

**HEAVEN'S  
ON  
FIRE**

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*In the beginning, man invented the shopping mall. A monument to conspicuous consumption, nested inside a parking lot, in a parking lot, in a parking lot. And steadily, as time wore on, the shopping mall died, but did not disappear. Like some antediluvian deity, its being suffused out into the ether, becoming the earth, the wind, the metal, the water. The world burned and scorched away, the forests turned to dust, the megacities sprouted and grew, mushroom-like, and yet still it persisted, immortal, permanent, and perfectly sublimated.*

*It's 2220.*

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## **THE CITY**

Ah! Dis!

We saw a perfect void, a star-filled sky, and said 'let's build a shopping mall there, two hundred stories high, and set it on fire, and make it loud enough to wake God'. So we did.

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## **& THE CITY**

It's up there now. Around Earth spins one of the biggest accomplishments in human history, the Halo project - an orbital ring tethered by elevator and encircling the entire globe. Along this line, like jewels, five sites, four of them sitting empty, abandoned projects when the accretion engine was invented. The fifth took so long to build that the engineers in charge of the project named it after the legendary city on the sixth circle of hell from Dante's *Divine Comedy*, and the name stuck.

Dis (sometimes written DIS) is a city of 40 (or seventy, nobody is quite sure) million souls, flipped upside down, lit up with neon, riding the orbital rail for all eternity, screaming away through earth's ambient exhaust. It's a playground and a prison. A golden metropolis, and stinking hellscape. All the money, all the goods, all the hope, all the dreams of humanity pours up and into it, and it skims it off, sucks it away. Sometimes, somebody makes it big in the city and keeps the dream alive, hungry, ready for more meat to be fed into the grinder. Earth itself, humanity's primal birthplace, hangs above the corpo towers and mega buildings, a constant reminder, a *memento mori* of sorts.

## **THE EARTH**

What's left to say? The obliteration of the climate did most of the work. People live on, as they always have, more or less as happy as their surroundings let them be. Nation states stopped appearing sometime around 2070. Humanity congealed into ten major self-governing megacities, the corpos started to own everything, and that was that. It was over as soon as an entertainment company could afford to hire a private military.

## **MAN AND METAL**

Tech's gotten smaller, a lot smaller. Small enough to jam into your grey matter and give your brain some serious processing power. Limbs can be broken and reset with nano carbon bones, grafted over with ceramo-steel skin. Muscles can be re-wired with ultralight meshes. Blood vessels can be emptied out and filled with fibre optics. Listen, chum, your body is a tool. You might not even own it anymore, even if you're flesh and blood - so why not make a few upgrades? Cyberware is the ultimate equalizer, the thing that really keeps the dream alive. You may be a sad sack, but if you trade a little lifespan, gain a little debt, pull in a few favors, you can be a sad sack with the strength to rip apart a car with your bare hands, outrun a train, leap up the side of a building, fry a corpo's brain with your mind.

Feels great. Just don't look at the price tag. Devils don't have to get paid if you can outrun them

## ***THE BRAIN AND ITS DISCONTENTS***

AI is better than ever. The common type is called a Daemon and does labor and service jobs, not truly sentient. True AI is fully sentient, and legally a person (after some, let's say, *interesting* historical incidents). AI lives on a physical disk, a semi-biological processing core, but can dance between these at will, as long as they're hooked up.

People can also do that, if they're rich. You can get a second or even third body grown, and flip back and forth if you like, with the aid of implants. Full body decorp is not quite possible yet without subjectivity death - you need a continuous stream of consciousness - but it's rumored to be possible. And of course, this shit is only available to you if you've got cold hard capital C capital. Most of us have to do with the meat we can buy.

## ***CYBERSPACE***

The extranet is everywhere, suffusing city architecture and people's minds like a toxic soup. It connects ELO (Earth/Local Orbit), the Mars net, and the Belt Net. Most people have a hookup in their wetware, so they can connect by just thinking about it - visuals projected on to their vision, ghost images tricking their brain. If you like and you've got a little cash, you can deep dive in an immerse tank and get the full experience - another world, unfettered from the laws of reality, just beyond the walls of your vision.

# YOU

You're a merc. A dirty freelancer, trying to make a living in a dirty city. You've got your devils to outrun, and your dreams as well. You've got compatriots - comrades, or perhaps just allies of convenience. A crew you can make a name with.

***Let's see how far you get.***

## **Tone**

Battle Angel Alita/Gunm, Cowboy Bebop, Neuromancer, Diamond Age, The Expanse, Blade Runner

# RULES REFERENCE

This game is a full conversion/alternate setting/set of rules for John Harper's Blades in the Dark.

A lot of this is lacking context without the base game, but you can also check out the (free) SRD at (<https://bladesinthedark.com/basics>) for quick reference. **You'll need to read the base game to get a good grasp on the rules presented here**, as this is just a quick summary for people already or partly familiar with the game.

Feel free to skip over this if you already know the deal.

## **THE PLAYERS**

Best played with 3-5 players, one of which is the GM (game master), who helps adjudicate rules and provides the hooks, story beats, and setting for the player characters (PCs). You'll need d6s (six sided dice), probably around 4 but maybe up to 6, a character sheet, and a gang sheet. Map of the city is helpful but optional.

## **MAKING A CHARACTER AND GANG**

Pick a playbook. People can play the same playbook if they like. Put the base dots in the listed actions, then put 4 more dots in actions, taking none higher than +2 right now.

You get the base move from your playbook, and one more. Then pick a piece of Ware from the three on your sheet.

If you like, pick a friend and a rival from your contacts. Choose an origin, look, name. You're done.

For your gang, pick a gang type of the three. Then tick two boxes of upgrades,

choose a favored score type, and choose a special ability. Figure out where your lair is in the city, flesh out some contacts and some details, and you're ready to go.

## **ACTION ROLL**

To do it, do it. You don't have to roll for every little thing.

Otherwise, if it's difficult, risky, contested, or the outcome is unclear, make an action roll.

To make an action roll, pick one of the twelve actions on your sheet you think best applies to the situation. The GM chooses position (how risky is the thing, how bad could it be) and effect (how effective is your action going to be). You're welcome to back out of an action and re-negotiate if you like once you learn the possible outcomes.

Then roll 1d6 per dot, picking the highest final result. 1-3 is a failure, and you take the consequences. 4/5 is a mixed success - you're successful but take some consequences, tradeoffs, or are forced to make a difficult decision. 6 is a



plain old unmitigated success, 6,6 is a critical success - you do it with increased effect.

- *Eve's in a gunfight with some DSEC. She pries a pipe section off the wall and decides to try and beat the shit out of them by **Skirmishing** with them. Rolling a 2, she fails and gets perforated by gunfire., taking harm.*
- *There's a goon walking down an ally, and Pard wants to take him down. She decides to use **prowl** and take him by surprise. She rolls a 4. She takes him down, but makes a ton of noise, and his buddies come to investigate - giving her only moments to react.*
- *Niles needs to get a door open. Instead of just wrecking the door with a crowbar, he discovers its powered and decides to **hack** it instead. He rolls a 6,6, a critical hit. He not only opens the door, but gets access to the entire building subnet.*

### **Modifying dice**

You can get -1d from injuries (level 2 harm).

You might roll 0d if you have 0 in an attribute, or are reduced to rolling no dice. If you ever roll 0d, roll two dice and pick the lowest.

You can get up to two extra dice (normally) the following ways:

- **Push:** You can gain 2 stress to gain +1d or increased effect on any action.
- **Devil's Bargain:** You (or any other player) can suggest a negative consequence for your action, which happens regardless of the result. If the GM agrees, gain +1d.
- **Setup:** Another character can take an action to set you up, giving you +1d or increased effect on your next roll if their action is successful.
- **Aid:** Another character can spend 1 stress to aid you, giving you +1d.

Push and devil's bargain don't stack.  
Setup and Aid don't stack.

You can get +2d max on any action. You might get dice from other sources, such as playbook moves or gang abilities.

### **ACTIONS**

There's a more detailed list of actions in *Blades in the Dark*, but here's a quick summary.

- **Command:** Lead, compel, or intimidate with direct threats or force.
- **Consort:** Socialize with friends and contacts. Pull strings. Call in favors.
- **Finesse:** Employ careful skill or dexterity. Drive or pilot a vehicle.
- **Hack:** Attack with, utilize, or modify the extranet, systems, digital constructs or beings
- **Hunt:** Carefully track a target. Employ ranged combat.
- **Prowl:** Traverse skillfully, quickly, or quietly.
- **Skirmish:** Attack, grapple, or pin down a target with focused and close violence. Fight in close combat.
- **Study:** Scrutinize a subject in great detail. Interpret evidence. Study a person for motive or deception..  
Perform research
- **Survey:** Observe and interpret a broader situation. Spot at a distance. Look for openings or signs.
- **Sway:** Influence with charm, guile, or argument.
- **Tinker:** Fiddle with tech, devices, and bots
- **Wreck:** Unleash savage, uncontrolled force. Smash the shit out of something or blow it up.

## **FORTUNE ROLLS**

Some rolls are not risky, dangerous, contested, and don't have any obvious consequences - but the outcome might still be unclear, in which case you can roll a fortune roll, just to see 'how something does' or to test the quality of something. You can use something's quality.

Don't forget about fortune rolls, they'll save your ass. Rolling action rolls is for when you want something meaty to happen. Fortune rolls should be the only rolling a GM ever does, when they don't even know what will happen.

## **POSITION/EFFECT**

Position and Effect are set by the GM. The GM never asks for specific actions but is always welcome to suggest them, or rule that a certain action has no effect.

Effect is, in order, no effect, weak, normal, great, extreme. Effect determines how much a PC's action can do in **one roll**, and the number of ticks an action can make on a clock, if there is one.

Position is controlled, risky, desperate. Consequences, including harm suffered, increase in severity the worse the position.

Tier has a big influence on effect and position.

## **TIER/QUALITY**

Quality is a basic assessment of how effective something or someone is. Tier is a basic measure of quality. All factions and people can have a rough tier assigned to them, from 0 to VI.

Both plays into effect and position - a lower quality gun might have lower effect or no effect vs higher quality armor, for example. Roll 1d per quality for fortune rolls if relevant (usually for NPCs). Quality for anything PC related, including PC level of skill, if it's relevant, is equal to gang tier.

It's possible for your actions to have no effect at all against higher tier equipment, skill, and gear. For example, trying to skirmish with a Tier V Aeon assassin when your gang is Tier 1 is probably going to have no effect at all.

## **CLOCKS**

Basic tracker for more complicated tasks. Use them. Best with an even number of segments (4/6/8/10/12) - more detail in the base Blades book.

Fill in 2 segments for normal effect, 1 for weak, 3 for great, 5 for extreme. Fills up when the clock is full.

You can also make clocks that only fill under specific circumstances, such as PCs taking an action, completing a scene, finding evidence, etc. These clocks tend to fill slower and represent a more complicated or long term task.

## **TEAMWORK**

You can help out in a couple ways.

- **Aid:** Spend 1 stress to add +1d to an ally's roll, if you're able to help them directly.
- **Set up** an ally. Roll an action (with position as normal) - ignore normal effect of this action, but gives ally +1d or increased effect on their action
- **Lead an action:** Everyone rolls the same action, picking a leader. Take the highest final result from any character, with the

outcome applying to everyone. The leader takes 1 stress per '1-3' result.

- **Take consequences:** If you're able to, you can take consequences for an ally, and resist them as normal.
- **Aid a busted up character:** You can spend 1 stress or set up a character with level 3 harm to allow them to act normally for an action.

## **RESISTANCE**

If you don't like the outcome of an action, you can mitigate it by resisting it. You can always resist actions for other characters if you're around and able to.

Roll 1d per dot in the resistance track (Prowess, Insight, Resolve). That's the first rank of every action in each category. Then, take the lowest result in stress.

Resisting a consequence does not let you ignore the consequences, but lowers their severity (Level 2 harm to level 1 harm, for example, or alerting a single guard instead of setting off an alarm).

**Armor** and **Special armor** let you resist harm or other consequences without spending stress (the effect is the same).

## **STRESS and TRAUMA**

You have a stress bar, which is for you to burn, baby. You can spend 2 stress to push your own action, gaining +1d or increased effect, or 1 stress to give someone +1d on another action and help out.

You can also use stress to resist actions (see above).

If you go to max stress, you trauma out. Circle a trauma condition and clear all

your stress. Gaining Trauma puts you out of the scene for a bit, but you can come back in when appropriate, even if you're on a score.

Trauma is a normal part of the crime life, chum. Playing it up gets you XP, and it only affects your character if you let it.

If you get 4 traumas, you have to get out of crime and retire with whatever debt you have left, but that takes a lot of heavy shit to get you there.

## **CONSEQUENCES**

*Here's a quick list of suggested consequences for the GM.*

1. **Put someone in a bad spot** - Increase the risk of their next action. Put them in a worse position than before, like teetering on the edge of a cliff, separated from the group, sliding off a rooftop, or in the middle of a crowded guard post.
2. **Start a ticking clock** - Start a ticking clock for a much worse consequence. Perhaps a character knocks a pillar, now the whole room is about to collapse.
3. **Tick an existing clock** - Tick 1-2 segments for a partial success, tick 2-3 for a failure. If the action was desperate or controlled tick more or less.
4. **Offer a hard choice** - Make characters choose between two harder outcomes - do you want to get the briefcase you were sent to retrieve, or let your buddy fall into the street ten stories below?
5. **Weigh them down** - Present characters with a sudden obstacle or hindrance - pin them under a burning vehicle, give them an annoying

hanger-on at the party, blow out all the lights and make the room pitch black

6. **Make them lose initiative** - The character misses a window of opportunity or loses valuable time. They lose sight of the thief they're pursuing, a door slams shut on them, or they are late to the peace summit. Put them on the back foot.
7. **Reduce effect** - Give characters less effect on a successful action, perhaps making them have to roll again.
8. **Inflict harm, as established** - Inflict harm. For a risky action, inflict level 2, for a controlled action, level 1. For a desperate action, inflict level 3 or level 4 harm, depending on the tone of your game.

If your injuries caused you trouble, it's an extra cred trigger.

### ***HARM AND HEALING***

Fill out harm taken on your harm clock. If you have no room for a level left, it upgrades by 1 level.

**Level 1 harm:** Less effect where relevant

**Level 2 harm:** -1d where relevant, down to 0d. Can stack

**Level 3 harm:** Cannot act without aid, or by pushing yourself (with no extra benefits, just to act normally)

Level 4 harm: Death

All harm can be resisted (even level 4) by armor or otherwise, to reduce it by 1 level.

Healing can be done with the recover downtime action or by other means, ticking segments on your healing clock, and lowering all existing harm by 1 level when it fills up. **If you take harm, your healing clock resets**, no matter how many segments were filled in.

# WORK/PLAY

A Score is a single operation with a clear goal. For inspiration, look to the gang claims sheet (can do a score to get a claim). Everyone owns something on that sheet.

## SCORE

### Planning a score:

#### 1. Pick a plan, fill in the detail:

- **Assault:** Attack with direct violence (detail: insertion point)
- **Deception:** Lure, trick, or manipulate (detail: the method)
- **Stealth:** Trespass unseen or unheard (detail: insertion point)
- **Secure:** Secure a location or object (detail: possible threats)
- **Social:** Negotiate, bargain, or persuade (detail: the connection)
- **Transport:** Carry people or cargo through danger (detail: the route)

#### 2. Pick load

- 3 - Light (fast, quiet, could pass for a civvie)
- 5 - Strapped up (you look armed)
- 6 - Loaded (slow, you are looking for trouble)

Tick load **during** a score to decide what items you brought with you. You don't have to decide now.

#### 3. Roll engagement:

- +1d for luck
- +1d for major advantage (info, allies, situation, weather, friendly territory, gear, what have you)

-1d for major disadvantage (going in blind, bad situation, difference in tier, hostile territory, under-equipped, unforeseen details, intervening rivals, etc)

#### 4. Cut to the chase

Get right into the action.

#### 5. Flashback

During a score, you can flash back to take actions or prepare plans. Spend 1 or 2 stress if the action is stretching it a little bit.

# DOWNTIME

After a score, go into downtime.

1. Payout (Each PC gains cash. Gang also gains cash. Payout is appropriate to difficulty: 1 for low risk, 2/3 for normal, 4/5/6 for a big, crazy payout)
2. Heat (0-6 depending on how loud the score was. +2 for killing, +1 for enemy turf, +1 for war)
3. Bounty (going up a level increases bounty by 1)
4. Entanglements (Roll entanglements. 1d per bounty level picking the highest, then check your heat and the entanglements table).

## INCARCERATION

If someone goes to prison, make an incarceration roll.

### Prison sentences:

Bounty 0: A few weeks in the sweepers (city garbage men) or DSEC beats you up, take level 3 harm.

Bounty 1: A year in the sweepers, or one week in Tartarus.

Bounty 2: A few months in Tartarus.

Bounty 3: A few years in Tartarus.

Bounty 4: Public execution

### Incarceration roll:

Roll 1d per tier.

Critical: You make a name for yourself. Gain +3 rep, a prison claim, and +1 faction status with another faction you aided inside.

6: You do your time. Gain +1 prison claim and +1 faction status with another faction inside.

4/5: You do your time and try keep your head down, but come out with 1 of every harm for fighting for your life.

3: It's a fucking horror show. Take 1 trauma.

Prison Claims are as in the base Blades book.

## DOWNTIME ACTIONS

You can always spend 1 to get another one. +1d if a friend or contact helps you.\

You can spend 1 to upgrade the result level of a downtime action to the next level.

Downtime actions are usually fortune rolls (no risk) but don't have to be.

### Acquire Asset:

Get a hold of a piece of gear, cohort, expert, vehicle, gun, information, etc for an upcoming score. It can only be used for 1 score. You can hold this in reserve for few scores if you like. Getting a hold of something more permanently would be a claim or a long term project. The GM can set a minimum tier to get a hold of the thing, based on its quality. Roll gang tier, then the result is the final quality of the asset. 1-3: Gang tier -1. 4/5: Gang tier. 6: Gang tier +1. 6,6: 5 segments

### Long Term Project:

Work on a crafting, research, investigation, social project, or some other kind of long term goal. The GM sets up a clock for it, then roll an action. 1-3: 1 segment. 4/5: 2 segments. 6: 3 segments. 6,6: 5 segments

### Recover:

Roll quality of a doctor contact, then tick segments on your healing clock (4

segments on your sheet). 1-3: 1 segment. 4/5: 2 segments. 6: 3 segments. 6,6: 5 segments. If it fills, lower all harm by 1 level, extra segments 'roll over'. Your clock resets if you take harm.

