CyberFUDGE

By: David Jaquith

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Legal Notice

About FUDGE

Fudge is a role-playing game written by Steffen O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of Fudge are available on the internet at http://www.fudgerpg.com and in book form from Grey Ghost Games, P.O. Box 3, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from Fudge may specify certain attributes and skills, many more are possible with Fudge. Every Game Master using Fudge is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so - merely include this ABOUT FUDGE notice and disclaimer (complete with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264.

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Other

I don't know where else to put this, but I would like to give credit to all the people's work I drew inspiration, ideas, and world views from. Here they are in the order I find them on the mess of papers on my desk:

FUDGE Shamans, Copyright 1995 by Johann A. Hibschman.
http://www.panix.com/~sos/rpg/csua/shamans.txt
Fdgcybr, I don't know the author's name
http://members.evansville.net/yikes/files/fdgcybr.txt
Guns of FUDGE, Copyright 2002 by Kenneth S. Hood
I don't know the website
Simultaneous Combat, by Jonathan Benn
http://www.fudgefactor.org/2001/10/01/plain_simultaneous_combat.html
FUDGE: Fatigue and Effort, I don't know the author's name
http://www.bears-cave.com/fudge/fatigue.html
Additional FUDGE Armor and Scale Rules, by Peter Mikelsons
http://plm.snow.org/fudge/armor.html

And I got the idea to create an outline, which really helped me organize the book and keep things moving, from the Deryni outline I am currently playtesting. Just to cover my butt in case the people I am playtesting for get ahold of this, I didn't steal the outline form or any real ideas from the outline, I just got the idea to use an outline from the Deryni outline. Okay?

A few of the systems I grew inspiration from said in the disclaimer that I can distribute the whole thing of theirs, but not just bits and pieces of it, so what I did was I took ideas from them and put them in my own words, altering the system sometimes drastically to fit into my game. For instance, I got the idea for my combat system from the Simultaneous Combat system, credited above, but it wouldn't fit into my system very well, so I altered it drastically to fit my game. I don't know if that is alright or not. Oh well, I guess I could always change it if someone throws a fit. Not too hard, right? Just don't sue me or anything. I tried my best to follow all the rules and I am willing to change anything that doesn't fit the rules.

Chapter 1: Introduction and Overview

Foreword:

Hello. My name is David Jaquith Jr. I've been making RPGs for quite a long time now. This is the first one that I'm actually going to try to publish on the web. I hope it meets your expectations. I wanted to take a basic Fantasy RPG and cross it with my favorite genre, Cyberpunk. I hope I mix the two genres nicely.

A Night on the Town:

Sara scanned the street below her. Her artificial eyes focusing and refocusing constantly, the low-quality night-vision having problems coping with the hard rain. She shivered slightly, her leather duster had already been soaked through by the water. She took a delicate hand and scooped her drenched hair out of her face. "Just perfect," she hissed in frustration.

Sara had been waiting on the roof of the convenience store for three hours, waiting for her mark to leave his house. She quickly ducked behind the store's oversized sign as lightning lit the sky above her, afraid that the illumination might give her location away. When the light passed, she came out of hiding and assumed a squatting stance, hearing her mechanical legs whir as she tightened the muscles, getting ready to move quickly if the order was given.

A nervous head peeked out the door of the small house. Finally, the man inside stuck his umbrella out and opened it, quickly stepping out under it. He adjusted his coat around him, attempting to keep the chill out.

Sara raised her arm. Two bone barbs pierced her skin with just the slightest shed of blood. She aimed carefully, waiting for her mark to near the sidewalk.

The mark let out a yell as the barbs shattered on the sidewalk in front of him. He looked up just in time to see a silhouette of someone with a large gun shoving someone else off the roof of the store across the street. Seemingly without worry, the mark pulled up the collar on his jacket and walked down the street, a smile on his face.

What is FUDGE?

FUDGE stands for Free-form, Universal, Do-it-yourself, Gaming Engine. The best way to explain it would be to consider an RPG to be a car. Most RPG companies just sell you a car. Then there are companies like GURPS that sell you the engine for the car and expect you to build the rest. FUDGE is different. It tells you how to build the engine and then expects you to build it and the car. Basically, FUDGE allows you to build and RPG you like any way you like. The best part is, it's free.

There are only a few things you need to play FUDGE. You need pencils, paper, a scenario or campaign, a Game Master, at least one Player, and FUDGE dice. Fudge dice are six sided dice with two sides having plus signs, two have minus signs, and two blank sides. You need four FUDGE dice. When you roll them you add them up. Pluses add one, minuses subtract one, and blanks are treated as zeros. The dice have a range of +4 to -4.

FUDGE uses a 8-tier system to rate just about everything. Her it is:

Legendary:	**+4**
Superb:	**+3**
Great:	**+2**
Good:	**+1**
Fair:	**0**
Mediocre:	**-1**
Poor:	**-2**
Terrible:	**-3**

Chapter 2: Background

Rise of the Mega-Corps:

The United States of America was going through another great depression, following several massive terrorist strikes. The Pentagon, White House, and the Statue of Liberty were all taken out of existence. The government, in an effort to pull itself out of its depression allowed corporations to gain monopolies.

These monopolies got out of control. It got to the point that entire states were being bought up by corporations. Eventually, whole sides of the country were bought up. A few of the major cities are still split up between several corporations.

Eventually, the U.S. Government changed from a democracy to a federation between the corporations. Three times a year, the Mega-Corps meet up and discuss politics. Each Mega-Corp is responsible for policing it's territory. The new country is now called the Corporate States of America.

Return of Magic and Rise of the Spirits:

Magic apparently once existed long ago in medieval times. Now, finally, it had come back. At first it wasn't noticeable, then children were born who would cause very strange things to happen, such as change a teddy-bear into a real bear cub, or make bottles of milk appear out of thin air.

Eventually, people started realizing this for what it was. A group of scientists in a corporation, now called 'Magi-Corp', started studying this new force. Eventually, scientists cracked the code, now able to cast spells at will.

It is unknown if spirits arrived due to magic, but they have similar effects. Spirits have little to do with religion, it just takes someone with a strong connection to their soul. People who can manipulate spirits can force them into objects to enhance them. They can also use them as spies and other such things.

Separation of the Races:

It is believed that magic or the spirits altered the genetic code of humans. This split the human race into three other races. At first, people were panicking, but then Magi-Corp put out a study that said that these 'mutants' were in fact a different species. At first, these races were treated as equals. They were given names from fantasy stories because they resembled them. These races were called Elves, Dwarves, and Trolls.

The Growing Conflict Between the Races:

As the newborn races started to get older, their personalities conflicted with society. Not only that, but racists sprung up from all sides, attacking each other. Eventually riots broke out between the races. Many were slaughtered. This conflict became widespread, covering the

world. It was nearing war potential.

World War III:

The world broke into a massive war that lasted decades. Every country was involved in some way. Finally, the Corporate State of America and the nation of Australia bounded together with England to make an army of super-soldiers. These soldiers were magic users, spirit users, and so full of artificial parts that it was hard to tell if they were human or machine.

The war ended just two months after this army was formed. It took the fall of Germany and Russia to make the world realize that the best option would be to surrender, or lose its freedom.

Due to this war, cybernetic augmentation became common.

The World Today:

The world today is a semi-peaceful place. There is no threat of war, but gangs are rampant, and corporate sabotage is very common. In the C.S.A. people are allowed to do just about whatever they wanted.... except cause loss of profits for to local corporation. Loss of profits to rival corporations is perfectly acceptable.

Chapter 3: Character Creation

There are four main parts to every character. There are Attributes, which measure the physical, mental, and spiritual parts of the body. There are Skills, which are things that a character learns to do, such as learning to play chess. There are Gifts, which are special things that make your character unique, such as being ambidextrous. Then there are Faults, which are like Gifts, but are things that hurt your character, such as being deaf.

The Races:

There are four races on Earth. There are the Humans, the Elves, the Dwarves, and the Trolls.

Humans:

The humans are the race that has been on Earth the longest. They tend to range in height from five foot to six foot tall. Their skin ranges from a creamy white to a dark brown in color. Their hair can be red, black, brown, or blonde. They have eyes that are blue, green, brown, or a mixture of two of the colors. They can be of almost any body shape. Some are muscular, some are skinny, while others are fat. They are very spiritual and willful. They aren't very magical, though.

