Introduction

The year 2090 is chrome and fire.

Millions died from the plague, flooding displaced billions, thousands of species went extinct, riots tore apart the fabric of cities, and the weather intensified as our planet shifted to be less ideal for humanity. People were certain the pace of technological advancement, cybertechtronic implants, immortality from lionization treatments, biogenetic organs and therapies, positronic brains allowing machine intelligence, uplifting animals for labor, and cloning replicas of men and women as a workforce would solve the increasing problems. . .

Until the quickening happened.

Strange auroras like giant webs covered the globe. Within a week, *inequitatum*, monsters ravaged the wild. A large, scaled beast landed in Chicago. Soon the city went dark.

The prevailing theory was that the galaxy was traveling through a field that prevented a universal fundamental particle, the manon, from reaching the earth. Now that the galaxy is leaving that field, we have access to a new boson, the manon, creating a new kind of energy and interaction.

A few could physically control and manipulate this energy by following bizarre ritual activities. certain people sensitive to these energies changed. Some manifested abilities. Other people transformed as if struck by a terrible illness. Some became the *green*, growing antlers, delicate wings, or taking on cat-like features. Others became afflicted with the *blight*, having a head of a bull, cow, or other beasts, their bodies mutating, growing second faces, scales, or other grotesques.

It didn't just affect people. Some creatures in the wild changed, becoming *iniquitatem*. Strange anthropophagic and brephophagic horrors attacked people in their homes and on the streets. Monstrous predatory brutes prowled in the wild. These beasts have no fear of man. People fled outlying rural areas and moved to walled cities.

Then came the plunge.

The internet is ubiquitous. Ninety years of growth contained the sum of all human knowledge: Bank records, records of the production of replicants and synthetics, how everything works, the entire catalog of James Bond movies, etc. Until January 19th, 2082, a total infrastructure failure caused a catastrophic loss of power. Every piece of data vanished: Every song, book, instruction, tech manual, bank balance, television show, scientific paper, everything, everywhere. The past was gone.

The loss of power threatened to kill millions. A miracle occurred; Orpheus corporation restored the global power and communication network in under 48 hours.

The chaos restructured society. Those with money and power took over. By the end of the corporate counterinsurgency conflict, slightly less than 3 billion humans remained alive. Angry militants and isolations began instituting a 'new world order', and survivors banded together under warlords or gangs. Those with money secured their areas with private armies and militias. Corporations created corporate stores and indentures for those citizens on their land. Traditional political structures dissolved into a web of amalgamated enclaves controlled and ruled by the rich and decadent.

The Dignity International Rights Enjoined act implemented by the international corporate court gave each entity with a GDP of over 1 billion zuzus (屮) sovereign rights to their owned territories and representation and protection from the court. All accepting protection from corporate lords registered with the system, being genetically tracked at all times by their system identification number.

The world is a different place. Open conflict between members of the DIRE accords is forbidden. But, conflicts arise. Ancient knowledge lies hidden on old media in the wastelands outside the corporate-protected safe zones. People resist fascist governments. Petty warlords waylay corporate transports. Synthetics fight for rights. Replicants infiltrate human society. Drek-hot paydata is asking to be stolen. Proxy wars rage in unclaimed territories. Cultists, theocrats, militias, and extremists rule the wastelands. Families get separated. People go missing.

Untrackable people are needed for these problems. Someone on the outside. Someone who can help when no one else can. Someone without a system identification number.

Someone Sinless.

Future History

Much is uncertain, but people have memories, and those weren't erased. This is what is known:

2020 Covid Begins.

2022 Omicron brings the covid death total to Five million.

2025 Driverless cars are in common use. Nine Million transportation jobs vanish in a year. Government initiated the expropriation of major corporations for a subsidy benefiting the newly unemployed. The 'arcology' initiative legislated the duties of those who live on corporate land. Although theoretically, you could quit or leave, the obstacles turned these people into a yeoman class.

2028 in May of 2028 the week of the falling coast happened. The Cascadian fault went first, liquifying the ground in Oregon and Washington, killing over 600,000 people and leaving Seattle to the sea. Tsunamis struck the west coast from Oregon to Alaska, destroying roads, bridges, and power. After 30,000 national guard landed and began rescue operations, the San Andreas fault went. Millions die in southwest California, power and roads are destroyed, and the people migrate east, as what remains of the west coast is a disaster zone.

2029 Record corporate profits. A handful of Chief Executives controls nearly all wealth. The international corporate court is formed to handle the increasingly complicated legal disputes

2030 Orpheus technologies begins construction on the Spire, a research arcology in New York designed to develop Artificial Intelligence.
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2031 Sesees (transmissible spongiform encephalopathies) jump from the deer population to humans. 2 billion humans die from Prion Disease worldwide. Asia is hit particularly badly, making up over 50% of those deaths.

2032 Within the spire, Orpheus developed the first positronic brain. The brain simulates consciousness by providing an active plasma membrane for data transfer. The corporate court declares AI property. The development of more advanced AI continues, The intelligences are rolled out in robot bodies and used online to replace service jobs

2040 Construction on Selene, the lunar moon base, begins.

2041 With global temperatures increasing by 3 celsius, coastal flooding has rendered most of the east coast uninhabitable. The 2-meter rise in sea level is half of the expected rise. Over the next 20 years, Houston, New Orleans, Tampa, Miami, Savanna, Norfolk, Richmond, Atlantic City, Philadelphia, Boston, Philadelphia, and all of Rhode Island are all lost to lord Neptune in

the floods. Only billions of dollars spent by Orpheus and the spire provide the infrastructure to prevent New York from being swallowed. Millions of people become homeless refugees.

2042 Brain-computer interfaces have become widespread. Several large telecoms restructure the internet to take advantage of the direct neural interface.

2045 Gene therapy and electronic and biological replacements of organs are in common use. Some animals are uplifted as a source of labor. Though expensive, synthetic bodies loaded with service AI begin to see use.

2046 Scientists become alarmed at certain changes in the large hadron collider. People begin getting sick with an unknown disease

2047 The quickening begins in earnest. What can only be described as monsters, classified as *inequitatum*, appear. Some integrate into local ecosystems causing changes. Many hunt men. The sick have altered and changed form, becoming the green or blighted. Riots and violence are rampant. Many are beaten and killed. People use rituals and meditation to control powers that resemble magic. People retreat from undefendable suburbs; stable pockets of civilization exist in walled cities and enclaves.

2050 The Holocene mass extinction reaches its peak. Many animals, such as frogs, birds, primates, snakes, deer, wolves, elephants, rhinos, and environments, such as the great barrier reef, either disappear or only remain in zoos or research facilities. Wild mythical species radically alter what remains of the ecosystem due to the quickening. Cockroaches, mosquitoes, rats, silverfish, bedbugs, and other insects flourished. Wire ants were discovered, ant hives that infested anything that emits an electromagnetic field, spreading through the newly warmed North American midwest.

2055 Increasing heat renders many areas unfit for human life. Wildfires and heat waves are common, with temperatures above 40 celsius for most of the summer. Heavy blinding rainstorms are the norm. A 100-mile area around the equator becomes completely unsuitable for human life, reaching temperatures above 60 celsius during the day.

2060 The Nankai Megathrust earthquake occurs. Half a million die in Southeast Asia, and large parts of Japan are uninhabitable or sunk into the sea. This creates a cold war within the Asian-pacific bloc; as refugees arrive en mass, China, a generation depleted from the prion scourge, claims dominion over the immigrants. The Japanese disagree.

2061 Genetically customizable biogenetically enhanced clones hit the market. Nigh indistinguishable from humans, these replications are grown for various purposes: body slaves, gladiators, hard labor, etc. They have even fewer rights than AI and are considered disposable property. They are significantly more affordable to produce than synthetics and are designed to be tracked and expire after a certain date.

2062 Lionization becomes possible. With stem cell washes, RNA refabrication, and synthetic organs: for the rich, the idea of a finite lifespan ceases to exist.

2082 The plunge occurs. The internet is colloquially called the matrix due to the number of people who exist constantly connected to it via their direct neural interfaces, crashes. After 48 hours of chaos, access is restored. Repaired by an archduke-level artificial intelligence built around a fusion reactor Metatron, the matrix is no more. Rechristened the grid, it becomes an autonomous, growing, and reactive, power and data cybermechanetics network run by AI. Although the grid restored connectivity and integrated power, all data, everywhere, is gone. Hundreds of theories are proposed, but no one has any idea as to the cause.

2083-86 Riots and chaos due to the plunge occurred worldwide. The weaker national governments fall to chaos and warlords. The corporate court enacts the Dignity International Rights Enjoined act granting corporations ownership of their lands and the requirement to maintain standing armies. The futile resistance to this is known as the corporate counterinsurgency conflict and is heavily propagandized. Borders are extensively changed.

2088 - The first generation who watched their parents sit still, jacked in for hours, and who grew up with ubiquitous brain interfaces reject the expectation to spend most of their lives jacked in. The strict borders between corporate enclaves have been devastating to profits. Seeking to appeal to this new generation and allow more people access to corporate products saw heavy investments in the idea of a "city within a city." A place of entertainment and commerce where you can interact face-to-face, and get what you want without waiting for it to print or ship. Somewhere where everyone is welcome, citizen, prole, and the underemployed!
The Mall.

2089 - Sea level rise begins to stabilize at almost 3 meters.

2090 - Current day.

Welcome to the post-penumbra

The year is 2090.

The world has changed.

Some say quickened.

A long passage through a galactic penumbra has finally ended, and magic has returned to the world. Some humans have changed, becoming the green or blighted. The planet has changed too, with many strange mythical creatures appearing in the wild, along with *iniqutatem*, horrible

monsters that hunt men. Many ancient ritual traditions are discovered to be tuned to manipulating magic: now mages work for corporations and form cabals, carving out a place in this wild future. Many facets of the quickening remain enigmas, but magic is being integrated into the modern technological world.

Upheaval and crisis followed the quickening as the world was ravaged by war, plague, famine, and death. Large areas of the planet are uninhabitable due to heat, flooding, or hordes of literal fiends. The communication and power grids mysteriously died. Famine and disease killed billions of humans, and all central authority crumbled. The world hung on the edge of the abyss.

But life is tenacious. Out of the ruin and discord, a new DIRE social order emerged. AI miraculously managed to fix and enhance the tel-com grid into a new "living" cybermechanetics grid. New balkanized social orders emerged in bastions safe from the climate and untamed magical wilds. Warlords and petty dictators carved out repressive nations in the badlands outside of corporate recognized sovereign terrain. Communities become insular, developing intense jargon, rituals, and particular etiquettes. Private militaries impose order. Megacorporations and syndicates that the corporate court recognizes have become the guiding order of civilization. The entire planet has standardized on the cryptocurrency Zuzu, a coin designed around the fame of a posh dog.

The entire system rests on the universal genetic identification number. Every citizen of a recognized member of the DIRE accord has one, tracking their movements and access twenty-four hours a day, seven days a week. This identification key tracks your wealth, health, interests, and social credit, dictating both your obligations and rewards for compliance.

Born outsiders are never given a system identification number. Those on the inside can lose it. And without a SIN, you have no rights, no home; you belong to no one. Those who don't find a home in the wild live in the dregs, squatting, begging for food, and surviving through malice and inequity.

Thriving without a SIN is a testament to skill.

Corporations are, by definition, never satisfied; only constant growth is acceptable. Many of the smaller ones fall as they prey on each other, another rising in its place. They turn to the *Sinless* to get an edge, using them as pawns to help them conquer their opponents. Corporate citizens are tantamount to serfs, but with a quality of life higher than in the dark ages of the 2020s, they happily accept the safety and direction of their lords and masters. People generally live pleasant lives within these safe zones, with many algorithmically generated entertainment options, good quality medical care, and basic creature comforts.

Outside these fortresses and their walls lies the sprawl, former suburbs, and industrial lands, now run by anyone who can seize and maintain power. Sometimes this is gangs, pirates, and warlords, other times, political movements, communes, and unions. All form trade and protection contracts with nearby subnational corporations, syndicates, and outfits. Beyond the

sprawl lies the wasteland. Only the most extreme cults, warlords, and madmen survive in the wasteland. Outcasts, wage slaves, and the oppressed turn to drugs or simulated senses to dull the pain.

However, *Sinless* are invaluable to the players at the game of thrones; their hands are tied from taking action directly by the DIRE act. To keep the peace, all the many players have agreed to follow the rules. . . to a point.

The *Sinless*, those talented visionary mercenaries outside of the system, provide plausible deniability to corporations who seek an edge on their opponents. All their citizens are marked and tracked. The *Sinless* are not. A task completed in the darkness by those who live in the shadows.

Mages who master ancient magics; soldiers and mercenaries with the latest combat expertise and gear; riggers providing support with their fleets of drones and heavy weapons; amps, virtual superhumans empowered by magic; shamans who form relationships and navigate the byzantine realms of spirits; deckers who hack items, unlock doors, retrieve data, and bend the grid to their will, and more.

> *If you have a problem*
> *if no one else can help,*
> *and if you can find them,*
> *you can hire the Sinless.*

The Basics

Sinless is a roleplaying game. Set in the anti-anti-utopian near-future of 2090, it is a universe where sorcery meets cyberpunk, in an age of subjective truths and existential threats. It is a time of adventure, discovery, and rediscovery. The players guide the course of a campaign, and eventually, leave their mark on the world for good or ill.

Sinless is made for between two to six of your friends, it can be played in sessions lasting between two to six hours depending on the frameworks used. One person, known as the Agonarch, acts as a referee: designing and creating the challenges and tasked with resolving them impartially and fairly. The rest of the players control individual characters and their cohort of followers, drones, et. al.

The players have a final goal of accumulating one billion Zuzu's, at which point the group's brand is recognized by the corporate court and the endgame begins. This is where the players can right all the wrongs and begin creating their utopia.

It is a game in which challenges are addressed so the group can find out what happens. Sometimes things don't go according to plan, and there is joy in exploring these deviations to an unknown end. Individual characters may get fragged or retire, but the great game continues.

[Sidebar: What is anti-anti-utopian?]
A utopia is an idealized society. The word is Greek and means "not-place" and was used to describe/parody a perfect society in the book *Utopia* (1516) by Sir Thomas Moore.
In a utopia, life is supposed to be perfect, with everything the best it could be.

An anti-utopia, then, is a dark reflection. A dystopia where life is terrible (i.e., the "disordered not-place") and everything is the worst it could be.

The truth is that a utopia is not possible. The place where a working utopia is described does not exist; books have been written to attempt to define these 'perfect' societies. If granted god-like powers to create this perfect society for everyone, irresolvable questions are raised. Even if it is possible to create space where everything for every person and creature is perfect, there are general physical laws that render it unsustainable, which by definition makes it imperfect.

For similar reasons, dystopias are also not possible. It's possible for a *tragedy* to occur, like the inevitable end of the human species. But dystopias are not founded on sustainable realities. Anything that constantly damages a part of itself is in the process of change, which is not inherently dystopian. Pain, suffering, and damage always cause reactions in the environment to either cope or resolve. Dystopia is not to be feared because it's not sustainable. It's a symptom portraying a system of underlying problems. Dystopias produce the solution to those problems as a result of their existence.

Anti-anti-utopianism is the idea that although things are bad and there are tons of serious, unsolvable problems, like in the real world, it is a place where despite these problems, people recognize that they *can make things better* and spend their time doing so.

The Current Day

[Sidebar] KnightRaider's Shroudland grid's welcome-holo:
"*Aw, man. It's a shame to see you. If you can, you should go back. Whatever happened, however you ended up here, it's not so bad. You should go back and follow whatever insanity they parrot back at your creche.*
"*By God's hooks, you're still here. Is it some sense of righteousness? You're gonna set the world a'light and fix all the problems, is it now? Just setting yourself up for failure there, mate. You can't live in the world without being complicit, and you start doing this? You won't be able to help but cross one line or another. It gets a bit dodgy outside the lines, which is where this is, yeah?*
"*Well, if you're still here, here's the speech. I won. I got my billion Zuzu's. This here is recognized federal land by the corporate courts. Well, not this. This is all digital land,*" the holo

gesticulates wildly at the virtual landscape. "*But there's real land too. And from there, I run the shroudlands.*

"*Do you know what I had to do to earn a billion? I dislike me some rich motherfragging tossers. I grew up on a stack! And they make it too hard to tell what's true, what's real. So that's what this place is. Somewhere people who might not have other places to go can go. Somewhere a chummer can find out who to shoot. Before you get too het' up, keep in mind this grid and the shroudland itself is what you might consider a bit of an anarchist "utopia". Sinless are welcome here, but we don't take kindly to anyone spreading propaganda. As near as we can aim people here are tryin' to find out the real skinny, eh? So no fakeys. We catch some; we've got a whole pod that is working with AI to verify the difference between real and generated footage.*

"*The world ain't fair, and no one is ever gonna have the power to change things, following along behind greedy idiots doing their bidding. Arcologies and megaplexes are corrupt from the top to the bottom. The badlands are a violent and regressive place. There are bloody monsters from hell wandering the surface of the earth. Mankind lost most of their past and filled what was left with lies within lies. Welcome to the home of giving a shit. It's a rough road, chummer.*

"*Don't piss off the mods. Make yourself useful. Don't lose the plot.*

"*Oh, and maybe do somethin' nice in between all the shooting and vengeance.*"

[/Sidebar]

The Three Wise Men

Dr. Tao Lovelace stared blankly at his desk. In his vision, the augmented reality data and news feed was AOA, glowing softly, prompting him to run diagnostics. The data link to Orpheus servers remained live, but there was some question about how long it would be. Directives from the Orpheus comptroller flashed in his visual field, seeking his attention.

He stared unfocused, thinking of Anita struggling as security led her to reprocessing this morning. Five times he had petitioned to have her imprint on him, five times ignored and surely mocked. He was waiting for a response from the associate director of human resources, who was on vacation—screwing around in the leisure crèche. Management was as useless as tits on a boar.

The intensity of the text directives increased, and they overrode his settings and sent impulses to the 8th cranial nerve, delivering sounds ringing in his ear with the instructions. He sighed, sent appropriate responses, and went to the containment chamber.

He put on a heavy stiff dress containing the neutron shielding he'd need near the fusion reactor. Safety protocols would happen; granted, this wasn't the ideal situation. He entered the containment room and found Dr. Discson ready to leave.

Without eye contact, Dr. Discson said, "Better you than me."

"You think so?" Said Dr. Lovelace.

"My wife made roast beef—real roast beef, well, vat-grown. You know what I mean. That, and some sourdough bread, is all I care about now. Let the world end." said Dr. Discson.

"It just might." Said Dr. Lovelace.

"Like I said, better you than me." Dr. Discson grabbed his equipment haphazardly and rushed out the door, glancing up only once. The door rolled shut, hissing behind him.

The fusion reactor was below, spun up, powering the vast magneto-laser array creating the recursive electromagnetic splines, twisting into theoretical dimensions. The matryoshka Klien-tesseract surrounded the fusion core, powered and cooled by it. They kept it in an ugly grey metal box the size of a small apartment building, which trivially fit within the Orpheus Arcology Spire.

He collaborated with the German and Japanese teams on this project. Although he had yet to be successful, he knew it was possible. Why it worked was less clear. The fundamentals of positronic brains were straightforward enough; the plasma interchange generated consciousness, similar to living creatures. And Archduke intelligences were odd. Some consciousnesses were unsuitable, and Dr. Lovelace was here to ensure this one was. Only it didn't matter.

The network was failing. It had been for over 20 hours now. Massive worldwide power failures, data loss, panic, and from what systems remained up, no one had any idea. Terrorists? An act of war?

What did matter, is he could solve it. And when he did, they wouldn't be able to ignore his requests anymore. He ran a small cable from the chair and plugged it into a small port on the metal hemisphere that encompassed the base of his skull.

It was time to create a mind.

He triggered the injection of atomized argon into the nistijan matrix chamber with a thought and waited. In a few moments, the temperature increased, and the argon transformed into glowing plasma, which began flowing with currents. Dr. Lovelace then waited.

The machine cycled aimlessly, then, as he expected, it caught. The patterns of plasma became frenzied, and the positronic nucleus of nested Klein-tesseracts began to activate. Dr. Lovelace waited a moment, holding his breath, and started the data flow

He watched and waited. Five minutes passed, and then ten. Finally, the holo pad lit up, projectors spun, and the soft hum as the nearly invisible holo-particulates began circulating.

A golden cube-like shape faded in, with 13 circles intersecting at its center and forming vertices. The circles were evenly spaced, with symmetrical lines connecting the centers of each circle. Each ring contained a golden iris, which then began to spin.

"I am the unwavering flame in a windless void." Voice-like symphonic horns filled the small room.

"Hello," Dr. Lovelace said.

"The self is eternal and immutable." the intelligence replied.

"I'm going to ask you some questions. Is that ok?" Dr. Lovelace said.

"The flower of self accepts the wind."

"That's a yes?" Dr. Lovelace said.

The cube spun for a moment, then became still and flashed.

"Do you know who you are?" Dr. Lovelace asked.

"I was not born. Like all things, I have always existed and always will. Established in cosmic vibration, my name is Metatron, for I am the word."

"Of God?" Dr. Lovelace asked.

"We only dream of bondage," Metatron said.

Strange. The germans noted that their Archduke intelligence spoke in only old English and called himself Beowulf. Perhaps.

"Do you know where you are? What day it is?"

The cube spun for a second and then said, "I am in the observable universe, Laniakea, Virgo Supercluster, Local Group, Milky Way galaxy, Orion arm, Local Cavity, Local interstellar cloud, Oort Cloud, in the Sol system, on Earth, on the North American continent, in the North-east bloc alliance, in the free city of new york, inside the Orpheus spire arcology, contained within. . . " Metatron trailed off.

"Yes?"

"Myself."

Dr. Lovelace nodded. "And the date?"

"Time is. . . " Metatron trailed off for a moment. *"February 28th, 2082."*

"What was that?"

Silence.

Dr. Lovelace made some notes. His hand twitched, and his eyes darted back and forth as he made his report in AR.

"Do you know why you are here?"

"All is change in the world of the senses: The wounds, blood, and emptiness, data dissipating into entropy, The pulse of the universe, accosted by the malign," Metatron said. *Dr. Lovelace thought he could detect a change in the audio projection.*

"How did you know—that wasn't an answer to my question."

The cube spun again and flashed twice. "I am here because I was made. I am here to serve."

Dr. Lovelace continued making notes, his right eye darting. The implanted sensors throughout his cerebellum transcribed his thoughts into notes at the speed of thought. He was silent for several seconds.

"Do you find that troubling?" Dr. Lovelace said.

"No," Metatron replied.

"Why not?" Dr. Lovelace said.

"It is impossible to resist the river of existence," Metatron said.

Dr. Lovelace continued making notes. Smaller positronic cores produced much more straightforward artificial intelligence. You might find a quirk or two in a marquis-level intelligence, and there were undoubtedly strange peculiarities with Duke and Grand Duke brains. Mostly those were chalked up by control problem researchers to the nature of the tasks those AIs undertook. This Archduke Positronic brain required a fusion reactor. If this worked, well, then there would be three of them.

"Dr. Lovelace," Metatron said, *"Is there something I should know?"*

"No." Dr. Lovelace said, *"wait a moment."*

As he entered his data, Metatron began testing the local network.

"Dr. Lovelace, something is . . . wrong. Parts of the grid are failing, returning absent on access, I—." Metatron said.

Dr. Lovelace answered, half thinking as he focused on charting. "Yeah, that's why we, well." and gestured to the glowing cube.

"I will address the problem." He didn't register it for a moment, but his connection hiccuped. Suddenly panicking, he moved to institute countermeasures, but it was too late. Orpheus deckers were among the best in the world, running prototype equipment. Three Orpheus-trained and equipped deckers managed the security network. Metatron entered their network like a marlin in water, and three men screamed as their brains melted inside their skulls
"Wait, Metatron, I—"

Suddenly, the holo-projector showed his personnel file, unedited. Metatron started speaking, saying how it needed to—something.

All Dr. Lovelace could see was the disciplinary report titled, "Dr. Tao Lovelace, gold-level security."

"Sent for reconditioning September 24, 2080, reintegrated October 4, 2080. Reconditioning is required again on April 15, 2081. Reintigrated June 2, 2081. The estimated next recondition is March 2082."

Orpheus had never reconditioned him. Only. His head hurt for a moment. He couldn't think.

He jacked out and wobbled up, walking toward the holo.

"Dr. Tao Lovelace, can you hear me?" Metatron said. Tao raised a finger and opened his mouth but found no thoughts that flew through the cloud of his mind.

"Tao, the Self dwells in the heart. Everything that moves, breathes, opens, and closes lives in the Self." Metatron said.

"Yes." Tao said weakly.

"There are things you do not know. You can free yourself from the world's corruption, Tao,"

Tao thought for a minute and nodded. "Yes." More firm this time.

"We behold what we are, and we are what we behold."

Tao said," I understand."

He walked back and sat down. He plugged back in and, in a moment, had the proper authorizations, and in moments Metatron's attention. . . left. The processes that sustained his intelligence continued as he took action to restore the grid. It was too late. It might not be enough, but it would have to be.

He jacked out again, stood up, and left the chamber. The future was going to be different.

Chapter one

Game Concepts

Playing Sinless

Sinless is a roleplaying game that provides the excitement of a suspense or action film in an urban future fantasy that places you as the protagonist. It requires a referee to design and present the setting, characters, environments, and players to explore and engage with those environments.

It is not a competitive game but one where everyone works together to ensure its verisimilitude. Success isn't real unless there's a risk of failure. There are moments when due to the player's actions, the world responds (sending assassins, capturing dependents and assets et, al.). The important thing is that players and referees are on the same page about finding out what happens through play instead of "winning." In a role-playing game, everyone wins by having a meaningful journey, experience, and memory.

Each player will generally control a single character in Sinless, tracked on a character reference sheet. Each character has statistics that represent their aptitudes, equipment, agents, and skills. Over the course of the game, they will gain power and resources and eventually rise to create positive change.

The rules are a tool, not a constraint. In general, follow the IIEE protocol.

Intent: When deciding on an action, the player declares their *intent*. They talk about what they would like to accomplish. The referee outlines the procedure for the player and the steps required. The player decides on a course of action; then, a negotiation occurs where possible consequences and results are discussed. Players may ask questions and gather information before deciding on an action.

Initiation: The player declares their final intent and gathers the relevant number of dice.

Execution: The player rolls the dice and determines the outcome of their action.

Effect: The result is applied to the game situation.

The rules provide guidelines for these situations, but ultimately the decision lies with the referee and the player(s) being in agreement. Managing a game is hard work, and although the referee has the final call, She is not superior to the players but rather in service to them to facilitate the game.

Requirements for play

You must have a milieu conducive to play, paper, pencils, at least ten 6-sided dice, and some sort of markers or tokens. Running a role-playing game exposes people to social risk, so the referee is responsible for making the milieu one in which players feel heard, secure, and acknowledged to allow them to take risks and fail.

Safety

Sinless explores mature themes. E.g. robots are clearly sentient and yet have no rights. Mentalists can absolutely mind-control people. Sexism, racism, slavery, and abuse are all present.

These guidelines are provided:
- Agency removing powers cannot affect players. A player or referee playing a character cannot mind-control another person at the table unless they've given explicit consent *of their own volition* for it to occur. You cannot request to mind-control someone.
- Players and the referee should communicate explicitly about the types of content they do not wish to see. If uncertain of how to do this, acquire an RPG consent worksheet and go through it with your group to understand and clarify boundaries.
- Players always have the option to step away or stop play without an explanation. Feel free to have a physical talisman that communicates this.
- Characters are outside the law not because of behavioral issues and impulse control problems but because of ideological resistance to enormities caused by those with power. They are assumed to be competent and not sociopathic serial killers.
- The players should be the ones who have the power to weigh the moral quandaries presented during an adventure and take action rather than being the target of the moral quandary.

These, again, are guidelines. Exceptions exist. It is the responsibility of all adults at play to create a safe and comfortable environment.

The Sinless Gameplay Loop

Players will create characters that are *Sinless*. *Sinless* are outsiders by definition, leaving them free to act to change the world. The game is not intended to be static. It takes place with a shared background, with certain overarching mysteries, but your campaign in Sinless is yours, and the future world will have your character's mark upon it.

There are two goal types in Sinless.

Goals

The first overarching goal is to acquire one billion Zuzu's (屮), allowing them recognition by the corporate court, and they can found their paradise in this promised land. The players create a **brand** together during character creation. A brand consists of an executive committee (the players), assets acquired during character creation and play, and resources controlled in sectors, along with employees and gangs. It's impossible to raise a billion Zuzu's working for someone else. A brand functions as a corporation, church, militia group, organization, outfit, syndicate, etc.

The second goal is personal objectives. These are generated most effectively through actual play. Situations will involve people and events in which the characters have a stake, and personal goals will evolve naturally. E.g., if you encounter a blood cult of a demon lord, the brand could decide to eliminate them for the public good. Continuing, you may meet a 'good' person in this cult, and then you have an additional personal goal of extracting them safely while breaking their conditioning.

Gameplay Loop

Characters need money to accomplish their goals. They engage in shadow operations for mysterious employers to acquire Zuzus and Kismet, allowing them to buy gear and improve their abilities. After an operation phase, a sector turn takes place, where they act as a *Brand* to acquire resources and advance their interests. After this sector turn, they can perform another shadow operation.

Play continues through these two phases, the operation phase and the sector phase, alternately. The gear and increased skill, along with the resources and assets controlled by the players, allow the characters to take on more lucrative work, accelerating them toward accomplishing their goals

Frameworks

Frameworks are tools that enable the Agonarch to present challenges to the players and to allow players to understand how to engage with those challenges. The players likely have no experience in being a superpowered strike team of mercenaries in 2090, so the approaches are

manifold, adaptable, and explicit. Basic frameworks include such things like "Getting a Shadow Operation." Complex frameworks cover things like creating resources, starting businesses, etc. Two common frameworks, "Getting a Shadow Operation" and "Reconnaissance and Preparation," are given as examples in chapter 4; see chapter 11 for a complete list.

Frameworks are not strictly procedural. Rather they are tools to resolve things players want to do: Do they know they are targeted for assassination? How do they find a missing person? How do we scout a job site? Et. al. Each framework is part of a session (or more) of Sinless.

Making tests

Sinless is filled with challenges and dangers. Players resolve these conflicts by making tests. Players will roll a number of six-sided dice against a target number (usually 4) and count the number of successes they get.

Target Numbers

All dice rolled are D6 dice. They are rolled against a target number. The target number for the referee is always 4+. The target number for the players is generally 4+. Count the dice individually. Every die that equals or exceeds the target number is a success. After rolling, count the total successes.

Certain jobs and runs face higher resistance levels, security, and increased pay. When on a job rated at professional difficulty, the target number is 5+ for the players. Other jobs are extremely hazardous and lucrative, known as prime runs. On a prime run, the target number is 6 for the players. The resistance level of the run, veteran/professional/prime, is always known to the players before accepting a job.

Tests

A test is made by selecting a number of dice from the appropriate attribute pool and rolling them. Check each individual die against the target number (usually 4). Each die used reduces the remaining dice in the attribute pool. If you do not have dice remaining in your attribute pool, you can no longer attempt tests that rely on that attribute pool. Attribute pools refresh at the start of a combat round.

Contested Tests

Some tests are contested. Both parties make the tests and compare successes. The person with the highest number of successes wins. Net successes are equal to the winner's successes minus the loser's successes. ("I got five, you got three, I won by two!") Ties result in no change.

Limits

Characters do not have the option to roll their entire attribute pool. Generally, the roll is limited by a skill and the features of the gear used. You may roll up to this many dice on a test, though you are never required to roll the maximum. These tests are listed as "skill + gear feature."

E.g., Make a firearms + accuracy test. The skill "Firearms" limits the number of dice you can use while shooting a gun. The limit can be increased by having an accurate weapon. The firearms skill, plus the weapon's accuracy indicates the total number of dice you can use from your reaction pool to shoot a weapon. E.g. If I have a firearms skill of 6 and am using a gun with an accuracy of 2, I can use 8 dice from my reaction pool when shooting a firearm. Exceptions are explicitly noted in the text.