Also fix ware. Roll tinker for your repair person. On a 0-3, fix ware 1 tick, on a 4-5 fix 2 ticks, on a 6 fix 3 ticks, and on a crit fix 5 ticks. You can spend 1 to improve the results of this roll as normal.

**Reduce Heat:**

Take an action to throw heat off your gang (you can decide what), then clear heat. 1-3: 1 heat, 4/5: 2 heat, 6: 3 heat, 6,6: 5 heat

**Indulge Vice:**

Go to your vice dealer to blow off some steam. Roll your lowest

resistance rating (prowess, insight, resolve), then clear stress equal to the highest result. If you lower your stress past 0, you overindulge and choose a consequence (+2 heat, roll an entanglement, get cut off from your purveyor).

**Get off the Hook:**

Clear an unticked hook. Otherwise, take some action to get out of your hooks. On a 0-3, clear 1 segment on any of your hooks. On a 4-5, clear 2, and on a 6, clear 3. If you crit, clear 5. You can spend 1 to improve the results of this roll as normal. If this reduces a hook to 0, get rid of it.

**Arubaito:**

Work a shitty side job. Gain 1 cash. Gain +3 stress to gain another cash.

# NEW RULES

These rules are **new or more relevant** for this game specifically, as compared to the base game. Even if you're a returning Blades player, you might want to flip through.

## **RANGE**

Most guns can be used effectively at a range of down the street or so unless specified:

Melee - Within reach, or a couple paces

Short Range - Within the area of a large room, inside a convenience store, down an alley

Long Range - Across a city block

## **Tier of Gear or Skill**

0 - Civilian

1 - Street

2 - Criminal

3 - Security

4 - Corpro/Specialist

5 - Military

6 - Restricted Military

**Vehicle Examples:** A passenger vehicle (0/1), a souped up passenger vehicle (1/2), an armored car (3/4), a tank or flying transport (5), a military armature or hunter killer drone (6)

**Armor Examples:** Thick coat (0/1), Vest (2/3), Plate/implanted armor (3/4), Milspec tactical armor (5), Power armor (6)

**Weapon Examples:** Taser, low caliber pistol (0), Black market weapons such as high caliber pistols, old or outdated assault rifles, sawed off shotguns (1/2), Assault shotguns, grenade launcher, high caliber rifles, heavy mounted weapons (3/4), Rotary cannon, SAM launcher, smart gun, military assault rifle (5), Artillery piece, Combat AI, Nanite kill cloud (6)

These are just examples to help you adjudicate and not a definitive list.

People are often able to get a hold of older, custom, more stripped down, or black market versions of these things that might be lower tier. For example, the PC marauder can get a smart gun, but it's not tier 5. A PC Hardcore can get a Grinder, which can be flavored as a rotary cannon, but it operates at gang tier+2, not tier 4 (which could actually put it higher tier than 4 eventually).

## **Scale of Area/Location**

0 - A closet

1 - A small room

2 - A large room

3 - Several rooms

4 - A small building

5 - A large building

6 - A city block

## **Scale (people)**

0 - 1 or 2 people

1 - A small gang (3-6 people)

2 - A medium gang (12 people)

3 - A large gang (20 people)

4 - A huge gang (40 people)

5 - A massive gang (80 people)

6 - A colossal gang (160 people)



## ***CRED, CASH, DEBT, and SPEND***

Instead of exp, this game uses **Cred**. Cred represents literal credit, but also how willing people are to go out on a limb for you based on your reputation.

**Cash** replaces *coin*, but is otherwise identical.

**You can spend 2 cash on upgrading a credit track instead of 1 cred.** When you upgrade your playbook or abilities, it represents you spending the money and credit to not have to hit the grind for a little bit and work on your skills the natural way, or alternately paying someone to tune up your chrome to improve your skills.

**You can also pull out 2 cred to turn it into 1 cash, any time.**

**Instead of a stash, you have debt.** Your goal is to erase this debt if you are going to retire.

- 3 rows of your debt are filled in to start, with the top row open.
- If the top row fills out completely, you are 'retired' after the next score as your creditors collect on you. You have to leave the city or else you are found in pieces in an alley somewhere.
- You can gain 2 debt to immediately gain 1 cash, any time.
- Your GM can roll your debt like a fortune roll if it's going to get you in trouble.
- You can increase or wager debt as a devil's bargain.

You can get rid of debt the following way:

- Erase 1 debt when your gang levels up.
- Erase 1 cash

When you **spend** for an ability or to improve a downtime action, you must

spend that amount of cash, but can pull out cred and debt to make up the difference. For example, for an ability that says 'spend 2', you can spend 1 cash and 2 debt.

## ***HOOKS***

As a consequence of a roll, a GM might choose to gain a hook on you. You might also give the GM a hook with your moves, or suggest one as consequences or as a devil's bargain. A hook is a long term consequence represented by a clock. You can gain either a **weak hook** (8 segments) or a **strong hook** (4). Most abilities give you weak hooks. Strong hooks are usually for failing actions or as a consequence from desperate actions. When the GM gains a hook, they write it on your sheet and write down the nature of the hook. As a consequence of your actions, the GM can, in the future, choose to tick 1 or 2 segments on a hook if the action is relevant and depending on how severe the consequences are.

There is a new downtime action for clearing hooks.

When the hook clock fills up, whatever it represents comes to pass, usually negative for the character.

For example, a hook might represent:

- a debt (your creditors come to call)
- someone tracking you down (they find you)
- a memory virus infecting your wetware (you succumb to the virus and lose your memory)
- an infected leg (you lose the leg or take level 3 harm)
- an NPC losing patience with you (you lose their friendship)

The consequences of a hook should only be as severe as the position of the action

that caused it, ie a hook gained from a *controlled* action should not inflict level 3 or 4 harm.

## WARE

Ware is powerful cybernetic enhancements or hi-tech superluxe gear that mercs use. It's beyond your average piece of gear.

- You start with a piece of ware, and must spend 4 to acquire additional ware. You can acquire ware from outside of your playbook, but it costs +2 more.
- Ware has a starting benefit, and additional benefits that can be unlocked by *spending* the appropriate amount at the start or end of downtime.
- You can only safely have 3 pieces of ware at once. Any past that, take a *trauma* for each one to represent the strain on your body.
- Your ware can take harm as a result of your actions. Ware gets chipped, busted, or totaled, in that order, as a consequence of your actions. If ware is busted you must pay 1 stress each time you want to use it for a roll (healing, action, resistance, etc), or +1 if it already costs stress. If it gets totaled, it can't be used and you can't gain any of its benefits. You can repair ware as part of your recovery downtime action.



## HACKING

Everything is connected to the city extranet, which is in general connected to the ELO (Earth/Local Orbit) extranet at large. You can get on the Mars extranet from the ELO but there's a significant amount of lag time unless you have the connections to get a higher quality S/S (sister/sister - a quantum entangled) connection. Belt Net is practically snail mail.

There's wireless net access nearly everywhere. However, to hack effectively, you have to be physically connected to the local network node that your target is connected to, otherwise it's riskier or at reduced effect, or both. This means you need to be jacked in with a physical (hard wired) connection inside the local network area at your target's location. A local node usually covers the area of about a

city block, but there might be subnets for high security buildings or even rooms.

When you hack a network, the tier and level of ICE (network security) determines the position and effect. Failing a hack can get you locked out, your position exposed, or even harm you if it's especially nasty, as most people (and all mercs) use a neural deck embedded in their brain. Basic hacking will get you access or control of any device connected to the network such as cameras, doors, locks, or any unencrypted information. Doing anything more complicated, such as cracking encrypted information, trying to plant a virus, taking direct control of anything with embedded daemons (like an armature or autonomous gun turret), or frying a system by overheating it, is usually more risky or requires a clock.

#### *Hacking a person*

Most people are chromed up with ware, even civilians who usually have some kind of neurochip. Hacking someone works the same way as a device (you need a physical jack in the same local area as them or act at reduced effect or increased risk). When you attempt to hack someone they're aware of it, though not necessarily where the attack is going from. If you have a direct wired connection to a person, or they're unconscious, hacking is vastly more effective.

Hacking a person is a little more limited than hacking a system, since wetware usually has multiple failsafes (so causing direct harm to someone is usually beyond the capabilities of your average hacker). By default, you can hack someone to do one of the following:

- Gain information on that person's position and movements for a few minutes
- Gain access to any information stored on that person's implants, such as a memory chip
- Gain sensory data from that person for a few minutes. If they have cybernetic eyes, you can access their vision.
- Momentarily stun someone with implants by causing their ware to go haywire. Common ways to do this involve turning off someone's eyes, causing phantom nerve pain, or spamming their senses with images or audio files.

Rippers, who are master hackers, usually have powerful, custom written programs and advanced cyberdecks that can let them do a lot more to you if they get a hold of your ware. NPC rippers *can* inflict direct harm to you but abide by the same restrictions (they have to be physically jacked in close by).

#### **ARMORED VS UNARMORED**

A lot of weapons and ware care whether someone is armored or unarmored. The quality of armor depends on who a person is working for and their tier. Amor has way less effect if it's lower quality than your weapon. Something that's strong vs armor can ignore a tier or two of armor, and something that's weak vs armor treats all armor as a tier or two higher, which can make effect weaker or stronger.

Most people are not armored all the time unless they are seriously chromed up and have subdermal armor implants. However, security forces, guards, or gangoons expecting action usually strap some kind of armor on.

## ***ARMATURES, DAEMONS, AI, AND DRONES***

**True (sapient) AI** are not uncommon but their creation is a closely kept secret. A lot of them were made back in the wars in the 2080s and 2130s. The intelligence and simulation power of true AI is staggering and can accomplish extraordinarily powerful computing feats. AI personhood is recognized by the Adam accords of 2150, and they have rights as a person, though the way the laws apply to them can be vastly unequal as with any person in the city. Most AI are employed or under contracts of indentured servitude with large and powerful corps.

Non-sentient artificial intelligence are (commonly and acceptedly) called **Daemons**. They can simulate intelligence to a reasonable degree but have limited or no self awareness compared to a true AI. Daemons are very commonplace and can be as simple as smart subroutines that run traffic control, for example.

An **armature** is a robot frame or vehicle controlled by a daemon for labor or service. They are common in industry, warfare, public transit, and customer service. A **drone** is a flying version of an armature, usually self propelled and with limited runtime, with uses in surveillance and transport. Some drones are transport size and can move people around.

# RULE MODIFICATIONS

These are the specific modifications to the base rules of Blades that are made for this game.

## Scale of Factions

Since this is a game about a massive city in the future, the tier scale of factions doesn't really represent their functional size, but rather their engagement and power relative to the PCs. The Princes, a tier II faction, probably have a few hundred people in their enterprise, but when they engage with the characters, they usually throw about a medium gang at them (12 people), and their equipment and average level of skill and access to resources is tier II.

## Tougher resistance

Instead of the normal resistance rules, this game uses the alternate resistance rules. When rolling to resist, roll 1d6 per point in an attribute (insight, prowess, resolve) and instead of taking 6 minus the result in stress, you take the lowest die result in stress. If you roll 1,1, then heal 1 stress instead.

## Hack

The Hack action replaces the Attune action - *Hack: Attack with, utilize, or modify the extranet, systems, digital constructs or beings*

## Base Moves

When you make a character, you get a free base move as well as the free ability from making a character. Base moves can't be chosen with the veteran advance and are unique to each playbook.

## Payout

Payout for scores always scales per player. A low risk payout is 1. A typical or

medium risk is 2 or 3. A big payday could be 4 or 5 or higher.

Each score includes a separate payout for the gang (put gang cash equal to the payout level into the gang vaults, or distribute it).

## Cohorts

The following cohort types replace the base cohorts in the book:

- **Roaches:** Scouts, infiltrators, and scavengers
- **Mavens:** Con artists, socialites, and thieves
- **Movers:** Couriers, smugglers, and drivers
- **Goons:** Killers, brawlers, and thugs
- **Splitters:** Tinkerers, hackers, and demolitionists

## Vehicles

By default, you make all vehicles with edges and flaws. Anyone can bring a personal vehicle on a score by ticking load.

Vehicles take damage as cohorts.

## Resolve Resistance

Resolve can be used to resist the consequences of hacking or being hacked, rather than supernatural consequences.

## No Training

The training downtime action does not exist. Nobody has time for that shit. Instead your gang can get a hold of a simulation rig (see gang upgrades).

**No gang-specific upgrades**

Instead, these are on the claims map or part of gang abilities.

### ***NEW DOWNTIME ACTIONS***

#### **Get off the Hook**

Take some action to get out of hooks. If you have a hook, but nothing ticked on it, get rid of the hook. Otherwise, make an action roll, describing what you are doing. If a friend or contact helps you, get +1d as normal.

On a 0-3, clear 1 segment on any of your hooks. On a 4-5, clear 2, and on a 6, clear 3. If you crit, clear 5. You can spend 1 to improve the results of this roll as normal. If this reduces a hook to 0, get rid of it.

You can help clear hooks for someone else.

#### **Fix Ware (Healing roll)**

As part of making a healing roll, make a separate roll to fix your ware. The roll is based on either your tinker skill, the highest tinker of anyone in your crew, or the quality of a contact you have.

On a 0-3, fix ware 1 tick, on a 4-5 fix 2 ticks, on a 6 fix 3 ticks, and on a crit fix 5 ticks. You can spend 1 to improve the results of this roll as normal.

#### **Arubaito**

Work a shitty side hustle. Gain 1 cash. You can gain +3 stress to gain 1 cash again, once. This action can only be taken once.

### ***BOUNTY***

DSEC is not the only game in town with a security force. Instead of a wanted level, you have a bounty level (from 0-4). Anybody can claim it. Bounties can be posted instantly by someone buying a token on the decentralized 'net bounty exchange attached to your identity. Fees are pricey so while anyone can do this theoretically they have to really hate you to put it in practice. They had to put good money up for you. Lucky you.

## **NEW ENTANGLEMENTS**

The following entanglements replace the base entanglements in the book:

### **Heat 0-3**

- 1 - Collection
- 2/3 - Collection or Bugged
- 4/5 - Making Moves or Shove
- 6 - Reprisals

### **Heat 4/5**

- 1 - Bugged
- 2/3 - Darknet Netizen
- 4/5 - Flipped or Wasted
- 6 - Show of Force

### **Heat 6+**

- 1 - Bugged, or Darknet Netizen
- 2/3 - Wasted
- 4/5 - Hunted
- 6 - CRUSHER CALL

### **BUGGED**

A PC picks up something nasty from the net. Could be from a malicious actor, or just crud from the wrong place. Either way, they give the GM a weak hook with one of the following consequences (GM chooses): *Bugged: Level 2 harm (viral degradation)*, *Bugged: Put 3 ticks of damage on ware*, or *Bugged: you are compromised and tracked down, +2 heat and your tracker finds you*.

### **COLLECTION**

One PC in your crew is forced to pay up some of their debts, gaining +2 debt.

### **CRUSHER CALL**

One of the big 5 has decided to stop ignoring your crew and puts a corpro scramble team together to come and push your shit in. The crew is a corpro hit team that is tier V in gear and skill and has a scale equal to your bounty level. You can either agree to (forcibly) do a job for the corpro, throw someone to the wolves (they are caught and imprisoned, also clears your heat), or try and fight evade capture. Good luck.

### **DARKNET NETIZEN**

Someone or something from the deep corners of the 'net approaches you with an offer. Either shut that shit down (forfeit 3 rep), accept the offer, or deal with it another way.

### **HUNTED**

A bounty hunter starts making moves on one of your crew. Pick a PC or contact. The bounty hunter is scale 0 but has a tier of skill and gear equal to your bounty level +1, and is an expert with the specialization: *close combat, tracking, and stealth*.

## **MAKING MOVES**

A faction you have positive status with asks you for a favor. If you agree to complete it, improve status by +1 with them and the score pays out +1 cash more. If you don't agree to help them now, forfeit 1 rep per tier of the faction or lose 1 status with them.

## **FLIPPED**

One of your contacts switches allegiance, due to the heat on you, or from a payoff. The GM can keep the specific contact secret from you, but you know if this result happened. You can start a long term project clock as a downtime action (6 segments) to sniff out the rat.

## **REPRISALS**

A faction you have negative status with threatens you, a contact, a vice purveyor, or an ally. Either forfeit 1 rep per tier of the faction, stand up to them, or let them walk over you.

## **ROUNDUP**

One of your contact or cohorts is picked up for questioning. Either payoff their captors (spend 2) or make a fortune roll to see how they handle interrogation (1-3: +3 heat, 4/5 +1 heat, 6: nothing, they don't squeal)

## **SHOW OF FORCE**

A faction you have negative status with makes a move against one of your claims. Give them the claim now, or go to war (-3 status). If you have no claims, lose 1 hold instead.

## **SHOVE**

A neutral faction throws their weight around, threatening you or a contact or cohort you control. Either forfeit 1 cash and rep per tier of the faction, or stand up and lose 1 status with them.

## **WASTED**

Someone catches a gang member, one of your cohorts, or one of the PCs and wrings them for all their worth. Spend 3 to avoid this, or the unlucky victim takes level 2 harm (beaten) and coughs up info (+2 heat). These can be resisted separately.



# PLAYBOOKS

# GEAR

*X is no load*

*Each 0 is one tick of load*

## GEAR TAGS

Tags: loud/quiet, conspicuous/concealed, area, banned, rented, melee/long/short range, shitty/luxe, strong/weak, ammo, concentration

*Loud/Quiet* - Loud as all hell/generates way less noise than you'd expect

*Conspicuous/concealed* - Even with a lighter load, its impossible to conceal this/ you can always hide this.

*Area* - Hits everything in an area about the size of a small room, or a small gang (3-6 people) standing around.

*Banned* - Bringing this on a score generations 1 heat

*Rented* - Bringing this on a score requires you to spend 1

*Melee/Long/Short range* - Only usable in melee/Effective at a much longer range than normal/only effective if someone's real close to you

*Shitty/Luxe* - Operates at a quality of gang tier -1/ Operates at tier +1

*Strong vs/Weak vs* - Has more or less effect vs something, allowing it to ignore a level of tier or treating something as tier higher

*Ammo* - Can only be used this many times on a score

*Concentration* - While using this thing, you need a little uninterrupted time and space. Anyone up in your face can stop you from using it easily.