Human Stats: +2 to Spirit, +1 to Willpower, -3 to Magic

Elves:

The elves are a long-lived race. None have yet to have died of old age. They tend to range in height from six foot to eight foot tall in height. They have skin that ranges from a creamy white to a dark blue. They can have white or black hair. They all have pink eyes, due to their ability to see in low light. They are more able to use their hands delicately than most races, and are good at magic. Unfortunately, they have poor endurance and aren't very strong. They are unable to eat anything but vegetables, refusing to even drink milk, due to a very odd digestive system.

Elf Stats: +1 to Dexterity and Magic, -1 to Endurance and Strength. They have the Gift "Low-Light Vision" and the Fault "Strictly Vegetarian".

Dwarves:

The dwarves are a sturdy race. Dwarves tend to be between three foot tall and four foot tall. They have white to brown skin, a light tan color being the most common. They have red, black, brown, or blonde hair. Both members of the sex quickly grow thick, long beards. They have red glowing eyes, coming from their ability to see in absolute darkness. They are fairly strong, though their awkward anatomy reduces their agility. Dwarves are also quite clumsy. They are as willful as humans. They aren't very good at magic, leading some to believe that this race is the closest to human.

Dwarf Stats: +1 to Strength and Willpower, -2 to Agility and Magic. They have the Gift of "Thermal Vision". They have the Fault "Clumsy".

Trolls:

The trolls are heavily mutated from their human ancestors. They tend to range from five foot tall to eight foot tall. They can have skin ranging from white to black skin, though their skin is rarely seen due to the heavy fur that tends to cover their bodies. They usually don't have long hair, instead having fur that covers their body. This fur can be just about any color, sometimes having more than one color like some animals do. They have glowing red eyes, relying on thermal vision like their cousins the dwarves. They either have horns growing out of their head or claws, sometimes having both. They have a musk gland on their necks, giving off a scent similar to a skunk's. They are very strong and have a high endurance. They are not very agile and are even less intelligent.

Troll Stats: +3 to Strength and Endurance, -2 to Intelligence, -1 to Agility. They have the Gifts "Thermal Vision", "Horns, +1 Damage" or "Claws, +1 Damage", and have the Faults, "Smells Bad" and "Ugly".

Attributes:

There are nine attributes every character has. Here they are in alphabetical order: Agility, Dexterity, Endurance, Intelligence, Magic, Spirit, Strength, Tolerance, and Willpower.

Attribute Costs:

	Original Cost	Cost After Character Creation
Terrible	-3	-3
Poor	-3	-3
Mediocre	-3	-3
Fair	0	0
Good	+3	+3
Great	+3	+6
Superb	+3	+12

Attributes Defined:

Agility: This is how well a character is able to move its body. Times to use this attribute would be to see if a character can dodge out of the way of something, or to see if it can avoid damage from a fall.

Dexterity: This is how well a character can use its hands. Examples of the use of this attribute would be if a character needs to hold something fragile, or work on something delicate.

Endurance: This is how healthy a character is physically. A soldier or an athlete would need a high endurance. Examples of the use of this attribute would be to see if a character can avoid becoming fatigued.

Intelligence: This is a measure of how smart a character is. Examples of the use of this attribute would be if a character needs to solve a hard math problem.

Magic: This is a measure of how able to control or resist magic a character is. Examples of the use of this attribute would be if a character is trying to cast or defend against a spell.

Spirit: This is how well a character is able to manipulate spirits. A high Spirit attribute would mean that the character has strong ties to the astral plane. An example of this would be if a character is trying to banish a spirit or bind it to something.

Strength: This is a measure of how strong a character is. It determines how much a character can lift or push and also determines hand-to-hand damage. An example of the use of this attribute would be punching someone.

Tolerance: This is a measure of how many artificial enhancements can be installed into a character's body without taking penalties to Magic and Spirit attributes. There is no test using this attribute. This attribute costs double the point cost to raise.

Willpower: This is a measure of how good a character is at putting its mind on one thing. An example of a test using this attribute would be if a character wants to keep running despite the knife wound in its leg.

Skills:

There are sixteen different classes of skills. Magic and Spiritual skills are given in different chapters. Every skill has two symbols following the name. The first symbol is what attribute they are based off, the second symbol is how hard they are to learn. The first symbols are: A(Agility), D(Dexterity), E(Endurance), I(Intelligence), M(Magic), S(Spirit), ST(Strength), T(Tolerance), W(Willpower). The second symbols are: E(Easy), A(Average), H(Hard), V(Very Hard).

Skills and Attributes are averaged (rounded to the nearest whole number) in a test that requires a skill. If the character doesn't have the skill but wants to do something that requires a skill, take the '0' cost of a skill and use it. So, an Easy skill would be a -1 to the attribute if the character doesn't have the skill. Obviously, there is no 'default' level for a Very Hard skill.

Skills that require a specialization is like taking a separate skill. For example, Visual Arts(Sculpting) is a different skill than Visual Arts(Drawing).

Taking a skill at a negative cost is sort of like taking a Fault.

Here is a list of point costs to start or advance skills:

	Easy	Average	Hard	Very Hard
Terrible	-2	-1	0	+1
Poor	-1	0	+1	+2
Mediocre	0	+1	+2	+3
Fair	+1	+2	+3	+4
Good	+2	+3	+4	+5
Great	+3	+4	+5	+6
Superb	+4	+5	+6	+7

Here they are sorted first by class, then alphabetically:

Animal Skills:

Animal Care(I,A): This is the ability to know what an animal eats and how to care for it.
Animal Training(I,A): This is the ability to train animals and tame wild ones.
Bee-Keeping(I,A): This is the ability to keep and raise bees for their honey.
Herding(I,A): This is the ability to form and control herds of animals, such as cows.
Teamster(I,A): This is the ability to group animals and make them pull loads.
Veterinarian(I,H): This is the ability to heal animals.

Artistic Skills:

Cosmetology(I,A): This is the study of make-up.
Culinary Arts(I,A): This is the ability to cook tasty and good looking food.
Literary Arts(I,H): This is the ability to write books.
Performing Arts(I,H): This is one of the various abilities that involve entertaining an audience. This Skill requires specialization.
Visual Arts(I,H): This is one of the various abilities that revolve around drawing, painting, or sculpting. This Skill requires a specialization.

Athletic Skills:

Acrobatics(A,A): This is the ability to contort a character's body or to do 'tumbling'.
Aerial Acrobatics(A,A): This is the ability to control oneself in free-fall.
Boating(ST,A): This is the skill of rowing a boat.
Climbing(ST,A): This is the ability to climb anything from slight slopes to cliffs.
Running(E,H): This is the ability to run long distance.
Swimming(E,E):This is the ability to swim.
Sports(E or ST,A):This is a measure of how good you are at sports. It requires a specialization.
Zero-G Maneuvering(A,H): This is the skill of moving around without gravity.

Combat Skills:

Hand Weapons(ST,A):This is the ability to use a non-ranged weapon, such as a sword or a club. This skill requires specialization.
Quick-Draw(D,A):This is the ability to quickly draw a weapon. This requires a specialization.
Ranged Weapons(ST or D,A):This is the ability to use weapons that shoot something at a target. Weapons like bows require ST, weapons like guns use D. This skill requires specialization.
Shield(ST,A):This is the ability to block blows with a shield.
Tactics(I,H): This is the ability to make combat plans.
Throwing(ST,H):This is the skill of throwing weapons, such as knives. This requires specialization.
Unarmed Combat(ST or D,H): This is the skill of trained unarmed fighting, such as any of the martial arts.

Covert Skills:

Disguise(I,H):This is the ability to make oneself look like someone else.
Breaking and Entering(I,H):This is the ability to enter a building undetected.
Detect Traps(I,H):This is the ability to detect traps.
Lockpicking(D or I,H): This is the skill of unlocking locks. D is for primitive locks, I is

for electronic locks.

Pickpocketing(D,H): This is the ability to steal something from a person's body.

Sleight of Hand(D,H):This is the ability to hide things with the hand.

Stealth(A,H):This is the ability to hide or move without being seen or heard.

Craft Skills:

Armory(I,H):This is the skill of making weapons and armor.

Basket Making(D,A): This is the skill of weaving baskets.

Boyer/Fletcher(D,A): This is the skill of making bows and arrows.

Carpenter(I,A): This is the skill of working with wood.

Forgery(I,H):This is the skill of making papers look like real ones, such as making a fake ID.

Leatherworking(I,H): This is the skill of making leather and shaping it into useful items.

Masonry(I,A):This is the skill of building things from clay or stone.

Pottery(D,A):This is the skill of shaping things from clay.

Smith(I,H):This is the skill of making items from metal.