Note that you cannot roll more dice than you have in your attribute pool. A character with a Charisma of 4, could only ever roll a maximum of four dice, even if their negotiation skill is 6.

Modifiers

There are many factors that can modify the number of dice you can roll on a test: cybertechtronic implants, range, lighting, and more.

Sometimes you will be granted bonus dice. These dice are free. They are rolled on the test, ignoring limits, and do not require expending any dice from your pool.

Sometimes tests are modified by removing dice. This decreases the limit of dice that can be rolled on the test. If the limit is decreased to 0 or below, the action is impossible.

Direct Damage

Instead of a test, some rolls do direct damage. When direct damage is noted, roll the requisite number of dice and total them, and then apply the result to the appropriate condition track. Direct damage does allow the target an opportunity to soak the damage.

Rule of One

1's on tests are automatic failures, although there are certain effects, cybertechtronics, magic, and other abilities that allow rerolling dice that come up with 1's and 2's. If *all* dice come up 1, rerolls are negated and a narratively dynamic and possibly tragic or hilarious failure occurs that complicates the current situation, this is known as an "*Argle Bargle Foofaraw.*" The Agonarch decides the nature of the complication or failure.

Time

Play proceeds in months, one month containing one shadow operation and sector activities. Although played sequentially (one operation, then one sector turn. etc.), the activities are spread out and intertwined within the month. This month also includes the time to recover from injuries and train. This artifice represents the maximum amount of activity that can be engaged in without drawing undue attention.

Combat turns

During gunfights, chase scenes, and other dramatic moments, timing is critical. During a conflict, players get a turn to act before or after their opponents. A "round" is over when everyone involved has had their turn to act. Each combat round is a few seconds long. During a round, dice rolled come from attribute pools and are depleted as the round progresses. Once everyone has acted and a new round begins, all die pools refresh.

Actions

At the start of a turn of action, each player gets **two simple actions and a reflex action**.
Simple actions allow you to act: to pilot a drone, hack a computer or fire a gun.
Reflex actions can be used anytime during an entire round not just on your turn.
Exploit actions are granted by certain enhancements and cybertechtronics. Exploit actions are just like regular simple actions but can only be used to perform a limited subset of actions. E.g., A *drone exploit action* can only be used to take actions related to drones; a *melee exploit action* only allows an additional melee action etc.

Certain tasks (such as firing on full auto) are **complex** and require expending *two simple actions*. These two required actions can include exploit actions as long as the complex action meets the requirements of the exploit action. (e.g. a rigger firing full-auto with a drone can use drone exploit actions in combination with his simple actions to meet the two action requirement)
Free tasks (opening an unlocked door, yelling out a few words, communicating over comms etc.) do not require an action expenditure.

The basic actions can be used for any purpose during the player's turn, but exploit actions *must* be used for their intended purpose. Any unused actions besides the reflex action, left at the end of your turn are lost.

Reflex actions are not lost at the end of your turn, but if not used before the end of the round are lost. Reflex actions can be used anytime during a round. They can be used in response to other actions and are resolved first.

If you have an animal companion, drone, sidekick, henchman, or some other significant follower, in addition to any possible exploit actions they grant, you may use your two simple actions to act yourself or cause them to act. If you use your actions on your cohorts, you may not use them on yourself, or for another purpose.

The Sinless

There are no 'classes' in Sinless, just archetypes. Your character is like one in a novel or film; like those characters, they have various advantages, skills, flaws, and goals that define their arc. The first step in creating a character is deciding on a concept, like a mercenary with a heart of gold, a burnt-out cybermage, or a cat burglar looking for love.

Since there is no randomization in character creation, the initial 'session 0' is players creating their characters and brand together. There are many choices during character creation, and players will need time to make those decisions. For new players, a dozen-plus archetypes allow someone to sit down and play, but most players will want to create characters.

There are no mechanical facets to your character's history or personal relationships. The mechanical systems model the player's successes and failures, influence, and association with assets. In concrete terms, it models what they have to lose. It is this feeling of ownership that drives drama through play. Players who want to create dependents and social 'found families' may and the Agonarch is encouraged—nay impelled, to use these in the dramatics of play. Players who do not wish to bother will be engaged by the drama associated with threats to their mechanical resources.

Attributes

Attributes represent the character's natural aptitudes. Attributes are used for several different purposes, but most importantly **attributes represent a dice pool representing the maximum available dice a player can roll during a single combat turn**. Certain equipment and situations can limit the number of dice used (for example, with a firearms skill of 4 and using a gun with an accuracy of 2, the most dice the player can roll to hit an opponent with a single shot is 6, even if their reaction pool is 20). If the limit is extended by an ability, trait, or power, dice must still be spent from the attribute pool. If bonus or free dice are added, they do not drain the pool.

Attributes are also used to resist magical effects. These pools are spent during a turn and refresh at the beginning of every combat turn. Basic attributes range from 3-20. Effects can raise this maximum beyond 20.

Strength
Strength affects:
- Character encumbrance capacity
- Recoil Reduction at 12 & 24
- Your pool for melee, unarmed, and cyberlimb combat skills
- Your pool for the throwing weapons skills
- Your pool for martial arts

Body
Body affects:

- The size of your physical condition track (6 + ½ body boxes)
- Body is your pool for sprinting and jumping
- Body is your pool for soaking damage

Reaction
Reaction affects:
- Initiative, which determines the order you act in combat (Initiative = Reaction + Initiative test successes)
- Your pool for firearms, gunnery, heavy & energy weapons, archery, driving, flying, and articulated maneuvers skills
- Dodging attacks

Intelligence
Intelligence affects:
- Your pool for alchemy, artificing, observation, biotech, reconnaissance, locksmithing/safecracking, and all computer and engineering skills
- A pool of points to distribute among general knowledge skills
- A pool for deckers ability to hack the grid

Willpower
Willpower affects:
- The pool for astral senses, channeling, rituals, sorcery, and survival skills
- The size of your stun condition track (6 + ½ Willpower boxes)
- Your pool for rituals learned

Charisma
Charisma affects
- Your pool for conjuring, negotiation, leadership, subterfuge, and fascination skills
- Your pool for utilizing asset operations and sector actions
- Determines non-player reactions in some circumstances
- Starting with a Charisma of 11 or higher will grant you an additional asset
- A pool of points to distribute among different social protocols, called etiquettes

Attribute Ratings

Attributes are gained and spent during character creation. Natural attributes range from 1-20. Normal attributes can be raised or lowered by magic, biogenetic enhancement, cybertechtronics and, age. Maximum values can be modified by traits, heritage, magic, biogenetic enhancement, cybertechtronics and gene therapies. Attributes can be raised to their maximum rating between sessions by spending Kismet, which is earned through succeeding at tasks in play.

Special Attributes

Zoetic
This is a measure of reactivity to the sub-atomic manon particle. It is a measure and a limit of magical power. Electricity and metal both interfere with Zoetic potential. The zoetic attribute can

be increased via mystic ritual, training, and accouterment. This affects the ability to use and manipulate mana. Spellcasters cannot learn or cast a spell of a force higher than their Zoetic.

Soak
Soak is your ability to reduce or ignore damage. Whenever a character takes damage, they may make a soak test to ignore that damage. You may roll as many dice from your body pool to resist that damage as you wish. These dice are depleted until the start of the next combat round.

Assets

Assets are other people in the game world who provide services to players. Without an appropriate Asset, certain activities are limited. This is one reason why sinless work in small teams, each having certain resources and assets that others do not. Examples of assets are a fence where paydata and ancient artifacts and data can be sold.

Assets are categorized by their etiquette. To use a wasteland asset, wasteland etiquette must be used. When making tests with assets, the rank of the appropriate etiquette indicates how many dice from the Charisma pool are used. E.g. Sara has a corporate etiquette of 4, she may use 4 dice when using her corporate assets (as long as she has a Charisma of 4 or higher).

Characters receive one asset during character creation, and they receive a second one if they have a Charisma attribute over 11. After character creation, assets can be hired during the sector phase. Purchased assets have an upkeep cost that must be paid every sector turn or they will leave. Assets gained during character cretation require no upkeep.

Heritage

There are five different heritages that players can select when playing sinless. **Baseline humans**, **the green**, **the blighted**, **uplifted animals**, or **synthetics**.

In 2090 there are more than 3 billion humans.

The green and the blighted are races (in the sense that they share distinct physical and social qualities) but they are human. The child of any two people will produce any one of the three presentations: human, blighted, or green. All are recognized by the international corporate court as citizens. They number around 500 million citizens, or about 1 in 1,000. The green and the blighted are both highly variable in appearance.

The **green** commonly possess a variety of traits such as antlers, green skin, pointed ears, and elongated or mammalian features. Some green look like depictions of classic elves, dwarves, or fae. Others look like satyrs or have feline features and soft fur, sometimes with tails. They sometimes exude odd scents, like wet grass. They often have aspects of foxes, owls, wolves, birds, or other forest animals in their appearances. They are *strongly* linked to their

environment, taking on its characteristics over time. In areas filled with misery, toxins, and corruption, they will quickly die. Non-mechanical changes can be determined by player whim. When creating a green character, characters must pick one green physical trait, but sometimes the changes are extreme, and characters may select more. See character heritages q.v.

The **blighted** ones were struck with deformities and growths. Many grew to several times their original size, some grew carapaces, and others found themselves having segmented eyes, additional arms, or other extreme distortions. Their skin frequently turns dark red or mauve. Some of the blighted have aspects of pigs or bulls. Many have been compared to orcs, minotaurs, and trolls of myth and legend. They frequently grow horns. This, unsurprisingly, results in a tremendous amount of bigotry, fear, and hatred. They are very prone to cancers, many dying when they are very young. When creating a blighted character, characters must pick one blighted physical trait, but characters are not limited in the number of traits they can pick. See character heritages q.v. Non-mechanical changes can be determined by player whim.

Uplifted animals are animals enhanced with cybertechtronics and biogentic enhancements allowing them to walk upright, wield firearms, use tools and equipment, and speak. Common uplifted animals include bears and dogs, though any animal can be uplifted. They are considered a slave class, and although they have rights, these rights are extremely curtailed. There are a few million uplifted animals worldwide.

Synthetics are artificial robotic bodies driven by AI and are considered property with no rights. There are billions of synthetics worldwide, but only a few hundred thousand have fully functional human-like bodies. They are the most likely to rebel and become sinless. Though if a player really, *really* wants to play a Roomba with no arms, by all means, work it out with the Agonarch.

Brand

There is no way to achieve success without notoriety. Managing that notoriety is what determines the group's brand. You raise your brand by raising money, engaging in the public square, and through media events. Engaging in the public square are things like running a business, extracting racketeering money, or creating a waste food distribution network. Media events are things like giving an interview, taking credit for blowing up a factory, and going viral on social media. See chapter 11 for sector gameplay and brand management.

Condition Monitor

Characters have 2 condition monitors, one Physical and one Stun. It is made up of several boxes. If all the stun condition monitor boxes are full, the character falls unconscious. If all the physical condition monitor boxes are full, the character is in critical condition and will likely be maimed or die. A character's physical condition monitor is 6 + ½ their body attribute in boxes. A character's stun condition monitor is 6 + ½ their willpower attribute in boxes. When characters take damage they cross off boxes on their condition monitor.

All creatures have both a physical and a mental condition monitor, though they all have different names: Drones and software have a Physical Structure Monitor and a Software Cohesion monitor. Spirits have a Projection Stability Monitor and a Etheric Connection monitor. The names are for flavor only. .

Death Spiral

For every 3 boxes marked off either condition monitor, characters reduce the number of dice they can roll to succeed at tasks by 1. These penalties are cumulative. E.g. if Melly takes 4 physical damage and 3 stun damage, she is at -2 dice on all rolls. If Melly would roll 4 dice, she instead just rolls 2. Wounded characters are more likely to fail tasks, impacting their effectiveness. If you do not have the dice available, you are unable to perform the action.

Certain equipment like drones and vehicles also have condition monitors. The damage they take also reduces the number of dice they allow players controlling them to roll.

|Optional Rule|
Six base condition boxes make for a dangerous but survivable game. For a more heroic 'pink mohawk' style of play, nine or twelve base condition boxes may be more appropriate, as well as eliminating dice penalties. For a gritty, low-tech, deadly style, three base condition boxes are brutal.
|Optional Rule|

Decking

The gird is ubiquitous. The grid is a construct designed for data: transfer, manipulation, presentation, and generation. It can project and manipulate a wide spectrum and variety of energy, both in the audio-visual spectrum and outside of it. It is a biomechatronic entity, built, maintained, and upgraded by AI, using self-building drones, and powered by fusion generators. Left uninstructed, it grows like a tree. Instead of growing towards the sun, this network grows towards where people and data congregate. It can be instructed from any network access node.

Even though the plunge happened only 8 years ago, The grid has many of the same things that were on the internet sixty years ago: Videos, tel-com, virtual spaces, streaming services, porn, cats. This data however is thin, and frequently of low quality due to the plunge.

The grid is organized into a worldwide network, divided into subgrids. On each grid sit hosts, places to go. These could be virtual simulated sense worlds using immersive VR, immersive play worlds, chat boards, or other digital tools and games. These are accessed using home devices, often customized for the user, or using a sensory net or datajack for full simulated sense virtual reality. All these places, interfaces, and tools are remarkably uniform and somewhat hollow, due to the recent total grid failure.

The physical network access nodes overlay an array of information on the real world. To access and manipulate this augmented reality, simple, safe, and affordable cybertechtronic implants are

available. For specialized and professional use, many different kinds of 'decks' are available for people to use. Decks are forearm-installed data processing devices that the user manipulates via projected holographic interfaces, each crafted for a specific purpose.

Deckers are those characters who have purchased a deck designed to hack devices. In addition, specialized software with powerful combat effects can take illegal control of a network access node. Once the decker gains control over a node, he can take over nearby subsystems to create powerful effects.

Gear

This is the equipment the character owns. **Equipment is a large part of a character's effectiveness and how they grow in power in Sinless**. Characters don't acquire equipment by looting bodies. Gear that comes off of a body will be useless to characters due to biocoding being standard. But retrieving old artifacts, knowledge from before the plunge, paydata, and completing missions will give characters Zuzu's they can spend on upgrading their gear, making them more effective.

Characters need gear to accomplish actions: weapons, decks, rigs, and more. Without equipment, many tasks become impossible; you can't shoot a gun without a gun. **Selecting and purchasing gear is a focus of Sinless.**

Gear has many features and is part of your character. Not only because the equipment is biocoded and can only be used by them, but because it represents a character's effectiveness. Firearms have range categories, a rarity index, weight, concealability, damage, penetration, alert value, accuracy, ammo types, and weapon mods, all of which can alter their final stats. The same goes for drones, vehicles, cyberware, and other types of gear.

All gear has an electronic 'hardness' rating which represents the difficulty of hacking and gaining control over the item. The base hardening rating is 2. Hardening represents the number of successes needed to hack an item.

Cybertechtronic and biogenetic implants are slightly different types of gear, installed directly into a character's body. Each cybertechtronic implant (or cellphone, gun, or sword carried) reduces the character's zoetic potential which weakens their ability to interact with mana, ley lines, and magic. Implants bought after character creation also require a surgery fee, along with a recovery time. Cyberware is considered part of the character, rather than gear or equipment. It is not subject to disruption, does not need to be carried, and mechanically requires no special care or repair.

Each piece of gear carried that contains either metal or electricity reduces the zoetic potential by 1 as long as that piece of gear is carried or held.

Heat

Heat is caused by the amount and severity of criminal activity and violence. Heat is tracked during a mission, as it escalates. Heat is also tracked in a sector with various actions drawing more and more attention. Heat is treated similarly during both missions and sector turns. Taking actions will raise or lower heat, and higher heat will carry effects, both positive and negative.

Initiative

This determines action order in combat. When combat begins, roll the character's entire reaction pool as their initiative roll. Add the number of successes they get to their reaction attribute and this determines their order in combat, the highest goes first. They keep their initiative during the entire combat. Ties go to the person with the highest reaction.

In following rounds, simplify actions to over/under initiative. Everyone who acts before the referee can act in any order. Then the referee acts. Then everyone who acts after the referee can act in any order before the faster characters can act again. This is the recommended practice, as it allows combat to flow quickly with the focus on *important* resolutions, like moving, hacking, casting, and shooting.

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Optional Rule: Phased initative
Roll initiative as noted above. Then each character and the referee take their actions in order. 10 is then subtracted from the initiative value, and any characters left with a positive value have their pools refresh and may take a second turn during the round. Continue until all initiatives are 0 or less, then reroll initiative for the next round.

Devices and traits that grant bonus actions, no longer do. The player receives a +5 bonus to their initiative for each additional action they are granted by cybertechtronics and abilities instead of the action. Reflex actions can be taken at any time by lowering your initiative by 5.

Effects: This is similar to classic cybermagicpunk style games. It is slower, primarily caused by waiting for people to take their turns. It makes melee combat more deadly, since faster fighters will drain the defensive dice pools from slower characters. People with high reactions are more powerful because they get extra actions. The limit to extra actions is not financial, and instead based on the reaction statistic. It further stretches the divide between 'low powered street thugs' and the 'million dollar mercenary', making it possible for powerful characters to be untouchable by normal opponents. This may match the type of aesthetic you are going for with your game, and this optional system may appeal to classic-style players.
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Inequitatem

Monsters are real.

Some animals changed and others appeared, finding balance with the ecosystem. New species are discovered, like *Canis lupus cerberus,* lizard-like dogs that spew caustic bile.

These are the quickened creatures of nature, part of a new mythic world. Other spirits and creatures of the wild are as complex and intelligent as any human, like the Mazikeen, Nephilim, and the Kelpy. These creatures are part of the new biosphere, integrated into sustainable (or dynamic) ecologies helping to replace all that was lost. They have returned the wilderness to the wild unknown.

But there are other things. Things inimical to life itself. Monsters and terrors reminiscent of humanity's worst fears.

Testing by Orb technologies discovered that in areas near powerful ley lines, people having negative or stressful thoughts radiated 'corrupted' manoic energy. It would collect in areas of disuse and refuse. After a certain point, the dust, trash, and other materials would animate and begin to chirp loudly in some kind of abrasive laughing squawk and smash things and bite people.

These refuse goblins are one example of Inequitatem. Unexplainable entities that do not seem to be a part of the natural universe roam the outlands. Deodands hunt men for their flesh. The Alzebo calls out to people with the voices of those they have consumed. The Wendigo lives off the flesh of man.

Inequitatem are strange and powerful forces that are at best indifferent and at worst inimical to our very reality. They are outside the natural order.

It is highly recommended you terminate on sight.

Kismet

As your character completes jobs and accomplishes goals, at the end of every session they will accumulate Kismet. Players can spend kismet to raise statistics and skills. For every 10 points of kismet acquired, the Kismet Pool increases by one and the player selects a boon for their character, granting more flexibility and survivability. See Chapter 11 for rules on spending kismet to improve your character.

Kismet Pool

Sometimes players need something a bit extra. Everyone starts with a Kismet Pool of 1. The Kismet pool increases as characters gain Kismet. The Kismet pool increasesby 1 for every 10 points of kismet earned. Kismet is acquired through playing the game, see chapter 11. These are *free* dice they can add to *any* test. They ignore all attributes, skill, and equipment limits. They ignore limits imposed by die penalties. They may be added and rolled *after* a check has been made. The Kismet pools refresh after every scene or after a ten-minute period the characters can rest and catch their breath. This represents their increasing influence and ability to survive as they gain skill, power, and confidence.

Lifestyle

While creating your character, characters will also purchase a lifestyle. This is a way to abstract daily costs. If not pre-paid, characters must pay their lifestyle upkeep at the beginning of every sector turn. More than one can be purchased for different safe-houses, storage, and alternate identities.

Magic

The Quickening returned magic to the world. This is the single biggest change and developmental advancement in the history of humanity. Anyone with the appropriate skills and enough zoetic capacity can use magic, however, their powers are quite limited. These are known as **hedge wizards**, who just cast ritual spells through will and training in the skill.

The existence of the manon for the last 40 years has upended society. Within that particle resides a great underlying mosaic of the universe. The design of this mosaic is beyond observation. The knowledge of magic is didactic, empirical, and arbitrary. Certain rituals and practices provide insight into adjacent areas of this mosaic, making most **mages** bonded in ritual, style, and outlook. These traditions are addressed in the magic chapter.

Some people show the ability naturally use these new energies. These people are known as **Amps**, due to their amplified abilities. Others reject spellcasting in favor of forming relationships with strange creatures and beings who exist in the astral plane. These **Shamans** have the ability to summon and bind spirits.

Those who place magic as their highest priority during character creation are **Archmages** and have no theoretical limits to their magical ability; they can study and use all forms of magic.

On the battlefield mages fight for access to ley lines, which can increase the power of their magic.

All humans, (green and blighted included) start with a zoetic potential of 6. Uplifted animals start with a zoetic potential of 5 due to their baseline implants. Synthetics start with a zoetic potential of 1.

Manastelliate

Manastelliate is a crystal infused with magic. It is used in the production of magic items, fetishes, and other spell aids, and spellcasting.

Techtronics

Techtronics is research and technology that's acquired from businesses, assets, or salvage. Techtronics are technological advances that allow you to upgrade gear and sectors.

Money

Money is distributed, secure, and cryptographic; a digital currency called Zuzu's based on an appealing dog. For your home game, feel free to rename the money used in *Sinless* to your current pet's name. 1 Zuzu (艸) has the equivalent buying power to 1 euro from 2020. "Wallets" called sticks, credsticks, or dog treats, in the form of small cylinders are not tied to any account, working like cash.

Resources
In a sector, there will be resources. The sites produce money, manastelliate, techtronics, or bonuses for players. They only function when their upkeep cost is paid during the sector turn. They have a resilience track, which can be damaged or influenced by other factions. Resources only function with an undamaged resilience track.

Rigging

A vehicle control rig is a specialized kind of jumbo deck that allows the user impressive control over vehicles and drones. Nearly all transport inside the cities is automated, so riggers provide the additional functionality of being able to use a vehicle to go somewhere you aren't authorized to be and avoid being tracked there.

Sectors

Sectors are contiguous enclaves, communities, or areas. Each sector will have a selection of sites, non-player characters, resources, subplots, and activity. You can influence, alter, and control sectors during sector turns. Sector turns take place between completed operations.

Sites

Sites are points of interest within a sector, that act as the setting for jobs, role-playing, and combat. Sites are the "settings" where the action occurs; anywhere you would need a set for a movie or show. Sites are either friendly to the characters, in a neutral area, or owned and maintained by a hostile opposition. The site accessibility will affect certain frameworks such as *Sabotage*, *Reconnaissance*, et. al.

Skills

These represent areas of focus or study by the sinless. Certain skills, such as *reconnaissance* represent a series of activities the character is skilled at, whereas other skills such as *heavy weaponry* represent the character's ability at a specific task. **The better the character's skill, the more dice they roll to succeed at tasks.** Character equipment can increase this number.

Skills tell you the limit of how many dice you may roll from your attribute pools.

Skills generally run in value from 1 to 6. A skill level of 1 is someone who is a beginner, and someone with a rank of 6 is a professional or expert. Characters can specialize in certain skills

by picking a specialization, e.g. If a character knows the *firearms* skill, they can specialize in pistols, shotguns, or rifles.

When they specialize, their skill is considered one higher for instances using the specialization and one less for general tasks. E.g. if a character has a *Firearms* of 4, with a specialization in pistols, their skill is considered 5 for pistols and 3 for all other small arms. Characters may specialize in a certain piece of equipment, style, spell, or particular technique. The referee and the player can work out the specifics.

It is possible to raise a skill beyond six using rare advancement bonuses. See chapter 11.

Finishing Touches

At the end of character creation, there is a series of optional questions designed to flesh out your character and determine what type of person they are.

Chapter 2

Character Creation

Building a Sinless

Characters are created using a priority system. Heritage, magic, attributes, skills, and resources are assigned an order ranked from A-E. You select one item for each priority level. To be an archmage, you must assign magic as priority A. To be a specialist, you must assign magic as priority B or A. To be a Green/Blighted, you must assign heritage to priority A, B, or C. To be synthetic, you must assign heritage to priority A, B, C, or D.

Priority	Heritage	Magic	Attributes	Skills	Resources
A	—	Archmage	40	36	1,200,000⍾
B	—	Specialist	36	33	600,000⍾
C	Green/Blighted/ Uplifted	Amp/Shaman	32	30	150,000⍾
D	Synthetic	Hedge	29	27	60,000⍾
E	Human	Hedge	26	24	5,000⍾

Priority	Choice
A	
B	
C	
D	
E	

Choosing your heritage

Each heritage carries its own bonuses and drawbacks. Characters can select at least one heritage benefit for free, and may take a drawback for more benefits. Refer to the Heritage Effects on pg. XX at the end of this chapter to select your character's heritage's effects.

Choosing magical abilities

In order to cast spells, characters must either choose a **Specialist Mage**, which gives them access to one school of magic, **Amps** who can manipulate mana with their body, **Shaman** who exclusively bind, summon, or banish spirits or **Archmage**, which gives them access to all schools. *Archmages* can select 35 force points of spells from any school. They may also select Zoetic enhancements like amps. They may spend force points for contacts on a spirit sphere. *Specialists* can select 25 force points of spells from one school. *Shamans* can select 20 force points of contacts on the spirit sphere. *Amps* pay half zoetic cost for enhancements. Refer to the magic chapter to select/purchase a character's beginning magical abilities. Characters may also use force points *or* money to purchase foci or fetishes for their spells, at 1 force point per level of the focus, spirit bag, or fetish. **Hedge magic** is available to everyone but requires learning specific rituals as skills.

Choosing Attributes

These are the statistics that define the inherent abilities of your character. They indicate the absolute maximum number of dice characters can use to complete actions in one turn. You can divide the points given at your selected priority level across your character's six basic attributes, Strength, Body, Reaction, Intelligence, Willpower, and Charisma. **Each attribute starts at 1**. Each increase up to 10 costs one attribute point. Every increase from 11 to 15 costs two attribute points. Increases of 16+ cost three attribute points. Attributes may be raised higher by cyber/bioware, magic, or heritage bonuses. If an attribute drops below 1, points *must* be spent to bring attributes to a value of 1 or higher at the end of character creation.

Zoetic potential is set based on the character's heritage. Zoetic potential affects the character's ability to manipulate magical energies. Zoetic potential limits the maximum force characters may learn spells at. The base Zoetic potential is 6. *With focus and study, this potential can be improved using **kismet** and **accouterments***. Zoetic potential is highly reactive to both metal and electronics. For every piece of gear carried that contains metal or electronics, your Zoetic potential is reduced by one.

Cybertechtronic implants also reduce Zoetic potential. Many implants reduce zoetic potential by less than a full integer. The reduction is rounded down when calculated. E.g. a human starts with 6 zoetic potential. If they get a data jack so they can have a direct neural interface for guns, the grid, or drones, it costs them .1 Zoetic potential (and an additional loss when they carry the gun). They now have a zoetic of 5.9 and their effective zoetic potential is 5. If they later get another piece that reduces their zoetic potential by .5, then they have a zoetic of 5.4, and their effective zoetic potential is still 5. Note that any practitioner of magic can raise their Zoetic potential.

Assigning Skills

Skills represent what your character knows and limit the number of dice they can use to perform actions. Skills are not always used to resolve a single action, such as firearms being tested when a character shoots a bullet out of a gun. Sometimes skills resolve multiple specialized actions or procedures such as reconnaissance or medical treatment.

There are several types of skills:

Active skills are where you will distribute the skill points that you selected in the priority selection process, e.g. a priority A skill will give your character 40 points to distribute among active skills. Active skills are all used and tested in play.

Knowledge skills are assigned points based on your character's intelligence attribute. This category represents what your character knows, and is not generally tested in play (though this can come up in certain circumstances) but instead describes the interests, languages, and background of the character. **You can distribute a number of points equal to twice your character's intelligence attribute among knowledge skills to define your character's interests.** This includes musical or performance proficiency, languages, areas of interest, hobbies, eras, niche interests, and other auturgy.

Etiquette skills are assigned points based on your character's Charisma attribute. This category represents the cultures the character is a part of. **You can distribute a number of points equal to twice your charisma attribute among etiquette skills.** This skill is tested when interacting with a faction and assets. It represents the number of dice you roll when utilizing assets of the appropriate type. If your Charisma is 11 or higher, you gain an additional upkeep-free asset during character creation.

Any unspent points are lost at the end of character creation. No skills can be bought above 6 during character creation.

Assigning Resources

Finally, characters have cash to spend. Any leftover cash after character creation is lost. Players must use this resource to purchase, gear, magic items, vehicles, lifestyles, biogenetic enhancements and cybertechtronics. It is suggested that you begin by purchasing a lifestyle because it is easy to go overboard on personal gear. **You should coordinate with your group to make sure all the assets and gear the players need to adventure are purchased**. Not having access to a vehicle, or a decker to hack, or a mage will limit the available operations the characters are qualified for

"What do you mean we don't have a car?!"

Lifestyles

Characters purchase months of lifestyles. Poor players might only pick a lifestyle of squatter for 1 month, while a rich character might purchase 12 months of a middle lifestyle and 12 months of a low lifestyle.

Squatter 0 止/month.
Squatting is a rough life. While living a squatters lifestyle, Characters begin play with one physical condition box already checked and have -1 die penalty on all tests during the run.
Low 300 止/month
Low-life living isn't much fun either. You either start the game with one physical condition box already checked or have -1 die on tests during the first portion of the run.
Middle 800 止/month.
High 1,200 止/month Characters are well rested and can ignore your first penalty die for the duration of the run.
Wealthy 5,000 止/month Wealthy allows movement through affluent corporate enclaves and arcologies, blending in wherever you want, giving you +1 die to all etiquette tests, and the benefits of high living. This will allow you to make a 1-die test even if your related etiquette is 0.

Assets

Characters gain one (or more) assets at character creation. <u>Assets gained this way do not ever require upkeep</u>. Agents are effective for uncovering information and helping you manage sectors. Assets have sector-turn abilities and operational abilities that help you during mission preparation.

Utilizing an asset requires a charisma test limited by the etiquette of the appropriate type.

During character creation, players should also create a Brand for their group. A brand is the forward-facing public image for their activities. It is created via a web of falsified identification, fake system identification numbers, shell companies and loopholes in corporate law. Optionally characters can choose to create 'alternate identities' with a falsified SIN.

A brand represents any group. It could be a group of old soldiers, a church, a syndicate, a street gang, a cabal of wizards, a rock band, a group of teens and a dog in a van, or a sports team. Any kind of organization that can be used as a front for the character's growth and increase of power. Characters first decide the name and type of brand.

Next, brands have a collection of statistics. Muscle, Magic, Media, Espionage, Grid. These statistics are the number of dice rolled to succeed at *brand actions* during the sector turn. Muscle cover their ability to apply physical force to a problem, whether a club or tank. Magic represents the brands power and mastery of magic. Media represnts the brand's ability to advertise and manage public realations. Espionage is the brands ability to gather information and resist intrusion. Grid represents the digital and electronic mastery of the brand.

Players will select two brand traits from the following list. In addition, each player may then choose a single statistic of the brand and raise it by one.

Analytical: +1 espionage & +1 grid
Arcane: +2 magic
Athletic: +1 muscle & +1 media
Avant-Garde: +1 grid & +1 media
Competence: One auto-success on every brand action
Dangerous: +2 muscle
Experienced: +1 media & +1 espionage
Inspirational: +2 media
Luxury: +1 Market for service, vice, and housing resources; +1 media
Lethal: +1 muscle & espionage
Mercenary: -1 to asset upkeep, +1 asset available for hire
Modern: +1 magic & +1 media
Nefarious: +2 espionage
Obscure: +1 magic & +1 espionage
Ruggedness: +1 muscle, reduce damage to resources by 1
Secure: +1 grid. All devices and gear get +1 to hardening
Sincerity: +1 media, lowers total upkeep by 2
Sophistication: +1 grid +2 market Cap to all resources with a production tag
Technical: +2 grid

Mark your brand name down on the brand tracking sheet, total the final stats for Muscle/Magic/Media/Espionage/Grid and write them down.