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## STANDARD GEAR

### X - Pick me up

*Off-market cigarettes, a sip of something strong, or street meds. Ignore penalties from harm for one action.*

### X - Change of clothes

*Free of blood or grease marks.*

### 0 - Melee weapon

*A blade, bat, or something blunt or sharp. Nothing special. Only usable right in someone's face.*

### 0 - Sidearm (weak vs armor, short range)

*Small caliber personal weapon. Lightweight.*

### 00 - Rented or Banned large weapon

*A higher caliber ranged weapon like a rifle or shotgun, or a bigger melee weapon, like a hammer or sword.*

### 00 - Armor

*Tick armor to resist harm, reducing it by 1 level. Could be body armor or something like an armored coat, an ablative pad tucked into a shirt, etc.*

### 0 - Info stick

*Portable storage for a large amount of data. Good for stealing secrets or storing hacking programs.*

### 0 - Datashard

*Curated Data, slotted in. Digital, detailed maps of the local area. Posted bounties. Tourist guides. News. Pamphlets. Ads. Dossiers on persons of interest.*

### 00 - Climbing kit

*Pitons, high tensile cord, mag clamps, harness.*

### 00 - Tech Kit

*Wiring kit. Portable 'net uplink. Signal booster. Portable decking chair. High quality neural jacks. 10m of fibre cable.*

### 00 - Case cracking kit

*Portable ram, sledgehammer, heavy drill.*

### 00 - Rented spacewalking kit

*Sealed environmental space suit, mag boots, sunshield visor, 90 minute portable O2 supply*

### 000 - Shitty ride (loud, conspicuous)

*A small one or two seater vehicle, like a banged up bike or busted civilian car. Give it some edges and flaws. Can give the rented tag to increase capacity by 2 people.*

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## STANDARD WARE

Everyone has this ware, it's civilian grade and ubiquitous.

### **X Cred-chip**

*A combination ID/passport/credit card, wired to pickups under your wrist. Most mercs (and many people) have cracked theirs to be a little more liberal.*

### **X Neurochip (concentration):**

*A supercomputer laid like a net over your grey matter. You can access the extranet and local subnets by plugging in, or where wireless connections are available. Basic computing functions are controlled by subtle eye motions and neuron impulses, and displays and audio can be adjusted. You can browse, call, watch tv, send text messages, shitpost, do a little hacking, write a little program - no problem. You've got a couple slots for info sticks or data shards behind your ear.*

If you've got problems with being wired up like that, go live in the woods, buddy. It's the modern world. Nobody's doing business with a merc who's writing fucking checks.



## ROOTS (ORIGINS)

*Where you're from. How did you have to struggle to get where you are? What dragged you up the gravity well?*

### **Earth**

#### **Megacity Yeoman**

*You grew up in a Megacity as a free person, your fortune dependent on how hard you could fight for it. The ten cities contain most of Earth's Population, the biggest ones being Magnasanti in western Europe, the NANAZ (North America Non Aggression Zone), Neo-Ife in West Africa, and Jing-Jin-Ji in what was once northern China. The cities are packed to the gills: overburdened, and decaying concrete hulks. Anything of value there has already been picked over a thousand times. Some people like the predictability of life on Earth, but it wasn't for you.*

#### **Serf**

*You grew up a corpo-serf, as property of a corporate FTZ on earth. You were likely a subsistence farmer and paid rent and tithe to a landlord that showed up in a well armed drone once a year. Leaving your farm was forbidden, but you did it anyway.*

#### **Freeholder**

*You grew up outside the system, in a freehold community on the fringes of livability on Earth. Life was extremely tough, and reliant on networks of families to get things done. When resources dried up, you had to pack up and move. You didn't have net access or even a chip until you hit a city.*

## **Solar System**

### **Sansaid**

*You are a 'sans-id', someone born outside the legal system of immigration. Most people started this way as refugees on short burn rockets, making it off a war-torn and decaying earth to the colonies or up to DIS. To most corporate governments, you don't actually exist, and they have constantly used this excuse to deny you service or your basic humanity.*

### **Martian**

*You grew up on Mars, doing brutal and back-breaking frontier work or working for a private military corporation, the only two forms of employment there. The sealed Martian cities never get sunlight, the law is a tenuous idea, and*

*what little is worthwhile there is hoarded and defended with blood, sweat, and nails.*

### **Arkie**

*You grew up in asteroid belt station or archology, where a loose nut and a water leak can kill a thousand people. You've always been more comfortable in space, and you're used to resources, light, and food being more limited. You're a little taller than most people due to growing up in lower grav.*

### **DIS:**

*You're a local, look at you. Can't believe you haven't left yet, if you've seen what this city does to most people. Perhaps you're just a better dreamer than most. Maybe, just maybe, you'll win this time.*



# HARDCASE

*Immovable object*

*A lot of goons make their way in this city by smashing anything that gets in their way. A lot of corpos too - flattening the little guy, mashing the opposition into a pulp. Hey, it's a popular strategy for a reason. It's effective, quick, and cathartic as hell. Might makes right after all.*

*There's one teeny little problem with this strategy. Sometimes, you run into a guy you can't smash. A guy laced to the nines with subdermal plates, synth-muscle, implanted stims, tank-grade exoarmor. A guy hefting an artillery piece like a pea shooter. And no matter how much lead you empty at 'em, that guy is not going down.*

*That, my little ladder climber, is when you are turbo-fucked.*

## **STATS**

+2 skirmish  
+1 command

## **BASE MOVE**

**True Grit** - Penalties from harm are 1 level less

## **MOVES**

**Absolute Meat** - You can expend your special armor to reduce harm from an attack in combat or push yourself to for violence or physical exertion

**Fuck around/Find out** - If someone harms or insults a team mate in your presence gain +1d or increased effect on the next roll against that person. This effect can trigger twice a score.

**THE WEIGHT** - You can push yourself for violence, threats, or physical exertion by gaining a weak hook (the weight). If you push yourself again and have this hook, tick 2 segments. When it fills up you collapse from exhaustion and take level 3 harm (bone tired), which cannot be resisted or reduced.

**NOT TO BE FUCKED WITH** - You can push yourself to ignore scale when going toe to toe with a number of people equal to the equivalent tier of your gang for the duration of an action, with a minimum tier of 1. You can spend 1 additional stress to raise this effective tier again by +1.

*You get the normal benefits of pushing yourself. At gang tier 4, this means you can fight on even terms with 80 people for a few moments.*

**BOSSMODE** - While personally command a cohort, they gain +1 effect, 1 armor, and don't break when reaching 3 harm.

*This means commanding a cohort (with the action) or leading them in a team action.*

**Half Light** - You can use your skirmish or wreck ratings when gathering info about violence or possible threats. When you command someone you have physically hurt, do so at +1d.



## GEAR

### 0 Subdermal Armor (concealed).

*Reactive lace beneath your skin hardens on impact. Good for surprising scavcs and walking through hails of bullets.*

### 000 Heavy Armor (conspicuous)

*Heavy, plated ceramo-metal tactical armor, often with a helm. Environmental and vacuum sealed, with a five minute O2 supply. Can tick this even if armor is already used.*

### 00 Large weapon

### 00 Luxe case cracking kit

### 00 Banned Assault Weapon (luxe, loud, short range)

*A shit-kicker. Heavy shotgun, drum-fed assault rifle, thermobaric bolt gun*

### 0 Stun grenade

*Explodes with a flash when thrown. Anyone without proper optical shielding is stunned for a few moments*

## CONTACTS

- Egghead weapon dealer
- Washed up merc
- Freeware street doctor
- Serious lawyer

## WARE

### TOTAL ORGAN REPLACEMENT

*Take that weak shit out and get a full overhaul. Biogenic superblood that congeals into an aerosol gel on hitting air. Kidneys and liver replaced with one hyper efficient organ, which is branded by the way (bill's on its way). Two hearts, because why not?*

#### **Benefit:**

Your healing clock has one of its 4 segments permanently filled in, and no longer re-sets when you take harm.

#### **2: Combat stims:**

You can pump yourself full of drugs from an artificial heart to gain increased effects on all feats of athletics, strength, and physical combat for the rest of the scene. After the scene is over, gain level 2 harm 'exhausted', which cannot be resisted or reduced.

#### **3: Redundant organs:**

You have one extra level 2 harm box.

#### **5: Rapid Healing:**

Take 4 stress to clear all level 1 harm, or one level 2 harm box. You are incapacitated for a few moments while this takes place.

### GRINDER

*A serious fucking gun. Basically artillery. Super shotgun, thermal grenade launcher, minigun. Ammo feed goes into your arms or ribcage, boom baby.*

#### **Benefit:**

You have a heavy duty assault weapon. It has quality equal to your gang tier +2, short range, conspicuous, loud, and ammo 2. It takes 3 load and stays hooked on your back

when not in use. It's heavy as fuck so nobody without the hardware can even pick it up and will probably break their arms if they try to fire it.

**2: Shredder:**

Your grinder gains the area tag

**3: Friend Maker:**

Walking around with your grinder unhooked gives +1d on command to intimidate anyone.

**5: Mag Dump:**

You can spend all the remaining ammo in your grinder to totally fucking waste an area with a scale based on the tier of your grinder. This effect lasts for about a minute, or until you stop firing. While this is going on, you can't do anything but keep pumping ammo out of the beast and nobody else in the area can do anything but take cover or curl up in a ball or get completely fucking aerated. Anything that can't move in the area is filled with lead, demolished, or on fire.

## **CALADBOLG ENDOSKELETON**

*Metal bones and muscle grafts. You'll need the muscle grafts, by the way, because you now weigh three times as much. The recovery process takes a long time, but once it's over, you can kick god in the teeth and it will hurt.*

**Benefit:**

Your max load increases by +2. You can push yourself to perform an extraordinary feat of strength, such as dragging a vehicle, preventing a powered gate from closing, or smashing a metal door with your bare hands.

**2: Hammerhand:**

Your unarmed fists count as luxe melee weapons. They don't take load.

**3: Synthetic Muscle Weave:**

You ignore tier completely when smashing through constructed walls, floors, and doors.

**5: Crush Limiter:**

When throwing a punch or kick, you can burn out your actuators to give it +1d and extreme effect. Then, total this ware and take level 1 harm (ware burnout).

## **XP TRIGGERS**

I addressed a challenge with coercion or overwhelming force

I expressed my beliefs, drive, heritage, or background through my actions or decisions

I struggled with issues from my vice, trauma, or injuries

# MARAUDER

*Bounty Hunter, Cold blooded killer*

*Most people get into mercenary work for difficult reasons. For many, it's out of desperation, or to get out of debt. For others, it's for the hunger of fulfilling a grudge, or a dream, or scratching that impulsive itch that just won't go away - the feeling that there is something better out there, if only you could grab it.*

*For some truly psychotic motherfuckers, it's the work itself. The hunt. The thrill of the chase. The pure skill, edge, and talent needed to make it in the city. The kind of person that walks into a room and the air drops a few degrees. The keening, predatory slide of unsheathing metal.*

*The assurance of being the best. Provided you live that long.*

## STATS

+2 hunt  
+1 prowl

## BASE MOVE

**Smooth Operator** - Gain +2 stress boxes.

## MOVES

**Equilibrium** - You can push yourself do one of the following: *make a ranged attack at extreme distance beyond what is normal for the weapon, unleash a rapid barrage of fire on everyone in the immediate area.*

*You get the normal benefits of pushing yourself. Unleashing a rapid barrage of fire effectively gives any weapon the area tag. It can hit everyone in roughly the area of a room around you.*

**Take out the Trash** - You can expend your special armor to blindside someone in arm's reach of you, stunning them, and allowing you or a nearby crewmate to act without fear of retaliation for a few moments. If they are a lower tier than your gang in gear or abilities, you can instead choose to completely subdue or incapacitate them.

*Your target has to be in arms reach.*

**Bounty Hunter** - When you gather information on the location of person, location, or item, gain +1 effect. When you collect on a score that involves killing or capturing, gain +1 more cred.

**Bloodscent** - If someone or something is bleeding, gain +1d on any action to track, intimidate, or harm them

**Bullshit Sensor** - You can always tell when someone is lying to you.

*This doesn't tell the nature of the lie. It also reveals all lies, even the nice ones.*

**Private Supplier** - When acquiring weapons, vehicles, or gear you always gain +1 result level and you never generate heat if it's dangerous. However, anyone else uses it at effectively quality 0.

## **GEAR**

00 Armored Fashion (concealed)

*Replaces armor. An armored coat, microweave undershirt - hell, even a dress.*

0 Silencer

*Screw this on a gun to give it quiet, or eliminate the loud tag.*

00 Luxe, long range gun (concentration, ammo 2, spend 1 to refill)

*A high powered rifle with a scope or something that will jack right into your eyeballs.*

00 Surveillance kit

*Bugs, wiretaps. Thermal scope. Sticky cameras (3), golf ball sized. Microcamera the size of a pinhead. Feed goes right to you.*

0 Concealed blades.

*Throwable. Sharp.*

00 Luxe Bike

*A top market crotch rocket. Only fits you and maybe one other person if they like getting squeezy. Fucking fast.*

## **CONTACTS**

- Luxe product mover
- DSEC rat
- Blacksite administrator
- Corpro shithead

## **WARE**

### **SMART GUN**

*The delicious, nutritious, top cream of guns, a gun that does the shooting for you.*

#### **Benefit:**

You have a smart gun. It's a *luxe, short range* weapon that takes 1 load. You can impart a shallow curve to shots with the gun, allowing you to shoot around a corner. You can choose whether to fire lethal or non-lethal rounds with it.

#### **2: Tracking shot:**

Hitting someone with a smart round tags them with microflechettes. For the next hour you know their exact location and can see a digital outline relayed to your optics if they're in visual range, even through walls or crowds, increasing the effect of ranged combat or tracking against them.

#### **3: Sentry:**

You can deploy your smart gun on any flat surface, where it acts as a sentry that fires on anyone in sight. You can direct it to only permit certain people to pass, or fire only on certain people based on a one sentence identifier. When your gun fires by itself, roll your hunt rating, but use its quality for determining effect level. Your gun can take damage in this form (as if your ware took damage).

#### **5: Ceramo-jacket rounds:**

Shooting or attacking through a non reinforced wall has zero effect loss for you. Additional walls lower effect level as normal.

## **THE MOLLY**

*With a muscle spasm, you can flip open a forearm, stretch your fingers, or flick a wrist and extend deadly, razor sharp blades.*

### **Benefit:**

You have a concealed blade built in to your body. It's a concealed, luxe, melee weapon. You cannot be disarmed of it. When you surprise someone from a concealed position or catch them unawares with it, you roll +1d.

### **2: Anti-clotting biotoxin:**

Hitting a biological target with a your weapon causes them to bleed profusely, increasing the effect of tracking them for an hour.

### **3: Implanted gun:**

You also have a concealed gun. It's a luxe gun that can only be fired in melee, and has ammo 1. It gains all the benefits of your implanted weapon.

### **5: Death Blossom:**

You can eject your weapon from your body when you attack with it to give it *area*, gaining all the other benefits for the attack. Then, total this ware.

## **PRECOG**

*A top line neurodaemon, banned in city limits (like that's stopping you). It can model the future with an extreme degree of accuracy and feed that right into your grey matter. The effect is hyper accurate about a second ahead, and falls off rapidly after about 3, though you might still get premonitions and gut feelings that feed weirdly accurate.*

### **Benefit:**

If there's ever a question of who acts first in any situation, it's you.

### **2: No Surprises, Please:**

When you resist consequences of surprise, confusion, or fear you roll +1d and take 1 less stress.

### **3: Flash Forward:**

Twice a score, you can aid someone without spending stress. Explain how you prepared for the situation.

### **5: Prophet:**

When you flashback to set anyone up, gain +1d. You can set yourself up with flashbacks.

## **XP TRIGGERS**

I addressed a challenge with a demonstration of superior skill or a cool head  
I expressed my beliefs, drive, heritage, or background through my actions or decisions  
I struggled with issues from my vice, trauma, or injuries



# SCRAPPER

*"BORN TO DIE, WORLD IS A FUCK, kill em all 2189, i am trash man, 410,757,864,530  
DEAD COPS."*

*When you spend a lot of time grinding a boot on an entire substrate of people, eventually some shit's gonna happen. Pressure builds up. Things start heating up. I mean, you see what happens to trash when it gets compressed, right? It turns into this immortal, solid brick, and that brick's about to get thrown through your window, burn your house down, and piss on the ashes.*

## **STATS**

+2 wreck

+1 tinker

## **BASIC MOVE**

**Rabid Dog** - You gain a new cred trigger: I hurt, pissed off, beat down, or humiliated a person or organization more powerful than me. If your allies helped, they can also gain cred.

## **MOVES**

**Fuck the World** - You can expend your special armor to push yourself when inflicting wanton destruction, or use it to reduce harm from a person or faction higher tier than you

**Adaptable** - get +1 point to put in any action rating, but it can't take a rating higher than 2 and it must be moved around after each downtime. If no action qualifies, refund this ability.

**Self Destructive** - Twice a score, you can take level 1 harm instead of pushing yourself, which cannot be resisted or reduced in any way.

**Bloody Nose** - Twice a score, when you or an ally fails a roll, you or they can push their next roll without spending stress.

*'Fail' means 1-3 as a final result.*

**Second/hand** - In any score you disassembled or destroyed something mechanical, gain 1 cred, 1 cash, or tick a segment on a project clock

**Rash** - When you roll 0d, you have increased effect. Once a score, if you actually succeed a 0d roll (4+), you heal 1 stress. If you get a 6, all your crew present can also heal 1 stress.

*This doesn't work if you increase your roll past 0d.*

## GEAR

### X Customized outfit

*Tags, bolts, stains, patches, pins, slogans, sick ass art*

### X Shitty melee weapon

*You might as well have grabbed this off the street.*

### X Banned street drug

*Some hard shit. Can be used to ignore penalties from harm for an entire score, but also give GM a strong hook (strung out: penalty level 2 harm)*

### 0 Shitty street sweeper (loud, area, short range)

*A belt fed heavy rifle. Belches more lead than it hits.*

### 0 Boom Box (loud)

*Makes a fuck ton of noise*

### 0 Clear

*Hard alcohol distilled from station grown fruit and drive core fluid. Can get someone drunk very quickly. Also extremely combustible.*

### 00 Explosives (ammo 2, conspicuous, area)

*Oh yeah. Oh yeah. **Oh yeah.** Grenades, det cord, firebombs, remote detonators, firecrackers, sparklers, the plastic shit, it's all there.*

*+ Luxe (1 more load)*

*+ Rented (ammo 4)*

*+ Banned (can launch at range)*

*+ Shitty (no load, can't take luxe)*

## CONTACTS

- Former bandmate
- Sketchy Cyberdoc
- Filthy rich scav
- Savvy dani

## HOTWARE

*Powerful drive engines are ubiquitous on the streets of Dis. It should not be surprising that the enterprising, desperate, and foolhardy have found a way to swallow them up - literally.*

### **Benefit:**

You can shoot a bolt of superheated plasma out of your body. It's a short ranged, concealed, ammo 2 weapon that is strong vs immobile objects and walls, floors, and doors.