Tailor(I,A):This is the skill of making clothing.

Knowledge Skills:

Area Knowledge(I,E):This is the ability to memorize an area of town, or even a whole town if the skill is at high enough level. This skill must be specialized.

Cybernetics(I,V): This is the skill of designing cybernetics.

Science(I,Varies): This is a generic skill for anything that is a science. The hardness relies on what is being studied. The science of Botany is far less complex than Astrophysics. This skill must be specialized.

Theoretical Biology(I,V): This is the skill of cloning and designing bioware and installing it.

Language Skills:

Speak Language(I,A):This is the ability to speak a language. All characters start with their native language at 0 for free.

Manipulative Skills:

Bluffing(I,A):This is the ability to make people believe you are more than you are.

Bribery(I,A):This is the ability to make people do what you want... for a price.

Fast-Talk(I,A): This is the ability to get out of trouble by quickly thinking of an excuse, or just talking in a very confusing manner.

Interrogate(I,A):This is the ability to get information out of people.

Intimidate(I,A): This is the ability to scare people into doing what you want them to do.

Seduction(I,A): This is the ability to get someone to do what you want using your sexuality.

Medical Skills:

Anatomy(I,H):This is the ability to know how a body is made up.

Diagnosis(I,H):This is the ability to know what is wrong with a person.

Doctoring(I,H): This is the ability to fix someone up... As in, give them the right medicine for their disease, or performing minor medical operations.

First-Aid(I,A): This is the ability to stop bleeding, set and splint bones, and the such. It is temporary medical help.

Herbology(I,H): This is the ability to find herbal medications for a disease.
Surgery(I,V): This is the ability to perform complex surgeries, such as removing an appendix.

Merchant Skills:

Business Sense(I,H): This is the ability to handle business manners in a responsible way.
Evaluate Goods(I,A): This is the ability to judge the value goods.
Haggle(I,A): This is the ability to get someone to lower a price, or if you are the seller, it is the ability to get someone to pay a higher price.

Outdoor Skills:

Camouflage(I,A):This is the ability to make something blend into its surroundings.
Camping(I,A): This is the ability to survive in the wilderness.
Fishing(I,A): This is the ability to catch fish.
Forage(I,A): This is the ability to gather vegetation.
Hide Traces(I,A): This is the ability to hide the signs that something has been somewhere.
Navigation(I,A): This is the ability to find your way in the wild.
Tracking(I,A): This is the ability to track animals and people.

Professional Skills:

Accounting(I,A): This is the ability to keep track of numbers for a business.
Begging(I,A): This is the ability to get people to donate money or other items to you.
Farming(I,A): This is the ability to grow things on land.
Gambling(I,A): This is the ability to risk money for great rewards.
Law(I,V): This is the skill of knowing the laws and working with them.

Social Skills:

Carouse(I,A): This is the ability to fit in at a party.
Detect Lies(I,A): This is the ability to detect when someone is lying.
Diplomacy(I,H): This is the ability to make peace with others. Usually used between Mega-Corps or Government.
Etiquette(I,A): This is the ability to behave politely in a formal location.
Net Smarts(I,A): This is the ability to get along with people on the Net and avoid problems.

Technical Skills:

Computer Build/Repair(I,H): This is the ability to design and build computer hardware.
Computer Programming(I,H or V): This requires specialization. It is a H skill for someone to program a non-Net program. It is a V skill for someone to code for a Net program, due to the complexity.
Driving(I,A): This is the ability to drive a ground vehicle or a power boat. This skill requires specialization.
Electronics(I,H): This is the ability to design and build electronic devices.
Engineer(I,H): This is the skill of designing a machine. This requires specialization.
Mechanic(I,H): This is the skill of repairing machines. This requires specialization.
Piloting(I,H): This is the skill of controlling a flying vehicle. This skill requires specialization.

Urban Skills:

Streetwise(I,A): This is the ability to find what you want in a city.
Urban Survival(I,A): This is the ability to find a place to stay in a city environment. It is also used to avoid getting in trouble with street gangs and the such.

Gifts and Faults:

Gifts and Faults are very easy to understand. Gifts are special things that make your character slightly more powerful, while Faults make your character slightly more weaker.

Each Gift costs +6 and each Fault costs -6. Examples of Gifts would be "Ambidextrous," while examples of Faults would be like "Very Clumsy".

Actual Creation:

Every character must follow these steps to be created:

Step One: Background

Now is the time to think of what type of character you want to play. You don't have to choose exactly how you want your character to be. You just have to have a general concept, such as "Streetsmart gang member ". This concept will help when you go on to the later steps of character creation.

Step Two: Pick Race

Now is the time to choose your character's race. There are four races: Humans, Elves Dwarves, Trolls. All of them are equal, none of them have a point advantage. Their bonuses and penalties all equal out to zero.

Step Three: Pick Attributes

Each character gets fifteen points to put into its nine attributes. Reducing an attribute gives three extra points to spend. Attributes can't be raised above Great at this point in the game, except with cyberware or bioware.

Step Four: Pick Gifts and Faults

Each character can choose to pick Gifts or Faults. Faults are good to give more points to put into other areas. A character with too many faults isn't too fun to play. A character gets no points to put into Gifts and Faults.

Gifts and Faults are generally left for the character to make up names for. But there are a few pre-determined Gifts and Faults a character can have.

Most characters start out with 10,000 dollars in savings. It is a gift to get more money. Taking a Gift such as "Rich" doubles the starting money, while a Fault such as "Poor" halves the money. An alternative to these Gifts would be the Gift "Steady Job" Might get 10,000 dollars

every month. But on the downside, that "Steady Job" won't allow much time to go do side-missions.

Another set of Gifts deals with Magic and Spirits. In order to tap into Magic and control Spirits, a character must have the Gift "Magic Aptitude" or "Spiritually Awakened".

Step Five: Pick Skills

Each character gets fifty points to spend on skills. The best way to write down skills would be, for example, "Streetwise(I,A): I -1". This means that you only put 1 point into the skill, giving a mediocre skill level. Added on to your Intelligence attribute gives a -1 to Intelligence. Since increasing your Intelligence increases the skill, it would be a whole lot more book-work if you were to put the actual level for your Streetwise level. This way, you only have to change the Intelligence skill if you want to raise your skill levels.

Step Six: Finishing Touches

Now is the time to think of such things as the name of your character, the age and the physical appearance. You should also buy equipment for your character. Another thing that should be done now is to write a background story for your character. Where did it go to school? What was its first job? What kind of hobbies does it like? Did it ever lose something close to it?

This background story helps you get a feel for your character, and gives the Game Master something to play off of.

Chapter 4: Action Resolution

There are two main types of Action Resolution. The first type is when a character is trying to do something against an unaware target or an inanimate object. The second type is when something is trying to stop the character from succeeding.

Unopposed Action Resolution:

This is the name given to Action Resolution when the character has nothing trying to stop it from succeeding. It is fairly easy to do this form of Action Resolution. First, the player tells the Game Master what it wants its character to do. The Game Master then assigns a difficulty based on the 8-tier system. The higher the rating, the harder the task. The character rolls 4 dice, adds the total to any modifiers, such as skills or attributes and perhaps penalties such as standing on a wet floor. If the total the character gets is equal to or above the difficulty, the character succeeds at the task.

Opposed Action Resolution:

The most common use of this type of Action Resolution is combat, but it could be used for something as simple as a game of tug-o-war. The challenger rolls its dice and adds in any modifiers, such as skills or attributes. The defender rolls its dice and adds in any modifiers, such as skills or attributes. The one with the higher number wins. In a game of tug-o-war, the winner would win the game. But in combat, if the defender wins, it just means that the challenger's attack didn't connect.

Combat:

Combat is done in rounds. Each round is equal to five seconds. Each round, a player may choose to do anything it wants, so long as it will only take five seconds (the player may choose to do a long action, meaning that it will be able to do nothing for a couple of rounds besides do the action it proclaimed). A player may attack, defend, move, or just about anything else. Each player rolls four dice, the one with the highest number goes first, then it goes to the next highest number and so on. This is called 'initiative'. Each player can do two things in one round. This means that a character can attack or defend once in a turn.

Attacking Options:

Aim: This takes one half a turn. It gives +1 to a roll if the character has to hit a target.

Attack: This allows a player to attempt to attack someone. This is only the first half of combat. If the attacker succeeds at this maneuver, it just means that the hit is going to land. A damage roll is required, as explained later. This attack uses the Strength attribute or the Dexterity attribute, depending on what skills the character has.

