodyguard android's next turn.		
Ⓢ Pistol (weapon) • At-Will <i>Attack:</i> Ranged 20/40 (one creature) +11 [+19] vs. AC <i>Hit:</i> 2d6+7 damage (AP 4)		
Paroxysmal Fingers The Bodyguard makes two at-will attacks.		
Programmed Protector • At-Will Targets one adjacent ally: both the bodyguard android and the target share the android's AC and Reflex defense until the end of the bodyguard android's next turn. Any damage from a successful attacks against either one's AC or Reflex defense is taken by the bodyguard android unless the target is no longer adjacent, the attack roll is 5 or higher than the bodyguard android's defense, or the attack is a critical hit.		
MOVE ACTIONS		
To Safety • Recharge ⓈⓈ Targets one adjacent ally: the bodyguard android and the target shift 5 squares. The target must still be adjacent at the end of the movement.		
Str 18 (+4) [+12] Con 16 (+3) [+11]	Dex 18 (+2) [+10] Int 10 (+0) [+8]	Wis 16 (+3) [+11] Cha 12 (+1) [+9]
Alignment Unaligned Languages English (default) Skills Acrobatics (+7) [+15], Athletics (+9) [+17], Insight (+11) [+19], Perception (+11) [+19]		

KAARIS COMPANION LINE

The KAARIS reputation for quality is world renown. Their patented SynSkin is considered the most realistic imitator of human flesh in the world. Before they moved into the prosthetic field, they perfected their technique on a line of companion robots. Sixty years later, they are still improving upon the original. The current evolution of the basic model, KCA-SSS, is available in three models (Samantha, Serena, and Shane) and after five years on the market, the waiting list is still twelve months. On the other end of the spectrum, the exotic and expensive Full Service Protector, available in Jessica and James models, is less seen and considered the prize

Kaaris KCA-SSS		Level 12 Lurker XP 700
Medium Robot		
Control Bonus +6 Initiative +2 [+8] Senses Perception +9 (PP 25) [+15] HP 88; Bloodied 44 AC 20 [26]; Fortitude 18 [24], Reflex 17 [23], Will 17 [23], Firewall 20 [26] Immune disease, poison Speed 6		
TRAITS		
Observant Companion If the KCA takes a standard action to study a creature, it gains an additional +2 bonus to any of its trained skills when used against that creature. This only works against creatures with an Intelligence higher than 5.		
Striking Appearance If a target is within 10 squares and is visible to the KCA, the KCA gains a +2 to any Diplomacy or Bluff checks against that target.		
Str 12 (+1) [+7] Dex 16 (+3) [+9] Wis 12 (+2) [+6] Con 10 (+0) [+6] Int 12 (+1) [+7] Cha 16 (+3) [+9]		
Alignment Unaligned Languages English (default) Skills Bluff (+8) [+14], Diplomacy (+8) [+14], Insight (+9) [+15], Perception (+9) [+15]		

possession of those that can afford them. The limited edition successor of this model, the FSP-2X, fetches a price range in the millions.

KAARIS COMPANION ANDROID TACTICS

The KCA rarely finds itself in combat, and is not programmed to be capable of any meaningful combat actions.

KAARIS FULL SERVICE PROTECTOR TACTICS

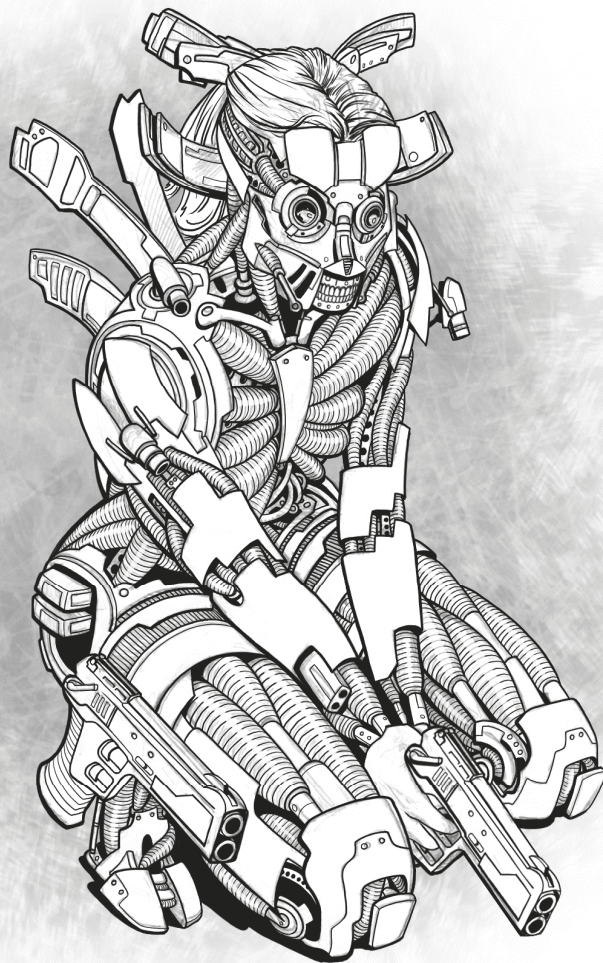
The FSP will usually have a target under its protection, using *programmed protector*. It will sacrifice itself, if necessary, to make sure that the target is in the least amount of danger.

KAARIS COMPANION LORE

A character knows the following information with a successful History check.

DC20: Kaaris droids are the only robots on the market that require mandatory markings of identity (like virtuant), which can often confuse someone whether they are looking at a Kaaris companion or a much more advanced virtuant. Only the patterns of markings can distinguish them.

DC25: Kaaris base-models have no spark of personality. Despite their programmed affection and simulated emotional responses, they are still artificial and exhibit



Kaaris Full Service Protector Level 20 Soldier

Medium Robot

XP 2800

Control Bonus +10

Initiative +2 [+12] **Senses** Perception +8 (PP 28) [+18]

HP 186; **Bloodied** 93

AC 26 [36]; **Fortitude** 22 [32], **Reflex** 24 [34], **Will** 22 [32],

Firewall 26 [36]

Immune disease, poison

Speed 6

TRAITS

Deployed Mode

As a move action, the FSP can activate deployed mode. In this mode, the FSP gains a +1 bonus to attack rolls, all defense values (except firewall), and a +3 bonus to Perception skill checks, but it also suffers a -4 penalty to all Charisma-based ability and skill checks.

STANDARD ACTIONS

Ⓢ Hinderling Slam • At-Will

Attack: Melee 1 (one creature) +17 [+27] vs. AC

Hit: 3d6+7 damage and the target is knocked prone.

Programmed Protector • At-Will

Targets one adjacent ally: both the FSP and the target share the android's AC and Reflex defense until the end of the FSP's next turn. Any damage from a successful attack against either one's AC or Reflex defense is taken by the FSP unless the target is no longer adjacent, the attack roll is 5 or higher than the FSP's defense, or the attack is a critical hit.

⚔ Concealed Shotgun (weapon) • Consumable ☹☹

Attack: Range 10/20 (one creature) +17 [+27] vs. AC

Hit: 3d6+7 damage, +2 damage if fired within 2 squares (half damage at long range). On a critical hit, the target is knocked prone.

⚔ Crippling Sweep (weapon) • Recharge ☹☹

The FSP can make a *hinderling slam* attack against each target in reach.

Str 18 (+4) [+14]

Dex 16(+3) [+13]

Wis 16(+3) [+13]

Con 18(+4) [+14]

Int 16(+3) [+13]

Cha 16(+3) [+13]

Alignment Unaligned

Languages English (default)

Skills Acrobatics (+9) [+17], Athletics (+8) [+16], Heal (+8) [+15], Insight (+8) [+16]

communication gaps when a conversation they are engaged in veers off the predicted path. To acknowledge the cliché, Kaaris androids are susceptible to illogical statements and unpredictable behavior.

KBT CALGAR

The original Calgar was a manufacturing robot called the Cato employed primarily in high-altitude construction. The follow-up Calgar is effectively a modified variant of that original design—a heavy lifter with virtually unmatched upper-arm strength.

KBT CALGAR TACTICS

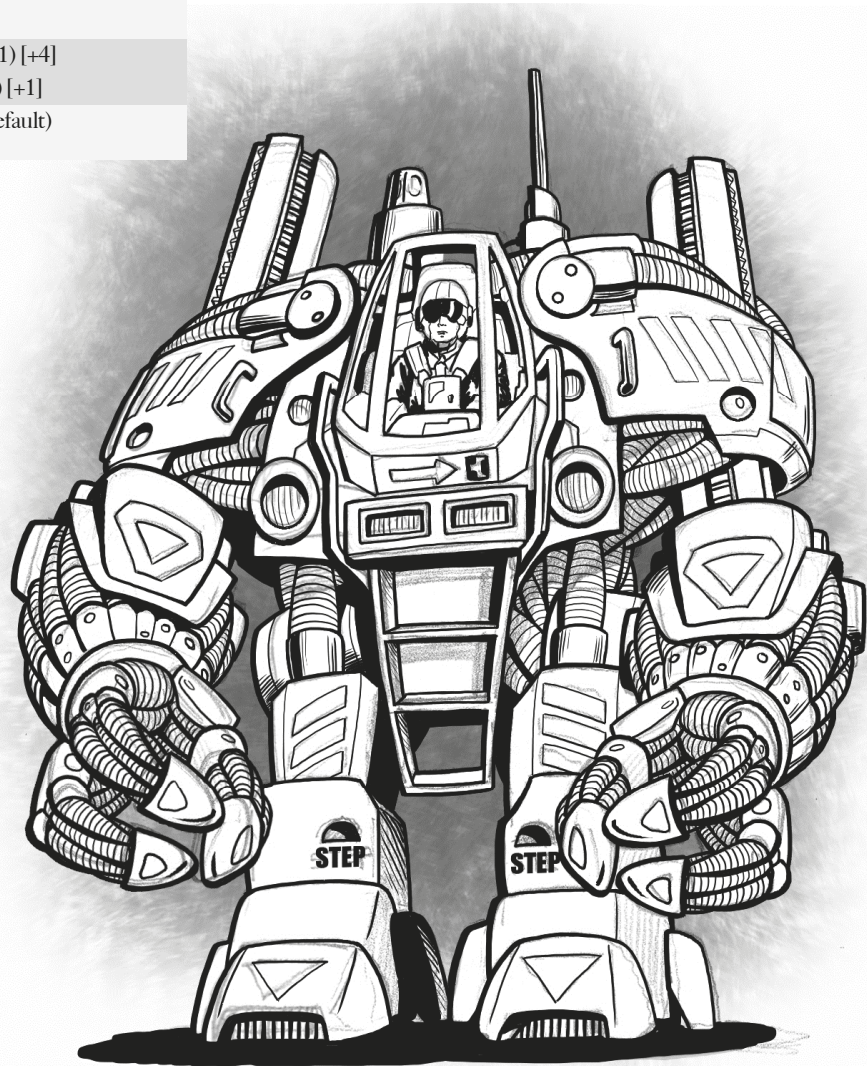
The Calgar will attempt to use cover to maneuver the battlefield, only using *pressure rush* when it can move into contact with the enemy. Once there, it uses its massive *crushing fists* to pound its opponents.

KBT Calgar	Level 7 Brute
Medium Robot	XP 300
Control Bonus +3	
Initiative -1 [+2] Senses Perception +6 (PP 19) [+9]; Darkvision	
HP 98; Bloodied 49	
AC 16 [19]; Fortitude 16 [17], Reflex 12 [15], Will 11 [14],	
Firewall 15 [18]	
Immune disease, poison	
Speed 6	
TRAITS	
Tremendous Strength	
If the Calgar hits an enemy that it has already grabbed, the enemy suffers an additional 1d6 damage.	
Cavity	
The Calgar has a built in cockpit. While inside, it provides cover but you have no reach.	
STANDARD ACTIONS	
④ Crushing Fists • At-Will	
<i>Attack:</i> Melee 1 (one creature) +7 [+10] vs. AC	
<i>Hit:</i> 1d8 +9 damage, and the target is grabbed.	
MINOR ACTIONS	
Pressure Rush • Recharge [2]	
The Calgar shifts four squares. This ability may not be used if the Calgar is bloodied.	
Str 22 (+6) [+9]	Dex 12 (+1) [+4]
Con 18 (+4) [+7]	Int 6 (-2) [+1]
Wis 13 (+1) [+4]	Cha 6 (-2) [+1]
Alignment Unaligned Languages English (default)	

KBT CALGAR LORE

A character knows the following information with a successful History check.

DC20: The first calgars were illegal modifications of the Cato used in underground robot fighting. KBT secured one and reverse engineered it in order to make the production model currently being used in military and law enforcement channels. In 2085, all KBT industrial robots were outfitted with a new operating system derived from the Calgar, which itself is based partially on the illegally modified OS used in the banned Cato combat model.



Mat Wrathe

Small Robot

Level 5 Lurker

XP 200

Control Bonus +2

Initiative +8 [+10] **Senses** Perception +5 (PP 17) [+7]; darkvision

HP 47; **Bloodied** 23

AC 17 [19]; **Fortitude** 15 [17], **Reflex** 15 [17], **Will** 13 [15],

Firewall 17 [19]

Hardness 2

Immune disease, poison; resist 5 lightning

Speed 8

TRAITS

Applied Virulence

If an enemy suffers damage from a MAT WRATHE, select one of the following effects in addition to the damage:

- The enemy is weakened until the end of the WRATHE's next turn.
- The enemy is dazed until the end of the WRATHE's next turn.
- The enemy suffers an additional 1d6 damage.

STANDARD ACTIONS

⑦ Dart Rifle (weapon) • At-Will

Attack: Ranged 15/30 (one creature) +8 [+10] vs. Fortitude

Hit: 1d6 +4 damage; also see *applied virulence*

④ Injector (weapon) • At-Will

Attack: Melee 1 (one creature) +8 [+10] vs. Fortitude

Hit: 1d6 +3 damage (AP 2); also see *applied virulence*

Reactive Camouflage • At-Will

The MAT WRATHE is invisible until the start of its next turn or until it attacks, whichever comes first.

Str 10 (+0) [+2] **Dex** 18 (+4) [+6] **Wis** 10 (+0) [+2]

Con 11 (+0) [+2] **Int** 8 (-1) [+1] **Cha** 6 (+2) [+0]

Alignment Unaligned

Languages None

Skills Stealth +11 [+13]

MAT WRATHE

The MAT WRATHE is a beetle-shaped robot employed in clandestine operations. Derived from a failed classified American espionage program, the MAT WRATHE has seen extensive duty in special weapons law enforcement teams.

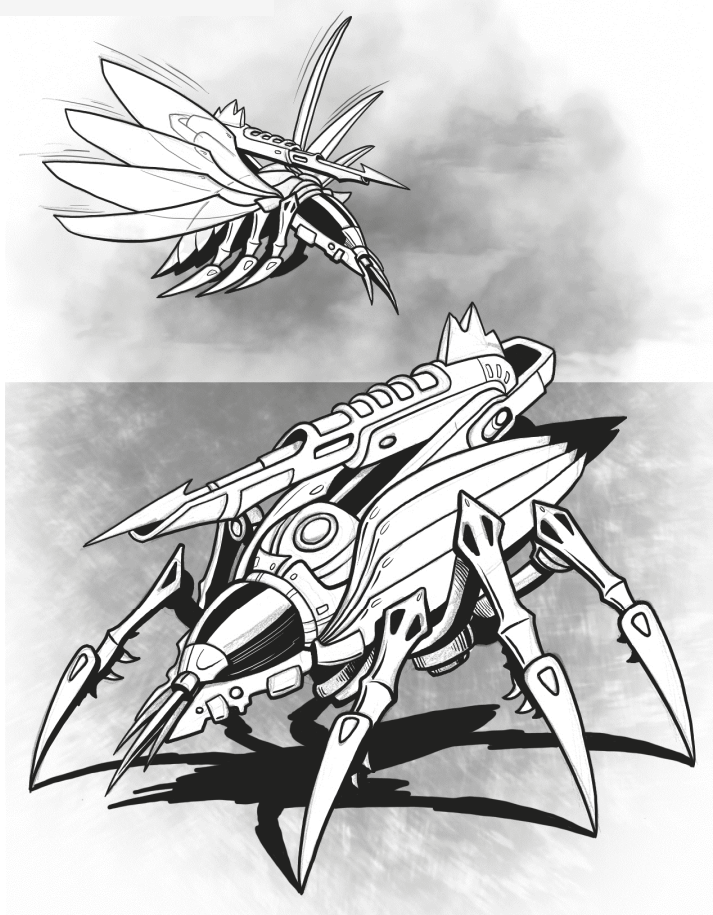
MAT WRATHE TACTICS

The MAT WRATHE will always use its *reactive camouflage* to its utmost, attempting to keep the enemy confused while attacking weaker targets with its *dart rifle* at long range.

MAT WRATHE LORE

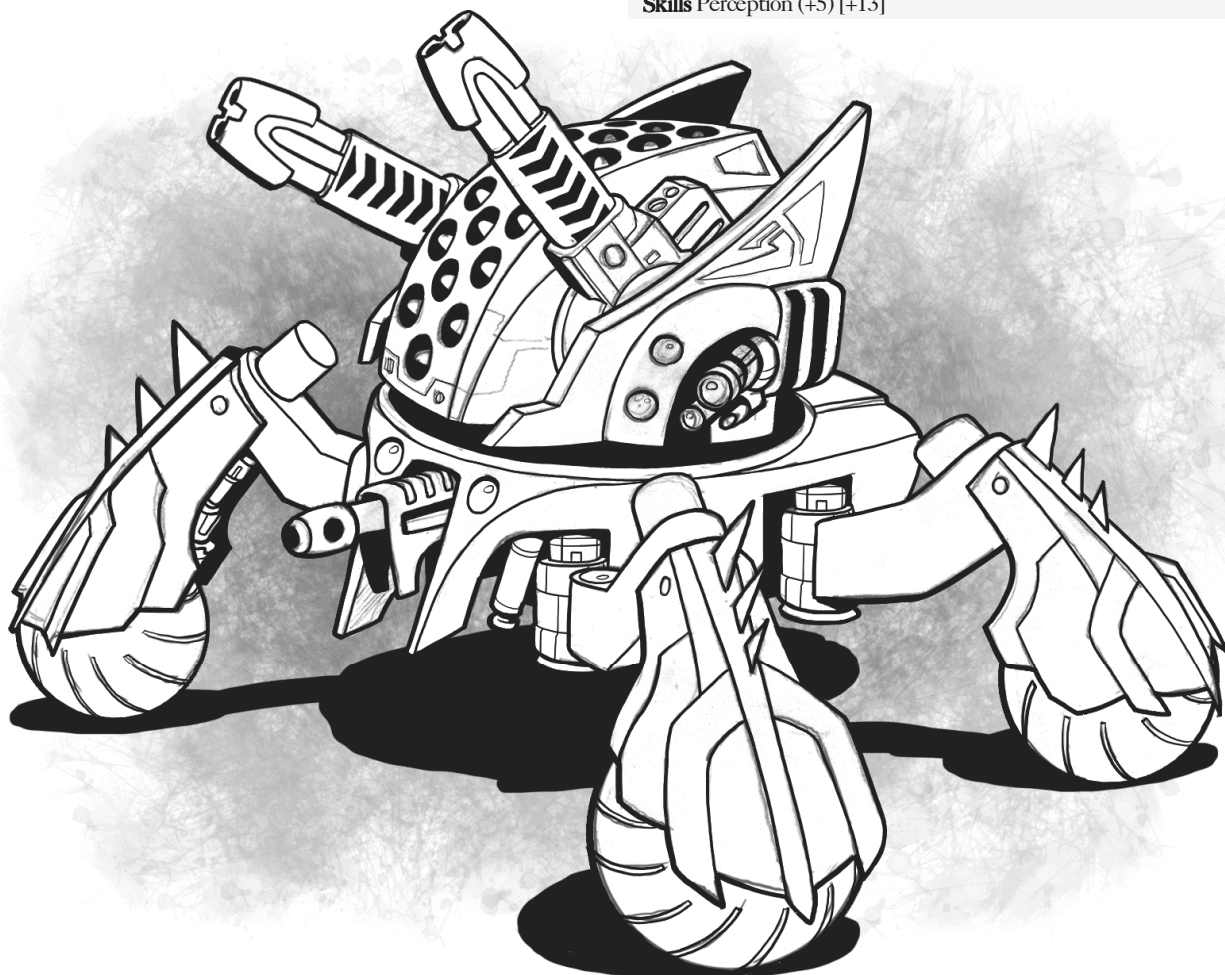
A character knows the following information with a successful Sciences check.

DC20: The initial WRATHE prototype was built from the nanoscale, assembly certain components being designed from the atom up. Modern engineering has allows this step to be automated, but the technology involved in its construction is extremely advanced. Attempts to reverse engineer this technology from captured WRATHEs have not proven successful and rivals are still searching for the MAT classified WRATHE construction facility



Mobile Platform	Level 4 Artillery
Medium Robot	XP 175
Control Bonus +2 Initiative +3 [+5] Perception +3 (PP 15) [+5], darkvision HP 44; Bloodied 22 AC 14 [16]; Fortitude 15 [17], Reflex 13 [15], Will 10 [12], Firewall 15 [17] Hardness 0 Immune disease, poison; resist 5 lightning Speed 3	
TRAITS	
Controller Fire If under remote control, the platform can use any of its operator's auto or sniper powers.	
Turret The platform has a weapon turret in which you can install a two-handed small arm.	
STANDARD ACTIONS	
☹ Weapon Turret (weapon) • At-Will <i>Attack:</i> Weapon range (one creature) +14 [+16] vs. AC <i>Hit:</i> 1[W] +6 damage Str 10 (+0) [+2] Dex 16 (+3) [+5] Wis 6 (-3) [-1] Con 14 (+0) [+2] Int 4 (-4) [-2] Cha 3 (-4) [-2] Alignment Unaligned Languages None Skills Perception (+5) [+6]	

Strongpoint Platform	Level 17 Artillery
Large Robot	XP 1,600
Control Bonus +8 Initiative +3 [+11] Perception +5 (PP 23) [+13], HP 122; Bloodied 61 AC 21 [29]; Fortitude 20 [28], Reflex 17 [25], Will 13 [21], Firewall 21 [29] Hardness 5 Immune disease, poison; resist 5 lightning Speed 5	
TRAITS	
Cargo Space The platform can carry 500 lbs of cargo or up to 2 passengers.	
Controller Fire If under remote control, the platform can use any of its operator's auto or sniper powers.	
Turret The platform has a weapon turret in which you can install two two-handed small arms and a heavy weapon.	
STANDARD ACTIONS	
☹ Weapon Turret (weapon) • At-Will <i>Attack:</i> Weapon range (one creature) +16 [+24] vs. AC <i>Hit:</i> 1[W] +7 ☹ Perimeter Fire (weapon) • At-Will The defense platform can make one Weapon Turret attack for each weapon installed. Str 18 (+4) [+12] Dex 16 (+3) [+12] Wis 6 (-3) [+5] Con 14 (+0) [+8] Int 4 (-4) [+4] Cha 3 (-4) [+4] Alignment Unaligned Languages None Skills Perception (+5) [+13]	



DEFENSE PLATFORMS

Walking mobile weapon systems, defense platforms are related to modern day armored vehicles and multi-ped tanks, except that they have a completely automated control system. Although many examples of modern warfare use automation as a backup, defense platforms come equipped with a manual interface only in case of emergency and even then, all they can do is shut the system down or input basic motor controls.

MOBILE DEFENSE PLATFORM TACTICS

The MDP is little more than a firing platform. It is best used to cover an entrance or an otherwise stationary target where it can make the most of its slow movement.

STRONGPOINT DEFENSE PLATFORM TACTICS

Like the mobile defense platform, the strongpoint is often at its best while defending ground. It is able to make the most of its arms by focusing all of its firepower on a single target until it has been incapacitated, then moving to the next.

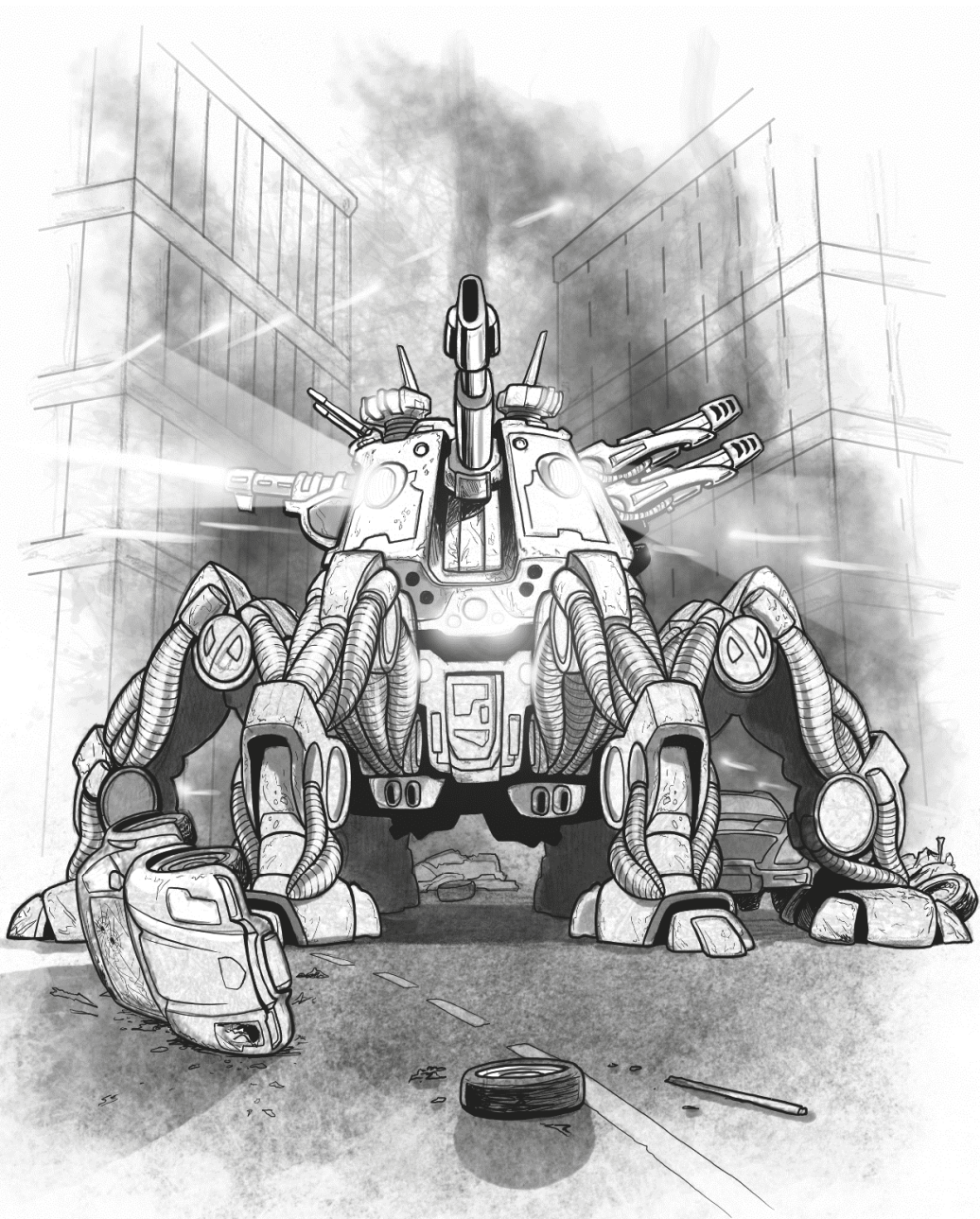
DEFENSE PLATFORM LORE

A character knows the following information with a successful History check.

DC20: The initial concept of the defense platform was to create an intelligent “think-tank” that could operate on its own to enhance ground operations without placing additional soldiers in harm’s way. After initial prototypes proved successful, further models hit the wall of outcry bluntly, delaying their production for nearly thirty

years. The final designs are a shadow of their previous potential. Rumors claim of few of these original prototypes are still intact, mothballed in American and Japanese warehouses.

DC25: Fastcore is secretly developing a heavy-class defense platform with a virtuant core processor. This model will not only improvise and compensate for changing battle conditions, it will also be able to slave remote a dozen smaller defense platforms as well.



Operator Droid	Level 6 Controller
Medium Robot	XP 250
Control Bonus +3 Initiative +0 [+3] Senses Perception +7 (PP 20) [+10] HP 64; Bloodied 32 AC 15 [18]; Fortitude 16 [19], Reflex 16 [19], Will 20 [23], Firewall 20 [23] Hardness 0 Immune disease, poison Speed 5	
TRAITS	
Agent Status The operator droid can be used as a router for hacking by its controller. The droid appears to be the source of any hacks until its system is breached. Enemies backhacking and/or tracing must locate the operator droid and break through its defense before moving on.	
STANDARD ACTIONS	
Slave Firewall • Daily One ally in an adjacent square gains a +1 bonus to Firewall defense. The operator droid can sustain this effect indefinitely as a move action.	
A Doctor, not a Program (heal) • recharge  One adjacent target spends a healing surge and recovers 13 hit points (or 10 + ½ controller's level if operated remotely).	
FREE ACTIONS	
Primary Function • Daily The operator droid automatically succeeds on a single Computer Use, Engineering, or Heal check (even after the check has failed).	
Takes One to Know One • Daily The operator droid either gains a +5 bonus to a single Engineer check or a +2 bonus to all Engineer checks until the end of the encounter.	
Str 8 (-1) [+2] Dex 10 (+0) [+3] Wis 16 (+3) [+6] Con 8 (-1) [+2] Int 14 (+2) [+5] Cha 6 (-2) [+1]	
Alignment Unaligned Languages English (default)	
Skills Computer Use (+9) [+12]; Engineer (+9) [+12]; Heal (+11) [+14]	

OPERATOR DROID

Available in Alice, Alfred, and Alex models, the operator series, produced by KBT, Phyrine, Rourke, MAT, and a half dozen smaller companies, are some of the most common androids in the business. They are also the only androids offered at volume discounts. Although they look human, they have inferior emotional range and only limited improvisational skills. They are not anatomically correct and are offered in permanent business suits, although with a wide variety of colors.

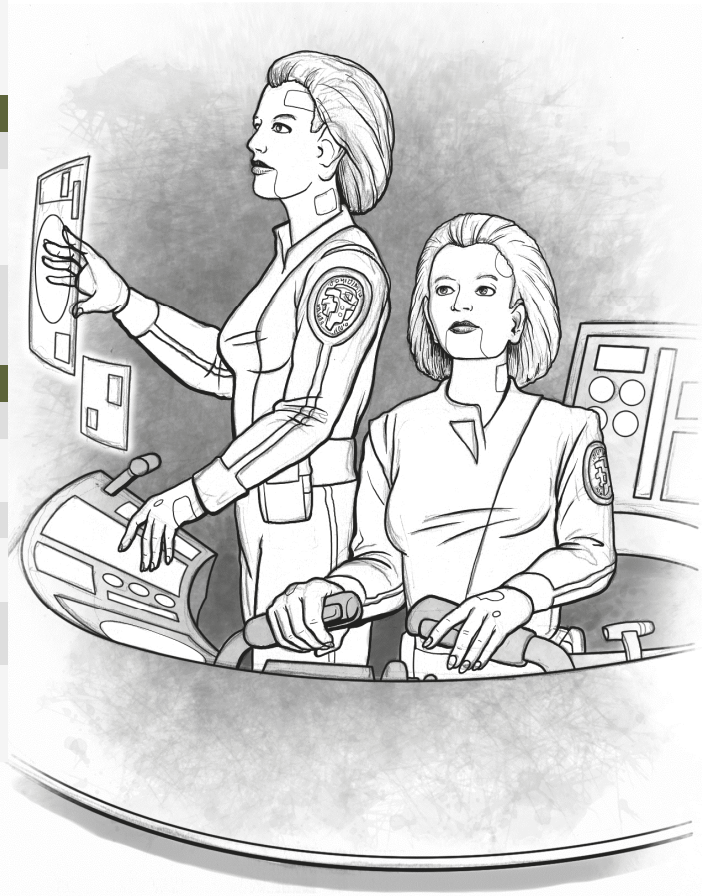
OPERATOR DROID TACTICS

Operator droids has very few options in combat, aside from being used as a hacking slave.

OPERATOR DROID LORE

A character knows the following information with a successful History check.

DC20: It is a lesser-known fact that the largest computer servers in the world like MCP, SIM, and Echelon all have operator droids slaved in series. This was hastily put into effect to offset the surge in SEED users on the planet. Echelon is rumored to have a thousand Alice droids in an office-building working together to take some of the stress off the primary server.



Rourke SAD Level 3 Solo Artillery

Large Robot XP 750

Control Bonus +1
Initiative +3 [+4] **Senses** Perception +3 (PP 14) [+4]; blindsight 10
HP 165; **Bloodied** 92
AC 18 [19]; **Fortitude** 20 [21], **Reflex** 14 [15], **Will** 16 [17], **Firewall** 17 [18]
Hardness 0
Immune disease, poison; resist 10 fire
Saving Throws +5
Speed 6
Action Points 2

TRAITS

Onslaught
The SAD reduces all push or slide forced movement dealt to it by 2 squares.

STANDARD ACTIONS

Ⓜ **Grenade Launcher** (weapon) • **At-Will**
Attack: Area burst 2 within 20 (each creature in burst) +5 [+6] vs. Reflex
Hit: 1d8 +6 damage (AP 2)

Ⓜ **Slam** (weapon) • **At-Will**
Attack: Melee 2 (one creature) +6 [+7] vs. AC
Hit: 2d6 +5 damage

Dig Them Out • Recharge ☞☞☞
The SAD makes two Grenade Launcher attacks. Any target hit by either attack is dazed until the end of the SAD's next turn. Any target hit by both attacks is stunned until the end of the SAD's next turn.

TRIGGERED ACTIONS

Redundant Systems Purged, SAD Online • Encounter
Trigger: When SAD is reduced to 0 hit points.
Effect (immediate reaction): The SAD is healed to its bloodied value and stands back up.

Str 18 (+4) [+5]	Dex 10 (+0) [+1]	Wis 12 (+2) [+3]
Con 16 (+4) [+5]	Int 6 (-1) [+0]	Cha 7 (-1) [+0]

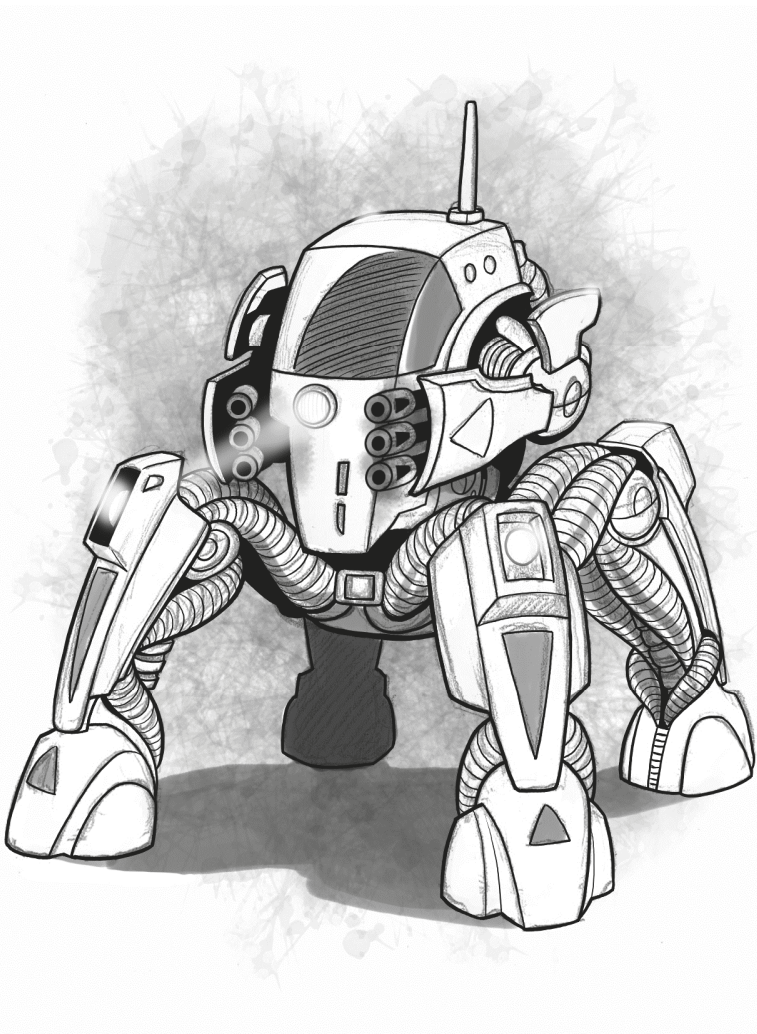
Alignment Unaligned **Languages** English (default)

ROURKE SOLO ADVANCE DROID

Rourke’s heavy hitter is this giant meant as a smaller alternative to Fastcore heavy assault TED-902. They offered it at a much lower price with the promise that, unlike the TED-902, the SAD is much more effective in urban pacification. Despite this promise, the SAD seldom saw civilian use and is an exclusive military model where it is deployed alongside ground teams.

SAD TACTICS

The SAD will use its grenade launcher to keep opponents at bay, using *dig them out* as often as it is available in order to force opponents away from one another, and out of cover.



ROURKE SAD LORE

A character knows the following information with a successful History check.