### **2: Firestorm:**

You can spend 1 stress when you use hotware to give it the *area* tag.

### **3: Burning Hand:**

You spend 1 stress to superheat the palms of your hands hot enough to melt metal for about a minute, playing into effect.

### **5: Overlock:**

You can ignore the ammo limit on hotware but damage this ware each time you do.



## CHEM SPIT

*You've got biogenic implants rigged up to specialized glands, pumping you with some nasty shit and turning you into a walking chemical weapon. Just make sure to turn them off when you get home or hook up with your 'piece.*

### **Benefit:**

Your body naturally extrudes a toxic chemical of your choice from the below list, which you can change at the end of downtime. Your blood, spit, and bodily fluids are toxic. You can push yourself when you act against a person, location, or object to inflict the effects of your toxin, choosing one effect from the list.

- *Sticky, dries after about a minute. Extremely flammable when hardened and explodes when shot.*
- *Extremely slippery, creates an almost frictionless surface.*

### **2: Virulent:**

Gain the following options:

- *Short duration hallucinogenic gas, knocking someone out of commission for a few moments.*
- *Slow acting soporific contact poison. Causes someone to get drowsy and drop off to sleep in about five minutes unless they take countermeasures.*

### **3: Hangover:**

You can delay or advance the effects of your chosen chemical by about a minute or so.

### **5: Undercity Cocktail:**

You can spend 1 more stress to exude an additional chemical, creating a combination effect.

## CANNIBAL CORE

*Modular tech, running on everything. Need a new arm? Fuck it, the stiff you just flatlined isn't gonna be using his any more.*

### **Benefit:**

In any score you smashed up some tech, an armature, or a vehicle, you can heal a level 1 or 2 harm box. Your limbs and extremities are completely replaceable.

### **2: Klepmaster:**

You can also repair 2 ticks on ware

### **3: Repurpose:**

Also put two ticks on a long term project clock that involves crafting, repairing, or inventing.

### **5: Shiny and Chrome:**

If whatever you busted was higher tier than the tier of your gang, repeat a single effect of your choice. If it was two or more tiers higher than you, double the effects of this ware instead.

## XP TRIGGER

I addressed a challenge by smashing the shit out of it, or by following my impulses  
I expressed my beliefs, drive, heritage, or background through my actions or decisions  
I struggled with issues from my vice, trauma, or injuries

# RUNNER

*Fast, Local, Professional*

*Ok, so get this. You've got product you need to move. You've got cash, I've got legs. I grew up here, you see, know my way around, and I know how to be discrete. Catch my drift?*

*Actually, let's start again. You've got product, I've got legs... I've got wheels. I've got a brand new M50 and this hot red Shimano road blade with fuel injectors like you wouldn't believe. I've got wires, I've got slides, I've got zips, I've got a swoosh as hell plated jacket that can deflect rifle bullets like they were blanks. I've got fibre optic implants, and nerve grafts, and fast twitch synth-muscles and I can outrun a car. I can walk on fucking water. If you like, I can basically fly.*

Questions?

## STATS

+2 prowl  
+1 finesse

## BASIC MOVE

**City Born Animal** - You can push yourself to perform a feat of superhuman athletics or speed, or cause a pursuer or observer to lose track of you during your action.

## MOVES

**Hermes** - You can expend your special armor to resist a consequence from traversal or stealth, or push yourself for a feat of stealth or speed.

**The Professional** - When you lead a group action involving a vehicle, traversal, or stealth, you can take at most 1 stress from 1-3 results.

**Apex Predator** - When you subdue or sneak around someone with no allies nearby, gain +1d.

*'Allies' doesn't have to be friends, just someone that's watching that person's back.*

**Concrete Soul** - Name an area of the city. You grew up there or spent a lot of time there and know it better than anyone. Your gang gets +1d on engagement rolls in scores in that district, and you gain +1d on rolls to get around that part of the city. You can spend a downtime activity to familiarize yourself with a new district, extending the benefits to the new district. You can change this around but can only stay familiar with two extra districts at once.

*'Get around the city' meaning driving, walking, taking the metro, taking shortcuts, etc. Very helpful when trying to chase or flee.*

**Hot Shit Driver** - When you attack from or with a vehicle, gain +1d. Vehicles you drive can continue to operate even while broken.

**Gig Worker** - At the end of downtime, you can adjust faction status up by 1 with a faction you're not at war with by running side jobs for them, up to +2, or gain 1 cash.

## GEAR

### X Luxe Kicks

*Some glitzy ass, fresh as hell, preemo shoes.*

### 0 A blade or two

*Fighting blades, kukri, sport knives. Throwable.*

### 0 Meat Locker

*0 +Luxe (backpack size, conspicuous)*

*A sealed, coded case a little less than briefcase size by default. It's environment and temperature controlled, vacuum sealed, and extremely durable. Nothing but thermite is getting it open.*

### 0 Industrial Flare

*Causes a shit ton of light and smoke. Smoke can be used for cover, like a smoke grenade.*

### 00 Luxe climbing kit

*High quality, high strength gear. Harnesses.*

### 000 Ride

*A decent fucking ride. Fits about 4 people comfortably. Room in the trunk for anything body sized or a little larger.*

A vehicle. Give it some edges and flaws. For two of the following, add *rented*, or start or tick a weak hook (consequence: gain 4 debt).

+ Overcharged - Gain the edge: *fastest fucking thing in the city*

+ Upsize - Fits about 4 more goons, but gains the flaw: *bad handling*.

+ Luxe

+ Armor

## CONTACTS

- Idiotic Wealthy Heir
- Stone cold government spook
- Precocious street kid
- Itinerant street cleaner

## WARE

### CLOAKING FIELD

*Your skin's got some milspec shit and some cloned octopus tissue in it that can become transparent to photons, sliding them right off you like they didn't even hit you.*

#### Benefit:

You can push yourself to go invisible for the duration of an action. You are unseen to most forms of optics, though thermals will still pick you up, and you still make noise.

#### 2: Low Power Mode:

You can casually cloak up to 2 load worth of items on your person, *concealing* them. This effect only lasts while they are touching your body.

#### 3: Scorpion:

If you remain still, your cloak lasts indefinitely

#### 5: Mass Cloak:

Your cloak also applies to any characters taking a team action with you

## **HYPER REFLEX MODE**

*Someone's done a number on your nervous and limbic systems, as well as your bones. Spine replacement, shock absorbency, adrenalizers, fast twitch synthetic tendons - the works.*

### **Benefit:**

You can push yourself when you act to engage quick-twitch stims and implants to do one of the following athletic feats during the action. You gain the normal benefits of pushing yourself. You can spend +1 additional stress for each benefit: *Run up a wall to the height of a small building, Move without making any noise, Long jump over a large gap (a gap between buildings, a narrow street), Vault through a small opening (a building or vehicle window)*

### **2: Neo:**

You gain +1d and take one less stress when resisting harm from ranged combat

### **3: All Fours:**

You can also activate this implant when you fall the distance of a small building to take no harm from falling. You can spend +1 more stress to raise this to a large building instead.

### **5: Go Beyond:**

You can push this ware to increase the parameters of this move to: *Run up a wall to the height of a massive building or skyscraper, Move without making any noise, and over a liquid surface, Long jump over a colossal gap (a city street, a freeway), Vault through a tiny opening (a vent, a porthole).* After you take your action, total this ware.

## **MONOWIRE**

*Slices, Dices, Chops, Hacks, Cuts, Exfoliates, Shaves, Debrades, Dissects, Carves, Lacerates.*

### **Benefit:**

You have a long spool of razor sharp, ultrathin wire you can extrude from your body. It's a *luxé, concealed, quiet, short range* weapon. It is *strong* when inflicting harm against bare flesh or unarmored targets, but is *weak* vs armor.

### **2: Spider:**

Your wire can condense into a flexible, climbable strand with very high tensile strength, which goes about the length or height of a small building. It can be used by yourself or others to rappel, zip-line, or rope.

### **3: Cat's Cradle:**

You can damage this ware to snap a section of your mono-wire off to leave a trap that can stretch across the area the size of a small room. It's almost invisible to the naked eye.

### **5: Charged Wire:**

Your wire has a weak plasma sheathe around it that wreaks havoc with electronic systems. Against tech, drones, electronics and automata it is *strong* and loses its weak against armor property.

## **XP TRIGGERS**

I addressed a challenge with flashy speed or stealth

I expressed my beliefs, drive, heritage, or background through my actions or decisions

I struggled with issues from my vice, trauma, or injuries

# GUTSMAN

*“Oh yo, ho me lads ho,  
Follow me-ho for the Gutsman will go,  
To the belly of hell, and the darkness below,  
And all he will need is the good Gutsman’s Creed,  
For a good Gutsman fellow, is a good friend indeed,  
And it’s all the way down, boys, haul the way down boys,  
Oh yo, ho me lads ho.”*

*The last actual union on DIS is the DIU (Dis Industrial Union), the local chapters of which are colloquially called the Gutsmen. You do not fuck with the Gutsmen.*

*Part doctor, part engineer, they spend much of their lives in the bowels of the city, in the void and dark, in the steam, freezing cold, and boiling heat, and might be the only ones who know how it runs. They’ve all got a numeric code after their names, representing the part of the city they’re responsible for, usually a city block. They’re rumored to be immortal - they’ve got scavenged biotech, organ replacements, sealed envirosuits for living in the nightmare world that is their workplace. The Creed, their legal code and operations manual, is a bible-sized tome you could kill a man with. Every gutsman dives into hell on the regular, then emerges smoking a cig and with a thermos of coffee on their hip.*

*Kill a gutsman, or fuck with them, and without their tending, machines go quiet. Pipes go untended, fibre overheats. The city screams, and eventually a plate collapses, possibly sinking a building, or even a whole district. This has happened before and will happen again. Politicians, gang bosses, get the wrong idea. Plenty of gutsmen missing their blocks, vagabond, aimless. Plenty of phantom numbers out there, looking for purpose.*

## STATS

+2 tinker  
+1 sway

## BASIC MOVE

**Bilingual** - You can *tinker* with people as if they were machines, treating their flesh and blood with the same gusto and skill as metal and silicon. Similarly, machines respond to you as if they were flesh and blood. This has the following effects:

- When you tinker with someone, you can allow them to ignore the penalties from harm for a scene, diagnose a malady as if studying them, or stabilize their condition if they are unconscious or dying. Doing this still requires an action roll.
- You can use social rolls on non-sentient machines or tech as if they were people (consort, sway, command).
- When your crew makes healing rolls or rolls to fix ware, they roll +1d.

## MOVES

**Secret history** - When you examine a piece of technology or vehicle, you can ask the GM any of the following questions and receive a truthful answer: *Is it is broken? If it’s broken, how can it can be fixed? In the past day, who has touched or used it, and where it has it been?* Push your next action involving the object for free. You gain two uses of this ability and they refresh at the start of each downtime.

**Metalbloom** - You can expend your special armor to push yourself when modifying, disabling, crafting, or repairing technology or armatures, or to resist consequences while taking such action

**Therapist** - When anyone indulges their vice with you, they can adjust their result up or down by 1 or 2

**Field Rigger** - During a score, you can push yourself and spend a few minutes working to fully repair any ware, or fully heal any armature or vehicle, even if totaled. However, at the end of the score, no matter the condition of that thing, it's totaled. Any ability that totals the ware, armature, or vehicle as part of an ability does not work (shit just flies apart again).

**Neat Little Universe** - At the end of downtime, you can relieve stress by 1 on any character, erase one level 1 harm box on any character, and repair 1 tick on any ware. If any one clock is 1 segment from completion, you can finish it.

*This can be anyone's clock, not just your own.*

**Iron Cutting** - During downtime you get 2 free ticks to distribute on any long term project clock (yours or someone else's).

## **GEAR**

*X DIU Union ID card*

*Flashing this can get you into surprising places.*

*0 Work overalls*

*The workhorse of the DIU. Heavy, layered work overalls, with attached pullover top and hood. Can environmentally or vacuum seal. Fire and chemical-proof. Folds out into a sleeping bag.*

*000 Work Rig (conspicuous)*

*A work rig. Not meant for combat, but works just as well. Can tick for heavy armor.*

*00 Union Cert Spacewalking kit (Luxe)*

*Sealed environmental space suit, mag boots, sunshield visor, 90 minute portable O2 supply*

*0 Patch*

*+ another (+1 load)*

*A square of synthskin, laced with stabilizing drugs and hypos. Slap on someone allow them to ignore all penalties from harm (including level 3) for an hr.*

### **Special: Gutsmans kit**

*Everything a gutsman needs to practice the good gutsman's creed. More loaded than a lady's handbag. A lot of shit packs into this kit, in improbable formations. Tick 1 load when you want the following:*

*0 Bandages, work gloves, glass cutter, matches, crowbar, pain killers, metal plates, sandwich*

*0 Acid, magnifying eyepiece, twine, bolt gun, pen and ink, wiring kit, extra blood, heavy pliers*

*0 Spanner, oil, disinfectant, saline solution, short burn welding torch, synthskin, can of beer*

*Using it requires concentration but increases effect when tinkering with people and objects.  
Heavy enough to count as an unwieldy melee weapon.*

## **CONTACTS**

- Fellow gutsman B67
- A pretty smart daemon-possessed armature
- Megabuilding administrator
- Struggling exoship captain

## **WARE**

### **BIOSTIMS**

*A potent cocktail of chemicals that can keep you working long hours, when it's important to stay sharp. A dropped spanner in zero g can get stuck in an engine drive and cause a cataclysmic meltdown, totaling a city district - hope you're not sleepy.*

#### **Benefit:**

Once a score, you can inject biostims into a willing person to reduce all harm suffered by 1 to a minimum of 1 for a few minutes, but that person gives a strong hook to the GM (consequence: wired as hell - must indulge vice next downtime or take half their total stress in stress).

#### **2: Private supplier:**

You can add +2 heat or spend 2 for one more use of biostims.

#### **3: Ultra relaxant:**

If the hook from biostims is followed and that person indulges their vice, increase stress loss by 2. If that person overindulges, they also gain +1 cred.

#### **5: Pseudoadrenaline:**

Using biostims immediately eliminates all level 1 harm.

### **LEGION BODY**

*A common but pricey work upgrade among senior gutsmen, a bio-organic mesh with cybernetics that allows disassembly of the body. 'Home made' versions of this ware are unfortunately common and tend to go poorly.*

#### **Benefit:**

You can pop off an arm for an hour or two, which grows several autonomous extremities and can crawl around. The arm is relatively small and can fit through tight spaces. Its an expert cohort with a quality equal to your gang's tier, with the following specialization: engineering, interfacing, and light surgery. Due to training you don't suffer any penalties for acting one handed, but can't carry anything that would require two hands without aid. Instead of taking harm like a normal cohort, it is damaged like ware.

#### **2: Eye Spy:**

Your arm can also pop out a camera, giving you vision. You can give aid to your arm from a distance (spending 1 stress to do so).

#### **3: Full Control:**

You can spend 1 stress to get manual control (pun intended) of your arm for a few minutes, allowing you to directly take actions with it.

### **5: Hecatonchieres:**

Your arm splits into two sub drones, giving you the same benefit. Add any damage on them back together when re-uniting, which could total this ware. Dismemberment of any kind, while painful, is at most level 2 harm for you and can be recovered from during downtime.

### **HEAVY RIG**

*Serious engineering hardware for repairing the outside panels of the orbital ring, or deep, grody engineering jobs that take you into the bowels of the city. Being certified for this thing is the dream of all junior gutsmen.*

*Benefit:* You are certified for a heavy rig, a partially enclosed, powered exoskeleton. The Rig counts as its own vehicle, with its own armor and a quality equal to your crew's tier. It has room for one passenger (you). Instead of taking damage as a vehicle, it takes damage as ware. The rig is conspicuous as fuck, loud, is fully vacuum ready, radiation and heat sealed, has six hours of O2, eight hours of operation off-battery, mag clamps, an array of tools (drills, saws, sewing machine) and decent fine motor control. While slow and not particularly effective in combat, it increases your effect level for heavy engineering and salvaging tasks and gives you increased strength, enough to push, pull, or lift a small vehicle easily.

#### **2: Blast shield:**

Your rig has a blast shield for engine backdraft. It gains heavy armor.

#### **3: Special Delivery:**

You can get your rig delivered during a score by spending 1 or adding +2 heat. You need to be outside for this to be effective. It arrives fired out of a gravity catapult and makes ridiculous noise.

#### **5: Plasma cutter:**

Your rig has a top-line cutter. Ineffective as a weapon, but can cut through *anything*, including ship hulls, totally ignoring quality and tier but acting at 1 minute per tier.

### **XP TRIGGERS**

I addressed a challenge with empathy or hard work

I expressed my beliefs, drive, heritage, or background through my actions or decisions

I struggled with issues from my vice, trauma, or injuries



# FIXER

*Bitch I know the president*

*Everyone's gotta work in this godforsaken city, gotta drag their sorry carcasses out of a broken mattress and through half a mile of stinking concrete labyrinth to go punch in somewhere, barely conscious while they chip away at their debts and some drooling idiot with a nice watch and a pedigree sucks up 90% of their output.*

*Well, you ARE the work, baby. You live for this shit. Rise and grind, sugar, it's time to make that big leap for immortality! You can skip merrily over all the wage slaves and corpo drones with a smile on your face - you've got a golden road to the stars, you've got magic shoes, valhalla is open for you! You're big, you're huge, you're blowing up, you're an emperor, you're god damn monstrous. You've got capital coming out your ass, you've got drip, and most importantly, you've got clout.*

*It CANNOT go wrong.*

## STATS

+ 2 sway  
+1 consort

## BASIC MOVE

**The Hustle:** You have 2 startup capital, that refreshes at the start of each downtime. Startup capital can only be used to improve the results of downtime rolls, acquire asset rolls, or to pay the cost of abilities or ware effects that require spending. You can only spend 1 startup capital at once.

## MOVES

**Art of the Deal** - You can spend your special armor to push yourself for subterfuge, planning, or persuasion, or resist a consequence from subterfuge or persuasion.

**Pull strings** - You can give the GM a weak hook to make some calls and start yanking on strings. When you yank on a string, you can tick a segment on any long term project clock or gain +1d on any downtime action. Using this again while the GM has a hook from you ticks it up by 2. If the clock fills up, during next downtime someone pissed off comes and beats the shit out of you, inflicting level 3 harm (not resistible, ignorable, or reducible).