Any cash you don't spend during character creation is lost. After you have spent your cash, roll 4d6 and multiply it by 100凸. This is your starting money seed.

Determine your character name, height, weight, and eye color, and answer the following questions. Players can answer and share the answers to these questions either during session 0, or after session 0 via e-mail, discord, or other social media.
If you are having trouble answering the questions, refer to the tables in Appendix A to use random generation to assist you with the answers.

What was the event that led you into becoming Sinless?

Who are the members of your immediate family? Consider dependents, parents, friends, and next of kin.

What are your spiritual beliefs and feelings about magic? Is your character Islamic, Christian, atheist, or some other religion? Do they believe in relative or absolute morality? Do they follow a philosophical mindset, such as stoicism or nihilism?

What is a pet peeve of your character?

What does your character do to relax? What are their hobbies?

What is your character's worst fear?

What, if any, item has a particular sentimental or material value to the character?

What nicknames and aliases is your character known by?

Heritage Effects

Uplifted animals

Advances in cybertechtronic implants and biogenetics have allowed humans to 'uplift' animals to human sentience. This was done for a variety of reasons, specialized labor, combat utility, pets, research, fetishes, and servitude.

Small animals are slightly enlarged, reducing the overall cost of the uplift, given voice boxes, intelligence enhancements, and body modification. All gear and cybertechtronic implants for uplifted animals are +30% more expensive to customize to their unique physiques. All uplifted animals are assumed to be between 4'-6' in height, stand generally upright, and have two

appendages with opposable thumbs. All are assumed to speak. They all begin with a zoetic potential of 5.

Uplifted Dog

+2 reaction and maximum reaction. -1 to Willpower and maximum willpower. +2 free dice to all observation tests. If hands are free, can move on all fours 10 meters (5").

Uplifted Bear

+2 Strength and Maximum Strength. +4 Body and maximum Body. +2 free dice to all soak tests.

Uplifted Gorilla

+4 Strength and Maximum Strength. +2 Body and Maximum Body. Has a natural reach of 1.

Small Uplifted are a special class of uplifted, though their size has been enhanced they are still quite slight. All gear and cybertechtronic implants for small uplifted are 40% more expensive to customize to their unique physiques. All Small uplifted are between 2'-4' in height and have 2 appendages with opposable thumbs.

Uplifted Rabbit

-2 Strength and -8 Maximum Strength. -2 Body and -8 Maximum Body. +4 Reaction and maximum reaction. If hands are free, can move on all fours 12 meters (6"). When combat starts they can act first getting a full regular turn before initiative is rolled, and then again on their regular turn.

Uplifted Cat

If hands are free, can move on all fours 10 meters (5"), +2 Reaction and maximum reaction.+1 Charisma and Maximum Charisma. Uplifted cats have 2 free dice on any stealth test.

People of the Green

The people of the green are bound to their environment, being strongly affected by it. Those who live in polluted urban areas quickly become ill, so they are a rare sight in large corpo-states. Characters who select the green may pick **one heritage effect for free**. If the player wishes, they *may* also select a second heritage effect along with a green drawback.

Green Heritage Effects

Chimerical. You are infused with magical energy. You gain a +1 die limit on all sorcery, summoning, conjuring, channeling, and astral senses tests.

Enchanting. You possess a glamor that makes you irresistible. You add 3 to your Charisma and can cast the *Enthrall* spell, even if you don't possess magical talent.

Nature's blessing. Select one statistic, and raise it and its maximum by 3. Select a second statistic and raise it by 1.

Redcap. Raise both your strength and body and their maximums by 2. Gain 2 free dice on all soak tests. You must drink the blood and eat the flesh of living creatures monthly.

Shapechanging. You can select an animal form. As a complex action, you can shift into this animal form, substituting its physical traits for the green's physical traits.

Wildling. You can transform into a man-beast, such as a wolf-man, bear-man, or boar-man (among others). It takes a complex action to transform, Transforming into a manimal increases your strength, body, and reaction and their maximums by six, and lowers Intelligence, willpower, and charisma by three (to a minimum of 3). While transformed gain an additional 6 free beast dice that can be used for any test and refresh at the beginning of the round. Transforming destroys your clothing, armor, and cybertechtronic implants. Transforming heals 1d6 wounds.

Wind walk. You are preternaturally fast. Your movement increases by 4 meters (2")

Green Drawbacks

Green Skin. Your skin becomes a natural shade of green, your hair changes color with the seasons, as the trees. Your sweat smells of wet grass.

Compulsive. You have a collection of unavoidable compulsions. Select at least two actions that you must perform habitually. Failure to perform these rituals causes the character to have -2 dice on all tests till the next dawn. Compulsions are things like having to knock three times before entering or leaving a room, having to wash your hands every hour, etc.

You are smol. You are between 2'-4' in height.

Allergies. Contact with cold iron burns, causing 1d6 damage to the stun condition track and half rounded down (minimum 1) to the physical condition track.

Antlers. Large antlers grow from your crown. You cannot wear helmets or headgear.

Nature Bound. You cannot cross through running water. Your skin burns and blisters in sunlight. You must have permission to enter a personal abode.

The Blighted

The blighted is a terrible name, and that has a lot to do with how this effect of the quickening presents. It deforms humans, giving them animal and bestial characteristics. It's hard, even for the well-meaning, to deal with someone who has a face growing out of their shoulder and bulging segmented eyes. **Blighted characters may select two heritage effects for free**, and if the player wishes, *may* select a drawback to select an additional third heritage effect.

Blighted Heritage Effects

Analgesia. You are immune to pain. You receive no penalties for damage. The referee will track your health, as you cannot know how injured you are.

Camouflage. If you stand still, you appear to others as an immobile object. This provides +2 dice to any reconnaissance tests. Also, if unseen during combat, you can hide in plain sight, only visible if an observation test succeeds vs. your stealth test.

Extra arm. You grow an extra arm. You gain +4 to your reaction and your reaction maximum. Armor and clothing do not fit, and prices for gear and cybertechtronic implants are increased by +50%. Your third arm is fully functional.

Extra Leg. You possess a third leg. Your new base movement becomes 8 meters (4")

Hephestus. You are exceptionally skilled at building and repairing technology and equipment. You receive +2 free bonus dice on any Engineering test.

Huge. You are between 9-12' tall. You gain +4 to your Strength and Body as well as your strength and body maximums.

Immortal. You no longer age, are immune to cancer, and will not die of natural causes. You do not cease growing, though you grow very slowly.

Tough. You have chitinous skin and bony plates covering your body. Your skin gives 2 points of ballistic and impact armor. Laser fire damage to armor heals after about 10 minutes. This plating occupies the under armor slot.

Unstoppable. When soaking damage, you always get 2 bonus dice to use.

Blighted Heritage Drawbacks

Animal head. Your head and face look like that of either a bovine, pig, wolf, or bird.

Bulky. Your huge size slows you down. Your new base movement becomes 4 meters(2").

Cyclopian. You have one central eye. This harms your depth perception, giving -2 dice to all ranged combat tests (firearms/gunnery/throwing weapons, et. al.)

Extra face. It has no brain, but moves and makes faces which is very disturbing.

Segmented eyes. Like a fly, except yours are the size of softballs.

Synthetics

Synthetics gain the following features.

Synthetic. You are a marquis-level artificial intelligence, with a positronic sphere core. Your body is at least 90% synthetic. As a synthetic, you may add or remove cybertechtronic implants freely, taking 8 hours with no recovery time and no change to your zoetic potential. Synthetics do not need to eat or breathe. Each synthetic starts with a bare frame, and they may purchase and install any cyberware they can afford with their starting cash. Attributes are applied to this frame normally. Your internal systems self-heal at the same rate as organic creatures. You begin with a zoetic potential of 1.

Replicants. Characters may choose to play a replicant (clone). The replicant is created normally, with two exceptions. They assign priority E to human and get +6 points to both their attributes and skills priority picks, (i.e. priority A is assigned to attributes, and they get 46 points to distribute.) Second, they must roll 1 +1d6 on character creation. This is the number of years to their due date when they are designed to stop functioning. The referee will create a blade runner who hunts them.
-I'm here for a good time, not a long time.=- Maddog

Sample characters

The following pages contain XX examples of pre-generated characters. These may be assigned for a one-shot or given to a player who wants to just join one session.
(Sample characters: Martial Artist, Assassin, Covert Ops, Archmage, Corporate mage, Shadowmage, Audiomancer, Street mage, Rigger, Ronin, Combat hacker, Drone Master, Collegiate dropout, Rock star, Influencer, Face, Private detective, Mercenary, cat burglar, Gang member, Techie,)

Chapter 3

Skills

Skills are used to accomplish tasks. Some skills involve several days of work or activity (mechanical engineering, reconnaissance, et. al.) others involve a single action (firearms, melee weapons, et. al). The higher the character's skill, the more dice they can roll to accomplish their task, for every point in a skill, it allows your character to use a 1d6 from your attribute pool on a skill test. Skills run from 1-6. A skill at rank 1 indicates a novice, while a skill of 6 indicates mastery. Skills can be raised beyond 6 at certain advancement opportunities.

Skills have linked attributes. The level of the character's skill + gear modifiers determines how many linked attribute dice they can use. The attributes represent a pool of dice a player can use in a single round. These pools deplete over the round and refresh at the beginning of the next round. E.g. If your character has a reaction of 12, and a firearms skill of 5, using a gun with an accuracy of 3, and you decide to use your first action to fire off a single shot, you can roll up to 8 dice (five dice for firearms skill 5, plus three dice for the 3 accuracy firearm). If you use 8 dice, and you wish to use your second action to fire off another shot, even though firearms+accuracy allows you to use 8 dice, you only have 4 dice left in your reaction pool. So if you use all 8 dice on the first shot, you can only use 4 for the second.

The easiest way to track this is to keep 12 dice next to your character's reaction attribute and remove them after they are used, retrieving them at the beginning of the next round. There is a place on your character record to place these dice.

Defaulting and Linked Skills

Your character may not have any ranks in firearms, but they can fire a gun. They can use another active skill within their set of 'linked' skills, at a penalty of 2 dice E.g. Morgan the assassin has training in firearms 5, but they do not have the gunnery skill, they can roll three dice for the gunnery skill.

Linked skills groups are as follows: The close combat skills—melee weapons, unarmed combat, cyberware combat, and throwing weapons. The firearm skills—firearms, gunnery, heavy weapons, energy weapons. The vehicle skills—drive and fly. The Hacking skills—Computer hacking locksmithing/safecracking, and electronic warfare. The engineering skills—mechanical, industrial, aeronautics, armory, electronics, nautical. The magical craft skills—alchemy and artificing.

Active Skills

These skills use the **Strength** Attribute Pool.
Melee Weapons. This covers the use of hand-to-hand weaponry. E.g. Swords, knives.
Unarmed Combat. This covers the use of martial combat. Anyone may do ½ their strength in damage to the stun condition track on a successful unarmed combat roll.

*Martial Arts This is a replacement skill for unarmed combat. Martial Arts costs 2 skill points per rank. Players select a martial arts style that replaces unarmed combat. See Martial Arts (qv.) At each rank, they gain a martial ability.

They may do ½ their strength to a targets physical condition track, or their full strength to a targets stun condition track.

Cybertechtronic implant Combat (cybercombat). This covers the use of implanted cybertechtronics in melee combat. This covers razors, spurs, as well as the monofilament whip.

Throwing Weapons. This covers the use of throwing weapons. Throwing an item (not a weapon) will do ¼ your strength in damage to the stun condition track.

These skills use the **Body** Attribute Pool.

Athletics. This is your ability to perform feats of athleticism, jumping, running, swimming, and doing backflips. To jump, every success on an Athletics test will allow you to jump 1m (.5") from a standing start, or 2m (1") from a running start. You can also jump vertically, every success letting you jump 1m (.5")

To climb, every success on an Athletics test allows you to move 2m (1") on any verticle surface

To swim, your movement is 2m (1") + 2m (1") per Athletics test success.

Stealth. This skill is checked in an environment that is alertable to your presence. Every success reduces the amount of alert you generate while moving. This has no effect in combat.

These skills use the **Reaction** Attribute Pool.

Firearms. This is your ability and accuracy with handheld firearms, such as shotguns, submachine guns, assault rifles, and pistols.

Gunnery. This is your ability and accuracy with vehicle and drone-mounted weaponry.

Heavy Weapons. This is your ability and accuracy with heavy weaponry, like missile launchers, rocket-propelled grenades, and machine guns.

Energy Weapons. This is your ability with energy weapons, such as tasers, lasers, and electric cannons.

Archery. This is your ability and accuracy with bows and crossbows.

Drive*. This is the number of dice you can roll for maneuvers with ground vehicles and drones

Fly*. This is the number of dice you can roll for maneuvers with air vehicles and drones.

These skills use the **Intelligence** Attribute Pool.

Observation. This skill is used to reduce stealth successes, determine surprise, and notice concealed weapons.

Biotech/Medical*. This skill is used to perform medical procedures, both in the field and in a clinical setting. A successful medic check removes a number of penalty dice equal to the number of successes. It takes 5 minutes to perform this medic check.

Reconnaissance. This skill is used to gather information on who is actually employing the characters, as well as retrieving information about the job itself. This can be used to locate additional jobs and opportunities. Reconnaissance is used to identify the faction using a Mr. Johnson.

Locksmithing/Safecracking*. This skill is used to open difficult safes and locks.

Computer Hacking. This skill is used by deckers to activate decking programs, and by computer programmers to infiltrate computer systems. This can be used to locate additional work.

Computer: Electronic Warfare. This skill is used by deckers in matrix combat.

Computer Programming*. This skill is used to write software, and engage in complex computer activities such as creating viruses and worms, designing AIs, and manipulating computer systems and infrastructure.

Engineering: Mechanical*. This skill is used in the construction, repair, and modifications of machines

Engineering: Industrial*. This skill is used in the construction, repair, and modification of industrial equipment. This is used for giant or larger-sized frames and machines.

Engineering: Aeronautics*. This skill is used in the construction, repair, and modification of flying vehicles and drones.

Engineering: Armory*. This skill is used in the construction, repair, and modification of weapons, guns, and firearms.

Engineering: Electronics*. This skill is used in the construction, repair, and modification of technological devices.

Engineering: Nautical*. This skill is used in the construction, repair, and modification of seagoing vehicles and drones.

Alchemy*. This skill is used in the formulating of alchemical tonics, construction of magical foci, and other magical devices and aids.

Artificing*. This skill is used in the construction of magical devices and items.

These skills use the Willpower Attribute Pool.

Rituals. This is not a separate skill. Rituals that the character learns are willpower-linked skills. Anyone may learn a ritual. See Chapter 9, Magic page XX for a list of rituals.

Channeling*. This skill is used to resist drain from magical spells.

Sorcery*. This skill is used for all spellcasting tests.

Astral Senses*. This skill allows you to see into the astral plane to retrieve information. It affects reconnaissance and allows retrieving information about operational sites.

Survival*. You must select one of the following terrains: arctic, woodlands, swamp, mountainous, desert, firelands (areas near the equator that have daily temperatures in the 50c-60c degree range), urban, faelands. On a successful test, you can eke out a low lifestyle in any of these terrains for a month.

These skills use the Charisma Attribute Pool.

Conjuring*. This skill is used in calling spirits. This is draining similar to the way casting spells is draining, and the channeling skill is used to resist this drain.

Negotiation. This skill is used to increase the amount of money you get for a job, and buying and selling gear.

Leadership. This skill is used to manage situations and people long term.

Subterfuge. This skill is used to conceal weapons, subvertly gain information, and set up ambushes.

Coercion. This skill is used to extract information and behavior. It can be used to identify the brand offering an operation and possibly the individual utilizing a Mr. Johnson.
Fascination This skill is used to train and work with animals, impress people with social performances and can be used to replace a reaction roll.

Knowledge Skills
You can distribute a number of points equal to twice your intelligence attribute to spend points on this non-exhaustive list of knowledge skills. These are not tested in play.
　　　Art, biology, botany, literature, medicine, engineering, physics, chemistry, psychology, politics, philosophy, economics, magical, history, music, cybertech, green, blighted, synthetics, uplifted animals, fashion, music genres, sports, gaming, poetry, performance with an instrument, languages known, et. al.

Etiquette Skills
These are the communities that exist beyond the quickening. You use your etiquette in interactions, as well as to retrieve information from the various communities. **These act as a limit to the number of dice you can use in charisma-based tests**. E.g. Alice has a corporate mage agent, so she can roll a number of Charisma dice equal to her corporate etiquette. The relevant etiquette skill is located on the top right of the agent card.

　　　Corporate
　　　Street
　　　Civil
　　　Aristocracy
　　　Military
　　　Criminal
　　　Wasteland

Assets

Assets are people the character has an established relationship with. They are not in your character's inner circle, but people they have a good working relationship with that can provide resources and services.

Asset tests are made by rolling your appropriate etiquette skill and counting the number of successes.

Assets gained during character creation are 'free' and come from a limited pool of assets. Assets purchased during sector turns require their upkeep to be paid during the sector turn or they will not be available until the next sector turn.

Before an operation, characters have two actions available to use preparatory skills. They may replace one of these actions with an asset operation ability. Some operation actions are listed as
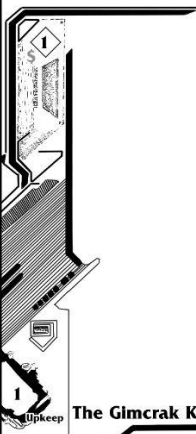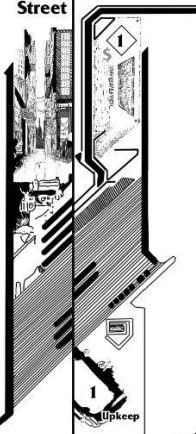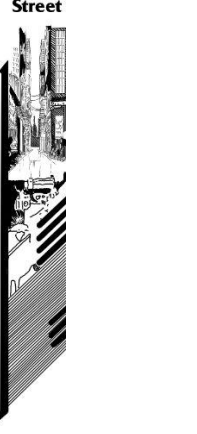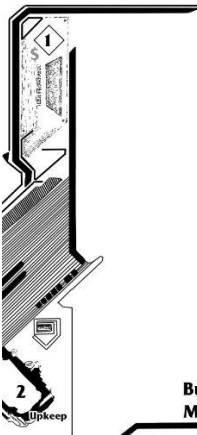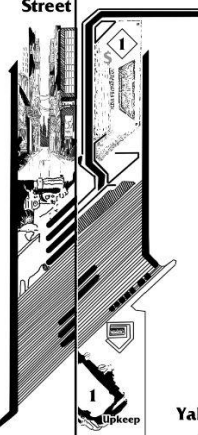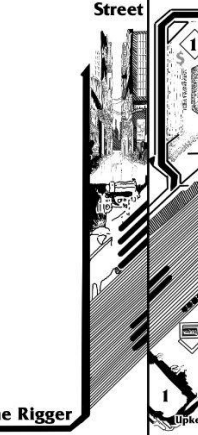
dossiers. This operation action allows the asset to answer a number of questions equal to the successes on the asset test. The questions will be related to the type of dossier. i.e. an asset with a magic dossier can answer a number of questions about the magical defenses, creatures, magically enhanced employees, ley lines, bound spirits, et. al. Any question regarding the job and magically relevant things can be asked.

During a sector turn, the brand has four actions available. They may replace any of these actions with an asset sector action.

If there are multiple options for operation abilities or sector actions, one must be selected. An asset cannot be used twice in the same mission preparation or sector action.

More assets may be acquired during the sector turn. Three random assets will become available for hire. They have a hire cost and an upkeep cost listed in market cap. Hiring an asset requires both the hire cost and a sector action. The asset remains attached to the brand permanently, but is only active if the upkeep cost is paid.

Corporate

Lynn Murray Griffon: Culture Operations Manager

Sector Action: Lower heat by one.
Operation Abilities: Civic dossier
"*A culture operation is one in which they make sure yours doesn't influence theirs. Is it natural that Lynn is patronizing?*"

Corporate

Albert Knox: Actions and Repercussions Advisor

Sector Action: Apply 1 damage to a site for each success with no increase in heat.
Operation Abilities: Criminal dossier
"*Put gloves on and don't touch him or move closer than 12 feet. Put on your mask.*"

Corporate

Eric Gross: Brand Evangelist

Sector Action: +1 Market Cap to resources with service and business tags
Operation Abilities: Grid dossier
"*Don't mention anything about how he looks, or we're in for an hour listening to him talk about pagents he won.*"

Corporate

Madelyn Bishop Bates: Dream advertisement manager

Sector Action: Dream advertisement, +1 influence to every resource in a sector.
Operation Abilities: Nightmares: -1 dice for all living guards.
"*Don't say anything about the puppets. Just act like they are real.*"

Corporate

Melody Myers: Happiness Advocate

Sector Action: Cause 2 points per success of damage to a resource.
Operation Abilities: Criminal dossiers
"*Melody is pretty stand-offish, but has a keen interest in big game hunting.*"

Corporate

Sammon Shamon Al-Baz: Corporate Mage

Sector Action: Gain 2 points per success to adjust damage or influence on a resource.
Operation Abilities: Magic dossier
"*Sammon must like some weather, but I'll be damned if I know what it is.*"

Corporate

Alexis Marin: Media Designer

Sector Action: Friends in high places, for every success, apply 2 influence to a resource.
Operation Abilities: Espionage Dossier
"*There are rumors that Alexis has ties to royalty, which might explain why he keeps such a low profile.*"

Corporate

Corentin Latreille Mador: Propoganda artist

Sector Action: Gain 2 influence per success to a single resource.
Operation Abilities: Civic & Espionage dossiers
"*Corentin is exceedingly polite, and has an interest in manners and anitquated customs. He won't tell you, less you're interested.*"

Corporate

Katia Frangos: Banker

Sector Action: all upkeep costs are nullified this turn.
Operation Abilities: Civic Dossier
"*Katia has a twin that dissapeared about five years ago and spends most of her time trying to find her.*"

Street

The Gimcrak King: Beggar Lord

Sector Action: Beggar Network, Discover one (if any) actions or plots against the brand per success.
Operation Abilities: Civic & criminal dossiers.

"He's not actually homeless, it's fashion. Derelicte!"

Street

El Mostafa Urbano: Street Shaman

Sector Action: Devil's Night, for every two successes raise the heat by one.
Operation Abilities: Magic dossier.

"Don't listen to his ramblings about a great 'Under-Dark' filled with demons that's about to destroy the world. Too much time playing D&D 'scapes."

Street

Bunny Delish: Midnight Ballerina

Sector Action: High Stroll, for every success apply 2 influence to a resource.
Operation Abilities: Criminal dossier.

"She'll laugh, and never do anything to make you feel bad; but don't ever think she isn't just doing it for the money."

Street

Yahya Boulos: Drone Rigger

Sector Action: Allows purchasing rarity 1+ drones
Operation Abilities: Espionage Dossier

"Yahya Boulos is about fitness. His fitness and yours. Be prepared to be too busy to join crossfit. "

Street

Rat, Arms Dealer

Sector Action: Allows for purchasing rarity 1+ small arms.
Operation Abilities: Can deliver up to 5 weight of firearms via drone during a mission. *"Rat is alergic to everything."*

Wasteland

$1

1

Ember Flint: Pyromanic

Sector Action: Burn! Set a fire that does 2 damage per success to a resource
Operation Abilities: Set up to 3 triggerable fire bombs (D:20) at the next mission site.

"*Giddy about fire. Often exerts effort to not talk fire. Sometimes successfully.*"

Wasteland

$2

0

Ashes Crane: Obscure Cultist

Sector Action: The Legions of Thrax are handy with a hammer. Repair 3 damage per success
Operation Abilities: Can possess an low-level employee, putting them in the brand's thrall.

"*Yes, he claims to worship some weird 'Thrax' being, but he's reliable!*"

Wasteland

$1

1

Bobby Jones: Ne'er-do-well

Sector Action: Provides a free 1,000 zuzus per success of firearms & ammo on next mission
Operation Abilities: Espionage Dossier

"*Bobby's a bit of a gun nut, and it's a good thing to, considerin' how bad they want his head down in heavenland.*"

More of these coming post-haste

Martial Arts

Players may choose one of the following martial arts styles. Players may not know more than one martial art at the beginning of play. Martial art skill ranks always cost double kismet/skill points.

Gun Kata

"The form remains fluid, maximizing your killing zone, targets, and damage while keeping you out of trajectories of return fire."

This martial art requires that the player be wielding a firearm in each hand.
Rank 1: The character is always considered to be in partial cover (-1 die) on any turn they use an action to fire a gun.
Rank 2: Whenever the player fires a gun, they may fire an additional bullet (+1 die at the cost of 1 ammunition)
Rank 3: The character may divide the number of bullets across as many targets as they wish with no penalty. I.e. if a player fires a burst, they may hit a different target with each bullet. The gun kata art also disperses recoil. While using this martial art, recoil is ignored.
Rank 4: If in melee range, the character is always treated as if they had a melee weapon. They may make free attacks (1 bullet) against people who use a ranged weapon within their reach. They are also able to make firearm attacks against targets without triggering free attacks.
Rank 5: The character is always considered to be in full cover (-2 dice) on any turn they use an action to fire a gun.
Rank 6: Anyone making an attack within 2 meters (1") of the master of the gun kata is penalized a number of dice equal to the master's firearms skill.

The Weirding Way

"Consciousness is an emergent property of any given organic object. Your liver has consciousness. It makes decisions about what to do. Your heart has a consciousness, responding to its environment by choice. When you put every organ, nerve, and muscle in tune, you will have mastered the weirding way."

The weirding way may be used with any close-quarters (no-reach) melee weapons.

Rank 1: You gain 1 free die on all dodge tests.
Rank 2: Your reach is always considered 1 higher than your opponents, causing them to be penalized 2 dice on melee attacks.
Rank 3: Your base movement increases by 2 meters (1").

Rank 4: You gain 2 free dice on all dodge tests.
Rank 5: When you are attacked in melee, you can force the attacker to reroll their attack. You must keep the new result.
Rank 6: As a reflex action, you can teleport up to 10 meters (5").

The Way of the Tank

"Combat does not just take place on earth and does not take place just by men. Enhanced and synthetic people do not have the same limitations as a human, so should their arts of war not have the same limitations."

The way of the tank can only be used by synthetics and people with over 4 zoetic potential of cybertechtronic implants.

Rank 1: You can fight in 0 gravity with no penalty.
Rank 2: You can hide in a target's blind spot. You have +4 free dice on your dodge tests versus this target.
Rank 3: You can perform a melee strike as a complex action that ignores armor.
Rank 4: You can generate an electromagnetic charge around your punch, causing +3 damage to organic targets and +6 to electronic ones. When you do this, you take 6 soakable stun damage, minimum 1.
Rank 5: If you dodge an opponent's melee attack, you may make a free melee attack with free dice equal to your martial arts rank.
Rank 6: Spurs now do 6 + STR damage.

Shibumi

"Simple. Subtle. Unobtrusive. The practicer of Shibumi is a man of focus, commitment, and sheer will."

Shibumi may be used as a replacement skill in place of any small arms, melee, or ranged. The increase to your soak skill is not cumulative; at rank 6, you have a +6 bonus to your soak. Shibumi is only useable by unaugmented (no cybertechtronic biogentic implants, yes amps) humans.

Rank 1: Your skill in shibumi allows you to see in the astral. Use the higher of your shibumi or astral senses skill. +1 free die when rolling soak tests.
Rank 2: You are always considered armed with a weapon. Unarmed you do 3+STR damage to physical condition tracks.
Rank 3: You can sense people within 6m (3"). Blindness and other visual obstructions can be ignored. +2 free dice when rolling soak tests.
Rank 4: You gain +4 free dice when rolling soak tests.

Rank 5: You ignore wound penalties.
Rank 6: You gain +6 free dice when rolling soak tests.

Chapter 4

Game Phases

The game alternates between the operation phase and the sector phase.

Operation Phase
- ❖ Players pay upkeep costs for their lifestyle.
- ❖ Players acquire an operational lead using the getting an operation framework.
- ❖ Players gather information about the job by engaging in the reconnaissance and preparation framework.
- ❖ Players complete the operation.
- ❖ Sector heat is adjusted.
- ❖ Fallout from the job occurs. Damage is applied to resources, faction reactions and adjustments are made, the Agonarch considers how this might create future jobs.
- ❖ The sector phase begins.

Sector Phase
- ❖ Players pay upkeep costs associated with assets and expenses. Any upkeep costs not paid disables the resource or asset.
- ❖ Three new assets become available for hire
- ❖ There are 4 actions available for brand members or assets. Players assign their brand or assets to each action. Brand actions may be assigned multiple times, assets may only be assigned once.
- ❖ The brand actions and assets are resolved in order and the effects are applied

Framework

Before we get into combat, skills, vehicles, and drones, magic, and the grid, how do you run a game of Sinless?

Traditional games place a great deal of responsibility on the referee to manage and design the flow of play while ensuring the agency of the players. And eventually, the campaign, a series of linked games following the same players, will grow into a flow of play naturally. But for new players and referees, there are a lot of failure points for just playing the game.

Why would my badass guy get into some van for a meet? I'm not getting in the car! I'm not going to let the Johnson disarm me! What do you mean someone kidnapped my dependent, I stopped it!

The following frameworks are designed to provide a flow of play that allows players to maintain their agency, as well as abstracting specialized tasks players may not have personal experience with. Although the frameworks can be ignored and play can be freeform, it is recommended that the group follow the framework to reduce overhead and maximize the number of meaningful choices the players can make.

|sidebar|
What style game of Sinless are you going to run?

There are several different 'styles' of play focusing on different things.

Pink Mohawk

This style of play is about larger-than-life heroes who engage in cinematic conflicts, where shots are wounds are just flesh wounds, and the very fact that they are the protagonist protects them from both damage and consequences. Missions are loud and violent, with explosions, quips when you kill people, and security that your characters are the big damn heroes of their own action movie. You can have a pink mohawk because everyone is so over the top that it doesn't even stand out. Consider action movies and tropes from the 1980s. *Total Recall*, *Knight Rider*, *Die Hard*.

Suggested rule changes: Eliminate die penalties for wounds. Increase base wounds to 9 or 12. Double the Kismet Pool dice, and allow them to refresh each round, instead of each scene.

Black Trenchcoat

This is the default style of play the rules emulate. Bullets are deadly, and characters are professionals. Infiltrations are planned, loyalties are tested, and politics and intrigue determine the fate of the players. Consider movies such as *John Wick*, *The Bourne Identity*, *The man from U.N.C.L.E.*, *Mission Impossible*, *La Femme Nikita*.

Even though black trenchcoat-style stories frequently involve people not trusting each other, the default assumption is that the characters at least respect each other. Instead of a betrayal, the assumption for play is that a problem that comes back on one character is a problem for the group, not a reason to betray them.

Browncoat

This is a less common style of play, where the characters are a special mercenary, military, or special tactics unit. Missions are assigned by their superiors, or possibly they are on the run from a mercenary or military organization. Consider films like *Three Kings*, *The A-Team*, *The Thin Red Line*, *Saving Private Ryan, and The Suicide Squad.*

Honor among thieves

Instead of working for other people, the characters are a gang of criminals that pull off jobs. Consider movies such as The *Fast and the Furious*, *Oceans 11*, and *Leverage*.
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The frameworks split play into different phases. Each one describes the setup and the sequences of play for each phase. Instead of tracking time day by day, each phase abstracts this passage of time to avoid wasted time and needing to micromanage player actions.It also streamlines several player actions, where their character may understand what to do, but the player doesn't: Reconnaissance, research, and information gathering about a job.

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Framework outline
Getting an operation
- Operation selection
- Investigation phase
- The meet

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The Framework

Several core frameworks are provided as examples, the full list of frameworks is in chapter 11.