DC20: Originally designed as a prosthetic for a human brain, the SAD was pulled when its prototype was deemed too inhuman and thus too damaging to any psyche implanted. At least six were constructed in this configuration and although they have all been sold, their locations are unknown.

DC25: OGRE uses a super modified SAD.

Fastcore TED-902 Huge Robot

Level 10 Solo Artillery
XP 2500

Control Bonus +5

Initiative +7 [+12] **Senses** Perception +12 (PP 27) [+17];
blindsight 10

HP 352; **Bloodied** 176

AC 19 [24]; **Fortitude** 21 [26], **Reflex** 19 [25], **Will** [14] 19,

Firewall 19 [24]

Hardness 5

Immune disease, poison; resist 5 fire, resist 5 lightning

Saving Throws +5

Speed 5

Action Points 2

TRAITS

The Bigger They Are

If TED-902 is knocked prone, it requires a standard and a move action to stand back up.

STANDARD ACTIONS

Ⓢ Rotary Cannon (weapon) • At-Will

Attack: Burst 2 within 20 squares (each creature in burst) +12 [+17] vs. Reflex

Hit: 2d6 +8 damage; AP 4

Ⓢ Slam (weapon) • At-Will

Attack: Melee 3 (one creature) +12 [+17] vs. AC

Hit: 3d6 +5

↓ Trample • Recharge ☼ ☼ ☼

The RSS TED-902 shifts 5 squares. This movement may take TED-902 through occupied squares, as long as it ends in an unoccupied square. TED-902 may make one *slam* attack against every enemy within its reach along the trample path.

MINOR ACTIONS

✱ Intimidating Stance (fear) • Recharge ☼ ☼ ☼

Attack: Close burst 5 (each enemy in burst) +10 [+15] vs. Will

Hit: Target is immobilized (save ends).

TRIGGERED ACTIONS

Attack Barrier • At-Will

Trigger: An enemy fails to break through TED-902's firewall.

Effect (immediate reaction): The triggering target suffers 1d10 +6 damage and is dazed until the start of TED-902's next turn.

Authorized To Use Physical Force • Encounter

Trigger: The TED-902 is bloodied.

Effect (immediate reaction): The TED-902 uses its *trample* attack. At the end of the trample, all enemies hit by the trample are stunned until the beginning of the TED-902's next turn. The TED-902 gains a +4 bonus to all damage rolls until the end of the encounter.

Str 20 (+5) [+10] **Dex** 14 (+2) [+7] **Wis** 14 (+2) [+7]

Con 18 (+4) [+9] **Int** 8 (-1) [+4] **Cha** 9 (-1) [+4]

Alignment Unaligned **Languages** English (default)

FASTCORE TED-902

One of the largest military robots on the market, the TED emerged from Fastcore's concept division and was originally never meant for production, only as proof that the era of the giant robot had already arrived. When it was shown to be actually effective, it was put into limited production and sold mostly to the American military.

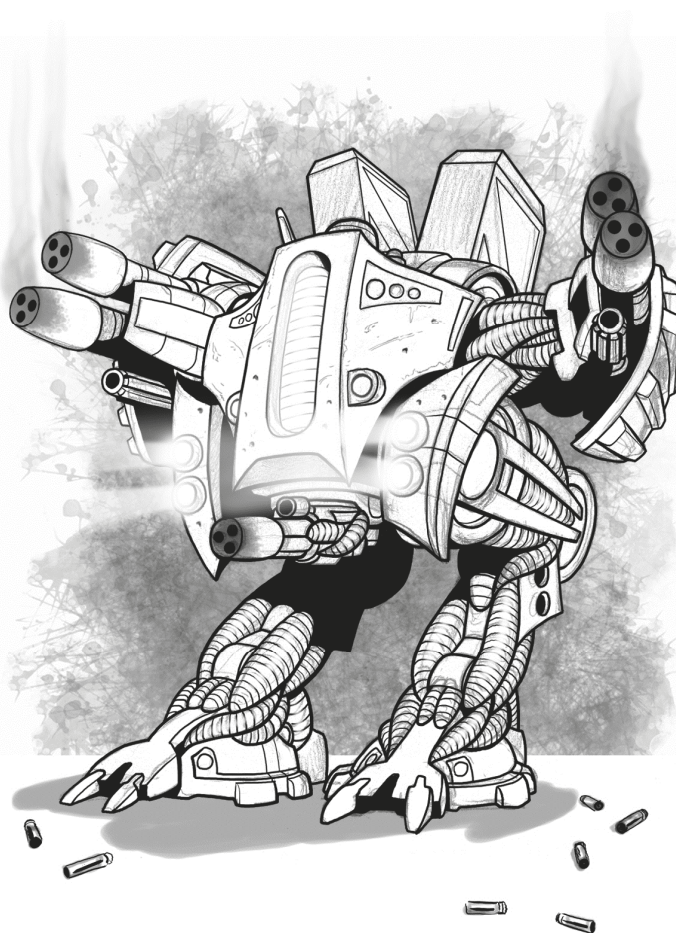
TED 902 TACTICS

The TED-902 will close to melee as quickly as it can with *trample*, and then use an action point to spread fire over the enemies it just trampled. It will target opponents carrying heavy weapons first, correctly assuming that they are the most important threat to its survival.

TED-902 LORE

A character knows the following information with a successful History check.

DC25: A rumor held that Fastcore was developing a wetware computer for the TED-902 core processor. This involves programming cloned human brain tissue with direct instructions. This was in development for years and was finally pulled in 2075, though no official reason was given other than cost development.



TARA

Level 16 Soldier

Medium Robot

XP 1400

Control Bonus +8

Initiative +5 [+13]

Senses Perception +9 (PP 27) [+17], darkvision

HP 154; Bloodied 77

AC 24 [32]; Fortitude 20 [28], Reflex 26 [32], Will 15 [23], Firewall 24 [32]

Hardness 0

Immune disease, poison; resist 5 fire, resist 5 lightning

Speed 7

TRAITS

Inhuman Capacity

TARA's speed is not reduced with balancing, climbing, or crawling. It can run in every state. Standing up from prone takes a free action.

STANDARD ACTIONS

⊕ Slam (weapon) • At-Will

Attack: Melee 1 (one creature) +15 [+23] vs. AC

Hit: 2d8+6 damage, and Medium or smaller targets can either be pushed back a square or knocked prone. If the target cannot be pushed because of an obstruction, it takes an additional 5 points of damage. If the target is knocked prone, TARA moves into its square.

† Concealed Blade (weapon) • At-Will

Attack: Melee 1 (one creature) +15 [+23] vs. AC

Hit: 2d8+6 damage, and the target suffers ongoing 5 damage (save ends).

✱ Twist Attack (weapon) • Recharge [1]

Attack: Close burst 1 (each enemy in burst) +15 [+23] vs. Reflex

Hit: 2d8+7 damage (AP 2), and the target can either be pushed back a square or knocked prone. If the target cannot be pushed because of an obstruction, it takes an additional 5 points of damage. If the target is knocked prone, TARA moves into its square.

† Tension Lunge • Encounter, Reliable

Effect: Shift up to 10 squares and make the following attack.

Attack: Melee 1 (one creature) +13 [+21] vs. AC

Hit: 3d6+5 damage, and the target is knocked prone. TARA moves into its square.

Str 20 (+5) [+13]

Dex 22 (+6) [+14]

Wis 10 (+0) [+8]

Con 18 (+4) [+12]

Int 8 (-1) [+7]

Cha 3 (-4) [+4]

Alignment Unaligned

Languages None

Skills Acrobatics (+9), Athletics (+8), Stealth (+13)

T.A.R.A. -
TACTICAL
AUTOMATED
ROBOTIC ASSASSIN

Tara is human shape but not an android. To offer the model increased maneuverability the limitations of humanoid physiology were discarded. It can turn its torso a full 360 degrees and walk as easily on four legs as two. It has no front or back, its limbs can dislocate and adjust themselves into nearly any configuration. Only three

TARAs have ever been constructed individually by a small division of Kavis Alpha. More are on the way.

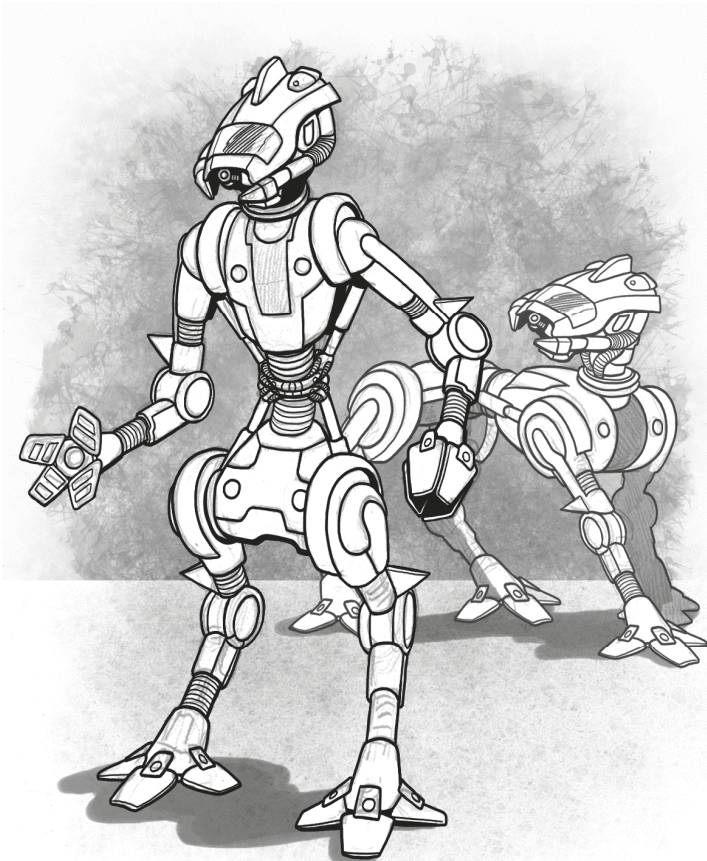
TARA TACTICS

TARA will attempt to maneuver itself into melee combat as quickly as it can. It will use *tension lunge* against the first enemy within range, allowing it to clear a huge distance relatively quickly.

TARA LORE

A character knows the following information with a successful History check.

DC20: TARA's AI was trained similar to a virtuant, though not nearly as complicated. Instead of programming, TARA is implanted with memories of personal training by martial arts and weapon experts. It also has base non-violent software for use in search and rescue. Initial prototypes were vulnerably to moisture, a flaw fixed in the later models. One TARA works in space with UNSA, another was purchased by the JSDF. The third was purchased by an unknown third party. A fourth and fifth are expected this year.



XIX Cyber Dog Level 1 Skirmisher

Small Robot

XP 100

Control Bonus +0

Initiative +2 Senses Perception +8, darkvision

HP 22; Bloodied 11

AC 15; Fortitude 13, Reflex 16, Will 8, Firewall 15

Hardness 0

Immune disease, poison

Speed 8

STANDARD ACTIONS

Ⓢ Bite (weapon) • At-Will

Attack: Melee 1 (once creature) +6 vs. AC

Hit: 1d6+3 damage or 2d4+3 damage against a prone target (AP 5)

⚡ Piezo Bark (fear, weapon) • Recharge Ⓢ Ⓢ Ⓢ

Attack: Close blast 6 (each creature in blast) +6 vs. Fortitude

Hit: Target is dazed and cannot move any closer to the dog until the beginning of the dog's next turn.

⚡ Leap • Recharge Ⓢ Ⓢ Ⓢ

The dog shifts up to 8 squares to a target's adjacent square and makes a *bite* attack. After the attack, the target is knocked prone; the dog may shift into the target's square and make a second *bite* attack.

⚡ Lockjaw (weapon) • At-Will

Attack: Melee 1 (once creature) +7 vs. AC

Hit: 1d8+3 (AP 3) and the dog grabs the target. Each time the grab is sustained, re-roll damage. On a critical hit, the target is knocked prone.

Str 14 (+2) Dex 16 (+3) Wis 10 (+0)

Con 10 (+0) Int 4 (-3) Cha 3 (-4)

Alignment Unaligned Languages None

Skills Acrobatics (+8), Athletics (+10)



DC20: Cyber dogs are only effective for protection and cannot replace an actual dog. They have little emotional range and though they can do tricks and show some affection, and even though they can be programmed with hundreds of friend/foe signatures, they have no eccentricities and cannot replicate the wide range of emotions a dog actually has.

XIX CYBER-DOG

XIX's Cyber Dogs are the single most successful robot.

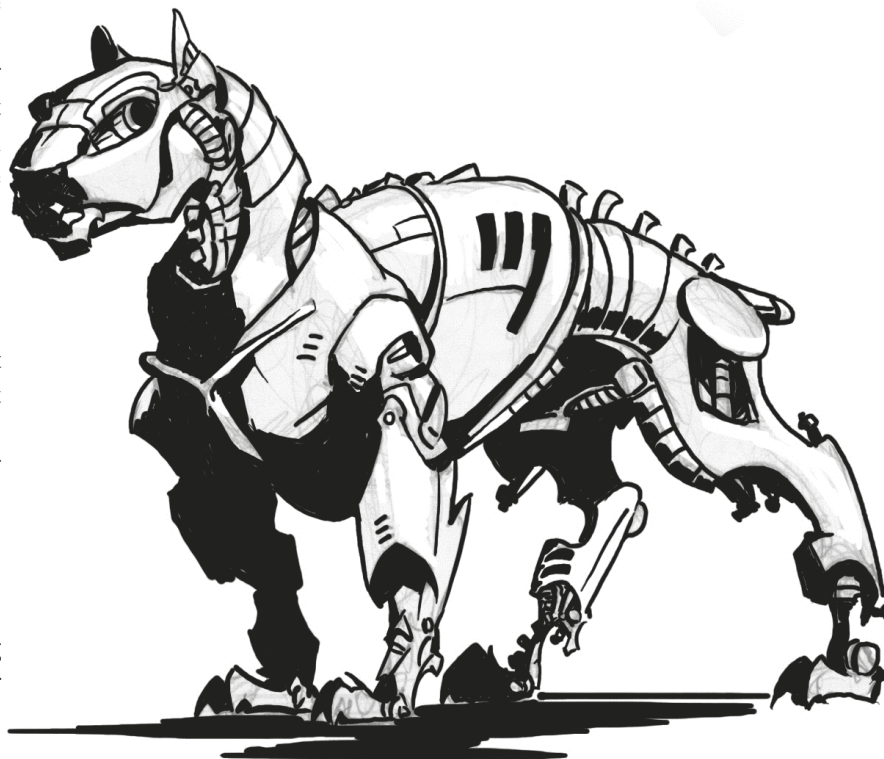
Every year newer models are made available to resemble organic dog breeds. The initial models had chrome skin. Later variants could perfectly replicate most breeds, though all larger animals. When going aggressive, their razor teeth make their identity obvious.

XIX CYBER-DOG TACTICS

The XIX Cyber-Dog will leap at first provocation, attempting *lockjaw* at the first available prone target. If defending a target, the cyber-dog will often *piezo bark* in order to allow the target a chance to get away.

XIX CYBER DOG LORE

A character knows the following information with a successful Engineer check.



PROSTHETICS

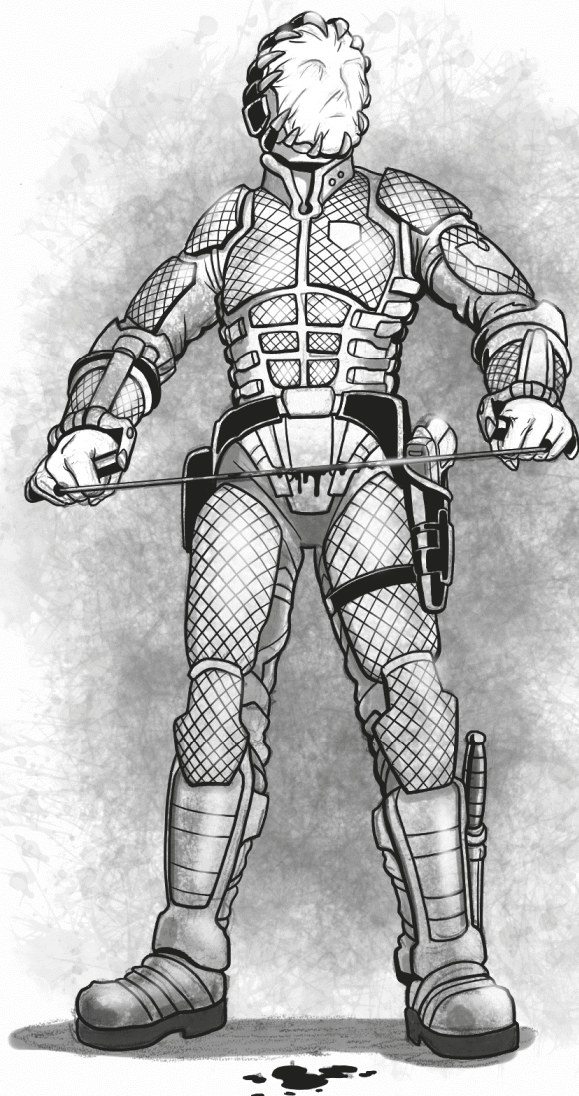
Prosthetics have human brains so are not considered robotic.

MAT DIVERSE TACTICAL SYSTEM

The MAT DTS was the company's first foray into prosthetic combat suits with no intention of replicating human skin. The DTS only applies synthetic flesh to hands and the head, plating the rest in carbon Kevlar. Although the DTS is no longer in production, over 5000 units were sold before the MAT diverted into organic replication with their popular Combat Class prosthetics.

DTS TACTICS

The DTS will prefer to remain hidden, firing from a hidden vantage position until found. If not found, and an enemy comes within reach, the DTS will garrote and slowly kill the opponent, or wait for an ally to finish the job.



MAT DTS

Medium Prosthetic Humanoid

Level 4 Lurker

XP 175

Initiative +11

Senses Perception +9 (PP 19); darkvision

HP 40; **Bloodied** 20

AC 18; **Fortitude** 14, **Reflex** 17, **Will** 14, **Firewall** 18

Hardness 0

Immune disease, poison

Speed 6

STANDARD ACTIONS

④ **Combat Knife** (weapon) • **At-Will**

Attack: Melee 1 (one creature) +9 vs. AC

Hit: 1d6 +3 damage

⑤ **Silenced Handgun** (weapon) • **At-Will**

Attack: Ranged 10/20 (one creature) +10 vs. AC

Hit: 1d6 +4 damage; AP0. This power does not reveal the DTS's location if hidden.

‡ **Garrote** (weapon) • **At-Will**

Attack: +8 vs. AC; the target must be granting combat advantage.

Hit: 1d4 damage, and the target is grabbed and stunned while the DTS maintains the grab.

Str 11 (+2)

Dex 20 (+7)

Wis 14 (+4)

Con 10 (+2)

Int 16 (+5)

Cha 14 (+4)

Alignment Any

Languages Any

Equipment combat knife, handgun with silencer

Skills Stealth +12, Acrobatics +12, Thievery +12

MAT DTS LORE

A character knows the following information with a successful Sciences check.

DC20: The MAT DTS models were the first to be rigorously tested for psychological side effects from long term implantation in non-organic looking cyberbodies. It was the results of these findings which led MAT to move into the human-looking Combat Class bodies and the DTS was summarily discontinued soon after. Mat never revealed the details of the report and rival Rourke never reported issues despite this.

Phyrine Oculus	Level 10 Lurker
Medium Prosthetic Humanoid	XP 500
Initiative +9 Senses Perception +15 (PP 25); darkvision HP 83; Bloodied 41 AC 22; Fortitude 21, Reflex 24, Will 25, Firewall 23 Hardness 0 Speed 6	
TRAITS	
To Ground	
The oculus may fire its <i>sniper rifle</i> while remaining hidden.	
STANDARD ACTIONS	
⦿ Sniper-Rifle (weapon) • At-Will	
<i>Attack:</i> Ranged 50/100 (one creature) +18 vs. AC <i>Hit:</i> 1d10 +6 damage; AP0, and the target is stunned until the end of the oculus's next round.	
➤ Breathe, Fire, Breathe • Recharge ☼☼☼	
The oculus makes two <i>sniper rifle</i> attacks. Instead of being stunned, the targets are immobilized and blinded (save ends).	
No Trace • Recharge ☼☼	
The oculus becomes invisible until the end of its next turn.	
Str 14 (+7)	Dex 16 (+8) Wis 20 (+10)
Con 13 (+6)	Int 15 (+7) Cha 14 (+7)
Alignment Any Languages Any	
Equipment sniper rifle, body armor	
Skills Endurance +11, Intimidate +12, Stealth +20	

PHYRINE OCULUS

Beyond its ridiculous name, the oculus remains the only major military model produced by Phyrine. They were asked to develop it by the Russian government, even though Phyrine would eventually sell identical variants to other countries five years later. The oculus is a dedicated long-range sniper prosthetic, able to tap into satellites to spot distance targets. Its visor is non-removable and “opens” when in use.

PHYRINE OCULUS TACTICS

The MAT oculus will always attempt to begin an encounter concealed. It will use *breathe, fire, breathe* to create confusion and stalling in its enemies ranks, in order to allow allies the chance to finish the job.

PHYRINE OCULUS LORE

A character knows the following information with a successful History check.

DC20: Only ten models produced by Phyrine were ever sold, mostly to the Russians. The mass production model was not a huge seller either. However, all the Russian-sold models are all still being used by their original owners. None of them has retired. One model has been in service for 35 years, displaying Phyrine’s quality.



ROURKE MAN-PLUS LINE

Despite the chorus of disapproval around non-organic looking human prosthetics, there remains a small demand for them, especially in military applications. Rourke is one of the few companies producing models for that limited niche. The forced entry and tuff-man cyberbodies are openly sold to any country or mercenary unit, though the UN carefully monitors each sale.

Rourke Force Entry Cyberbody Level 2 Elite Soldier Medium Prosthetic Humanoid XP 250

Initiative +7 **Senses** Perception +5 (PP 15)
HP 68; **Bloodied** 34
AC 17; **Fortitude** 15, **Reflex** 15, **Will** 14, **Firewall** 17
Hardness 0
Saving Throws +2
Speed 6
Action Points 1

STANDARD ACTIONS

⊕ Assault Rifle (weapon) • At-Will

Attack: Ranged 20/40 (one creature) +7 vs. AC

Hit: 1d8 +2 damage (AP 2)

⊕ Reinforced Hands/Feet (weapon) • At-Will

Attack: +8 vs. AC

Hit: 1d6 +3 damage, and the target is knocked prone and cannot stand until the start of the FEC's next turn.

⤵ Storm the Gates (weapon) • Recharge ☐☐☐

The FEC makes two *assault rifle* attacks against one creature. If the enemy is still active, the FEC may also charge the target.

TRIGGERED ACTIONS

Morphine Injection • Encounter

Trigger: When first bloodied.

Effect(immediate reaction): The FEC gains 17 hit points and +2 bonus to melee damage rolls until the end of the encounter.

Str 14(+3) **Dex** 15(+3) **Wis** 11(+1)
Con 13(+2) **Int** 10(+1) **Cha** 13(+2)

Alignment Any **Languages** Any

Equipment Assault Rifle, Bulletproof vest

Skills Stealth +8, Athletics +8, Acrobatics +8

FEC TACTICS

The FEC will always lead the charge into the mouth of hell. It will make use of *storm the gates* as quickly as it can, and will use its action point on the same round to make another melee attack. The FEC uses its abilities to cause as much confusion and chaos in the opposing battle lines as it can.



Rourke Tuff-Man Cyberbody Level 6 Brute (Leader) Medium Prosthetic Humanoid XP 250

Initiative +6 **Senses** Perception +9 (PP 19)
HP 81; **Bloodied** 40
AC 17; **Fortitude** 19, **Reflex** 14, **Will** 15, **Firewall** 17
Hardness 5
Speed 6

STANDARD ACTIONS

⊕ Minigun (weapon) • At-Will

Attack: Wall 3 within 20 (each creature in wall) +9 vs. Reflex

Hit: 1d10 +6 damage (AP 4) and the target is pushed 1 square.

TRIGGERED ACTIONS

About Damn Time • Recharge ☐☐☐

Trigger: An ally hits with a ranged attack.

Effect(immediate reaction): The Tuff-Man makes a *minigun* attack.

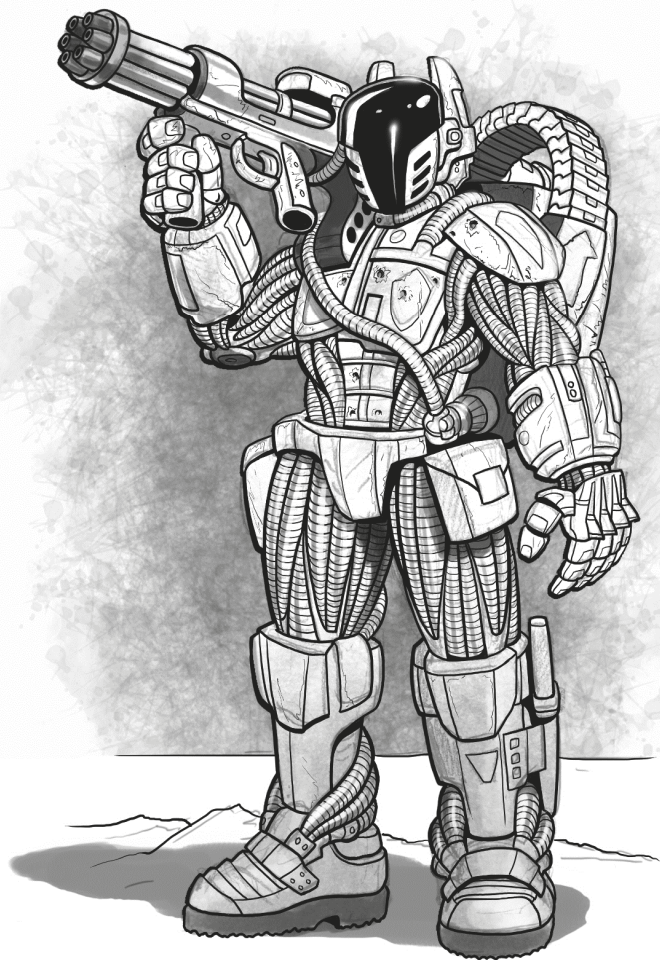
Any targets hit are pushed an additional 2 squares and are dazed (save ends).

Str 14(+5) **Dex** 16(+6) **Wis** 12(+4)
Con 22(+9) **Int** 13(+4) **Cha** 14(+5)

Alignment Any **Languages** Any

Equipment minigun, body armor

Skills Endurance +14, Intimidate +10



TUFF-MAN TACTICS

The Tuff-Man Cyberbody sits in the center of its allies, laying waste to its enemies with precise heavy weapons fire.

ROURKE MAN-PLUS LORE

A character knows the following information with a successful History check.

DC20: Neither the Tuff-Man and the Forced Entry cyberbodies have ever reported an issue of cyber-psychosis (a psychological detachment caused by inhuman cybernetic augmentation) but the majority of the sales have come from agencies and groups which do not publically report on any of their activities. As a result, there is little buyer feedback on these models. It is believed nearly 45% of all Rourke cyberbodies are sold to non-government organizations.

XIX INTERNAL SUPER-SYSTEM

The ISS is an extreme-class cyberbody which was never announced by XIX. It simply appeared one day in an underground fighting tournament with a claim of its owner that it was bought "as-is". With only one articulate hand and a misshapen torso, the ISS is an unpleasant product to look at.

XIX ISS	Level 8 Elite Skirmisher
Medium Prosthetic Humanoid	XP 700

Initiative +12 **Senses** Perception +13 (PP 23)
HP 176; **Bloodied** 88
AC 24; **Fortitude** 23, **Reflex** 19, **Will** 17, **Firewall** 20
Hardness 0
Saving Throws +2
Speed 7
Action Points 1

TRAITS

Is That Seriously a Chainsaw?

When the ISS misses an enemy while in melee by 2 or less, the target is dazed (save ends).

STANDARD ACTIONS

⊕ **Scissor-clamp** (weapon) • At-Will

Attack: Melee 1 (one creature) +13 vs. AC

Hit: 1d10 + 5 damage (AP 4) and the target is grabbed and immobilized (sustain standard).

⊕ **Buzz-saw Attachment** (weapon) • At-Will

Attack: Melee 1 (one creature) +12 vs. AC

Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends) (AP 4, initial damage only)

⊕ **Eradicate** (weapon) • **Recharge** ☒☒☒

Attack: Melee 1 (one creature) +11 vs. Ref

Hit: 3d8+5 damage (AP 1) and the target is knocked prone and stunned until the beginning of the ISS's next turn.

TRIGGERED ACTIONS

Holy Hell, Scissors Too? • Encounter

Trigger: The ISS is bloodied

Effect (immediate reaction): The ISS immediately makes a *scissor-clamp* attack against an adjacent target. The ISS gains +2 bonus to Fortitude, Reflex, and Will defenses until the end of the encounter.

Str 18 (+8) **Dex** 19 (+8) **Wis** 13 (+5)

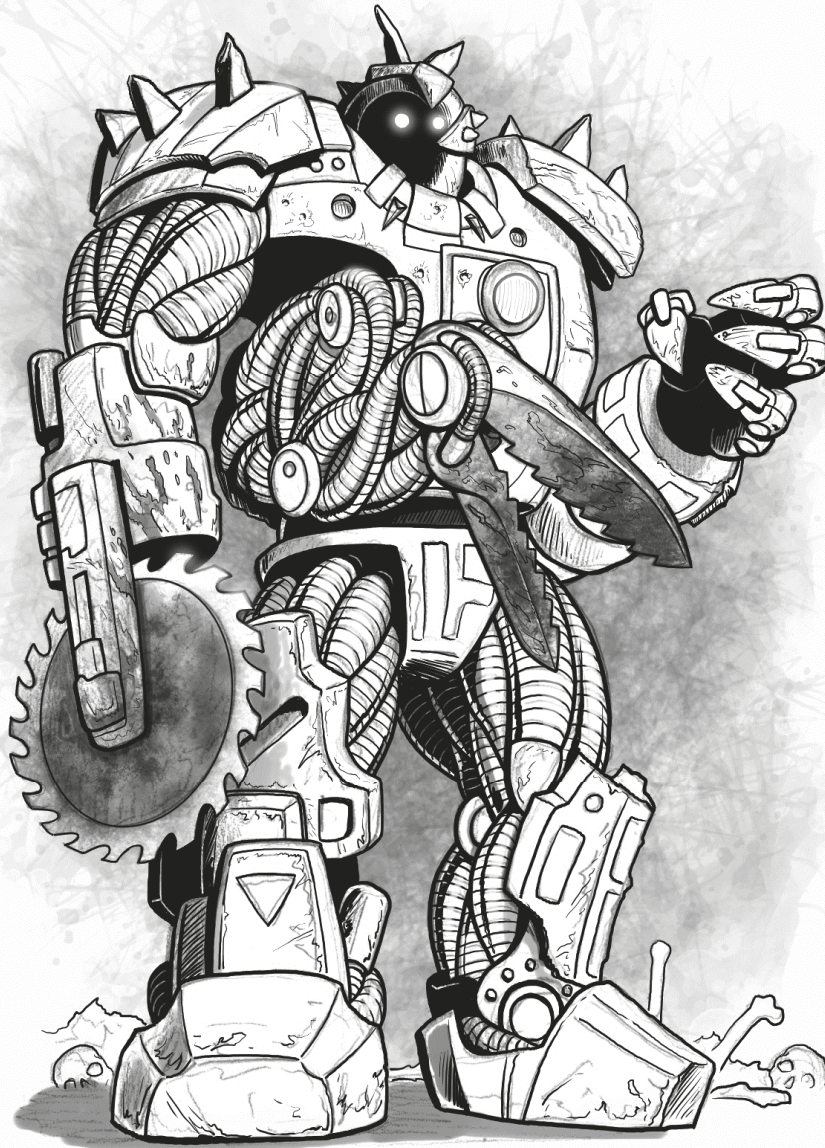
Con 16 (+7) **Int** 8 (+3) **Cha** 11 (+4)

Alignment Any **Languages** Any

Skills Intimidate +16

ISS TACTICS

The ISS does two things; kill, and sleep. It will rush into combat, heedless of any warnings or poor conditions.



AOKI SHIIRO

Few people believe Aoki Shiuro actually exists. A web comic trumpeting his adventures appeared around the same time the rumors started floating about such a prosthetic. His existence was written off as boyhood fancies or better still, a convincing costume with no effective abilities. The idea of such an agile and nimble assassin prosthetic is almost too ridiculous to believe.

AOKI SHIIRO TACTICS

Aoki will always attack from stealth where possible. He will deal viciously and effectively with the most dangerous target (generally a hacker if Aoki knows the target's capabilities), expending his action point immediately.

AOKI SHIIRO LORE

A character knows the following information with a successful History check.

DC25: Aoki Shiuro is a custom-created prosthetic with no markings of a designer or any clue of the identity of the mind within it. It is neither a modified model nor a prototype. There is nothing else like it in the world and there might never be again. The current theory is that

Aoki is actually rather young and the prosthetic was built by a parent with unmatched skill in cybernetics. Another theory claims Aoki is the code-name for a secret government project that has escaped to operate independently. The prosthetic seldom talks so little could be gleaned from owner. Aoki cannot be hired out so no one is sure how he chooses his targets and why.

XIX ISS LORE

A character knows the following information with a successful History check.

DC20: Just to be perfectly clear, the ISS is illegal. XIX does not even admit they produce the model. Because of the freedoms offered by Japan, XIX has never faced charges over the ISS and XIX's official stance is that they do not produce any variation of the ISS any longer, a fact that has been verified. This has not stopped them being a common occurrence in many underground fighting tournaments.

UNIQUE OPPONENTS

These are one-of-a-kind opponents, which should conclude an important adventure or show up as recurring threats through a campaign.

LEGION

Legion appears as a group of highly coordinated hackers that are able to synchronize their attacks when attacking a system. They have the same training and the same physical discipline. They are able to start and finish each other's thoughts. It is believed they have no loyalty and no morality in their actions.



Aoki Shiro		Level 11 Elite Lurker
Medium Prosthetic Humanoid		XP 1,200
Initiative +15 Senses Perception +14 (PP 24); Darkvision HP 184; Bloodied 92 AC 28; Fortitude 27, Reflex 31, Will 29, Firewall 29 Hardness 0 Saving Throws +2 Speed 8 Action Points 1		
STANDARD ACTIONS		
Ⓢ Ninja-To (weapon) • At-Will <i>Attack:</i> Melee 2 (one creature) +16 vs. AC <i>Hit:</i> 1d6 +6 damage (AP 4) plus an additional 1d10 against any target granting Aoki combat advantage.		
Ⓢ Concealable Autoloader (weapon) • At-Will <i>Attack:</i> Ranged 20/40 (one creature) +15 vs. AC <i>Hit:</i> 2d6 +6 damage		
Ⓢ Gravity Unbound (weapon) • Recharge ⓂⓂ Aoki may make one <i>ninja-to</i> attack against each target within reach; on a hit, the target is dazed until the end of Aoki's next turn. After this attack, Aoki may fly up to 10 squares. Aoki is not subject to attacks of opportunity until the end his next turn.		
MOVE ACTIONS		
Ⓢ Blade Shift • At-Will Aoki shifts 8 squares, and makes one <i>ninja-to</i> attack.		
MINOR ACTIONS		
Ⓢ Inertial Improbability • Recharge Ⓜ Aoki may select one target within 10 squares. The target grants Aoki combat advantage until the end of Aoki's next turn.		
TRIGGERED ACTIONS		
Contingent Camouflage • Encounter <i>Trigger:</i> Aoki is bloodied <i>Effect</i> (immediate reaction): Aoki becomes invisible until the end of his next turn.		
Str 20 (+10)	Dex 22 (+11)	Wis 16 (+8)
Con 14 (+7)	Int 15 (+7)	Cha 13 (+5)
Alignment Unaligned		
Languages English, Japanese, French, German		
Skills Endurance +19, Athletics +17, Acrobatics +24, Stealth +20		

LEGION TACTICS

Legion will use the confusion that its hacking prowess creates to the fullest. Legion will use its archetype hacking to control the sway of the battle, using dominated enemies as fodder, and hemorrhaging as many enemies as it can.

LEGION LORE

A character knows the following information with a successful History check.