Shoot: This is the same as Attack, except that if the defender is unaware of the attack, it is an unopposed action to hit the target. This maneuver requires the Ranged Weapons skill.

Defending Options:

Dodge: This is the ability to dodge out of the way of an attack. It is used to defend against an attack. This is a test against the Agility attribute, or Acrobatic-like skills.

Parry: This is the ability to block attacks with a weapon. If parrying a weapon like a sword, if the defender wins by more than +2 it can turn the attack on the opponent, either by trying to cause damage or trying to disarm the opponent.

Block: This is the ability to block an attack with a shield of some sort. If successful, the attack is turned away.

Neutral Options:

Move: This is just used to move. An average character can walk five yards in one turn, run ten yards in one turn. A successful strength roll will allow the character to move at twice the speed.

Talking: Generally, talking doesn't take a turn, it is free. However, doing nothing but talking is a good way to make an otherwise useless turn effective, such as giving allies instructions.

Other: This is a catch-all for anything that takes a turn or longer that doesn't fit into the other categories.

Damage:

Damage can occur for just about any reason.... falling off a building, getting hit in combat, etc.. Each character has 4 Scratch levels, 3 Hurt levels, 2 Very Hurt levels, 1 Incapacitated level, and 1 Near Death level. Damage taken that is between 1 and 3 is a Scratch, between 4 and 5 is a Hurt, between 6 and 7 is a Very Hurt, and 8 to 9 is an Incapacitated. Anything above 9 is a Near Death. A character who runs out of one level but gets another damage of that level counts the damage as one level higher. For instance, if a character has ran out of Scratch levels, but receives another Scratch, the new Scratch is treated as a Hurt. A character who has a Hurt is at -1 to all actions, Very Hurt is at -2 to all actions, Incapacitated allows only minor things, such as crawling a foot a turn, or talking. Near Death means the character is knocked out and will die if it doesn't receive medical attention.

Every 5 minutes a character spends at Near Death, the player must roll Endurance against Fair difficulty to stay alive.

Determining Damage:

Damage taken from a fall is calculated at +1 damage for every 5 feet fallen, up to a

maximum of +10 damage.

Damage taken due to a weapon is also easy to calculate. An unarmed, untrained punch would give +0 to damage, gaining +1 to damage for every +2 above Fair Strength the character has. A trained punch has +1 damage added to it.

Damage taken due to a hand weapon, such as a knife or a club is calculated like so: Every weapon should have a Damage Factor listed. This is added to +1 for every +2 above Fair Strength. For every +1 above Fair the attacker has in its weapon skill allows it to roll a dice and add it to the damage. Negatives are ignored.

Damage taken due to a ranged weapon is calculated exactly like a hand weapon, except that there is no bonus for skill, instead the player rolls four dice and adds the result to the damage total. If the damage is reduces to 0 or below, the bullet just 'glanced off'.

Resisting Damage:

A character wearing armor would definitely not take damage the same way a character with no armor would. A character with armor subtracts the armor's damage resistance from the damage taken.

Leather armor gives only a +1 damage resistance, but won't stop bullets.

Chain mail gives +2 to damage resistance, but won't stop bullets.

Plate mail gives +3 to damage resistance, but won't stop bullets.

Light Kevlar armor gives +1 to damage resistance and might stop a pistol bullet if a roll of dice shows Good or better.

Average Kevlar armor gives +2 to damage resistance and might stop a pistol or small rifle bullet if a roll of dice shows Fair or better.

Heavy Kevlar armor gives +3 to damage resistance and might stop just about any bullet except armor piercing or hollow point if a roll of dice shows mediocre or better.

Healing Damage:

A character heals its worst wound level once every two weeks, normally. A First-Aid roll will cut that healing time in half. Advanced medical treatment can cut the two weeks down to a couple days. Magic can heal a wound instantly.

Chapter 5: Cyberware and Bioware

What is Cyberware?

Cyberware is the slang for 'cybernetic augmentation'. So, what exactly is it? It is a term for putting machinery in your body. This can be as simple as a prosthetic for a lost limb, or as complex as a brain upgrade.

So, what is Bioware then?

Bioware is similar to cyberware, in that it is an upgrade or a prosthetic for he body. The difference is that while cyberware is machinery, bioware is living tissue. First a tissue sample is taken, then it is altered and cloned. The result is a piece of anatomy that is far better than what nature could have delivered.

Penalties of Cyberware and Bioware:

The more a person alters its body, the more it damages its soul and its ability to channel magic. The more altered the body, the harder it will be to cast spells or control spirits.

Cyberware is the worst, because it is hard and metallic, unable to channel magic or have a soul. Bioware, on the other hand, is living tissue, so it can channel some magic and the person's soul does become able to use the new upgrade. But bioware has another downfall, the person must take immunosuppressant drugs to stop rejection. This causes the person to have lowered endurance.

The penalties are measure by Tolerance Points (T.P.) and Endurance Points(E.P.). For every level of the attributes Tolerance and Endurance, a character gets ten points. For example, a character with Terrible Tolerance only has 10 T.P.. Every 10 T.P. or E.P. spent, Tolerance or Endurance are lowered by one level. If T.P. is lowered below Mediocre, the character loses a level of both Magic and Spirit attributes.

There are two main 'No's when it comes to cyberware and bioware. They can not be made to raise the Tolerance attribute, and they can not be used to raise the Magic and Spirit attributes.

Modeling Cyberware and Bioware:

Remember that the Player and GM should design 'ware together. Sometimes the prices don't match like they should, so feel free to alter them to be more appropriate.

Cyberware:

Severity	Examples	Tolerance Points	Cost
Minor	Installing a sub-dermal LCD.	0	0
Average	Installing a datajack.	2	400
Major	Installing an artificial eye.	4	1,900
Extreme	Replacing a limb with a piece of cyberware.	9	4,900

Modifiers:

Modification	Details	Tolerance Points	Cost
Faulty	The cyberware has a glitch. It gives a Fault such as "Left hand shakes violently if put under stress."	Original * 1.25	Original * .75
Bought on the Street	This is cyberware that is bought from a dealer on the street. The quality isn't the best, but it sure is cheaper.	Original * 1.25	Original * .5
T.P. Friendly	This is special cyberware, heavily coated in bio-plastic, preventing rejection and allowing small amounts of magic and a character's soul to be channeled through it.	Original * .5	Original * 2
Enhancements	This is the most common modification. Except for prosthetic users, the general public doesn't want to replace a perfectly good limb with an artificial one exactly the same as their original. Each Gift assigned to a piece of cyberware is an enhancement. A normal Prosthetic leg has no enhancements, but a leg that gives +1 to climbing skills has an enhancement.	Original + 1	Original + 100
Minor Tweaks	This is mainly for cosmetics. What if you want a red paint job on your new cyberarm? This is the place to go.	Original	Original + 10
Major Tweaks	External cyberware, such as cyberarms, tend to have exposed wiring and hydraulics, looking very artificial. This is the place to go if you want that cyberarm to look normal, or if you want it to be drastically different from factory specs.	Original	Original + 50

Bioware:

Severity	Examples	Tolerance Points	Endurance Points	Cost
Minor	Getting skin color changed.	0	0	100
Average	Enhancing an organ.	1	2	500
Major	Enhancing the brain.	2	4	2,900
Extreme	Replacing a limb.	4	9	5,900

Modifiers:

Modification	Details	Tolerance Points	Endurance Points	Cost
Faulty	Bioware is rarely Faulty unless it is bought on the street. Common Faults for Bioware is "Causes Seizures" and other such things.	Original * 1.25	Original * 1.75	Original * .75
Bought on the Streets	Only someone in desperate need of bioware would buy it off the street. Bioware needs to be cloned from your tissue, otherwise it has a high E.P. cost.	Original * 1.75	Original * 2	Original * .5
Dual Friendly	This can only be done to cyberware not bought off the street. It lowers the E.P. cost and the T.P. cost because the bioware is almost exactly like your living flesh. This only allows two Enhancements.	Original * .5	Original * .5	Original * 2
Enhancements	Bioware, like cyberware, starts out just like a normal part of your body, with no special qualities. Each thing that is different from your body is considered an enhancement. For example, a set of hands with claws giving +1 to damage would be considered an enhancement.	Original + 1	Original + 1	Original + 100

Example Cyberware and Bioware:

Cyberarm with Gun:

T.P.: 12.5

Cost: $3,825
Modifiers:
Faulty: Makes a humming noise when moved.
Enhancement: Small Gun, +4 ranged damage
Major Tweak: Hidden Compartment for Gun
Major Tweak: Looks Real

Enhanced Heart:
T.P.: 2
E.P.: 3
Cost: $600
Modifiers:
Enhancement: Gives +1 to Endurance.