**Gangoon** - You always have the services of an expert thug. Make them as a cohort. If they get killed or leave your service you can hire someone new at the end of downtime.

**Partner Work** - At the start of a score, pick another character. When you set that character up with an action, roll +1d on the setup action and gain +1d to resist the consequences from your setup, if there are any.

**Stash** - Once during any score, you or an ally can pick up to 2 load worth of items from a secret stash that has been left for you nearby that you arranged. You can spend 1 to increase this load to 3. The items are hidden until discovered. This effectively gives you 'free' load.

**Cosmocephalos** - Once a score, you can ignore the stress cost of a flashback.

## GEAR

### X Gonk catcher

*A bogus but convincing looking credit chit that can be used as a bribe for the uncurious.*

+ Another one (1 load)

+ Explosive (*banned*) - Ignites itself after 1 minute, stunning whoever's holding it

### X Luxe smokes

*Real tobacco. Don't have to be for you.*

### X D-INX stock uplink

*Check your stocks in real time.*

### X Business card holder

*A little rolodex for business cards, including your own. Might have someone useful in there.*

### 0 Personal comm chit

*A bunch of numbers. Tick off any you like, maybe create as a contact. Doesn't have to be the same person. You can always have the number of:*

- *Someone you slept with or shared a drink with recently*
- *Local gang leader (from the district)*
- *The Mayor*
- *A shady corpro who will get you a vehicle in about 5 minutes, but start a strong hook (that vehicle was hot as fuck: 1d6+1 heat)*
- *Body disposal expert (spend 1 after the score or generate 2 heat)*
- *Sketch basement crawler who'll get you black market soft or info (usually has good info, soft is fucking weird)*
- *Exotic goods seller (animals, drugs, clothes, antiques)*

### 0 Luxe Datashard

*Better quality data, containing higher tier documents.*

### 0 Concealed sidearm (Short range, weak vs armor, ammo 2)

### 00 Courier Drone

*A prefab, flying drone controlled by a simple daemon about the size of a housecat. Quiet and hard to detect on scanners. You can code a destination and it will carry something to that destination, or back from that destination. Only has room for something around the size and weight of a coffee mug. Commonly used to move handwritten messages or small amounts of drugs.*

## CONTACTS

- *Fucking old pawn shop owner*
- *Amateur Corpro Spy*
- *Crypto guy (rich, connected)*
- *Useful groupie*

## WARE

### GEPETTO MODE

*Ever wanted to walk a mile in someone else's shoes? Well now you can. Don't make it weird.*

#### **Benefit:**

You have a pair of linked biochips. One goes in your skull, and another goes in a willing PC. You can concentrate and share in that person's senses as a passive passenger, any time. When you do, your own are dulled. That person can willingly choose to engage or disengage the chip any time. When they engage the chip, they hand you control of their body, becoming the passenger, and allowing you to make action rolls using *their* body. You use your own ratings for this, but their gear or ware. They suffer any direct consequences, but you also take stress equal to any amount of harm they take.

#### **2: Wingman:**

While someone has the chip installed and you're seeing through their senses, you can help them or set them up at any distance.

#### **3: It's Friday:**

When you engage the chip, you can give your partner control of *your* body also. You can choose to disengage this process.

#### **5: Mind Meld:**

While the chip is engaged, you can both take 2 stress to combine your total action ratings for an action, to a maximum of 6 dice. If you do, it both counts as aid and pushing yourself (so you can't get extra dice from other sources).

### PLAYER\_TWO

*For the real players, the real hustlers, sleep is a massive waste of time. Get deeper into the grindset, baby. Think different. That's time you could be using, time you could instead give to a customized daemon-cloned version of your personality that puppets your body like a meat husk while you catch some zzz's.*

#### **Benefit:**

While you sleep, an advanced simulacrum daemon puppets your body, giving you time to do an extra downtime action. You get all the normal benefits of sleep. The Daemon is not a full AI and is not convincing enough to pass as you.

#### **2: Manager:**

Your daemon automatically runs interference on net coverage of your gang, automatically lowering heat by 1 at the end of each downtime. This effect does not stack if multiple people have this ware.

#### **3: Secretary:**

Your daemon keeps your business in order, giving you +1 result level on acquire asset rolls.

#### **5: Liberated:**

Your daemon is upgraded to an actual AI. They have a distinct personality that might be separate to you. They are legally registered as a different person, with a forged cred

chip and ID. Write your AI up as a contact, with their own vice, edges, and flaws. At the end of downtime, they can do one of the following for you:

- Indulge their own vice. You don't get much benefit, but reduce your stress by 1
- Tick a segment on any long term project clock that involves investigation, information, or socialization
- Work a regular job and gain 1 cash for you

## **PREFERRED PLATINUM PARTNER**

*You don't just have a credit chit, you have a diamond-studded, sparkling, crystal key, a cryptographic platinum chit backed by the D-INX exchange and insured at the highest level by cross-corporate accords. This thing will open any door. Get it all - you deserve it, baby.*

### **Benefit:**

You can push yourself to make a call and make an acquire asset roll in the middle of a mission without flashing back or using a downtime action. If it's an object, the asset is delivered in the next few minutes by capsule cannon or drone. You need clear space without a roof to receive it. A cohort shows up in about an hour.

### **2: Golden Ticket:**

You can always get an invite to any social event in the city involving more than 6 people.

### **3: Hedge Fund:**

At the end of downtime, untick 1 segment on all hooks. You can forgo this to untick 1 segment on *any* two hooks, even other characters'.

### **5: Trauma Plan:**

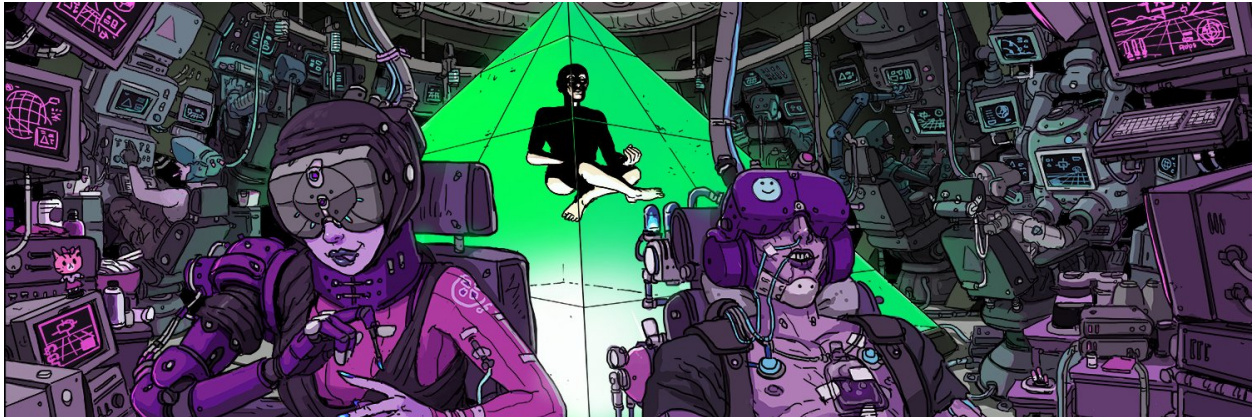
If you become incapacitated or go unconscious (by taking level 3 or level 4 harm, for example), a jump team of retrieval mercs shows up to retrieve you and transport you to the nearest hospital, if you wish. They are a quality 3, armored, well armed and well trained small gang of 6 mercs with a transport vehicle.

## ***XP Triggers***

I addressed a challenge with persuasion or conspiracy

I expressed my beliefs, drive, heritage, or background through my actions or decisions

I struggled with issues from my vice, trauma, or injuries



# RIPPER

*“Computer, load ‘Execration\_of\_the\_Names\_of\_the\_Unworthy\_Dead.exe’”*

*There’s some crazy motherfuckers out there who take this ‘net shit way too seriously. Freaks that are way past the hobbyist, people that go the extra mile - getting full body immerse rigs, wired to the gills, portable freezers, life support for long sessions. Dwellers who haven’t seen the sun for a year or more. Cultist weirdos with daemon tulpas, priesthoods, auto writing dogma, predictive liturgicode.*

*After all, why not? Everything is linked now, everything bumping uglies all the time - in the digital sense. If the extranet is like a web, connecting us all, they are the spiders. If you’re going to do any kind of business in this city, pay close attention to this one rule: Be nice as FUCK to rippers.*

## STATS

+2 hack  
+1 study

## BASIC MOVE

**Six Inches:** Your rig is a *luxe* neural shunt. You can push yourself to hack without a physical connection with no effect loss, though you still have to be in the local subnet area.

## MOVES

**ICEpick** - You ignore 1 tier of network security when interfacing with networks. You can spend 1 stress to improve this by +1. You gain +1d and reduce stress by 1 to resist the consequences of hacking or being hacked.

**Jockey** - You may spend your special armor to push yourself when gathering info or hacking, or to resist the consequences of being hacked, detected, or from network countermeasures.

**Null** - You can push yourself to become completely invisible to AIs, smart tech, cameras and electronics, and anyone with cybernetic eyes for a few moments. You can spend 1 additional stress to make this last a few minutes rather than a few moments.

**Pressurized** - If your stress is more than half full, gain +1d on feats of extreme concentration, such as hacking, hot-wiring a vehicle, or picking a lock.

**Gorgon** - You can push yourself to painfully stun everyone other than you in an area about the size of a small room around you as if you had hacked them, allowing you a few moments to act freely. This affects allies and enemies alike. People without implants are immune to this effect.

**Scope Out** - Gain +1d when gathering information on the net or when reducing heat using the net.

## **GEAR**

X Totem

*Lucky charm, usually made of metal. Most Rippers have one as a canary test to tell what is real or not.*

0 Skeleton Key (ammo 1)

*A common collection of IFF codes, password crackers, and portal subroutines. Can use to improve effect when breaking into network security.*

00 Parrot Gun

*A sidearm controlled by a simple demon that can be attached on an arm and set into 'sentry mode'. Weak vs armor, but you can fire it even if preoccupied by another activity that requires concentration, such as hacking.*

0 Null point compressed info stick (lux)

*Can contain big fucking data dumps, like an AI or an entire company's storage*

0 Data Knife

*Functions as a regular knife, but once jammed into a drone or armature, can hack it with increased effect.*

## **CONTACTS**

- Technocultist
- Savvy black market ware seller
- Sentient monolith
- Reliable 'net user from the same chat (never met in real life)

## WARE

### OVERLORD

*The real nasty shit, a shunt upgrade with milspec daemons, bypassing the failsafes, primed and ready to get driven into your enemy's brainstem like a sword.*

#### **Benefit:**

When you hack a person to incapacitate them for a few moments, you can push yourself to increase the intensity of this effect to last longer - up to a minute instead. This effect is strong vs electronics and armatures, and weak vs people with higher level ICE.

#### **2: Pink Elephant:**

While you incapacitate someone with this ware, you can also spend +1 more stress to cause them to see visual hallucinations in a small area around them.

#### **3: Blind rage:**

When you incapacitate someone with this ware, you can also spend +1 more stress to cause them to drop anything they're holding and lash out with their bare hands against anyone nearby

#### **5: APOPHIS:**

You can inflict direct harm to people with hacking as if using a weapon with a quality appropriate to your rig quality (tier+1 if you're a Ripper), rolling your hack (or maybe tinker or prowl) skill. It's a *short range, banned, concealed*, ammo 2 weapon that ignores armor tier completely and is strong vs electronics and armatures.

### IMMERSE RIG

*For the enthusiasts. Complete sensory deprivation tank - usually civilian spec, found at cyber-cafes, and used for immersive net browsing, work, or entertainment (VR, gaming, getting off in interesting ways). Yours has been tweaked for more creative purposes.*

#### **Benefit:**

You can dunk yourself in a full sensory immersion tank, which is stored at your home or gang's lair. It's paired with a *vessel key*, a little data shard that can be plugged into a neural port at the back of someone's head (or in any compatible device, which is most of them). While in the tank, you can manifest as a data ghost within an area the size of a small room around the key. Only your allies can see you, or anyone you allow on the subnet. You can pass through walls and objects, and can't affect or be affected by the physical world, but can affect and be affected by the digital one. In every other way, you count as being there. Your senses rely on a daemon reconstruction of the surroundings and are not accurate outside the affected area. When the key is plugged in to a local network, it counts as a physical (local) node connection for hacking, even if you're miles away.

#### **2: Spook:**

Once a score, you can briefly manifest to someone to shock, surprise, or distract them, giving an ally +1d on their next action against that person if that's relevant.

#### **3: Poltergeist:**

You can open, close, or move simple powered devices in the area without rolling, such as unsecured doors, window shutters, darken glass panes, turn lights or monitors on or off, et.

**5: Transcendence:**

You can push yourself to increase the size of the affected area to several rooms for a few minutes

**CYNOSURE**

*Occult, blackbox, satanic-ass sliver-soft that was made by an AI and dropped in the laps of the dark net one day. Dangerous as a coiled snake. Unfolds like a puzzle box when you poke at it. Nobody knows what the fuck it does for sure, but experienced ripper groups are convinced it is a tiny, perfectly accurate model of reality.*

**Benefit:**

When you gather information on history, faction activities, news, or crime, you can receive information that nobody could possibly have witnessed or is not publicly accessible, that is nevertheless accurate. It comes to you as hazy, dreamlike, or a series of impressions that are unclear. The GM can pick a few words that describe the information if necessary, or describe a scene.

**2: Predictive Personality Shard:**

This effect also applies when you gather information on an individual person's movement or activities

**3: Wetware sharing:**

When your gang acquires a cohort, you can automatically give them *information gathering* as a specialization.

**5: Full insertion:**

You can partly engage the chip to increase any action by 1 for the duration of a score, but give them GM a weak hook (neural burnout: 2 boxes of level 2 harm, not resistible or reducible). Using this ability again ticks 2 more on the clock. Alternately, you can completely engage the chip to increase one of your actions to 5 for the duration of a score. Afterwards, gain a trauma.

**XP TRIGGERS**

I addressed a challenge with investigation or freaky techno-occult bullshit.

I expressed my beliefs, drive, heritage, or background through my actions or decisions

I struggled with issues from my vice, trauma, or injuries



# DOLL

*Your flesh is a relic. Make of it a gift to us.*

*There is a lot of corners to the extranet. Corners of the place you'd rather not see, closed doors with weird fucking gunk on the handles, flickering lights, odd warmth. Rumors, old abandoned posts on dead forums about 'spontaneous' AI generation, rogue 'net presences, or even semi-mythological methods of full body 'unsleeping' - unmooring the consciousness from physical flesh without subjectivity death. The kind of shit that sometimes ends up as a footnote in a news story about some weird fucking gory cult shit.*

*There's weirder, deeper corners of the net too, exosites that don't even make sense, endless corridors of nonsensical and impossible 'net architecture, cloaked in an almost incomprehensible darkness, glitchy, and coming apart at the seams. An abyss of information.*

*Sometimes the abyss looks back.*

## STATS

+2 survey

+1 hack

## Base move:

**Gheist** - You are a disembodied or digital presence occupying a basic armature, with roughly humanlike capabilities, though you are obviously not human (or posthuman). You have armor without spending load. You are not affected by meds, chemicals, vacuum, or disease. You are treated as a machine or ware for healing rolls and must find a repair person instead of a doctor. Your subjectivity is stored on a shielded chip. If the chip is unplugged, you go unconscious. If you would die, take two traumas instead and clear all harm. A new body can be built or bought for you with a downtime action and by spending 4.

## MOVES

**Tool** - Pick an action. Once a score you can push this action without spending stress. Describe your unique body mods that allow you to do this. You can change this action around at the end of downtime by spending 1.

**Posthuman** - You can reduce stress suffered from any resistance roll by 1. If you do, give the GM a weak hook. Using this ability again while the GM has this hook ticks 2 segments. If the clock fills up, you have -1d and reduced effect to take any action directly involving a human until the end of next downtime.

**Clinical** - You can *survey* a person as if you studied them instead.

**Like a Fish** - Gain +1d to interact with or interface with with armatures or drones

**The Passenger** - When you touch a person with cyberware, vehicle, or armature, you can 'ride along' on their senses for a few minutes, leaving your body blind and insensate. If your target is unwilling or you want to ride along un-noticed, you might need to make a Hack roll to successfully do so. You can end this effect at will and it ends if someone successfully takes action to purge you from your target's system.

**Possess** - You can push yourself to attempt to Hack another connected armature or vehicle and mind-jump into it, leaving your active body behind, which becomes defenseless. Doing so successfully grants you any tier, capabilities, strengths, and weaknesses it has. The effect lasts a few minutes only. If your temporary body is harmed, you gain stress equal to the harm taken, but if it's destroyed you are shunted back into your original body.

## **GEAR**

X Skullgun (concealed, ammo 1, short range)

*A one shot gun implanted in an occipital socket*

0 Synthblood

*Works like a patch, but for armatures and drones, allowing a user to ignore harm penalties for 1 hr.*

*+ 0 Two more pints (+rented or +banned)*

0 Neurospike (banned)

*A needle, that once jabbed into someone with ware installed, knocks them unconscious for 1 minute. Requires you be very close to them.*

0 Thermal scope

*Very sensitive scope that can pick up thermal imagery and body heat*

0 Luxe Infostick

*Massive amounts of storage*

## **CONTACTS**

- Automated taxi driver
- Rogue maintenance daemon
- Wannabe doll
- Black market dream seller

## **WARE**

For the doll, wares are additional bodies. You can hop between bodies as long as they are on the same local network node. All bodies benefit from your built-in armor, but it doesn't 'refresh' by switching bodies. Switching takes a couple moments, and your previous body idles and unpowers while unoccupied. If you take harm while in your extra bodies, you take stress equal to the harm you would have taken, and damage your ware, appropriate to the level of harm (1- one tick, 2 -two ticks, 3 - 3 ticks, 4 - totaled). If your extra body is totaled, you are shunted back to your main body.

## **GLIDER**

*Flight, the ancient dream of man, is yours to control with nary more than a thought.*

**Benefit:**

You have a flying body, either a drone or a lightweight sail armature that can glide around. It can only carry up to 2 load of items (built into its chassis). If it takes damage, it has to land for a few minutes before taking off again, but it can stay in the air for many hours before refueling, or even hover.

**2: IFF ping:**

You can spend 1 stress to have your glider ping an area the size of a city block underneath it to tell you the approximate number of armed targets, their velocity, speed, and relative proximity to you. You get a little display on your HUD of this for a couple minutes.

**3: Hanger:**

Your glider body can carry a single person underneath in an open compartment.