DC25: Legion is gestalt AI with linked synthetic brains. It was originally built by Baal Electronics as a proposal to the military to create armies of brainless cyberbodies all remotely controlled by a single SEED-equipped human. Unfortunately, the project never got past the testing stages

LEGION		Level 8 Solo Controller (Leader)
Medium Virtuant Humanoid		XP 1,750
Initiative +11 Senses Perception +15 (PP 25); darkvision HP 72 (each mirror); Bloodied 36; Legion is not considered bloodied unless every active mirror is bloodied AC 22; Fortitude 18, Reflex 19, Will 21, Firewall 24 Hardness 0 Saving Throws +5 Speed 6		
TRAITS		
Cybermancy (Hack) • Aura 10 At the beginning of Legion's turn, each unconscious or dead ally with a SEED within the aura is healed to bloodied, and is dominated until the end of the encounter. Targets are destroyed at negative bloodied value.		
Mirror Archetype Legion consists of five mirrors with identical statistics, which all act on the same Initiative count. Each mirror can take its own set of actions, but cannot use Legion's active powers other than basic attacks. At the start of Legion's turn, one mirror is designated the archetype, and may use all Legion's powers. The archetype may be a different mirror each turn. If the archetype is killed, another mirror may still be designated the archetype on Legion's next turn.		
Communal Fortress Legion automatically saves against hack attacks that allow a save at the end of its turn.		
STANDARD ACTIONS		
Ⓢ Systema • At-Will <i>Attack:</i> Melee 1 (one creature) +10 vs. AC <i>Hit:</i> 1d6 +3 damage and the target is dazed until the start of Legion's next turn.		
Ⓢ Assault Rifle (weapon) • At-Will <i>Attack:</i> Ranged 30/60 (one creature) +11 vs. AC <i>Hit:</i> 1d8 +3 damage (AP 2)		
⚔ Cybernetic Hemorrhage (hack, neural) • At-Will <i>Attack:</i> GIA (one creature) +13 vs. Will <i>Hit:</i> Ongoing 10 damage (save ends).		
⚔ SEED Reverberation (hack, neural) • Recharge ⓂⓂ <i>Attack:</i> GIA (one creature) +13 vs. Will <i>Hit:</i> The target is dominated (save ends).		
MOVE ACTIONS		
Ⓢ Bilateral Sync (hack) • At-Will <i>Attack:</i> GIA (three attacks) +13 vs. Firewall <i>Hit:</i> The targeted firewall is breached. If the target has multiple firewalls, each attack can target a different firewall.		
⚔ Sensory Coordination Breach (hack) • At-Will <i>Attack:</i> GIA (one creature) +13 vs. Will <i>Hit:</i> The target is dazed and slowed (save ends).		
TRIGGERED ACTIONS		
Conjunct Assault • Weapon <i>Trigger:</i> A mirror is hit by any attack <i>Effect</i> (immediate reaction): One mirror that was not hit by the attack may immediately make an <i>assault rifle</i> attack against the triggering enemy.		
Str 16(+7)	Dex 18(+8)	Wis 16(+7)
Con 14(+6)	Int 20(+9)	Cha 15(+6)
Alignment Any Languages All		
Equipment Assault rifle		
Skills Athletics +12, Bluff +12, Computer Use +15, Insight +13		

Naomi Mudabwe

Level 3 Elite Controller

Medium Humanoid XP 300

Initiative +15 **Senses** Perception +8 (PP 18)
HP 78; **Bloodied** 39
AC 17; **Fortitude** 16, **Reflex** 15, **Will** 14, **Firewall** 18
Hardness 0
Saving Throws +2
Speed 6
Action Points 1

STANDARD ACTIONS

④ **Machete** (weapon) • **At-Will**

Attack: Melee 1 (one creature) +8 vs. AC
Hit: 1d6 +3 damage, and the target is pushed 1 square

⑤ **Rifle** (weapon) • **At-Will**

Attack: Ranged 20/40 (one creature) +9 vs. AC
Hit: 1d8 + 4 damage (AP 2)

Show of Force • **Recharge** [☑][☑]

Each ally in a close burst 2 may make one ranged basic attack.

+ **Subtlety and Guile** (weapon) • **Recharge** [☑][☑]

Attack: Melee 1 (one creature) +6 vs. Fortitude. The target must grant Naomi combat advantage.
Hit: The target drops to 0 hit points.

TRIGGERED ACTIONS

Not in Vain • **At-Will**

Trigger: Naomi is hit by a non-burst enemy attack power.
Effect(immediate reaction): One adjacent ally is hit by the attack instead of Naomi.

Possum • **Encounter**

Trigger: Naomi is bloodied
Effect(immediate reaction): All enemies grant Naomi combat advantage until the end of her next turn.

Str 14(+3) **Dex** 17(+4) **Wis** 15(+3)
Con 16(+4) **Int** 15(+3) **Cha** 18(+5)

Alignment Unaligned

Languages English, Swazi, Arabic, Swahili

Skills Bluff +10, Acrobatics +9, Diplomacy +10

and Legion remains the only functional byproduct of that project. No one knows who Legion works for and how it was able to escape from the project.

NAOMI MUDABWE

Naomi is the owner and commander of the Ikoro mercenary company (also called The Rainmakers), stationed and operating out of Africa. They have committed to several operations out of the region but their main focus is protecting oil shipments between bastions and the docks. She has personally seen more combat than any other human currently alive and she is not even 40. Despite claims to the contrary, she is not a prosthetic, though the majority of her personnel are. The Rainmakers are one of the most well equipped mercenary companies in the world.



NAOMI MUDABWE TACTICS

Naomi Mudabwe is at her most dangerous when cornered. She will use *show of force* and her action point immediately in order to push back the enemy into cover. When bloodied, she will use *subtlety and guile* to remove the enemy nearest to her, and continue the fight. If given the opportunity for a kill-shot, Naomi *will* take it, and she has no interest in taking prisoners. Even lenient GMs are strongly recommended to actively try to kill the PCs in a fight with Naomi.

NAOMI MUDABWE LORE

A character knows the following information with a successful History check (Region—Africa).

DC20: Naomi is actually British, with both parents being native born in London. Her mother's lineage tracks back to the Kenya while her father tracks back to South Africa, but both considered themselves English when they shifted their family to Nairobi as part of the UN embassy mission there. She did not inherit the Ikoro company. She formed it from contacts she made across the continent in her family's travels. When they were murdered (reasons unknown), she remained and formed her company. She has not left the continent since.

Nikolai Apostalov		Level 5 Elite Skirmisher (Leader)	
Medium Humanoid		XP 400	
Initiative +11		Senses Perception +13 (PP 23); darkvision	
HP 118; Bloodied 59			
AC 18; Fortitude 16, Reflex 17, Will 18, Firewall 19			
Hardness 0			
Saving Throws +2			
Speed 6			
Action Points 1			
STANDARD ACTIONS			
⚔ Straight Razor (weapon) • At-Will			
Attack: Melee 2 (one creature) +9 vs. AC			
Hit: 1d4 +3 damage, and 3 ongoing damage (save ends)			
🔫 Rifle (weapon) • At-Will			
Attack: Ranged 30/60 (one creature) +10 vs. AC			
Hit: 1d8 + 4 damage (AP 2)			
🛡 No Compromise, No Retreat • Recharge ⏏			
Each ally within a close burst 4 immediately charges the nearest enemy.			
All allies gain +2 to melee damage rolls until the end of Nikolai's next turn.			
TRIGGERED ACTIONS			
🐱 Cat and Mouse • At-Will			
Trigger: An enemy moves			
Effect(immediate reaction): Nikolai may move up to his speed.			
🛡 Bulletproof • Encounter			
Trigger: Reduced to 0 hit points			
Effect(immediate reaction): Nikolai is healed to his bloodied value.			
Str 14(+4)	Dex 17(+5)	Wis 15(+4)	
Con 15(+4)	Int 16(+5)	Cha 18(+6)	
Alignment Evil Languages Chinese, English, Russian			
Equipment Rifle, body armor, straight razor			
Skills Endurance +9, Athletics +9, Intimidate +11, Bluff +11			

NIKOLAI APOSTALOV

A cell commander for Concord. Nikolai is rumored to be one of the ten founders and if so, would be the only one identified. He is spotted once every five years and his last known location was in Beirut.

NIKOLAI APOSTALOV TACTICS

Nikolai Apostalov will use any men under his command like fodder, throwing as many lives into his foes as he can muster. He will often stalk a single opponent using *cat and mouse*, finishing them off with his *straight razor*.

ORGANICALLY GRAFTED REINFORCED ENDOSKELETON

OGRE is a monstrous prosthetic human lumbering into battle in a huge super-modified combat body. No one knows who he works for, and opponents that have encountered him swear he must be open to hire for any mission, for any side. Testimonies have claimed to see him fight for one side of a conflict and then fight for the opposition a week later as they were able to meet the higher price after his previous contract expired. Among many that know of OGRE, he is best described as simply being "unstoppable" and that the price paid to take him down is far too much for any opposition. The best anyone can do is attempt survive him.

OGRE TACTICS

OGRE, though massive, is not foolish. It will stay at ranged, removing targets it believes are dangerous before *spinning the drum dry* and thundering into melee. It will use its action points on *autocannon* attacks if given the option against heavy weapons specialists, or anyone sporting similar gear.

OGRE LORE

A character knows the following information with a successful History check.

DC25: Shocking as it is, OGRE has some sense of honor. He may be a sociopathic warmonger, but he does avoid killing noncombatants, provided that they have never fired on him first (and he has a good memory). He always keeps his word so seldom offers it. He has been compared to a "living devil", the "grim reaper" and simply the "unstoppable evil." His prosthetic body is wholly inhuman. It is believed OGRE is at least 20 years old but no one knows how old the mind is inside.

OGRE Level 11 Solo Brute

Large Prosthetic Humanoid XP 3000

Initiative +11 **Senses** Perception +13 (PP 23); darkvision

HP 472; **Bloodied** 236

AC 26; **Fortitude** 25, **Reflex** 18, **Will** 21, **Firewall** 26

Hardness 5

Resist 10 Variable (2/encounter; see *Monster Manual* glossary)

Saving Throws +5

Speed 6

Action Points 2

TRAITS

Cybernetic Leviathan

OGRE cannot be slowed or knocked prone. All push or slide forced movement effects are reduced by 2 squares. OGRE ignores difficult terrain.

STANDARD ACTIONS

④ Massive Gauntlet (weapon) • At-Will

Attack: Melee 2 (one creature) +14 vs. AC

Hit: 2d6 +6 damage, and the target is knocked prone.

⑤ Autocannon (weapon) • At-Will

Attack: Ranged 30/60 (one creature) +13 vs. AC

Hit: 2d10 + 10 damage (AP 4)

⚔ Heavy Handed (weapon) • At-Will

OGRE makes two *massive gauntlet* attacks.

⚡ Spin the Drum Dry (weapon) • Encounter, Reliable

Attack: Ranged 30/60 (one creature) +13 vs. AC

Hit: 5d10 damage (AP 3) and the target is knocked prone, immobilized, and cannot stand (save ends both). Once *spin the drum dry* has hit, OGRE may no longer make *autocannon* attacks.

TRIGGERED ACTIONS

Amphetamine Booster • Encounter

Trigger: OGRE is bloodied.

Effect(immediate reaction): OGRE removes all harmful effects, heals 112 hit points, and gains +1 speed until the end of the encounter.

NO ACTION

Memory Dump • Recharge ☹☹☹

OGRE may remove one harmful Hack effect.

Str 24 (+12) **Dex** 14 (+7) **Wis** 16 (+8)

Con 22 (+11) **Int** 12 (+6) **Cha** 8 (+4)

Alignment Evil **Languages** English, Japanese

Equipment None, all grafted

Skills Endurance +19, Athletics +17, Intimidate +13

SERVERS

Servers are massive computer systems that run corporations, government installations, and networks. They have different levels of security, from basic firewalls, to deadly attack shields. Some are simply memory storage devices while others control the military of small nations. Servers are unlike traditional opponents in many ways. They do not move, they cannot employ physical attacks, and they are not sentient.

Level: Servers have multiple layers with often different levels. Hackers should be wary of some larger systems, as the deeper layers may be too much for them to handle. Levels are listed from lowest level to highest.

Hit Points: A server has the listed number of hit points per layer. If a server has ten hit points listed and three layers, then a character must do ten damage to take down the first layer, ten damage to take down the second layer, and ten damage to take down the third layer. Taking one layer only results in that one layer going down, not any of the others, and layers cannot be attacked out of sequence. Reducing a server to below 0 hit points shuts down its systems and closes off its memory until the server can be repaired. A hacker cannot gain control of any part of a layer



after it has been reduced to below 0 hit points. The server also loses control of that layer, including all memory and systems, but not attack and defense powers.

Experience: Experience is listed per layer and the player receives the experience not for defeating the server but by achieving a goal the player had in mind. The player must have a clear idea what their plan was. If they fail, they receive nothing. So they may crack the firewall of a layer but if they do not extract the information they went in for, it is considered a failure. In addition, you only receive the full experience for your initial break in of a specific server.

Complexity: As they are not self-aware, servers cannot make skill checks on their own. All servers are considered trained in Computer Use and Perception, but use static values for checks with these skills unless they are actively overseen by an administrator. The layer's Complexity value replaces their server's passive Perception and Computer Use skill ranks.

Layers: Each server has between one and three layers. Each layer of a server may contain a series of powers, memories and systems. The layers are organized from lowest to highest level. A server layer may use the powers, systems and memories from any layer of a lower level than it.

Layer Bonus: A server layer adds its layer bonus to initiative and all attack rolls. Attack powers are listed as LB, meaning you use the attack bonus of the current layer.

Components: Components are elements of a server that are not powers. These are the goals of hackers, the purpose of the dive. They are divided into three subcategories: systems, memory, and hardware.

Systems: Systems are functions that a specific server layer is responsible for. A player may hijack these systems and use them to her own advantage. Each system has a Computer Use DC that a character must overcome before that character uses the system.

Memory: Memory is like systems except they are not elements the machine has control over but data the server is storing. Like systems, these have a Computer Use skill DC.

Hardware: This lists devices and machines directly tied into the layer. A player can only hijack these systems if they know an appropriate hack power.

Gain the GIA: All servers know the *server back-hack* power, which is functionally equivalent to the freediver's *back-hack* power but is usable at-will.

Server Back-Hack

Server Attack

The server detects an intruder attempting to break through your own firewall. It tracks them back to the source.

At-Will • Hack, Reliable

Move Action Special

Target: One creature currently diving into one of the server's connected systems. The server must be aware the target is diving.

Attack: LB vs. Will

Hit: The server knows the target's GIA until the end of the server's turn.

Special: If the target has a GIAS (GIA Scrambler), compare the server layer's Complexity against the GIAS's ProgDC. If the ProgDC is equal or higher, the attack fails.

CREATING YOUR OWN SERVERS

Servers are created the same as any other monster, except that each layer is treated as a separate creature. Here is a guide to making your own servers.

Layer Bonus: The most important value, the layer bonus is added to defense values, and attacks. This value is simply the normal attack bonus for an opponent of the layer's level.

Defense Values: Servers do not have AC, Fortitude, or Reflex defenses. Calculate Firewall defense using the AC value for an opponent of the layer's level.

Skills: All servers are considered trained in Computer Use and Perception, but use a static Complexity value for them (10 + Intelligence modifier + trained bonus + ½ layer level, +1 at Paragon tier, +2 at Epic tier). If for some reason another skill check is required, use the Complexity -5. These values are overridden by their operator's values when the system is being actively administered, unless the server's skill values are higher.

AIR TRAFFIC CONTROL SYSTEM [ATCS]

This is the standard air traffic control system used by most major international airports, including Archon's Freeport. The ATCS contains numerous redundancies, including human, but the primary sever still contains several vulnerabilities few people know about it.

Air Traffic Control System (ATCS)

Level 3, 7, 13 Controller

Server

XP 38, 75, 200

Initiative +0

HP 24; Bloodied 12

Air Traffic Control System (ATCS)

Layer 1

Level 3 Controller

Layer Bonus +8

Complexity: 21

Will 16, Firewall 17

STANDARD ACTIONS

⚡ **Exhaust** (hack) • **At-Will**

Attack: GIA (one creature) LB vs. Will

Hit: The target is dazed until the start of ATCS' next turn and automatically misses with its next hack attack against ATCS.

MOVE ACTIONS

⚡ **Seedpush** (hack) • **At-Will**

Attack: GIA (one creature) LB vs. Firewall

Hit: The target's firewall is breached. The server is diving.

⚡ **Guardian Subroutine** (hack) • **At-Will**

Requirement: The ATCS detects a hack

Attack: Special (attacking creature) LB vs. Will

Hit: The ATCS learns the target's GIA

TRIGGERED ACTION

Invasion Detection (hack) • **At-Will**

Trigger: An attacker fails on an attack roll targeting the server's Firewall or Will

Attack (immediate reaction): Special (triggering creature) LB vs. Will; can target firewalled creatures.

Hit: The ATCS is aware of the attacker.

COMPONENTS

Aeronautic Erudition (DC 19) • Memory

A character learns the following information: The exact arrival and departure times of all aircraft interacting with the ATCS, including all private, military and commercial flights. In addition, the character knows the exact location of all aircraft en route to or from the airport containing the ATCS. The character can also find crew, passenger and cargo listings for a specific flight.

Close Circuit Security Surveillance • Hardware

Most airports have dozens if not hundreds of cameras located about the facility. The character can view the feed from any camera and activate or deactivate cameras. Security camera footage is typically recorded, so turning off a camera may be taken as evidence of system tampering.

Air Traffic Control System (ATCS)

Layer 2

Level 7 Controller

Layer Bonus +12

Complexity: 23

Will 20, Firewall 21

STANDARD ACTIONS

⚡ **Sigstop** (hack, neural) • **At-Will**

Attack: GIA (one creature) LB vs. Firewall

Hit: 1d6 +6 damage, and the target is stunned (save ends).

COMPONENTS

Aviation Calibration (DC 23) • System

A character is able to change flight registries and delay or hasten the scheduled departure or arrival times of private aircraft (although these are not guaranteed to stick due to human redundancies).

Metal Detectors, X-Ray Machines, and Explosive Detection Devices • Hardware

The character can activate or deactivate stationary scanning systems or cause them to give false readings. These stations are still manned by humans, and the displays of X-ray scanners cannot be altered without additional programs.

Air Traffic Control System (ATCS)

Layer 3

Level 13 Controller

Layer Bonus +18

Complexity: 27

Will 26, Firewall 27

STANDARD ACTIONS

⚡ **Socket Failure** (hack, neural) • **Recharge** ☞ ☞ ☞

ACTS makes one *seedpush* attack against each detected enemy. If the attack breaches the target's firewall, the target suffers 3d10 damage and is stunned (save ends).

COMPONENTS

Navigation Authority (DC 26) • System

A character is able to delay or hasten the scheduled departure or arrival times of all aircraft tied to the ACTS, and alter flight schedules and gate arrival locations (the character cannot send the aircraft to the wrong airport).

Will 17 (+3)

Int 20 (+5)

Cha 8 (-1)

Alignment Unaligned

Languages All

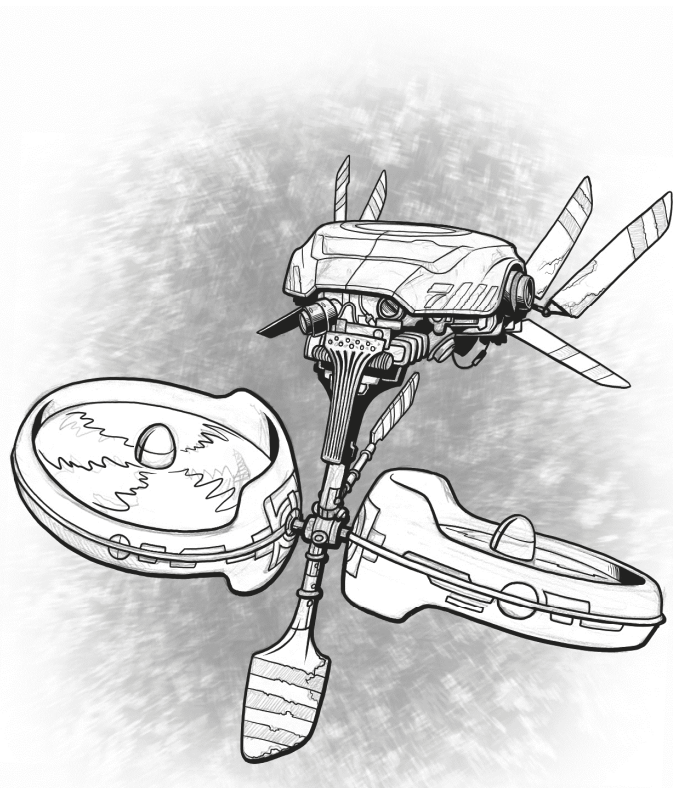
ARCHON NEWS NETWORK

This entry can be modified for any global news network as there are dozens across the world. They would use different protocols but one would not be particularly more difficult than another.

Archon News Network (ANN)	
Level 4, 11 Controller	
Server	XP 44, 150
Initiative +0	
HP 33; Bloodied 16	

Archon News Network (ANN)	
Layer 1	
Level 4 Controller	
Layer Bonus +9	Complexity: 21
Will 17, Firewall 18	
MOVE ACTIONS	
⚔ I'm Sorry, That Directory Is Forbidden (hack) • At-Will	
Attack: GIA (one creature) LB vs. Firewall	
Hit: The target is immobilized until the start of ANN's next turn.	
The target's firewall is breached.	
⚔ Packet Reversal (hack, neutral) • Recharge ☐☐☐	
Attack: GIA (one creature) LB vs. Will	
Hit: The target is blinded and stunned (save ends both).	
MINOR ACTIONS	
⚔ Guardian Subroutine (hack) • At-Will	
Requirement: ANN detects a hack.	
Attack: Special (attacking creature) LB vs. Will	
Hit: ANN learns the target's GIA.	
TRIGGERED ACTIONS	
⚔ Invasion Detection (hack) • At-Will	
Trigger: An attacker misses against the server's Firewall or Will	
Attack (immediate reaction): Special (triggering creature) LB vs. Will;	
can target firewalled creatures.	
Hit: The server is aware of the attacker.	
COMPONENTS	
Information Upheaval (DC 19) • Memory	
A character can access all current and submitted stories in the ANN, as well as any past stories in the last eighteen months. Any information retrieval prior to eighteen months ago requires a DC 21 Computer Use skill check.	

Archon News Network (ANN)	
Layer 2	
Level 11 Controller	
Layer Bonus +16	Complexity: 25
Will 24, Firewall 25	
STANDARD ACTIONS	
⚔ Counter Block (hack, neutral) • Recharge ☐☐☐	
Attack: GIA (one creature) LB vs. Will	
Hit: The target is unconscious until it can take an extended rest.	
COMPONENTS	
Illumination (DC 23) • System	
The character may change the contents of any story or broadcast from ANN. If the story being played live, the DC is increased to 33. Only text- and image-based content can be edited (editing images may require a secondary check, unless the character already has access to the doctored files).	
Independent Radio Network • Hardware	
Aircraft and reporters in the field often employ a secured radio link which circumvents the cellular/satellite matrix. This feed can be interrupted or transmissions can be made using it.	
Remote Cameras • Hardware	
Robot news cameras can be moved. Video feeds can be switched, but false video data cannot be inserted unless it has been previously fabricated.	
Will 20 (+5)	Int 18 (+4) Cha 14 (+2)
Alignment Unaligned	Languages All



AUTOMATRIX

The automatrix is a common system found in most major cities across the world. Not only does it coordinate roadworks, it also operates all traffic lights and controls automated vehicles. It monitors traffic cameras, calculates congestion, and alters traffic density to prevent delays. It can track every open vehicle running under its network.

Automatrix	Level 3, 6, 12 Controller
Server	XP 38, 63, 175
Initiative +0	
HP 22; Bloodied 11	

Automatrix	Level 3 Controller
Layer 1	
Layer Bonus +8	Complexity: 21
Will 16, Firewall 17	
STANDARD ACTIONS	
⚡ Increased Deterrent (hack) • At-Will	
<i>Attack:</i> GIA (one creature) LB vs. Firewall	
<i>Hit:</i> 1 damage, and the target is dazed (save ends). The target's firewall is breached.	
⚡ Target Blocker (hack) • Recharge [3]	
<i>Attack:</i> GIA (one creature) LB vs. Will	
<i>Hit:</i> The AM gains a +2 bonus to all Firewall and Will defenses until the start of its next turn.	
TRIGGERED ACTIONS	
⚡ Invasion Detection (hack) • At-Will	
<i>Trigger:</i> An attacker misses against the server's Firewall or Will.	
<i>Attack</i> (immediate reaction): Special (triggering creature) LB vs. Will; can target firewalled creatures.	
<i>Hit:</i> The server is aware of the attacker.	
MINOR ACTIONS	
⚡ Guardian Subroutine (hack) • At-Will	
<i>Requirement:</i> The AM detects a hack.	
<i>Attack:</i> Special (attacking creature) LB vs. Will	
<i>Hit:</i> The automatrix learns the target's GIA.	
COMPONENTS	
Vehicular Determination (DC 19) • Memory	
A character can access data logs of which intersections a specific car has passed in the last six hours and if it has any traffic violations on record. You can also review recorded traffic camera data from the past 72 hours (the data is automatically deleted after this time).	
Traffic Cameras • Hardware	
The character can view and control the angle of video feeds from traffic cameras anywhere on the automatrix.	

Automatrix	Level 6 Controller
Layer 2	
Layer Bonus +11	Complexity: 23
Will 19, Firewall 20	
MOVE ACTIONS	
⚡ Scare Tactics (hack) • At-Will	
Make two <i>increased deterrent</i> attacks. The target is aware of the attack.	
COMPONENTS	
Traffic Lights • Hardware	
The character can hijack the traffic lights at one location. Only one intersection can be controlled per round. This includes all lights including pedestrian walks.	

Automatrix	Level 12 Controller
Layer 3	
Layer Bonus +17	Complexity: 27
Will 25, Firewall 26	
STANDARD ACTIONS	
⚡ Final Deterrent (hack, neutral) • Recharge [3][3][3]	
<i>Attack:</i> GIA (one creature) LB vs. Will	
<i>Hit:</i> 1d10 +7 damage, and the target is stunned until the start of AM's next turn.	
COMPONENTS	
Roadworks (DC 25) • System	
The character may schedule or terminate roadway maintenance work. While efficiency is greater than generally occurs in the early 21 st century, timely response is not guaranteed and maintenance staff may question or neglect unnecessary, nonsensical or contradictory orders.	
Autodrive • Hardware	
The character may control up to twelve vehicles on autodrive, none of which may be more than ten squares away from another. The character's control is lost if a vehicle exceeds this distance or if the vehicle's autodrive is turned off.	
Will 17 (+3)	Int 20 (+5) Cha 8 (-1)
Alignment Unaligned	Languages All

CELLULAR / SATELLITE MATRIX

The CSM is an international network of not one but hundreds of independent servers with their own firewalls and protocols. Breaking one does not equate breaking another. They monitor and secure not only all vocal communication but all internet traffic as well, including information exchange and power supply for SEEDs. Because of SEED software security, cracking into the server only allows you to tap into phone conversations and not SEEDs themselves

Cellular / Satellite Matrix (CSM)	
	Level 5, 10 Controller
Server	XP 50, 125
Initiative +0	
HP 36; Bloodied 18	

Cellular / Satellite Matrix (CSM)	
Layer 1	Level 5 Controller
Layer Bonus +10	Complexity: 21
Will 18, Firewall 19	
STANDARD ACTIONS	
⤵ In Depth Analyzing (hack) • Recharge [3]	
Attack: GIA (one creature) LB vs. Will	
Hit: The target grants the CSM combat advantage until the end of the encounter. In addition, CSM learns the physical location of the target.	
MOVE ACTIONS	
⤵ Invalid_Owner_1307 (hack) • At-Will	
Attack: GIA (one creature) LB vs. Firewall	
Hit: The target's firewall is breached. The server is diving.	
⤵ Guardian Subroutine (hack) • At-Will	
Requirement: The CSM detects a hack.	
Attack: Special (attacking creature) LB vs. Will	
Hit: The CSM learns the target's GIA.	
TRIGGERED ACTIONS	
⤵ Invasion Detection (hack) • At-Will	
Trigger: An attacker misses against the CSM's Firewall or Will	
Attack (immediate reaction): Special (triggering creature) LB vs. Will;	
can target firewalled creatures.	
Hit: The CSM is aware of the attacker.	
COMPONENTS	
Call Display (DC 19) • Memory	
A character can access a record of all calls currently taking place over the CSM and the names of their participants, but learns neither their GIA nor their physical location. The content of these calls is not available.	
Cellular Recall (DC 20) • System	
A character may eavesdrop on one conversation currently taking place over the CSM.	

Cellular / Satellite Matrix (CSM)	
Layer 2	Level 10 Controller
Layer Bonus +15	Complexity: 24
Will 23, Firewall 24	
STANDARD ACTIONS	
⤵ SEED Rupture (hack, neural) • Recharge [3]	
Attack: GIA (one creature) LB vs. Will	
Hit: 1d8 +5 damage, and the target is weakened (save ends).	
The Authorities Have Been Contacted • Encounter	
The CSM activates a <i>tracer</i> program with a ProgDC of 25. If the <i>tracer</i> identifies an intruder, the GIA and location are immediately forwarded to the proper authority nearest to the subject.	
COMPONENTS	
It's For You (DC 24) • Memory	
Until the end of the encounter, the character learns the GIA of one non-paranoid creature anywhere in the region that is currently involved in a cellular conversation.	
Will 16 (+3)	Int 18 (+4) Cha 6 (-2)
Alignment Unaligned	Languages All



CORPORATE HQ SERVER

This is the standard server for a major company. Many smaller corporations may only have one or two layers while others may be even harder than the one listed here.

Corporate HQ Primary Server

Level 5, 15, 25 Controller

Server

XP 50, 300, 1750

Initiative +1

HP 25; Bloodied 12

Corporate HQ Primary Server

Layer 1

Level 5 Controller

Layer Bonus +9

Complexity: 22

Will 18, Firewall 19

MOVE ACTIONS

☞ **Policy Injection** (hack) • **At-Will**

Attack: GIA (one creature) LB vs. Firewall

Hit: 1 damage, and the target is stunned until the start of the server's next turn. The target's firewall is breached.

Reactive Secure Host • **Recharge** ☞☞

The Corporate HQ Primary Server gains +1 to all defenses and combat advantage against all enemies until the end of its next turn.

MINOR ACTIONS

☞ **Guardian Subroutine** (hack) • **At-Will**

Requirement: The server detects a hack.

Attack: Special (attacking creature), LB vs. Will

Hit: The server learns the target's GIA.

☞ **Invasion Detection** (hack) • **At-Will**

Trigger: An attacker misses against the server's Firewall or Will

Attack (immediate reaction): Special (triggering creature), LB vs. Will; can target firewalled creatures.

Hit: The server is aware of the attacker.

COMPONENTS

Corporate Dictation (DC 20) • **Memory**

A character learns one of the following per check: the location of all security systems within the Corporate HQ building, how many personnel are on staff on a given day and where they are located, or the physical blueprints of the building itself.

Corporate HQ Primary Server

Layer 2

Level 15 Controller

Layer Bonus +20

Complexity: 28

Will 28, Firewall 29

STANDARD ACTIONS

☞ **Too Many Ports, Aborting Processes** (hack, neutral) • **Recharge** ☞☞

The Corporate HQ Primary Server deals 3d10 damage to each enemy it has combat advantage against. If any of the server's firewalls are breached, they reset.

COMPONENTS

Push the Envelope (DC 28) • **System**

The character may change any document on the server's internal network.

Security Systems • **Hardware**

The character can view the feeds and control the movements of security cameras tied to the server. Cameras can be switched on and off, but most cameras are monitored by human security and all feeds are generally recorded: switching off a camera may be viewed as evidence of tampering.

Corporate HQ Primary Server

Layer 3

Level 30 Controller

Layer Bonus +35

Complexity: 37

Will 43, Firewall 44

STANDARD ACTIONS

☞ **Invalid SEED Argument** (hack, neutral) • **Recharge** ☞☞☞

Attack: GIA (one creature) LB vs. Will

Hit: 2d8 +10 damage, and the target is helpless until the start of Corporate HQ Primary Servers next turn.

COMPONENTS

Dirty Little Secrets (DC 33) • **Memory**

The character learns the following: one internal document or discrepancy directly contradicting public company policy, or one piece of evidence of ethically questionable or illegal dealings on the part of the company. The GM may determine that such information does not exist, or that the data retrieved is not accurate.

Will 16 (+3) Int 20 (+5) Cha 16 (+3)

Alignment Unaligned

Languages All



ECHELON

The United States held the distinction of operating the largest security server in the world until MCP and SIM emerged onto the scene. It is still considered one of the most dangerous networks on the planet to hack. It is a military class system which doesn't play nice with intruders. Several years ago, a battalion of Alice androids were linked in series to increase Echelon's power but this still pales in comparison to the other two servers. Echelon is one of the few servers on the planet allowed to initiate lethal countermeasures against attackers. To date, the system has never accidentally killed a target, thought technically, it has the power to kill any target it has the GIA for. This is not public knowledge.

Echelon	Level 15, 22, 28 Controller
Server	XP 300, 1038, 3250
Initiative +2	
HP 49; Bloodied 24	

Echelon	Level 15 Controller
Layer 1	
Layer Bonus +19	Complexity: 32
Will 28, Firewall 29	
STANDARD ACTIONS	
⚔ Provider Refraction (hack, neutral) • Recharge ☞☞☞	
<i>Attack:</i> GIA (one creature) LB vs. Will	
<i>Hit:</i> 2d8 +5 damage, and the target is dazed until the start of Echelon's next turn.	
MINOR ACTIONS	
⊕ Ultimatum (hack, neutral) • At-Will	
<i>Attack:</i> GIA (one creature) LB vs. Firewall	
<i>Hit:</i> 1d8 +5 damage, and the target's firewall is breached.	
⚔ Guardian Subroutine (hack, neutral) • At-Will	
<i>Requirement:</i> Echelon detects a hack.	
<i>Attack:</i> Special (attacking creature) LB vs. Will	
<i>Hit:</i> 1d6 +5 damage, and Echelon learns the target's GIA.	
TRIGGERED ACTIONS	
⚔ Invasion Detection (hack) • At-Will	
<i>Trigger:</i> An attacker misses against the server's Firewall or Will	
<i>Attack</i> (immediate reaction): Special (triggering creature) LB vs. Will; can target firewalled creatures.	
<i>Hit:</i> Echelon is aware of the attacker.	
COMPONENTS	
Hear No Evil (DC 19) • Memory	
A character may monitor the online traffic coming from a single building or, alternatively, they may monitor the uploads and downloads from an individual whose GIA the character knows.	

Echelon	Level 22 Controller
Layer 2	
Layer Bonus +27	Complexity: 37
Will 34, Firewall 35	
STANDARD ACTIONS	
⚔ Policy Error (hack, neutral) • At-Will	
<i>Attack:</i> GIA (one creature) LB vs. Will	
<i>Hit:</i> 1d10 +5 damage. Until the start of Echelon's next turn, any enemy that attacks Echelon's Will defense must roll twice and take the lowest result.	
COMPONENTS	
Cryptonomicon (DC 31) • Memory	
The character has access to one of the premier code-cracking software sets on the planet. Each check grants the character a +15 item bonus to all attempts at breaking one specific code.	

Echelon	Level 28 Controller
Layer 3	
Layer Bonus +14	Complexity: 40
Will 41, Firewall 42	
STANDARD ACTIONS	
⚔ Deadly Force Authorized (hack) • Recharge ☞☞☞	
<i>Attack:</i> GIA (one creature) LB vs. Will	
<i>Hit:</i> The target is reduced to -1 hit points.	
COMPONENTS	
No Evil (DC 36) • System	
The character may access Echelon's satellite imaging to view any one area that the satellite is currently watching. If the character wants to look at an area that a satellite is not currently watching, they must make another DC 36 Computer Use skill check for every fifty kilometers they want to move the focus. Satellite imaging is capable of ground level resolution.	
Spy Games (DC 37) • System	
The character may insert, edit or delete any one record in the Echelon database or remove all Echelon knowledge of any single cryptographic code.	
Will 24 (+7) Int 28 (+9) Cha 10 (+0)	
Alignment Unaligned	Languages All

I/O EDEN MCP

The MCP, named after a famous film computer, does not stand for anything other than its homage. Many hackers take it for granted because of this, foolishly unaware that the MCP is the single most powerful computer system on the planet. Since it was designed by ex-hackers, it allows some room to test the waters of those trying to crack it (recording their efforts all the while to improve its own security). However, it takes genuine breaches in security very seriously.

I/O Eden MCP **Level 1, 27, 33 Controller**
Server XP 25, 2750, 7750

Initiative +3
HP 82; **Bloodied** 41

I/O Eden MCP **Level 1 Controller**
Layer 1

Layer Bonus +7 **Complexity:** 25
Will 20, **Firewall** 21

MINOR ACTIONS

⌘ **Slap In The Face** (hack) • **At-Will**
Attack: GIA (one creature) LB vs. Firewall
Hit: The target's firewall is breached. The target is welcomed to I/O Eden MCP, a worker's paradise, and is immediately forwarded an application.

⌘ **Error 37** (hack) • **At-Will**
Requirement: The MCP detects a hack.
Attack: Special (attacking creature) LB vs. Will
Hit: The target is stunned (save ends). I/O Eden MCP gains the target's GIA.

TRIGGERED ACTIONS

⌘ **Invasion Detection** (hack) • **At-Will**
Trigger: An attacker misses against the MCP's Firewall or Will
Attack (immediate reaction): Special (triggering creature) LB vs. Will; can target firewalled creatures.
Hit: The MCP is aware of the attacker.

COMPONENTS

The Hell? (DC 35) • **Memory**
The character receives a random piece of information. This information should be completely useless to the character, such as the roster of Russian Olympic figure skating champions or the dietary and mating habits of a particular aquatic mammal. If the GM has internet access, the 'Random Article' function of Wikipedia may come in useful here.