Chapter 6: Equipment

Technology Today:

Technology has changed since the beginning of the 21st century. Electronics now are much more power than even the most advanced technology was then. Hologram technology is wide spread. Virtual Reality has came and is the most common entertainment outside of drugs.

Computers no longer experience lag. A gigabyte can be downloaded in less than a minute. Handheld computers are now vastly more powerful than desktop computers were in the early 21st century.

Modeling Living Needs:

This is the place to figure out the character's everyday cost of living. Everyone needs a place to sleep and food in their tummy.

Housing:

Choose one option from each column.

Size	Location	Quality
Coffin Apartment, 1 room Base Cost: $500/month	Terrible Cost Mod.: *.5	Terrible Cost Mod.: *.5
Small, 2 rooms Base Cost: $1,000/month	Poor Cost Mod.: None	Poor Cost Mod.: None
Small, 3 rooms Base Cost: $2,000/month	Mediocre Cost Mod.: * 1.5	Mediocre Cost Mod.: * 1.5
Medium, 4 rooms Base Cost: $4,000/month	Fair Cost Mod.: * 2	Fair Cost Mod.: * 2
Large, 5 rooms Base Cost: $8,000/month	Good Cost Mod.: * 3	Good Cost Mod.: * 3
Large, 6 or more rooms Base Cost: $16,000/month	Great Cost Mod.: * 4	Great Cost Mod.: * 4

Food and Entertainment:

Select one option from each column.

Size	Quality
TV Dinner, small paperback books, movie rentals Base Cost: $5 (Food, $465/month)	Terrible Cost Mod.: *.5
Small Meal, Cheap hardback books, holovid games Base Cost: $15 (Food, $1,395/month)	Poor Cost Mod.: None
Filling Meal, Good hardback books, theater visits Base Cost: $25 (Food, $2,325/month)	Mediocre Cost Mod.: * 1.5
Fancy Meal, Concert Tickets Base Cost: $100 (Food, $9,300/month)	Fair Cost Mod.: * 2
	Good Cost Mod.: * 3
	Great Cost Mod.: * 4

Bills:

Service	Cost
Utilities	$300/month
Cable Television	$50/month
Telephone Service	$50/month
Cellular Phone Service	$50/month
Net Service, requires Telephone or Cellular Phone Service	$100/month

Modeling Clothing and Armor:

Pick an option from each column.

Type	Quality	Damage Resistance
Light Shirts Base Cost:$20	Terrible Cost Mod.:*.5	0 Cost Mod.: None
Heavy Shirts Base Cost:$30	Poor Cost Mod.: None	+1 Cost Mod.:*1.5
Vests/Jackets Base Cost:$20	Mediocre Cost Mod.:*1.5	+1, Bullet Resistant Cost Mod.:*2
Pants Base Cost:$30	Fair Cost Mod.:*2	+2 Cost Mod.: *3
Shoes Base Cost:$30	Good Cost Mod.:*3	+2, Bullet Resistant Cost Mod.:#3.5
Dresses/Skirts Base Cost:$20	Great Cost Mod.:*4	+3 Cost Mod.:*4
Jewelry Base Cost:$50	Superb Cost Mod.:*5	+3, Bullet Resistant Cost Mod.:*4.5

Modeling Minor Electronics:

Name	Cost
Cellular Phone	$50
Telephone	$20
Television	$20
Holovid Display	$200
Scanner(For bugs and magnetic waves)	$100
Security Alarm	$300
Electronic Lock	$100
Home Voice Response System (Example: "Lights Off", the lights turn off)	$300
Video Game System	$100

Modeling Computers:

Pick one of the computers below.

Type	Max CPU	Max Memory	Max Storage	Cost
Hand Held	-1	5	10	$250
Laptop	+1	40	40	$500
Desktop	+1	40	40	$500
Microframe	+2	100	80	$2,500
Mainframe	+3	140	120	$5,000
Megacomputer	+4	180	240	$10,000

Handheld and Laptop computers have a four hour battery that recharges from a wall socket in one hour. Computers can be armored with +2 bullet-resistant (Kevlar armor rules, referenced in the Action Resolution chapter) for an extra $250. Computer memory is measured in Memory Units. A standard 21st century program, such as Microsoft Word or a simple game takes up about one Memory Unit. A computer can run a Memory Unit sized program for every point of Memory it has. Memory can be compared to 21st century RAM. Storage refers to the number of Memory Units on the hard drive.

Altering Computers:

Computers normally start with -1 CPU, 5 Memory, and 10 Storage. For $250 the CPU can be upgraded one level. For $100, the Memory capacity can be increased by 5. For $100, the Storage capacity can be increased by 10.

Upgrading:

Computers start with absolutely nothing on them. You have to buy even the most simple OS.

Name	Notes	Cost
Normal OS	Either DOS or a Windows setup.	$50
VR OS	An OS capable of allowing mental control.	$250
DNI Processor	Allows a character with a datajack to control a computer directly with its mind.	$250
'Trode Set	Allows electrode interface	$100
VR Set	Allows interfacing with VR gear.	$300
Keyboard/Mouse	Allows manual interfacing	$100
Videoboard	Flatscreen, hi-res 2d display	$100
Holographic Display	3d display	$300
Printer	Plain paper laser printer	$150
Disk Reader/Writer Disks cost $10 and have a Storage of 10.	Standard disk reader	$100
Vox Box	Speaker and Microphone Set	$150
Scanner	Hardcopy reader	$150

Modeling Vehicles:

Vehicles have three attributes, Speed, Strength, and Maneuverability. The default car

starts at Mediocre for each attribute. It costs $1,000 to increase each attribute a level. It costs $1,000 less to decrease an attribute. The higher the Maneuverability, the easier the vehicle is to drive. For difficulty purposes, flip the Maneuverability attribute and calculate it that way. Flying vehicles must have a maneuverability of at least Good. It costs $1,000 to increase a vehicle's Damage Resistance one level. Treat a vehicle as a character. It has the same damage levels as a human. Except, at Incapacitated, the vehicle no longer runs, and at Near Death, the vehicle might as well be scrapped. To heal vehicle wounds, use the healing rules in the Action Resolution chapter, but use a Mechanic skill instead of a Medical skill.

For an extra $2,000 a vehicle can be hooked up to be ran through a datajack. This gives +1 to maneuverability when controlled by a datajack.

Modeling Weapons:

For the most part, weapons are very easy to model. Most small weapons, such as brass knuckles, and knives have a +1 damage. Weapons get +1 to damage if they are sharp. They get +1 to +3 damage depending on their size and weight.

Weapons such as these range from $50 in cost to thousands of dollars, depending of rarity. I'm leaving the cost of this up to the Game Master.

Modeling Guns:

Ranged weapons are a bit more complex. All ranged weapons have a range, a damage factor, a rate of fire, and an ammunition capacity. Weapons such as these range from $100 to thousands of dollars. I'm leaving the cost up to the Game Master.

Step One: Range

Level	Effective Range
Terrible	10 meters, very small pistols
Poor	25 yards, normal pistols
Mediocre	50 meters, very accurate pistols
Fair	100 meters, carbine range
Good	300 meters, rifle range
Great	1,000 meters, highly accurate rifle range
Superb	2 kilometers or more, very accurate sniper rifles.

Under optimal conditions, shooting at a target in the first quarter of the weapon's effective range is a Poor difficulty task. At half range, it's Fair. At full range, at least Good. If

the target is moving, increase the difficulty by 1. For every 10% beyond the weapon's effective range, add one to difficulty and deduct 1 from the damage factor.

Step Two: Rate of Fire

There are four rates of fire:

Standard(S): The weapon only fires one bullet a turn.
Burst(B): The weapon shots several bullets at once, usually three to six at a time. This grants +1 to hit the target, and +1 to the damage factor.
Full Auto(FA): The weapon can shoot off ten to twenty bullets per turn, giving +2 to hit and +2 to damage factor. Alternatively, the shooter can direct the fire at multiple targets, but this removes the +2 bonuses.
Very Rapid Fire(VRF): At least fifty shots can be fired at once. This grants +4 to hit and +4 to damage factor. Alternatively, the shooter can direct the attack to multiple targets, gaining +1 to hit and +1 to damage to each target.