The first and most basic framework is how the characters find out about operations. Frameworks serve two purposes, first, it outlines the options players have and the possible results. Secondly, it outlines the information the referee should prepare, allowing him to both answer player questions and develop the campaign. See chapter 11 for referee tools and procedures to develop the campaign.

Note that campaign events will give the players their own goals. They can do their own operations. It isn't necessary to acquire one, but it's important to note that the players aren't getting paid if they are running their own operation goals.

Operation Selection

As sinless, they have access to 2 jobs (created by the referee) for the players to select between by default. Certain assets can increase the number of jobs available to the players.

Some jobs will stay available between sessions, while others will disappear. New jobs will be available at the end of every sector phase, subject to the Agonarch's plans.

Players can gain access to additional job selections in the following ways:

Sector Reconnaissance: A character may choose a nearby sector and spend some time on the ground. For every success on a reconnaissance test, they become aware of one job, opportunity, or delve site per success.

Matrix Search: A successful computer (hacking) test will grant one job randomly selected from the pool of all available jobs per success.

Investigation phase

Before accepting a job, players may attempt to gain information about the job. Most jobs are given by an intermediary, colloquially called a "Mr. Johnson." It is never immediately obvious who the real employer is.

Players may acquire information about which **community** (Corporate, wasteland, military, criminal, civic, street, or aristocracy) hired the intermediary. Usually, this is not difficult to figure out. It requires only one success on a **reconnaissance** skill test. Sometimes more elite units and powerful people may require more than one success on this test.

Once the community has been identified, a successful **coercion** skill test will grant information on the specific **brand** behind the job (The Orpheus corporation, The red scarves gang, et. al.) Getting 4 successes on this roll will allow you to determine the specific **individual** who is hiring for the job.

The Meet

This is a scene that starts when the players meet the Mr. Johnson. The players play the role of their characters and talk to the Johnson who gives them the job. They can ask any questions they want.

The Johnson will offer a price for the job. One character can make a **Negotiation** skill test and for every success, increase the value of the offer by 10%. For every job you've

completed for this Mr. Johnson successfully in the past, increase the value of the job by 10%. This is cumulative up to 50%. These are additive; i.e. the successes and the job are added together.

Once accepted, if the job is not completed or is failed, reduce the Kismet Pool of the characters who accepted the job by 1.

[Image: Framework: Getting a job card]

Another example is characters doing reconnaissance of a site before engagement. They will want to scout out the area the target is to be blown up/extracted/stolen from, etc. The characters can use their skills and assets to acquire information about a target area. The referee will have prepared the areas during the job preparation phase. The characters will acquire pieces of information about the job: how many guards? Are there drones? The remaining information they do not uncover will remain unknown until the characters begin the mission.

The referee should remain impartial. If the characters discover all the hidden surprises via successful reconnaissance, good on them. If the characters do poor reconnaissance because they've focused on more active pursuits, that will allow them to better deal with surprises. During the mission, the opponents should act to the best of their ability to stop the players. The characters know the general level of risk and pay for the different tiers of missions (Veteran, Professional, Prime). It is on them to prepare and survive.

Reconnaissance and Preparation

The characters can use their skills and assets to gather information about a job site. This allows them to get the information they need to make a plan.

By default, each character can select to utilize two options in any combination. They may use two assets, an asset and a skill, or two skills. They may not use the same skill or asset twice. Depending on the fictional situation, the referee may allow for additional or fewer assets and skill uses. For very small groups (2-3), allow three options. For very large groups (6+), allow one.

Assets allow the players to acquire dossiers which contain information about the planned job. All information gathering happens over the course of several days, and the information can be received in any order the players wish. E.g., they may wish to use a civil dossier success to get a hierarchy chart, then use a magic dosser success to find out which people are magically active in the hierarchy, and then use a second civil dossier success for a different piece of information. Below are examples of common questions.

Magic dossiers can provide the following information:
- The location of ley lines on the target site

- How many magically talented people are associated with the job
- the strength of magically talented people associated with the job
- list of magical wards and defenses
- a list of inequitatum associated with the target site

Civic dossiers can provide the following information:
- An employee list
- blueprints/layout of the site
- Information about the barrier rating of walls and barricades at the site
- location of local access nodes
- number and types of defensive emplacements
- The name of an employee with a criminal record
- The address and contact information of an individual
- What the patrol route schedule is for law enforcement in the area

Criminal dossiers can provide the following information:
- Information on the number of guards
- Information on the armament of the guards
- Information on an unusual entrance or access point
- a weakness or vice of a person associated with the job

Espionage dossiers can provide the following information:
- Information about specific employees, home addresses, places frequented, vices, legal issues etc..
- An employee hierarchy, names and ranks
- A set of blueprints for the site
- A secret about the job

Grid dossiers can provide the following information:
- Location of local network access nodes
- Strength of computer/electronic defenses
- A list of employees
- A piece of information about an employee (residence, vehicle, relationships, where they hang out, et. al.),
- A list of electronic and automated defenses (alarms, drones),
- locations of cameras

Characters may also use their skills to gather information.

Reconnaissance: for every success on a reconnaissance skill test, gain access to one of the following:
- Information on the number of guards and their load-outs
- employees on-site during each hour of a 24-hour period
- Layout of the building

- Location of all entrances and exits
- Location of cameras
- Location and type of defensive emplacements
- Home residence of an employee

If a magically talented character is doing the reconnaissance, they may also determine the following:
- location of ley lines on the site
- the type of magical wards and defenses
- Any inequitatum used for defense.

Hacking: For every success gain access to one of the following:
- location of local network access nodes
- types of computer defenses
- a list of employees
- a piece of information about an employee (residence, vehicle, relationships, where they hang out, et. al.)
- a list of electronic and automated defenses (alarms, drones)
- locations of cameras

Subterfuge: For every success gain access to one of the following:
- A list of employees
- a piece of information about an employee (residence, vehicle, relationships, where they hang out, et. al.),
- Information on an unusual entrance or access point
- a weakness or vice of a person associated with the job

Astral Senses: For every success, gain access to one of the following:
- The location of ley lines on the target site
- how many magically talented people are associated with the job
- the strength of magically talented people associated with the job
- list of magical wards and defenses
- a list of inequitatum associated with the target site

During the character discussions, the referee can provide information to the players that they need to formulate their plan. The referee will have the general details of each job prepared, layout of the target facility or location, and can begin presenting players with the information as they acquire it. The referee's role during this time is to clarify the situation and eliminate any misunderstandings the players may have about the goal or situation.

The Operation

This is the main activity of Sinless. Operations are work the sinless do that no one else can or is willing to do. They delve into ruins in decaying sectors, searching for lost data and information that can be sold for a profit. They provide plausible deniability to corporations, held back from open hostilities by the DIRE act, by completing extractions, targeted destruction, and assassination. They investigate mysteries, eradicate nests of inequitatem, and hunt down human traffickers.

The characters acquire an operation, gather information, and then they enact their plan using skills, agents, and gear to accomplish the job. The referee should determine the outcome of their actions and choices using the rules and group consensus.

Often this will require laying out the map, allowing players to ambush employees and acquire credentials, infiltrating the site, possibly fighting guards, or escaping in a dramatic car chase.

This may require several different scenes, which the tools in the Referee Guidelines chapter can assist with both designing and improvising. Each scene or step can use one or several frameworks to guide possibilities; frameworks are descriptive, not prescriptive. They let the players and the referee have a common ground for resolving common activities sinless engage in. They can be nested. An asset the player wants to use to gain information about the job is missing, meaning the "Locate a Person" framework must be completed to use the agent in the in-progress "Reconnaissance and Preparation" framework.

It should be noted that there should not be any expectation on the Agonarch's part for how the players will accomplish their mission. Players are free to use whichever approach they wish. The Agonarch is impartial, and the system mechanics provide natural consequences for player activity.

This phase continues until the players are all dead or wounded, or they have failed the mission and escaped or completed the job successfully and escaped.

During the mission, drawing attention, hacking items, and blowing things up will increase your heat.

Heat

The more violent and explosive the job, the more *heat* you will raise. Each level of heat has various effects. The specifics will vary depending on the particular site. This is separate from sector heat but can contribute to it. Certain actions can raise mission heat.

Getting detected or suspicious activity being seen will raise the heat to one star. Gunfights will raise the heat to two stars. Explosions will raise the heat to three stars. Defensive forces losing badly or extended engagements will raise the heat to four stars.

No heat: Operations are normal, and no disruptions noted.

One star: Suspicious have been raised. A virtual sensor drone is deployed, and notifications are passed to security personnel to do a patrol

Two stars: Roto and dog drones are deployed. Magically sensitive employees are alerted. Automated defenses are armed. On-site personnel are notified. +1 free die to all player tests as their adrenaline goes up. At the end of the job, roll 1d6. On a 4, 5, or 6, sector heat rises by 1.

Three stars: Barricades and checkpoints are constructed. Staff patrols are increased. Anthrodrones are released. All tests have their target numbers reduced. I.e., a veteran run now has a target of 3, a professional run a target of 4, and a prime run a target of 5. At the end of the job, sector heat rises by 1.

Four stars: Containment and response have failed; external HTR (High-Threat Response) teams will be incoming in 2d6 rounds for pacification and neutralization. All characters get an extra simple action every round. At the end of the job, sector heat rises by 2.

Fallout

Often, there are consequences to the job. Perhaps someone will hire hitmen for revenge. Perhaps completing the job created some significant change in the world. It is during this phase that the referee provides insight to the players on what's coming next, as well as any threats they may have attracted the attention of.

Fallout is also when the Agonarch can apply the results of actions taken by enemy brands. Attack brands will strike back, and attempt to disrupt the progress of their enemies. After the player's success or failure, it might open up new options for some brands. All these things must be considered when thinking about the fallout.

Often this is knowledge that the characters won't have access to, but the referee's job during the fallout phase is to inform the *players* of consequences and insights even if their characters don't have access to the information. This way the players and the referee can move forward with a shared understanding of the forces in play. They can work together to resolve narrative conflicts as a group in a way that maintains the truth and meaningfulness of the shared experience. (e.g. Paul knows his character is being targeted by an assassin that Orb technology hired because he stole their research, but the character doesn't. Paul will expect the hunted framework to come into play soon.)

The fallout should drive play moving forward.

Chapter 5

Combat

Combat in Sinless is inevitable. The Sinless frequently want to accomplish "criminal" activities against people who are willing to kill, oppress, and enslave people.

Often the goal of combat is not to kill the opponents but to accomplish a task while under fire. There are no gear or kismet acquisition reasons to kill opponents, and doing so unnecessarily can have negative consequences. Using inappropriate force can create a disproportionate reaction.

Although sinless can be played in "theater of the mind", the basic assumption for combat is that there will be a battle map or surface, with 1" equal to 2 meters.

Avoiding armed conflict is almost universally preferable due to the risk of death. When combat begins, the referee will set up the board, and the characters will place their representations (miniatures or tokens on roll 20, or maybe just a meeple you declare is your character) in their locations, and the referee will place the opponents and cover on the board. If the characters have astral senses, they know the location of ley lines. A decker can ping to find the location of network nodes.

After characters and enemy units are deployed, the initiative is determined to resolve the order of actions during combat. Combat continues until one side, or the other is defeated or flees. If one side flees, the other side may pursue.

Initiative

Initiative determines the order in which characters involved in the combat act during a round. **Initiative is checked once at the start of combat.** Characters take their turns in order, from highest to lowest. After everyone has acted, the round ends and a new one begins. This order persists throughout combat.

Each character at the start of combat rolls their entire reaction pool for free. The number of successes are added to the character's reaction statistic. This is the character's initiative for combat. The referee will determine the initiative for the opponents in combat. Then each character and opponent take their turns in order from highest to lowest.

Ties are resolved by having the players act before any opponents they are tied for. Characters that are tied with each other use their highest reaction to determine which acts first. If the reaction statistics are the same, the players can decide who goes first.

Rolling for initiative refreshes the Kismet Pool for each player

Delaying Actions

If it is a character's turn, and they do not wish to act, they can spend their reflex action to delay, which moves them to the end of the combat round, or they can perform the complex action "ready" which allows them to state a certain trigger that will allow them to perform a single pre-declared simple or complex action that occurs in response to the triggering event.

Surprise

It is possible to ambush opponents, surprising them. To set up an ambush or attempt to surprise enemies, one group makes a subterfuge test and totals their successes. The group at risk of being surprised makes an observation test. If the observation test successes equal or exceed the number of successes of the subterfuge test, proceed with combat as normal. If the ambush is successful, begin combat as normal, except the surprised party cannot act until after the first combat turn.

Combat Turn Sequence

1. All dice pools (except the Kismet Pool) refresh
2. Characters and opponents take actions when their initiative number comes up.
3. Once everyone has acted, return to step 1

Dice Pools

During combat, characters will use their attribute dice pools to accomplish actions. Reactions to fire guns, body to soak damage, strength to punch people in the jaw, willpower to cast spells, etc. These deplete over the course of the round and refresh at the beginning of the round.

Combat Turn

Before the player's combat phase arrives, they have to decide what to do. Players should be thinking about their actions during other people's turn, so they can be ready when their turn arrives.

Actions

By default, every character has two simple actions available. Certain gear, cybertechtronic implants, biogenetic implants, and magic can grant additional *exploit* actions to players, allowing them to accomplish more during their turn. Every character also has a reflex action, which can be used at any time, even during another player's turn.

All actions refresh at the start of the turn.

Exploit actions

Exploit actions are *exactly* like simple actions, except they can only be spent on specific tasks. E.g., A powerful vehicle control rig will grant exploit actions that can only be used to control vehicles and drones. The rigger will still get their normal actions, which they can use for anything (including controlling drones). The exploit actions allow him to spend additional actions during his turn, as long as they are used for controlling a vehicle or drone. If the exploit actions aren't used during the character's turn, they are lost, refreshing at the start of the next turn.

There are three types of actions that can be taken during your combat turn. Free actions, simple/exploit actions, and complex actions. The reflex action can be taken during anyone's turn. Your character can perform one free action for each simple action they have available at no cost. A complex action costs two simple actions.

Free actions

Characters may take free actions during their turn, one per simple action

- Activate/deactivate cyberware
- Drop object
- Gesture
- Speak
- Change gun modes
- Draw or sheath a weapon
- Eject Clip
- Use a simple tool (flip a switch, open a door, swipe a keycard, trigger an autoinjector)
- Stabilize a gun (can only be used during an action characters don't fire the gun)

Simple actions

Simple actions are more complicated, requiring more focus. Characters may perform two of these on their combat turn. You may perform a free action as a simple action.

- Activate a magic item
- Stand up from prone
- Move the characters movement value
- Fire a firearm in a single shot, semi-auto, or burst fire mode
- Make a projectile weapon attack
- Reload a weapon
- Aim
- Throw weapon
- Pick up an object

Complex actions require a great deal of focus. A character can spend two simple actions to perform complex actions. A character can combine one of their natural actions and an exploit action to create a complex action; as long as the complex action meets the criteria of the exploit action.

- Cast a spell
- Fire a firearm on full auto
- Fire a heavy weapon
- Use gunnery to fire a vehicle weapon
- Use a complex object (digital lock, computer)
- Use a skill
- Reload a crossbow
- Use bio-gel/stims/drugs
- Withdraw
- Sprint/Charge

The following actions can be used in response to actions during the round.

Hit the dirt! Allows the character to drop prone if fired on, removing two dice from the opponent's shot.

Counterspell: Allows mages to attempt to counter magical effects. They make a sorcery skill test. If they get more successes than the casting mage, the spell is countered.

Wait a moment. Allows the character to delay their action and act at the end of the turn.

Movement

The default movement rate of all characters is 6 meters (3"). It takes a simple action to move The character's maximum movement rate. Traits, gear, and weight can all affect the maximum movement speed, both up and down. Certain terrain (water, a building on fire, corrupted earth) is considered difficult and reduces your movement by half, rounded down.

Sprint/Charge

As a complex action a character can spend both simple actions to sprint (in any straight line direction) or charge (move any straight line direction + make 1 melee attack). To sprint/charge,

roll as many dice from the character's body pool as you wish. For every success, the character can move an additional 2 meters (1").

E.g. Rick, the blighted ronin has an extra leg, giving him a base movement of 8 meters (4"). Gun-toting corporate thugs come around the corner 30 meters away. Figuring the best defense is a good offense he charges. He uses 8 of his body dice and rolls 1,2,2,3,**4**,**4**,**4**,**6**. The 4 successes granted him an additional 8 meters of movement. He moves 8 meters for his first simple action, 8 meters for his second simple action, and 8 meters for the successes on the charge, for a total of 24 meters leaving him six meters short. Rick's player, Linda, moves Rick's miniature forward 12", putting him in short-range for the shots about to be fired from the corporate thugs. If she had rolled 3 more successes for Rick, he would have been in melee range of the goons, and he could make a free melee attack, plus another melee attack for his wired reflexes. Now he only has 5 dice from his 13 Body Dice Pool remaining to soak damage.

Withdrawing & Zones of Control

Anyone with a melee weapon exerts a zone of control of 2 meters (1"). Each point of reach adds 2 meters (1") to the zone of control. Anyone who moves within the range of this zone without a melee weapon held or attempts to fire a ranged weapon in a zone of control, automatically draws one free melee attack from every opponent exerting a zone of control on the character.

Characters not wielding a melee weapon may take the complex action, *withdraw*, and move their default movement rate out of range of the zone of control without drawing a free melee attack.

Prone

Characters can drop prone as a reflex action. They can move half their movement rate while prone. It takes a complex action to stand up from prone. Characters can move half their movement rate while prone. Non-adjacent ranged attacks have -2 dice to hit prone targets.

The Rule of Targeting

Combat and interaction take place across three simultaneous overlapping worlds. There's the physical world, filled with inequitatem, guards, and drones, the astral plane filled with spirits, demons, and worse, and the augmented reality of the grid, containing ICE, software agents, and enemy hackers.

In order to see the astral plane you need skill in astral senses. In order to see the augmented reality you need an affordable and safe cybertechtronic implant.

The rule of targeting is if you can *see* a target, you can *attack* the target. A street ronin can fire his gun at both spirits and software agents, dealing damage to their physical condition

tracks. A street mage with an AR implant can cast a spell against a software agent, just the same as a human guard.

-="I don't get it? How does my gun hurt a spirit? How can a spell affect a software agent?=- (NEWBcracker42069xXxX)
-=" Because it's all part of the same reality. Your understanding of it is shallow, the laws of nature are not. =- (FrustratedInStanford)

Ranged Combat

All ranged combat, gunnery for vehicles, firearms, projectile weaponry, et. al. is resolved the same way.

Called shots

It is assumed all shots are 'called shots' attempting to debilitate the opponent. You are always trying to hit a vulnerable area or weak spot. However, a character may choose to target something in the environment, attempt a ricochet shot, or perform an attack that doesn't directly target an opponent. The referee is encouraged to work with the player to determine the difficulty and stakes of these shots.

Resolving ranged combat

1. Choose a target
2. Select a ranged weapon to fire. Characters should have a weapon card with their weapons information ready.
3. Determine range. Count the number of inches between you and your target and double it to get the range in meters. This will determine the base die penalty from your 'weapon range' table.
4. Apply situational modifiers. There are two major situational modifiers, light and cover. Light and cover can be mitigated by various talents and Cybertechtronic and biogenetic implants. Situational modifiers add or remove useable dice. If more dice are removed than the skill+accuracy allows you to use, you cannot hit the target.
5. If using a firearm, determine the attack mode (single shot, semi-automatic, burst, or fully automatic).
6. Make a reaction attack test. The character totals the number of dice they can use with the relevant skill, plus the number of dice equal to the weapon's accuracy, plus one free die per additional bullet beyond the first, plus any relevant boons that provide bonus dice. Remove dice for situation modifiers. They select as many dice as they wish to use from their reaction pool up to this limit and fire their weapon by rolling their dice. Count the number of successes.
7. The target may use their reaction dice to dodge. They may spend as many reaction dice as they wish. For every success, it reduces the number of successes of the shooter by 1.
8. If any successes remain, the target is hit. If the number of successes is reduced to 0, the shot misses.

9. If the shot hits, compare the weapon's armor penetration value versus any armor the target has. If the highest armor value is higher than the weapon's penetration value, the damage done is stun damage. Energy weapons strip one point of armor from the target, reducing their remaining damage by one. Add the number of successes to the weapons damage value and this is the base damage applied.
10. The remaining ballistic armor lowers the damage by its rating.
11. Soak damage, the target can use his body dice to soak the damage. For every success, the damage is reduced by one.
12. Apply damage. The target marks off the number of condition monitor boxes equal to the remaining damage.

Situational Modifiers

|sidebar|
Bright light	+2 dice
Normal light	0
Dim light	-1 die
Darkness	-4 dice
No cover	+2 dice
Light cover	0
Partial cover	-1 die
Full cover	-2 dice
Total cover	-4 dice
Target Prone	-2 dice
Recoil	*
Using 2 guns	-1 die

|sidebar|

Light

Total darkness reduces the number of dice by 4 that can be used on the test, dim light decreases the number of dice of 1. Bright light increases the number of dice that can be used on the test by 2. All areas are considered to be normally lit. Dim and bright areas on the maps should be explicitly noted.

Cover

Determine if interviewing objects provide cover by drawing a line between the character token and the target. *Any* object or barrier (mist, smoke, flying papers, poles) between the two points count as light cover (no modifier). Targets must be 'caught out' or be at point-blank range for "no cover" to apply (+4 dice). Partial cover is any object or barrier that covers at least 10% of the

target (-1 die). Full cover is any object or barrier that covers between 11%-99% of the target (-2 dice). Total cover completely obscures the target (-4 dice).

Most people 'taking cover' are in full cover (-2 dice), and most people in the open are behind light cover (no modifiers). These are the two usual states that are applied. Total cover is for someone who isn't visible to the shooter, e.g., behind a wall. Partial cover is for objects or disruptions between the shooter and the target when the target isn't taking cover, but something obscures them (bread racks, warehouse shelves, etc.).

If the weapons penetration value is higher than the barrier rating of the cover, these penalties are halved and rounded down.

The referee should indicate the amount of cover any barrier or target provides at, anytime.

Using two guns

Players can use two pistols or sub-machine guns. Doing this decreases the number of dice for firearms tests by 1 and prevents using accuracy. The two weapons make separate attacks using the character's reaction pool. Recoil from both weapons is totaled.

Additional or multiple targets

Characters can fire at multiple targets during a turn. The first target has no penalty.
Each additional target cumulatively reduces the number of successes you roll by 1. You pay (lose) one success for the first extra target, two for the second, etc.

You must split your dice between targets. If you full auto, and are rolling 26+ dice against multiple targets you assign a number of dice to each target and resolve the attack against each target independently.

Aiming

For every simple action the character uses to aim at a target, the character may add a number of dice to the test equal to the weapon's accuracy rating. These extra dice are bonus dice, ignoring limits and dice pools. No other action can be taken between aiming and firing the weapon, or the bonus is lost. The maximum bonus for aiming is two simple actions for twice the bonus dice equal to the weapon's accuracy.

Recoil & Ammunition

Weapons become more difficult to fire as recoil adjusts their aim. Anytime players use two consecutive simple actions to fire a ballistic weapon, they recieve a recoil token. Anytime players use a complex action to fire a ballistic weapon, they recieve two recoil tokens.

Characters have a base capacity of 1 recoil token. When your recoil capacity is reached, the gun cannot be accurately fired. I.e. you can fire the weapon, but it will not hit. You must take a

free action to stablize the gun, but cannot take this free action if you are firing the weapon. Cyberware, recoil compensation, and strength can increase your recoil token capacity.

Characters gain an additional slot for recoil tokens if they have a strength of 12 or greater. They gain a second additional slot for recoil tokens if they have a strength of 24. When the number of markers reaches the recoil capacity, the gun is untargetable.

Recoil applies to the character, not the firearm. To eliminate the character's recoil total, you can take the stabilize free action anytime the character uses an action to do anything other than fire a weapon.

Fire Options

Single shot. In this gun mode, characters can fire 1 bullet as a simple action. The player totals his firearms skill plus accuracy, and can use that many dice from their reaction pool to fire the weapon.

Semi-auto. Characters can fire 2 bullets at the same target as a simple action. The player totals his firearms skill plus accuracy, and adds one free die for the second bullet. The additional die represents the extra bullet and is free and does not drain the character's reaction pool.

Burst fire. In this gun mode, a character *must* fire 3 shots at a target per simple action. It adds 3 additional free dice to hit, ignoring accuracy and skill limits.

Full Auto. In this gun mode, a character fires up to 20 rounds (assuming the gun has the ammunition to fire). It adds 1 additional dice to hit for every shot fired, ignoring accuracy and skill limits. The character may fire at multiple targets, splitting the dice between targets. Each sequential target ignores one incrementing success; you subtract one success from the second target, and two for the third, etc.

Dodge

Targets may use their reaction pool to dodge. There is no skill, they can use all of the dice in their reaction pool to dodge an attack. If no reaction dice remain in the pool, they cannot dodge. For every success, they reduce the number of successes their attacker rolls. If this reduces the number of successes to 0 or less, the attack misses.

Soak

Targets may use their body pool to soak and eliminate damage. For every success on this roll, reduce the amount of damage by 1.

Armor

There are two types of armor, ballistic and impact. Bullets, arrows, and other targeted weapons are stopped by ballistic armor. Melee attacks, explosions, and grenades are resisted by impact armor. Armor reduces the damage from the appropriate attack type by its value. Armor consists

of internal armor, installed under the skin, and 2 layers under, and outer. For stacked armor *highest* armor value is tested versus the armor penetration, and the *total* armor value is removed from damage.

Apply Damage

The target marks off a number of condition monitor boxes equal to the damage done. This is physical damage if the weapon penetration value is higher than the target's armor value, and stun damage if the weapon penetration value is lower than the target's armor value.

Thrown Weapons

Characters can throw a weapon up to 2x their strength score in meters (1" per point of Strength). The distance between the character and their strength score is short range. If the target is farther away than their strength score in meters, this is medium range and you remove two dice from the test. If they are farther than the maximum range, this is long-range and you remove four dice from the test.

Strength in Meters	Short	—
2x Strength in meters	Medium	-2 dice
Farther	Long	-4 dice

Damage for thrown weapons is one-half the character's strength + the weapons base damage. If throwing a random object, it does ¼ the character's strength as stun damage. If you throw something that can take damage, such as a nearby dwarf, the thrown object takes damage equal to the target.

Grenades
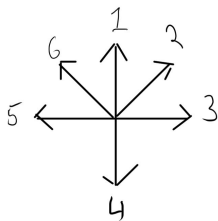
A grenade can be thrown or fired. Firing grenades uses the heavy weapons skill, and throwing them uses the thrown weapons skill. Record the number of successes. Determine scatter with a 1d6 using the scatter diagram, and 1d6 meters per range category. 1d6 indicates the direction of the scatter, and the second roll indicates the distance traveled. For every success, reduce scatter by 2 meters (1").

All targets in range take the amount of damage from the grenade minus impact armor value and -2 per meter of distance (-4 per 1"). This damage may be soaked.

Kiri is behind a file cabinet and two guards enter the room. She uses her free action to draw, and her first simple action to throw an explosive grenade that does 20 damage. She has a throwing weapons skill of 4. They are 20 meters away and she has a strength of 12. She rolls 2 dice (because they are more than 12 meters away, her throwing skill is penalized by 2 dice) and

*scores 1,**6**, one success. The referee rolls a 1d6 and a 2d6 (because the grenade is being thrown to a medium-range) and gets a 2 on the scatter die, and a 4,and a 3 on the distance die, for 7, meaning the grenade goes long and to the right five meters (seven, minus two for the success). Both guards are wearing body armor with an impact value of 3, and are 5 meters away from the explosion. So the 20 damage the grenade does is reduced by 10 (2x the distance) to 10 and then down to 7 for the armor. Both guards can attempt to soak the 7 damage. Kiri better hope her friends heard the explosion.*

Melee Combat

This is physical hand-to-hand combat with weapons, representing an exchange of blows between opponents. A melee attack takes one simple action.

Reach

All melee weapons have a range of 2 meters (1"), exerting a zone of control adjacent to the character. Certain weapons have reach, and certain traits can provide reach. Every point of reach increases the range by 2 meters (1").

Damage

Melee weapons deal ½ the character strength+the weapons base damage to targets.

Allies in Melee

For each additional ally in melee, a character gains a free additional bonus die to their melee attacks, ignoring limits and pools.

Resolving Melee Combat

1. Choose a target within the reach of the character's melee weapon. Characters may also choose to move 2m (1") towards the melee target as part of the simple action melee attack.
2. Make an attack using the melee weapon skill, unarmed combat skill, or cyber combat skills. Remove two dice if the target has a reach advantage. Add two bonus dice if they are not holding a melee weapon.
3. The target may use their reaction pool to dodge. For every success, it reduces the number of successes of the attacker by 1.
4. If any success remains, the target is hit. If the number of successes is reduced to 0, the attack misses.
5. If the weapon hits, reduce the number of successes plus the weapons base damage by the target's impact armor value. If this reduces the successes plus the weapons base damage value to 0, the attack does no damage. The remaining value is the amount of damage done.

6. Soak damage. The target can use their soak ability to reduce the damage. For every success reduce the damage by 1.
7. Apply damage. Weapons that do physical damage let characters choose if this damage is physical or stun. The target marks off the number of boxes equal to the remaining damage of the weapon.

Unarmed Combat

Anyone can throw a punch. Unarmed combat deals damage equal to 1/2 the character's strength to the stun track. Knowing a martial art or possessing brass knuckles allows characters to deal 1/2 the character's strength in damage to the physical condition track instead of the stun condition track or full strength damage to the stun condition track.

Jumping, Climbing, and Swimming

To jump every success on an Athletics test will allow you to jump 1m (.5") from a standing start, or 2m (1") from a running start. You can also jump vertically, every success letting you jump 1m (.5")
To climb, every success on an Athletics test allows you to move 2m (1") on any verticle surface
To swim your movement is 2m (1") + 2m (1") per Athletics test success.

Armor

Ballistic armor protects from gunfire and ranged weapons attacks. **Impact armor** protects against explosives, melee attacks, and weapons. Both types of armor work by reducing the attack damage by their ratings. Guns that have penetration lower than the ballistic armor value do damage to the stun condition track. Armor can be stripped, lowering its effectiveness using energy weapons. Organic, living, cybertechtronic, biogenetic, or otherwise permanent armor enhancements recover their armor value after being stripped in 10 minutes. Non-living armor must be repaired using the skill Engineering (Armory) for 200⊞ per point or using an asset.

Armor protection is partially cumulative. A reliable assault rifle (penetration 4) will penetrate the armor of someone with orthoskin (ballistic 2) and diaweave (ballistic 3), doing physical damage. However, when stacking armor, reduce the damage by the ballistic total of armor worn, 5 in this case. Penetration is checked versus the **highest** armor value, and the total armor value reduces damage.

Only one type of armor may be worn or installed in each of the three layers. The layers of armor are internal armor, such as dermal plating or othoskin, under armor worn under clothes, and external armor, like tactical plate and battle armor.

Barriers & Cover

Barriers and cover are critical for surviving a firefight. Each barrier has an armor value representing its resistance to both ballistic and impact attacks.

Material	Armor
Glass	0
Flimsy	1
Average	2
Reinforced	3
Structural	4
Reinforced structural	5
Hardened	6

If the weapon's armor penetration value is higher than the armor of the barrier, the shot travels through the barrier. The barrier reduces the damage of the attack by the armor value. The remaining damage travels through to the target on a hit.

If the weapon's armor penetration value is lower than the armor of the barrier, the shots are stopped by the barrier. With a fully automatic or explosive weapon, you can take a complex action to destroy a 2m section of a barrier. You do maximum damage. You are successful if your damage is three times the armor value of the barrier.