I/O Eden MCP

Layer 2 **Level 27 Controller**

Layer Bonus +36 **Complexity:** 40
Will 41, **Firewall** 42

MINOR ACTIONS

⌘ **Alt F4** (hack) • **At-Will**
Attack: GIA (one creature) LB vs. Firewall
Hit: The target is immobilized, blinded and deafened (save ends each). The target's firewall is breached. Until the end of the encounter, the target hears a computer error ding once per second.

⌘ **Relativity** (hack, neutral) • **At-Will**

Attack: GIA (one creature) LB vs. Will
Hit: The target is dominated (save ends). The target immediately leaves the room it is in, or, if outside, enters the nearest building, sits down on its hands and then goes paranoid (ending the effect).

COMPONENTS

The Word (DC 35) • **Memory**

The character may extract detailed information about any single organization on the planet, including personnel, payroll, criminal records and locations.

I/O Eden MCP

Layer 3 **Level 33 Controller**

Layer Bonus +39 **Complexity:** 44
Will 47, **Firewall** 48

STANDARD ACTION

⌘ **404** (hack, neutral) • **Recharge** ⌘⌘
Attack: GIA (one creature) LB vs. Will
Hit: The target is helpless until the end of the encounter. The words, "Have a nice day" and a smiley face are superimposed over the target's vision

⌘ **Coexistence Suppress** (hack, neutral) • **Recharge** ⌘⌘⌘

Attack: GIA (one creature) LB vs. Will
Hit: On its turn, the target moves and makes a melee attack against the closest visible ally and may not use any ranged or hack powers (save ends all).

COMPONENTS

The Hand (DC 37) • **System**

The character may insert, alter, or delete one entry in the datahaven's database.

Will 28 (+9) **Int** 30 (+10) **Cha** 14 (+2)

Alignment Unaligned **Languages** All

POWER CONTROL GRID

Each city has its own Power Control Grid. Some may be easier than others. Larger cities, like Archon, may have much more difficult systems to crack while a town in a third world country (that has electricity) would be a walk in the park. The following PCG represents an above average opponent.

Power Control Grid	Level 1, 10, 20 Controller
Server	XP 25, 125, 700
Initiative +0	
HP 28; Bloodied 14	

Power Control Grid	Level 1 Controller
Layer 1	Level 1 Controller
Layer Bonus +6	Complexity: 20
AC -, Fortitude -, Reflex -, Will 14, Firewall 15	
STANDARD ACTIONS	
⚡ Incorrect Format (hack) • At-Will	
Attack: GIA (one creature), LB vs. Firewall	
Hit: The target's firewall is breached.	
⚡ Localized Shutdown (hack) • At-Will	
Attack: GIA (one creature), LB vs. Will	
Hit: The target's next hack attack against the Power Control Grid automatically misses.	
MINOR ACTIONS	
⚡ Guardian Subroutine (hack) • At-Will	
Requirement: The Power Control Grid detects a hack.	
Attack: Special (attacking creature), LB vs. Will	
Hit: The Power Control Grid learns the target's GIA.	
TRIGGERED ACTIONS	
⚡ Invasion Detection (Hack) • At-Will	
Trigger: An attacker misses against the PCG's Firewall or Will.	
Attack (immediate reaction): Special (triggering creature), LB vs. Will; can target firewalled creatures.	
Hit: The PCG is aware of the attacker.	
COMPONENTS	
Work the Grid (DC 19) • Memory	
A character can access the power usage logs in all areas controlled by the Power Control Grid and the electrical plans of individual buildings whose power is controlled by the Power Control Grid.	

Power Control Grid	Level 10 Controller
Layer 2	Level 10 Controller
Layer Bonus +15	Complexity: 25
Will 23, Firewall 24	
STANDARD ACTIONS	
⚡ Cease All Activity (hack) • At-Will	
Attack: GIA (one creature) LB vs. Will	
Hit: The target is stunned until the start of the Power Control Grid's next turn. The target's GIA is broadcast to the local authorities.	
COMPONENTS	
Blown a Fuse (DC 25) • System	
The character may shut down all power in one building on the grid until the end of the encounter (or five minutes). Any backup generators the building may have cannot be affected.	

Power Control Grid	Level 20 Controller
Layer 3	Level 20 Controller
Layer Bonus +25	Complexity: 31
Will 33, Firewall 34	
STANDARD ACTIONS	
⚡ Invalid Authority, Terminating Connection (hack, neural) • Recharge [3]	
Attack: GIA (one creature) LB vs. Will	
Hit: 5d10 damage, 5 ongoing damage (save ends), and the target is stunned until the start of the Power Control Grid's next turn. If the Power Control Grid has breached firewalls, they immediately reset.	
COMPONENTS	
Blackout (DC 32) • System	
The character may shut down all power to a particular circuit of the Grid for up to one hour. Each circuit takes up between six and ten city blocks. A more controlled blackout, affecting an area as large or small as the character desires, requires a DC 35 check.	
Will 22 (+6) Int 20 (+5) Cha 10 (+0)	
Alignment Unaligned Languages All	

SAMAZ INDEPENDENT MONITOR

All traffic to and from Archon is tagged and tracked by SIM. It does not handle the duties of the CSM or Automatrix, but oversees them, tagging any items that may risk national security. It also monitors all digital traffic and functions as a firewall for all UN and embassy buildings.

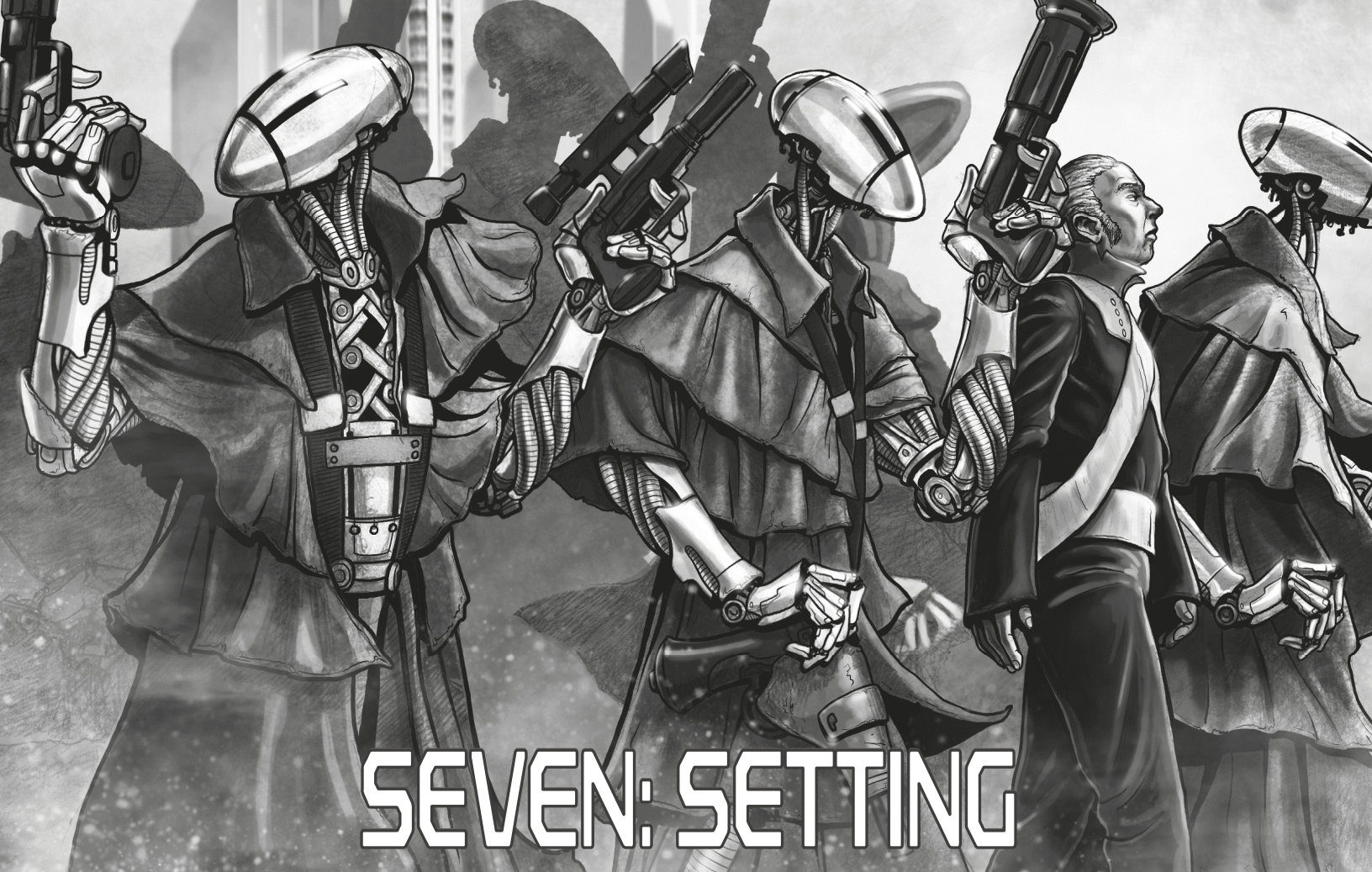
SIM	Level 17, 24, 30 Controller
Server	XP 400, 1513, 4750
Initiative +2	
HP 51; Bloodied 25	

SIM	Level 17 Controller
Layer 1	
Layer Bonus +22	Complexity: 33
Will 30, Firewall 31	
MINOR ACTIONS	
⌘ SIM Says No. (hack, neutral) • At-Will	
<i>Attack:</i> GIA (one creature) LB vs. Firewall	
<i>Hit:</i> 1 damage, and the target's firewall is breached. The target is informed that what it is doing is a crime in accordance with UN charters.	
⌘ Connection Collapse (hack) • Recharge ⌘⌘	
<i>Attack:</i> GIA (one creature) LB vs. Will	
<i>Hit:</i> The target is immediately disconnected from the server and goes paranoid.	
<i>Miss:</i> SIM's firewalls immediately reset.	
MINOR ACTIONS	
⌘ Guardian Subroutine (hack, neutral) • At-Will	
<i>Requirement:</i> SIM detects a hack.	
<i>Attack:</i> Special (attacking creature) LB vs. Will	
<i>Hit:</i> The target is dazed (save ends), and SIM learns the target's GIA.	
TRIGGERED ACTIONS	
⌘ Invasion Detection (hack) • At-Will	
<i>Trigger:</i> An attacker misses against SIM's Firewall or Will	
<i>Attack</i> (immediate reaction): Special (triggering creature) LB vs. Will; can target firewalled creatures.	
<i>Hit:</i> SIM is aware of the attacker.	
COMPONENTS	
Archon Proper (DC 19) • Memory	
The character can access detailed information on staff currently employed in a specific embassy within Archon, or blueprint designs for any building within the borders of Archon.	

SIM	Level 24 Controller
Layer 2	
Layer Bonus +29	Complexity: 38
Will 37, Firewall 38	
STANDARD ACTIONS	
⌘ Internal Negotiations (hack, neutral) • Recharge ⌘⌘	
<i>Attack:</i> GIA (one creature) LB vs. Will	
<i>Hit:</i> The target is dominated (save ends).	
COMPONENTS	
Personnel Extractions (DC 31) • Memory	
The character can access the location of individual Archon staff and diplomats in Archon in real-time, or the location and detailed information of all deployed DPS, UNPK, PPA and UNSDF personnel.	

SIM	Level 30 Controller
Layer 3	
Layer Bonus +35	Complexity: 41
Will 43, Firewall 44	
STANDARD ACTIONS	
⌘ Enough (hack, neutral) • Recharge ⌘⌘	
<i>Attack:</i> GIA (one creature) LB vs. Will	
<i>Hit:</i> The target is helpless until the end of an extended rest.	
COMPONENTS	
International Revelations (DC 36) • Memory	
The character can access any information traffic moving through any single embassy or UN institution in Archon and the contents of that information.	
Impose Crisis (DC 37) • System	
The character may alter or delete any one record in the SIM's database, or deploy the DPS to a single location.	
Will 23 (+7) Int 29 (+9) Cha 12 (+1)	
Alignment Unaligned	Languages All





SEVEN: SETTING

The turn of the 21st century was full of apocalyptic fears: the belief that some incident, be it a war, a calamity from the heavens, or merely overpopulation, resource depletion, and environmental collapse. In the end, none of these came to pass, at least not to the extent that the doomsayers foretold. In the end, it was not one single cataclysmic event, but dozens of smaller ones that spelled the end of the old world order and the dawning of the dream of Archon.

"The nation of Archon is the worst run example of a government I have seen with the notable exception of all the others..."

Franklin Bartel
Political Analyst

THE BUBBLE

The history of technological development reveals two currents in human thought: the first, that progress is a thing to be desired; the second, that if it ain't broke, don't fix it. Unfortunately for many innovators, while most individuals seem to favor the former, populations are governed by the latter. Technological developments are constantly hampered by concerns over cost-effectiveness, sabotage by existing organizations that see the new development as a

threat to their power, or (most often) mere scaremongering by uninformed masses. The same thinking that prevented genetically modified wheat from severely reducing the world's food shortage problem in the early 21st century likewise set back the development of nanotechnology by decades.

"No one knew how bad it was going to get. The optimists couldn't believe it and the pessimists weren't actually expecting it."

Naheel Parmar
Nanolutions CEO

The first self-replicating nanomachine was constructed by Honshu's Micron Technologies in 2039. Unfortunately, a minor industrial accident that caused three deaths – far less severe than the incident could have been had the company not been prepared – was blown out of proportion by the media, resulting in MicroTech going bankrupt and its patents being released to countless nanotech startups. Lack of expertise on the part of these new companies combined with lingering paranoia over what the media termed the 'Honshu Nanotech Incident' meant that the technology completely failed to take off and remained mired in bureaucratic hurdles for decades. The heavy investment in a failed industry caused a minor recession,

which doubtless contributed to the greater troubles to come.

THE WAKE-UP

The buzzword of 'global warming', bandied about by biased politicians and barely-informed activists since the end of the 20th century, was the battleground for both those in opposition to and in favor of industrial development. Each side was convinced that giving in to the other would result in the end of the world as they knew it. In the end, they were both right... and both wrong.

"The 'Carbon Collapse' was the ultimate bubble—an environmental, economic, and social breakdown no one saw coming—but which we all knew was going to happen."

James Ho
The Pacific Observer

By the end of the century it had become obvious that humanity's dependence on primordial sludge as a fuel source couldn't last, and as it was in the best interests of the oil companies to ensure that they still had clout when the petroleum ran out, they began heavily pushing the new and not remotely cost-effective technology of hydrogen fuel cells. Unfortunately, the lack of standardization and the monopolistic business practices of the conglomerates prevented the technology from ever becoming affordable to the consumer, actually increased the use of gasoline, and eventually (after a sharp spike in global temperature in 2045 that raised sea levels drastically in the space of two years) caused the economic and ecological event that came to be known as the Carbon Collapse. Over the next ten years, over a billion lives were lost, the world's oil and automotive industries were all but crippled, and several major world currencies had been almost completely destabilized.

A CONTINENT SHATTERED

Africa never really recovered from its colonial history. The power vacuums left in the wake of the collapse of the European and Middle Eastern empires in the 20th century left a continent full of feuding warlords, ravaged by poverty, crop failure, disease, and woefully naïve charities. While day-to-day life for the average person in the urban areas differed little from that of the average first-world city dweller, the threat of violence both external and internal was always on the horizon.

The Carbon Collapse merely made an already bubbling kettle boil over. The rise in sea level barely affected the continent, but the discovery of oil in several contested

central territories led to the disintegration of several nations and provoked a free-for-all war, fueled by greedy oil companies and foreign mercenaries. The more powerful warlords consolidated their power bases in fortified city-states and continued to build up enormous military power, and the rest of the world, still reeling from the Collapse, was powerless to intervene.

EQUALIZATION

The Carbon Collapse spelled the end of the dominion of the US dollar, but not (as some experts predicted) its descent into total irrelevance. Though attempts were made by the European Union to bolster the value of the euro, its dependence on the German automotive industry (which had only partly weathered the HFC/oil crisis) and the development of strong economic alliances between the industrial nations of Asia and the Middle East left the world financial markets with four roughly comparable trading currencies: the dollar, the euro, the khaleeji (the relatively new currency of the Pan-Arabian Coalition) and the AMU (not really a currency, but an economic unit leveraging the collective buying power of thirteen Asian nations). The euro, as a comparatively neutral currency, is presently the preferred unit of international trade and remains the official currency of the United Nations territories.

"Dot-coms, the mortgage crisis, the Carbon Collapse...will we learn? Of course we do, but bubbles burst. We burst them. It's in our nature. No one blows a bubble intent on letting it deflate."

Ben Jazerbowski
Wall Street Weekly

The expansion of economic alliances had a side-effect of increased political stability in those nations' territories. The power of money prompted at least a token reconciliation to the long-standing bad blood between Japan, China, and Korea. The United Nations' decision to finally take a stand and impose peace between Israel and its neighbors by force in the wake of the 10-Day War in 2055 enabled the region to propel itself to the forefront of global consciousness, and Islamic fundamentalist violence all but disappeared in the wake of the forming of the Pan-Arabian Coalition shortly thereafter. The UN itself, no longer bound by its dependence on the US and UK for the majority of its economic and military clout, swiftly lost its reputation for being toothless. Though the United States would remain a significant player on the world stage, the UN was able to finally usurp the place that it had been intended to occupy since its inception: that of the world's arbiter.

A NEW WORLD ORDER

Though the United Nations had masterminded the Jericho Accords that ended the 10-Day War, most felt that internal reform was needed before it could properly exert its new-found clout. Though it faced severe opposition from several of the UN's more powerful member nations (including the United States, which briefly resigned from the UN over it) as well as several major compromises, the legislation known as the United Nations Aggregate Reform Amendment (UN-ARMA) was eventually pushed through. The bill restructured the UN, expanded the number of nations on the Security Council and gave increased power to the member states, as well as authorizing the United Nations to act as the government in regions not claimed by any recognized state or in which the local government was deemed insufficient or illegitimate by the council. Within the United Nations Administered Zones, UN law would rule, turning it from an advisory organization into a fully-fledged government.

Needless to say, not everyone was pleased with this arrangement.

THE RETURN OF OPTIMISM

In the wake of so much change, conservatism lost out to necessity. The world needed progress to recover, and before progress must come a re-envisioning of priorities. Many old prejudices were abandoned, most significant

among these being the paranoia over nanotechnology, which soon became one of the most, if not the most dominant industries in the world. America's policy of 'our way or the highway' when dealing with the UN came to an end after the US' withdrawal from the council sparked the worst and most rapid recession in the nation's history. After the next election, the US reinstated their UN mission and threw as much of their economy as they could muster behind the organization, vowing to let idealism rather than ideology dictate all their dealings henceforth. Other nations made similar pledges. Internally, it took some time for each of the new superpowers to clear away remnants of the old order, and to this day none have been completely successful. Conservative and fundamentalist elements still exist in corners of the world, but they no longer have as much power to hold the peoples' hearts and minds as once they did.

Popular culture was changing too. The development of the SEED resulted in an unprecedented level of cultural interconnectivity, as well as some thorny philosophical questions about the nature of individuality if a person's memories could easily be transferred electronically and relived by someone else. While most major religions dealt with the problem by simply ignoring it, the entertainment industries went to town with the concept, producing so many films, novels, dramas, and sensory events depicting a world on the cusp of cybertopia that the innovators felt they had to live up to everyone's expectations. In less than a single generation, the term 'science fiction' had ceased to have a significant meaning anymore.

THE DREAM OF ARCHON

The UN relocated temporarily to Montreal when the US' withdrawal made it *non grata* within American territory, and even after the contrite return a few years later, it no longer seemed appropriate to house the organ of world government within the sovereign boundaries of any single nation. Fortunately, a solution was close at hand. Shortly after the foundation of PAC, Qatar and Bahrain began designing the largest land reclamation project in world history, an artificial island designed to be the capital of the PAC. Cost overruns and budget mismanagement caused investors to back out and the island project was threatened with collapse. With the



island itself nearly completed, the PAC delegation came forward with a proposal. PAC would donate the island to the UN on two conditions: that the UN complete the development of the island's infrastructure, and that it would revert back to its original owners in the event that the UN ever vacated the island.

"Dante passes through the gate of hell, which bears an inscription which reads 'Lasciate ogne speranza, voi ch'intrate' or 'Abandon all hope, ye who enter here.' Someone spray painted that on the sign to Archon one evening. It started a trend that continues to this day. Ten years and they still haven't been caught."

Ellliandro Goddard
Patterns of Modern Chaos

In any other age, such a bold project would never have been passed, but the proposal was accepted and designs were put in order to construct an autonomous United Nations city, a project that was to take thirty years to complete.

ROADS TO NOWHERE

The project was dubbed the Special Administrative Municipal Autonomous Zone (SAMAZ). Officially it remained part of PAC until the construction of the city was complete, and was overseen primarily by PAC engineers and architects – unsurprisingly, given the Middle East's reputation for constructing unbelievable architectural marvels. The name of the city was only a designation and the search began to find a new title for this united city of the future. What was thought to only take a few months ended up taking fifteen years. The number of rejected names was so high, the city eventually was saddled with an unfortunate nickname, Nowhere. By the time the official name of "Archon" was settled on, the nickname was so firmly entrenched that it persists to this day.

After the four major access roads and tunnels were connected, the island was landscaped. Although considered a single island, the landmass was divided by water into four distinct districts. These included Archon Actual Authority (A3), Archon International (Freeport), United Residential Territory-1 (URT-1) and the UNWP—a wildlife and nature park. The latter was never finished and was eventually converted into a temporary Refugee zone when evacuating UN or other personnel from contested or conflict zones.

CHAOS AND CONTROVERSY

Even before the city was half completed, it became a target for hundreds of splinter factions, fundamentalists, and anarchists who finally had a united focus for their attention. After the fourth suicide attack on a SAMAZ construction yard, security was considered too light and too under-equipped to deal with ongoing threats. In response, the Office of Internal Oversight formed the Internal Security Authority (ISA) to handle all protection and law enforcement within the city. This was not looked on favorably by other countries, since the ISA was answerable only to the OIO which in turn was answerable only to the security council, creating fears that the new utopia would, in fact, become a police state. The increase in security, both physical and virtual (with an unprecedented number of electronic security devices being physically implanted into the city itself) was matched only by the fervor of those seeking to undermine it.

This escalation finally exploded on September 21st, 2070 in the Oman Complex Attack, which cost 250 lives and shut down the facilities where most of the city's components were being manufactured for three days. After this, security was once more increased, and a colossal supercomputer (SIM) was installed to monitor all digital traffic flowing in and out of SAMAZ.

INFORMATION PARADISE

As the city grew, so did the world around. The crisis in Africa hadn't settled. Tensions in the newly formed IAZ between Palestine and Israel were increasing. The sudden fear of an information collapse was looming. With so many people installing SEEDs and recording memories, experts feared more and powerful cybernetic and information attacks on the global system. In an attempt to create an information refuge, several independent billionaires unified to construct I/O Eden—a data haven that would not only protect the networks of the world from attack, but also be a salvation for all free knowledge. Sitting in international waters, I/O Eden had no affiliation with any country and had enough money to hire a sizeable mercenary force to keep their interests safe – not to mention the support of millions of anonymous 'divers' whose combined technological might could annihilate any single nation's telepresence in a matter of minutes.

"Information wants to be free. Sometimes it needs a little help."

Anonymous

MODERN VIEWS

In 2076, SAMAZ was officially given the name Archon. Within two years, the tower built over the UNGA hall gained the prominence as the tallest building in the world. On May 3rd, 2081 Archon officially opened its gates to the world. Over the next ten years, the four million initial residents grew to twenty, and embassies from every nation took up their places within the city. Controversy broke out over the jurisdiction of the ISA and the limits of United Nations sovereignty, until Canadian representatives proposed a civilian-based law enforcement group to replace the ISA within Archon's borders. UNAPOL would serve as the law enforcement agency within the city, but their authority would not extend to the embassies and their sphere of influence would be limited to the Archon islands, save for Freeport, which operated its own security due to its special administrative status. It was also proposed that counterterrorism, cybercrime, or any illegal activity that involved the embassies would be placed under the jurisdiction of a separate group answerable to a representative of the General Assembly, with the power to operate in all UN Administered Zones. This agency was to be called the Division of Public Safety (DPS). Though seen as necessary to prevent the conflicts of national sovereignty from descending into anarchy, the DPS proved to be deeply unpopular with the member nations, many of the more prominent (such as China and Russia) refusing to recognize the authority of DPS operatives unless under the command of a natural citizen of their own nation. The DPS itself frequently comes into conflict with the ISA, which despite having no more authority within Archon, retains its authority in the other Administered Zones – an authority that overlaps with the DPS.

THE WORLD THAT IS

On the surface, it looks as if all of humanity's dreams for the future are on the verge of being realized. While we still don't have flying cars, the omnipresence of virtual reality and computer automation means we don't need them anymore. Most major governments are no longer run on the profit principle and a stable regulatory body exists to ensure peaceful relations. No single currency can rule the world market again. Best of all, the boundaries of the mortal body have been completely transcended.

"The troubles that have preceded this modern age are merely the birth pangs of utopia. We look to the future, and it is a bright one."

Archon residents'
information brochure

"Bullshit."

Margin note

But humans have never been satisfied with paradise. Beneath the surface, the same insecurities, primal fears, prejudices and irrational dogmas continue to simmer, and threaten daily to boil over and turn the dream of Archon into a nightmare – from which, this time, we might not wake.

THE CITY

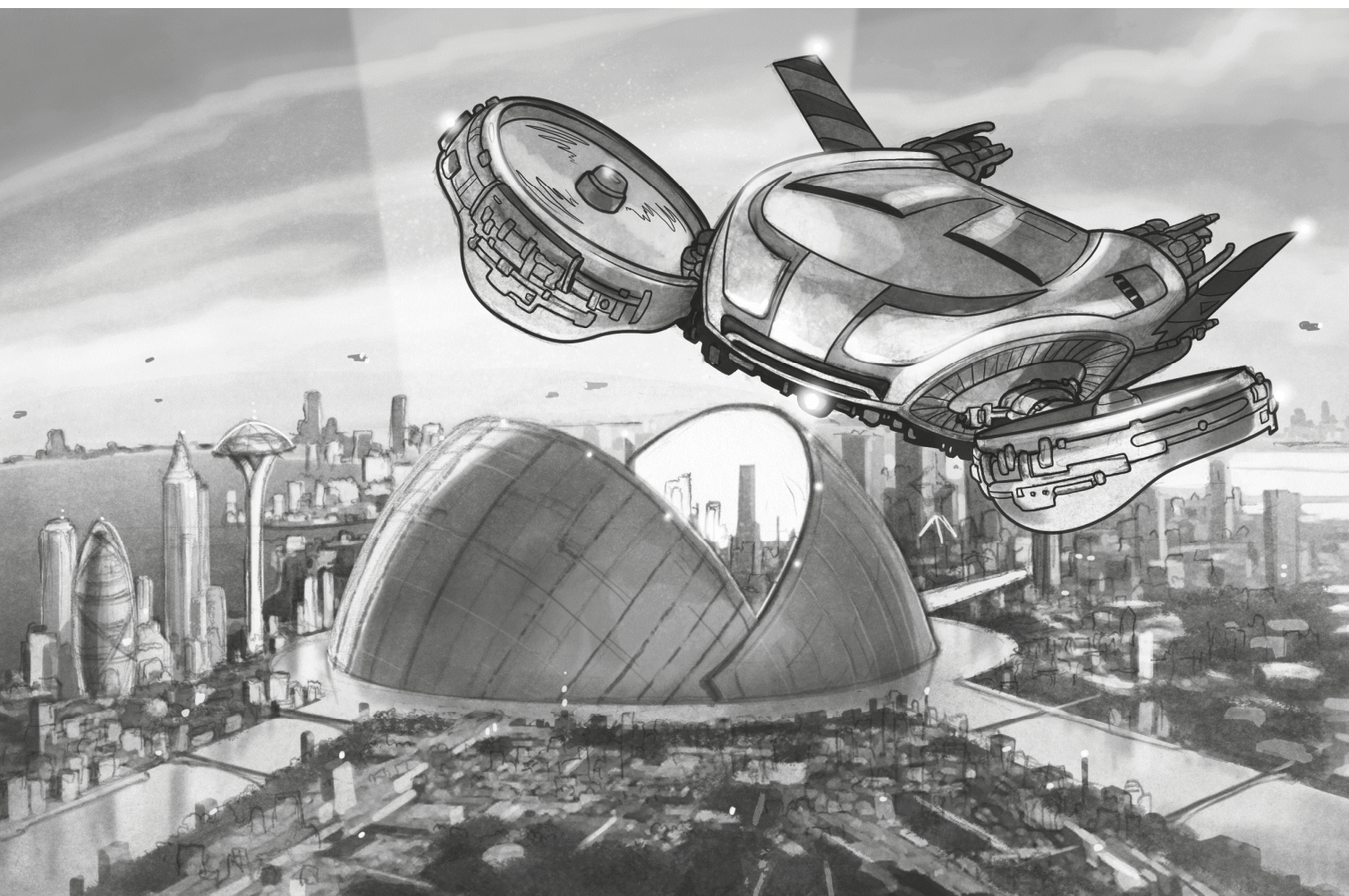
Archon is an autonomous, sovereign city-state run by the United Nations as its world headquarters. Its full title is "Special Administrative Municipal Autonomous Zone-Archon" (SAMAZ-A). It occupies a man-made island in the Persian Gulf between Qatar and Bahrain. By its completion, Archon was the largest member of a family of regionally designated administered zones (AZs). The Zones were effective UN embassies with no sovereign claim by any country and controlled exclusively by the UN and enforced by UN personnel. These locations included Peace Square in Hague, International Square in New York, Ark One on LS (Lunar Station) Clavius, WHO HQ in Geneva, Vienna International Center in Austria (UNO City), UNON in Nairobi, the IAZ in the Middle East, and I/O Eden located south of India.

THE ISLANDS

Archon is separated by water channels into four distinct segments, each with its own status but all part of the sovereignty of SAMAZ.

Archon International ("Freeport"): The first island completed was the massive international airport and sea dock known as Archon International, but which soon became known simply as "Freeport." It is one of the largest of its kind in the world with its own police force (subject to DPS oversight), monorail, and diplomatic status. The special economic status of Freeport doesn't extend to the rest of the territory and most large corporate chains host branches in Freeport rather than Archon proper. The avant-garde and revolutionary architect Jean Baptiste Chirac imagined a monstrous sea serpent as the basis for his design and from the air and even when approaching from the bridge in Archon, the airport resembles a gigantic kraken, with its colossal tentacles reaching out to connect to aircraft. The top shell appears to breathe as it raises and lowers depending on the time of day to maintain internal pressure of the facility.

Archon Actual Authority ("A3" or "Archon Actual"): A3 is the main island of Archon. It consists of the main city, various smaller districts, stadiums, apartment blocks and condominiums along with embassy city (home of over 150 embassies) and the financial district. It also holds the majority of the diplomatic accommodations and the UN Headquarters. When one thinks of the famed skyline of Archon, they imagine Archon Actual. The most famous



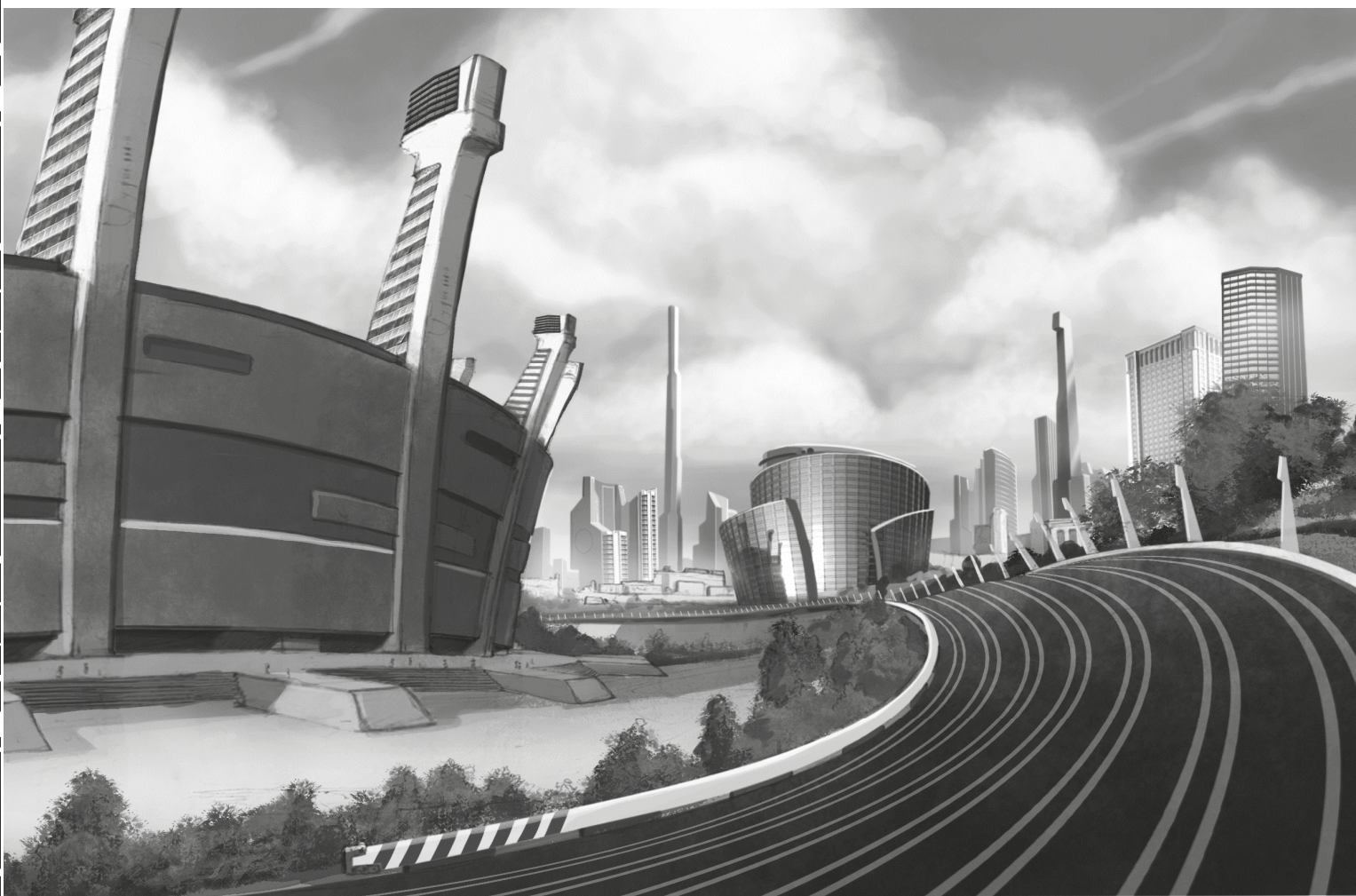
buildings here include the International Commerce Towers and United Tower One—the largest free standing structure in the world. The streets are straight and easy to navigate. Buildings interlink like perfect puzzle pieces. Archon displays three primary colors through its design motif, white, green, and blue. White comes from the common color of all the buildings in the city. Blue comes from the UN designated color which tops all UN organ headquarters; and green from the huge environmental approach to keep the city clean and clear. Buildings are topped with gardens. Real trees run along all the roads. Any flat open areas are landscaped and planted with various greenery.

United Residential Territory (“URT” or “Loka”): Apartments and condominiums are linked in the center of an expanding urban development of spacious and luxurious homes. The island, the smallest of the four, contains less than 5% of the state's population. Along with dignitaries and most members of the General Assembly, celebrities, business owners, and expatriate national leaders make their home here. With low property tax and virtually no sales tax, Loka is a haven for those seeking escape from the regulations of normal paranoid countries. URT also has zero crime.

SAR 1—Refugee Zone (“REZ”): The second largest island, the REZ began as a wildlife preserve and park with various resort spots to cater to the ultra rich. Before completion, the UN was forced to evacuate personnel from a peacekeeping mission at the bastion of Kisangani. Nearly 1500 people were taken to the newly formed city as no nearby African nations would accept them. Eventually, the zone would come to house defectors, escapees, political dissidents, unlicensed immigrants, and expatriates. These outcasts and undesirables seek out Archon, a politically neutral state with no extradition policy. In some cases, residents have applied for visas and have been granted employment in the city. Other than that, residents are not permitted to leave the island except the way they arrived. It is governed independently as a Special Administrative Region to Archon and has a unitary authority which only answers to the Chief Executive of Archon. Four million people currently live in the REZ.

CONNECTIONS & TRANSPORTATION

Two eight-lane bridges connect Archon to Bahrain and Qatar with one six-lane tunnel connecting Archon to Qatar. Two subterranean metro lines run to both Qatar and



Bahrain. These all fall under the authority of Archon though the PAC claims jurisdiction twenty kilometers from their coast. Only public transit and vehicles slaved to Archon's automatrix are permitted to enter the tunnel. All connections link to Archon Actual save for one bridge which links to Freeport. The tunnel opens into central Archon. The Mass Gravity Transits (MGT) that connect to Bahrain and Qatar also link with an extravagant elevated network which snakes through the city. The island composition prevented a complicated underground rail, though an express system, the Principal Express Transit (PET)--a silent and extremely fast underground rail with increased security--runs from Freeport to Paxis Square and from Paxis to the URT. Freeport, one of the largest airports on the planet, also operates its own rail system, the AFR (Archon Freeport Rail). The speed limit on the bridges and tunnels is an impressive 120 kph, 140 kph if the vehicle is in autodrive.