Step Three: Ammunition Capacity

There are five types of ammunition capacities:

Internal: The ammunition is stored inside the weapon in a non-removable magazine. Most only hold one bullet at a time, but some hold more. A character can load one bullet per turn using this type.
Revolver: The gun has a cylindrical magazine, found in some hand guns. They usually hold five to six shots. They can be loaded two bullets per turn.
Clip: The weapon stores ammunition in a removable clip. They can hold up to 20 bullets. It takes one turn to replace clips.
Belt: Belts are long series of bullets linked together, to be fed into automatic weapons that require fast reload speeds. A belt can hold a hundred or more bullets. A belt can be reloaded in two turns.
Cassette: Cassettes are large, pe-packaged cases of ammunition linked electronically to a powered feed system. Guns like those on aircraft sometimes have these. These can hold thousands of bullets and take several turns to reload.

Step Four: Choosing Ammunition

Ammunition is everything to a gun. Even though a rifle may be able to shoot 2

kilometers effectively, a bullet can only go so far. The trick is matching up ranges.

Propellant	Caliber	Damage Factor	Max Range
Light	Small	+2	Fair
Light	Medium	+3	Fair
Light	Large	+4	Fair
Light	V. Large	+5	Good
Heavy	Small	+5	Great
Heavy	Medium	+6	Great
Heavy	Large	+7	Superb
Heavy	V. Large	+8	Superb

Modeling Shotguns:

Shotguns are created the same way as above, except that they use different ammunition

tables and range tables. They also spread damage, damaging targets that are close together. Targets it within the first quarter of a shotgun's range take +1 more damage.

Shell Size	Damage Factor	Max Range
Small	+2	Fair
Medium	+3	Fair
Large	+4	Fair
Extra Large	+5	Fair

Size	Max Range
Snub-Pistol	Terrible
Pistol	Terrible
Long Pistol	Poor
Carbine	Mediocre
Rifle	Fair
Long Rifle	Fair
Heavy Sniper Rifle	Fair

Ammunition Options:

Accelerated Energy Transfer: These bullets are meant to increase damage without sacrificing penetration. Shotguns mat not use this ammunition. It gives +1 to damage factor.

Armor-Piercing(AP): This ammunition is designed to pierce armor. It is rarely stopped by armor. Unfortunately, it causes one less level of damage to unarmored targets, because the bullet blows right through the target. Shotguns may not use this ammunition.

Birdshot: Instead of using several large projectiles, birdshot uses a multitude of BB-sized projectiles. Birdshot gives +1 to hit a target, but reduces damage by two levels. Only shotguns can use this ammunition.

Buckshot: This ammunition uses several large projectiles. It is standard shotgun ammunition. Only shotguns use this ammunition.

Flechette: Replaces the lead balls in a shotgun with steel darts. This increases the damage factor by +1. Only shotguns can use this ammunition.

Frangible: This ammunition is designed to prevent blow-through. As soon as it hits a target it spreads out. It is always stopped by armor of at least +1 damage

resistance, but does +1 damage to targets without armor. Shotguns can not use this ammunition.

High Explosive: These bullets contain small explosives. When they hit, they explode. It causes +1 damage to unarmored targets. Shotguns can use this ammunition in slug form.

High Explosive Armor-Piercing: This is a combination of two ammunition types. This ammunition is rarely stopped by armor and causes +1 damage. Shotguns can use this ammunition in slug form.

Hollowpoint: This is the same as Accelerated Energy Transfer.

Incendiary: This ammunition starts fires with anything it hits. It inflicts normal damage, but will burn anything touching the target that is flammable.

Sabot Slug: This is a special kind of shotgun ammunition. It contains a fin-stabilized projectile. This ammunition increases the range of the weapon by one level and penetrates armor easily. It is only used by the shotgun.

Slug: This is a large bullet used by shotgun shells. It doesn't scatter like normal shotgun ammunition does. It penetrates armor easily. It is only used by the shotgun.

Subsonic: This ammunition has decreased ammunition, reducing the sound from a gun. When used with a silencer, the gun is almost completely silent except for the click of the hammer. It reduces damage by 2.

Tracers: These bullets leave a glowing trail. This aids in automatic fire, giving +1 to hit, but reduces damage by 1. To be effective, at least one tracer must be in a group of ten bullets.

High-Tech Guns

Gauss Weapons:

These weapons use magnetic fields to launch projectiles at supersonic velocity. They send projectiles flying at thee times the normal speed. They make only the sonic-boom, sounding much like a gun using a silencer. Since the projectiles don't need explosions to send them flying, the extra velocity gives normal kick.

Gauss weapons have better damage capability, generate less heat, produce less noise, and kick about as much as a standard firearm.

Since there is no need to store chemical propellant, a clip of gauss rounds can hold three or four times the ammunition. Ammunition is electrically fed into the weapon. All gauss weapons require some sort of electrical power source. These can be bought in the form of clip-sized batteries and are inserted next to the ammunition clip. A battery has enough power to shoot an entire clip of ammunition.

When a gauss weapon is fired, a blue or green arc of electricity follows the bullet out of the barrel.

Gauss weapons can fire any of the alternative ammunition types. The only exception is sub-sonic. This can be handled with a switch on the gun, lowering the velocity of the bullet. This lowers the to hit roll by 2 and lowers the damage by 2.

Gauss weapons use the same creation process as normal guns, except they use this

ammunition table:

Propellant	Caliber	Damage Factor	Max Range
Light	Needle	+3	Poor
Light	Small	+5	Good
Light	Medium	+6	Good
Light	Large	+7	Good
Light	V. Large	+8	Great
Heavy	Needle	+4	Poor
Heavy	Small	+8	Superb
Heavy	Medium	+9	Superb
Heavy	Large	+10	Legendary
Heavy	V. Large	+11	Legendary

Propellant refers to the strength of the magnetic field the bullet needs. Needles are small, blunt slivers of metal. They go straight for a while, then start tumbling in air, causing a big wound for their size. Most needles are 3 inches in length. Unfortunately, due to this tumbling effect, the needles aren't very accurate, veering away from their target sometimes. Due to their small size, a clip can hold hundreds to thousands of needles. Because of the large weapon capacity, most needle weapons use full-auto firing rate. Weapons designed to fire needles can not use alternative ammunition.

Chapter 7: Cyberspace

What is Cyberspace?

Cyberspace, often called the Net, is the vast virtual reality setup the internet has evolved into. It can be accessed by any computer running the VR OS. The Net looks like a very odd version of the real world. When a computer capable of linking to the Net comes online, it creates the immediate area around it in VR. So a computer surfing the Net from the fifth floor of a building will appear in the net right outside a building. The bigger the computer, the big the representation of it on the Net. A small laptop will appear as a small apartment, while a megacomputer might show up as a skyscraper. A computer lab might appear as a small village. Physical size doesn't matter on the Net. A character might enter an apartment in the Net to find itself in a huge dungeon.

How does one access the Net?

A character needs a phone line or a cellular phone. The character then needs to get access to the Net, available cheaply. The character then needs a computer running the VR OS. The character just needs to hook the computer up to the phone line and logs on.

There are various ways to interface with the Net. A character can use a keyboard and a mouse, meaning that it can only act once every five Net turns(one second). A character may use a 'Trode set, letting it act every three Net turns. A character may also use a VR set, letting it act every other turn. Or a character can use a Direct Neural Interface(DNI) that allows it to plug its brain directly into the computer through a datajack, allowing action every turn.

Using a keyboard/mouse or a 'Trode set requires that the character use a Videoboard ad a Vox Box.

The less contact a character has with the Net, the safer it is. There are programs designed to attack a character through the computer. If a computer is using a DNI, the program could fry the character's brain.

When a character enters the net it is assigned an Icon, either a default or one the character has designated.

Commands on the Net

Most characters don't have very many commands on the net. They are usually just able to talk, read web posts or other such things.

With a little hacking, a character gains access to a few new commands. A character can run programs on the Net, use Utilities, and reload programs back onto the Net once they crash.

Programs

Programs have a Size rating, a Strength rating, and a Complexity rating. Size refers to how much memory it takes to run it and how much storage it takes up when not being run. Strength is used to attack or to defend. A real-time program (programs that act instantly) can't be

run if their Complexity is higher than the computer's CPU rating. Non-real-time programs (such as math programs and word processors) just run slower on a less complex computer. For every 1 CPU under the Complexity, multiply the time it takes to run by ten. For every 1 CPU above the Complexity, divide the time it takes to run by ten.

It takes one turn per complexity added to one turn per strength to upload a program to the Net.

Program Descriptions:

Intrusion: These are programs that attempts to penetrate the security of a system. If successful, the system is available for entry, and no alarms have been set off. If failed, any alarm that is rigged to get set off if set off. If there is no alarm, then a hacker can try to intrude again and again.