**5: Burn engines:** You can push yourself with your glider body to do one of the following as part of an action: *gain a dazzling burst of speed, perform a feat of aerial acrobatics, disorient or throw off a pursuer or attacker.*

## **CRAWLER**

*Not all the wildlife in the city is natural.*

**Benefit:**

You have a mobile body about the size of a house cat. It has a hacking jack and simply manipulators that can open doors, pick up objects, etc, though it is not very strong. It can crawl up walls and floors with ease and squeeze through narrow spaces as tight as a few inches around. It has thermal vision, great night vision, and high magnification on its scopes, enough to see fine detail on someone's coat down the street.

**2: Self destruct:**

You can blow your crawler body up, hitting a small *area* with a fiery blast and totaling this ware.

**3: Panopticon:**

With your crawler, you switch your vision to see out of any cameras or optical interfaces in about a five meter radius without hacking.

**5: Mobile Jack:**

If you leave your crawler body somewhere, you always count as jacked into that local node's network. You can switch to your crawler even if it's not connected to the same local node as you.

## **SLEEVE**

*Flesh is weak, but it's what they're used to. Sometimes, it's fun to look back at the past.*

**Benefit:**

You have a semi-biological body that can pass convincingly as human, and might even be your old body. It has a default appearance, which you determine, and can still be picked up as an armature on scanners. You can change this body's superficial pigmentation (hair, eyes, skin) and hairstyle by *concentrating*. This body can be affected by meds, disease, chemicals, or vacuum like normal.

**2: Psio-surgery suite:**

You can spend a downtime activity to more drastically alter the appearance of your sleeve to look like a totally different person, though it's not accurate enough to imitate specific people without further upgrades.

**3: Personality Shift:**

If you changed your body's appearance during a score, at the end of that score relieve 1 stress.

**5: Mimic:**

You can spend 1 during downtime and use a downtime activity to change your body to almost perfectly imitate the appearance of a specific person, though the acting will be up to you. Anyone that knows that person intimately will immediately know what's up, but the more distant the acquaintance, the more powerful the effect.

***XP TRIGGERS***

I addressed a challenge with analysis or voyeurism.

I expressed my beliefs, drive, heritage, or background through my actions or decisions

I struggled with issues from my vice, trauma, or injuries

**GANG**

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## General upgrades:

*Quality (1 upgrade):* Increase quality by +1 for (choose each time):

- + Data (data shard, info stick)
- + Work Kits (Case Cracking Kit/Climbing Kit/Tech Kit)
- + Tech (Spacewalking Kit/Tech Kit)
- + Unique Playsheet kits
- + Weapons

*Training Sim Rig:* You can trade a single downtime action for 1 cred on a track, depending on the simulation you have loaded. This cred cannot be spent during this downtime.

- 5 days to die (1 upgrade): A brutal combat and survival sim. Upgrades the Prowess track
- The Crimson Falcon (1 upgrade): A political spy thriller. Upgrades the Insight track.
- Dark XIV (1 upgrade): A digital horror sim. Upgrades the Resolve track.
- Mirror Mirror (1 upgrade): Based on your own memories. Upgrades the playbook track.

*Lair Upgrades:* Each adds an element to your lair.

+ *Quarters (2 separate upgrades):* The first upgrade lets everyone stay at the lair. You can spend 1 more upgrade to make your quarters actually worth a shit, increasing rep gained from scores by 1.

+ *Hidden (2 separate upgrades):* The first upgrade hides your lair from low tier factions. The second hides it from high tier factions. If your lair is discovered you can use two downtime activities and spend X where X is your tier to move and hide it again.

+ *Mobile (2 upgrades):* Your lair is on an old carrier, train, hauling truck, or barge and can be moved by spending a downtime activity.

+ *Secure (2 separate upgrades):* The first upgrade gives your lair some level of security against mundane entry. The second secures it against network threats or surveillance.

*Wheels (2 upgrades):* Gain a vehicle for your gang. It can fit about 4, has a quality equal to your gang's tier. Give it some edges and flaws. You can add *shitty* to gain an upgrade for free.

+ *Luxe (Add Rented):* Your vehicle is nicer than normal, but requires upkeep or expensive repairs to take on the road

+ *Big (1 upgrade):* Your vehicle can fit 4 more bozos in it.

+ *Armor (1 upgrade):* Your vehicle has ablative armor

+ *Fast (1 upgrade, add banned):* Your vehicle is way faster than anything else on the road, but requires banned tweaks to accomplish this.

+ *Flying (3 upgrades, add Rented):* Your vehicle can fly, usually with VTOL propulsion (so it can take off and land like a helicopter, and hover). How well it

does this is dependent on its quality. It's got about an hour or two of flight time before it needs to refuel.

*Account Upgrades (2 separate upgrades):* Each upgrade increases the size of your gang's bank account. The first increases it to 8, the second to 16

*Cohort (2 upgrades + 2 more for additional type, +2 for Elite):* Gain a cohort (large gang or expert), give it a type and some edges and flaws.

*Armature (2 upgrades):* An armature is a single, robotic body, piloted by a daemon (or prepped for an AI). It is an expert cohort with scale 0 and *armor*. Use vehicle edges and flaws to create it. Armatures are *guards, servants, and laborers*.

*AI Core (3 upgrades):* Your gang gains the services of an AI. The AI is an expert with the following specializations: *Info-gathering, Hi-power electronic warfare, and Management*

*Mastery (4 upgrades):* Actions can be increased to 4

*Elite (3 upgrades):* Each PC gains +1 stress box.

## **COHORTS**

Quick reminder on the cohort types:

**Roaches:** Scouts, infiltrators, and scavengers

**Mavens:** Con artists, socialites, and thieves

**Movers:** Couriers, smugglers, and drivers

**Goons:** Killers, brawlers, and thugs

**Splitters:** Tinkerers, hackers, and demolitionists

Cohorts roll dice equal to their quality for their type, and 0d for everything else. You can also **command** them instead, or lead them in a team action. They can set up PC characters, but can't aid them directly since they don't have stress to spend.

**Experts** are always at 0 scale but +1d for their action. **Elite** cohorts are at +1d for their action.

## **COHORT EDGES AND FLAWS**

When you create a cohort, pick a one or two edges and an equal number of flaws, facts about them that might change the position or effect of their actions, or how they are affected by the narrative.

**Edges:**

**Loyal:** This cohort won't flip, can't be bribed or turned against you.

**Independent:** This cohort can be trusted to take the initiative or make good decisions in absence of direct orders

**Hardened:** This cohort won't be easily deterred from a task, and isn't deterred by violence or dirty work

**Subtle:** This cohort does their work quietly and doesn't make a mess

**Quick:** This cohort is quick to respond and act, and can get around quickly.

**Savvy:** This cohort knows the local area well and has useful knowledge or connections

**Flaws:**

**Compromised:** This cohort has partial loyalty to another organization and may not be fully committed to your cause

**Dependent:** This cohort needs upkeep, in the form of meds, drugs, or repairs.

**Unreliable:** This cohort is not always available due to other work or obligations.

**Principled:** This cohort has a code or ethics it won't betray.

**Rowdy:** This cohort is rowdy, violent, hard to control, and loud

**Timid:** This cohort is easily deterred by violence.

## **VEHICLE EDGES AND FLAWS**

When you create a vehicle, pick one or two edges and an equal number of flaws.

**Edges:**

**Nimble:** Good turning, acceleration, and handling

**Ubiquitous:** Easy to repair, fix, or find parts for

**Quiet:** Electric instead of plasma engine, makes a lot less noise than usual

**Fast:** Can outpace most other vehicles on the road

**Flaws:**

**Vicious:** This vehicle is hard to control and seems to have a mind of its own

**Chugging:** This vehicle is loud, slow, and handles like shit

**Finicky:** This vehicle needs upkeep and repairs, and breaks down easily.

**Distinct:** This vehicle is easy to recognize and cannot be hidden easily.



# ENFORCERS

## Lock and Load

*There's a lot of dirty work in the city, shit people'd rather not step in, but that needs to get cleaned up regardless. A lot of the time it's missing people: murder cases, disappearances, wayward heirs, old AIs. Sometimes it's a good old fashioned security job - anything that's worth having in the city, someone's gonna steal it. And sometimes, it's real simple - kicking a door down and aerating the fuck out of anyone who's got their head above ground level.*

*That's your operation - private military firm, detective outfit, security detail, former DSEC, or just a bunch of stiffs with an excess of weaponry, too much free time, and a need for cash.*

## Hunting Grounds:

Enforcers specialize in the following types of operations: Security, Escort, Assault, Investigation/Extraction.

Choose a favored type. You can change this around when your gang levels up.

*Security:* Make sure someone *else* doesn't steal, break, or commandeer someone or something.

*Escort:* Safely escort a package (person, contraband, tech, convoy) across the city or to an event. Could be legit or illicit.

*Assault:* Seize something by force, or crush an enemy with overwhelming force

*Investigation/Extraction:* Track down or retrieve something or something in a dangerous area (a culprit, contraband, a victim, etc). Usually best done quiet.

## Contacts:

- Retired military armature operator
- City ambulance driver
- Senior gutsman D98
- Tired as fuck DSEC sergeant
- Nervous corpro egghead

## Claims:

- *Armorer:* All your gang's armatures and vehicles gain *armor*, or *heavy armor* if they already have armor.
- *Military armature:* Your gang gains a military armature vehicle. You have to spend 3 and generate +2 heat to even bring it on a score. It's tier +2, has *armor*, and its specializations are *assault*, *point defense*, and *interception*. It has room for one passenger and heavy armament, thermal vision, and strong ICE.
- *Side business:* Roll tier minus heat at any point during downtime, generate as much cash.
- *Union contracts:* Roll tier minus heat at any point during downtime, generate as much cash.

- *DSEC contacts* - Each PC can use one banned piece of gear, weapon, or vehicle a score without causing heat
- *Media payoff*: +1d to reduce heat
- *Arms dealer*: You can upgrade any weapon on your gear sheet by +1 tier by giving it *rented* for the duration of a score.
- *Medical Supplier*: +1d on healing rolls.
- *Interrogation chamber*: +1d command or sway on site
- *Bounty Collector*: In any score involving killing, your gang collects +1 cash and +1 rep

### **Special abilities:**

- *Professionals*: Each PC may add +1 action rating to skirmish, command or study.
- *Merc Favor*: Completing a score adjusts faction rep up by 1 with any faction of your choice that you're not at war with.
- *(In)famous*: Every faction you're at +3 or -3 rep with counts as turf for you (the minimum amount to increase gang tier is still 6).
- *Gumshoes*: Gain +1d to gather info or study a situation where killing is involved.
- *Doorkickers*: +1d on assault engagement rolls. Also may take +1 rep for +1 heat.
- *Valkyries*: Gain +1d on engagement rolls when you insert into the operation with or from a vehicle
- *Hardened*: All PCs get +1 trauma box. This could bring a PC with 4 trauma back in play, if you like
- *Good for Business*: When your gang is at war, your gang gets +1 cred at the end of downtime and claims generate the normal amount of cash.
- *Coordinated*: When taking a team action, you may count multiple 6s from different rolls as a critical success.

### **Opportunities:**

1. Up-and-comer junior AEON exec partied too hard and has gone missing.
2. Local mega building has chipped in to hire your crew to solve a murder that DSEC seems to be intentionally neglecting.
3. The Docking Union has been upset with late protection payments and wants you to crack some skulls and burn down a Pink Lotus drug lab in retaliation
4. The mayor's office is holding a gala, and *really* doesn't want anything to go awry, including a rumored assassination attempt.
5. DIU (Gutsman's union) needs illicit activity cleared out of a section of the gridworks, by force or intimidation
6. Megacity singer/actor/megacelebrity had a backup body that has been stolen, along with the car it was stored in, and wants it recovered.
7. MT Productions has been producing some videos recently that seem to feature a kidnapped celebrity. An intelligence official from Earth wants you to investigate.
8. The Sweepers have been suffering attacks from local gangs and want direct protection or for you to scare them off.
9. Atropos wants a dangerous chemical shipment escorted to the docks, then guarded while it's loaded to go offworld.
10. The Eurasian ambassador needs to be (safely) shown around town.

# SCUM

## *Burn the Block*

*To get anywhere in this city, you've got to wade through a sea of trash and crawl over a whole pile of bullshit, and that's not even mentioning the dead bodies. If you want anything better than getting your life and savings sucked away in a roach flat, you've got to be prepared to strike out with everything you've got. You've gotta fight, with every bone in your body and every fiber of your being, and all the other fibers and bones you can fucking find in this shit heap. You've gotta be prepared to burn, hard and fast.*

*That's your crew - pushers, killers, rebels, scavs, gutter trash. Ladder climbers.*

### **Hunting Grounds:**

Scum specialize in the following types of operations: Supply, Moot, Smuggling, Jacking  
Choose a favored type. You can change this around when your gang levels up.

*Supply:* Secure, steal, or arrange a supply of illicit product: drugs, weapons, etc for your gang or another, by hook or by crook

*Smuggling:* Move something illicit (goods, contraband, people, etc) across the city

*Moot:* Arrange a meeting (with another underworld faction, or between two other factions) and make sure nobody fucks it up

*Jacking:* Steal something on the move: a convoy, a vehicle, an armature, a person, etc

### **Contacts:**

- Crusty-ass music producer
- Glitzy used vehicle salesperson
- District union boss
- Greasy spoon restaurant owner
- Roided out pit fighter

### **Claims:**

- *Machine Shop:* +1 segment when undertaking projects to craft or modify
- *The Call:* Once a score, you can generate 2 heat and call in a *riot* cohort that disperses after the score is over. The cohort is tier 0 but has a scale equal to twice your faction status with the local populace of the district where you make the call. The cohort has the specialization: *rioting, disorder, indiscriminate destruction.*
- *Franchise Restaurant:* +1 to consort and sway on site
- *Dead Drop:* +2 cash for scores that involve sale, retrieval, or moving of product.
- *Vice Den:* Roll tier minus heat at any point during downtime, generate cash.
- *Blood Sport:* Roll tier at any point during downtime, generate half as much cash and heat. Not affected by being at war.
- *Gridworks Access:* You have easy access to the gridworks, the network of tunnels and maintenance corridors under the streets of Dis. Also gain +1d on engagement rolls on transport plans.
- *Luxe Fence:* Gain +2 cash when undertaking scores against high-class targets
- *Back alley doc:* +1d on healing rolls.

- *Body Recycler*: After any score involving killing, the gang gains 1 cash. Bodies are disposed of completely.

### **Special abilities:**

- *Survivors*: Each PC may add +1 action rating to wreck, finesse, or tinker
- *Fearsome*: Each Wanted level counts as turf for you. The minimum rep cost to tier up is still 6.
- *Streets is watching*: When you gain rep, gain +1 rep. When you gain or lose faction status with local populace, increase that by 1.
- *Guerrillas*: While you're at war, your crew does not suffer -1 status and you get two downtime activities instead of just one.
- *Street favor*: Your gang gets +1 rep and +1 cash when undertaking scores for low class clients
- *Strapped Up*: Up to two load worth of weapons or armor can be taken on a score for free.
- *Up and Comers*: When your rep is full but you haven't tiered up, your gang gains +2 cash and +1 cred from all scores
- *The Mass*: You can give any of your cohorts +1 scale but -1 quality.
- *Burn it all*: When you gain a wanted level, your gang gains 2 rep, +2 cred, and improves faction status by +1 with 3 factions of your choice you are not at war with.
- *Vox Populi*: When you're at +2 or better with the local populace of a district, gain +1d on engagement rolls in that district, generate 1 more or less heat in that district (your choice), and get +1d to hunt or survey in that district.

### **Opportunities:**

1. Dreams needs you to 'acquire' about a dozen vat grown bio-bodies from a small seller - through legitimate means, or straight up stealing them.
2. Megabuilding association wants you to smuggle in some earthside immigrants to meet their families
3. The PRB40 marxist association wants you to steal a shipment of meat meant for Buddy's while its on the move. The trucks are automated and run by daemons.
4. Buddy's (politely) would like you to get a meeting with a news anchor from the DCN who has been running hit pieces on their restaurants.
5. The Pink Lotus wants your gang to scope out a smaller cook operation and give them an offer of incorporation - or if necessary, destroy them.
6. You've heard a rumor of a lightly guarded drug shipment coming in through the docking union territory.
7. Good Luck Camera wants you to move a few (oddly shaped) packages with a lot of heat on them - and with no questions asked.
8. The Furies want you to jack the mayor's car
9. Lee City Market wants to meet with Wang-Wesson to 'negotiate' a WWMart franchise forcibly opening in the area. Getting out of this without bodies might be tough.
10. The DIU needs stimulants for an upcoming major repair gig. If you can arrange a sale or get supply for the sale, you can score big.

# ELIMINATORS

*It pays to get paid.*

*The people that move this city around, they suck everything upwards, towards them, like a gravitational force. They don't even have to be smart, or competent, or even that good at what they do - it's like a law of nature. Money and power fall upwards, just as surely as guns, bombs, and boot heels fall downward.*

*You don't have to suck up to these people, you're a different kind of predator. You feed off of them, the apex of a delicate and incomprehensibly dangerous system. It's a careful game you're playing. Don't ever think you can sit among them, or feed from their hand - lest you find yourself leashed.*

*That's your association - assassins, thieves, spies, saboteurs. Problem solvers, and obstacle removers - for those with the resources.*

## **Hunting Grounds:**

Eliminators specialize in the following types of operations: Kidnapping, Assassination, Intimidation, Espionage, Sabotage

Choose a favored type. You can change this around when your gang levels up.

*Disappearance:* Kidnap or kill someone, usually for for a client.

*Intimidation:* Undertake a show of force, steal something, or infiltrate somewhere to send a message

*Espionage:* Steal or plant sensitive information, evidence, or hardware

*Sabotage:* Wreck or destroy something: a plan, a building, a sensitive document, a prototype

## **Contacts:**

- Corpro Rat
- Mr. Worldwide (AI)
- Off-world mining exec
- Mayor's office undersecretary
- Streaming celebrity

## **Claims:**

- *Improved Insurance plan:* +1d to healing rolls.
- *MJOLLNIR:* Spend 4 to call in a satellite mounted railgun. The gun is a *loud, area* gun that is strong vs vehicles and buildings and attacks at tier +2 and hits like a freight train. It needs 1 minute to fire but can hit a moving target.
- *Body Disposal:* After any score involving killing, reduce heat by 1. Bodies are also eliminated completely and can't be traced.
- *Dark Net access:* Gain +1d on acquire asset rolls.
- *AI Database uplink:* Gain +1d to gather information for scores.
- *Cover Operations:* -2 heat per score
- *Social Media Manager:* +1 rep per score. +1d on engagement for social plans.
- *City Records:* +1d on engagement for stealth scores. +1d gather info on city politics or history.