While in the city, the global green shift has prevented the inclusion of petrol filling stations in mass numbers. Archon has only three petrol fueling stations in its territory, and no facilities at all for hydrogen fuel cells, with electric vehicles being preferred. Gasoline and diesel vehicles are not permitted in certain areas of the city, including the tunnel,

and the automatrix will automatically divert such vehicles from these locations.

LAYOUT

Archon Actual is broken up into seven districts. Although there's a distinction in design, overall the city looks homogenous. It expands from its core with radial streets intersected by avenues. The core is dominated by UT-1, or United Tower 1, at the center of United Plaza.

The main city features multiple layers of transportation. Layer 1 comprises of all ground transport. Layer 2 involves whisper aircraft, namely the dirigibles that are a common site on postcards and photographs, supplied exclusively by Skyways International. Along and above them are VERTOL fanjets including executive aircraft and law enforcement vehicles, the latter being the only aircraft permitted at all altitudes through Archon.

There is no separation of ethnic groups except where the diplomatic missions are concerned. Religion is present but strictly regulated, with places of worship receiving no tax exempt status as in other nations. Every major religion has some presence within the city. Community events are limited and any ethnic or religious disturbance of any sort is prosecuted as a hate crime by the DPS (thus, even the

embassies of the few nations that still practice class discrimination are forced to moderate their behavior, at least within the city).

United District: United District, also called United City, houses both United Plaza and the UN Headquarters, pierced by the United Tower, the tallest skyscraper in the world at 1795 meters, 95 meters taller than the previous record holder. UT-1 is the signature landmark of the entire city—a single towering spike dwarfing the skyscrapers around it. There is a observation post 20 meters from the peak. UT-1 is located at the center of United Plaza, where the Secretariat Building and DO-1 through 4 (Diplomatic Office) are also located. The Secretariat Building (TSB) is one of the largest buildings in the world at 125 floors. This block is saturated with artwork, sculptures, and gardens. Nearly every roof is topped with photovoltaic cells, prevalent throughout the entire city. These supply most of the energy used to power streetlights, fountains and other cosmetic appliances, with three nuclear reactors built deep underground supplying the city's main infrastructure.

A block away from United Plaza is Paxis Square. It matches the style of United Plaza and houses the global headquarters of both the ICJ and the ICC, separated between them by the recently built command center of the Division of Public Safety. One building in Paxis Square most people forget is the singular INTERPOL National Central Bureau office, located across from UNAPOL HQ. Both Paxis and United Plaza feature the blue accents dominant with all UN buildings in Archon. Other noteworthy locations in the core include the WHO Middle Eastern Regional Office and UNICEF, both positioned between Paxis and United Plaza.

Financial District: The dominant region of the Financial District is the International Commerce Square, where the third and fourth largest office buildings in the world sit (the International Commerce Towers ICT-1 and ICT-2—110 floors each). The World Bank HQ is no longer affiliated with the United States, being reformed under UN authority.

Another location is the diamond-shaped IMF building. The IMF, or International Monetary Fund, moved their HQ to Archon, though they still have an office in Washington DC.

Education District: The education district, once only comprising of the United University of Archon, has since expanded to include several other schools as well as science and research establishments. Archon's education system is run via UNIS—United Nations International Schools. The UNIS-District (UNISD) located here coordinates all 10 UNIS schools in Archon (numbered UNIS-1 through UNIS-10). Six of the UN International Schools are located in Archon with four in the URT. These schools cover all primary, secondary, and undergraduate education levels and cater to most academic specializations.

The largest section of the Education District is occupied by the United University of Archon (UUA)—A major educational center and one of two UN locations granted by the UN to bestow degrees at Masters and Doctoral levels (the other being the University for Peace in Costa Rica). Unlike UPEACE, the UUA is under the blanket of the UNGA and is subject to UN regulations. It still has its own council and its president has a seat in the General Assembly as an observer. The UUA is fully recognized in the world scene. Because of its location in Archon, the UUA accepts applicants from any citizen of UNGA nations. The UUA operates a Model UN every two years for both post secondary and elementary students.

Also located in the Education District is the FAO (Food & Agriculture Organization) scientific branch, where they are employing nanotechnology and genetic engineering to improve current crops in the attempt to stave the massive food shortages occurring worldwide. This building is constantly placed on yellow alert by the DPS due to the threat of terrorist attack (the previous FAO headquarters in Rome was destroyed by anti-genemodding radicals).

Embassy District / City: Embassy City, as the name implies, houses the 156 embassies currently in Archon, representing nearly every nation of the UN (although the United States holds one of the embassy lots, they have yet to officially occupy it). Permanent members of the Security Council were given first choice and selected the larger facilities. The embassies are all segregated with high walls and advanced security systems, making the city resemble a checkerboard from the sky. There is no correlation between global position and embassy location. Canada is between India and China, which is across the street from the United Kingdom. Japan is next to where the United States would be, which is next to Australia.

The buildings cannot see one another save for their flags, flapping proudly from above the barricades. All digital lines lead directly to SIM: a transmission between neighboring embassies must circumnavigate the entire city to get to its destination, and any attempt to tap the line would be instantly detected by the central register. Each embassy has aerial access via roof landing. Street access generally eschews high-security gates in favor of a single manned gate with a high-tech but unobtrusive and non-invasive security system. To gain access via vehicle involves driving through a chicane—an impediment every embassy is equipped with, making it impossible for a vehicle to rush a gate.

Olympic District: There are four stadiums capable of a variety of different sporting events, from football, to polo, to baseball. Two are enclosed and built with a climate control system. Smaller centers are open for casual recreation and a variety of smaller sports. Because of the ethnic diversity of Archon, this district sees constant influx. Every week, a completely different sport has taken over. Money earned



from these events go to the overall budget of the UN and not directly to Archon.

The most impressive feat of the Olympic district is the Formula 1 race track that snakes through and around the four major stadiums. The Grand Prix of Archon finally found itself on the 8th leg of the FIA schedule in 2078 and has remained on list since. It entertains nearly 350,000 people over the three-day event.

Leisure District: With shopping and recreation centers, millions of tourists arrive in Archon every year and never travel outside the Leisure district. Along with virtual cafes and movie theatres, the leisure district maintains three 18-hole golf courses, four waterparks (including a submarine ride), and the immense six-level United Mall, packed floor to ceiling with local and international stores (though very few big chains). The United Mall is the only shopping centre in Archon with lax business tax, leaving this mall the only location in Archon to purchase certain goods (for instance, it is the only location in Archon with car dealerships).

United Mall occupies the majority of the Leisure District though it also has a lively night club circuit with karaoke bars and simulation spas.

Government District: The government district is separated from the UN as it only deals with the internal

affairs of Archon. It coordinates all communication with Administrated Zones across the world as well as serving as the Archon branch of the UNPK. The pyramid-shaped Civil Service Authority building is the most recognizable location in the district. It houses the thirteen members of the Executive Council with the Chief Executive at the head. This entire system is separate from the Courts. Also located here is the plain looking Municipal Zone Police aerial division and precinct, which is part of UNAPOL. The P3 and UNPK forces stationed at and around Archon are coordinated by the local office—a rather unimpressive building in the shadow of the 30 story tall white pyramid.

LIFE IN THE CITY

Archon is seen as a utopia by its residents. Every day, new citizens renounce their heritage and embrace a nation with no history of its own. Archon has no traditions, no fundamental values other than the goal of world peace. It has no alliances or affiliations with any country. It has no extradition agreements. It is a legion of many minds but singular in spirit. Its residents are passionate about that independence and the values the city was built upon. The people are known to be open and friendly with little care for ethnic or religious differences. The majority of these new thinkers look upon Embassy city with some disdain, as it

represents the paranoid views of aging nations that keep society back rather than letting it progress.

There are quite a few in Archon that believe the city should be the center of a world parliament and that all nations should serve under its umbrella. Some would even go further to desire an erasure of old borders. This is, understandably, unpopular with conservative and nationalist elements elsewhere in the world, but also with anarchist groups who consider the 'freedom' promised by Archon to be an illusion meant to inspire conformity.

Critics have attacked Archon for its "big brother" mentality, with cameras on every corner and along every street. The city even constructed one of the largest computer systems in the world, SIM, to analyze and filter all communication coming in and out of the city. Corporations have condemned the city because its strict regulation of the private sector prevents corporate interests from subsuming those of their customers.

The official language is English but polylingualism is the norm rather than the exception, with most residents being fluent in at least two languages and conversant with three or more. No individual continent represents more than a quarter of the total population, with people of Asian and Middle Eastern heritage forming the largest demographics. There is also a large population of cybernetically enhanced and prosthetic people, the largest ratio outside of Japan. The city also has one of the largest populations of robots. 20% of the UN Secretariat is comprised of androids, mostly in the translation division. There is such a saturation of different races and peoples, the concept of racism is never considered, and when it occurs it is swiftly and efficiently stamped out by the DPS. 90% of crime in Archon is committed by recent arrivals and tourists.

Vice is minimal to nonexistent: smoking (either of tobacco or more exotic substances) is banned in all public places and cigarettes are not available for sale anywhere within Archon Actual. Alcohol is tightly regulated in public, and modern automotive technology renders drunk driving impossible. The sex trade is officially illegal, although android and prosthetic prostitution still exists (technically classified merely as pornography by the law and thus subject to regulation rather than prohibition). The existence of nearby Chasmose undercuts the local market for forbidden pleasures, and so the MZP are rarely called upon to deal with such things except when idiots try to sneak something past customs.

Archon relies heavily on UN support to survive. As it has no agricultural support infrastructure and produces no exports, new income only stems from tourism and from limited taxation (as much as 40% for corporations, but usually less than 10% for personal income and property taxes). Sales and service taxes are nonexistent.

INTERNAL ORGANIZATIONS

UNPK: The UNPK, or UN Peacekeeping force, deals strictly with international concerns. They are not tasked with defending Archon and have no jurisdiction within the city. They can't even be called by executive order for military action within the city, only for humanitarian aid. Their numbers have ballooned since the previous century and now have their own military bases staffed with dedicated UNPK personnel rather than assigned military on loan from other charter nations (although three quarters of the force is still made up of the latter). Citizens can directly join the UNPK force and undergo training and assignment without allegiance to one country's military. The UN Peacekeeping Force opened its first military base on Archon in an exclusive zone. Five more UN Bases have been built around the world, staffed by permanent UN PK personnel. These personnel account for the 20,000 exclusive UNPK armed forces.

The PPA—Perimeter Patrol Authority: This force is tasked with defending the interests of Archon. They are considered a border patrol organization. They operate the bridge gates, man the bulkhead, and operate security for Freeport. They are classed as a military group, which has stirred some controversy. They also function as the coast guard and regularly patrol the waters between Archon, Bahrain, Qatar, and Chasmose.

The UNSDF—The United Nations Self Defense Force. A division of the UNPK force that was separated and given authority to deal with scaled aggression towards Archon and to any Administered Zones, the UNSDF are an elite force fully equipped with the latest in military hardware to deal with any act of aggression. They can be called into the city to deal with military threats but only under direct orders from the Chief Executive under a state of direct threat or extreme emergency. They operate a military base in Freeport. They share no authority or personnel with the UNPK.

Office of Internal Oversight: Dating from the previous century, the OIO is an internal affairs agency for the UN. Originally formed to maintain efficiency, it later expanded to oversee Archon during its construction phase. It expanded again to maintain order of the various organizations located within Archon. Considering the PAC security underequipped and undertrained, the OIO formed the Internal Security Authority, or ISA, to assist and eventually replace this security force. Because the OIO was founded under guidance of the Security Council and was staffed by military personnel from those countries, mostly American and British, the ISA was considered a military organization and eventually demoted exclusively to security



Civil Service Authority (CSA): Even though A3 is broken into seven districts, the entirety of Archon is segregated further into thirteen municipalities. Each division has all its city-based civilian and government operations shunted through one individual, the CSA (a democratically elected civilian post). A fourteenth post is reserved for the Chief Executive. The executive has an observer seat in the UNGA and has civil authority over the PPA and the UNSDF, but not the UNPK. It should be noted that neither SAR-1 nor Freeport has a CSA. By mandate, the Chief Executive and the UN President cannot be the same person, though the Executive does hold provisional authority should the President not be able to administrate his/her position (and vice-versa).

United National Police--UNAPOL: Also known as the Municipal Zone Police or MZP, UNAPOL was formed as a self administrated law enforcement agency. This agency comprises of the majority of Archon law enforcement, outnumbering INTERPOL, ISA, and DPS agents combined. They handle any crime not designated as terrorist acts or crimes that threaten national security. They do not have special authorization from the UN so have no jurisdiction within embassies, Freeport, or inside any Zones outside of Archon. The MZP often must relinquish authority to the DPS in such situations. MZP have a heavy support response division and can be seconded to the DPS in crisis situations, so long as this does not require them to breach sovereign territory. The REZ and Freeport are locally policed by their own security forces.

Internal Security Authority--ISA: During the city's original construction, the authority of Internal Oversight was tasked with maintaining efficiency and running security, which resulted in the formation of the ISA. When Archon neared completion, fears of becoming a police state forced the ISA into only handling personal security, though a loophole in their charter still allows them jurisdiction to handle internal matters in other zones. The ISA can still be seen escorting diplomats and running security at gatherings. They are allowed to be armed but not to make arrests or enter foreign territory.

Division of Public Safety--DPS: After downgrading the ISA, the UNGA then turned to INTERPOL considering the matter of international authority. As INTERPOL usually only coordinates efforts between police forces and does not maintain much of a force of its own, this eventually shifted

to the formation of the civilian commanded DPS, which has crossed swords with ISA on numerous occasions.

THE DIVISION OF PUBLIC SAFETY

The DPS is a counter-terrorism unit trained to deal with threats to national security in Archon. They are granted power under the Special Executive Authority, a UN appointed position that deals with threats to state health, with no oversight. The DPS is neither part of civilian law enforcement nor part of the military. They have their own structure and share no personnel with any military branch. The majority of DPS personnel are permanent transfers from the PPA, the UNPK, the UNSDF, or from Law Enforcement, with a small percentage being brought in from other organizations.

CURRENT STAFF

Richard Heppner – Special Executive Authority, DPS

Ariel Alpha – Onsite Virtuant

Scott Smith – DPS Senior Technician

Po-Yi Liu – Alpha Field Team

Nikol Chernenkov – Alpha Field Team

Faaris Valco – Alpha Field Team

William Owen – Alpha Field Team

The DPS was formed under the umbrella of the Secretary-General. The Special Executive Authority is not a member of the Secretariat and does not have to inform the Secretary-General of operations unless specifically asked. This has upset certain countries in the Security Council that insisted the DPS be placed under control of the Security Council—an objection that was overruled in General Assembly as the DPS has no authority outside of United Nations international territories and cannot be used by the Security Council. The DPS's charter was worded specifically to stretch its authority to every section of Archon.

The DPS was formed secretly in 2086 and permitted a provisional staff of four. It would be six years before their numbers were increased to twelve and their existence made public. The members were a group of highly vetted representatives of international elite from various fields of expertise. The original team included Po-Yi Liu from the Chinese army, Nikol Chemenkov from Spetsnaz, Faaris Valco from the Iraq military, and William Owen, a British ex-MI6 officer working for INTERPOL. Most of the remaining members were pulled from the MZP or UNPK. Any military authority they might have had was terminated and their enlistment revoked.

The United States objected to the DPS and cited its existence as the primary reason for the lack of a US embassy in Archon. When, in 2090, the assigned SEA fell to an American, Richard Heppner, US policy had coincidentally shifted and the US embassy began development. Other nations, like China and Russia, only permit entry of DPS personnel if they have citizenship in their respective countries, a condition to which the DPS has generally adhered while officially stating that should the need arise, they will do their duty regardless of national policies.

The DPS facility was built in Paxis Square and features a large population of robotic personnel, with a resident virtuant (Ariel Alpha). Despite the impressive size of the building and the number of organic and inorganic staff, the field team still sits at twelve. Although the DPS is not forced to carry an international profile, staff nationality is taken into account and no two members of the DPS field team are from the same country.

"The Division of Public Safety shall have complete authority over law enforcement within regions designated as an international territory by the United Nation. This supersedes any sovereignty or claims by other nations. This authority can only be overridden by the secretary general or by majority UNGA vote."

Special Executive Authority Press Release

The International Criminal Court deals with any crimes the DPS takes on but not arrests made by regular Law Enforcement (a local court is responsible for that). This is because of the DPS's charter, granting them jurisdiction over embassy territory in Archon so any arrests they make must be tried under the ICC. The ICC was given universal jurisdiction in Archon and all UN Administered Zones after the USA failed to defeat the proposition.

The DPS responds to any act of aggression against any Administered Zones and Archon specifically that is classed as a terrorist act, cybercrime, or any crime with questionable jurisdiction. General Assembly sessions automatically place the DPS and ISA on general alert yellow for the duration of the session, regardless of any threats placed. Personnel from both organizations must be on hand during the proceedings. To date, no DPS field operative has ever been killed in the line of duty.

THE NEW CONSCIOUSNESS

Archon is not only a new government, but a new mindset. It is considered by proponents and critics alike as the catalyst for the slow elimination of ethnic groups and traditional values. This is due not only to the city's policies, but to its level of technological advancement and the consequent effect on its population. Archon is not alone in this trend, though it is considered the trailblazer: other progressive municipalities like Tokyo, Berlin and Brasilia, although decades ahead of most of the planet in their technological infrastructure, still pale compared to Archon. The most significant example of this ubiquity is the SEED, prevalent in 99% of the working population of Archon, more so than any other region on Earth. Archon also has the largest ratio of prosthetics and virtuants (though Japan still prides itself as the largest manufacturer and operator of robots). With no history to call its own, Archon became the refuge of millions seeking a new life or wanting (for reasons savory or otherwise) to escape their old one. With greater advances in cybernetics and in the potential of the SEED, the mindsets of the residents of Archon began to expand as well, in contrast to much of the rest of the world. This included their concepts of free will, consumerism, self-identity, and the definition of what makes one human.

THE MEMORY FLOOD

When the SEED prototype was revealed, it was touted as the greatest single advancement of mankind since the internet. Before, internet users were limited to sharing clumsily worded blogs or ineffectual data bursts of 140 characters. More devoted supporters would upload and share video and music files across massive social networking sites. With the SEED, such archaic social circles became



developed the TCA protocol, which compressed real-time memory replay to one-fifth normal, not only could people experience other peoples' lives without substantially impeding their own, but the potential for obsessive reliving of one's own memories grew.

THE ECONOMY OF VIRTUALITY

Beyond entertainment and social networking, the SEED resulted in an upsurge of professional competence. The ability to conduct job training in one-fifth the time resulted in a glut of qualified workers. In some cases this was a great advantage – particularly the ability to become a neurosurgeon in three to five years instead of fourteen – but in other cases it merely resulted in a resurgence of the problem faced by recent college graduates in the early 21st century.

The drawback with recorded memory is a complete lack of control over the experience. The user becomes dissociated from their own identity and has no influence over his or her actions, even to the point of being unable stop actions

obsolete. Not only could users could make phone calls and surf the net without ever requiring awkward mechanical peripherals, but every brain became a hub of social interaction, with no limit on which human senses could be conveyed.

With a free and virtually unlimited storehouse of data, the amount of uploadable information skyrocketed. "Memory-swaps" superseded traditional video and music sharing sites as people began uploading their experiences to such an extent that even mundane things like the taste of a hamburger or the memory of a cheap romance novel found demand. Some users began uploading every single moment of their lives in some insane drive for immortality, and shockingly, others would download them. Certain psychoanalysts documented a variation of the *hikikomori* phenomenon in which people would stop living their own lives in favor of others. When a brilliant programmer by the name of Akira Okuda

that go against their own moral fortitude. Psychologists began to document increasing incidents of identity disorders and mental breakdowns due to the inability to reconcile their own experiences and those of others. Those addicted to these experiences have been called "Proxiphiles", "Loose Strings", and sometimes just "Zeros".

From 'proms' (proxy memories), it was only a short step before the technology enabled the creation of 'syms' (synthetic memories), edited or completely virtual experiences. The entertainment industry jumped on the technology; instead of clumsy and unrealistic holograms, gamers could experience an artificial environment using direct sensory input. The advertising industry was similarly thrilled, as companies started developing passive spam simulations, which created advertisements in one's visual field upon entering certain areas. For the virtual adventurer on a budget, limited-interaction virtual recreation

environments could be projected into hanger-sized sets with little more than a few boxes, a handful of buildings, and rows of artificial plants. Total immersion, a far more expensive option, disengages the subject's motor functions entirely. In these sceneries, there is no limit on the extremity of the event. Total immersion allows the use of time compression, permitting hours or even days of gameplay in compressed time. However, realistic simulations were and still are extremely difficult to produce, preventing the home consumer from fabricating illusions on the fly.

The newest craze to hit the digital age are V/P Sites (Virtual/Physical), real locations that allow the mingling of virtual and physical individuals: an internet hardpoint, a wireless hotspot and some special software are all a café, office, school or park needs to enable a co-digital environment. Archon has the highest number of V/P Sites (Virtual / Physical) in the world. It has been estimated that nearly 500,000 people telepresence into Archon from outside the city every day, in addition to widespread internal usage.

DEFINING THE INDIVIDUAL

In the modern world it is easy to download a lifetime of memories that are not your own. What defines a human being if it isn't memory? A personality is not only shaped by genes but also by life events. With the ability for a person to represent themselves with a customized digital avatar instead of in person, or even to discard the body they were born with in favor of a cyber-prosthetic, a person's heredity and heritage need not even be part of their identity: so what exactly is it that makes you you?

Alarmists feared a growing insanity was building, as a civilization with no heritage or ethnic traditions would surely turn to anarchy. Fanatics from nearly every religion accuse those discarding their flesh as renouncing God and dozens of prosthetics fall to hate crimes every year. However, prosthetics can still be defined as human since they possess an organic brain: one wedged in an artificial body filled with synthetic and surrogate memories, but a human brain none the less.

Then there are the virtuants.

Virtuants are created in a simulation, a personality seed grown from conceptual infancy using artificial and surrogate memories to craft a true artificial intelligence intended for a specific purpose. They learn and grow, and perform the tasks for which they were commissioned not because they are hard-coded to do so, but because they *want* to from the bottom of their metaphorical hearts. Virtuants use human-based prosthetic bodies which are indistinguishable from those used by organic brains (though a mandatory visible marking allows others to distinguish them). They also have true personalities, not a series of programmed responses. Unlike not a few organic humans living through the

memories of others and producing nothing with their intellect, virtuants strive to earn their place. Yet society refuses to accept them. Despite their worth to society, they are barely recognized as sentient beings and have no individual rights.

As this new consciousness grows and expands, newer extremes have emerged: humans with no body, wired directly into a networked computer system; or humans that have implanted so many of their memories into digital storage, they've been able to swap out more and more of their own organic brain. If a human is able to transfer his or her intellect to a machine, would that intelligence have rights? What would define it as being human? In addition, it has been theorized that a cloned human brain with cybernetic implants could be 'possessed' by a virtuant personality. Would that be considered human? As the progressive side of humanity pushes further into the future, the disparity between them and traditionalists widens. Conservative segments of the population grow more fearful and fanatical, the ideological divide threatening to tear certain countries apart. Archon is seen as the flagship of this new self-identity and the center point where like-minded individuals congregate.

LANGUAGES

Languages number in the hundreds across the planet. Most people are at least conversationally fluent in one or two and know a smattering of words in a handful of others. Due to its exceptional diversity, most residents of Archon know at least two languages like a native speaker, often more. The official language of Archon is English, and all permanent residents (including UN personnel) are required to pass certification in it. Most UN business is still conducted through translation services, but all official documents are now written in English.

Primary Tier Languages: These languages are so common that a character with the Linguist feat can choose two of them as a single language choice (but only once each time the feat is taken). Arabic, Chinese (Mandarin dialect), English, French, Russian, Spanish.

Second Tier Languages: These are common languages, but less often used within Archon. Each language counts as a single choice for purposes of the Linguist feat.

Chinese (Cantonese dialect), Czech, Croatian, Dutch, Farsi, German, Greek, Italian, Japanese, Korean, Latin, Portuguese, Punjabi, Swahili, Swedish, Turkish.

Third Tier Languages: Any other language or dialect not listed above does not often come up in gameplay. A character from a region that uses one of these languages gains their native dialect for free at character creation in addition to any other granted languages. Other languages in this tier count as one choice for purposes of the Linguist feat.



RELIGION

All the religions of the world present a century ago are still around by the end of the 21st century, thought substantially reduced, especially in industrialized nations. Agnosticism and atheism, though still on the rise, has been passed by a growing number of disenfranchised followers of faith that choose to no longer practice the dogmatic rules of their religion. Unfortunately, among the devout, the number of fundamentalist views is still strong. Though their numbers are ever decreasing, fundamentalists are maintaining a large ratio of the faithful. Two major upsets in the religious landscape have occurred in the past few decades.

The first was the collapse of the Islamic militant movement that had usurped the faith and painted a dim picture of the religion in the eyes of the global community. Nearly every terrorist cell from Palestine to Iran had been routed. The only last holdovers of resistance occur in areas of North Africa, well away from the industrialized and modernized empires of the Middle East. Many of the monarchies in the Middle East have withdrawn from direct control and surrendered to a parliament.

The other breakdown occurred in America with the rejection of fundamentalist evangelical Christianity. This was a slower process and much less dramatic. Public favor for these views diminished rapidly as political parties endorsed by these fundamental groups drove the value of the American dollar down and increased the debt load on later generations. With the diminishing of the neo-conservative movement, many of these loud and devout voices fell silent, as their primary allies lost favor in the American government.

Religion was no longer hijacking the elections of major superpowers.

OUTLYING REGIONS

Pan-Arabian Coalition: The PAC founding members surround Archon on all sides, with its closes neighbors being Bahrain, Qatar, and the United Arab Emirates. The nations that formed PAC emerged from the Carbon Collapse far stronger than they were before, having long realized that oil would not be a limitless resource and shifting their economic priorities to technological development, real estate and tourism, allowing them to overtake nations with less foresight, like Saudi Arabia, when the Collapse wrecked most of the oil market.

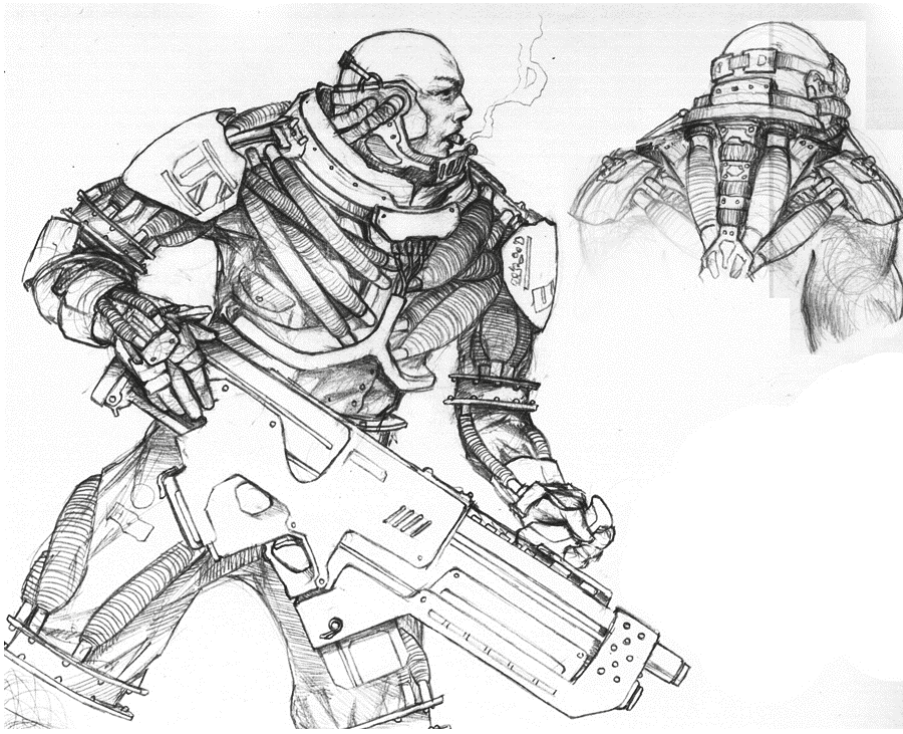
Well before these nations restructured their business model, they had already undergone a massive progressive shift away from conservative and fundamentalist views. Contrary to the belief of certain westerners, Islam is not an inherently conservative or repressive faith, and the factions that dominated the PAC members have traditionally been

more progressive than their more outspoken neighbors. Nations like the UK and the United States openly objected to the formation of the PAC, not on ideological grounds, but because of the introduction of the khaleeji as a united currency to compete in the world market.

Non PAC Members: The only non-PAC member in the immediate region, Iran, has flip-flopped from reactionary fundamentalism to progressive liberalism several times over its history, and is currently in a prosperous enlightened phase, with the conservative old guard having been gradually, if rockily, replaced by the more forward-thinking younger generation shortly before the Carbon Collapse: determination not to repeat past ideological mistakes has kept it on this road, and while the country is still considered a bastion of traditional Islam, it is no longer a totalitarian state held in the grip of demagoguery. Likewise, Afghanistan has discarded its more medieval cultural remnants, although it remains less prosperous than its neighbors. India suffered a massive influx of refugees from Bangladesh fleeing the rising sea levels of the Carbon Collapse, and the political instability resulted nearly led to nuclear war with Pakistan until the UN agreed to sponsor relocation efforts, allowing many of the refugees to resettle in willing nations such as Australia and Canada. The refugee problem in India is still a severe concern, especially for Archon, as India refuses to process further people and instead ships them off to the REZ, which is coming close to breaking point as the UN is increasingly finding fewer nations willing to house the excess populace.

Chasmose: The purpose of Chasmose might have been noble at one point, but it has since turned into an eyesore in a relatively peaceful region. Chasmose started life as an oil derrick which was purchased by the wealthy eccentric, Robert Clamp. He planted housings and claimed it as a micronation. He did little with it except live on it for ten years until he opened his doors to create a free economic zone with no oversight: anything can be sold without risk of prosecution. Chasmose would cater to any vice and any product. Clamp sold real estate by the square inch and made millions off the facility.

Chasmose mixes national waters with Archon and the UN has accused Clamp of various violations of international policy and law. In 2085, Clamp left the micronation to visit a dying family member in the Netherlands. On a stopover in Turkey, he was arrested and charged with fifteen counts under ICC law. He committed suicide before sentencing. His son, William, took over the estate and has never left the island. Since taking over, William has increased security and expanded the facility by another five thousand square feet, adding a medical wing and housing for 500 people. Clamp claims alliances with several nations and is believed Chasmose acts as a broker for several larger corporations and governments.



I/O Eden: This island south of India was purchased by wealthy entrepreneurs and has no affiliation with any government. It is privately run by its oligarchy as a data haven. All residents are employees of the island's single firm, the Data Liberation Commission. The DLC is not a corporation but an organization funded by a cabal of wealthy international IT companies with the express purpose of maintaining the free flow of information. Although criticized as a "rich boy's playground" and an "experiment in anarchy", I/O Eden has been a breeding ground for the most advanced achievements in information technology. There is no denying that it is also the jumping point for a number of cyber-terrorist acts, being called "Hacker Heaven" by many online publications. In order to smooth relations with the UN, I/O Eden asked for an observer seat within the UNGA in exchange for declaring the island a United Nations Administered Zone, placing it under the jurisdiction of the DPS and ISA and forcing the residents to conform to ICC law. The UN, however, cannot impose sanctions upon I/O Eden as it is classed as a micronation and is not recognized by the Assembly. Also, it has been noted that cyber traffic originating elsewhere and which merely passes through I/O Eden's systems is not subject to UN law.

I/O Eden's population is comprised almost entirely of engineers and computer specialists with only a few maintenance workers (most of the repair systems are automated) and a small internal security force that matches or even surpasses the permanent forces around Archon. The island is equipped with the single largest computer network in the world, MCP, and although specifics have never been released, it is estimated to be larger than Archon's SIM.

The Rest of the World: On the whole, the world has not actually changed much since the early 21st century. Many of the smaller nations have suffered significant fallout from the Carbon Collapse: the worst is Africa, where the ongoing war over oil resources has resulted in most of the less stable nations collapsing into warring city-states. The rise in sea levels devastated the Caribbean and Oceanian archipelagos, but the rise was gradual enough that most major nations were able to compensate for it. The United States no longer dominates world politics and economy (though still quite powerful) and Canada does not live quite so much in its southern cousin's shadow. Europe's economy has stabilized somewhat and is no longer dependent on the manufacturing industry of Germany for solvency. East Asia has been considerably more cooperative than it once was, although

for some the polite words still mask simmering centuries-old resentment. There are more world superpowers than there used to be, and the standard for becoming one is lowered. On the whole, the world is a more stable, secure place than it was at the dawn of the 21st century. Then again, that might just be a façade.

Space: Space investment was seen as another huge bubble along with micronization and cyberization, where trillions of dollars were shunted to a growing technology. Lunar colonies are now past self-sufficiency and are no longer a money sink for governments and corporations. The United Nations Space Agency (UNSA) is a committee under the General Assembly that oversees international interests in space. Eventually, the lunar colonies grew so large that a second committee (the United Lunar Initiative) was formed to govern all the lunar stations—except Moonbase Tycho, which started as a corporate mining outpost and was eventually overtaken by the Lunar Freedom Alliance and declared itself an independent nation, though it has yet to be recognized by the UN and the American government still lays claim to it. Mars Post Ares is still governed by United Nations Space Authority. Despite attempts to extend the ISA or DPS into space under the umbrella of UNSA, law enforcement in space is still under the authority of INTERPOL. The only exception is Ark 1 in the lunar Clavius formation, which is a United Nation Administered Zone. Attempts to form an International Law Enforcement group solely for space have never found popularity. If an International Space Police Force is formed, it would most likely be part of INTERPOL and not be associated with the UN.



CORPORATIONS

Although the modern future has not become a corporate megatopia as some alarmists and fiction writers feared, they still exert substantial control over world affairs. This is truer in underdeveloped nations, easy targets for manipulation and exploitation. The larger the nation, the more intricate the conspiracy woven through the fabric of government to ensure the influence of the conglomerate, though recent international treaties have cut many of these threads. The financial collapses of the previous decades as well as the fingerpointing and backstabbing which occurred during and after the Carbon Collapse reduced the corporate influence. Modern corporations continue to sacrifice the greater good for the bottom line. Conspiracy theorists have accused the largest conglomerates of working in conjunction to render the entire population submissive using the same technology the public freely buys: one throw of a switch and the human race becomes subservient to the will of corporate bureaucracy. Corporate PR is quick to point out how ridiculous this sounds.

AMERICAN PLYMOUTH ROCK INCORPORATED MINING ENCLAVE [PRIME]

The American Plymouth Rock Incorporated Mining Enclave went bankrupt from stock manipulation in 2069. In their wake, the Lunar Freedom Alliance took control of PRIME's principle mining colony, Moonbase Tycho. It is the only independent off-world colony, despite claims by the United States of ownership. In 2090, backed by funds from the US National Bank, PRIME reemerged, owned in part by the US government. They re-affirmed claims on Moonbase Tycho with plans on retaking the settlement. Currently, PRIME is attempting to procure a security company willing to take on the contract for lunar service.

BAAL ELECTRONICS

A recent company, Baal managed to move into a larger market by stepping into the shoes of an ancestor fresh in the grave. After the CyRev bankruptcy, Baal Electronics purchased the name in hopes of gaining a foothold in a crowding market. The tactic succeeded and most consumers are unaware the CyRev of today is not the CyRev that pioneered the technology half the planet uses. Baal uses the "Spider" brand for their line of SEEDs, a copyright also purchased from CyRev. One unusual anecdote is that even though Baal purchased the CyRev name, they couldn't acquire the expanded name Cybernetic Revolution, which is owned by the estate of the deceased Nebur Shakrah, the principle programmer at CyRev.

BRADBURY AMALGAMATED [BradAm]

The misguided attempts to salvage the auto industry gave rise to several smaller companies with progressive ideas. The most well known and largest of these was a garage-based company founded by Joseph Bradbury of Toronto, Canada. Sixty years after his initial design, Bradbury's legacy is now the largest manufacturer of electric cars in North America. The BradAm "Bradbox" is the highest selling city-based electric car in the Western hemisphere. Nearly 55% of all vehicles in Archon are BradAm vehicles. What is less known is BradAm's military ventures, as most every military vehicle running on pure electric uses the patented BradAm IAM1 Phased-Torque Electric Motor. They also recently won a contract to supply their latest IAM2 PTEM Omega to the next generation of powersuits for FastCore. Bradbury Amalgamated HQ is still located in Toronto with regional offices in Archon, London, Singapore, and Detroit.

C-MAX

A smaller company, C-MAX (the name is meant to be evocative, not an acronym), produce a handful of cybernetics including the Reinforced Nanocarbon Skeleton. Primarily, they produce carbon nanotubes in space craft construction and have recently won a bid to design the prototype of the first space elevator, a project still 20 years away.