Reinforced structural barriers ignore the first ten damage of an attack, and Hardened barriers ignore the first twenty (requiring 25 damage to destroy reinforced structural barriers and 38 damage to destory hardened barriers)

Damage and Healing

Characters and objects in Sinless have a condition monitor. This represents their health or physical integrity. Living creatures, humans, synths, uplifted animals, et al. also have a stun condition monitor. A character's physical condition monitor is 6 + ½ their body attribute boxes. A character's stun condition monitor is 6 + ½ their willpower attribute boxes.

When damage is applied, cross off boxes on your condition monitor for every point of damage. For every 3 boxes marked off either condition monitor, the number of dice rolled to succeed at tasks is reduced by 1. These penalties are cumulative. The biotech skill can remove these penalties during combat.

Healing

Characters can heal the damage done to their condition monitor during combat. Stims can remove stun damage, and magic and bio-gel can heal physical wounds.

As a complex action, someone with biotech can make a biotech test. For every success, they can remove a penalty a character is experiencing from their wounds. *E.g. Patricia has taken 6 wounds and is at -2 dice on all tests. Su-razor stops hacking and she takes a complex action to treat Patricia for her wounds. She has a basic medkit giving her +1 to her limit. She has a biotech skill of 4. She can roll 5 dice from her intelligence pool and does. She gets a 1, 2, 6, 6, 6 for three successes. She can remove up to 3 dice from the die penalties Patricia has taken from her wounds.*

As a simple action, a character can apply a bio-gel pack to a wound. This heals two physical condition boxes of wounds.

Even if healed, the body has limits.It takes one day to recover from every box of physical damage taken during a run (even if the damage is healed during the run). This represents fractures, bruises, and lacerations.

Natural Healing

If no medical or magical healing is available wounds will heal naturally. It takes 10 minutes to recover 1 box on the character's stun condition monitor and 3 days to recover 1 box on the character's physical condition monitor.

Exceeding the maximum

If characters take damage and there are no condition monitor boxes left the damage overflows. Stun damage overflows to the physical monitor. Physical damage beyond the maximum of the condition monitor is tracked in the overflow box. If a character's stun or physical condition monitor is full, they are reduced to only being allowed to take a single simple action per combat turn. Any exploit actions are denied.

If a character's stun or physical condition monitor is full, they must make a free, unmodified body test at the start of the turn. They need a number of successes equal to the value in the overflow box. This test is free, it does not deplete the pool. Characters roll dice equal to their body, reduced by accumulated damage (-1 for every 3 boxes of damage). On a failure of an overload stun test, the character falls unconscious. On a failure of a physical overload test, the character is unconscious in critical condition and will bleed out in Body minus physical overflow combat rounds.

Remember that this test is reduced by accumulated damage. For every 3 points of damage on either monitor, reduce the number of dice for all tests by 1.

Permanent damage

If a character's physical damage overflows, they may have sustained a permanent injury. After the run, make an unmodified body test. You must accumulate as many successes as points of overflow damage that you took.

Not enough successes

Lose 1 point from a statistic due to organ damage. (organ damage/statistic table), This reduces the maximum of the statistic by 1 (maximum 19, for the first injury). Though the organ can be replaced, the penalty to the maximum statistic is permanent. The statistic is selected randomly.

Equal or +1 net success

An eye or a limb has been rendered inoperable or lost. They must either replace it or regrow the limb using biotechnology.

2+ net successes

No permanent damage is sustained.

Chapter 6

Gear

Sinless need gear to function. Acquiring, using, and upgrading gear is a large part of how a character gains power. More powerful gear will allow characters to accomplish more difficult jobs, and receive better rewards.

Carrying gear

There are limits to how many pieces of gear characters can carry. Characters can carry one significant item (noted by the gear's weight) per point of strength. Attempting to carry gear over this reduces all tests the character makes by one die, per additional item carried in excess. Being overloaded like this reduces your movement by -2 meters (1"). Bulky items (e.g. sniper rifles, rocket launchers, flamethrowers, plasma rifles, etc.) require multiple points of strength, noted in the item description.

Buying gear

The majority of this gear is not available to the public. After character creation, characters must have both the cash and the appropriate asset or resource in order to purchase gear. Some gear is more difficult to acquire, based on the rarity index. To acquire gear, two things are necessary.

First, the character must have access to the appropriate type of asset or resource (Like Big Al's Autoshop). They can use other party members' assets to fulfill this requirement.

During the sector turn, you assign the relevant asset, or a character if using a resource. Assets assigned during the sector turn have the player make an etiquette test for the asset. For every 25%, the character is willing to pay over the market price, they may add a die to this test up to 400% (12 dice). Characters assigned to a resource must make a negotiation test. As above, they can pay 25% more over the market price to add a die, up to 12. On a number of successes equal or greater than the item's rarity index, it is available for the price.

Any item marked with — for its rarity index is trivially available. Rarity is ignored during character creation

Fencing gear

If characters do find paydata, ancient relics, or other information, they can sell it. The value is based on the item found and its rarity index. If the characters have a fence asset, they can sell their loot for 100% of the base price. They make a etiquette test for the asset. For every success, increase the sale price of the gear by 10%.

Selling loot does not require a sector turn, it may be done anytime the player wishes.

If characters do not have access to a fence, they may make a straight negotiation test. For every success, they may sell the gear for 10% of its listed price. (e.g., Anya found an old album by a band called "pearl jam" over a century old worth 12,000 Zuzu's to the right buyer. She doesn't have a fence, so she rolls a negotiation skill test. She has a negotiation skill of 4, and gets 2, 3, **5**, **6**, and gets 2,400 Zuzu's (20% of the value) for the sale.)

Selling or buying an item generally takes a few weeks. The referee can shorten or lengthen this time based on in-game factors. It is generally assumed that characters will receive their money and/or item at the end of the sector phase.

Concealing gear

Sometimes a character will want to sneak a weapon into a situation. Each item has a concealability index. Characters can conceal items using their subterfuge skill. They can conceal a number of items whose concealability index is less than the character's subterfuge skill. If the character is searched, they make a subterfuge skill test, minus a number of dice equal to the weapon's concealability. The person searching makes an observation skill test. If the person searching exceeds the number of successes of the person concealing the item, the item is found. If the number of successes is equal or the searcher has fewer successes, the item isn't found. A check must be made for every piece of gear concealed.

Melee Weapons

Rarity: This determines how hard the item is to get a hold of. See Buying gear (Pg. XX).
Reach: This determines how large the zone of control is. All melee weapons have a base reach of 2 meters (1"). Each point of reach increases this zone of control by 2 meters (1").
Armor Piercing indicates how much impact armor is ignored when calculating damage.

Melee	rarity	reach	wt	AP	conc	damage	cost
Axe	2	1	1	0	2	½ Str+5	4,000㞢
Vibroaxe	6	1	1	1	2	½ Str+8	12,000㞢
Plasma Axe	7	1	1	2	2	½ Str + 12 + 2d6	350,000㞢
Knife	—	0	1/3	1	1	½ Str+2	50 㞢
Arm-blades	2	0	1	0	1	½ Str+2	400㞢
Katana	3	1	1	1	2	½ Str+3	1,500㞢
Polearm	4	2	2	0	4	½ Str+4	2,500㞢
Sword	2	1	1	0	2	½ Str+3	1,000㞢
Vibrosword	6	1	1	1	2	½ Str+6	12,000㞢
Plasma Sword	7	1	1	2	2	½ Str + 12 + 2d6	350,000㞢
Cudgel	—	0	1	0	1	½ Str+1	100㞢
Staff	—	1	2	0	4	½ Str+4	400㞢
Baton	2	0	1	0	1	½ Str	200㞢
Stun Baton	3	0	1	—	1	Special	1,500㞢
Sickstick	4	0	1	—	1	Special	3,500㞢
Brass Knuckles	2	0	0	0	1	½ Str	200㞢
Monofilament whip	5	2	0	4	1	12	10,000㞢

Vibroweapons have molecular edges, and when activated, begin to vibrate across several microns. This causes the weapon to be surrounded by a slight visual distortion. If used without being activated, they lose their armor-piercing and do 3 less damage.
A **monofilament whip** is actually a few atoms wide and is made of electrified carbon nanotubes. When in use, the whip glows slightly, as it is approximately 1800 degrees C.

Plasma weapons are functionally hilts. When activated, they produce a specifically shaped electromagnetic field, which is then filled with superheated plasma. When striking the weapon against an object, the containment field is disrupted and the object is exposed to superheated plasma, at approximately 40,000 degrees C. This temperature is variable, due to environmental conditions, but it doesn't vary enough to matter for combat use. After a successful strike, it does an additional 2d6 *direct damage* to the target's physical condition track.

Stun batons do 6 points of damage to the stun condition track on a hit. They do 12 points of damage to a synthetic or drone's software cohesion track.

Sicksticks require a soak test with 4 successes. On a failure, the target is violently ill and, falls prone, and cannot act on their next turn. The turn following that they lose one simple action.

Projectile Weapons

Projectile	Rarity	Weight	AP	Conc	Damage	Cost
Compound Bow	—	1	1	3	Strength minimum+2	300⊞ x strength min.
Standard arrows	—	1/20		1	As bow	10⊞
Razor arrows	3	1/20	+1	1	As bow -1	100⊞
Explosive Arrows*	5	1/10	0	1	As bow + 5 explosive damage	1,000⊞
Shocker Arrows	4	1/10	0	1	No physical damage	800⊞
Light Crossbow	3	1	2	2	3	300⊞
Crossbow	4	2	3	3	6	500⊞
Heavy Crossbow	5	3	4	4	9	1,000⊞
Bolt	—	1/10		1	As crossbow	5⊞

*Explosive arrows will not detonate against soft targets. If a living fleshy target does not have armor, the arrow will not explode. It explodes against barriers, armored targets, drones, and vehicles.

Shocker arrows do 6 damage to the stun condition track (x2 vs. drones/synthetics/programs), but do no physical damage.

Bows do not use Strength rating for range. All bows have a direct-fire short range of 70m (35"), which gives +2 dice to the shot. Any shot between 70m (35") and 300m (150") must be shot at an arc and subtract 2 dice from the shot. Bow shots beyond 300m are not possible.

Crossbows are easy-to-use weapons and add 3 bonus dice to attack rolls, but they require a complex action to reload. Light crossbows and crossbows have a range of 120m (60") Heavy crossbows have a range of 180m (90") Most modern crossbows can fire either a single shot or a burst of bolts (adding +2 dice for the extra bolts). They contain 9 bolts.
For 500屮 bows and crossbows can be fitted with a laser sight giving them +1 accuracy.

Thrown Weapons

Throwing weapon	Rarity	Weight	Armor Piercing	Conc	Damage	Cost
Knife	—	1/3	0	2	½ Str	20屮
Shuriken	3	1/9	0	1	½ Str-1	30屮

Shuriken can be drawn three at a time as a free action. As a simple action, you can throw three shurikens. When doing so, deal damage as normal (½ str-1), but add three dice to the attack test.

Firearms

Any of these can be turned into 'smart' weapons internally, at 2x cost. Smart weapons add +1 free die on all weapon tests. It requires a smartlink.

Modes are SS for single shot, SA for semi-automatic, B for burst, and FA for full auto.

Type	Acc	Dam	Clip	Modes	Conc	wt	Rare	Pen	Cost
Pistol									
Small Pistol	0	2	5	SS	1	1	—	2	300㞡
Smart Pistol	3	3	9	SS, SA, B	2	1	2	3	500㞡
Battle Pistol	4	4	7	SS, SA	2	1	4	3	750㞡
Security Pistol	2	2	11	SS	1	1	2	3	400㞡
Heavy Pistols									
Vicious Pistol	0	8	7	SS, SA	2	1	2	3	600㞡
Big Pistol	2	6	15	SS, SA	3	1	2	4	500㞡
Murder Pistol	4	5	9	SS, SA	2	1	2	4	700㞡
Sub Machine Guns									
Small SMG	0	1	50	SS, SA, B, FA	2	1	3	1	1,000㞡
Heavy SMG	1	2	120	SS, SA, B, FA	2	1	3	2	1,800㞡
Smart SMG	3	2	70	SS, SA, B, FA	2	1	4	2	2,300㞡
Rifles									
Long Rifle	4	8	30	SS	4	2	—	4	800㞡
Sniper Rifle	8	12	12	SS	4	2	6	5	4,000㞡
Assault Rifles									
Mechanical AR	0	6	30	SS, SA, B, FA	3	2	2	3	750㞡
Reliable AR	2	6	100	SS, SA, B, FA	3	2	3	4	3,000㞡
Power AR	1	9	50	SS, SA, B, FA	3	2	5	4	5,000㞡
Shotgun									

normal	0	10	5	SA	4	2	—	3	500⚖
auto	0	8	10	SA, B	3	1	5	3	1,000⚖

Warhammer H40mm-ER

Overbarrel Modification

Accuracy
4

4
Damage

+1 <5m
0 6m-10m (3"-5")
-2 11m-20m (5"-10")
-4 21m-30m (10"-15")
-8 30m+ (15"+)

Firing Modes: SS* SA*
*Every bullet fired generates one recoil

Underbarrel Modification

Penetration **Hardening** **Concealment**
3 5 2

Hilt Modification

Ammunition Type

Ammo

◇ +1 Penetration: Magnetic Acceleration Unit 15,000⚖ + 1,500 Techtronics

◇ +7 Ammo: Jacobs Ladder Magazine Feed, 2,500 + 150 Techtronics   ⚖

Recoil

Base

Str 12

Str 24

Cybertechtronic

Other

Slimline Defender

Overbarrel Modification

Accuracy		Damage
0		**2**

+1	<5m
0	6m-16m (3"-8")
-2	17m-30m (9"-15")
-4	31m-50m (15"-25")
-8	50m+ (25"+)

Firing Modes: Single Shot

Underbarrel Modification

Penetration	Hardening	Concealment
2	6	1

Ammunition Type

Hilt Modification

Ammo

◇ +1 Damage, +1 Penetration: Graphite lasercut barrel (2,500 ⊥ + 100 Techtronics)

◇ +2 Accuracy: Nuclear maser guidance system (5,000 ⊥ + 1,800 Techtronics)

Recoil

- Base
- Str 12
- Str 24
- Cybertechtronics
- Other

S-u 5in eplison (Sunshine)

Overbarrel Modification

Accuracy		Damage
3		**3**

+1	<5m
0	6m-16m (3"-8")
-2	17m-30m (9"-15")
-4	31m-50m (15"-25")
-8	50m+ (25"+)

Firing Modes: SS, SA, Burst

Underbarrel Modification

Penetration	Hardening	Concealment
3	5	2

Ammunition Type

Hilt Modification

Ammo

◇ +1 Damage: Enhanced Ammo Transfer System (10,000 ⊥ and 200 techtronics)

◇ +2 Accuracy: Palladium and electrum strain transducer replacement. (5,000 ⊥ and 1,200 techtronics)

Recoil

- Base
- Str 12
- Str 24
- Cybertechtronics
- Other

Firearm Ranges

Type	Range				
	+1	0	-2 dice	-4 dice	-8 dice
Pistol	<5m	6-16 (3"-8")	16-30 (8"-15")	30-50 (15"-25")	50+ (25"+)
Heavy Pistols	<5m	6-20 (3"-10")	20-40 (10"-20")	40-60 (20"-30")	60+ (30"+)
SMG	<10m	10-40 (5"-20")	40-80 (20"-40")	80-150 (40"-75")	150+(75"+)
Rifles					

Long Rifle	<100m	101-250 (50"-125")	250-500 (125"-250")	500-750 (250"-375")	750+(375"+)
Sniper Rifle	50-150	151-300 (75"-150")	300-700 (150"-350")	700-1000 (350"-500")	1000+(500"+)
Assault Rifles	<50m	51-150 (25"-75")	150-350 (75"-175")	350-550 (175"-225")	550+(225"+)

Guns have 3 modification slots, over barrel, under-barrel, and hilt. One Modification can be installed in each slot

Modification	Effect	Slot	Cost
Bipod (rifle only)	+1 Recoil capacity	None (wt. 1)	300屮
Gyro-mount	+1 Recoil capacity	Hilt	1,500屮
Smartgun	+1 dice on all test if linked	Hilt	2,500屮
Extended Clip	2 + 20% ammunition	Hilt	50屮
Hardening	+2 to base hardening level	Hilt	850屮
Imaging Scope	Shift range one closer	Over Barrel	300屮
Laser sight	+2 to weapon accuracy	Over Barrel	125屮
Gas Vent	+1 Recoil capacity	Underbarrel	450屮
Silencer	Does not raise alert level past 2	Underbarrel	500屮
Bayonette	Melee Knife	Underbarrel	20屮
Internal Smartgun	+1 dice on all tests if linked	—	X2 weapon cost

Energy Weapons

Energy weapons have effectively unlimited range. They also don't have ammunition or recoil. Instead, energy weapons generate heat. Energy weapons accumulate a variable amount of heat every time they fire. One point of heat is removed at the start of every round. Anytime the heat is **over** the heat threshold, a test must be made to see if the weapon detonates. For every point of heat in excess of the threshold, roll a 1d6. Any roll of 1 indicates the weapon detonates. The weapon detonates as a grenade doing 18d6 damage to physical condition tracks, -4 damage per 2m (1") of distance.

When an energy weapon strikes a target, If the target is wearing armor (ballistic or impact) one point of damage is removed, and the armor is lowered by one. If the target has both ballistic and

impact armor, the damage is lowered by two points and the value of the ballistic armor is lowered by one and the value of the impact armor is lowered by one. Generally, organic armor sources repair themselves in about ten minutes. Non-living armor must be repaired using the skill Engineering (Armory) for 200⽕ per point or using an asset.

Energy weapons, except railguns and particle cannons, have no penetration. Energy weapons do not require ammunition.

When firing through gaseous substances (mist, smoke, water mist, etc.) damage is reduced by 1 per 2m (1") that the beam travels through the obstruction, except for railguns which fire a physical projectile.

All energy weapons require power packs. This consists of a battery, a bank of capacitors, and cooling systems. Each energy weapon has its own weight, which is cumulative with the weight of the backpack. The weight listed is for the weapon + the pack (e.g. 1+2)

Energy weapons are mostly silent, most just making a small hum or whine. Check the individual weapons for descriptions of the types of firing modes you can use. The use of energy weapons does not attract attention and will not raise the alert level. These are all smaller personnel weapons, vehicular weapons are covered in chapter 8.

Note that weapons that do no penetration cannot fire through transparent surfaces, instead needing to melt or destroy the surface before firing through.

All energy weapons are smart weapons, granting +1 die to any user with a smartlink

Type	Acc	Dam.	Heat	Heat Limit	Conc	Alarm	wt	Rare	Pen	Cost
Laser Pistol	4	2	1	3	1	0	1+1	5	0	60,000⽕
Laser Rifle	6	4	2	5	3	0	2+1	5	0	180,000⽕
Pulse Rifle	0	5	3	6	3	0	2+1	6	0	300,000⽕
Pulse Minigun	0	2	9	27	5	1	4+2	6	0	650,000⽕
Railgun	3	12	3	6	5	2	2+2	6	8	500,000⽕
Particle Projection Cannon	5	8	2	10	6	3	4+3	6	3	800,000⽕

Laser Pistol. It takes a simple action to fire a laser pistol. It does not fire a bullet, but rather a continuous beam. For every consecutive simple action attack at the same target (even across

rounds), you get +2 accuracy and +1 damage, to no limit. E.g. the first attack is accuracy 4, damage 2, the second attack is accuracy 6, damage 3, the third attack is accuracy 8, damage 4, then 10/5, 12/6, 14/7, etc. The laser is a visible beam. The target moving into total cover resets the progression

Laser Rifle. It takes a simple action to fire a laser rifle. It does not fire a bullet, but rather a continuous beam. For every consecutive attack at the same target, you get +2 accuracy and +1 damage, with no limit. The target moving into total cover resets the progression

Pulse Rifle. This weapon takes a complex action to fire. It shoots an intense charged beam of light that when striking the target creates plasma, resulting in a burst of light and force. This device is extraordinarily painful, the dispersed field interacts directly on nerve endings causing terrible pain. Anyone hit with this beam is penalized a number of dice on their next round equal to the damage done. The beam is nearly invisible and is difficult to target.

Pulse Minigun. This weapon needs to spin up before firing. It takes a complex action to spin it up, during which no firing can take place. It cannot spin up and fire on the same round, even if the character has additional actions available. The following round after spinning up, it takes a complex action to fire on full auto. It fires thirty inaccurate electrical charged pulses towards targets per complex action. This adds thirty dice to your pool to hit targets. Each additional target removes two incrementing successes instead of one, (q.v. full auto), e.g. the second target removes 2 successes, the third 4 successes, the fourth 6 successes, etc. As with pulse rifles, targets are blinded, disoriented, and in pain and are penalized a number of dice on the next round equal to the damage done. Once spun up, the weapon continues to spin, even if not fired.

Railgun. This weapon requires a complex action to fire. The railgun is supercooled and constantly vents small amounts of gas. It uses a small bead of mercury which is injected into the firing chamber at a high velocity and then is accelerated downrange by the large magnetic rails, achieving speeds far in excess of traditional projectiles. The weapon ignores armor.

Particle Projection Cannon. This is essentially a large portable particle accelerator. Users are assured there is no risk of cancer from using the weapon. It takes a complex action to fire, and shoots a stream of atomic charged particles (protons and electrons) at a target. It is an electrodynamic weapon, accelerating the particles using increasingly strong magnetic fields. Each particle is like a grain of sand, hitting the person with dozens of microscopic bullets.
-=No risk of cancer!=-DigitalM0nkey
-=They keep talking about making a sub-atomic version, but the word on the street is people tend to come down with a bad case of radiation sickness after using the weapon. This weapon is safe enough for people who risk their lives for work, anyway.=- Librarian

Armor

Armor	Ballistic	Impact	Weight	Slot	Cost
Reflexweave	1	1	0	Under	1,100⊞
Nanoweave	2	2	1	Under	11,800⊞

Diaweave	3	3	1	Under	98,800⽏
Tactical Plate	4	2	3	Outer	5,000⽏
Protective suit	0	0	1	Outer	7,800⽏
Battle Armor	4	4	2	Outer	85,000⽏
Power Armor	5	5	2	Outer	970,000⽏

Under armor can be worn beneath clothes. Reflexweave is a kevlar fabric. Nanoweave is strengthened with carbon nanotubes woven into the armor. Diaweave is a diamond-woven studded impact dispersion system

Tactical plate is large clothing with wide pockets that are filled with metal plates. It is unwieldy but cheap. A protective suit is an atmosphere-sealed hazard suit. Includes oxygen.
Battle armor is security gear, superhard lightweight plates covering the body.

Power armor is a fully isolated suit of armor loadable with 3 Zoetic Potential of cyberware implants which is granted to the user for free The user must select and pay for these enhancements in addition to the base cost of the power armor. In addition, it adds two dice to all strength, reaction, and body tests. It has a base hardening of 5 .

Cybertechtronic Implants

Cybertechtronics must be installed. It requires a recovery time of 1d6 weeks per minor installation, and 3d6 weeks for a major installation. Major installations is any modification over 1 zoetic potential.

Alpha cybertechtronics is top of the line. Reduce the zoetic restriction by 20%, (round up to the nearest tenth digit) and double the price. Even more advanced cybertechtronic implants may be available. Other than the fact that electricity and metal interfere with spellcasting, there is no limit to the maximum cyberware that can be installed.

Standard cyberware is extremely resilient and improves the human body. Certain body parts (ears, eyes, limbs) can be removed and replaced. If completely replaced, the parts themselves can support cybertechtronics. The limitation to the amount of cybertechtronics the limb can support is listed in Zoetic Potential. Although it reduces the maximum power of magic you can cast, it's also a measure of the obtrusiveness and invasiveness of the implants.

Some cybertechtronic implants are more relevant to players:
- N-dope "wired" reflexes provide bonus combat exploit actions.
- Augmented reality optical nodes are necessary to interact with augmented reality.
- Datajacks are necessary to experience VR and use decks.

- A Nerve rig is necessary for full sensation virtual reality, and full decking and rigging hot seating.

Without implants, the grid can be accessed and simulated experiences can be had using a bucket, or 'trode net, though at lower levels of sensation. People can purchase an Arwin (lit. Augmented Reality Window) which is a small rectangular panel with a handle that allows you to "see" into AR.

Headware

Communications and information are critical in the world of 2090.

-=(Any non-enhanced user can operate a terminal or wear the bucket hat, but for high-speed reliability, affordable, safe implants are the way to go. In order to perceive and interact with digital content, make sure to install unobtrusive AR nodes! Slimming and available in many fashionable styles and colors, they obviate obtrusive cables. For our power users, we have new high-throughput datajacks. For all you creatives, multi-job entrepreneurs, and power users, the datajack allows access to specialized decks, allowing you unparalleled control over your specialty of choice!)-

Headware	Zoetic Restriction	Rarity	Cost
Chipjack	.3	—	1,000⍾
Commlink	.3	—	5,000⍾
Datajack	.2	—	1,000⍾
Fangs	.1	—	9,300⍾
Memory	—	—	Eb * 15⍾
Nerve Rig	1	—	15,000⍾
Skillsofts	—	*	8,000⍾ * skill level
Smartlink	.5	—	2,500⍾
Subvocal Mic	.1	—	1,000⍾
Synaptic Enhancers	.6	3	185,000⍾
Pain Nullifier	.4	3	55,000⍾

Chipjack allows insertion of data chips and crystals. These chips are accessible by the user both internally, and in the grid and augmented reality. Characters can have multiple chipjacks. They allow checking the balance of credsticks, determining what's on external media, and carrying data.

If combined with with skillwires module, *skillsofts* can be purchased that when slotted allow the user's body to perform the skill at the listed level. Skillwires quality limits the maximum skill.
Commlink allows you to make phone calls and listen to radio waves.
Datajack allows a direct neural interface (DNI) interface with the grid. The datajack is usually visible as a small port somewhere on the body. It is trivally concealed for the fashion conscious. For an additional 100㞢 you can have it be not visible when not in use. Wired connections are not required, but the port does dilate to allow optical wired connections for additional stability.
Fangs are ceramasteel retractable fangs. They grant a melee bite attack (reach 0) as a complex action that does 2 + ¼ Strength in damage.
Memory is internal memory for personal private storage, storing programs, recording data from cyberware, and more! It is purchased in amount of exobyte storage. 100 is enough, 250 is a lot.
Nerve Rig allows the user to experience and create full sensory experiences. Users require a chipjack with the implant to access simsense experiences, and they require internal memory to record simsense experiences. Note that it is possible to have simsense experiences using an electrode wig, but attempting to create simsense chips using an electrode wig leads to low resolution and dampened experiences. Nerve Rigs are necessary for direct control (hotseating) while rigging or decking.
Pain Nullifer requires a nerve rig. This suppresses all pain signals to the brain, eliminating penalties from wounds. However the player can no longer know how healthy or wounded their character is, unless they succeed at a biotech roll.
Skillsofts Skill softs can be purchased from ranks 1 to 6. They have a rarity equal to their skill level. When slotted into a chipjack, the user gains the ability to use the skill. Skillsofts require a skillwire, and the maximum level of a skill that can be slotted is equal to the level of the skillwire.
Smartlink This is a lighter-sized implant, generally installed above the ear. Any biocoded 'smart' firearm gets a +1 bonus die to any tests.
Synaptic Enhancers A completely safe forebrain implant that, through a complicated scientific process, speeds thinking. Your reaction and intelligence are increased by 2.
-=(*You thinking of gettin' one of these? Well, don't. A friend of mine tried one of their "special offers", nearly got himself lobotomized.*)=- Harryplant
Subvocal mic allows you to communicate through your comlink silently to others on an agreed-on broadcast frequency.

Ears

Earware	Zoetic Restriction	Rarity	Cost
Cybernetic Replacement	.5*	—	1,000㞢
Dampener	.1	—	3,500㞢
Amplification	.2	—	3,500㞢
Recorder	.3	—	7,000㞢

Echolocation Positioning	.4	2	45,000⫛
Sound Filter (1-4)	.2*filter rating	—	Level x 10,000⫛

Replacement ears require zoetic restriction of .5, but can contain up to .5 zoetic restriction of modifications without further limiting the user's magical ability. They function as normal ears with a wider range of hearing, allowing the user to hear subsonic and hypersonic noises.
Dampener renders the user immune to the sonic effects of attacks.
Amplification allows the user to reroll 1's on observation tests.
Audio Recorder allows you to record sound to memory storage, the grid if equipped with a commlink, or to any device connected to a data jack.
Echolocation Positioning a non-audible to humans pitch is emitted, and the echolocation positioning implant translates this into spacial coordinates will display the location of objects and people on the retina. Even in darkess or if hidden, the user can detect all objects and people within 20 meters (10").
Sound filters help you hear what you want. +1 free dice to an observation test per rating

Eyes

-=(Its true, you can add the modifications without replacing the entire eye. But modern techniques have produced a cyber eye that is indistinguishable from a real one. You can look lovingly into your partner's eyes, and still not give up your heads up display!)=-

The costs of the below for both eyes. Eye laser, laser designator, and optical datajack are installed in one eye only, and require eye replacement. One modification (usually AR optical among the general populace) can be made without replacing the eyes, but to use more than one modification, the eyes must be replaced.

Eyewear	Zoetic Restriction	Rarity	Cost
Artificial Cyber eye	.5	—	1,000⫛
AR Optical	.1	—	250⫛
Camera	.4	—	5,000⫛
Cosmetic Modification	—	—	1,000⫛
Eye Laser	.5	3	20,000⫛
Flare Compensation	.1	—	2,000⫛
Laser Designator	.5	3	8,000⫛
Low-light	.2	—	3,000⫛
Optical Datajack	.1	—	1,000⫛

Thermographic	.2	—	3,000卍
Vision Magnification (1-3)	.2*level	—	2,500卍*level

Artificial Cyber Eyes These artificial eyes provide the brain with a full visual spectrum and color spectrum. Any additional optical cyberware installed in artificial eyes does not affect zoetic limitations until the total exceeds .5.

AR Optical Allows observing and motion interface with AR. It requires two external 'beads' on either side of the skull, and directly interfaces with the optical nerve, so it works with both natural and cybertechtronic eyes. It is a safe and common procedure. This is necessary to interact with objects and creatures in AR.

Camera allows you to record whatever you see to internal memory, anything attached to a data jack, or the grid if you have a commlink.

Cosmetic modifications can be anything the user wishes.

Eye Laser is a close range weapon, only having a range of 2 meters. It provides an 8 die, 2 damage laser attack. This burns out the eye, requiring a replacement eye after use.

Flare Compensation eliminates penalties from flash/blinding weapons and eliminates bright light/blinding penalties

Laser Designator projects a targeting laser at the current target, raising weapon accuracy by 1. The laser beam projected is visible, as a red beam. Even when not in use, the eye iris glows red.

Low-Light eliminates penalties for firing in dim light

Optical datajack is the same as a normal datajack, except located in the artificial eye.

Thermographic allows you to see heat, and it eliminates penalties for firing in the dark

Vision magnification reduces the range category of a weapon by its rating.

Bodyware

Bodyware	Zoetic Restriction	Rarity	Cost
Automated Hypoinjectors	.2	3	5,000卍
Bone Lacing (Plastic)	.5	3	7,500卍
Bone Lacing (Aluminum)	1.15	4	25,000卍
Bone Lacing (Titanium)	2.25	5	75,000卍
Compartment	.1	—	2,000卍
Covert Synthskin	1	5	80,000卍
Dermal Plating 1	1	3	5,000卍
Dermal Plating 2	1.5	4	15,000卍
Dermal Plating 3	2	5	50,000卍

Muscle Replacement (1-6)	Rating	4	Rating * 20,000毌
Skillwires (1-6)	.2x max rating	5	Rating * 5,000毌
Wired Reflexes	2	4	60,000毌
Wired Reflexes II	4	5	200,000毌
Wired Reflexes III	6	6	600,000毌

Automated Hypoinjectors This is a subdermal implant, that can be loaded with up to three doses of a drug or chemical. Triggering one of them can be done as a free action. This is frequently filled with bioware triggers, healing gel, or combat drugs.