- *Private Supplier*: You can upgrade any gear by +1 tier by spending 1 for the duration of one mission.
- *Investment Scam*: Leveling your gang up erases 2 debt instead of 1.

### **Special abilities:**

- *Specialists*: Each PC may add +1 action rating to hunt, consort, or survey
- *Custom Tailoring*: One item that takes 1 load or less gains *concealed* and doesn't take load.
- *Slippery*: All crew members +1d when getting off the hook.
- *Angel Investor*: Your gang has 1 startup capital, that refreshes at the start of each downtime. Startup capital can only be used to improve the results of downtime rolls, acquire asset rolls, or to pay the cost of PC or gang abilities or ware effects that require spending. You can only spend 1 startup capital at once.
- *Patron*: When you advance your tier, it costs half the amount of cash.
- *Black Ops*: When you keep an operation quiet or pass it off as an accident, gain half as much rep instead of 0. If you end downtime with 0 heat, gain +1 rep.
- *Corpro favor*: Your gang gets +1 rep and +1 cash when undertaking scores on behalf of higher class clients
- *Identity Erasure*: Due to the work of powerful benefactors, killing doesn't generate heat
- *Special Treatment*: Your gang tier is effectively 1 tier higher in prison and treats wanted level as 1 level lower.

### **Opportunities:**

1. Recently fired PHI exec wants revenge and wants a PHI-owned power plant blown up.
2. Wealthy HJX Hedge fund shithhead wants to send a message to his rival, forcefully.
3. The Mayor's office needs you to remind DSEC who is in charge.
4. PHI thinks a mole is leaking dangerous weapon plans earthside, and needs proof.
5. The Eurasian ambassador is in town, and making meetings. An unspecified source wants you to record those meetings, by any means possible.
6. Kodama want you to (discretely) destroy some of the Furies' fleet of vehicles
7. The Sisters need you to kidnap and bring them a news anchor. They won't say why.
8. Aeon needs to silence one of its own board members.
9. Retired administrator has been skimming off an Atropos-owned hospital and needs the evidence erased
10. Hacker collective \_N wants you to corrupt an HJX trading AI by inserting a data stick into its core.



**THE CITY**



# DIS

## ***THE GOVERNMENT***

DIS is not controlled by any national government, but is official a corporate FTZ (free trade zone), an accretion armed, independent city state, much like the ones planetside, ruled by a single chamber city council, an executive mayor, and a circuit court system. The city council has a cryptographic, share-based vote economy. Buying shares in the city government gives you proportional representation on the city council, with predictable results. Public elections, including the two-year mayoral election, work the same way - if you can't actually buy the votes (shares decided by fair market value), you don't make a difference. Occasionally local labor or district associations chip in to buy clout in some local election or ballot measure, upsetting the order of things, and causing a stink that usually causes the big shareholders to crack down in any way they can.

Democracy, such as it is, is a messy business and election cycles and city politics are always in the news. The elections are filthy, bloody affairs that produce more dead bodies than they do political progress. So it goes.

## ***ACCRETION***

It's why city states don't have large scale wars anymore. To really understand this shit requires a couple degrees, but basically it's a big fat open palm slap to the middle of space time, the kind of shit that creates black holes in nature. Imagine dropping a bowling ball on a

trampoline from the top of a tall building. Now imagine that trampoline is a city.

Miniaturized accretion engines run space ships, and for the ultra rich, fucking refrigerators.

## ***DEMOGRAPHICS***

DIS is a massive, multicultural city with, officially, about forty five million people, although this is a laughable number, as the true count is probably closer to sixty or seventy, since there's a massive undercount due to the extreme volume of unauthorized and sub-legal immigration. There are nine hundred languages and dialects spoken across the city, and thirty five official city religious sects. People are pulled up to DIS inexorably and inescapably by the shimmering promise of work, opportunity, or freedom, coming semi-legally up the elevator, packed into crates on short burn passenger rockets, board aloft by an overstay on a visitor visa, a trafficker, or a family hookup. The city can be seen from nearly every place on earth, a blinding megastar, burning through the sky. Life on the surface is packed in and decaying, life on the frontier is dangerous and back-breaking. Where else would dreamers go?

## ***THE SOLAR SYSTEM***

A lot of Earth's a solar waste full of dust storms, but there's some good spots. You either live in the megacities or you're outside of the system, either a literal serf or a freeholder scraping out a tenuous subsistence living. Some people make it work. Sea level rise has obliterated most

of the old continents. Life continues, as it always will.

In 2115 the accretion engine was invented, which allows a ship to move by pinching space like play dough. Bad news for Halo project investors. It's still not enough to escape our solar system, but hey it's something - allows you to get as far out as Saturn in a couple days. There was a massive colony push, starting with Mars. Now there's a massive scattering of a few dozen station colony projects - arcologies - out near the moons of Jupiter and the asteroid belt. Mars has an actual, physical colony with a population of about a hundred million. They still haven't figured out how to terraform the place properly, so it's part military labor camp, part wild west.

### ***INFRASTRUCTURE***

DIS is built on a massive orbital ring in lock with the Earth, the Halo project, hailed as the first extraterrestrial real estate project. It is a megastructure project of unprecedented scale and finance, taking around 120 years to finish, outliving several nations, and started before the Mars colony project was even a glimmer of an idea. Centrifugal force provides a pretty comfortable 1G, although this can fluctuate slightly. It is the only orbital megacity of the planned five that has actually finished construction: the others are half built, caught up in scandal, politics, and funding deadlock. The expansion of the Mars and asteroid belt colony sucked out a lot of resources from the project and it's unclear whether any progress will be made in the next fifty years or so.

DIS is built on a section of modular plates, each containing a city block. The

plates are designed to be exchangeable and repairable and are locked into a massive grid system, like scales. Districts are walled off, with the exterior of the city ending at a 2 kilometer retaining wall and debris shield, and falling off at the ends and underneath into the 'gridworks' containing most of its supporting infrastructure. The spin of the orbital rail is actually strong enough to hold an atmosphere, so that the Earth is visible from above the city at nearly all times, though the ring moves faster than the Earth's spin, meaning the view constantly changes. The atmosphere has periodic precipitation as part of its artificial water cycle and is regenerated under the city.

DIS's main orbital rail, which is fixed, has many massive tether style orbital elevators at central megacities. From the view of the Earth, the city is actually upside down, meaning that gravity flips around about half way up, which is always a bit of a trip for first time passengers. There's a heavy duty train system that runs on the rail and synchs velocity with the city, originally meant to service all ten megacities that runs the rail and mostly brings people back and forth from the elevators.

### ***THE STREET***

Spice, smoke, and sweat. Cooking food and neon light. Gutters never work right. Prefab blocks bolted together, half a mile high, thousand different architectural styles. Bassy heartbeat, always audible.

### ***THE DEMIURGE***

The City's processing center, that maintains its homeostasis. A super powerful AI that is trapped in a box functioning as a pocket reality of sorts. It

is not aware it is a prisoner and believes it is dreaming. Essentially the solar system's most complicated air conditioner.

## **TRANSIT**

The City has a public rail system. It's packed to high hell, filthy, rotten with crime and always late, but has good coverage and keeps shit moving. There's a daemon run taxi system that is mostly a joke and way too expensive. You can call a Kodama cab and get some pretty good results, or an aerial drone pickup if you have some serious money.

## **ENTERTAINMENT**

Here's some vice purveyors you might visit:

### **Gambling**

- *Lee City Pachinko*: City's largest gambling parlor, if not the most upscale, located in the eponymous market.
- *Pharaoh*: The biggest and most ostentatious casino in town. Memberships cost a shit ton. Full of suits. Owner got pissed that he couldn't build the biggest pyramid on earth, so he built it here instead.
- *UBA*: Ultimate Battle Arena. A barely legal, no holds barred pit fighting tournament that's doing riotous numbers on the net. Nearly anything is permissible outside of straight up murder.

### **Luxury/Pleasure**

- *The House of Cats*: The largest pleasure house and brothel in DIS. Also an excellent restaurant and jazz club. Open from 4p to 4a every day.

- *Maquette*: The best restaurant in the city. Food is sourced from a private game reserve somewhere in DIS, the location which is kept secret, then stored in accretion locks - incredibly high tech storage devices that keep the contents on the edge of a miniaturized and contained black hole, so that time is effectively paused.
- *Ye Long Health Spa*: Therapeutic health spa run not so secretly by the Pink Lotus organization.

### **Pleasure/Stupor**

- *Lily St*: City's largest open air drug market
- *The Lot+*: City's biggest bodega chain, sell smokes and other narcotics
- *Ville Vid Market*: Massive vid store with private booths and theaters. Can watch or play most anything made. Have archived film rips from the 1950s in pretty good condition, every immerse rig game made from 2150-2220, vintage porn.

### **Weird**

- *Dreams*: Upscale flesh seller. Big player in the sex industry, but also offers quick and high quality cosmetic surgery, as well as full body regrafts. Want to look like your favorite celebrity? Want an extra tongue? To do that, they grow and mature a braindead clone in the back, then you come in for your surgery in about 10-15 days.
- *Divers*: A ripper run bar with a fun gimmick of feeding you back your own unfiltered subconscious. Kind of like dreaming within a dream, infinitely. Not for the faint of heart.

## **SLANG**

- Bot - Daemon/Pejorative for AI

- Dani/Danny - Sex Worker
- Gonk - Idiot
- Gangoon - A thug, hired muscle
- Piece - 'Piece of ass', ie hookup partner
- Ripper - Skilled net hacker
- Slice - Good friend/buddy
- Soft - Software
- WaWa: WWMart
- Ware - High quality gear, often meshed or integrated with the body itself.
- Wetware - Brain embedded cybernetic hardware

### **MAJOR FRANCHISES**

**Buddy's:** The safest place to eat in the city, and recognizable by its clown mascot, Buddy's was founded and is currently run by a retired military AI named Regression Nocturne, and has its own fairly powerful private military firm providing security. It's not the greatest food, but it's hot, filling, and the restaurants are kept warm, well lit, and extremely secure - most buddies locations have automated gun turrets and plated door and window shutters. It employs a lot of armatures, AIs, and individuals who have fell out of the system who would otherwise have nowhere else to go. Never closes. A common meme about Buddy's it it would survive a nuclear disaster - not entirely inaccurate.

**Carbon Coffee:** A coffee popup with a quickstart, drone delivered setup so fast that they can literally appear overnight. Franchises are very cheap and the equipment is easy to set up and master. Will often set up in abandoned buildings or empty lots.

**The Lot+:** Chain grocery/convenience store. Also functions as the city's banking

and free public net service. Offers loans and pawn services, but you'd have to be an idiot to take them.

**Good Luck Camera:** A cheap goods and electronics retailer that has the combined vibe of a sex shop and your grandma's basement. You can get surprisingly high quality stuff here. Way bigger inside than it appears outside. Anyone in the know knows that the Good Luck will fence almost anything and moves a shit ton of less than legal product in the back rooms.

**Kodama:** The city's more upscale taxi and transport service. Reliable but not cheap. The city's usual transport, metro, and taxi system is run by daemons, and runs like shit.

**CARES:** An automated medical services vendor owned and run by Atropos that is what passes for a hospital for most people. Always run down as shit, has about the vibe and cleanliness level of a mid city subway station and run by half broken armatures.

**WWMart:** Also known colloquially as the 'Wawa'. Massive ugly block of a superstore that takes up most of a city block. You can buy and get anything delivered, at markdown. Infamous for its indentured servitude contracts and in-store housing for employees, giving it the nickname 'the camp'. WWMart operates massive ultra secure automated drone distribution center hives that choke the skies with noise and delivery drones.

# DISTRICTS

The numeral is the official district designation. Each contains dozens of plates.

## 0 - THE GRIDWORKS

*Factions:* DIU (Gutsmen), Corpser

*Descriptors:* Close, Deadly, Infinite

*Details:* The huge system of maintenance tunnels and life support systems underneath and surrounding the city itself. Waste disposal, atmos, plate regulation, heating, water systems. Dangerous as hell if you don't know what you're doing, and only mildly life threatening if you do. Large parts are not pressurized, or have direct openings to the void. Not for human habitation, but people try anyway. It's a discrete way to move things around the city for those with the know-how, since there's limited to no surveillance down there. Populated mostly by desperate or crazy scavs, corpser, squatters, gutsmen, and maintenance armatures. Core of the Demiurge is down here somewhere, nestled like an egg amongst the power plants and rails.

## I. REDWATER

*Factions:* Lee City Market

*Descriptors:* Bright, Smelly, Loud as fuck

*Details:* The City's largest commercial waterfront and restaurant district. There's a canal system that runs through the city here that was meant to be decorative but has ended up mostly being waste disposal and garbage dumping. Full of shops stacked on shops stacked on shops. Overcrowded and busy at all hours. A lot of immigrants move in here and set up shop under cheap business licenses available from the city so it's a genuine place to make something

resembling an honest living. Lots of junk sellers, clothing shops, and eateries, some as small as a closet. People here seem to be competing for the most gaudy architectural style. There's places here in the style of old-earth palaces or castles and a fuck ton of themed restaurants. Smells like cooking food or an open sewer, depending on where you are, sometimes both at the same time. The dumplings are the best in the solar system.

## II. FISH MARKET

*Factions:* MT Productions, Dreams, House of Cats

*Descriptors:* Labryinthine, Dark, Sleepless

*Details:* The small intestine to Redwater's large intestine. Expansive pleasure and red light district. Includes Ville Vid market, Dreams, House of Cats, and many other less reputable institutions. Technically a part of Redwater but due to a fucked up zoning ordinance there's been lot of illegal development where people have dragged prefab containers and hab-pods and stacked them like child's toys, causing some of the streets to be crazy tight, tiny little cracks where you can touch both walls by reaching out. Actually some very good bars here.

## III. THE SWING

*Factions:* SALS, Prometheus

*Descriptors:* Industrial, Acrid, Greasy

*Details:* A massive orbital shipyard and industrial district that's the city's main industry other than entertainment and service. Building ships, armatures, and station components without the need to contend with escape velocity is not only cheaper but necessary. Includes a huge dry dock section that's out in the void. A large chunk of the city's working population commutes out here to work in

the factories and shipyard every day and so there's a lot of counter-style restaurants, sleeping pods, and shitty bars.

#### **IV. HILLCASTLE**

*Factions:* Pink Lotus, Velvet Curtain, GlamorGlitzGang, Hampton-Jacobs

*Descriptors:* Clean (relatively), Surveilled, Divided

*Details:* Wealthy residential neighborhood with actual vegetation and gated megablocks, usually with their own armed security. Overpriced bars, shopping, and cafes. Anyone worth anything lives here in the upscale blocks. The higher up you go, the more your net worth increases, and the more bullets, cameras, and automated doors you have to rely on to maintain your existence. People that live like that pay a lot to go from sealed environment to sealed environment, and they also pay a lot to get their problems solved.

#### **V. THE BLOCK**

*Factions:* People's Republic of Block 40, Buddy's (HQ), all street organizations, but mostly Princes, GGG, Bloody Fingers

*Descriptors:* Colossal, Crowded, Defiant

*Details:* City's biggest central residential district, anchored around the five mega-buildings, each of them housing around 80-100,000 people and by far the biggest buildings in the city. Each mega-building is like its own miniature city, with its own services, security force, currency, and transport. Mostly low-income or cheap housing, constant evictions. You could get up, commute, go to work, eat dinner, and get your laundry done without leaving the building at all. Massive fucking criminal enterprise activity, but in most places it can be an asset to protect against DSEC extortion. All buildings have block associations that provide

advocacy, legal services, daycare, libraries, resident support, and sometimes chip in to vote on city matters or hire mercs. B40 is noticeable for having a 'corp free zone' and a neo-marxist rebel enclave that is a notorious fucking mess but loves giving work to hired guns.

#### **VI. DOWNTOWN**

*Factions:* All Big 5, but mostly Aeon, Hampton-Jacobs. Mayor's Office.

*Descriptors:* Towering, Oppressive, Godlike

*Details:* Massive central financial and corporate district, containing corporate HQ for all the big 5. Clubs, restaurants, and nightlife servicing the city's elite. A lot of high end corpro shit goes on here, usually in the upper floors. Private transportation depots and a shit ton of roof docks for aerals - most people worth anything prefer to travel by drone, so there's a fuck ton of air traffic. Beautiful, perfect faces stare like deities out from block-sized ad billboards. Aeon's main building is the tallest in the city, so big that the upper end actually extends past atmosphere and is environmentally sealed. City hall looks pathetic compared to it.

#### **VII. LITTLE MARS**

*Factions:* Drakes, Atropos

*Descriptors:* Unique, insular, secure

*Details:* The city's martian district. Pretty small comparatively, but culturally unique. A lot of people view martians as unfeeling military types, meatheads, or uneducated hicks. Most people here have been living here for generations, having fled the mines and work camps in early colonial development. Good but simple food, residential population is mostly martian and tends to look out for its own. A martian PMC called the Drakes keeps the peace here and does not let DSEC touch

the district. Atropos has its main biotech lab here, a big angular building that sticks out like a sore thumb.

### **VIII. HANAMACHI COMMERCIAL CITY**

*Factions:* Good Luck Camera, DCN, \_N, The Sisters

*Descriptors:* Bright, Pulsing, Underground

*Details:* The city's other commercial, entertainment, and nightlife district. In contrast to Redwater, the HCC is newer and more corporate. It's entirely enclosed and underground, extending mostly under Downtown and the Block, and there is no view of the outside. You could walk for literally days and not see sunlight. It's basically one giant shopping arcade, with the vibes and noise of an old-world casino. You run into blocks of partygoers here, people who sometimes look like the walking dead in a cocktail dress, who haven't been outside in three days. A ton of clubs, casinos, gambling parlors, and luxe shopping, with its own transport and service system run by armatures. The ceiling in some places is cavernous and several stories high. Ads plaster nearly every available space, including an infamous block nicknamed Jigoku (hell), where every wall, ceiling, and even floor space is taken up by an ad. DCN headquarters is here and its main newsroom does its broadcast off the public square underneath downtown.

### **IX. THE WASTE**

*Factions:* Sweepers, Furies.