CENSTEM MEDICAL INSTITUTE

Although not technically a company, CenStem receives nearly 100% of its funding from Kavis Alpha and every member of the institute owns stock options with the company. Kavis Alpha also owns the land in Los Angeles where the institute is located. They were and still are one of the leading groups in the research and development of medical nanites, or neubots. One of its leading scientists, Dr. Rudolph Stapp, coined the term *neubotics* still in use today. The majority of neural implants follow CenStem protocols.

CHIMERA BIOENGINEERING

Chimera Biogineering, or simply Chimera, stopped constructing full cyberbodies in the 70s and diverted to only producing augmentation. They pioneered Nueskin which put them in the public eye, even though most of their sales come from the sales of organic cloned organs. Chimera is still trying to cover a controversy forty years ago when it was discovered they were breeding pigs to carry the genetically engineered human organs. Animal rights groups blew the whistle and Chimera nearly went bankrupt until they discovered a way to produce cloned organs in suspension.

Outside of the organic market, Chimera has also made enhanced cyber-organs like the KND Lung and Flash Caps.

CONSOLIDATED NANOTECH [CONTECH]

Also called CNT, Consolidated Nanotech is an American military contractor co-owned by Lockheed that was specifically founded to construct military grade technology gleaned from the micronization boom. The original Lockheed division had the money but not the knowledge, resulting in a merger with three smaller companies pioneering in the field. They were also nearing bankruptcy from the micronization bubble. Unlike Military Applied Technologies (MAT), Contech pushed for external devices like power augmentation over internal cybernetics. With such an exclusive direction, CNT presumed market dominance. For a while, the THOR line was the only model of powered armor worth mentioning until Fastcore appeared with their ARMOR series. With FastCore's pace, CNT's designs are frequently being bested on the market and it is predicted Contech will no longer be able to compete in this narrow field.

CYBER-SOFT CYBERBIOTICS

Not to be out-placed by the blossoming cybernetics market, a well known software company from Washington State began developing competitive software for the next generation of computers—the cybernetic implant. They formed Cyber-Soft as a separate entity to deal with the challenge. They found themselves five years behind the leaders, which at the time was Cy-Rev. It has been accused that Baal Electronics, Cyber-Soft, and Kheiron Biotechnologies were in collusion to break CyRev's monopoly in order to ransack its corpse. Baal got the name, KBT got the technology, and Cyber-Soft got the programming. Cyber-Soft was able to leapfrog competition by ten years with the acquisition of the GNOSIS protocol. They sold the 2.1 update compatible with all KBT's SEEDs and soon after, the Cyber-Soft GNOSIS was the solitary operating system for all cybernetic implants. In an act of rebellion, disgruntled employees from CyRev released the rival NOMAD protocol as open source, a competitive but niche system which did not seriously impact the sales of GNOSIS 2.1. Since then, Cyber-Soft has been the leader in GNOSIS applications and update software. Despite the original protocol being nearly forty years old, there has yet to be a version to rival 2.1. A 3.0 released in 2080 was met with horrendous reviews and another attempt at 3.5 nearly bankrupted the company. In 2090, they re-released and updated the 2.1 software and called it "2.1 Redux". It reverted to the original presentation with only a beefier security system and the capacity to handle flash memories larger than 6 hours.

CYREV GROUP

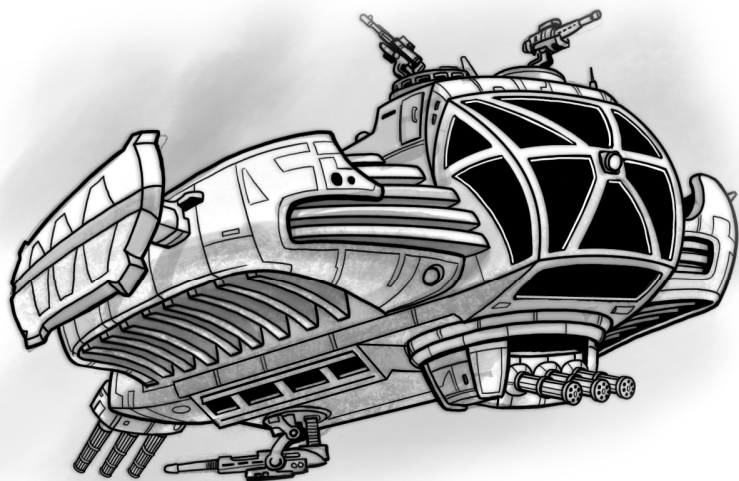
Cybernetic Revolutions was a minuscule company of twelve doctors and engineers obsessed with incorporating cybernetic implants directly into the human brain utilizing the new generation of nuebotics that had exploded recently onto the market. The group was populated by the greatest minds in the industry, all division heads and corporate presidents of their resident companies before the micronization bubble had caused them to collapse. It was led by its youngest member, 22 year old Nebur Shakrah, a university graduate at 13 and triple PhD holder. Shakrah already had the basics of his "Spider" on paper before forming the group. He had both government and corporate grants to develop the system. He also single handedly constructed 90% of the original GNOSIS 1.0 software. When their Spider prototype burst onto the scene, it was the revolution they had hoped for. Alas, few at CyRev would reap the dividends. It was later theorized that an ex-employee of CyRev had stolen vital documents and sold them to KBT. An epic and historic legal battle followed when Kheiron Biotechnologies announced the production of their SEED line. Within a few years, CyRev was bankrupt and forced to sell its patents and name. It was peeled apart like a fallen animal. It was not a total loss. Every single employee of CyRev found work elsewhere among competition, all except Nebur Shakrah, who fell into obscurity and was seldom seen, taking on minor commissions through the years, never achieving any of the repute he had acquired from the days at CyRev. It's suspected he was the creator of the competing NOMAD open-source system migrating through the world.

EQUINO

A Canadian company, Equino constructed exotic automobiles and aircraft until they received worldwide acclaim for their Aurora-Advanced Augmented power suit.

FASTCORE

The public name for Tycho-Inishi Advanced Machine and Industry, FastCore emerged from a merger of smaller divisions within auto manufacturers Toyota and Mitsubishi. What was thought to be a company to construct automobiles evolved into a line of innovative powered suits and robots years ahead of competition. They insist their designs are civilian in purpose, which has not stopped their presence not only in the JSDF, but in law enforcement. Soon after, their famous ARMOR line found distribution to different governments and organizations across the world. Contech, their primary rival in augmented suit construction, tried to halt FastCore's sale of advanced technology to governments outside of the US. FastCore still refuses to halt this practice, though it does claim it keeps its sale exclusive to UN Security Council nations.



FELTERNATIONAL

Felternational is a Norwegian robotics company that constructs robots and advanced cyberbodies. Although their bodyguards are a popular purchase, Felternational only has the facilities to produce thirty such models a year, resulting in a five-year backlog. They plan on expanding their facility in the future.

FROST INCORPORATED

Originally founded to construct space engines (and became a household name when they marketed the very first space yacht for private sale), Frost has recently expanded to offer a select few cybernetic upgrades for their customers looking for the highest quality of merchandise. Frost mostly purchases other companies' models and upgrades them as their label. Frost holds the distinction of being the only corporation with their world headquarters on the Moon.

GAMMATECH

GammaTech is a multi-faceted cybernetics company out of Australia that initially tried to carve a chunk out of the SEED market with their rival Buunta line. Despite or in spite of its peculiar name, the Buunta never caught on and only owns a miniscule portion of the global SEED market. In hopes of increasing their image, they expanded into other areas, most notably the prosthetic body market where their Corporate Security Shell found success. Little else they did has ever made a substantial impact.

iMIND

The most successful SEED other than the name brand from KBT is from iMind. iMind holds the distinction of having the most advanced and popular SEED on the

market which is not derived from a CyRev design. The iMind Alpha is the 3rd best selling SEED in the world after KBT's Ultimate Surfer and Full Play models. Other than their SEEDs and firewalls, iMind makes no other attempts to break into any other industries. They believe that if they hadn't tested their SEED as diligently as they did, they could have beaten KBT's model by six months.

JAGGERMASTER

The modern Jaggermaster is a shadow of its former glory. Nearly every board member was jailed for fraudulently inflating their stock with promises of a second neubotic revolution with their Picotech line. When this proved to be a false claim, Jaggermaster had lost hundreds of millions of dollars. Still trying to slowly repay their fines, Jaggermaster sells reliable prosthetic upgrades, which they will be doing for decades until their debt is cleared.

KAARIS ROBOTICS

Originally founded in Northern California, Kaaris eventually merged with Korean electronics giant Lucky Star and shifted their headquarters to Seoul. Since then, they have been the largest supplier of house and companion robots in the world. With breakthroughs in synthetic skin technology, the Kaaris KCA-SSS and Full Service Protector lines have blurred the line between organic and mechanical machines. These companion robots have come under criticism, especially from groups accusing Kaaris of promoting sexism and the dehumanization of women (95% of all Kaaris robots are designed with a female appearance), accusations which only increased when Kaaris began offering virtuant variations of their companion series, guaranteeing the most realistic companion to rival models from any competitor. With virtuant civil rights still nonexistent, the production of this model has not stopped. All companion virtuant servers are run from a single building controlled by Kaaris in Seoul.

KAVIS ALPHA

Kavis Alpha was one of only two companies to have survived the micronization bubble and only did so due to their successful cloning industry. Sales still have not properly explained their success since the collapse. Kavis survived from a promise they are close to fulfilling. They are the leading company in cloned organs but accomplish this by not growing them in genetically similar animals but by growing a husk—a genetic copy of the subject without a mind or most organs. This is an unpleasant thing to see in

person so Kavis keeps their laboratories under strict security. Kavis believes it is close to cloning an entire human body with a blank mind at adulthood which can swap brains with the original, circumventing prosthetics altogether, but this research has yet to produce positive results. Corpse Remotes and cyberbrains have proved successful and some millionaires that have immortalized themselves in prosthetic bodies also own an organic copy of themselves in case they desire children. Despite the obvious controversy, Kavis's progress in this fringe technology has yet to be stopped.

KENBACHI CYBER INDUSTRIES

The largest cybernetics and robots company in Japan, Kenbachi Cyber Industries (KCI) surpassed Honda Robotics ten years ago in the sales of prosthetics and androids with the release of their human-like Alice operator droid. They also filled a niche in the industry with a variety of robotic upgrades. KCI Robots occupy over 65% of the world's market. They found popularity with their Miranda division and through that label, KCI marketed the most successful prosthetic bodies in the world, the FP-1 and the PB-1.

KHEIRON BIOTECHNOLOGIES

The business practices of Kheiron Biotechnologies (KBT) have been questionable since the day they were formed, only weeks after the dust settled from the micronization market collapse. KBT's board members, themselves shrouded in mystery, purchased impressive facilities from bankrupt nuebot and cybernetic companies across America. They employed many of the staff that had pioneered the technology. The technology they couldn't develop on their own, they attempted to mimic. That which they couldn't mimic, they suppressed. This started when they released the SEED, virtually identical to CyRev's Spider. The SEED became the brandnomer of all synaptic internet interfaces (a trend which, unlike other companies that have fought to maintain trademarks against genericization, KBT made no attempt to prevent) and the model which all others were compared to. This dominance allowed KBT to move onto other related fields quickly. They began to license their own firewalls to go along with nearly a hundred different variations of their SEED. Today, KBT remains the foremost developer of SEED and SEED-related technology.

LAZARUS BIOLOGICAL

The largest non-military cybernetics company in Germany, Lazarus made their mark with cybernetic upgrades. They offer few prosthetic bodies and these models are considered inferior when compared to MAT's or Phyrine's offerings. Their best selling upgrades revolve around ocular implants.

Both their Powerzoom and Eyeshine models are extremely popular even though they are sold mostly through military channels. Lazarus still insists this is not exclusive but admits that the sales of their ocular implants are less popular in civilian circles.

MILITARY APPLIED TECHNOLOGIES

The largest American robotics and cybernetics company by a significant margin is MAT. The first company in the world to release military-grade prosthetic bodies, MAT continued to be the forerunner in the melding of cybernetics and nanotechnology in military applications. Their popularity stems from their insentience that their products not reduce the living quality of their users. Unlike other companies like Rourke Industries, MAT hardware is often invisible, allowing users to retire, go on vacation—anything that normal people can do without having to replace their prosthetic body or remove any of their upgrades. From the Combat Class prosthetics to their series of combat-applicable upgrades, MAT has yet to be seriously challenged in their position as the leader of cybernetic military technology. This has not been met with worldwide applause, however. Public outcry followed when it was released that MAT was the designer of both the 1G Brain Blocker and the Cybertronic Rendition, two devices that directly affect a subject's SEED externally and forcefully. MAT was able to temper that criticism with the release of their REPRINT—a popular product which became the most popular cybernetic device in their lineup outside of military channels. MAT has directly accused Rourke Industries of corporate espionage with their flesh covered concealable weapon upgrades, something MAT was developing and later scrapped upon the release of Rourke's identical model.

NANOLUTIONS

Nanolutions holds the distinction of being the oldest micronization company on the market. They have repeatedly refused mergers with other companies like KBT and Phyrine. Nanolutions does not market their own models of cybernetics or upgrades but instead constructs parts other companies use in their products. Almost guaranteed, if someone owns a prosthetic body, there is at least one part from Nanolutions. The general staff are all veterans of the industry with little new blood being introduced over the years. There is remarkable employee retention at Nanolutions and they are the highest paid in the industry. One interesting anecdote, Nebur Shakrah had said that Nanolutions was one of the few cybernetic companies he respected. Every member of Nanolutions employs the NOMAD operating system, not the common GNOSIS used throughout the rest of the world.

NEO-NUEBOT-CYBERTECH

Neo-Nuebot-Cybertech lost significant money in backing CyRev's Spider over KBT's SEED. They have still managed to remain on the scene while others have collapsed. They are still the largest cybernetics company based exclusively in the Middle East, having their sole headquarters out of the UAR.

OKIDO GENERATION STUDIOS

The leading virtuant development lab, OGS was not the first such corporation, but they have grown to be the largest. Okido Generation Studios are able to produce a fully trained virtuant from commission to maturity in four months, two months faster than the second leading facility. With six active training servers, OGS is able to release a model every month. They also have a seventh smaller retrainer for recycled models. OGS virtuants are known for always possessing some form psychological quirk. This is an intentional implantation placed by the virtuant's creator. Unlike other virtuant studios, OGS assigns a single supervisor to oversee each virtuant with no other obligations until that virtuant is released. This "parent" controls all virtual experiences and personality programming, able to modify the virtuant in subtle ways to insert idiosyncrasies and behavioral quirks. Although some customers object to these eccentricities, it doesn't change the fact that OGS virtuants are the most human-acting models on the planet. They are considered the most stable and are known to exhibit personal motivations for superior job fulfillment, even several generations past their original design objective.

Ariel Alpha is an OGS virtuant.

PHYRINE BIOMECHANICS

After failing to acquire distribution rights to the CyRev Spider upon its release, and with the dominance of the SEED from Kheiron, Phyrine Biomechanics moved away from neural implants and shifted back to cybernetic upgrades. There is no field into which they have not gotten their fingers. Their world headquarters is still located in San Diego. This building is famous for having the most complicated security system in the world. Few people have ever seen the top ten floors of this black obelisk. Employees are run through a convoluted security checkpoint system every time they enter and leave. They are also not permitted to leave for break or lunch and must all submit to firewall keys when hired. On the bright side, Phyrine technology has never been stolen by a rival corporation.

RENERVE

ReNerve committed themselves completely in the field of movement, designing only legs and leg augmentations. They are the industry leaders. They are a common sponsor at the Cyberlympics and are one of the most well known sports-based cybernetic companies in the world.

ROURKE INDUSTRIES

When Adam Rourke wanted to carve out a name for himself in the cybernetic market, he decided to throw subtlety out the window. Being an advent follower of mixed martial arts, Rourke dedicated his business model towards the aim of "Making People Better" (the company slogan). Rourke has garnered some respect in the field. His son, Mathew, continued the company's direction after Adam's retirement. What started off with Powerfists and Shock Capacitors moved onto Rourke's own line of prosthetic bodies. Rourke continues to be a passionate supporter of martial arts competition and the company's name has been under nearly every major combat-based sports event of the past twenty years.

Rourke has also earned substantial controversy over the years. This includes being accused of corporate espionage and subjected to an FBI raid when it was suspected Rourke was illegally selling odifications to users outside of sporting and military channels.

SKYWAYS INTERNATIONAL

The concept of lighter than air travel became popular again with the global push for environmentally friendly modes of transportation. In massive cities like Archon, the usefulness of these aircraft was obvious. Skyways, initially unable to meet demand, is now able to produce thirty airships a year to buyers. The sight of airships drifting through a city, once the dream of science-fiction authors, is now a common occurrence in Tokyo, Shanghai, Los Angeles, and Hong Kong. Nowhere else is this visual more dramatic or more prevalent than in Archon.

TECHNOX

The bizarre spelling of its name aside, TecHnoX emerged from a failed attempt by Sony to get into the cybernetic industry. The staff eventually departed to form their own company, based out of Hong Kong. They are the makers of dozens of neural implants, from sensory amplification to skill progs, the latter their most successful line by far. The announcement of the skill prog was met with overwhelming positive response. It has since become their most popular implant, the poster product for the company. It was called the greatest invention of the year and the most important achievement since the original SEED. Despite rumors of complications and implant rejection, the skill prog is still one of the most successful implants in the world.

WALL ELECTRONICS

A small division of a much larger American retail chain, WALL Electronics have only recently entered into the cybernetic field with their DEN line of SEEDs. Though unable to corner the market like they had hoped, they've managed to stay afloat amongst stiff competition. WALL is another commonly advertised company at the Cyberlympics.

XIX

Pronounced "Kiks", this Japanese company has garnered considerable notoriety in the past twenty years from their unusual line of cybernetic upgrades. It grew from the demands of underground open cybernetic fighting, an extremely popular sport in Japan that moved into the United States when it became legal in 2080. Since then, XIX was able to expand into the local market, taking their prohibited parts into open sale. They were not well received. Upgrades like shock fists, bearclaws and concealable weapon mounts were banned in nearly every country despite their use within these competitions. XIX was able to later expand with more civil products like detachable limbs and their patented weight management system. Recently, they introduced a series of military grade prosthetic bodies, though these do not blend well in the public.

THREATS

CONCORD

More like a dozen disconnect cells with similar interests than a united organization, Concord grew from an internet blogging site to a global terrorist group in under ten years. The initial goals of the website were to resist the encroachment of world order. Although populated mostly by conspiracy theorists, a few intelligent and charismatic individuals began to emerge preaching a positive future that endorsed anarchy. Concord, which is also the name of the core group of ten founders which have never been caught, are able to work independently without unified leadership with no direct communication. The ten founders are assumed to be always on the move, shifting from cell to cell, handing instructions directly to avoid a trace. Concord endorses a future without a unified government, a world consisting not of a hundred countries, but of thousands of smaller enclaves with no treaties other than trade agreements. They seek an abolition of all military treaties and organizations. They oppose G9, ASEAN, and most importantly, the United Nations. The UN has classed them as an anarchist terrorist group and it is believed one cell operates as close as Qatar. Unlike other anarchist groups, Concord does not denounce the use of technology and has become one of the most dangerous

organizations because of their arsenal and the skill of their hackers.

TRUE BIRTH COALITION

[TBC]

The slow elimination of the ethnic groups and national sovereignty was not taken lightly by some. A few blamed this social change solely upon those that used technology to augment themselves. This began with cybernetic implants and moved onto the moderately cyberized and full prosthetics. The TBC have an especially pronounced loathing for robots, especially androids and virtuanats. The TBC is an internet movement with followers in nearly every corner of the planet. They organize protests and demonstrations involving the burning of non-functional and functional robots, especially androids. The images of crucified robots hanging from the buildings of robotic companies marked an increase of aggressive tactics. It is believed only a small percentage of the TBC endorse such practices but they have amplified further to include the firebombing of factories and the assassination of leading scientists and engineers in the field. The TBC movement has reached high levels of government with several city mayors standing on the shoulders of the TBC doctrine. This is especially common in rural communities where jobs have been taken away by automation. Although the TBC claims to destroy a thousand robots a year in protest, it is the few android executions that have gained them such notoriety. Many European countries have classed the TBC as a terrorist organization and any events organized by them are classed as unlawful and dispersed. The only location on Earth where they are given free reign is in the United States, where the TBC have found sanctuary in several states. Despite attempts by the US government to suppress this movement, especially its violent branches, it has yet to be seriously implemented. The UN, in 2090, implemented policy declaring the TBC a criminal organization and that even claiming to be a member of the group can be grounds for an arrest. Most countries don't enforce this policy.

Members of the TBC have no cybernetic implants whatsoever, not even SEEDs. They refuse to be cyberized, even when faced with a crippling injury. Rumor has their world wide membership listing at over 30,000, making them the largest criminal organization in the world.

CHRISTIAN LIBERATION

An alliance of evangelical churches and lobby groups in the United States, the Christian Liberation moved well beyond what was normally accepted by the church. Eventually, the political weight of the CL collapsed with the onset of increased tolerance and globalization, forcing the organization away from the former role into the fanatical group it is today. The Christian Liberation objects to all



manners of tampering with God's design. They have picketed in front of cloning facilities, attacked known nugenics, and have even been known to kidnap and surgically remove synthetic limbs from prosthetics. These few situations are considered extreme, even to most of their members. Most simply resort to non-violent protests but unlike the True-Birth Coalition, the Christian Liberation Front still carries substantial political weight, even to the point of forcing several American states into enacting laws prohibiting cloned organs and nugenic creation. Despite similar views, the CL and TBC have never forged an alliance. The CL dislikes the UN but not because of national pride: they believe the UN is godless because of their support of cyberization and other issues fundamentalists groups have complained about for decades.

IKORO SECURITY COMPANY / THE RAINMAKERS

Founded by Naomi Mudabwe in 2065, Ikoro was originally licensed by the bastion of Kinshasa for security detail for their oil shipments. As their population increased, they expanded to nearly a dozen other bastions across the continent. They only received their first American contract in 2080 when they assisted US military operations in an attack upon a Concord terrorist cell hiding out in Niamey. They were later employed by the US Army in similar

operations outside of Africa, which marked Ikoro's first operation outside of that continent. They accepted missions in South America, Eastern Asia, and even on American soil to help with security at the 2088 Olympics in Austin, Texas. By 2090, they became the second largest security company in the world. More than 70% of all active personnel, including Mudabwe, still function within Africa though more than half of their operations are outside the realm of oil escort. They have snaked their way into politics and law enforcement, assigned to supplement, train, and even replace existing civilian and military authorities in many surviving nations and bastions.

Since 2089, Ikoro was given another name, the Rainmakers, a term used now to refer to any armed members of Ikoro operating outside of Africa. Many people believe the Rainmakers and Ikoro are different entities and although not technically correct, there is some credence to that belief. Members of the Rainmakers never operate within Africa though Mudabwe works all over the world, her officers and captains are permanently assigned to specific regions. Because Mudabwe considers herself a field operative, she relegates the bureaucracy to a handful of individuals she seldom monitors. Many critics have asked why the organization endorses the two different names unless the reputation of one was in question. Accusations of corruption abound and the praise and condemnation of this

organization depends on which part of the planet you are standing in.

LUPUS KANTI

After Ikoro, the largest public military provider is the government sanctioned Lupus Kanti, based out of Russia. This military contractor split the standing Russian military nearly in half, instantly creating the largest independent military group in the world. The Russian government claims LK is independent, but the contractor is operated by Russian military personnel and the head of LK, Viktor Koski, was the Russian Prime Minister until 2069. LK's current employee roster rivals that of all American PMC's combined. They license their services to every Security Council member and have been seen alongside United States military and Indian armed forces, the latter which have strained Russian-Pakistan relations. LK and Ikoro are corporate rivals, making their conflicts in Africa the first official "corporate war". The Battle of Boma in 2085 had no government military involvement and was fought entirely by rival battalions of Ikoro and Lupus Kanti.

Technically, LK has more trained personnel than Ikoro unless taking into account unauthorized adolescent guerillas, but is technologically inferior, still employing 20 year old Russian military hardware.

FREE AMALGAMATED MILITARY [FAMILI] / THE JUNKERS

Having gone through numerous name changes in the past hundred years, Free Amalgamated Military, or the The Family as they are called, is the latest iteration of the largest American private military company. Internationally nicknamed "The Junkers" (a derogatory term the Family despises) this military contractor is the third largest in the world. The Family does hold the distinction of being most advanced. Because of their side-by-side deployment alongside American military, the Family holds the exclusive contract to employ weapons usually prohibited by UN Security Council mandate. This includes rail and plasma weapons as well as powered armor. When they take the field, the Junkers often hold technological superiority. As a condition, their weapons and mechanized forces are tagged by GPS to prevent their deployment or migration into unauthorized territory. The mechanized units are also designed to self destruct from satellite command if ever disabled in a conflict zone.

Currently, the Family operates alongside American military in a half dozen locations across the world. Distinguish between PMC personnel and government military is difficult. Out of these deployments, the Family's most controversial operation involved their assistance of Ethiopia's military in their taking of Somalia in 2055 and Sudan in 2060. Their involvement in the conflict

advocated the theory that the East African War was a religious conflict since it was no secret that the Family's internal policy is based around conservative Christian ideology.

In 2062, the UNSC, against the United States wishes, forced the Family out of Africa. It is thought this vacancy is what led to the formation of both Lupus Kanti and Ikoro. Today, the Family is still prohibited from operating inside Africa, though they have found contracts in other regions.

EASTERN STATES PARA-MILITARY AUTHORITY [ESPA]

A smaller military organization, the Eastern States Paramilitary Authority (or ESPA) was formed out of a demand for international opposition to the encroachment of private military corporations in Africa. ESPA operates from its headquarters in Ethiopia with smaller bases scattered across the entire eastern seaboard of Africa. It's no secret, though not publicly acknowledged, that ESPA receives the vast majority of its weapons and funding from Chinese investors. By 2090, ESPA military accounts for more than 65% of Ethiopian armed forces, flaunting technology superior to the standing military. ESPA is responsible for counter-insurgency as well as defending threats to the nation's exports. Their position in authority places them higher than anyone in the standard army, meaning ESPA can assume control over any East African military force nearby. Recently, ESPA members have been found in India and as far east as China.

PAC-PMC

Even though united through free trade and an amalgamated currency, the Pan-Arabian Coalition does not operate a cohesive military. In 2056, it was decided that a single integrated force would be formed to handle security and address threats to the countries of the PAC, especially when that threat endangers the entire alliance. The PAC-PMC was placed in charge of security of the manufactured island fated later to become Archon, though with less than favorable results. PAC-PMC operates bases in every PAC member. The organization suffers from accusations of corruption and the ranking authority often quarrel with members of the DPS. This is more evident on the borders between Archon and PAC, where indistinct sovereign claims along bridges and tunnels have resulted in unneeded tension between the two organizations.



EIGHT: ALPHA TEAM

Player characters are members of the Division of Public Safety (DPS). This offers the widest range of adventures and allows the players to change locations and flaunt the firepower and authority they all wish to. A game that goes against this assumption will have to justify their purpose and motivation to take up arms, not to mention the difficulties involved in carrying weapons in a place with tight gun control laws and ubiquitous security. Being part of the DPS, characters have justification to move across Archon and even the entire world. They can impose authority and brandish weapons in public without fear of reprisal from the locals...at least in some areas of the world.

THE PARABLE

On the surface, it may appear that creating an adventure with such a detailed, modern-inspired setting would be difficult. How could a pen & paper game session live up to the energy of a best-selling novel or a Hollywood film? In order to move into a proper train of thought, a GM should consider the following:

It is Not Science Fiction: You can always apply fantastic elements later, but if you want to create a realistic storyline to an adventure, don't try to dive into cyberpunk or other futuristic tales for inspiration. Pool from modern techno- and spy-thrillers. Beyond the obvious adaptations of

Fleming, Ludlum, and Clancy, consider these movies when structuring your campaign: *Body of Lies*, *In the Line of Fire*, *The International*, *The Interpreter*, *The Kingdom*, *Munich*, *Ronin*, *Syriana*, and *Taken*.

It is Science Fiction: When gathering ideas that speculated on what could be, you don't need to move into the fantastic. Of course, you could include an alien invasion or demons from a chaos gate, but this setting focuses on humans finding out what makes a person human. Appropriate sci-fi inspiration includes the following: *Appleseed/Ghost in the Shell* (which inspire many of the transhuman/cyberpunk elements of the setting), *Children of Men*, *Chrysalis*, *Strange Days*, and *Patlabor* (the latter providing an inspiration for the adventure which follows at the end of this chapter).

The Modern World: The greatest inspiration of all comes from the current news channels and websites. *NeuroSpasta* can only touch upon the most basic elements of the political labyrinth that covers the globe. Most nations haven't changed. Take any headline and turn it into a plot thread. Recreate events that occurred in the past and shift them into the future.

FILLING THE BILL

One cannot create a good campaign without good characters. In order to offer the greatest potential of story and conflict, consider these options:

Ethnicity: DPS teams are multinational and from wildly differing backgrounds. Ideally, no two characters should be from the same country or have the same lifepath. Nearly everyone in Archon speaks English, but there should be a diversity of other languages as well. No single character should have the monopoly on interactions with the world beyond Archon.

Singularity: Diversity extends even beyond nationality. Virtuants are still rare in the setting, so there should not be a surfeit of virtuant PCs. Likewise, while prosthetics and nugenics are not rare, they aren't common either. Because characters are likely to use squad tactics reminiscent of modern thrillers in play, a variety of character classes is also to be encouraged.

Level of Violence: The kinds of characters the party creates should indicate the kind of game they are interested in. A group comprised of *Ultramodern4* heavies, gunslingers, men-at-arms, and snipers will have little interest in political intrigue or hacking. Likewise, a focus on strategic or non-combat classes (like *Ultramodern4*s combat authority, faceman, or infiltrator) indicates less of an interest in gunslinging gorefests. Ideally, the party will consist of a mix of characters, but if it doesn't, be sure to adjust adventure plans accordingly: nothing is less interesting than when the GM and the players aren't playing the same game.

Non Player Characters: Since the average player group is four to six players, a GM should fill any lacking specializations with NPCs. These are not companion characters but support personnel in the DPS facility that contribute if the players lack certain expertise. Take heed that the players do not end up viewing these NPCs as expendable resources, however.

THIS WEEK

Each episode in your campaign should involve a hook, one or several set pieces, and a climax. This episode may take several days to play itself out but in order to make the game challenging and to aid in game balance, the GM is suggested to implement the following rule: Despite whatever rests the player takes or any time that passes, daily powers and effects that are renewed with an extended rest do no reset until after the conclusion of the episode. This includes all attack and utility daily powers, healing surges, and hit point recovery. On the other hand, action points also do not reset until the episode is over and thus can be stockpiled (although still, only one can be used per encounter). The GM may make an exception if the

episode is particularly brutal. Episodes also can run multiple game sessions as well as several days in-game.

HOOK

The hook is this episode's reason for adventure. It can be a stand-alone story or part of a much larger campaign arc. If running one extra long story, break up the episodes realistically where the characters can take pause and contemplate recent events. Even the most hell-bent action movies have dramatic moments where the heroes can rest. The hook sets the tone for that episode and provides encouragement for the players to attend, as well as the characters to want to solve the crisis. In *NeuroSpasta*, the hook doesn't need to be an exploding car, only a mystery or an event to set the game in motion. The characters need not even be present for the hook, learning of their mission from a briefing.

What follows afterward depends on the course of events and the actions of the characters. With so many options available to a character, a GM should be open to new ideas when they are presented.

WHAT THE GROUP CAN THROW

There are several other advantages to being part of the DPS which may outweigh the restrictions of being part of a government agency. For one, they receive load points (as described in *Ultramodern4*). Secondly, they gain access to certain systems outsiders require muscle or money to acquire.

Because of their authority, the DPS also have access to certain systems without needing to hack, pay-off, or attack someone. With servers, players gain access to the following memories and systems:

- Air Traffic Control System, Layer 1
- Cellular Satellite Matrix, Layer 1
- Power Control Grid—all United Nations International Territories, Layer 1
- Automatrix, all United Nations International Territories, Layer 1 & Layer 2

SET PIECES

NeuroSpasta reaches beyond just Archon, and the city itself is a massive spread of varying environments from a futuristic city of green grass and white buildings to a dense dilapidated urban sprawl. The four islands of the city provide more than enough locations to keep storytellers interested. The group doesn't need to be confined to one area and you are encouraged to cross as many bridges and borders as you can. Every language is spoken in Archon and every culture represented. Beyond the periphery of the island, the rest of the world awaits. If part of the DPS,



characters have legal authority and jurisdiction over any area classed as a United Nations International Territory. This includes locations in the Netherlands, Nairobi, and New York. Even further, there are contested regions claimed as UN territory in order to settle local disputes. The most well known of these is the IAZ, which encompasses all of Jerusalem and its outlying villages. This book is unable to explore all the regions in detail and to do so would not do the flavor of these areas justice. These regions also have their own authority and customs, creating opportunities for role playing, especially if any of the characters originate from said location. Wikipedia is your ally. When setting up a location, whether in Archon or abroad, don't be too vague: choose a specific locale as the focus of the action, preferably one with lots of interesting terrain just in case a gunfight breaks out and the characters need to dive for cover.

THE MEAT

Even non-combat classes can fire a gun. Hackers can tap into opponent brains. The specifics of the battle leads into a specific aspect of modern/sci-fi gaming compared to several fantasy games.

In fantasy games, it's somewhat typical to attack several large monsters through the course of an adventure. In a game like *NeuroSpasta*, battling against a giant robot every week strains an already enervated credibility. In many modern games, enemies are numerous and weak, reserving the powerful opponent for the finale. Although you can avoid this pattern and throw down difficult encounters consisting of small groups of enemies, there is the possibility, with 4th Edition, to create encounters with many opponents through the use of minions. The problem is that minions are designed to flesh out an encounter already populated by larger monsters. Minions by themselves are generally poor substitutes for 'real' opponents, unless steps are taken to force both sides to maximize the terrain. One solution to this dilemma is the following rule:

Minion Mass: If more than half the total XP budget of the encounter is taken up by minions, double the number of minions and halve the XP reward of each individual minion.

CLIMAX

The climax ends the episode but not necessarily the story point the episode revolved around, nor does it always solve the hook which started it. It may only be a resolution to the immediate conflict or end one chapter of many more to come. It is important to note this need not be an encounter where blood is spilled. It may simply be a plot point or a conflict of words instead of bullets. One thing to consider is that while the player characters are exceptional individuals, they are not superhuman and are likely to suffer from battle

fatigue or emotional trauma if forced to deal with too-frequent gunfights or the loss of civilians. Further, it forces one to question the safety and success of Archon if terrorists are blowing up cars and hijacking buses every week. You can solve this by first moving out of Archon occasionally and by also introducing challenges that don't necessarily need to be solved through the barrel of a gun.

DREAMS OF MAN

The following adventure assumes the players are members of the DPS. It is designed for 4 to 5 players with an average level of 1. No matter how many days pass in-game, the party cannot benefit from extended rests until the end of the adventure.

ADVENTURE SUMMARY

The players are members of the Division of Public Safety. On the morning of an otherwise average day, an orange van is spotted inside the perimeter of the Iranian embassy, mere meters from its main entrance. Before DPS can properly react to the situation, it explodes, taking out half the building and killing two people. The DPS takes control and investigates the detonation, quickly determining that the explosion was caused by a supersonic missile, not a bomb in the vehicle. The van was only a target.

The characters investigate a possible infiltration of prohibited weapons past the Perimeter Patrol Authority, leading them to stolen vans (like the one used in the explosion) from the Israeli embassy. This tracks back to the assistant superintendent of the garage of the Israeli embassy. Investigating his apartment in Loka leads to a possible source of the missile's origin, the top of Kheiron Biotechnology's unfinished corporate headquarters.

At KBT, the DPS discover that the chief of security has had his brain swapped and the impersonator is the leader of a group of terrorists that have infiltrated the unfinished upper levels. After defeating them, the DPS discover an incomplete launching facility for the missile.

This could mean the terrorists at KBT might either be a misdirection or part of a larger conspiracy. At the same time, the DPS receive an anonymous video showing the missile and its trajectory, including its launching point—that of an American cloaked stealth fighter. Contacting the US Embassy, the DPS is stonewalled but given clues by a clever diplomat that not only was the plane stolen but its escaped pilot was picked up offshore and is held inside that very same building.

The DPS, instead of causing an international incident, decide to infiltrate the US Embassy and capture the pilot for investigation. In the end, the pilot is discovered to be yet another pawn, like the terrorists at KBT, like the Israeli

superintendent, in a master plan laid down by a still unseen greater threat.

PLAYER BEGINNING

One of the most important moments in a campaign's first session is player introduction. One option is to have all the players already members of the Division of Public Safety, with shared experiences they can recollect jovially over drinks. This is useful to get into the action as soon as possible but is usually only successful with players already aware of each other and the setting. The other option is to introduce the players as new members of the Alpha team. They can associate themselves with any of the NPCs, including the Special Executive Authority (SEA) in charge of the DPS, Richard Heppner. You can also split this up by having several players already in the DPS welcoming a handful of new recruits. The DPS does not hire rookies so the newcomers would have a reputation which precedes them. If so, feel free to introduce the group slowly as each of them enters the city for the first time...