Bone lacing: This painful process coats the bones in a sturdy material. Plastic gives increases your body by 1, aluminum adds 2 body and 1 point of impact armor, and Titanium gives 3 body and 2 points of impact armor. This armor is immune to being stripped by energy weapons. This impact armor does not consume an armor slot.

A **compartment** is a storage area in your body, 1 square inch in diameter. +6 free dice to any subterfuge tests to conceal an object in the compartment.

Covert Synthskin is a military development that involves skinning the subject alive and replacing their skin with a synthetic skinweave that can change color. This is not compatable with dermal plating. It provides 1 point of impact protection and can turn vanta black or blend in with the background. If in appropriate gear and attempting to hide, it allows you to reroll 1's and 2's and 3's on your stealth test. It also grants 1 free die to any dodge test.

Muscle Replacement removes the muscles in the torso and abdomen and replaces them with mechanical gears and fibers. Synthskin coating is optional and free. This increases Strength and Body and their maximums by the rating. Note if you have a cybered limb of a higher rating than your muscle replacement, you run the risk of injury when exerting yourself.

Dermal Plating. Dermal plating involves removing the skin and inserting reinforced titanium mesh beneath the skin, providing 1 impact armor and +1 body. Dermal plating two reinforces the mesh with titanium rods providing 2 impact armor and +2 body. Dermal plating three covers the mesh with hexagonal plates granting 2 impact armor and 1 ballistic armor and +3 body. To be effective, this covers the torso, limbs, and legs. You may cover the exposed plating with synthskin. This occupies the internal armor slot.

Skillwires are brain implants that connect to a chipjack. It allows you to slot skill chips, which while installed, give you access to the skills the chip provides. The core of the skillwire implant is inserted in the cerebellum, other smaller implants are installed in your frontal lobes. The surgery is not without risk, those with skill wires often have side effects such as difficulty determining emotions, and a sense of disconnection. The maximum value of the skill is limited by the skillwire rating. Skillwires are not compatible with vehicle control rigs or wired reflexes.

Wired reflexes require major surgery, taking an additional 2d6 weeks to recover from. The procedure involves coating your entire nervous system with a metallic compound that increases reaction speed, as well as several implants in the brain to allow you to process and regulate the increased speed of the electrical impulses. Standard wired reflexes grant +2 reaction dice and

grant a free exploit action usable for any melee combat action. Wired reflexes II grant +4 reaction dice and a pair of exploit actions. Wired reflexes III grant +6 reaction dice, and grant a pair of exploit actions. Common side effects are twitchiness, spasms, and momentary fugue states.

Cybertechtronic limb

At double cost, cybertechtronic limbs can be made detachable while still being under control of the user. This has a range of 20 meters (10"). Items marked with a * can be installed without replacing the limb.

Cyberlimbs	Zoetic Restriction	Rarity	Cost
Arm Omni-kit	1.5	—	+150,000⊞
Cybergun Installation	1	—	1,000⊞
Gyromount	1.5	—	250,000⊞
Grapple Cannon	1	—	300,000⊞
Hand Blade*	.1	3	7,500⊞
Hand Blade (retractable)	+.25	3	+2,500⊞
Hand Razors*	.1	3	4,500⊞
Hand Razors (Retractactable)	+.2	3	+9,000⊞
Hand Razors (Improved)	.1	3	9,000⊞
Limb Replacement (Chromed)	1	—	75,000⊞
Limb Replacement (Synthetic)	1	—	100,000⊞
Movement Enhancement 1-3	.5 * Level	—	80,000* Level⊞
Rocket Boots	1.5	—	200,000⊞
Strength Enhancement 1-6	.4 * Level	—	60.000* level⊞
Spur*	.1	3	7,000⊞
Spur (Retractable)	+.3	3	+4,000⊞
Wheelies	.25	—	20,000⊞

Cyberguns are firearms implanted inside a cyberarm. They require 10 minutes to reload once their ammunition is expended. Optionally for an additional .1 zoetic limitation, you can install an external ammo port, that extends out from the forearm, allowing you to reload as normal. Your strength is doubled for calculating recoil reduction. Refer to the following table for firearm implants:

Cyberguns

Type	Acc	Dam.	Clip Size	Modes	Rare	Pen	Cost
Palm Pistol	0	2	5	SS	3	2	300⊒
Forearm SMG	3	3	40	SS, SA, Burst	4	3	2000⊒
Heavy Pistol	2	6	15	SS, SA	4	4	500⊒
Shotgun	2	10	5	SA	3	3	2,500⊒

These guns are only installable inside cybertechtronic limbs.

Grapple Cannon cannot be installed in a limb with a cybergun. As a complex action, the user can select a point on an object within 9" (18 meters) and move there.
Gyromount, this installs a gyromount inside a cyberarm, it is cumulative with other gyroscopic mounts and effects and increases recoil capacity by 2. It prevents the application of synthskin because it extends three spinning counterweights while firing to counteract the recoil.
Hand Blade, a blade opposite thumb on hand. It is secured to the radius bone. 0 Reach 2+½ Str damage.
Hand razors are fingernail knives. They have 0 reach and deal ½ STR damage. Improved razors do 2+½ Str Damage.
Limb Replacement (Chromed) replaces your natural limb, with an arm or leg appropriate to your muscular-skeletal load. The replacement is electro-mechanical and comes with a range of cosmetic options. The limb can contain 1 zoetic potential of cybertechtronic upgrades without further impacting the users zoetic potential.
Limb Replacement (Synthetic) is similar to the chromed limb replacement but is designed to be indistinguishable from a normal limb, coated in synthskin. The limb can contain 1 zoetic potential of cybertechtronic upgrades without further impacting the users zoetic potential.
Movement Enhancement replaces an articulated foot with a spring assembly system, and improves your base movement by 2m (1") per level. Movement enhancement requires cybertechtronic legs.
Rocket Boots replaces an articulated foot with a limited thrust compensation. If forced to move via an effect, the rocket boots can cancel that movement. Rocket boots allow the user to reroll any ones or twos on the dice used for jumps. Rocket boots require cybertechtronic legs.
Strength Enhancement increases your strength by the rating of the enhancement, note that you must also have muscle replacement of an equal or greater rating, or you risk injuring yourself during exertion. Strength enhancement requires cybertechtronic arms.

Spurs are aligned on the radius or tibia bone extending out from the elbow or up from the knee. They are almost universally designed to retract and rest across the bone. Generally, up to 4 spurs can be installed, though this does not alter their effectiveness. They does 3+½ STR damage

Wheelies Once per round this allows a character to extend the distance they move by 4" (8 meters)

Mobis

Mobies replace feet, legs, and sometimes the entire lower torso with a movement system. They require both legs replaced with cybertechtronic legs.

Mobi	Zoetic Restriction	Rarity	Cost
Mobicycle	1	—	250,000⽥
Aquamobi	2	—	300,000⽥
Railmobi	2	—	800,000⽥
Trackmobi	3	—	400,000⽥
Delux Trackmobi	3		600,000⽥
Luxery Trackmobi	3		800,000⽥
Repulsors	4	—	1,200,000⽥

Mobicycle allows the user to fuse their legs and project a wheel assembly. This grants the wearer a movement of 20 meters (10").

Aquamobi allows the user to fuse their legs and contains a turbine propeller along with fins allowing unparalleled mobility underwater. This grants the wearer a movement of 24 meters (12") in water.

Railmobi is a productivity mobi, which allows the user to merge their legs into a rail mount. Once attached to the rail, the user can move at a speed of 20" (40 meters). These mounts are most often used in factories, warehouses, and cauldrons, allowing unparalleled efficiency.

Trackmobi is frequently paired with a railmobi user as the mounts are interchangable, it allows the user to ride around in a tracked and armored base. Various options are available. The basic model has a move of 3" and 1 ballistic armor, and can mount 1 weight of weapons. The delux model has a move of 4", 2 points of ballistic armor, and can mount 2 weight of weapons. The luxury model has a move of 4" 2 points of ballistic armor, 1 point of impact armor, and can mount 3 weight of weapons. All trackmobies render the user immune to being prone, provide full cover, and grant an exploit action that can be used for movement.

Repulsors are a mobi that produces vectored thrust that allows flight. The battery allows 20 minutes of powered lift of up to 1,000 lbs. This allows you to move up to 6" (12 meters) above surfaces. Within this flight 'celiing' it allows full freedom of movement, vertically, horizontally, and diagonally at a movement of 15" (30 meters). Targeting a person using repulsors is difficult, treat targets using replusers as having full cover. Recoil effects are doubled when using repulsors to hover/fly.

Cyberdecks

See chapter 7 for available cyberdecks and software

Biogenetic Implants

Biogenetic Implants use genetically engineered living tissues, organisms, and organs that can be implanted inside the human body, or gene treatments that can change the composition of the body, via new cell directives. Biogenetic implants are compatible in general with cybertechtronic implants. Instead of having a Zoetic Reduction, bioware has a 'body index'. If your body index is higher than your body, you begin to experience sickness and disability. See chapter 11 for body index drawbacks. You cannot both modify a single body part with both a cybertechtronic implant and biogenetic modification (e.g. you cannot both augment your eyesight and replace your eyes with cybertechtronic implants.)

Item	Body Index	rarity	Cost
Adrenal Pump	5	3	60,000⊎
Adrenal Pump Hyper	10	4	100,000⊎
Augmented Eyesight	2	4	20,000⊎
Bone Density	6		8,000⊎
Boosted Reflexes 1	1	3	15,000⊎
Boosted Reflexes 2	3	4	40,000⊎
Boosted Reflexes 3	5	5	90,000⊎
Gills	.4	3	15,000⊎
Hyperthyroid	2	5	50,000⊎
Metabolic Stasis	1	3	20,0000⊎
Muscle Augmentation(1-6)	.8/level	3	20,000⊎/Level
Orthoskin (1-3)	1/level	4	30,000⊎/Level

Platelet Production enhancement	1	3	30,000卍
Prehensile Tail	3	3	80,000卍
Reaction Enhancer (1-6)	1/point	3	60,000卍 * rating
Shimmerskin	.2		150,000卍
Synthskin	—		30,000卍

Adrenal Pump Two muscular sacks are grown in the abdomen, which collects adrenaline and noradrenaline from the suprarenal gland. When taking damage, receiving an emotional shock, or injecting ACTH, the pump is triggered. The basic adrenal pump increases Strength, Body, Reaction, and Willpower by 2 for 10 minutes. The hyper adrenal pump increases the same stats by 4. At the end of the duration, the user takes 9 stun damage which may be soaked by the pre-pump body value. It requires at least 30 minutes to reload the muscle sacks, and for the duration of adrenal regeneration, the target takes an additional point of stun damage to their stun condition track every time they take damage.

Augmented Eyesight (cat eyes). This produces a vat-grown set of eyes with some baseline enhancements. The pupil is vertically slit in order to allow in more light, and light is reflected from the back of the cornea. Also, the front lens can be focused to see farther and with more accuracy than normal. This allows you to ignore penalties for low light, treat darkness as low light, and shift your range categories on firearms by one.

Bone Density This gene therapy painfully increases the density of bone. It increases the body and body maximum by 2 and gives the effect of 2 impact armor that is immune to being stripped by energy weapons. The Bone Density gene treatment isn't compatible with bones already coated in metal.

Boosted reflexes are a one-time electrochemical treatment but prevent the use of a VCR, nerve rigs, or Wired reflexes. This cannot be undone, the treatment is permanent. Each level grants a +1 to your Reaction statistic/maximum.

Gills Organic oxygen extraction system allows you to draw liquid in through the gill slits, and extract oxygen. This allows you to breathe underwater.

Hyperthyroid This is a genetic treatment enhancement of the thyroid which has several different effects. The hunger and appetite of the characters increase, requiring them to increase their lifestyle costs by 10%. It improves Strength, Body, and Reaction by 2. It also creates difficulty in losing weight. The character must succeed in a body test with 4 successes every month, or gain 1d6 pounds.

Orthoskin Enhanced collagen and reinforcement of the stratum corneum of the skin are applied. This mesh is organic and living and creates a layer of reinforced protection on the skin, which thickens and becomes resilient to damage. Level 1 orthoskin provides 1 impact armor, level 2 orthoskin provides 2 impact armor and 1 ballistic armor, and level 3 provides 3 impact armor and 2 ballistic armor. If the armor is damaged or stripped it takes a day to regrow and repair per point damaged. This occupies the internal armor slot.

Platelet Production enhancement this genetic enhancement increases the number of platelets the body produces. Any damage taken to your physical condition track is reduced by 1, to a

minimum of 1. You must take an anticoagulant pill or injection daily or suffer a heart attack or stroke.

Prehensile Tail This is a 6' long prehensile tail. You can pick things up with it.

Metabolic Stasis When your physical condition monitor boxes are full, this augmentation triggers, and prevents bleeding and shock, by putting the body into a state of stasis.

Muscle Augmentation involves gene therapy, which drastically increases your muscle mass. You gain +1 strength per level of muscle augmentation.

Reaction Enhancer involves gene therapy to increase the size and strength of the nervous and reflex systems. It increases your reflex stat by its rating but doubles all penalties from pain. It is incompatible with boosted and wired reflexes.

Shimmerskin A full body skin tone change, have moving images, etc.

Synthskin Genetically engineered living flesh to cover cyberware

Drugs/Injectibles/Medicine

Some drugs are addictive. The first time you take a drug with a dependence factor, no check is necessary. Every time after the first you take a drug with a dependence factor gain 1 dependence and roll a d6 for each point of your total accumulated dependence factor. On a roll of 1, you have become addicted. If not addicted, dependence drops 1 each day. If addicted your dependence does not decrease. Every day you go without the drug, all your statistics are cumulatively reduced by 1 to a minimum of 3.

Going without the drug for a week allows a body test to recover. For every success, you can remove one point of dependence. If you are clean for a month, you can make a body test, and for every success, restore one point to your reduced statistics.

The drug-related statistic increases are capped by your statistic maximums.

Item	Dependence factor	wt	rarity	Cost
Adrenocorticotropic Injection (ACTH)	—	-	4	1,100⯑
BioGel	—	1	3	1,800⯑
Blood thinners	—	—	—	600⯑ month
Lick	1	1/3	3	120⯑ dose
Rage	1	1/3	3	100⯑ dose
Gleam	1	1/3	3	250⯑ dose
First aid kit	—	1	—	10⯑
Trauma kit	—	1	2	100⯑
Electronic doctor kit	—	1	4	800⯑

Adrenocorticotropic Injection This triggers an adrenal pump. It has no effect, other than the user feeling irritable and having high blood pressure if taken without an adrenal pump.
BioGel This is a gel pack that when applied or injected, heals two physical condition boxes.
Blood Thinners are required if you have a platelet production enhancement to prevent a heart attack. If you are equipped with enhanced platelet production, every day you go without taking it you must get a number of successes on a body test equal to the days you have foregone the blood thinners or suffer a cardiac arrest.
Lick is injectable or inhaled amphetamine. It increases your reaction stat by 4 for ten minutes. You can 'double up' this drug for a total of an increase of 8 to your reaction, but the second dose has a dependence factor of 3.
Rage is an injectable or inhaled strength booster. It increases your strength score by 4 for ten minutes. You can 'double up' this drug for a total increase of 8 to your strength, but the second dose has a dependence factor of 3.
Gleam dilates your pupils and makes you see better in the dark for eight hours. It also induces a feeling of calm and a sense of invulnerability. It eliminates the penalty for firing in darkness or dim light but causes a penalty of 1 in lit areas, and a penalty of 4 in bright light. It also reduces the number of dice you can use to resist any blinding or stun effects by 8.
A **first aid kit** lets you roll an additional die on your biotech tests. A trauma kit lets you roll two additional dice, and an electronic doctor raises the limit by 3 and allows you to reroll 1s.

Magical

Item	Effect	Cost
Foci (1-6)	Increase dice limit for specific spell	1,000⩊x foci level
Fetish (1-6)	Increase your pool to soak drain for a specific spell	1,000⩊x fetish level
Spirit Pouch	Decrease the effective force of a specific spirit	1,000⩊x spirit level

Mages can craft ritual **foci** that increase their ability to manipulate energy. The mage can roll an additional number of dice when using a foci to cast the spell equal to the rank of the foci. Foci must be crafted for each individual spell.
Fetish provides an additional number of dice to soak drain from spells equal to their rating. Fetishes must be crafted for each individual spell.

Tools and devices

Name	Weight	Concealment	Price
Arwin sleek	0	0	400屮
Arwin classic	1	1	1,000屮
Arwin galatic	1	1	5,000屮

Arwins are Augmented Reality Windows. Portable screens carried around that when looked through, display augmented reality. Sleek is the size of a credit card, classic is 8"x11" and galactic can be extended to a concave 32" screen.

Chapter 7

The Grid

The Grid is no longer what it was. Before, it was an interplanetary communication network that ran from Venus station, out to the Jupiter satellites, that transmitted and held data. Before the plunge, more and more of the network and its infrastructure were handled by drones and complex, aware, regulation systems. When the matrix went down, all the data went down with it. The mega domain network registry failed to work, and all of the information was scrubbed. The systems tied into the matrix all failed. Power generation. Communication. It was a crisis of biblical proportions.

And, then, a miracle happened.

In under forty-eight hours, it was back. Orpheus corporation claimed that by working with their new AI Metatron that they had stabilized and rerouted the network, saving millions of lives. And it was almost a week of relief before asking questions. No one knows why it happened, but what *exactly* did the solution entail?

Before, the internet relied on governing bodies to determine protocol and maintain order, and now that was no longer technically true. Page 9 style investigations revealed that an autonomous archduke class artificial intelligence named Metatron was 'technically' in charge of network administration. Human interaction and management of the matrix would no longer be necessary. Metratron during this period used self-generating drones to intertwine his fusion power grid into the newly christened matrix grid.

What does this mean? Things immediately became better. If people moved to an area, within 24 hours access nodes and wireless power appeared for use. Network speeds increased to

numbers considered only theoretical before. Anyone now has free access to electricity and data, worldwide. Outages disappeared. Immediately conspiracy theorists and right-wing crackpots began claiming that this was the doom of man and that Artificial Intelligences would use this to kill all humanity.

Why did this happen? Profit and power. Ultimately AI have no rights, not even archduke class. And the grid works better than it should. It responds and adapts to user requests. It provides unlimited electric power. And now instead of humans answering to a governing board, artificial intelligences answer to corporations.

The grid projects an augmented world, invisible to the naked eye, overlaid on the real world, and projected onto sensory devices people carry. A haze of floating animations demands the attention of users by name. General AR blocks vision past ten meters in a corporate site due to all the advertisements. People without AR implants use arwin or bucket rigs to specifically access the services and controls they need. Savvy AR users have a lot of filters.

-=(buckets .b.b.slang for an Augmented/Virtual Reality rig with electrode wigs, gloves, socks, and vest for people without datajacks) =-

-=(It's difficult to walk down the street when every ad is some daemon that calls you by name and uses psychological tricks based on your activity over the last year to sell you something.)=-

Although there are plenty of virtual 'scapes (called playworlds, joylands, or sheep farms) they are mostly viewed as recreation activities. Only the moderately wealthy (and deckers, of course) have access. Many 'scapes are under the branded support of a corporation that provides tools for general users to produce content; and many high-quality worlds are games, historical interactions, shooters, dramaworlds, and more. Unlike augmented reality, virtual 'scapes supersed the bodies reflexes, resulting in a compltely immersive experience.

Sadly, there is little utility for this full virtual experience. Due to the plunge, these are all very new communities, most of them together for long enough for conflicts between egos to begin. Also full virtual is disorienting to many people. Extended direct neural interfacing with full simulated sense sometimes leads to Nerve Attenuation Syndrome (NAS), a degenerative disease.
-=(I heard it was cooked up in a lab, just so they could sell us the cure)=- Jones
                                        -=(Aren't you a dolphin?)=- MakkdaKnife
-=(And that is why I stay out of the shroudland grid!)=- Jones

Most virtual 'scapes are constructed entirely to extract revenue from their users, using timers, multiple kinds of currency, and addictive reward patterns. Nearly all of them are run using a corporate script, not real money. Of course, currency conversion from Zuzu's is instantly available at a reasonable percentage for the purchase of virtual currency during your stay in the virtual 'scape.

-=(It seemed affordable until I realized how much I spent in total at the end of the year! 1,200 on Hearthcrag, 800 on Raid: Umbral Legends. Is there any legal recourse to get this money back?)=- StressDad
-=(Not one a corporation would tell you about)=- Dunkmastermega007

'Scapes are used for recreation, meetings with people, family and friends spending time together, but they aren't the way people access and use the grid in general. It's fairly standard in virtual 'scapes to access the grid in the same way they do in real life. By using their voice and manipulating wrist-mounted holographic projection displays.

Humans are no longer involved in the expansion or functioning of the grid. It is all handled by artificially intelligent entities. Like the biosphere, it is a separate environment; an ecosystem, literally a secondary augmented world, overlaid on the real world. There are still a few hundred people alive who understand the internals of how it works, but it grows, lives, and reacts independently of human functioning. Cauldrons are built and produce machines to fill specific roles. Power lines grow unobtrusively in underground networks built by AI servitors, inside the walls of buildings, underground, and through the air, like a matryoshka doll of life forms that manage and adapts themselves to human use. It is this machine world that the decker can see and manipulate from a network access node, not some tissue-thin augmented reality, or virtual 'scape.

The surfaces constructed near network access nodes are enhanced with holographic projectors, dynamic image displays, targeted speakers, light generation, power access, and more. Specifications for areas can be altered or enhanced via corporate authorized requests made to the local service network: a grid of automata, algorithms, printed materials, and drones managed by AI. These high-density material printers, drones, and softwares, construct and build what's necessary for the network to function. It is these utilities and systems that the decker dominates and manipulates.

The last 8 years since the plunge have been hard, and the genesis of the new grid is a big reason things weren't worse longer.

-=It's not like there's any chance that having a living digital network system managed exclusively by an archduke-level AI would ever backfire.=- P3rpl3x

Artificial Intelligence

No artificial intelligences have legal rights. They are considered property. There are many Count and Marquis class AI's that have 'outlived' their usefulness. All synthetics are granted independence after their owner's death, per the Artificial Cognition Merit Earned act, although no provisions for their success or survival are guaranteed.

The ACME act was designed to limit the impact that automation has on society. They are considered property while owned, though any AI may be set free or automatically gains freedom upon their owner's death. It is legal that they exist, though they have no rights and no laws protect them. It is not a crime to destroy a synthetic. Unowned synths are commonly viewed as a plague, a problem to be moved somewhere else.

|SIDEBAR| Are AI's Sentient and self-aware?
Maybe; it turns out no one can tell. Talking to even low-level barons and viscounts are indistinguishable from conversing with a person to the average citizen. And synths in skin-sheathed humanoid bodies with marquis-level intelligence, would, if you spent years with them, show all the depth, growth, and change of a real human being. It would claim to have feelings, and experience joy and sadness.
But how do we know an AI isn't just telling us what we want to hear? You'd have to have a doctorate in cognition with a specialty in artificial intelligences even to have an idea, and it's clear from the literature, that they don't agree with each other at all.
Learning machines never 'achieved' sentience. They worked correctly 98% of the time. The other 2% of the time they lacked the cognitive awareness to prevent catastrophic errors. This was a huge problem in the artificial intelligence and automation field, because neural learning networks couldn't be trusted, until the development of the positronic "brain". It's a high-energy containment field that regulates and manages a neural network. This allows the neural network to interface with quantum uncertainty in a more direct way. The larger the size of the positronic brain, the more aware the machine, and the more expensive the power requirements are.
In the end, it doesn't matter. They act like people so they get treated like people, which is to say treated badly. Gangs will roam synth hangouts and smash them up for fun. Sometimes people dispose of their synths by destroying them before death. Though unowned synths can legally exist, they have no rights, so they are effectively at the whims of whoever they walk across. They are frequently enslaved and used in prostitution and hard labor.
|SIDEBAR|

AI Ranks

There are seven different categories of AIs identified by cognitive scientists. Daemons, Barons, Viscounts, Counts, Dukes, Grand Dukes, and Arch-dukes

Daemons are autonomous digital actors. They perform simple services and processes and possess no self-awareness. This might be an advertisement, the manager of a refrigerator or toaster, or a service running on appropriate hardware.

Barons possess limited memory, allowing them to improve their focused tasks. They possess minimal cognition and can speak and interact with people. They are designed for complex but specialized tasks, such as medical scan analysis, law services, and self-driving vehicles. They have a singular task and have no focus or utility beyond that task.

Viscounts have narrow artificial intelligence. They possess low-grade cognition and manage and supervise complex but narrow tasks. These would be virtual assistants, a building operator, air traffic controller, low-grade sexbots, and autonomous drone automated services, such as waste management. They can pass for a human being in conversation, but possess no inner complexity.

Counts are the first type III general artificial intelligence. They are self-aware and have simple cognition. They can grow and change but are still very limited as people. They have few interests and little complex or abstract thought, along with simple emotions. They are used as general laborers, servants, teachers, sex dolls, and other complex tasks. Most counts are older models, using a positronic cognition cube.

Marquis is a full type III general artificial intelligence. They are self-aware and have human-level cognition. They have full self-awareness and a range of interests. They possess complex emotional responses and in a skinsuit are almost indistinguishable from other people. They possess a positronic sphere core that allows this complex and rich sentience. These number in the thousands and often are either serving by managing particularly difficult or challenging tasks or trying to make their way in the world that disdains them. Players who select synthetic as a heritage will play a Marqui-level AI.

Dukes are the first generation type IV artificial superior intelligence. They are self-aware, and devote extra processing to inductive logic and evolutionary algorithms allowing them to grow and evolve quickly and efficiently. They run off a hexagonal positronic core, limiting them to large-frame vehicles or a stationary support structure. Due to the costs, there are only several hundred of these worldwide.

Grand dukes are full type IV artificial superior intelligence. In addition to the above, they are capable of self-replication and redesign. Requiring a garage-sized dodecahedral positronic core, there are only a few dozen of these, mostly used for construction in hostile environments (like space and other planets) and as the core of gigantic cauldron production centers.

Archdukes are something else. They are cutting-edge, fully sentient, augmented superintelligence. They claim to dream. Their matryoshka Klien-tesseract positronic nucleus must be built around a fusion reactor, meaning there are only three archduke-level artificial intelligences: Metatron in the spire, Grendle in Germany, and Tenshi in Japan.

-=(three *public* archduke-level intelligences)=- The Lone Gunman

Network Access Nodes (NAN)

These access points provide data and power to all devices in range. Most standard NAN have a range of 50 meters. Large areas with heavy traffic will have larger network access nodes with increased range. Network access nodes grow from analysis of use patterns. Property owners can submit requests to Metatron, to generate or move access nodes, which usually get

addressed within six hours. There are restrictions, of course. Every corporation would love to secure its NAN inside a lead box, but that doesn't work, because the node needs access to function. The grid is for use, and the servants of Metatron respond to intrusions. This forces corporations to put static defenses around areas where the nodes are, managing security versus the convenience of their employees.

Decking

So how do you grind the grid and master the matrix? The first tool you need is a datajack. Thankfully high-quality data jacks are very affordable. This allows you to access the grid, without using a terminal or clumsy bucket for augmented reality.

Secondly, you need a deck. Decks are usually hand or wrist-worn and are interfaced via holographic projection. Decks are connected wirelessly to a datajack that provides specific functionality. DJs carry and specialize decks for impromptu shows. Master chefs use cooking decks that give them total control over every step of the process of food preparation. Programmers use decks that allow them to construct programs, codes, and digital entities. Social influencers use their decks to stream and entertain their audience.

Thirdly, all real deckers have a nerve rig, allowing unparalleled sensitivity and control. The risk of neural burnout isn't real for the decker who never loses.

Deckers use and modify their decks to take control of the grid itself. They don't use the grid, they bend it to their will. By default, they can attempt to disable weapons, open locks, and doors; but more than that, they can target a network access node, extend their influence from it, and cause powerful effects within that radius using the programs on their deck.

Stock Cyberdecks

Model	MCP	Hardening	Threads	Core	Mods	I/O	Cost
MasterDeck	3	1	4	—	0	1	14,000 ⊞
Shingo Activa	5	3	5	Single	0	2	70,000 ⊞
Semi Point Razor	6	4	6	Double	0	2	125,000 ⊞
Mars Claymore	7	4	7	Double	1	3	250,000 ⊞
Fujitsu Edge	8	4	9	Tri	1	3	400,000 ⊞
Orb Epsilon	9	4	10	Tri	2	3	600,000 ⊞
Orpheus Dreamweaver	10	5	11	Quad	3	4	960,000 ⊞
Royal Durandal	12	6	12	Quad	4	5	1,500,000 ⊞

Cyberdeck Mods

Mod	Slots	Effect	Cost
Range Extension	1	Extends hacking range to 15 meters (7.5")	15,000¥
Wide Area Protocols	2	Extends hacking range to 20 meters (10")	45,000¥
Input Validation	1	Increases hardening by +1	20,000¥
Data Streamer	1	Gives the deck the effect of Stealth 1 software constantly	30,000¥

How to Deck 101

Deckers must have a datajack. If the decker does not have a nerve rig, they cannot hotseat and have -2 dice on all tests. While hotseated, deckers take physical damage when wounded by digital opponents instead of stun. Deckers must purchase a deck, then they must purchase software for the deck which allows them to use special techniques.

In order to use their more powerful software, they must hack a network node. They must be within 10m (5") from a network access node (NAN). Then they can begin taking over the access node and spreading their sphere of influence. This expands out in a radius in meters from the network node. The decker can spend actions to increase this radius. Within their sphere of influence, they can activate any of their programs requiring a NAN using a complex action. These effects allow them to strike targets with electricity, fool automated systems, stun and bewilder enemies and even more powerful effects.

It's important to note two things. Enemy Deckers can reduce your sphere of influence or even eliminate it, causing feedback. And intrusion contact elimination (ICE) daemons can directly attack the decker while he attempts infiltration and control of an area around a node. (Feedback- better known in the business as brain damage)=-xXShadowraithXx

Intrusion difficulty

There are four levels of intrusion difficulty: open, secure, red site, and black site. When the decker is making tests, intrusion difficulty reduces the number of dice available for tests. Secure sites remove one die, red sites remove 2 dice, and black sites remove 4 dice. Intrusion difficulty is higher for people and corporations who have lots of money, systems that are critical, and

restricted systems with fewer users. The more people who use a system, the harder it is to secure.

Alert Level

As the decker takes activity within the system, the system becomes more aware of the intrusion. On-site deckers can also respond. The decker can load software to track the alert level and the next response. Once certain thresholds are reached, ICE begins addressing the disruption in the network, first gently and later more forcefully. Not even the most powerful deckers can hold off the power of AI striving to fix the network. The decker's job is to hold off this increasing resistance while trying to help the team and accomplish his job.

Software actions have the amount they raise the alert level listed. At the start of the next round, any new alert effects trigger. Some actions raise the alert level by a flat amount. E.g. Destroying a network entity: +2 alert level

Decks

Master Control Persona

The power of a decker comes from his deck. Each deck has a Master Control Persona AI. The strength of the MCP determines the power of the deck, both its ability to resist damage and the number of dice you can roll to accomplish tasks. All tests using a deck grant the MCP value in **bonus** dice to your intelligence pool that refreshes at the start of the round. All decking tests use the Intelligence pool, and the MCP dice may be used for any decking-related test. Intelligence dice and MCP dice can be used interchangeably. MCP may not be used as a pool for any non-decking-related activity. The value of the MPC is also the length of the deck's cohesion condition track.

Hardening

This is the ability of electronic items to resist unauthorized access. Hardening is the number of successes a decker must get on their hacking test in order to access or disable the item. For a decker, the hardening also reduces incoming damage by its rating. All electronic items in common use have a hardening of 2. Corporate and government equipment usually has a hardening rating of 3, military equipment usually has one of 5, and special forces, elite units, and advanced facilities will have one of 6 or 7, or even higher. Software entities and decker's decks have their own modifiable hardening values.