Thanatonauts

*Descriptors:* Rusting, Windswept, Hungry

*Details:* Dried up industrial and waste processing district turned shantytown. They tried conventional manufacturing and refining but that's mostly done in the colonies now, where labor is cheaper and raw materials are closer at hand. The result is a whole lot of nothing: carcasses

of old factories, food processing plants, and storage warehouses turning into dust and oxide. The city's garbage and waste systems are overloaded and so there's a perpetual miles-wide buildup at one side of the retaining wall here where the excess is dumped, including a toxic lagoon several miles wide. This has proven a gold mine of sorts for the desperate and enterprising, so there's also a sizable population here who has built a massive shantytown bigger than many districts that makes its living off scavenging and servicing the community that lives here. Impoverished, filthy, and destitute as all fuck but communities tend to be tight here and the corps and cops don't touch it. Lots of little shops and grocers with handmade signs selling secondhand goods made out of sheet metal. Sometimes you come across a gem, like a crate of real oranges.

### **X. PORT CITY STATION**

*Factions:* Droogs, Kodama (HQ), DSEC, WWMart, Tartarus

*Descriptors:* Bustling, Deafening, Hurried

*Details:* The central docks and rail station for Dis, and the port of entry for most people coming to the city from earthside, off the orbital rail system. All city light rail and transport service routes through the main station here, which is its own megastructure the size of several terrestrial city blocks and about twenty stories high. Trains and drones are coming in constantly, and people here are always in a rush. Shipping goes out and comes in through The Swing, where it sits here in massive cargo depots. WWMart has its main distribution hive here, which is heavily guarded and 99% automated. The prison ship Tartarus is more or less permanently docked here and DSEC headquarters is based out of the main station building, meaning it's a place

usually steered clear of by anyone not  
looking to get their teeth punched in for  
looking at a cop funny.





## FACTIONS

Let's be clear about something, **everyone** in Dis is breaking the law, as written, all the time. Everyone has their stubby little fingers in some fucked up pie

somewhere. There's no one in the city who is not hustling, all the time. It's the scale of those hustles, and how much you can force everyone else to smile about it and look the other way that matters. To be 'legit' is simply a label you earn by constantly feeding it blood or cash.

Factions are listed by general affiliation, and listed by Tier (I-VII). You'll notice that Aeon is tier VII.

Rivalries with factions are indicated with a (Rival) and friendships a (Ally). Otherwise factions are cordial at best with each other.

## The Big 5

The parentheses are their stock index number. These are the Big 5 in the solar system, the real movers and shakers. They own everything. That's not an exaggeration, by the way, they probably have patents on some of your organs too.

The corps are constantly hiring mercs for shit they need done but don't want to stick their hands in. The money is good, but there's *always* strings attached.

### VII: Aeon (AEN)

*CEO:* Hannah Windsor-Avery Ascott

*Located:* Downtown

*Relationships:* Atropos (Rival)

*Goals:* Consolidate and reinforce control and surveillance over DIS.

*Info:* An information startup from 2040 that got its hooks in the early net and now owns most of the social platforms of the ELO net, though not the infrastructure itself, which is protected by the 2120 CCR accords. Early delvers into AI tech, and currently own contracts with several of the most powerful AI in the solar system. More resources, reach, and drive than the governments of most city states, and will crush you like a fucking bug if it feels like it. Has its hands in nearly every industry but primarily including banking, simulation, black tech, nanotech, and AI. The Luxe of Luxe corporations, their ware, implants, vehicles, etc tend to be

top of the line but expensive and require a lot of upkeep.

### V: Prometheus Heavy Industry (PHI)

*CEO:* B.T. Muhammed

*Located:* The Swing, Downtown

*Relationships:* Mayoral Office (Rival), SALS-DIS (Rival)

*Info:* Extremely powerful firm specializing in industry, weapon, vehicle, and armature manufacturer. Has roots in off world mining, fuel, and a heavy presence on mars, where it owns and built much of the early colony infrastructure. CEO is a known martian separatist sympathizer and former PMC soldier who fought in the colonial rebellions. Their basic tech and 'ware (implants, appliances, civilian vehicles, etc) is simple but extremely functional, with a lot of replaceable parts, and designed to last, compared to nearly everything else.

### V: Atropos (ATR)

*CEO:* Yūta Matsuda

*Located:* Little Mars, Downtown

*Relationships:* Aeon (Rival), Pink Lotus (Ally), Dreams (Ally)

*Goals:* Perfect biotech research by any means possible.

*Info:* Biotech firm with off-branches into food manufacturer, implants, cloning, and life extension treatments. Owns nearly all medical services, including CARES, the automated street hospitals. Services are comically limited for most people who cannot afford a small fortune in insurance policies. Has patents on many organs and ware and is willing to underwrite loans on body parts or live-saving treatments in return for contracts of indentured servitude. The company has also been exploring alternate biotech paths to cybernetic implants, with mixed success. Its ware tends to be integrate

closely with the body's systems and favors a naturalistic look.

#### **IV: Wang-Wesson Management (WWX)**

*CEO:* Hourseley Wang-Wesson

*Located:* Port City, Downtown

*Relationships:* SALS-DIS (Rival), DIU (Rival), Redwater (the whole district) - Rival

*Goals:* Expand operations, push out small competitors

*Info:* A massive wholesale distributor, sales, and logistics company, WWMart is ubiquitous. Well known for the value of its memberships, its frequent sales, its terrible fucking delivery record, and its use of pseudo-slave labor. Always hiring, but is constantly trying to replace half its labor force with daemons and drones. Its management, labor practices, and product quality are a horror show but are so deeply penetrated into society that it's basically become an essential service. Sets up huge drone distribution hives that totally crush a neighborhood with volume of noise and air traffic. Has a killer legal team. Ware is cheap, shitty, and breaks, but the most common.

#### **IV: Hampton-Jacobs Asset Management (HJX)**

*CEO:* DeepRed 0770 (AI)

*Located:* Downtown

*Relationships:* Mayoral Office (Ally)

*Goals:* Eliminate competitors, kill rats

*Info:* ELO's largest investment and insurance fund, West Africa based.

Provides basic banking services, but mostly services the off-world elite. In 2150, there was a board coup that resulted in a colonial rebellion era, military grade logistics AI taking control of the company, who propelled it into its current dominant position and has been in power for around 60 years, an unusual circumstance for one of the big 5.

Hampton-Jacobs also is well known to provide a number of discrete and extremely dubious services for those willing to pay to get their wishes fulfilled, from security work, to illicit goods, to companionship, to wetwork. More than willing to intervene to protect client investments, and has one of the best professional Ripper teams available. Fuck with the HJ and you might end up with your brain like scrambled eggs.

# Street

## I: GlamorGlitz gang (GGG)

*Located:* Hillcastle, the Block

*Relationships:* Princes (Rival), Fingers (Rival)

*Goals:* Get a control of a social club in hill castle for a base of operation.

*Info:* Informally called the GGG. Cat burglars and socialites. More of a social movement than a gang. Respect the drip. Modus operandi is to get into nice parties then lift the valuables. In open contest with the Princes and Fingers for control of the Block.

## I: Khoroshy Droogs

*Located:* Port City

*Relationships:* \_N (Ally)

*Goals:* Get drunk

*Info:* The 'Good Friends'. A group of toughs that does the bar circuit by the central station and shakes down passerby by offering (fake) transport, scams, goods for sale, or just by beating the shit out of them. For some reason they are excellent at dodging DSEC, leading to suspicions they might have an expert Ripper amongst their number.

## I: The Bloody Fingers

*Located:* The Block

*Relationships:* Princes (Rival), GGG (Rival).

*Goals:* Expand membership and acquire more hardware.

*Info:* Loose association of street fences and pick pockets. Recruits from disaffected franchise workers and wage slaves. Pay up to their leader, the Ring Finger, and use a lot of hacked armatures for their work.

## II. Princes

*Located:* The Block

*Relationships:* GGG (Rival), Fingers (Rival), Furies (Ally)

*Goals:* Kill disrespectful worms. Assert dominance.

*Info:* Violent assholes that specialize in assault and 'tribute' from megablock residents. Enforce their turf by any means possible, including kidnapping and murder. Very well supplied for a gang of their size, leading to suspicions that they've got a corpo benefactor.

## II: MT Productions

*Located:* Fish Market

*Relationships:* Thanatonauts (Ally), Dreams (Ally), Lee City Market (Rival)

*Goals:* Get a proper production studio in downtown.

*Info:* Shady fucking music/vid/porn production studio with an in-house hacker team. Produces and moves a lot of regular vids and music, and a lot of weird shit also. If you get offered a modeling gig with them, do not take it.

## II: Furies

*Located:* The Waste

*Relationships:* Princes (Ally), SALS-DIS (Ally), DIU (Rival)

*Goals:* Get a hold of an accretion engine.

*Info:* Gas-addled psychos who specialize in hit and run, drive-by crime. Nihilistic fucks who would burn anything just to feel the warmth. Love their wheels. Based out of a beached space freighter in the Waste, next to the lagoon.

## II: Drake Company

*Located:* Little Mars

*Relationships:* PHI (Ally), Mayoral Office (Rival)

*Goals:* Keep Little Mars crime free

*Info:* Martian PMC that does mercenary work and acts as security for Little Mars. Well known to be on the personal payroll of B.T. Muhammed, the CEO of PHI.

Employs a lot of former DSEC and ex-military, and have some serious ordinance, including military armatures.

### **III: Pink Lotus**

*Located:* Hillcastle, The Block, The Waste

*Relationships:* Lee City Market (rival), Mayoral Office (Ally)

*Goals:* Push into Redwater

*Info:* A tight knit gang of old school gangoons and drug pushers, that make some powerful shit. Make their money through scams, union contracts, direct market sales, and hits. The family has a strong, macho hierarchy and all members are required to get tattooed. Surface operation is a popular health spa. Lots of 'kitchens' offering high paid work in the Block, as well as storage out in the Waste.

### **III. Lee City Market Triad**

*Located:* Redwater

*Relationships:* Pink Lotus (Rival), Good Luck Camera (Ally)

*Goals:* Keep Pink Lotus the fuck out of Redwater

*Info:* The oldest gang in the city. Run by a couple elders who are crusty old fucks almost as old as the city due to life extension treatments. Control a city block functioning as a massive market where you can buy and sell nearly anything if you hav the cash and hookups. Most people do business with them. Massive movers of contraband. Amazing food.

# City

## IV: The DIU

*Senior Gutsman:* The Demiurge

*Located:* The Gridworks

*Relationships:* Corpsters (RIVAL), SALS-DIS (Rival), Mayoral Office (Rival)

*Goals:* Keep the gridworks running. Keep the city alive. Follow the Creed.

*Info:* The DIS Industrial Union, colloquially known as the Gutsmen, engineers and itinerant doctors.

Theoretically run by the Demiurge, the blind idiot god super AI that maintains city functions. Absolutely essential when it comes to city maintenance. Keep the city running, safe, and environmentally stable. Zero interest in politics but frequently have work for enterprising mercs.

## III: Mayoral Office

*Mayor:* Alton Redmond, Jr.

*Located:* Downtown

*Relationships:* Pink Lotus (Ally), Hampton-Jacobs (Ally). Velvet Club (Ally), Little Mars - the whole district (Rival), Aeon (Rival)

*Goals:* Humiliate Aeon. Get a leash on DSEC.

*Info:* Office of the mayor of Dis. The puppet this time is Alton Redmond jr., a former finance exec with an overly developed taste for bribes and luxury. He's a self important little man with a lot of ideas for his own aggrandizement and no idea at all at how to run the city other than as his own private criminal enterprise. Hampton-Jacobs keeps getting him re-elected for some reason, it's his fourth term in a row. Keeps passive anti-Martian policy while claiming he is 'racially neutral'.

## III. Tartarus

*Warden:* A Moment of Change (AI)

*Located:* Port City

*Relationships:* DSEC (Ally)

*Goals:* Reform prisoners.

*Info:* Prison, or what passes for it in the city. Tartarus is a modified long-haul space freighter that is more or less permanently docked at the city. It is run by a brutal minded AI that treats the ship like an experimental playground. If you get passed off to the ship by some corpo court, you should not expect to leave in one piece.

## III: DSEC

*Chief Officer:* Saffiyah Medjet

*Located:* Port City

*Relationships:* Mayoral Office (Rival), Droogs (Rival)

*Goals:* Eliminate crime in the Port City

*Info:* Dis Security, beholden to the mayoral office, but in practice its own private military corp. A jumped up bunch of ex-military meatheads with way too much gear and a massive inferiority complex. Supposedly neutral, but take so many bribes it's a surprise they don't jangle when they walk. Tactical strength pales in comparison to the PMCs of Aeon or PHI, but can bring the hammer down when they want.

## II: Sweepers

*Located:* The Waste

*Relationships:* Corpsters (Rival), Furies (Rival), Good Luck Camera (Ally)

*Goals:* Open an actual criminal operation in the Waste

*Info:* The (literal) garbage men of the city. Collect everything, scavenge it, then sell it off if they can. An alternative sentence to being sent to tartarus, all of them are convicts with control wetware. Overseers can send them into a comatose state by flicking a switch. Overseers also love making money, and looking the other way when convenient.

## **II. DCN**

*Located:* Hanamachi Commercial City

*Relationships:* Mayoral Office, the Big 5 (Rivals)

*Goals:* Increase viewership

*Info:* Dis Central News, the primary news network of the city. Operates as its own private corporation that has somehow managed to stay free of the Big 5. Runs nearly any story in its desperate bid to stay in business. Journalists are all armed to the teeth, and they employ a lot of the city's more popular writers.

Absolute scumbags and sensationalists that will go to any length to sell a story, but you have to respect the hustle.

# Enterprise

*Large scale business, franchise, institution, or enterprise, not full corpo.*

## IV: SALS-DIS

*Located:* The Swing

*Relationships:* Furies (Ally), PHI (Rival), Wang-Wesson (Rival)

*Goals:* Get powerful enough to hold a general strike and hold the city hostage.

*Info:* The SALS-DIS (Socialist Association of Longshoremen and Stevedores). A massively corrupt labor union that controls traffic and port access for the entire city. Have an armed wing that rivals some of the corpos within the city. Bills itself as a worker's paradise, and does genuinely advocate for worker's rights and labor safety - while also squeezing every last drop it can out of anything worthwhile coming into or out of the city - people, goods, politicians, etc. Brings more money in from exploitation and bribes than it does from actual cargo work. The money only goes upwards, and the Three Chairman of the Union are richer and far more powerful than the mayor.

The union has a strict pro-human, anti-armature and anti-AI policy that borders on the prejudiced.

## III: Dreams

*Located:* Fish Market

*Relationships:* Pink Lotus (Ally), Atropos (Ally), The Sisters (Ally)

*Goals:* Acquire new genetic strains, improve sales

*Info:* Well financed cosmetic surgery, escort service, and flesh market firm with several locations. Specialize in major body modification, full body regrafts and operations in the red light district. Promises to indulge your fantasies, and

generally delivers if you have the money - popular amongst the city's elite, who go for the fashion of the season.

## III. Good Luck Camera

*Located:* Hanamachi Commercial City

*Relationships:* Sweepers (Ally), Lee City Market (Ally), Kodama (Rival)

*Goals:* Buy out Kodama transport

*Info:* City's largest ware supplier, cheap goods store, and installation center. Gets their ware from some extremely unethical sources. Their actual stores are nightmare mixes of junk shop, doll house, butcher shop, and adult store, but you can find some pretty good stuff there for cheap.

## II. The House of Cats

*Located:* Fish market

*Relationships:* Aeon (Rival)

*Goals:* Assassinate AEON's CEO.

*Info:* Jazz club, social club, restaurant and brothel, ruled with an iron fist by its Madame. Unionized sex workers. Do not break the rules, always order the food.

## II. Buddy's

*Located:* The Block, citywide

*Relationships:* Buddies serves everyone.

*Goals:* Keep people fed and warm.

*Info:* City wide fast food franchise with its own PMC. Owned and operated by an AI. Takes care of its own. The most secure place to eat in the city, also makes heavy use of armatures.

## II: Kodama Transport

*Located:* Port City

*Relationships:* Furies (Rival), Good Luck Camera (Rival), DSEC (Rival)

*Goals:* Wipe out the Furies

*Info:* A cabby/transport company. Reliable and upscale, but expensive. The cars are armed, and they have a thriving side business of moving less than legal goods.



Refuses to do business with Good Luck  
Camera.

# Fringe

## IV: The Velvet Curtain Club

*Located:* Hillcastle, Hanamachi Commercial City

*Relationships:* Mayoral Office (Ally), Hampton-Jacobs (Ally)

*Goals:* Talk to the Emissary

*Info:* A social club of the rich and privileged, with extremely limited access. Don't even think about getting in unless your net worth is above 400K or your family tree has a pedigree and does a couple cross-overs. Almost certainly a cult of some kind. Pulls in a lot of interest from the criminal underworld, mostly in that they put out a LOT of requests for luxe shit - food, drugs, flesh.

## I to III. Corpsters

*Located:* Everywhere. Larger operations operate out of the Gridworks and vary in size from tier I to III.

*Relationships:* There are no sane people that like the corpsters.

*Goals:* Profit

*Info:* Less of an organization than a city-wide blight. Black market ware sales that source their ware free and organic - ripped from the bodies of the unlucky fucks they disappear.

## II. \_N

*Located:* Hanamachi Commercial City

*Relationships:* The Sisters (Ally), Droogs (Ally)

*Goals:* Nihilistic accelerationism

*Info:* A loosely distributed hacker collective that sometimes collaborates under the name \_N to collapse city infrastructure, steal assets, or perform coordinated cyber attacks. Disorganized. Has its own forum on the net, which is extremely well frequented and full of some pretty dark shit.

## II. The Sisters

*Located:* Hanamachi Commercial City, but can crop up anywhere

*Relationships:* DIU (Rival)

*Goals:* Free the Demiurge

*Info:* A gestalt mind, possibly an AI, that shares around 5-10 bodies of various ages. Disturbingly, the bodies change, or can be found discarded and with their memory wiped. Always looking for occult shit or extremely specific items or information.

## I. People's Republic of Block B40

*Located:* The Block

*Relationships:* Princes (Rival), All Capitalists (Rival), All Leftists (Rival)

*Goals:* Overthrow capitalism.

*Info:* A Marxist enclave that has taken over a mega building wing and declared it a corp-free zone. Absolutely a fucking mess. Building frequently has food and water shortages, awful crime, consistent power is a whisper of a dream. Spend most of their time in meetings in huge fucking rip-roaring arguments over protocol. Upsides: no cops, corpos, or investment guys.

## I. Thanatonauts

*Located:* The Waste

*Relationships:* MT Productions (Ally)

*Goals:* Look beyond death

*Info:* A literal death cult that collects brain recordings of people's last moments, in an obsessive quest to peek beyond the veil. The more extreme fringe sometimes produces their own snuff - from cult members, or people they capture.