You emerge from the tunnel and are struck by the gleaming white walls of the majestic city of Archon. The trees are real and escort you from the tunnel entrance to the highway. The cars are electric and quiet. With the window down, all you hear is the gentle whine of battery turbines and the rushing wind by your cars. The air is warm but clean, with not a whiff of pollution or other unwanted smells. You look ahead and catch the blue-tipped towers of United Square, the seat of the United Nations. The sun is split by the dagger of United Tower-One, the tallest structure ever built by man. Its broad shadow rises to capture you, paving your path to your destination. Soon, you exit the automated freeway and enter Paxis, still under the benign gaze of the ivory spire. In the square sits your new home, the headquarters of the DPS—the Division of Public Safety—the most powerful and controversial law enforcement agency in the history of the planet.

...Otherwise, you can jump straight into the first encounter.

EVENT 1 THE THREAT [XP 200]

With the morning comes all the rituals of breakfasts, showers, recharges, and emails. Amongst the dozens of messages the players filter through (mostly spam), they each receive the same message:

From: No Name (XXXXXXX@Archon.net)
To: Division Public Safety -- <Insert character name>
Subject: The Order of the Dreams of Man

Cleanse the old ways. Forget heritage. Erase traditions. For the species to reach its potential, the fanatics imposing yesterday onto tomorrow must be removed. No plague wrought by any holy book will satisfy the fundamentals. This is not a war of nations, but against the nature of our species. We remain humble and will help shepherd the misguided to the cause. We are the allies of Archon, despite whatever wounds we are forced to inflict. For this, we warn our friends. The first marker begins today.

Order of the Dreams of Man

When the players reach DPS HQ, they quickly learn from any resident NPC (like if Ariel Alpha or Scott Smith are included in the party) that they too have received the message as did the building's general mailbox.

This could be just an empty threat but for the email to be sent specifically to all the members of the DPS does raise a few alarms. The message appears cryptic and doesn't explain much. No member of the team has heard of the "Order of the Dreams of Man". If they are a terrorist group, they are new.

THE ORIGIN OF THE DREAMS OF MAN

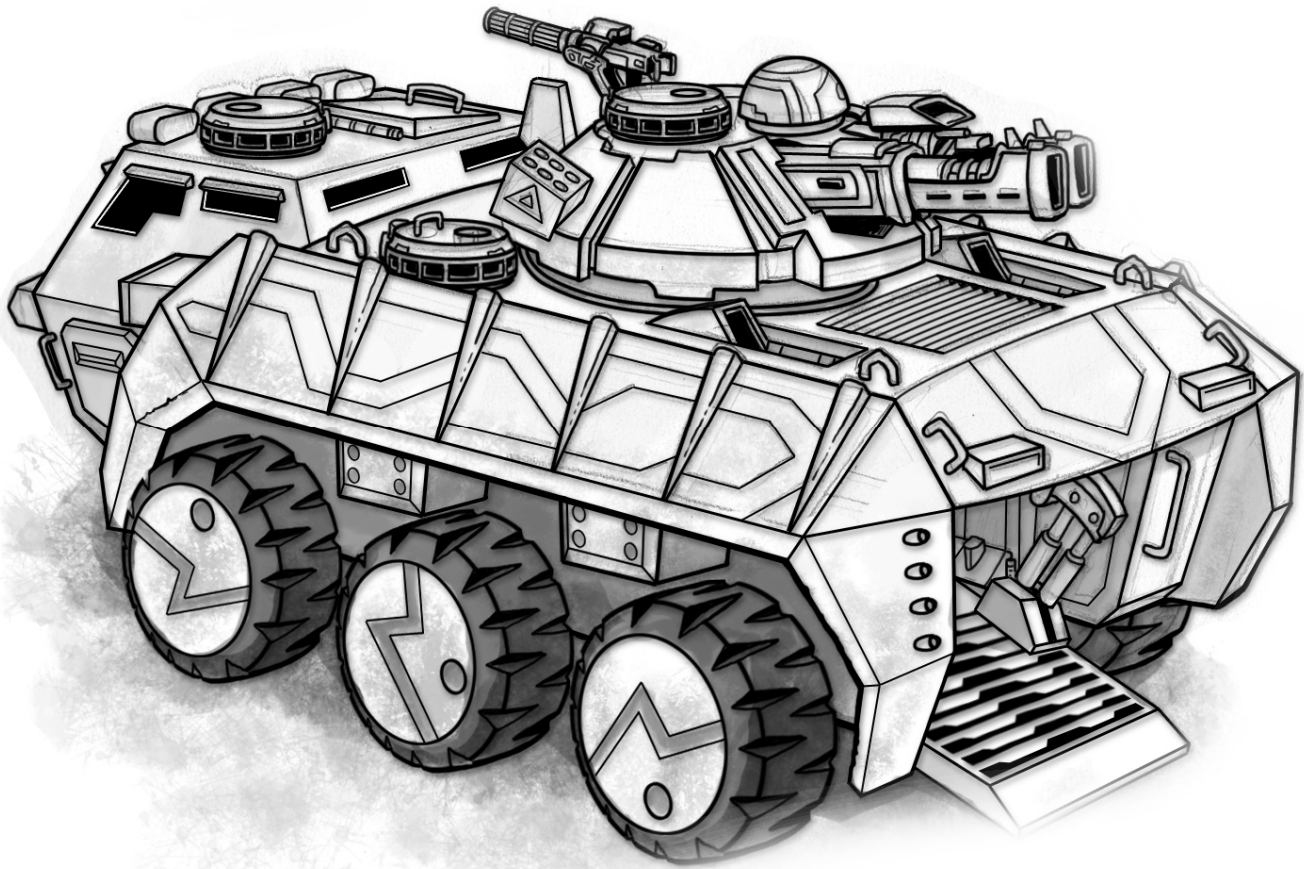
This skill challenge is a simple one as the characters put together the source of the bizarre email. It is recommended that multiple characters take part in this challenge.

Complexity 1 Skill Challenge (4 Successes before 3 Failures)

Primary Skills: History, Computer Use

Special: An American born character trained in History automatically gains one success and unlocks the Computer Use check.

History (DC15): It was not recent history. In fact, the quote itself, if memory recalls, is slightly distorted from where you read it, which would explain why you're having problems locating the specific reference. It was an old book. A second success brings to surface the memory that it was a quote by Henry Brooks Adams. Henry Brooks Adams was the younger brother of John Quincy Adams, and a historian. This enables the Computer Use option below. A result of 25 on this check renders the entire challenge a success.



Computer Use (DC15): The book in question was called *A Letter to American Teachers of History*, which dealt with applying the second law of thermodynamics and the process of entropy to a geopolitical scope.

Success: “Chaos was the law of nature. Order was the dream of man.” That was the Henry Brooks Adams quote. Adams believed that nations would eventually move towards equilibrium and that militaristic nations were detrimental to this theory. The idea being that chaos between nations was against their natural purpose. Beyond that, any connection to terrorism is highly dubious.

Failure: Bah, it was probably nothing.

EVENT 2 THE ACT [XP 300]

Shortly before the morning settles and after the players figure out the source of the quote (if they did), a message will be transmitted to the DPS. This can be directed to a specific character or to Ariel Alpha if she is present. You can also bring it via SEA Heppner. It is from SIM (The Samaz

Independent Monitor). The message is a relay from the Embassy District. An orange unmarked van has been spotted parked outside the Iranian embassy.

The DPS will be mobilized as the embassy is being evacuated. The van is a featureless hybrid-electric which shows no signs of exterior modification other than the obvious aftermarket paint. The characters may exert their authority over the situation. If someone attempts a thermal scan, it will detect the radiating heat of the engine and nothing else. Magnetic resonance picks up three crates inside. It's encased with a lead-carbide skin, preventing an interior scan. The suspension looks unmodified and shows no significant sag. A crowd gathers outside as people are still being evacuated.

Demolitions (DC15): It feels unlikely that there is an explosive in the van. Terrorists never bother to beef the suspension and any significant bomb should weigh down the rear axle. If the vehicle was a bomb, and if the driver was smart enough to get past security, why didn't he just rush into the entrance the collapse the entire building?

Perception (DC15): There are cameras located everywhere in Embassy city. This location is no exception. The guard would also have a record of the vehicle's entrance into the embassy. Cameras show the vehicle approaching the main gate and passing through without incident. Close inspection also reveals there was no one driving the van and no one exited it. Possibly a remote control?

Insight (DC15): The embassy guards don't remember the van entering the embassy. There is no suspicion with either guard of an ulterior motive. The guards are supposed to be in paranoid mode when on duty, but perhaps they were hacked before going on duty with a delayed-action virus. These two guards have significant firewalls, meaning that if they were hacked, it was done by an expert.

A bomb is obviously suspected but the characters should not act too brave in approaching the vehicle. The Iranian embassy is apprehensive to allow any personnel other than themselves and DPS members into their territory. Regardless of the situation and the precautions taken, the moment any PC, NPC, or remote control robot is sent to directly investigate the vehicle, it explodes...

The detonation which follows cracks the walls of the embassy perimeter, throws debris into every camera and every face, and knocks over anything with less than four legs. The front of the embassy collapses into a deep crater which immediately begins to fill with water from a broken pipe. An inferno swells and coughs to the sky. Every window for three blocks has shattered.

The players are unhurt in the explosion but are knocked down and have a pronounced ringing in their ears which may take a few hours to pass (Endurance DC 15: on a failure, -2 to Perception during next event).

What follows are a series of intermixing news broadcasts to help offer exposition as the game transitions into the investigation of the explosion. If you are able to offer different accents to the various broadcasts, feel free.

At 7:30 am local time, Archon was struck with its first official successful terrorist strike. The explosion occurred in front of the Iranian embassy...

...Until now, local authorities and the DPS have been able to prevent such threats. We have two confirmed fatalities, 20 injured. It is now 8:30 am local time, and the entire area has been sealed by local police while the Division of Public Safety...

...Nearly fifty Unus Mentis users have uploaded their experiences in the past hour. Despite this, there appear no new leads. The DPS have refused to release any information regarding the progress of the investigation. The time is now 9:00...

...We do have reports coming from personnel on sight that the vehicle was an orange or red-unmarked van. We still have no information how it got past security and past a triple detection system. The DPS is still refusing to comment...

...Some witnesses claim hearing a loud clap seconds before the explosion but no other explosives have been detected...

...This could mark the end of the honeymoon around Archon...

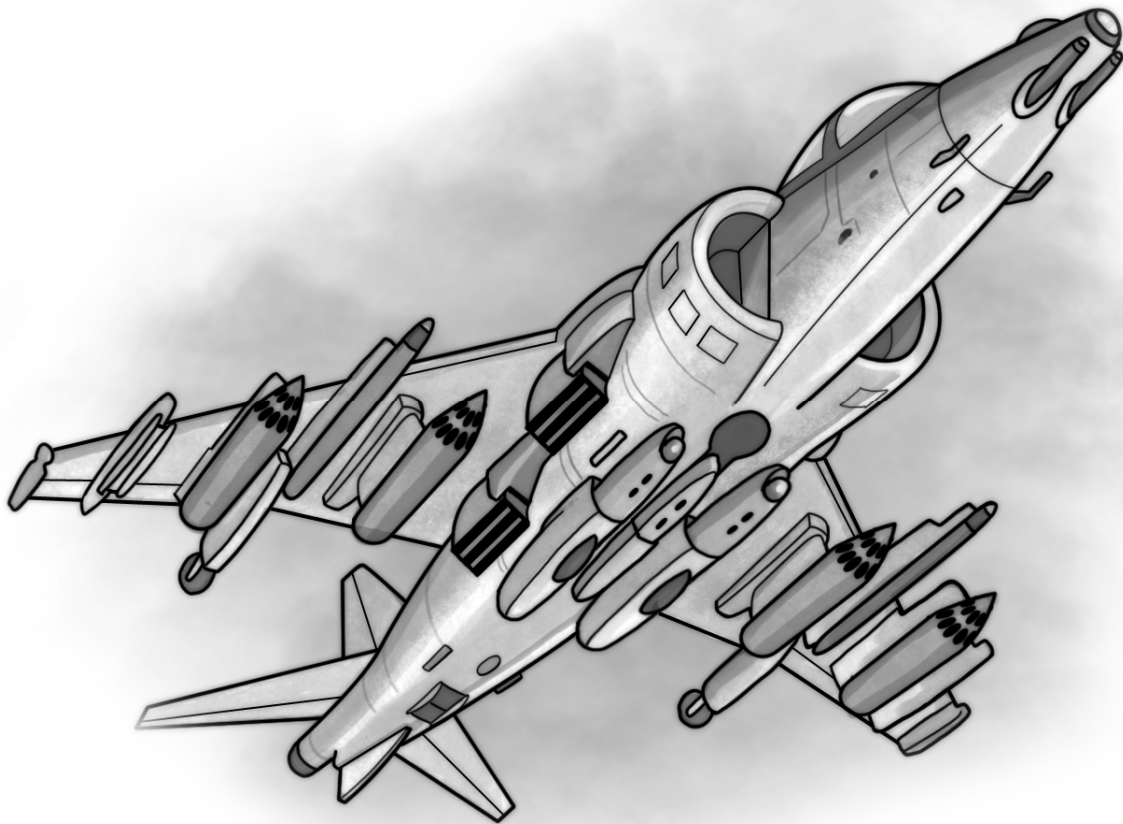
EVENT 3 THE INVESTIGATION [XP 800] THE BLAST

The investigation into the explosion should occupy as many members of the DPS as possible.

Complexity 2 Skill Challenge (6 Successes before 3 Failures)

Primary Skills: Computer Use, Demolitions, Diplomacy, Perception

Perception (DC15): You may include the interview above with the guards if not already done. It will confirm that they had been hacked. If successful, a Computer Use check can follow. If you already succeeded above, you can go right to Computer Use or Diplomacy. A separate success from a character fishing through the crater will remove a fragment of the van's roof. A car bomb should blow the vehicle outward: if the character who succeeds at this check is also trained in Demolitions, they automatically succeed at the below Demolitions check.



Computer Use (DC20): There is no trace of a virus in the guards but that doesn't mean there wasn't one. According to the logfile on their SEEDs, the guards went paranoid one hour before their shift, which began at 6:00 am. They had remained off paranoid since leaving the embassy at 5:00 pm yesterday evening. This breach could have occurred at any time.

Diplomacy (DC20): After interviewing the guards, it is possible they were hacked together at a karaoke bar but there is an equal chance they were struck at separate times.

Demolitions (DC20): The explosion pushed down and to the sides. Fragments of the axles were sent out to outer walls. What is alarming is that the roof of the van is buried in the flooded crater instead of being blown out which is what you would expect to see from a car bomb. This is indicative of an external blast. If such an explosion pushed the van into the crater, then it occurs mere inches above the vehicle, not inside it. This was an airburst.

Success: This was an exquisitely carried out attack planned by experts. It is one thing to drive a vehicle through a

barricade. It's another to hack guards, drive a vehicle into embassy and then use it as marker for a missile attack, all while leaving no apparent traces.

Failure: Nothing can be determined but luckily, a few minutes later, regardless, the information will be spoon fed.

A reporter for a Middle Eastern satellite news channel, Elina Clarke beckons members of the DPS. *"Excuse me? Excuse me? You DPS? Elina Clarke, JSC: care to comment on the progress of the investigation? Are there any leads you care to share?"*

Regardless of the character's response (though her elevation may change), she responds, *"Will you comment on the flash memory videos being posted on share sites and I-news?"*

She plays a slow-motion clip of the explosion. The target of interest is only barely visible when greatly slowed down and even then, it is pixilated. The missile is moving

at supersonic speed and even with the advances of digital imagery, not much can be gleaned.

THE MISSILE

This challenge involves analyzing the video image as well as blast evidence at the scene.

Complexity 2 Skill Challenge (6 Successes before 3 Failures)

Primary Skills: Computer Use, Engineer, Perception

Computer Use (DC20): The digital enhancement is successful but the end result is still underwhelming. The missile is not large but is moving at Mach 2.1. It is not a cruise missile, so its range is limited. This success allows the Engineer roll.

Perception (DC20): Neither you nor any of the eye witnesses claim to see a contrail for the missile. Tracking possible chemical evidence reveals the missile came from the business district but that path grows cold after only a few blocks.

Engineer (DC15): Given all the evidence you have seen from enhanced image, you are able to reduce the number of missiles types down to five, all from various countries ranging from Israel to America. Two of them are from base/vehicle launchers (SSM), one is a surface to surface destroyer missile (SSM), one is air-to-surface missile (ASM) and the last is a portable missile launcher.

Success: Knowing everything now, it is unlikely to be a sea to surface missile due to limitations of range. It is also unlikely to be the portable missile launcher as the amount of damage also doesn't match.

Failure: The same information is revealed, but requires an all-nighter poring over hundreds of video clips. Each character must make a DC 20 Endurance check or lose one healing surge.

This leaves an aircraft launcher or a large base launcher. Air Traffic Control reveals no invasion of Archon airspace at any point during the incident.

Engineer (DC20): If a firing system was brought in pieces, if done right, it could be smuggled with ease. The Israel and American base launchers both have the capacity of being smuggled with virtually no trace save for the launch tubes themselves. Those could be constructed on site if one were so committed. It would be a Frankenstein creation but it would work. The major issue would be the missiles. Although electronics can be smuggled, the chemicals for explosives and propellant are strictly regulated and cannot be smuggled in without proper permits. Perhaps checking the Perimeter Patrol Authority (PPA) about possible attempts to smuggle in any of these chemicals will turn up some leads.

EVENT 4 THE DIVERSION [XP 500]

The Perimeter Patrol Authority (PPA) HQ is located near the lengthy bridge to Qatar. If the characters pursue this story point, they are met at the PPA by Lieutenant William Fargus. He confirms, when asked, that a vehicle was stopped two days ago attempting to bring in two flagged chemicals which could possibly form an explosive. The explosive required for these missiles do contain these two chemicals but there are thirty-three other components as well. Four of them can be found in Archon though their acquisition would have raised flags. Even if they were able to produce the explosives and propellant locally, they would still require a half dozen other components which are strictly regulated. This is assuming the terrorists are inside the city and had a chemist with them willing and with the knowhow to combine them.

Fargus also reports that the vehicle was impounded by the ISA. If the players are not yet aware, the ISA, or Internal Security Authority, was the law enforcement agency in Archon before the formation of the DPS. The ISA lost nearly all of their political weight and have been reduced to VIP security. Unfortunately, many of the Archon organizations are still utilizing dated policies. The ISA can still enforce certain laws but cannot issue an arrest. After the ISA confiscated the van, Fargus and the PPA considered the matter dropped, which is why they never bothered informing the DPS. Considering the confiscated vehicle and chemicals were caught at the bridge from Qatar, there were no issues over sovereignty; no embassies were violated and the ISA considered the matter settled.

The van had a driver, whom the ISA handed over to UNAPOL (United NAtion's POLice). The driver was a Canadian expatriate living in Greece, Michael Bishop. He's still in custody with UNAPOL. UNAPOL is back at Paxis Square.

From this, the players can split up or investigate both leads separately. One takes the group to UNAPOL to investigate the driver. The other leads to the ISA and the vehicle.

BISHOP

Bishop is facing charges for attempting to smuggle in hazardous chemicals but has outstanding warrants for conspiracy to commit murder in Montreal so is waiting to be deported, where Canada is going to arraign him on both charges. He is twenty-eight years old, a large man but not fat, with perfectly straight black hair that looks obviously cared for and maintained. He has a t-shirt with a parrot on

it. The only thing found with him are the transfer papers he attempted to use to enter Archon. He is tight lipped about this reasons and his lawyer is insisting he remain quiet until his deportation.

Diplomacy / Intimidate (DC20): Bishop can be eventually coerced to say:

"The gears of any machine must work in perfect harmony. Chip a tooth, split a belt, and everything grinds to a halt. The machine breaks. The one you seek works flawlessly. Do you actually think I was ever part of the machine? Or if I was...then I am doing precisely what I was designed to do..."
"I am only saying that the greater the machine, the more parts, the greater chance for failure...which is why everything must be controlled, everything must be perfect. You can't allow one broken gear to fail, unless it was meant to...or...unless you have a failsafe."

Nothing else will bring forth enlightenment, not even if Bishop is hacked (note that if the hack is detected, the evidence against Bishop will be considered tainted and he will be acquitted at trial: the GM may wish to follow up on this in later adventures). If his memories are scoured, there is no connection anywhere between any terrorism and the attempted smuggling. There isn't even any information as to why he was even transporting them. Either he didn't know what he was doing or the memories have been removed.

Perception (DC15): Looking at the forged papers Bishop used, a good thorough check shows that whoever forged the papers were really lazy. Anyone worth their salt should have noticed their forgery. Considering the degree of professionalism exhibited in the case so far, this should raise eyebrows.

THE VEHICLE

The van is an electric built by a Korean manufacturer. It is the same model as the van that blew up outside the Iranian embassy. Unfortunately, there are hundreds of them around town. The bright orange paint job on this one looks aftermarket. The VIN has been removed and its GPS memory blanked. Attempts to track down missing vehicles reveal several.

Engineer/Perception (DC20): The DPS facility has ultrasonic imagery which can reveal details from under paint. If done so, the character brings up an embassy logo, connecting it with a cargo van licensed by the diplomatic mission of Israel.

If the characters investigate the Israeli embassy, they are permitted access without obstruction, given the political ramifications if the embassy is connected with the Iranian bombing, provided the DPS not reveal publically where the investigation has lead.

The vehicle depot superintendant for the Israeli embassy, Robert Jessup, swears that no vehicles were stolen under his watch. However, when he personally investigates his garage, he notices three cargo vans of the twelve missing. This is in conflict with his transition log. According to inventory, these three vehicles are present. Two were retrofitted as airport shuttles. The superintendant offers the log to the DPS gratis.

The last person to sign out those vans was the depot assistant superintendant, Nathan Gelgood. Jessup informs the DPS that Gelgood missed his last shift. His address is a condo in Loka, the executive island of Archon.

LOKA

You pass over the network of high-class housings of Loka, bisected by gardens and wide open parks. Built as the primary housing district for embassy employees and visiting dignitaries, it migrated into a tax shelter for foreign business owners, using Loka as their home away from encroaching law enforcement and rising regulation. Billionaires and celebrities now account for more landowners in loka than its originally intended population, reflected every day by the rocketing housing costs. Each condominium, each mansion, is estranged from its neighbors by an alienation of white walls, polished electric fencing and spreads of tended genetically engineered, perfectly permanent emerald grass. As martian to Archon as the capital is to the rest of the world, it demands its own economic status and law enforcement. If it wasn't for the DPS charter, you wouldn't have even been allowed to enter. Your destination is near the central spires—a forest of 50-floor apartment buildings encircled by increasingly shorter brethren. Gelgood's 20 million euro apartment sits on the western side of the 45th floor.

This building is still populated and the ostentatious residents may take offense if the DPS force their way in with bravado and intimidation. The characters should be made aware of the financial weight every citizen on this island can throw. The door log indicates Gelgood last passed through the triple gate security system 6 hours before the Iranian embassy attack. His apartment is understandably locked and the building owner, Elaine

Crosby, can't seem to unlock the thick steel door with her master code-key. A DC25 Strength check will break the door locks. A character with the Juggernaut ladder and the "I'm The Juggernaut" power may activate it to blow the door right from its hinges. There is no wireless access to the door but a character with a Wireless Access Port may attempt a DC20 Engineer or Thievery to wire the device up. After that, it is a DC25 Computer Use skill check to hack the door (it has no firewall since it has no wireless access).

The group finds the place in shambles. There is a pair of external memory devices amongst the garbage and electronic parts. Most of these parts are pieces of model airplanes, an obvious hobby of Gelgood's. One half-finished craft has a built in camera. Open paints are scattered everywhere. Some colors have spilled over construction paper tossed across the floor.

Perception (DC20): The character notices that the construction paper and paints are organized on the floor in a very precise and specific pattern. As the character steps back and looks the total image, he notices the obvious likeness of a crucifix made of gears. The red paint was used for blood, which pours through the mechanism.

The DPS can hack into the external memories.

External Memory 1: Firewall 17; Computer Use DC 19: This one has various life experiences. Gelgood is 45 years old and has only the last two years of various memories downloaded. Nothing stands out as particularly damning but he can choose which memories he wishes to download into this unit. One is a vacation in Greece which he took by himself. Another is a memory of the funeral of his Mother who died of cancer, having refused nano-regenerative treatment on the basis of her religion. A simple cross-check with his record shows that Gelgood stopped attending church after that. He has another memory of him accepting to job at the embassy, having been exceptionally qualified for the position. There is no indication any of these memories have been fabricated or modified but there are significant gaps (as to be expected). There are no memories of the past two weeks.

External Memory 2: Firewall 20; Computer Use 20; Power (immediate reaction) – if the attacker fails to breach the firewall, he suffers 1d6+2 damage. This memory is obviously highly secured. After it is breached, the DPS finds blueprints and a security map for the corporate headquarters of Kheiron Biotechnologies, which is located in the centre of Archon Actual. The building is still under construction and the top fifteen floors (of 95 floors) are still unfinished, which Gelgood has focused on. Kheiron

Biotechnologies has only recently taken possession of the lot, after tearing down the old unfinished CyRev building before it.

If the player characters are unable to break into the memory units themselves, they can take them back to headquarters and let the supercomputers do the work, but this will take time (and they won't get any XP for it).

EVENT 5 THE MAIL [XP 0]

It would initially appear as nothing, but one of the players will receive an email. In order make it appear unimportant, it can arrive in the morning along with a variety of spam emails typically expected. If any of the characters are new the DPS, then select one of them to receive the email*, otherwise, choose the most senior member (if there is one). Regardless of to whom it appears, it should arrive before the DPS head to KBT.

FROM: "A Fan"
SUBJECT: A Token
For your enjoyment and consideration...

www.A3Tours.com/freetrial/1468A<character's first name>

The link directs the player to a website with a 90 minute video attached. It's a website offering tours throughout Archon for reasonable rates and the video showcases the various tour packages available. The email shows up at an inopportune time and the character should hold it off until later.

Author's Note: This is the "mild" approach to this email. The much preferred alternative (and the one I selected with my group) was an email with a slightly different website address...

www.AsianAssesofArchon.com/freetrial/1468A<character's first name>

...and the video is definitely NSFW.

EVENT 6 KBT [2,335 XP]

Knowing perfectly well that there could be a major security issue involved with KBT, the characters are asked to prepare for a Delta load out (8 Load Point for a 5-man team, 7 for a 4-man team).



Basic Security Robots Level 1 Minion Skirmisher XP 25

Medium natural humanoid

Initiative +3

Senses Perception +4

HP 1; a missed attack never damages a minion

AC 18; **Fortitude** 15, **Reflex** 14, **Will** 14, **Firewall** 16

Speed 6

TRAITS

We Are One

A security robot can sacrifice its move action to give any ally a move action. Targets cannot receive more than two move actions per round. A target can replace two move actions with one standard action.

STANDARD ACTIONS

⚔ **Baton** (weapon) • **At-Will**

Attack: Melee 1 (one creature) +6 vs. AC

Hit: 5 damage

⚡ **Shock Pistol** (weapon) • **At-Will**

Attack: Ranged 10/20 (one creature); +5 vs. AC

Hit: 5 damage

Str 12 (+0) **Dex** 13 (+1) **Wis** 8 (-1)

Con 10 (+0) **Int** 10 (+0) **Cha** 10 (+0)

Alignment None

Languages Any

Skills Intimidate +5, Thievery +5

Equipment Unaligned

Artillery Security Robot Level 2 Artillery XP 125

Medium natural humanoid

Initiative +2 **Senses** Perception +6

HP 32; **Bloodied** 16

AC 14; **Fortitude** 14, **Reflex** 14, **Will** 13, **Firewall** 15

Speed 6

Hardness 3

TRAITS

We Are One

An artillery security robot can sacrifice its move action to give any ally a move action. Targets cannot receive more than two move actions per round. A target can replace two move actions with one standard action.

STANDARD ACTIONS

⚡ **Shock Pistol** (weapon) • **At-Will**

Attack: Ranged 10/20 (one creature); +8 vs. AC

Hit: 1d8+4 damage

💣 **Grenadier** (weapon) • **Recharge** ⏏ ⏏ ⏏

The artillery security robot shifts 3 squares and makes a *grenade launcher* attack.

STANDARD + MOVE ACTIONS

💣 **Grenade Launcher** (weapon) • **At-Will**

Attack: Area burst 2 within 15 (creatures in burst); +8 vs. Reflex

Hit: 1d6+4 damage

Str 12 (+2) **Dex** 12 (+2) **Wis** 9 (+0)

Con 14 (+3) **Int** 10 (+1) **Cha** 10 (+1)

Alignment None

Languages Any

Skills Endurance +9

Equipment Unaligned

The headquarters of Kheiron BioTechnologies is a monstrous monolith covered in a checkerboard of tinted blue windows and photovoltaic panels stretching past is neighbors to scrape the first stratum of clouds, though still humbled in the shadow of UT-1. The iron-gilded stone supports at ground level lend themselves to some Orwellian vision only slightly alleviated by two story tall glass shutters which slide open quickly and effortlessly to your approach.

Yes, subtlety and diplomacy should be paramount. Just because KBT may be infiltrated does not mean the entire building should be considered opposition. KBT is extremely influential with substantial investment in the development and sustainability of Archon. Talkers should be leading the party as they enter the complex.

The bottom fifty floors are populated by KBT personnel though the board of executives won't arrive until next fall, still operating from their old HQ in Copenhagen. The chief of security is a prosthetic named William Ridley who greets/confronts the DPS personnel as they enter (depending on the bravado or pomposity of the DPS personnel). He wears a business suit and carries a rather wide briefcase with him ("*Security documents and access codes I am required to keep with me at all times*").

Ridley insists that there have been no security breaches of any kind since he took charge of the facility fourteen months ago. He says that a virtuant system is being installed next week but until then, he slaves most of the buildings security through his own SEED. He will refuse access to any secure portion of the building until authorized by the board. There are already secure locations including clean rooms which are prohibited. The top floors are where the most advanced equipment is being installed and thus, they are also forbidden.

Diplomacy (DC15) / Intimidate (DC20): Ridley finally permits them access to the upper floor, though under official protest (though not physical protest). He will insist on escorting them personally to the unfinished floors.

This is not Ridley, but is in fact Gelgood. He and his group kidnapped Ridley and swapped brains so Ridley could circumvent the security system. But they would have had to have kept Ridley's brain for the security checkpoints. Ridley's brain is still alive in Gelgood briefcase (a BrainBox). Gelgood/Ridley is actually taking them to the level below where his group is organizing. Gelgood, through Ridley's brain, has control of the security robots and is planning an ambush on this unfinished level. If the PCs fail the Diplomacy or Intimidate checks, then Gelgood/Ridley

endeavors to steer them out of the facility but somehow contrives to drop his elevator passkey where they can find it. Either way, the encounter proceeds.

LEVEL 2 ENCOUNTER [775 XP]

10 Basic Security Robots
3 Artillery Security Robots

The minion security robots roll on treads and are armed with a baton and a shock pistol set to its maximum setting. The artillery units are larger corporate variants of military combat model attack droids. They emerge from distant locations and use the hallways as cover to close distance.

Gelgood/Ridley ducks and finds cover but when the battle goes badly for the robots, he will attack from behind on their highest initiative count.

Gelgood/Ridley is a Qualified Combatant with the Hive template (his Firewall is 20 instead of 17). His weapons were hidden in cybernetic spaces and under his clothes.

After combat is resolved (regardless of Gelgood/Ridley's condition), the characters are allowed a short rest before Gelgood's ace in the hole steps from a security gateway.

LEVEL 3 ENCOUNTER [750 XP]

1 Rourke SAD (Level 3 Solo Artillery)

Gelgood may be taken dead or alive (alive is policy). If killed, his brain will still contain some usable information.

Gelgood: Firewall 20; Computer Use 15; Power (immediate reaction) – if the attacker fails to breach the firewall, he suffers 1d6+4 damage and the Firewall defense increases by +2 until the end of the attacker's next turn. This bonus to Firewall stacks if the attacker fails the breach more than once before the previous effect wears off. Ridley is revealed to actually be Gelgood. Ridley is in the brainbox and still intact. The memory download from Gelgood also reveals that the terrorists are fortified in the level above.

LEVEL 2 ENCOUNTER [610 XP]

10 Inexperienced Terrorists
3 Cell Lieutenants

Inexperienced Terrorist	Level 2 Minion Skirmisher
Medium natural humanoid	XP 31
Initiative +4 Senses Perception +6 (PP 16) HP 1; a missed attack never damages a minion AC 19; Fortitude 18, Reflex 15, Will 17, Firewall 17 Speed 6	
STANDARD ACTION	
⊕ Random Implement (weapon) • At-Will <i>Attack:</i> Melee 1 (one creature); +7 vs. AC <i>Hit:</i> 4 damage	
⊗ Rifle (weapon) • At-Will <i>Attack:</i> Ranged 20/40 (one creature); +6 vs. AC <i>Hit:</i> 5 damage	
TRIGGERED ACTION	
Martyrdom • Encounter	
<i>Trigger:</i> The inexperienced terrorist is reduced to 0 hit points or less <i>Effect</i> (immediate reaction): All inexperienced terrorists in line of sight may shift three squares.	
Str 12 (+2) Dex 12 (+2) Wis 9 (+0) Con 14 (+3) Int 10 (+1) Cha 10 (+1)	
Alignment Any Languages Any Skills Intimidate +6 Equipment Rifle	

Cell Lieutenant	Level 1 Skirmisher
Medium natural humanoid	XP 100
Initiative +4 Senses Perception +4 (PP 14) HP 26; Bloodied 13 AC 15; Fortitude 13, Reflex 14, Will 13, Firewall 16 Speed 6	
TRAITS	
Dirty Fighter	
The cell lieutenant inflicts +2 extra damage against targets granting the cell lieutenant combat advantage. In addition, all enemies suffer an additional -1 penalty to attack rolls against the cell lieutenant when he is behind cover or has concealment.	
Leverage Swing	
When using his chain, the cell lieutenant does +3 extra damage against prone targets.	
STANDARD ACTIONS	
⊕ Chain (weapon) • At-Will <i>Attack:</i> Melee 2 (one creature); +6 vs. AC <i>Hit:</i> 1d6+3 damage. The cell lieutenant can choose to knock the target prone instead of inflicting damage.	
⊗ Rifle (weapon) • At-Will <i>Attack:</i> Ranged 20/40 (one creature); +6 vs. AC <i>Hit:</i> 1d8+4 damage (AP 1)	
Str 12 (+1) Dex 14 (+2) Wis 9 (-1) Con 10 (+0) Int 10 (+0) Cha 10 (+0)	
Alignment Any Languages Any Skills Intimidate +5, Stealth +7, Thievery +7 Equipment Chain, rifle	

If aware of what is to come, the DPS can attempt an ambush. These opponents are comprised of humans and prosthetics, but are not a well trained crop of radicals. Despite this, they are well equipped. They have a base missile launcher that appears to have been brought up in pieces from the freight elevator.

Engineer (DC17): The unfortunate truth is that the base missile launcher here is nowhere near completion. None of the missiles were built and none of the propellant or explosives are in place. The PPA were doing their job right, nothing had gotten in. The chances on a second launcher of this type are slim to none. It seems this group had a skilled hacker and the will but not the advanced chemistry and engineering know-how to follow through with a terrorist act of this nature.

Any survivors (including Gelgood) can be arrested and questioned back at DPS HQ. The cell members claim to be from the Order of the Dreams of Man and are comprised of Gelgood, two Americans computer techs, an ex British diplomat, and a member of the Iranian embassy security force. The remaining members are various civilians (two are tourists). When pushed with any decent Diplomacy or Intimidation roll, each and every one of them utters the exact same quote Michael Bishop said earlier (even with the same intonation).

"The gears of any machine must work in perfect harmony. Chip a tooth, split a belt, and everything grinds to a halt. The machine breaks. The one you seek works flawlessly. Do you actually think I was ever part of the machine? Or if I was...then I am doing precisely what I was designed to do..."

"I am only saying that the greater the machine, the more parts, the greater chance for failure...which is why everything must be controlled, everything must be perfect. You can't allow one broken gear to fail, unless it was meant to...or...unless you have a failsafe."

They subscribe to the same doctrine, thinking they are only one cell of a growing vigilante movement meant to quash those conservative and militaristic forces that wage war against the globalization of the world.

The DPS can also restore Ridley's brain as well, assuming his original body is in any condition of repair. He has little recollection of the past week. He will ID Gelgood as his attacker.

Diplomacy (DC20) / Intimidation (DC20) / Computer Use (DC20: Although the group claims to be a single cell of hundreds across the world, there is no evidence in their brains or anywhere else of the existence of multiple cells. By all rights, Gelgood was the instigator. He had the manipulation skills and the drive.

It is not long before the Iranian embassy gets word of the arrest. Because the explosion occurred within the

embassy, they are insisting in the deportation of all members of ODOM, including their own citizen. Israel is not asking for Gelgood back but will file an official protest if Gelgood is handed over to Iran. They support taking the entire cell before the ICC, which SEA Heppner backs up. Iran decides not to push further.

Insight (DC20): The entire escapade appears solved, but something is missing. Perhaps these terrorists only had the fuel and explosives for one missile, which was launched. But there was neither residue on the launcher nor around the level of the building. Unless the rocket was fired elsewhere and the KBT facility was a ruse. Something just doesn't add up. Any character who succeeds on this check gains an action point.