Stealth: These programs hide the character or programs from detection.

Detection: These programs actively search out programs or characters hidden with a Stealth program. It is handled like Combat to see if the Detection works. If the Stealth wins, the Detection can not attempt to look for the character or program again unless the character or program alters something. If the Detection program wins, the Stealth program is deleted off the Net.

Anti-System: These programs are capable of doing several things. They can just crack a system open for use, can enter them and set up a funnel through which Utilities can be run, or can deliver viruses that delete or alter data.

Decryption: These are programs that try to unlock system passwords or data passwords.

Anti-Program: These programs are designed to delete other programs.

Anti-Personnel: These are meant to send electricity back through a character's connection in hopes of causing damage. The only people who need to worry about this are people in 'Trodes, VR setups, or DNI. For every level above 0, the character takes 1 damage. A DNI user takes full damage, a VR user takes half damage, and a 'Trode user takes quarter damage.

Utilities: These are basic programs that do just about anything. They can allow you to write or edit text files, control cameras or vehicles, or do various other things.

Modeling Programs

This is the base values for programs:

Class	Complexity	Strength	Memory/Storage	Cost
Intrusion	-1	-1	1	$100
Stealth	-1	-1	1	$150
Anti-System	-1	-1	1	$150
Decryption	-1	-1	1	$100
Anti-Program	-1	-1	1	$300
Anti-Personnel	-1	-1	1	$300
Utilities	-1	-1	1	$100

A program can perform 1 action for every level above -2 complexity. It costs $30 to increase complexity by one level.

It costs $50 to increase strength a level.

A program has a Memory/Storage size level for every level of complexity or strength (whichever is higher) a program has.

A programmer can make a program in 1 day per strength and 1 day per complexity. The complexity is the difficulty of programming.

All programs have an Icon in the Net. It doesn't cost anything to have a basic Icon, but it costs $10 and 1 extra storage space to have a complex Icon. Which is more intimidating? A simple red dot moving in to attack you, or a huge green dragon?

Movement in the Net

Everything moves at the same speed in the net. Everything moves at five spaces a turn. The size of a space depends on the net congestion. A high-speed area may allow you to move from one side of a city to another in one space. A place with a lot of slow connections might only allow a couple inches as a space, slowing movement way down. Range in the Net is eyesight. If a character can see a target, then that target is in range.

Cyberspace is created around computers running the VR OS, so obviously places without computers online has no Cyberspace landscape. These places appear as plain black areas. A person could 'walk' from town to town, but it is easier to just jump from city to city through Long Distance Ports. These LDPs charge a toll. A hacker could bypass the toll, but it is a Great difficulty in most areas, Superb or higher in secure areas. If caught, the hacker is fined upwards of $500 and is kicked instantly off the Net.

Combat on the Net

Combat on the net is between character and character, Anti-Program and Program, and Anti-Personnel and character.

Combat on the net is extremely simple. The attacker rolls four dice and adds its Strength rating (Intelligence if characters are fighting). The defender does the same. The one with the higher number wins. The loser is deleted from the net.

If a character is hurt, the number of levels over 0 the attacker scored is done as damage. So if the attacker wins the character by +2, then the character takes +2 damage.

Chapter 8: Magic

How Magic Works

Magic is channeled through every living body, some more efficiently than others. Most people can't access this magic, but those with the gift 'Magical Aptitude' can. Magic is broken into Colleges and Realms. A College refers to how a spell effects something, and a Realm refers to what is effected. Each College and each Realm is a different skill. Each of them is considered an Average Skill unless specified. H means Hard, V means Very Hard.

Colleges

Animate(H): This is the ability to make inanimate objects, such as statues, come alive.
Breaking(e.g. weaken, harm, dispel): This is a destruction college. It undoes things or dispels them. It is also used to weaken or hurt things.
Communication(e.g. speak, read): Communication is about willing communication. Speaking with telepathy is ok, but Read Mind is a different College.
Control(H)(e.g. bind): Control is making something perform an action you want it to do. A character can't make it do something it normally wouldn't do. For example, you couldn't make water run up hill.
Creation(V): Creation is making things out of thin air. A character can't create animate objects.
Enhancement(e.g. strengthen, repair): enhancements make something better. It can repair items or give them bonuses.
Healing(H)(e.g. fertility, growth): Healing is the repair, growth, and reproduction of living things.
Knowledge(H)(e.g. see, hear, find): Knowledge is learning things that you otherwise wouldn't know.
Movement: This is the ability to move a character or an object through space.
Protection: This is the ability to prevent intrusion or damage.
Transformation(V)(e.g. shape, transmute): This is ability of changing the size, shape, or chemical composition of something.

Realms

Body(H):Body is the physical body of any living creature.
Energy: Fire or Electricity.
Gas: Any gaseous substance.
Illusion(H)(e.g. images, light, darkness, sound): Illusion is any form of sensory or mental illusion.
Liquid: Water or any other liquid substance.
Machine: Any and all electronics or machines with moving parts.
Magic(H): This affects all magic, or allows something to be done with magic. For

example, “Creation Magic Solid” would allow a character to create a magic brick.
Mind(H): Mind is the mind of any living creature.
Plant: Plant is any plant matter, living or dead.
Solid(H):Any solid, non-living substance.
Spirit(H): Effects the soul of living things.

Casting a Spell

Casting a spell requires a College and at least one Realm. Casting a spell will fatigue a magic user.

Fatigue:

A character has a total of 10 fatigue points. If all 10 are depleted the character passes out until at least three points are recovered. A character recovers one fatigue point every five turns.

If a character fails casting a spell, the character loses double the maximum fatigue risk. So if the character fails casting a spell with both the College and the Realm at Very Hard Difficulty, then the character loses ten fatigue points.

Modifiers:

A basic no-nonsense spell takes one turn to cast, lasts for one turn, risks one fatigue point, and requires that the caster make magical gestures or do a small ritual.

Spell Effects:

Casting a minor spell, such as doing something that is almost ready to happen already, such as breaking something that is fragile, is a Mediocre difficulty, and risks one fatigue.

Casting an average spell, such as speaking a language a character does not already know, is a Fair difficulty and risks two or three fatigue.

Casting a major spell, such as shattering metal, is a Good difficulty and risks four to seven fatigue.

Casting a hard spell, such as enhancing an attribute by three levels, is a Great difficulty and risks eight to fifteen fatigue.

Casting a very hard spell, such as regrowing severed limbs, is a Superb difficulty and risks sixteen to thirty-one fatigue.

Changing the Number of Targets or Area of Effect:

-1 Small – A bread box
+0 One – One person
+1 Few – 2-4 people, a closet-sized space
+2 Several – 5-10 people, a whole room
+4 Many – a small crowd, a small building
+8 Great – large crowd, a large building(or more)

A spell that targets multiple things should not be selective, beyond perhaps only effecting dogs, or other such things.

Changing the Range:

-1 Touch – must touch the target, requires to-hit roll
+0 Close – in close fighting range
+1 Short - within thrown weapon range
+2 Long – within sight or powered weapon range
+4 Extreme – out of sight of the caster(or more)

Increase Damage or Defense of Spell:

+2 damage: +1 risked fatigue
+1 defense: +1 risked fatigue
Spell isn't stopped by normal defenses: +2 risked fatigue

Changing Difficulty:

-1 level Difficulty: +2 to risked fatigue, or increase the casting time by two levels.
+1 level Difficulty: -2 to risked fatigue, or decrease the casting time by two levels.

Time Chart:

This chart is used to figure casting time and the lasting of the effect.
1 level = 2 risked fatigue or 1 difficulty level

1 Second
5 Seconds
25 Seconds
2 Minutes
10 Minutes
1 Hour
5 Hours
1 Day
1 Week
1 Month
1 Season
1 Year

Props and Rituals:

Each prop has to have something to do with the spell, such as a rock for a spell effecting solids. Each prop used lowers the risked fatigue by one level. The maximum is five props.

A ritual is similar to the prop, except that if a ritual or an incantation isn't spoken, it doubles the risked fatigue.

Chapter 9: Spirits

The Spirit World:

There are two planes of existence, the physical and the astral. The astral plane is the spirit world, the place where spirits reside when not active in the physical world. There are places in the astral plane which correspond to locations in the physical world, but not all places in the astral have a physical correspondent.