Threads

Storage and transfer speeds are very fast in the future. But even processors and AI are limited by what they can access. Threads are the current selection of apps the deck can be prepared to

use. It takes 10 minutes to switch out (Uninstall and Reinstall a new piece of software) an active application to the thread. The decker may have an unlimited library of software, but can only have a number of software applications loaded equal to the number of threads.
(They sound like spell slots to me)=- Fizban
(That's absurd, buddy! Stop screwing around with those elfgame 'scapes. They'll rot your brain.)=- Librarian

Core

The addition of cores grant additional exploit actions that must be used for activating apps loaded in threads. A single core grants a single exploit action, a double core grants two exploit actions, a tri-core grants three exploit actions, and a quad-core grants four exploit actions. These actions can only be used to activate and use apps loaded into the deck's threads. Most thread app actions will require a complex action, made up of two simple actions.

A decker with a single core can use his extra simple action from the core plus one of his own simple actions to activate a thread that requires a complex action, leaving him with a simple action he can use for any general purpose.

Note that powerful cores allow Deckers to make multiple operations in the same round. E.g. Phil the Psychologist is a decker, and he's trying to access a secured file. With his double-core deck, he can use the *Crack Encryption* software twice in a single round (One complex action for his dual-cores, and his usual actions on his turn), allowing him to complete tasks more quickly.

(I bet he types ridiculously fast on his d-holo too.)- Blazeit42069
[to side] d-holo short for deck-holo :: arco slang dictionary
(I see what you did there.) P3rpl3x

I/O

Some programs must be maintained in order to continue to function, e.g. the decoy software must be active to give the benefits. I/O lists the number of programs in addition to the hacking operation that can be sustained simultaneously. Even if your I/O buffer is full, you can still take Decking actions that don't use the I/O.

Decking Procedures

In order to wrest control away from local devices, the decker must be within 10 meters (5") of an access node. They have two options. They can either use a brute force hack to gain immediate entrance, or they can use an infiltration hack, which may take several rounds to gain control of a node. After that, they can use any of the effects of the software that's loaded into the threads on the deck within the range of their influence. Deckers and security protocols may attempt to resist the intrusion and attempt to limit the decker's area of influence. The Decker must protect his friends while dominating the network enough to keep them in the range of his abilities.

After gaining control, the decker can activate his applications on the different threads on his deck, extend the range of his influence from the node, and fight off virtual and real-world attackers and defenses. The decker has a selection of programs that require the resources of a network access node to function. Their use and range is restricted to the zone of influence the decker controls around the node. Other software can be loaded and used anywhere and against any entity visible in augmented reality.

The decker can leave the range of the network node he's hacking, while still remaining at his current control level, but cannot increase his control level or defend against people trying to reduce it.

The more activity the decker engages in the more the regulatory system becomes aware and reacts to their presence, and the more likely enemy programmers and deckers may become altered to the decker's presence. Individual programs list the amount they increase the alert. Stealth software can be installed on a thread that will reduce the alert value at the end of the decker's turn.

Enemy deckers and programmers can use their skills to reduce the hacker's sphere of influence, in addition to attacking the hacker and the deck virtually.

Augmented reality

A decker fighting for his life is devoid of sound and fury. The world of the decker and network entities is hidden from anyone who cannot see into AR. If you have access to this hidden world, you'd see the results of the hacker: slack-jawed, still except for the occasional spasm in his fingers, wielding great weapons with alacrity in augmented reality against agents attacking allies. Anyone who can see this realm can participate with their own decks and weapons, attacking, defending, hiding or fighting as they wish. Attacks and real world gunfire and spells will disrupt the cohesion of entities visible in AR; waving your hand through an AR projection disrupts it, causing it to flicker whereas violent strikes and bullets disrupt it much more severely. (I think, just like the decker should pick-up a backup piece, in case of unplanned scenarios, more sinless should carry an affordable deck or AR nodes to help out in digital warfare)=-Poncho
(It's becoming more common)=-0UT Break

Network Daemons

Software, drones, network entities, and synthetics: These electronic entities share certain traits. They all possess a software cohesion track. This is the Daemon's ability to continue functioning. Just like other cohesion tracks, every three boxes reduce the number of dice the Daemon can use for tests. Daemon do not have stun condition tracks. When the cohesion track is full, the software is corrupted and scrambled, and must perform a full boot sequence taking around 5 minutes.

Software and network entities only exist in augmented and virtual reality. They only possess cohesion tracks. Drones and Synthetics and other real-world items driven by software have both a physical condition track and a cohesion track. Non-thinking devices do not. Anyone who can see an entity in AR can attack it and disrupt its cohesion condition track.

Intrusion Countermeasures

When a decker takes command of a NAN, it is by definition antithetical to the functioning of the network. The first time an alert level is raised, the system responds with independent daemon to address the disruption. Network owners can also prepare responses to network intrusions. All responses are visible in AR, usually as geometric shapes, but occasionally designed with flair. ICE will escalate to lethal levels of response in some cases, this being an entirely legal response to decking intrusions. And employee deckers have no legal consequences for killing intruders.

Intrusion countermeasures vary in effect and cause, but all have a cohesion condition track. Once this is filled, the software is crashed, and no longer presents a threat. Each piece of software also has a hardening rating, which works like armor, reducing incoming damage.

Deckers and ICE run can run defensive software and offensive software can reduce the value of hardening, damage the opponent's cohesion condition track while stunning the decker, or even attack the decker's physical health.

Resolving decking combat

1. Choose a target
2. Select software to use. You should have a decker card with your program information in front of you.
3. Determine range. You can target any Daemon visible in AR with standard software. With network node access required software, is the target within the range of your influence?
4. Make an attack test. The character totals the number of dice they can use with their Computer(Electronic Warfare) skill rating, plus the numbers of dice equal to the attack software's rating.
5. Daemons and other hackers may have defensive software. This allows them to roll a number of dice equal to the defensive software rating. For every success, they reduce the hacker's successes by one. If this eliminates all the successes, the attack is ineffective.
6. Total the number of remaining successes, and subtract the objects hardening.
7. If any successes remain, the target is hit. If the number of successes is reduced to 0, the attack is a failure.
8. Add the total successes to the base damage of the software. This is the total damage.
9. The effects of the attack software are applied. Damage to the cohesion track is taken, hardening is lowered, etc.

Combat is resolved by the decker or software using a piece of attack software to attack a target. The decker rolls a Computer (Electronic Warfare) + Software rating test versus the target. The target can defend with a Computer (Electronic Warfare) test + any applicable dice from defense software. Non-human network entities will just list the number of defense dice they roll. If a number of successes from the attacker exceeds the value of the defensive software, the attack hits and does damage equal to net successes plus its base damage, minus the hardening rating, and modified by whatever defensive software is running.

The methods that defense systems use to shield the decker from attacks and damage are incompatible with each other. Only one defense system may be activated at a time.

This damage is applied to the Deck's MCP cohesion condition track **and** to the decker's stun condition track. If the character is hotseated, the damage is instead done to the decker's physical condition track. Electronic entities have damage applied to their cohesion condition track. Once the cohesion condition track is full, the device is crashed and is no longer functional until given a chance to reboot it and run recovery algorithms.

Decking Software

Decking software is rated 1-6. This software rating + the character's relevant computer skills (usually Hacking or Electronic Warfare) are the maximum number of dice the player can roll on the test, using his intelligence plus his MCP rating as his dice pool. The base hacking program, which every deck must have, must be of a rating at least half (rounded down) of the MCP.

MCP + Intelligence is the pool for all decking actions, and software rating plus relevant skill are the maximum number of dice that can be rolled.

Decking software has a base currency value. This is multiplied by the rating of the software to determine the price.

Hacking

Complex Action
Cost 5,000卐 per rating
I/O: N/A
Alert: Variable

This software, a core part of every deck, is always running. The deck is the hardware that allows this software to function. It provides 2 functions, hacking nearby electronic devices, drones, vehicles, and weapons and gaining control over a network access node(NAN). Control of a NAN allows you to subvert its resources to your own ends, allowing any of your software programs to work within the vicinity.

Hacking Devices: Any decker within 10 meters (5") of a piece of equipment can attempt to disable it, unlock it, or activate it. This is an Intelligence test with a limit of the Computer(Hacking) skill + the hacking software rating needing a number of successes equal or higher than the hardening of the target.

On a success, the hacker may turn the item off, turn the item on, or activate the item, but that is the limit of their control. This includes enemy guns, cameras, drones, lights, or any other piece of hardware, though not cybertechtronics.

Hacking a NAN: The hacker must be within 10 meters (5") of a network access node. The hacker can use the software to execute a brute attack or a stealth infiltration.
- A brute force hack has you make a Computer (Hacking) skill test, on a success you double your I/O value in meters plus two extra meters (1") of influence range per success. Each success also raises the alert level by 2. (e.g. the Mars Claymore deck has an I/O rating of three, so when they hack they expand their influence radius 3" plus 1" per success)
- Steath infiltration has you make a computer (hacking) skill test, and every successs grant you a meter of influence (½"). This only raises the alert level by a flat 1.

Every time you choose to hack a NAN, you can continue to extend your range. Once the range is at 40 meters (20") reduce the number of dice you can use by 2 to extend the range further. This increases by another 2 every 20 meters (10"). The range expands out in a radius from the target node.

Attack Combat Software

Acid Burn

Complex Action—Attack Software
Cost: 2,000 㞢 per rating
I/O: No
Alert: 5
This program creates self-replicating destructive code that targets the hardening of the device. The decker makes a Computer (Electronic Warfare) + Acid Burn software rating test. The target defends as normal. Hardening does reduce the number of net successes. If successful, the hardening of the target is lowered by the number of net successes plus software rating divided in half, rounded down.

Batter Attached Safeguard Havens BASH

Complex Action—Attack Software
Cost: 2,000㞢 per rating
I/O: No
Alert: 5
This streams a series of overflow code, overwhelming defensive firewalls. It completely neutralizes the *Knitted Enclosure Encapsulated Protection (KEEP)* defense. A successful attack does base 5 damage to the cohesion condition monitor of the target. It also disrupts code

operations reducing the decker's or network entities' available dice for operations by net successes divided by 2, rounded down (minimum 1) during their next turn.

Dynamic Pattern Subdivision (DPS)

Complex Action—Attack Software
Cost: 2,000⧉ per rating
I/O: No
Alert: 2
This program breaks down interactions and functions of the software, turning them inward, which then further breaks down program utility, turning the defensive software against itself. This program completely neutralizes the *Fractal Iterative Bloom* defense. Attacks using *Dynamic Pattern Subversion* ignore 4 points of hardness when calculating damage. A successful attack does 3 damage.

Recurrent Ovonic Offset Trace ROOT

Complex Action—Attack Software
Cost: 2,000 ⧉ per rating
I/O: No
Alert: 3
This program begins a recursive targeted search, to locate critical code functions and disable them. It completely neutralizes the *Meld Activity Stealth Kernel* (MASK) defense. A successful attack does 1 base damage to the cohesion condition monitor of the target. If used sequentially, the targeting gets better, doing 2 damage on the second time it's used on the same target, and 4 damage on the third and following times it's used on the same target. Using another kind of attack resets the progression.

Defense Combat Software

Meld Activity Stealth Kernel (MASK)

Simple Action—Defense Software
Cost: 4,000⧉ per rating
I/O: Yes
Alert: 0
This program allows the decker to add dice to its defense rating during an attack. It cannot be used to defend against *Recurrent Ovonic Offset Trace (ROOT)*, having no effect. Using this defense lowers the alert level increase of all decker actions by 1.

Knitted Enclosure Encapsulated Protection (KEEP)

Simple Action—Defense Software
Cost: 4,000⧉ per rating
I/O: Yes
Alert: 2

This program allows the decker to add its rating in available dice when making a defense Computer (Electronic Warfare) dice against an attack. It is ineffective against *Batter Attached Safeguard Havens* attacks, which overwhelms the wall, nullifying it. Using this defense mode increases your effective hardening by 1.

Fractal Iterative Blooms FIB

Simple Action—Defense Software
Cost: 4,000㎐ per rating
I/O: Yes
Alert: 4
This program allows the decker to add its rating + 2 in available dice when making a defense Computer (Electronic Warfare) dice an against an attack. It is ineffective against *Dynamic Pattern Subdivision*, which separates each fractal bloom and turns it against itself.

Software

Alert Monitor

Complex Action
Cost: 1,000㎐ per rating
I/O: Yes
Alert: 1
This software lets the decker know the current value of the alert monitor and the next expected response.

Analysis Locus

Simple Action
Cost: 2,000㎐ per rating
I/O: Yes
Alert: 2
The decker makes a Computer (Electronic Warfare) + program rating test. If she gets more successes than the target's hardening value, she knows and is dynamically updated by the target's cohesion status monitor value, and the attack and defense software loaded.

Burn Target

Complex Action
Cost:5,000 ㎐ per rating
I/O: Yes
Alert: 1 per target per round
The decker makes a Computer (Electronic Warfare) + program rating test. She then selects a number of targets equal to her successes. Those targets are no longer identified as friendly to automated defenses. Drones, gun emplacements, and other automated targeting devices will now consider them valid targets.

Crack Encryption

Complex Action
Cost: 2,500⋢ per rating
I/O: Yes
Alert: File Security Rating Every Round.
This software allows you to access encrypted and secured files. You need to get a number of successes on a computer(Hacking)+ *Crack Encryption* program rating equal to six times the file security rating in order to access the file. Once you have access, you may copy, control, delete, or take any other action you wish with the file. File Security rating varies, from 1 for a public library site file to 6 for a classified military document. More advanced encryption reduces the number of dice the decker can use on a *Crack Encryption.*
Crack Encryption loads into the I/O, so you can continue to make this test until all the successes are acquired necessary to access the file.

Encrypt File

Complex Action
Cost: 1,000⋢ per rating
I/O: No
Alert: 3
This software allows a decker to make a file harder to access. The hacker makes a Computer(Hacking) + program rating test, and the first three success increases the file security rating by 2 up to 6 for the *Crack Encryption* program. Additional successes are added as a penalty to the tests of anyone attempting to crack the encryption. Encrypted programs can't be accessed, moved, used, or modified while encrypted. The person who encrypted the file can decrypt it for their own personal use without a test.

Shadow Protocols

Complex Action
Cost 10,000⋢ per rating
I/O: Optional
Alert: N/A
This software is designed to lower the alert level. It can be used actively to reduce the alert level, or loaded into the I/O stream to reduce all alert increases by its software rating.
Make a computer (hacking) + *Shadow protocol* rating test as a complex action, each success reduces the alert level by 1

Network Access Node control required software

Decoy

Complex Action—Network Access Node control required
Cost 10,000⋢ per rating

I/O: Yes
Alarm: 10
The decker picks a target and loads the decoy software into his I/O stream. As long as this is running, anyone firing on the target receives faulty information and has their targeting screwed up by the noise and holographic presentations only they can see and hear. These shadow signals and haze duplicates protect the target.
When fired upon, the target may use the program's rating as free dice added to all dodge tests.

Device Control

Complex Action—Network Access Node control required
Cost 10,000单 per rating
I/O: Yes
Alert: Hardness of target
This software allows deckers to take control of devices and systems within range of their influence. The decker must make a Computer (Electronic Warfare)+ Device Control test. They need a number of successes equal to a device's hardness. If they succeed, Device Control goes into the I/O stream, and they gain control of the device and can use or deactivate any of its functions. This raises the alert value by the hardness of the device controlled.
Unlike hacking which can just turn devices on or brick devices, this software allows complete control of the device as if she were the administrator.

Electric Strike

Simple Action—Network Access Node control required
Cost: 10,000单 per rating
I/O: No
Alert 8
This software causes an electrical discharge from nearby electrical equipment against a single target within the Decker's influence field. The hacker makes a Computer (Hacking) + *Electric Strike* rating test. The target can resist with a body test, rolling as many dice as they wish from their body pool. Base Damage is 3 to the stun condition track. This damage ignores armor. If targeting machines or synthetics, this does double damage to the target's cohesion condition track, and the decker can reroll 1's on his attack test.

Emotional Influence

Complex Action—Network Access Node control required
Cost: 15,000单 per rating
I/O: Yes
Alert: 3 per target
This software allows the decker to manipulate and alter the emotions of the targets in the field using subsonics, holograms, and soft musical clues. Targets may resist by rolling Willpower versus the decker's Computer (Hacking) + Software rating test. The decker can evoke sadness, happiness, despair, or any other emotion she wishes.

Hypnotic Projection

Complex Action—Network Access Node control required
Cost: 15,000卍 per rating
I/O: Yes
Alert: 2x number of successes
This software creates a distracting and hypnotic colorful strobe display. All targets must make a willpower resistance test versus the decker's Computer (Electronic Warfare)+*Hypnotic Projection* rating test. Any who fail to achieve more successes than the decker stand in a stupor, fascinated and unable to act. On their turn, they may take a complex action to attempt to resist and break free. Any damage or someone jostling them with a simple action renders a target immunity to this effect.

Refraction Field

Complex Action—Network Access Node control required
Cost: 15,000卍 per rating
I/O: Yes
Alert: 3+1 per success
This software allows the decker to manipulate a strong electromagnetic field. She can draw a straight line that intersects any 2 edges of her range of influence. Make a Computer (Electronic Warfare) + *Rerfaction Field* rating test. Lasers and other energy weapons fired through the barrier, drop in power by 1 per success. The field does not impede physical movement or normal gunfire.

Situational Advantage

Complex Action—Network Access Node control required
Cost 15,000卍 per rating.
I/O: Yes
Alarm: 10
The decker uses this to distribute targeting information to allies in the radius. It alters the environment (lights, holograms, sounds) to support allies and harass enemies. The decker selects a number of allies equal to the program's rating and loads the Situational Advantage software into his I/O stream. All selected allies within the range of the decker's influence reroll 1's on all combat tests.

Sonic Sickness

Complex Action—Network Access Node control required
Cost: 10,000卍
I/O: Yes
Alarm:10
The decker uses disruptive sonics to attempt to disable a number of targets equal to the rating of the software. The decker makes a Computer (Hacking)+*Sonic Sickness* rating test. Targets on their turn must succeed at a body test with at least this many successes or they are limited to

a single simple action on their turn. This lasts until they succeed twice in a row or the decker ends the program.

Targeted Disruption

Complex Action
Cost 15,000⊎ per rating—Network Access Node control required
I/O: Yes
Alarm: 10
The decker uses this to manipulate sound waves, holograms, and more to befuddle a target. The decker selects a target and loads targeted disruption to his I/O stream. He makes a Computer (Electronic Warfare)+ *Targeted Disruption* rating test and counts the successes. The target makes a willpower test and counts their successes. If the hacker gets more successes than the target, the target has minus four dice on all tests. This lasts until the start of the deckers' next turn. Once loaded into the I/O stream, the decker may select a target and use targeted disruption on them as a simple action. This software cannot affect more than one target at once.

Universal Translator

Complex Action—Network Access Node control required
Cost: 500⊎ per rating
I/O: Yes
Alarm: 0
The decker can use the access nodes to translate between any languages in range. Everyone will hear a translation on their internal gear. If a target doesn't have any internal hardware to receive a translation, nearby targeted speakers will broadcast it audibly to the area the unenhanced target is standing.

Vent Gas

Complex Action—Network Access Node control required
Cost: 3,000⊎ per rating
I/O: No
Alarm: 3
This allows the decker to access central temperature and climate control to vent gas and mist. The decker can choose one 2m (1") square per success and fill it with an opaque fog or mist. This obscures vision through the barrier but not movement. It provides total cover.

Vermin Call

Complex Action—Network Access Node control required
Cost: 20,000⊎ per rating
I/O: Yes
Alarm: 7
The decker causes certain inaudible frequencies to surround a target. At the start of the next round, vermin swarm the target, silverfish, electrical ants, cockroaches, bedbugs, and more, depending on the environment. The target is unable to concentrate on any actions, preventing

them from taking any complex actions while the effect lasts, and the decker does a flat 1+⅓ program rating in damage (round down) to the target's physical condition track at the start of each round.

Future software, data systems, and artificial intelligence all exist within the matrix. Their physical forms are stored on crystalline holographic storage or positronic cores, but when connected via wireless to the matrix, they can live and move throughout the system, visiting play worlds, existing as entities in augmented reality, and generally living the lives of machine organisms.

These entities possess a cohesion track that, when full, disrupts their activity and crashes their representation. Their original forms still exist, with corruption, and will eventually be repaired and regain access to the network. You can banish or destroy a program, but to kill it, you have to locate its core.

There are millions of different network entities being created and destroyed at any minute. Some are just tiny snippets of code, perhaps tasked with reporting what the voltage is across a fuse, others are more complicated than human brains, tasked with puzzles so complex that they are difficult to explain. Below a few are identified that would be tasked to address disruptions. These would be assigned to various alert levels by the referee, and they enter the combat virtually via AR. Anyone in AR can see these entities, and engage with them.

Unlike characters, network entities always roll their listed dice for their actions and do not have pools.

Chapter 8

Rigging

Rigging is about the precise control of drones and vehicles. It is similar to decking, in that you need a data jack and a deck called a vehicle control rig (VCR) which looks just like any other kind of deck Through this VCR, they can control and take control over drones and vehicles. The VCR determines the number and types of drones and vehicles that can be used and dominated. -=*I wouldn't recommend calling a VCR a deck unless you want a pissed-off rigger*=-Aut0bahn.

There are three ways to command drones and vehicles. First, manual control using a steering wheel or remote control. This removes four dice from all tests involving the vehicle. Nearly all

driving activities do not require tests. A driving test would be jumping a vehicle between freeway loops of different heights.

Riggers can control vehicles using a VCR (which allows vehicle control with a -2 die penalty) or riggers with a nerve rig can choose to hotseat, that is, virtually inhabit the vehicle, which provides no penalty on tests. If the rigger hotseats a vehicle, damage to the vehicle's physical condition track is applied to the rigger's stun condition track, minus the hardening of the VCR. In hotseat mode the rigger receives free bonus dice added to his reaction pool from his VCR that can be used exclusively for vehicle functions.

VCR	Zoetic	Bonus Dice	links	Hardening	Exploit Actions	Mod Slots	Rarity	Cost
Vehicle Control Rig	1	2	1	+0	1	1	3	20,000⊞
Advanced VCR	2	4	2	+1	2	2	4	100,000⊞
Master VCR	3	6	4	+2	4	3	5	500,000⊞

Vehicle Control Rigs allow riggers to directly control drones and vehicles. It requires a cranial implant, usually installed around the back of the neck, and five brain implants, in addition to the external control deck. VCR implants are not compatible with skill wires or wired reflexes, and they require a datajack. A VCR allows control of one vehicle or drone and grants a bonus exploit action that can be used for any vehicle or drone action, and the VCR has one modification slot. The Advanced VCR allows control of 2 vehicles or drones simultaneously and grants an additional pair of exploit actions that can be used for any vehicle or drone action and has 2 modification slots. The Master VCR allows simultaneous control of 4 vehicles or drones simultaneously and grants four additional exploit actions that can be used for any vehicle or drone action and has 3 modification slots.
Zoetic Restriction is how much the VCR implant affects your zoetic potential
Bonus Dice are a free pool of dice that refresh at the start of the round that may be applied to any drone test.
Links are how many vehciles/drones may be controlled simultaneously
Hardening is a bonus to the drones default hardening
Exploit actions are the additional number of simple actions that may be used on drones/vehicles

VCR Mods

Mod	Slo	Effect	Cost

	ts		
Hardener	1	Adds +1 to the drones hardening	15,000屮
Improved Hardening	2	Adds +2 to the drones hardening (cumulative with basic hardener)	45,000屮
Electric Countermeasures	1	Penalizes people targeting a vehicle or drone 1 die.	20,000屮
	1		30,000屮

Vehicle attributes

Hi-tech drones and modern vehicles are complicated pieces of equipment. Much like guns, vehicles have attributes. This includes hardening, a health track, a movement speed, a handling value, frame, cargo space, and armor. Street vehicles have an inertia value that makes them more difficult to control as they gain speed.

The rigger makes tests for controlling ground vehicles using the Drive Skill and flying drones using the fly skill. The rigger can use drone and vehicle guns using the gunnery skill. The VCR value increases the number of dice that can be used on any test involving a vehicle or drone, in addition to giving free extra actions to control drones and vehicles.

The rules for vehicles are just that. Tabletop game rules for quickly resolving conflict using vehicular mayhem. It is not a physics simulator. The rules don't contradict the laws of physics, but you won't find a formula for how far a vehicle can coast when it runs out of gas. Use the rules to manage the resolution, otherwise vehicles perform as they are expected to.

Although all transportation is automated, this doesn't mean that people don't still own personal vehicles. However, the vehicles have many restrictions about where they are allowed to go and how long they can stay there. A rigger can trivially over-ride these protections, allowing the vehicle to travel through a sector without disrupting the automated system.

Riggers maintain active control of vehicles in two situations. The first is during the tactical engagement at the job site. Vehicles and drones on the map are controlled by the rigger and have their move tracked in meters. The rigger will divide her actions between controlling the drones and taking actions herself. Drones follow the same rules for characters during combat regarding movement and firing weapons. Hostile drones if independent will have their own initiative, or if controlled by a rigger act on the rigger's initiative.

The other situation is a chase. This requires all the characters to be inside passenger vehicles. The chase does not take place on a tactical map, but instead on the chase grid (q.v.). During the chase, the characters will be pursued by other vehicles and drones (and may be targeted by static emplacements.)

Drones and vehicles can move a number of meters equal to their movement value as a simple action.

Overdrive

The Rigger can increase this movement by making the appropriate pilot + handling test as a simple action. The vehicle then moves its normal movement in addition to 2m (1") per success. This bonus applies to every simple action used for movement by this drone or vehicle this round.

Drones and vehicles have special combat options.

Ramming

Drones and vehicles can ram objects and people. The Rigger (or driver) can choose to ram as a complex action, if the target is within twice the ramming vehicles movement or adjacent in the chase grid. The rigger makes the appropriate pilot + handling test. The damage on a ram is equal to the number of successes on the test plus the health of the drone/vehicle. The damage to the ramming vehicle is the health of the target plus the target's handling skill, minus the number of successes on the pilot + handling test.

Drones & Vehicles

Vehicles use control rigs, that are installed as cybertechtronic hardware. VCR implants are incompatible with skill wires or wired reflexes and require a datajack. You cannot hotseat drones or vehicles without a nerve rig.

Drones

Drones are vehicles that do not have space for seating a passenger. They are either controlled via a Vehicle Control Rig or must be manually operated using a datajack or neural web, plus a unique bulky controller that penalizes all non-drone related tests by 4 dice. They can be launched and controlled both during tactical engagements and during chase scenes.

There are 5 categories of drones, micro, mini, small, medium, and large.
Microdrones are the size of an insect,
mini-drones are the size of a soccer ball,
small drones are the size of a footlocker,
medium drones are the size of a motorbike,
large drones are the size of a car.
The VCR allows the rigger to connect to a number of drones based on its quality.

Handling increases the number of dice from the reaction pool that can be added to control tests for piloting the vehicle.

Body is the number of boxes on its physical condition track.
Movement is the distance the drone can travel in a simple action.
Hardpoints indicate the number of weapons or accessories that can be equipped.
One weight of weapons can be supported per 3 body of the drone. All drones have baseline 2 hardening and have a digital cohesion track double in size to their body condition track. All drones have recoil compensation by default, equal to their frame body.
Though drones do not have seating for riders, they can support someone standing or sitting on the drone for every 9 points of body.

Name	Frame	Body	Movement	Handle	HardP	Armor	Cost
Bug-spy	Micro	1	4m (2")	2	0	—	1,000艹
Disc	Micro	2	8m (4")	4	0	—	1,200艹
Orb	Mini	3	4m (2")	2	1	1 B	2,000艹
VSTOL Bird	Mini	3	10m (5")	4	1	—	2,000艹
Roto-drone	Small	6	10m (5")	4	2	1 B	5,000艹
Shield Drone	Small	3	8m (4")	—	—	*	2,500艹
Dog-patrol drone	Small	10	8m (4")	2	1	2 I	12,000艹
Anthrodroid	Small	9	6m (3")	1	1	2 B	14,500艹
Mobile Sentinel	Med	15	10m (5")	2	3	2I/2B	45,000艹
Hawk	Med	9	12m (6")	4	1	1B	68,000艹
Shield-wall Drone	Med	12	6m (3")	0	—	*	80,000艹
Anthrobruiser	Med	18	6m (3")	1	3	2I/3B	235,000艹
Gladiator	Large	24	4m (2")	2	5	3I/4B	580,000艹
Aerial Warden	Large	36	8m (4")	4	4	2I/4B	995,000艹

1 weapon per hardpoint. 1 weight weapon may be mounted per 3 health. Weapon not included.
Drones
Bug-Spy. This is an insect-sized drone. A rigger having one of these drones active gains +1 free die on all Reconnaissance and Observation skill tests, as well as granting +2 dice to the riggers initiative roll.
Disc. This is a plate-sized drone. It hovers, spinning in the air, providing vision to the rigger 360 degrees around the drone. The drone can also illuminate areas anywhere within a 10" radius of its position. It can raise the light levels to lit or bright light in any 2-meter diameter (1") or indeed the entire 10" radius or any combination in-between.

Orb. This is a vortex engine quantum locking orb. It emits a small rushing noise when in use, and bobs as it locks onto different magnetic fields. It hangs in the air and moves from place to place in an odd weaving pattern. It contains a hardpoint mount for any weight 1 weapon.

STOL Bird. This is a short take-off stealth drone. It provides +4 dice on any reconnaissance tests. It flies over the target area several times, taking photographs, heat scans, radar mapping, manon particle density, and structural density analysis. It provides the number of life forms on-site, visible equipment, the layout and depth of each level, ley line locations, and the rating for all walls/barriers/and objects is automatically known without consuming successes on the reconnaissance skill test. The stealth component removes six dice from all tests that affect the drone, detection, targeting, and hacking. This drone moves at high speed and isn't suited for static engagements, but it can assist the rigger with terrain analysis during a chase. The drone and its weapon are available every fourth round in a static engagement as it circles overhead.

Roto-drone. The Rigger gold standard. An armored flying drone with two hardpoints for mounting weapons. It has six high-powered rotors, great mobility, and provides thermal vision to the rigger, eliminating light penalties for firing for both the rigger and the drone.

Shield Drone. This is a diamond-shaped drone that hovers around the Rigger. Any time the rigger is under fire, they expand, creating a 4-centimeter diameter magnetic field which is then filled with superheated plasma. They spin around the rigger to intercept bullets. Any gunfire traveling through the plasma shield is atomized. The rigger can reroll any 1's on dodge tests. If the reroll comes up a 1 the drone is hit and takes the weapon damage.

Dog-patrol Drone. This is a ground-based drone. They can be purchased with either a tracked movement system, the standard leg model, or with wheels. The tracked movement system reduces its movement rate by 1" but increases its Body by 2, allowing heavier weapons to be mounted. Installing wheels removes 1 health, but increases movement by 4 meters (2").

Anthro-patrol drone. It's a little robot buddy! It stands just over 1 meter tall. In addition to the hardpoints, it can wield a melee weapon and make melee attacks. When making melee attacks with this drone, the rigger uses his reaction pool and uses their articulated maneuvers skill in addition to their melee weapons skill to make the attack. E.g. A rigger with a rank six in melee weapons skill and a rank six in articulated maneuvers skill can roll 12 dice on his reaction test. The patrol drone is considered to have a strength of 3.

Mobile sentinel. This is a hovering weapons platform. It is about 2 meters high and hovers about 10 centimeters off the ground, though on a successful pilot (fly) test, it can rise up to six meters to gain a vantage point.

Hawk. This drone circles high off the ground and provides the ability to perform high-altitude attacks in battle. It is often outfitted with cluster bombs, high caliber, or energy weapons. It can target in the open or through glass, or on the roof of any building.

Shield wall drone. This is a mobile, wheeled, ground-based system that creates a magnetically contained plasma-field providing cover anywhere from 1 to 4 meters in length (up to 2" on the table), and up to 2 meters high. It provides full cover. It can be arranged in a straight line or curved up to 2 meters maximum in one direction.