EVENT 7: THE TURN [1100 XP]

At this point, the characters have moment of pause. They can settle in, contemplate the day's events, and go over their "email" (yes, remind them of their spam). If the characters deleted the strange email from before, they find it again. Every time they attempt to delete it, it gets re-sent within five minutes, somehow making it through every spam blocker the character can throw up.

The video is everything that it advertises, but also prominently features scenic views of the city... including, at 15 minutes in, a distant shot of the Iranian embassy mere moments before the detonation. A close look reveals a puff of smoke appearing out of nowhere. This video was taken on the other side of the city, so there is no good footage of the explosion. However...

ANALYZING THE VIDEO

Obviously, someone sent this video to the DPS knowing something in it was damning.

Complexity 1 Skill Challenge (4 Successes before 3 Failures)

Primary Skills: Perception, Engineer, Computer Use

Perception (DC15): A missile appears out of nowhere in the middle of a city block, nowhere near KBT. The image around the missile appears distorted. As it passes in front of a large building, another distortion appears behind the missile. This allows the Engineer roll.

Engineer (DC15): This is a short range missile with no contrail and with active visual camouflage. It can only be one class of missile: An ADCAP X-99B Bloodhound, which is exclusively fired from a Joint Strike Fighter - D34 Stealth Bomber. Only the United States uses the JSF-34. They have twelve, at 5.5 billion

a plane. They're equipped with the most advanced visual active camouflage system in the world. No one else uses them, not even American funded mercenary companies. This allows the Computer Use check.

Computer Use (DC15): There are two JSF-34s currently nearby. One is stationed in Greece, the other in a US airbase in Israel. With their limited range, only Israel could have been the source, assuming there were no mid-air re-fuelers.

The military servers at the US airbase would be a suicidal hack, and if the PCs try it, their boss finds out and reprimands them before they get far enough to cause trouble. Since the DPS has no authority outside of United Nations International Territories, the characters will have to play it nice.

Diplomacy (DC20) / Bluff (DC25): The watch commander at the US airbase in Israel is Lieutenant Griffon. When asked directly and properly about the JSF-34, he isn't more evasive than protocol demands.

"I'm sorry, sir, I cannot provide any information on the existence, location, or condition of the alleged vehicle. If you have further questions, I suggest you direct them to diplomatic envoy in Archon."

Insight (DC15): He wasn't lying. The base has no idea where that plane is, meaning it never returned. If it was rogue, it wouldn't have had a re-fueler, which limits its range. It can't land on a carrier. Perhaps the pilot ditched the plane. It wouldn't have the range to make it to the American bases in Qatar or Bahrain.

The plane would have to have been ditched. Nanomachines in the hull destroy the fighter to nothing if it crashes. There would be nothing to find, except the pilot.

The watch commander did suggest speaking to the diplomatic envoy. If the DPS calls the American embassy, they are invited to the complex, as Ambassador Victor Jerrod is unable / unwilling to discuss anything over wireless.

US EMBASSY

Shockingly enough, the characters are welcomed into the American embassy, something that they should be aware is practically unheard of, especially if there are no Americans in the party. They are escorted by armed US servicemen to meet with Victor Jerrod, head of the American embassy, in a private meeting.

WAR OF WORDS WITH THE AMBASSADOR

Complexity 1 Skill Challenge (4 Successes before 3 Failures)

Primary Skills: Diplomacy / Bluff, Diplomacy / Intimidate, Insight

Diplomacy (DC15) / Bluff (DC20): If the characters present a logical query, Jerrod answers punctually, *"I had a total of 35 minutes warning from the CIA about your impending call. The fighter was indeed a D34 Joint Strike Fighter—I'm breaking protocol even admitting its existence, let alone the VAC system. That specific plane was outfitted with test ordnance—no explosive payload—and sent up to the Qatar base for a six month training mission against defunct post century warships. It never arrived. Somehow, it got outfitted with real ordnance and set to execute a bombing run. The US is refusing comment until any evidence is revealed. They are preparing a public statement claiming the pilot was a member of the same terrorist group...whichever one you end up naming in your public statement...and was killed when the plane crashed 50 miles from Qatar. They'll weather the backlash, offer increased funding, send a bouquet to the Iranian ambassador claiming they had no idea what was happening. In their defense, I believe most of that to be true."* After succeeding with this, the DPS may push for information on the pilot.

Diplomacy (DC15) / Bluff (DC20): *"I believe the pilot's GPS was located offshore. I imagine he would have been picked up by a pair of fishermen. Furthermore, I would imagine that they would then hand him over to the PPA. If this were true, with international waters outside of the bulwark, it wouldn't be your jurisdiction, so no reason to inform you. Assuming this line of speculation were to occur, which I won't say it did, we would then send a chopper to gather him...assuming, once again...this line of speculation."* After succeeding with this, the DPS may push for the pilot's location.

Diplomacy (DC15): *"Well, if he was here, we would usually locate such sensitive personnel in room 212, along with a handful of guards. The US will make their announcement right after the proof of the plane is made public. I imagine if we had the pilot, he would be ferried out before then, to be eventually...debriefed and buried under bureaucracy. They won't admit to anything else."* Obviously DPS needs to acquire this pilot for their investigation. They may proceed with attempting to push for this release.

Diplomacy (DC15) / Intimidate (DC20): *"I never actually said he was here, neither could I allow DPS to remove him under the banner of jurisdiction if he was. You're here now as guests of the US Government, not in any official capacity. I am sorry, I can't discuss this further."*

Like I said, the US will make their announcement in the morning...I can guarantee there will be a chopper leaving soon after from our embassy."

Insight (DC15): *"Let me stress again, the US cannot condone the DPS claiming jurisdiction to forcibly remove a citizen from its embassy...especially one they claim doesn't exist. Any attempt to do so and my government might decide to pull out of Archon again. Will that be all?"*

Success: Jerrod is implying, as blatantly as he dares, that the DPS kidnap Parks from the embassy and then deliver him to the ISA anonymously, so they can arrest him. The DPS can then use jurisdiction to remove him from ISA custody. The Americans cannot accuse the DPS of removing him by force as it would force them to admit publically they were sheltering him. They would eventually confirm the DPS findings that the plane was stolen by its pilot and sent on the bombing run against the wishes of the US government.

Failure: When they make their report, SEA Heppner points out to the party that they are dunces for failing to notice Jerrod's obvious doublespeak.

EVENT 8: INFILTRATION [625 XP]

The objective is to remove Parks from the US embassy without any fatalities. Conflict is to be avoided at all costs. To that end, stress to the players ahead of time that any encounter that lasts more than two rounds or involves a fatality will only gain half the normal experience award.

LEVEL 2 ENCOUNTER [300 XP]

6 Embassy Guards

There are two guards in the room, two more outside, with one at each end of the hallway. Roof access is easiest. The guards are open to hacking. If any guard is allowed an action, they will immediately send message via SEED to all the other guards and sound the alarm. Two rounds later, 4 more guards of the same level from either end of the hall will emerge. Two rounds after that, 4 more. These are American security and have no jurisdiction outside embassy walls. The pilot, Parks, appears to be in a coma and will not offer any assistance or resistance to being removed from room 212. Once Parks and any DPS personnel have left American territory, they are considered to have succeeded (but again, the party gains only half experience for the botched stealth mission). However, all DPS personnel must be able to escape. If any DPS personnel are captured, they will be detained by American security and it will be on the banner of every online news magazine the next day.



Embassy Guard	Level 5 Minion Artillery
Medium natural humanoid	XP 50
Initiative +4 Senses Perception +7 (PP 17) HP 1; a missed attack never damages a minion AC 21; Fortitude 18, Reflex 19, Will 17, Firewall 20 Speed 6	
TRAITS	
Encouraging Reaction When an embassy guard scores a critical hit, one other embassy guard in the encounter can make a basic attack as an immediate reaction.	
Against the Fallen When an ally is rendered unconscious, the embassy guard gains a +1 enhancement bonus with his next attack roll.	
STANDARD ACTIONS	
⊗ SMG (weapon) • At-Will <i>Attack:</i> Ranged 10/20 (one creature) +13 vs. AC <i>Hit:</i> 7 damage	
MOVE ACTIONS	
Wild Spray (weapon) • At-Will <i>Requirement:</i> The embassy guard hits with his SMG this turn <i>Effect:</i> The embassy guard makes one <i>SMG</i> attack against one enemy within 2 squares of the original target.	
Str 13 (+3) Dex 14 (+4) Wis 12 (+3) Con 12 (+3) Int 12 (+3) Cha 11 (+2)	
Alignment Any Languages Any Skills Intimidate +7, Stealth +9 Equipment SMG	

The US will insist on deporting the captured agent back to the US but UN charter will take precedence, forcing the DPS under orders of Richard Heppner, to enter the embassy by force in order to retrieve the agent. While the Ambassador will offer a token protest and security forces will offer a show of resistance for the media cameras, they will not violently prevent the DPS from extracting their agents. However, this public debacle will certainly tarnish the image of the DPS and may result in the removal of the US embassy from Archon (GM's prerogative). Not to mention that the party will get an earful from Heppner and won't get any sleep for the next few days (everyone loses a healing surge: if the adventure ends before this becomes an impediment, they start the next adventure down one surge).

If Parks is not retrieved during the initial operation, the party will be unable to find him later, even if they force their way into the embassy the next day (with the same ramifications specified above). A few days later, they will each receive a coded audio file containing Parks' message below, with no clue to the sender.

Once the pilot is returned to the DPS, they find a fortified brain with two military grade firewalls in his system. He is locked in... probably by a virus which had gained control of him. He has yet to be released.

PARKS: *First Firewall 20; Power (immediate reaction; encounter) – if the attacker fails to breach the firewall, the firewall defense increases by +2 for the rest of the encounter; Second Firewall 19; Power (immediate reaction; encounter) – if the attack fails to breach the firewall, both levels of firewalls reseal). After the second firewall is breached, Parks turns on and speaks:*

"To the members of the DPS. Like you, I believe in the absolute freedom of all information, even at the expense of national security and the petty ignorances of fanatical religious movements. To progress, everyone must discard antique beliefs, tired traditions, and obsolete customs passed down by the uncivilized thousands of years ago. What truly makes one free? Your ideas? Your ego? Humans are bound by nucleotides, proteins, and amino acids. Your freedom is an illusion perpetuated by your genes into following a set of mathematical instructions. Live, eat, reproduce. To truly be free...one must be free...of everything that binds you. This is the first marker...a glimpse of the new world. Soon, there will be another. You will know what to look for. Awaken your souls to a new age...pure...true...freedom."

Parks falls back into a coma and comes to an hour later, with no memory of anything which has occurred, leading up to and including the theft of the American fighter. The trail ends here...

It is now plainly obvious that a much larger threat is at work here. It was able to hack more than a dozen people in high ranking positions both inside and outside of Archon. It attempted to create an incident in Archon and used several different paths to accomplish this. It could also be that the threat itself was not meant to cause an incident but to test out the skill of the DPS itself—whether the members of Archon's elite law enforcement could figure out the puzzle which was laid before them. If so, than this threat had no regard over the lives lost or the hoops it was expecting the DPS to jump through. Further, if this threat could hijack a US stealth fighter and build a missile platform atop the largest corporate building in Archon, what else could they do?

END OF ADVENTURE FINANCIAL PAYOUT:

€520 per character (€360 if they fail to find Parks or end up embarrassing the DPS).



NINE: CHARACTERS

ARIEL ALPHA

Class Level 3 Specialist

Race Virtuant **Lifepath** --

Age 15 **Sex** Female

Initiative +2 **Perception** +21

Ladder: Savant

Hit Points 26; **Bloodied** 13

Healing Surge Value 6

Healing Surges 9

AC 21; **Fortitude** 12; **Reflex** 16; **Will** 17; **Firewall** 19

Hardness 1

Speed: 6

Strength 13 (+2) **Constitution** 12 (+2)

Dexterity 10 (+1) **Intelligence** 18 (+5)

Wisdom 18 (+5) **Charisma** 10 (+1)

Feats: Light Armor Proficiency, One-handed small arms, Skill Focus (Heal), Parental Pride

Skills: Computer Use (+10), Diplomacy (+10), Engineer (+10), Heal (+16), History (+11), Nature (+11), Perception (+11), Religion (+11), Sciences (+11)

Languages: English, French, Japanese, Russian

Equipment: A first aid (added into values), Capsicum spray, full body prosthetic, full-play SEED, Base

Barrier 3, synthetic weave II, TecHnoX ES-Class
Sensory Amplification, iMind Alpha (+1)

Note: Attack powers for Ariel list to values powers listed in "()" are employing her Tracking a Target ability.

TRAITS

A True Surgeon

Ariel gains a +1 bonus to all Heal checks and a +2 bonus to Perception when using them towards a medical skill challenge.

Broad Talents

Ariel can ignore level prerequisites when selecting power-swap multi-class feats (you still must meet the level requirement of the power you gain through the feat).

Job Security

During a skill challenge, Ariel may spend an action point to automatically pass any single Engineering, Heal, or Sciences roll she has already made (and failed).

Machine Affinity

When controlling a robot remotely (physically or via a SEED), Ariel only requires a move action to control the robot instead of a standard action. In addition, when controlling a vehicle remotely (physically or via a SEED), Ariel only requires a minor action to control the vehicle instead of a move action.

Narrow Expertise

Ariel has a +1 bonus to Sciences skill checks when dealing geology.

Priority Target

If Ariel does not activate any attack powers on her turn, until the beginning of her next turn, she gains a +2 power bonus to AC and Reflex Defense.

Processor Speed

Ariel may take 10 with all Intelligence-based knowledge skills rolls. Taking 10 with knowledge rolls only takes 1 round. She cannot use this ability with skill challenges.

Remote

Ariel's FBP only contains a fragment of her personality and the entirety of her short term memory. She cannot control more than one slave prosthetic at any one time. Every time a slave prosthetic she is connected to is destroyed, she loses 1 point of Charisma permanently. This is not restored when Ariel re-synchs to a new prosthetic body.

Severed Link

Unlike other races, only part of Ariel's personality sits in her physical body. The majority exists in an external memory she can constantly access. She is assumed always connected as only her short term memory sits in the slave. If her connection to her home system at DPS HQ is severed (by either a hack attack, entering a jamming field, or going paranoid), Ariel can still operate as the slave body but suffers a -5 penalty to all skill rolls and a -2 penalty to all attack powers.

Surgical Precision

If Ariel strikes with any attack that causes an effect requiring a save, the target suffers a -1 penalty to save against that effect.

Tracking a Target

Ariel can use a minor action to plan her attacks and her responses to enemy movements. If she does so, she can use Intelligence instead of Dexterity for attack and damage rolls for one- and two-handed small-arms (not heavy weapons) until the beginning of her next turn.

Training Beats Experience

Ariel may use Intelligence instead of Charisma for all attack and damage rolls employing Charisma

TecHnoX ES-Class Sensory Amplification

Ariel has a +1 item bonus to passive Perception or when performing a search. She also has a +2 item bonus to Perception when opposed (+1 to her listed value). She also has a +1 item bonus to initiative.



STANDARD ACTIONS

Melee Basic Attack (weapon) • At-Will

Attack: Melee 1 (one creature) +2 vs. AC

Hit: 1d4+1 damage

Capsicum Spray Attack (weapon) • At-Will

Attack: Ranged 2/4 (one creature) +2 (+6) vs. AC

Hit: The target is dazed until the beginning of your next turn.

Evasive Overdrive • At-Will

Attack: Range 10 (one creature) +5 vs. Reflex

Hit: Ariel gains a +4 bonus to AC until the beginning of her next turn against the target. Ariel also gains a move action.

Instant Analysis • Encounter, Reliable

Attack: Range 20 (one creature) +7 vs. Will

Hit: Ariel learns the target's attack bonuses, all defense values, and damage capacities of all its attacks. The target also has a -2 penalty to attack Ariel until the end of her next turn.

Archetypal Maneuver • Encounter, Reliable

Attack: Range 10 (two creatures) +7 vs. Reflex; one attack each

Hit: The target cannot target Ariel specifically with any attack (although she can still be subjected to a burst or blast attack) until the beginning of her next turn. Ariel also gains a move action.

Move to Assist (healing, weapon) • Encounter, Reliable

Attack: Range 15/30 (one creature) +3 (+7) vs. AC

Hit: 2d6+0 (+5) damage, and Ariel can shift 4 squares. If Ariel reaches an adjacent square to an ally, the ally can spend a healing surge. Target recovers an additional 2 hit points.

Natural Healer (healing) • Encounter, Healing

Target: Melee 1 (Ariel or one creature)

Effect: Target spends a healing surge. Instead of the healing surge value, the target regains 12 hit points.

Special: Ariel can use Natural Healer 4 times per encounter.

MOVE ACTIONS

Outthink and Outwit • At-Will

Attack: Range 10 (one creature) +7 vs. Reflex

Hit: The target now grants Ariel combat advantage until the beginning of her next turn.

Diagnose and Cure (healing) • Encounter

Target: Melee touch (one creature, not Ariel, suffering from a condition or ongoing damage)

Effect: Target gains a +2 bonus to his next save against the effect or ongoing damage.

Sustain Minor: As long as Ariel remains in reach, she can continue to offer the bonus to the saving throw until the ally saves against the effect.

Special: Ariel may activate this ability again in the same encounter if she uses a healing surge to do so.

MINOR ACTIONS

Emergency Patch (healing) Daily

Target: Melee touch (one creature)

Effect: Target spends a healing surge. Instead of the hit points the target would normally regain, it regains 12 hit points.

FREE ACTIONS

Reliable Talent Daily

When applying Wisdom or Intelligence to a single skill check, add both modifiers to the final result. This may be done after the roll. Ariel may also apply this value to any healing (checks or powers).

BACK-STORY

Ariel, named after the famous Disney character, shares her animated namesake's vibrant red hair and uplifting character traits—a consequence of her creator's love of

renaissance cell animation. Ariel is a second generation virtuant, having been sold as-is to the Division of Public Safety from her previous employer, Applied Cybercartography Industries—a recently bankrupt map-making company. She was not memory wiped and still retains all her skills and memories from her previous profession, and as such, has taken it as a hobby. She collects old maps and often accepts them from coworkers (as she is not paid a wage). Chronologically she is fifteen years old, but this is considered old for a business-virtuant. She looks to be in her mid-twenties. She occasionally wears a pair of non-functioning reading glasses whenever she reads physical media. This is considered a mild physiological quirk her creator's (Okido Generation Studios) have not attempted to fix. They do not consider it a symptom of synaptic damage.

SCOTT SMITH

Class Level 3 Freediver

Race True-Born **Lifepath** Government Intelligence

Age 35

Sex Male

Initiative +2

Perception 19

Ladder: Savant

Hit Points 28; **Bloodied** 14

Healing Surge Value 6

Healing Surges 8

AC 19; **Fortitude** 13; **Reflex** 15; **Will** 16; **Firewall** 21

Hardness 1

Speed: 6

Strength 10 (+1)

Constitution 14 (+3)

Dexterity 10 (+1)

Intelligence 18 (+5)

Wisdom 16 (+4)

Charisma 12 (+2)

Feats: Hackcraft, Light Armor Proficiency, One-handed small arms, Multi-Tasker, Embedded Command, Improved Multi-tasker

Skills: Bluff +7; Computer Use +10, Engineer +10, History +10; Perception +9, Streetwise +7

Languages: Arabic, English, French, Japanese

Equipment: CyberSoft SD-528 external memory device, data screen, handheld assistant, Kheiron Biotechnologies Xtreme Masheen XM-20, Base Barrier 3, iMind Unbreakable Barrier B1B

TRAITS

Telltale Signs

Scott gains a +2 bonus to Perception (active and passive) against detecting a personal hack invasion.

Broad Talents

Scott ignores level prerequisites when selecting power-swap multi-class feats (he still must meet the level requirement of the power he gains through the feat).

Embedded Command

Any hack attack that does no damage can have its effects delayed until Scott gives the activation word as an immediate interrupt. Because the command has already been implanted, Scott does not need to still be within a brain or server to activate and no defenses brought up after will prevent it. The command remains in the brain/network until the end of encounter (or five minutes). This is a basic virus and not a full program. It takes up no space in the target's memory. There is no limit on how many powers you can use this feat with.

Knowing is better than Believing

Scott uses Wisdom instead of Charisma for all diplomacy skill checks.

Opportune Hacker

Whenever Scott is granted a melee or ranged basic attack from a power (his or from an ally), he may use any Freediver at-will power he has chosen. These powers still do not count as melee or ranged basic attacks.

Priority Target

If Scott does not activate any attack powers on his turn, until the beginning of his next turn, he gains a +2 power bonus to AC and Reflex.

Tracking a Target

Scott can use a minor action to plan his attacks and his responses to enemy movements. If he does so, he can use Intelligence instead of Dexterity for attack and damage rolls for one- and two-handed small-arms (not heavy weapons) until the beginning of his next turn.

Surgical Precision

If Scott strikes with any attack that causes an effect requiring a save, the target suffers a -1 penalty to save against that effect.

STANDARD ACTIONS

Melee Basic Attack (weapon) • At-Will

Attack: Melee 1 (one creature) +1 vs. AC

Hit: 1d4 damage.

Basic Attack - Autoloader (weapon) • At-Will

Attack: Range 15/30 (one creature) +3 (+7) vs. AC

Hit: 1d6 (+4) damage; Clip 15; Off-hand

Note: Generally, Scott does not carry a firearm.

Feedback Surge (hack, neural) • At-Will

Attack: GIA (one creature) +8 vs. Fortitude

Hit: 1d4 +4 damage OR up to two allies may gain combat advantage to the target until the beginning of Scott's next turn.

Glare Sensitivity (hack, illusion) • Encounter, Reliable

Attack: GIA (one creature) +8 vs. Will

Hit: No damage but if the target is in bright light (in the sun or if a flashlight is shined in his face) the target is blinded until the end of Scott's next turn. After, the target is dazed until the end of Scott's next turn. Once hit by this power, the target suffers from glare sensitivity until the end of the encounter but targets can only be blinded and dazed once by this attack.

Special: Use this power against servers to disrupt any cameras on a system. If you hit a server system, all cameras tied to this system become vulnerable to Glare Sensitivity.

Nerve Spike (hack) • Encounter, Reliable

Attack: GIA (one creature) +8 vs. Will

Hit: The target is weakened and slowed until the end of Scott's next turn.

Optical Intruder (hack, illusion) • Daily, Reliable

GIA; +8 vs. Will; no damage but Scott is able to disguise his appearance, making him look like someone else. He can make these changes subtle enough to avoid suspicion or so extreme in order for his opponent to know Scott has hacked her vision. Scott gains a +5 power bonus to bluff checks. Once he creates the illusion, Scott cannot alter it without ending it. *Sustain Move:* Scott may sustain the target until the end of the encounter or for 5 minutes. After that, he may sustain standard indefinitely. *Requirement:* You must have penetrated every firewall of your opponent.

MOVE ACTIONS

Advanced Firewall Attack (hack) • At-Will

Attack: GIA (one creature) +8 vs. Firewall

Hit: Scott breaches the target's firewall. He also gains a +1 power bonus to attack this same firewall before the end of his next round.

Advanced Firewall Defense (hack) • At-Will

Attack: GIA (one creature) +8 vs. Will

Hit: Select one firewall in the system Scott is defending to receive a +2 power bonus to its Firewall defense until the end of his next turn to that target.

Special: You must be aware of an attack on the server or on your brain (organic or synthetic).

Target Fixation (hack) • At-Will

Attack: GIA (one creature) +8 vs. Will

Hit: Scott gains a +2 power bonus to his next hack attack roll (versus the target's Firewall or Will defense) against the target. He must employ this bonus before the end of his next turn.

File Search (hack) • Daily

Gain a +5 bonus to Computer Use when performing a computer search.

FREE ACTIONS

Multitasker Daily, • Reliable

Scott's next activated hack power can target two opponents in range instead of one. The "reliable" effect is only available if both attacks miss. If all attacks miss, this power resets. Sustains also affect multiple targets.

Multitasker, Improved Daily, • Reliable

Scott's next activated hack power turns into a close burst 2 attack and may target all opponents in that area Scott have the GIA for. The "reliable" effect is only available if all attacks miss. Sustains also effect multiple targets.

Reliable Talent • Daily

When applying Wisdom or Intelligence to a single skill check, add both modifiers to the final result. This may be done after the roll. Scott may also apply this value to any healing (checks or powers).

BACK-STORY

Scott never apologizes for his unkempt appearance. Overweight and unshaven, Scott glorifies the computer geek, despite never claiming to be of a hacker heritage. In truth, he was a data analyst for the CIA and had been one of their best technicians. After the death of his mother, Scott decided to leave his country for the first time in his 30-year life. He would never return. He settled initially in England but found himself quickly shifting from place to place, migrating further east each time. When he reached Japan, he set down moderate roots but when he was 35, he accepted a position at the DPS. In his element, he is loud, brutally honest, and vulgar in his language. Despite this, he remains reserved in most social circles and prefers being alone than with people. He considers this his solution in view of his outlook. He believes most of the world is corrupt and overtly conservative, holding back proper progress.

RICHARD HEPPNER

Class Level 3 Combat Authority

Race True-Born **Lifepath** University Resident

Age 40 **Sex** Male

Initiative +3 **Perception** 15

Ladder: Veteran

Hit Points 30; **Bloodied** 15

Healing Surge Value 7

Healing Surges 9

AC 17; **Fortitude** 12; **Reflex** 15; **Will** 18;

Firewall 19; **Hardness** 1

Speed: 6

Strength 12 (+2)

Dexterity 14 (+3)

Wisdom 18 (+5)

Constitution 12 (+2)

Intelligence 16 (+4)

Charisma 16 (+4)

Feats: Armor Proficiencies (Light, Heavy--except advanced armor), Improved Tactical Alteration, Skill Focus (Diplomacy), Synchronicity, Weapon Proficiencies (one-handed and two-handed Small Arms, Simple Melee)

Skills: Bluff (+10), Diplomacy (+13), Insight (+10), Intimidate (+9),

Languages: English, Mandarin

Equipment: Autoloader, base barrier 3, business wear with synthetic weave II; full play SEED.

TRAITS

Calm Reflexes

Richard uses Wisdom instead of Dexterity for attack and damage rolls for all ranged attacks, unarmed attacks and attacks with one-handed melee weapons.

Command Presence

Richard can select two "open" allies within 20 squares as a free action on his turn. The targeted allies gain a +2 bonus to Reflex, Will, and Fortitude defense until the beginning of Richard's next turn.

Experience Beats Training

Whenever Richard "aids another" on a skill roll, on a successful check, he offers a +4 bonus to the skill being assisted instead of +2.

Field Advice

Richard can sacrifice his move action to offer an ally in an adjacent square a +2 bonus on their next save. This bonus is for any condition except for saves against being unconscious or if making death saves.

Good Guess

Richard can ignore 1 square of obstruction when tracking line of sight (but not line of effect).

Instinct Trumps All

Richard may use Wisdom instead of Intelligence for all attack and damage rolls using Intelligence.

Marshal Talents

If an enemy either marked by Richard or an ally attacks someone other than the source of the mark, Richard may select an ally within line of sight to make a basic attack against the triggering enemy. This is an Immediate Reaction.

Natural Resistance

Richard has a +2 power bonus to saving throws against being blinded or deafened.

Pervasive Reader

Richard has a +1 regional history bonus to the following countries: United States, England, China, and India.

Sign of Weakness

After a target is bloodied, Richard's next hit on the same target gains a +4 damage bonus. This may only occur once per target per encounter.

Spotter

Richard may sacrifice his move action to aid an ally in line of sight on a ranged attack roll. The ally must make an attack before Richard's next turn. The ally gains a +1 power bonus to attack the target Richard selected until the beginning of his next turn.

Synchronicity

When Richard spends an action point, not only does he gain a standard action, one ally in an adjacent square can make a basic attack.

STANDARD ACTIONS

Basic Attack - Autoloader (weapon) • At-Will

Attack: Range 15/30 (one creature) +7 vs. AC

Hit: 1d6+4 damage; Clip 15; Off-hand

Note: Richard generally doesn't carry a weapon.

Basic Attack - Make Room • At-Will

Target: Range 10 (one creature)

Effect: Target makes a basic attack, and gains a +3 bonus to damage for the attack. Richard chooses the target.

Melee Basic Attack (weapon) • At-Will

Attack: Melee 1 (one creature) +4 vs. AC

Hit: 1d4+4 damage

Instinctual Reaction • At-Will

Attack: Range 10 (one creature) +7 vs. Will

Hit: The target no longer gains combat advantage to any of Richard's allies. The target no longer gains benefits from cover or concealment. Superior cover and concealment is reduced to -2. Richard may select one ally in range. That ally gains combat advantage against the target. These effects last until the beginning of Richard's next turn.

Tactical Alteration • At-Will

Attack: Range 15 (one creature) +6 vs. Will

Hit: The target is marked. At the time Richard creates the mark, he can shift the marked target's attention (the source of the mark) to any ally in range. The mark lasts until the beginning of Richard's next turn.

Distracting Attack • Encounter

Richard makes a basic melee or ranged attack. If he hits, he suppress all cover on the target until the end of his next turn. This suppression affects all attacks to the target.

Inspire the Troops • Daily

Target: Close burst 5

Effect: Richard and all allies in range gain a +1 bonus to all attack rolls until the end of Richard's next turn. All allies in range (not Richard) gain an additional move action on their next turn. Any ally can sacrifice two move actions for a standard action.

Requirement: Richard must act first in an encounter before any allies.

No One Hits the Chief • Daily

Target one creature that has hit Richard in the previous round; two allies in line of sight can make basic attacks against the target that hit Richard.

TRIGGERED ACTIONS

Encouraging Advice • Encounter, Open, Reliable

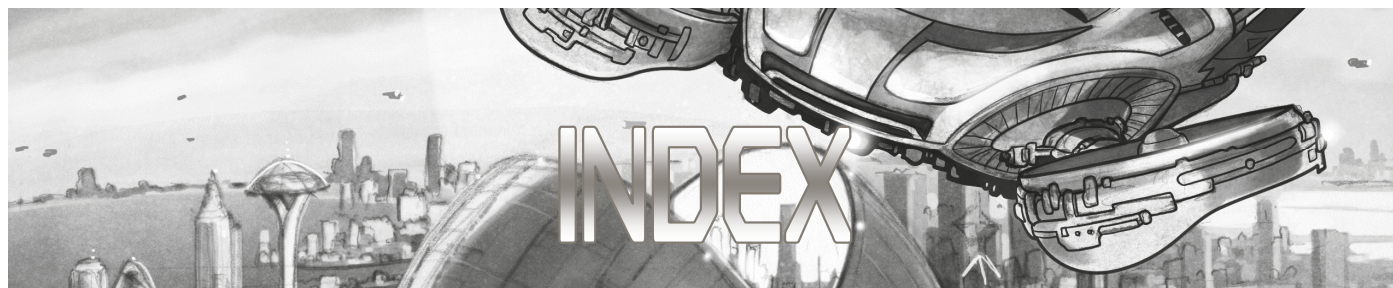
Trigger: An ally within 20 squares misses on a melee or ranged attack against a target

Attack (immediate interrupt): (targeted enemy) +6 vs. Reflex

Hit: Richard's ally is counted as having hit with her missed roll.

BACK-STORY

Richard was placed in his position as the head of the Division of Public Safety on behest of the US government in their attempt to ensure an American was placed in charge of the most controversial law enforcement agency on the planet, and thus be answerable to them. Richard's appointment was not protested by any of the other members of the Security Council, neither was it opposed by the Secretary General. In truth, Richard was the third name on the US recommendation list, and was quickly endorsed by those in charge of forming the agency. What the US diplomatic envoy didn't know at the time was that Heppner was an ex-patriot and is not susceptible to intimidation. The US ploy backfired and discovered soon after that Heppner was more critical of US foreign policy than most. Heppner has called himself a libertarian socialist, believing that there are too many laws restricting the freedoms of the individual and not enough restriction of groups, including corporations and special interest organizations. He stands by Archon's charter and morals by which the DPS run. He is an unapologetic atheist and believes, like many, that archaic traditions need to be remembered but not fanatically followed. These opinions have made him unpopular outside of the city.

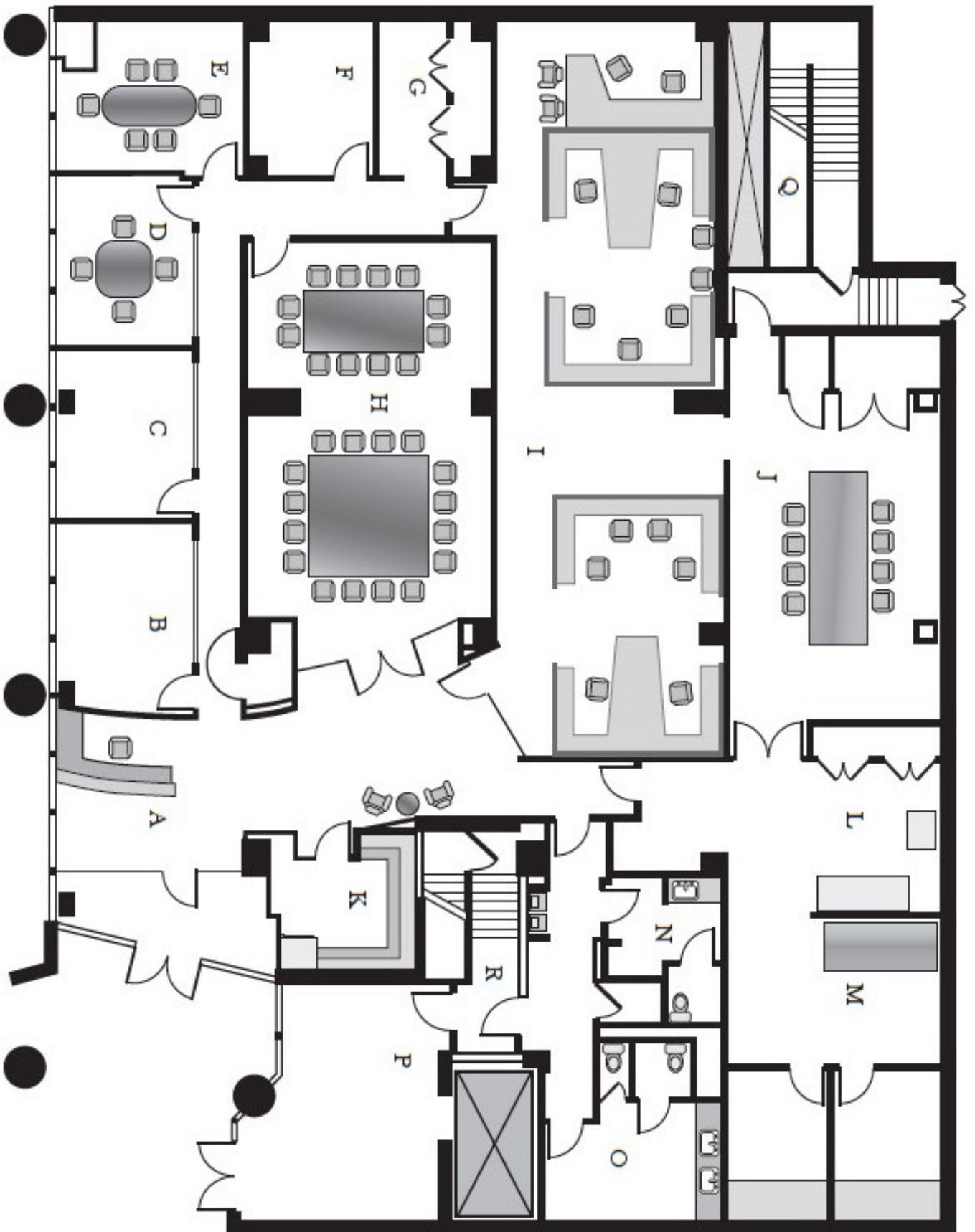


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THE CITY OF ARCHON.

The most cosmopolitan, technologically advanced metropolis the world has ever seen, where the nations of the world have at last come together to lay aside their differences.

Will it be our last hope for a peaceful future
or the chilling harbinger of a totalitarian dystopia?

It falls to the members of the Division of Public Safety to protect Archon
and its inhabitants from threats from both without and within.

But which is the greater threat?

In a future of ambiguous ethnicity and rampant cyberization,
what use is there for obsolete national borders and political beliefs?
The boundaries separating man and machine are not only blurred, but utterly erased.
The conflict in this new-fledged world is not between nations or between law and order
but between millennia-old traditions and an inevitable shift in consciousness,
with the very meaning of “humanity” and even “identity” placed in the crosshairs.

Will Archon be the beacon of a shining future, -
or will its enemies bring it crashing to the ground?

NeuroSpasta is a cyberpunk/transhumanist setting using 4th Edition rules,
compatible with both Ultramodern4 and Amethyst.

IN THIS BOOK, YOU'LL FIND...

- Rules for hacking computers and even people with new powers, feats, and a new class.
- Four new races based on the blend of flesh and technology.
- Fifteen new lifepaths.
- Rules for controlling and customizing robots.
- Dozens of cybernetics from basic implants to total body replacements.
- Computer programs to help yourself or cripple your enemies.
- New adversaries including robots, cyborgs, and supercomputers.
- An introductory adventure full of intrigue and explosions.