The geography of the astral world depends on the mindset of the person visiting it. It does not necessarily correspond to the geography of the real world. In general, there are specific regions corresponding to different classes of spirits. For example, there is the "Place of Wolves," the "Place of Forests," and the "Place of Mountains." All of these different Places may be though of as being layered on top of each other. They are different selective interpretations of the sheer complexity of the astral plane.

The spirit of a forest may be found by traveling to the region of the astral plane which corresponds to the physical location of the forest. It may also be found by seeking it in the "place of forests." Both of these are qually valid symbolisms for the location of a certain spirit. To use a computer metaphor, both are equally viable "sort indices" to find a particular spirit in the spirit world.

Spirits:

Spirits are beings which live in the astral plane. Typically, they cannot reach the physical world through their own power, requiring a person to show them the way. In strongly magical places, the astral plane is closer to the material, and spirits have an easier time passing from one to the other.

A spirit is rated in power from Terrible to Superb. In general, this level indicates the level of the spirit's Spirit attribute and other traits. Extremely potent spirits may even be at higher steps of power.

There are several general classes of spirits: Ghosts, Life Spirits, Elemental Spirits, and Spirits of Man. These groups are rough and often overlap.

To contact a ghost, the person must either already know the spirit or have some material connection to the spirit. These material connections may be body parts, objects treasured by the spirit, or anything else appropriate.

Spirits of Life correspond to the collections of plants and animals. The "soul" of an individual wolf typically cannot be contacts, but the collective spirit of a pack can be. An individual tree may not have an intelligent spirit, but a forest almost certainly will. These spirits typically have some influence over their component creatures, and may be petitioned for aid. For example, a lost person may contact the spirit of a local pack of wolves and request guidance in return for providing a substantial amount of food for the pack. On the physical plane, a wolf will go to the person and lead her back to the trail.

Elemental Spirits can be found int eh region of the astral plane corresponding to their real-world location. These spirits include spirits of fires, mountains, rivers, and other

geographical features as well as storms, earthquakes, and other natural disasters.

Spirits of Man are all of the gnomes, guardians, imps, and other spirits which thrive in the presence of intelligent creatures. Perhaps they feed on thoughts, or are somehow the imprint of conscious minds on the spirit world. No one really knows. These spirits, if contacted, tend to know a great deal about the goings-on in their homes. Some are beneficial, others are not. For example, a spirit found in a library may be helpful and keeps dust off the books and knows the location of every last volume. Or it may be the kind who shuffles card catalogs during the night.

Powers of Spirits

When in the astral plane, most spirits are unable to affect physical things or even to know much about them. An astral being cannot simply look into the physical world and affect things there. They are in an entirely different world.

Spirits in the physical world are still invisible, intangible, and, in general, incapable of communicating with normal physical beings. Some spirits have the ability to present an image of themselves, some have the ability to be heard, and some can even manifest a physical form. All of these depend on the kind of spirit involved.

Some spirits, when in the physical plane, may attempt to possess a material being. Possession is a contest of skills between the Spirit attribute of the spirit and the willpower of the target. For a possession to work, the spirit must get a minimum result of Good. If a spirit succeeds in doing this, it inhabits the target, but does not automatically gain control. After a failed possession attempt, the spirit may not try possessing the same target again for a full day.

A spirit inhabiting a target is simply "along for the ride." It can see through the senses of the target. It can also telepathically communicate with the target, but cannot order actions without further contests. Having a loud spirit in your head can get annoying even if it does not control your actions.

Once a target has been possessed, the spirit may attempt to control it. For each simple command given to the target, such as "Attack Brian," the spirit must make another roll of Spirit vs Spirit. The target's Spirit attribute is adjusted by +/- 3 depending on the command. A target would have an easier time resisting doing something it would normally not do, and visa versa.

Many spirits also have magical abilities elating to their realm of expertise, which a person may use to his or her advantage.

Who can manipulate spirits?

There are several Gifts a character needs to manipulate spirits. Ones that are a must for controlling spirits are Astral Projection and Spirit Tongue, and Spiritually Awakened. It is often a good idea for a person to have a Totem Spirit to act as a protector in the astral plane.

Gifts:

Second Sight: This is the ability to directly see spirits in the physical world. It also includes a measure of sensitivity to magic.

Spirit Tongue: This is the ability to communicate with any and all spirits.

Spiritually Awakened: This is the required skill to even be able to do anything with a spirit.

Astral Projection: This is the ability to visit the spirit realm through ritual and meditation. The body is left behind. A successful Spirit attribute test against Fair difficulty must be done to enter the astral plane.

Physical Projection: This is the ability to detach a spirit from the astral plane and sending it into the physical plane. A successful Spirit attribute test against Good difficulty must be done to move a spirit into the physical plane.

Totem Spirit: A person with this Gift has a totem spirit. This spirit protects the person while in the astral plane. This spirit is generally an animal spirit, and can be anything. While in the astral plane, this spirit prevents damage to the person. If for some reason it is physically projected into the physical plane the spirit is assumed to have a +1 Spirit rating. This rating can be increased at the cost of 6 points per level.

Skills:

There are also several skills needed to manipulate spirits. Skills are considered to be of Average difficulty unless otherwise stated. A 'V' means that the skill is Very Hard. They are all linked to the Spirit attribute.

Banish Spirit(V): This is the skill of sending a spirit back to the astral plane from the physical plane. This skill is tested against the spirit's Spirit attribute.

Binding(V): This is the skill of binding a spirit to a non-living object to enhance it. The spirit must be willing, and the spirit's Spirit attribute determines the strength of the enhancement. Spirits with a Spirit attribute lower than or equal to zero can't do more than act as a spy for the person who bound it. An example of this would be using a spirit as a security camera. Each +1 above zero counts as one physical thing the spirit can do. For example, a +1 spirit might be bound to the door to make it +1 stronger, or it may be set up to let out a loud shriek if someone breaks open the door. A +2 spirit might make the door +1 stronger and let out a loud shriek if the door is broken.

Spirit Walk: This is the skill of navigating the astral plane. State your goal and on a successful test, difficulty depending on the rarity of the spirit, the character appears next to that spirit.

Totemic Channeling(V): This is the skill of invoking the powers of a totem spirit in the physical realm. This skill requires the Gift "Totem Spirit".

Combat with Spirits:

Spirits can not cause damage in the physical plane, but on the astral plane treat their Spirit attribute as their Strength attribute. Only hand-to-hand combat is allowed in the astral plane. If a character has a Totem Spirit, the totem will step in for the character, preventing damage. Spirits can not be harmed.

More on Totem Spirits:

Many people have a spirit "sponsor," or totem spirit. Typically, these are spirits of general Archetypes, such as wolf, badger, tiger, tree, or fire. Spirits and other astral beings can identify a person's totem, which will affect their reactions. Spirits associated with a person's totem will usually be willing to aid the person, but a person is typically prohibited from trying to directly control such spirits.

A totem spirit grants the person spell-like abilities appropriate to the totem. To invoke the totem, a person uses the Totemic Channeling skill.

The powers granted by animal totems fall primarily into four categories: communication, detection, senses, and transformation. Transformation can be anything from a person growing claws to a complete metamorphosis into the totem animal. A typical table of difficulties is given below:

Wolf: (great hunter)

Poor:	Howl like a wolf
Mediocre:	Wolf ears, talk to wolves
Good:	Track by scent, Claws
Great:	Wolf form
Superb:	Summon wolves

Owl: (silent wisdom)

Poor:	Imitate Owl
Mediocre:	Move Silently, talk to owls
Fair:	Owl Eyes, Sense prey
Good:	Targeting by hearing
Great:	Owl form
Superb:	Flight in human form

Fire: (A powerful element)

Poor:	Create a small flame
Mediocre:	Sense fire, fill room with light
Fair:	Create campfire sized flame, resist normal fire
Good:	Resist all fire
Great:	Immolation
Superb:	Shoot fireballs

Oak:(The silent giant)

Poor:	Identify plants
Mediocre:	Find plant
Fair:	Oak Armor (+2 armor), Warp Wood

Great: Tree form
Superb: Animate tree

If the rolled degree is equal to or greater than the difficulty, the attempt works. If the rolled degree is two or more levels higher than the difficulty, there is no fatigue cost. Otherwise, the caster loses one fatigue point, as explained in the Magic chapter, even if the attempt failed.

If the rolled degree is less than the difficulty, the caster assumes some aspect of the totem's appearance. This can be whiskers or yellow eyes, but doesn't give any bonuses. This lasts for about an hour. If the caster fails another totemic channeling test within that hour, the totem aspect lasts for an entire day. If the caster fails again without letting the day go by, the transformation lasts forever.