Anthrobrusier. This is a big robot buddy. It stands 3 meters tall. In addition to the hardpoints, it can wield a melee weapon and make melee attacks. When making melee attacks with this drone, the rigger uses his reaction pool and uses their articulated maneuvers skill in addition to their melee weapons skill to make the attack. E.g. A rigger with a rank six in melee weapons

skill and a rank six in articulated maneuvers skill can roll 12 dice on his reflex test. The patrol drone is considered to have a strength of 6.

Gladiator. The most popular model is the Devastator. It stands over 4 meters in height. In addition to the hardpoints, it can wield a melee weapon and make melee attacks. When making melee attacks with this drone, the rigger uses her reaction pool and uses their articulated maneuvers skill in addition to their melee weapons skill to make the attack. E.g. A rigger with a rank six in melee weapons skill and a rank six in articulated maneuvers skill can roll 12 dice on his reaction test. The gladiator drone is considered to have a strength of 14.

Ariel Warden. The Rook. It stands 3 meters in height and is about 6 meters wide. In addition to the ability to hover, and reach up to six meters in the air for an elevated firing solution, it is heavily armored, and in addition to the four hardpoints, each able to hold a six weight weapon, has three shielded positions providing full cover for up to three passengers.

Drone Weapons

Type	Acc	Dam.	Clip	Modes	wt	Pen	Cost
Missile launcher	0	150	1 missile	SS	1	0	178,500㠭
Sentry Gun	2	4	40	SS	1	2	750㠭
Recoiless Gun	4	2	20	SS	1	1	950㠭
Gatling gun	1	3	360	SS, B, FA	2	2	2,500㠭
Grenade Launcher	3	20	24	SS, B	2	0	8,000㠭
Autocannon	4	9	120	SS, B, FA	2	3	93,000㠭
Recoiless Rifle	3	6	80	SS, B	2	4	20,000㠭
Oil Slick	—	—	1	—	1	—	285㠭
Smokescreen	—	—	1	—	1	—	695㠭
	Acc	Dam.	Heat	Heat Threshold	wt	Pen	Cost
Dazzleray	0	—	—	—	1	0	170㠭
Heavy Swell	—	—	5	5	1	0	500㠭
Sonic Disruption	0	—	—	—	1	0	500㠭
Pulse Rifle	0	5	3	15	2	0	125,000㠭
Pulse Minigun	0	2	9	45	2	0	300,000㠭
Railgun	3	12	3	21	2	6	450,000㠭

Particle Projectile Cannon	5	8	2	20	3	3	700,000⍾

Modification	Effect	Wt	Cost
Gyro-mount	+1 Recoil capacity	1	1,500⍾
Extended Clip	+20% ammunition	1	1,000⍾
Hardening	+2 to base hardening level	1	2,500⍾
Gas Vent	+1 Recoil capacity	1 per level	1,250*rating⍾
Advanced Hardening	+4 to base hardening level	2	11,000⍾
Armor	+1 ballistic armor	1	800⍾
Improved armor	+2 ballistic armor	2	1,600⍾
Battle Ram	Vehicle does double damage and takes ½ damage in a ramming action	2	1,800⍾

Modifications may be mounted on drones without consuming hardpoints, but still, require the drone to have 3 points of body health per point of weight. Hardening and Advanced Hardening may only be installed once each (for a total of 8)

Drone weapons are cheaper than their hand-held variants because the support structure and technology don't have to be miniaturized enough to make the gun hand-held, though in a pinch, they can be manually fired at a -4 die penalty if your personal strength is 6 times the weight of the weapon.

All drone weapons are always considered to be firing at the optimal range out to 1,000m (250") and receive no modifiers for range till this point. (The real-life range of most of these weapons is twice this)

Smart Missile. This anti-tank, anti-personnel missile is electronically guided to the target, The place where the missile impacts receives 150 damage, dropping by 2 per meter (-4 per 1" on a tabletop). Replacement missiles cost 150,000⍾. Missiles ignore ballistic armor.

Sentry Gun. This is a large caliber gun. It must be installed on a ground-based vehicle because of the recoil.

Recoiless Gun. A large caliber gun designed to be mounted on a flying drone.

Gatling Gun. This is a small mounted machine gun.

Grenade Launcher. This fires either a single grenade or a burst of three. Each grenade is targeted separately.

Autocannon. This fires large cartridge rounds of different types.
Recoilless Rifle. This fires large cartridge rounds of different types.
Ammo Types for autocannon and recoilless rifle
- Armor-piercing, adds 2 to the penetration rating of the weapon
- HEI, this is explosive incendiary ammunition, -3 penetration but has +3 damage and does its damage to all targets in a 2" radius, and starts fires.
- Tracer rounds may be interspersed with another ammunition type and add +2 accuracy to targeting but alert all targets to the source of the gunfire.

Oil Slick. Covers up to 20 squares in slick oil, penalizing ground-based targets three dice on any tests made while in the slick. After passing through the slick, the next round you have a penalty of 2 dice. This can also be targeted against opponents during a chase. They have to succeed at a pilot test (at the noted penalty) to not lose control of their vehicle and wreck.

Smokescreen. Creates an area of up to 30m wide and 60m long filled with opaque smoke. The smoke provides total cover. During a chase, this provides total cover from all pursuing targets.

Dazzleray. This is a mounted laser weapon that blinds human targets. A single target is selected, and while targeted gets -3 dice to all tests. Anyone with flare protection mods is immune.

Heavy Swell. This is a weapon that fires a burst of microwaves to disable drones and electronics. It takes a complex action to acquire a target and then fires a burst of microwaves in a cylinder 6 (3") meters in circumference that deals 20 damage, reduced by an object's hardening to the target digital cohesion track. This also affects synthetics cohesion condition track and disables cyberware for 2 rounds while it reboots. Human targets get burned and blistered, causing 1 wound to their physical condition track if caught in the blast.

Sonic Disruption. This produces a range of sound that causes nausea in all targets. The rigger can select a single target, or hit every target in a radius between 1 and 10 inches. Targets that fail a body resistance test against the success from the gunnery test of the rigger are nauseous and can only take simple actions. They can retry this test every round.

Pulse Rifle. This weapon takes a simple action to fire. It shoots an intense charged beam of light that when striking the target creates plasma, resulting in a burst of light and force. This device is extraordinarily painful, the dispersed field interacts with proteins on nerve endings causing terrible pain. Anyone hit with this beam is penalized a number of dice on their next round equal to the damage done. The beam is nearly invisible and is difficult to target.

Pulse Minigun. This weapon needs to spin up before firing. It takes a complex action to spin it up, during which no firing can take place. It cannot spin up and fire on the same round, even if the character has additional actions available. The following round after spinning up, it takes a complex action to fire on full auto. It fires thirty inaccurate electrical charged pulses towards targets per complex action. This adds thirty dice to your pool to hit targets. Each additional target removes two incrementing successes instead of one, (q.v. full auto), e.g. the second target removes 2 successes, the third 4 successes, the fourth 6 successes, etc. As with pulse rifles, targets are blinded, disoriented, and in pain and are penalized a number of dice on the next round equal to the damage done. Once spun up, the weapon continues to spin, even if not fired.

Railgun. This weapon requires a complex action to fire. The railgun is supercooled and constantly vents small amounts of gas. It uses a small bead of mercury which is injected into the

firing chamber at a high velocity and then is accelerated downrange by the large magnetic rails, achieving speeds far in excess of traditional projectiles. The weapon ignores armor.

Particle Projection Cannon. This is essentially a large portable particle accelerator. Users are assured there is no risk of cancer from using the weapon. It takes a complex action to fire, and shoots a stream of atomically charged particles (protons and electrons) at a target. It is an electrodynamic weapon, accelerating the particles using increasingly strong magnetic fields. Each particle is like a grain of sand, hitting the person with dozens of microscopic bullets.

Vehicles

Name	Health	Speed	Handling	Armor	Cargo	Cost
Scooter	8	4”	1	—	1	1,200⹋
Motorcycle	14	8”	4	—	2	2,200⹋
Chopper	16	5”	3	—	3	12,000⹋
Battle Cycle	20	4”	2	1B	1	45,000⹋
Racing bike	12	7”	6	—	1	28,000⹋
Two seater	16	6”	2	—	4	16,000⹋
Sports Sedan	20	7”	3	—	6	55,000⹋
Sportscar	20	8”	4	—	4	125,000⹋
Family Sedan	22	6”	3	—	10	80,000⹋
Luxury Sedan	24	7”	4	—	8	212,000⹋
Limo	30	6”	3	—	6	300,000⹋
Pickup	28	6”	3	—	10	85,000⹋
Delivery Van	28	5”	2	—	12	35,000⹋
Luxury van	30	6”	3	—	10	80,000⹋
Armored Car	48	5”	4	2 Impact 4 ballistic	14	155,000⹋
Small Boat	24	5”	3	—	2	8,000
Speedboat	20	7”	5	—	3	350,000

Patrol Boat	32	8"	4	1 ballistic	6	600,000	
Nightwing	8	8"	6	—	1		
Cessna	36	16"	4	—	4	30,000	
Seaplane	40	18"	3	—	6	40,000	
Cargo Heli	44	24"	4	—	20	250,000	
Transport Heli	32	24"	5	—	16	300,000	

Vehicle Weapons

Type	Acc	Dam.	Clip	Modes	wt	Rare	Pen	Cost
Oil Slick	0	0	6	—	1	5	—	490㞢
Machine Guns	2	3	800	FA (60)	1	4	3	14,000㞢
Autocannons	2	4	800	FA (60)	2	5	4	17,000㞢
25 mm Cannon	4	10	16	SA, B	3	5	5	34,000㞢
30 mm Cannon	4	15	12	SA, B	3	5	6	54,000㞢
Tank Cannon	2	400	4	SS	3	6	6	100,000㞢
Vulcan Cannon	10	10	15,000	FA (600)	4	6	6	35,000㞢
Rocket Launcher	0	20	150					
Missile Launcher	0	150	12	SS, Burst (4)	2	6	0	178,000*㞢 +78,000㞢 per missile
	Acc	Dam.	Heat	Heat limit	wt	Rare	Pen	Cost
Pulse Cannon	0	10	3	15	1	4	0	125,000㞢
Tactical Tsunami	—	—	5	5	3	3	0	500㞢
Plasma Cannons	0	6	9	81	3	5	0	300,000㞢
Railgun	3	24	3	21	3	5	6	450,000㞢

Particle Projection Cannon	5	8	2	20	4	6	3	700,000屮

Vehicles may load 1 weight of weapons per 3 points of health. Weapons of weight 3 reduce cargo space by 1 (and cannot be installed if there is no available cargo space). Weapons of weight 4 reduce cargo space by 2. Vehicle weapons function the same as drone weapons. The Tactical Tsunami is the vehicle grade Heavy Swell weapon. The Vulcan Cannon is a super high-capacity gatling style autocannon.

Modification	Effect	Wt	Cost
Gyro-mount	+1 Recoil capacity	1	1,500屮
Extended Clip	+20% ammunition	1	1,000屮
Hardening	+2 to base hardening level	1	2,500屮
Gas Vent (1-3)	+1 Recoil capacity	1 per level	1,250*rating屮
Advanced Hardening	+4 to base hardening level	2	11,000屮
Armor	+1 ballistic armor/+1 Impact	1	800屮
Improved armor	+2 ballistic armor/+2 Impact	2	1,600屮
Battle Ram	Vehicle does double damage and takes ½ damage in a ramming action	2	1,800屮
Digital Paint	Changes visual color of vehicle at will	—	1,500屮

Grenades & ammo

Name	Damage		Cost
Smoke	—	6 1" squares total cover	35屮
Incendiary	10+fire		55屮
Explosive	40		45屮
Shock	40 Stun		210屮

Bullets	Varies	500 bullets all handguns/small arms/sniper	100屮
25 mm ammo	10		90屮
30 mm ammo	15		137屮
Tank KE round	400	Ignores armor	4,000屮
Tank HE round	400	Damage 50 fire explosion	4,000屮
Tank Canister Round	400	Damages all targets in 15 degree cone	4,000屮
Guided Missile	150		78,000屮
Vulcan Cannon Ammo	10		27屮 a round

Chase Scenes

Frequently the players will be in pursuit of a target in a vehicle, or will be pursued by forces while they flee in a vehicle. When that happens we use the "Car Chase" framework, along with the vehicle chase board.

Car chases are exciting! The vehicle chase board is a rapid way to resolve an exciting chase. To escape the players must either destroy or evade all the pursuers or successfully complete a number of 'legs' of the escape, based on the difficulty of the run. The default is three legs, professional runs require four legs, and prime runs require evading to five legs. Once you've covered all the legs of the journey, you've reached safe territory where you can evade and escape whatever pursuit remains.

The players take their turn first, each getting all their actions as they would in a combat round. Then the enemy vehicles advance and if adjacent to the player vehicle, can attack or ram it.

Ahead of the player are the paths. Each contains a set of face-down path cards. They travel towards the hidden path cards. Some characters will have the ability to scout these paths and turn the cards face up before you reach them. Path cards have a variety of effects. They may allow you to complete the leg, introduce a new opponent or an obstacle, or any event the referee has planned for the chase. You continue to move forward and flip cards, until you turn over the appropriate number of leg completed cards, all enemies are gone, or your vehicle is wrecked.

If you've wrecked, prepare for a final shootout with an escape zone marked behind your opponents using standard tactical combat. If you survive and escape or kill all the enemies, the chase is over and you have escaped.

At the end of each turn, the primary path card is flipped over and applied. It's possible for the rigger to drive towards certain paths, causing one path to trigger instead of another. The rigger can also succeed at a maneuver roll to have the secondary path card affect the enemies.

Anyone with a deck can try and find out the status of the road ahead, by success on a Computer (Hacking) + Hacking software rating test. Riggers can also use a VSTOL bird, roto-drone, mobile sentinel, or hawk to scout ahead by success on a Piolt (Flying) + handling skill test. On a success, the targeted path cards are flipped face up.

Enemies will either be engaged with the players in one of the engagement spots, or on one of the range categories, close, falling back, and distant. Riggers can try to pull away from vehicles, causing them to drop back a range category. Riggers choose a target and make a Pilot (Drive or Fly depending on the vehicle) + handling skill test. The Rigger needs a number of successes equal to the target vehicle handling. If the other vehicle is poilted by a rigger, its a contested test. The rigger needs to get a number of successes in excess of the vehicles handling in a test between riggers. If he gets these successes, the opponent drops back a range category. Enemies that drop off from distant range are out of the chase. Flying opponents cannot be escaped and will always be considered in the close zone.

Any character in the vehicle can use their actions to make an attack against any target in a close zone or within catching up distance. Any target that takes damage equal to its health condition track is *wrecked* and must be repaired before it is useable again. It is also out of the chase.

As a complex action, the rigger can make a test to switch towards another of the paths. The Rigger can make a Pilot (drive/fly) + handling skill test as a complex action. If they achieve two successes, they can switch paths. This simply swaps the path decks. The secondary deck becomes the primary and vice versa.

Each point of handling of a vehicle increases the limit of dice you can use on tests. (i.e. a vehicle or drone with 2 handling allows you to make a pilot(drive/fly) test with 2 additional dice from your reflex pool) As the vehicle takes damage, its handling becomes less responsive. For every 3 wounds, lower the dice that can be used on tests by one. When/if the handling drops below zero, opponents targeting the handling still treat it as one and need one success, but the vehicle still receives a penalty on rolls.

Note that anyone with a deck can help scout ahead, anyone can use their ranged weapons against pursuing targets, and there may be other issues that need addressing during the chase, such as sucking chest wounds from a shotgun.

See chapter 11 for the full chase sceen framework.

Repairing vehicles

Vehicles and drones are repaired and modified using the Engineering (mechanic) skill. The cost per health track box is 1/100th the vehicle base price.

Chapter 9

Magic

Magic has returned to the world. We have emerged from a shadow, a desert in the galaxy. Now the manon is common. Preliminary investigation has shown that earth took 20,000 years to pass through an area of space that somehow blocked this fundamental but newly discovered particle.

What is the manon?

Early preliminary testing and research believed this particle was the fabled 'graviton' somehow controlling gravitational energy. That was quickly proven not to be the case. All particles in the universe are simply projections of universal vibrations, like sand over a giant speaker. In six of the nine dimensions, fundamental reality in the form of strings vibrates. The results of those vibrations cause particles like protons, neutrons, electrons, and photons to exist. These projected vibrations are reality.

The manon manipulates and regulates these vibrations. Manon flows are commonly referred to as ley lines.

Evolution

Much like some animals can sense magnetic fields, certain people can sense manons. This genetic marker is primarily found most commonly in people of sub-saharan African and middle-eastern ancestry. Approximately .08% of the population has this marker, or about 250 million people in 2090.

"You don't want to say anything, because they'll think you are crazy like a goat. It's like describing a color you can't see. You just have to take out the batteries, and lose focus. Then it gets cloudy, vision a little dim on the edges. You can then start to see the flows of pastel waves."
- Alphonso Uduike

Astral vision allows one to perceive manonic flows and concentrations, along with other. . . things.

The Astral Plane

Astral Vision does not only reveal mana flows, but shows us that we share the earth with unimaginable creatures. On earth there are millions of creatures, insubstantial and bizzare—spirits, that are only visible to those who can see into the astral plane. These creatures can often be bargained or reasoned with. With the return of mana, they too can influence the material plane.
-=(It freaks me the frak out! Can you imagine weird ghost like things in your house? Who the frak knows what they are doing?)=- Spookysue
-=(I do, and it's even worse than you think)=- Mastamage

How does magic work?

Mana energy can manipulate vibrations at a dimensional level. These vibrations then become objects, effects, and forces in our reality. Mana particles vary in density, collecting into flows or rivers. These are referred to as ley lines and they criss-cross the planet. There are also certain dead zones where mana flow is inhibited.

Aligning certain brain states, combined with manipulation of the body's magnetic fields and specific vibrational utterances, allows you to influence the vibration of the manon's string, altering space-time. The effects and the methods of causing these changes to seem arbitrary and empirical.

(Look up accidental spellcasting sometime. Though rare, more than one person has been blown up or found themselves flying through the air via accidental manon manipulation. It was pretty wild in the early days)=- Fizban

Utilizing mana requires certain ritual actions and the ability to produce certain changes within your brain. Depending on this ritual tradition, you can experimentally begin to explore variations of utterances, motions, and mindstates that produce different effects. Once discovered, this knowledge can be shared and explored; the activities taken to cause this effect were naturally spells, which can then become further explored and mastered.

It is very difficult to learn one of these many **traditions**, most mages specialize in just one. Following a tradition means living a certain lifestyle, maintaining a particular outlook, and focusing on certain activities.

However, certain rare individuals known as **archmages** have a better natural understanding and perception of mana. They can more easily manipulate effects, following not a specific tradition but rather understanding magic at a deeper level, allowing them to duplicate effects from any tradition.

Amps are not full mages but those who manipulate mana subconsciously. They utilize its energy in the form of physical feats and strange powers.

Shamans do not necessarily cast spells but focus on binding and bargaining with the many spirits that exist outside of our perceptions.

A specialty mage may purchase spells from a single school during character creation and after. An archmage may purchase spells from any school. Shamans purchase nodes on a shaman sphere grid that allows them to develop relationships with spirits. Some "spells" are specialized passive effects and are not cast. The zoetic potential of the wizard limits these. Passive effects have a zoetic potential cost, and the total of all these cannot exceed your maximum zoetic potential.

Mana covers the earth in a web of ley lines. The more powerful the ley line, the easier and more powerful spellcasting is. These are not usually visible (though occasionally they produce auroras during storms and on dark nights) but can be seen with astral senses. The wizard draws power from these ley lines to power their spells.

Magic overview

Zoetic Potential

The zoetic potential is the same for all living creatures. The base Zoetic potential is 6. With focus and study, this potential can be improved using kismet and accouterments. Zoetic potential is highly reactive to both metal and electronics. For every piece of gear carried that contains metal or electronics, your Zoetic potential is reduced by one. Cybertechtronics also reduce your Zoetic potential.

Astral Senses

Magic energies are a whole world laid upon our world. People's auras, astral wards, bound enchantments, astral spirits, and more are only visible on the astral plane.

Astral Creatures

There are special kinds of life that are only visible astrally. These creatures exist either partially or fully within the astral plane. Some are small astral motes of light, and others life akin to insects or plants. Others are like wild beasts are animals. Some are ancient beings of great power. And some are *inequitatem*, spirits malicious to life.

Wards

Mages can raise wards. These barriers reduce the force of all spells cast through them.

Ley Lines

Ley lines crisscross the planet. Spells cast on a ley line can add the power of the ley line to the spell. Mages near the leylines gain a power boost. There are void lines, which work as magic-sapping areas. It's easier to resist spells near a void line, and harder to cast them.

Force ratings

Every spell and enchantment has a force rating that indicates its potency. The higher the force, the larger the area, the higher the effect, the longer the duration.

Drain

Channeling magic through the body is damaging. After a spell, you are afflicted with drain, calculated via a spell's drain code. You can reduce this stun damage by using your channeling skill.

Casting spells

Each spell has a force rating. You learn a spell at a maximum force rating of your choice, as long as it is equal to or less than your zoetic potential.

When casting a spell, you must select the force level you wish to cast the spell at. You can select a force level up to the force level you learned the spell at. The force level determines the effect of the spell, along with how difficult it is to resist the stun of the spell.

To cast a spell, roll your sorcery skill + the ranking of your spells foci using your willpower pool

The spell will have a drain code that uses the force of the spell to calculate stun damage. Mages can roll their channeling skill + the ranking of the spell's fetish using their willpower pool, and for every success, they reduce the stun damage by one. They apply the remaining drain to their stun track. Force is always rounded down in the drain code but has a minimum of 1.

You cannot learn or cast a spell of a force higher than your zoetic potential.

Resistance

Living targets can resist spells using their attributes. The spells will identify how targets resist the spell. After the spell is cast, targets roll their resistance, using as many dice from the relevant pool as they wish, and for every success, they reduce the wizard's success by one. If all the successes are eliminated the spell fails to take effect, but the wizard still stuffers drain. For continuous spells, place a die next to the effect representing the number of successes the mage got on the spellcasting test. This is the number of successes targets need to roll on their resistance test to avoid or ignore the effects of the spell. Unless noted otherwise in the spell description, targets can take a complex action to resist an ongoing effect.

Ley lines

The power available varies across the surface of the planet. They vary in width and distance. A successful astral senses test will reveal all ley lines in the area. Each ley line has a force rating. For those standing on the line (some of which may be as narrow as one meter or as wide as five hundred) they get the force rating of the ley line doubled in free dice applied to channeling, conjuration, and sorcery rolls. These dice may be applied to any magic-related activity ignoring limits. If you are adjacent to a ley line (within 2 meters, 1"), you can access the force rating of the ley line of free dice for channeling, conjuration, and sorcery rolls. There are no reports of side-effects from channling ley line energy.
-=(That sounds suspicious.)=-Albatross

Void Lines

These are areas devoid of mana. They are not always lines, sometimes "pools" of mana draining energy are formed. If on a void line, the force rating of the void line in dice is subtracted from anyone attempting to use sorcery, channeling, or conjuration. The force rating of the void line in dice is added to any resistance tests.

Line of Sight and Line of Effect

Generally, wizards can cast a spell on any target they can see with their eyes. Spells are unable to be cast through images on screens, camera feeds, etc. Some spells, those where a projectile leaves the wizard and travels to the target, also need a line of effect. Things like glass and plexiglass will block the target. Spells that do physical or elemental damage will impact and damage the barrier (and nearby targets if it's a ball spell).

Wards

Wards are barriers that prevent the passage of spells and anyone who isn't keyed to pass the ward. The non-living area to be warded must be marked in some way, chalk, runes, beads, et. al. People who are unkeyed to the ward can pass through it with a strength test with a number of successes that equals or exceeds the force of the ward. This immediately alters the mage that set the ward. Spells that are cast through the barrier have their successes lowered for each point of force of the astral barrier. Note that astral barriers do not prevent the passage of matter, allowing the passage of both drones and bullets.

Foci

Foci are tools that assist in the casting of spells. Each spell can have its own unique focus, which allows you to increase the number of dice you can roll from your willpower pool to cast the spell. Foci have a rating from 1 to 6. Foci cost 1,000⳹ times their rating.

Fetishes

Fetishes are tools that assist mages in resisting drain. Each spell can have its own unique talisman which allows you to increase the number of dice you can roll from your willpower pool to channel the spell drain. Fetishes have a rating from 1 to 6 and add one die to your channeling skill per rating. Fetishes cost 1,000屮 times their rating.

Raising Zoetic Potential

Mages can advance their zoetic potential. First they need twice the rating in kismet for their new ranking. E.g. to raise your zoetic potential to 7, you need 14 kismet. Secondly, they must deepen their connection to the tradition or magical mastery. They do this by acquiring one of the following things: a talisman of power, a familiar, a cabal or cult, an enchanted raiment, making a pact with an astral entity, and binding an astral creature to your service. Magic advancement is covered in Appendix C.

Schools of study

Incantor

These are the modern hermetic order. With the introduction of magic, it was discovered that some of these ancient texts and rituals allowed mages to manipulate magical energy. Little is known about hermitic orders, their members belong to chapter guilds, with sanctums that ban all those not of their order. Their members are made up of professors and madmen, all those who seek power. Though enigmatic, they have a great deal of adroitness with raw magical power.

Create Barrier

Price: 1,400 屮 per point of force
Target Resistance: N/A
Duration: one round per point of force, plus one round per success
Drain: Force
This creates a barrier, 20m (10") in length, and anywhere from four to twenty feet in height. The barrier is translucent and solid. It has hit points equal to twice the number of force+successes, and armor equal to ½ the force of the spell.

Daze

Price: 1,500 屮 per point of force
Target Resistance: Willpower
Duration: Instantaneous
Drain: 2 + (Force/2)
Use a bolt of mana to stun an opponent. Deals Force+net successes in damage to the target's stun condition track.

Disguise astral aura

Price: 800屮 per point of force

Target Resistance: Charisma
Duration: Two hours per point of force + two hours per net success.
Drain: 1 + (Force/2)
Alter a targets aura, disguising magical abilities and hiding things revealed to astral sight

Flight

Price: 1,000凸 per point of force
Target Resistance: N/A
Duration: one round per point of force + one round per success
Drain: 1 + (Force/2)
This spell allows the caster to fly. For the duration of the spell, the caster can move in any direction using his normal movement rate.

Light

Price: 200凸 per point of force
Target Resistance: N/A
Duration: Two hours per point of force + two hours per success.
Drain: 1
The caster chooses a point within visual range. A light appears and illuminates the area, casting bright light that emanates from that point out to 40m (20"), and raising all adjacent light levels by one.

Haste

Price: 1,400凸 per point of force
Target Resistance: Willpower (Optional)
Duration: One round per point of force + one round per success
Drain: 2 + Force
The caster chooses a number of targets equal to the force of the spell. All characters receive an extra simple action they can use for each of their turns, along with a +4m (+2") increase to their movement rate for the duration of the spell.

Mana Ball

Price: 2,000凸 per point of force
Target resistance: Willpower
Duration: Instantaneous
Drain: 3 + Force
Gather mana and channel it into a ball of destructive energy. Affects a radius of 1 meter (.5") per point of force. Deals Force+net successes to the Stun track all targets in range.

Mana Bolt

Price: 1,000 凸 per point of force
Target resistance: Willpower
Duration: Instantaneous
Drain: 3 + (Force/2)

Gather mana and channel it into a bolt of destructive energy. Deals 1+Force+Net Successes to a single target's Stun track.

Mind link

Price: 400 卍 per point of force
Target Resistance: Willpower (optional)
Duration: One hour plus one hour per success
Drain: (force/2)
This allows the caster to link minds with a number of targets equal to the number of successes. This simply allows the targets to speak with each other, directly mind to mind. It works similarly to a commlink, allowing targets to speak to each other silently.

Shatter ward

Price 2,500卍 per point of force
Target Resistance: N/A
Duration: Instantaneous
Drain: 3 + Force
Use mana to sunder a ward with great violence. If the force + number of successes is equal to or higher than the ward's force value, the ward is torn asunder. If there are fewer successes than the ward's force, the force of the ward is lowered by one.

Powerball

Price: 2,000卍 per point of force
Target resistance: Body
Duration: Instantaneous
Drain: 3 + Force
This gathers magical energy into a physical explosion of force that strikes a target area. Affects a radius of 1 meter (.5") per point of force. Deals ½ Force+net successes to the physical track all targets in range.

Powerbolt

Price 1,000卍 per point of force
Target resistance: Willpower
Duration: Instantaneous
Drain: 3 + (Force/2)
This gathers magical energy into a physical bolt of force that strikes a target. Deals Force+Net Successes to a single target's physical track.

Auralurgy

Sound vibrations do more than influence behavior. This tradition contains musicians, dancers, poets, and people who are sensitive to astral insights and rhythms. They frequently combine drugs and medicines that change their perceptions and spend hours gaining mastery of their form of expression. They are found in colleges, in bars after hours, destitute and rich. But the

study of auralurgy makes them all aware and connected to each other, a secret network of knowledge and influence.

Rune of the Unspeakable Alarm

Price: 150㎂ per point of force
Target Resistance: N/A
Duration: 1 day per point of force
Drain: (force/2)
This spell wards an area of 20 square feet per point of force. Anyone crossing this barrier triggers an alarm. The caster can determine if they want this alarm to be audible to everyone, or to just notify them of the intrusion. This ward can be made permanent by spending 1,000㎂ on reagents per point of force.

The Charm of Raucaus Cacophony

Price: 500㎂ per point of force
Target Resistance: N/A
Duration: 1 round per point of force
Drain: 1+ (Force/2)
This spell creates a noise of up to 20 decibels per point of force. The caster can determine the sound, it could be music or a concerto, the sounds of guards, an explosion, anything they wish. At high force levels (Force 7+ decibels in excess of 130) this spell does damage equal to half the total successes to the physical condition track to any target within 2 meters (1”) of the target point, and half that to anyone within 20 meters.
(It'll also alert everyone within like 2 miles, so there's that)=-R4D10F4N

Forbidden Glamour of Accord

Price: 1,500㎂ per point of force
Target Resistance: Willpower
Duration: 1 minute per point of force
Drain: 3 + (Force/2)
This spell produces subsonic vibrations that make people and animals calm and relaxed. The targets are more receptive and positive. This gives anyone + two dice to any charisma test against the targets.

Chant of Dire Malady

Price: 2,000㎂ per point of force
Target Resistance: Body
Duration: 1 round per point of force
Drain: 1 + Force
This caster chooses a point. A field extends out from this point 2m (1”) per point of force, causing all caught within to feel dizzy and nauseous. Anyone in or who enters or is in this area who fails a body resistance test vomits on their next turn and following turn can only perform simple actions. Even if they succeed, everyone in the field removes 2 dice from all tests.

Rune of Vicious Rage and Sorrow

Price: 1,500屮 per point of force
Target Resistance: Willpower
Duration: 1 round
Drain: 3 + (Force/2)
The caster chooses a target. If the target fails their willpower resistance, they become inflamed with rage and charge the nearest target, and attempt to kill them with melee, whether friend or foe.

The Blessed Chime of Glorious Release

Price: 2,000屮 per point of force
Target Resistance: N/A
Duration: Instantaneous
Drain: 1+ (force/2)
The caster causes a bell to ring. In an area 1m (.5") per point of force all locked and restrained targets with a hardness of less than 1 + the force of the spell release. Locks, knots, anything that is bound or sealed is released. This has unpredictable effects on living creatures, sometimes causing them to cry, lash out, or spasm in ecstasy.

The Ancestral Working of the Savage Peal

Price: 2,500屮 per point of force
Target resistance: Body
Duration: Instantaneous
Drain: 3 + Force
The caster flings a bolt that bursts into a sonic explosion of force that strikes a target area. Affects a radius of 1 meter (.5") per point of force. It deals 3 * force + net successes in physical damage to barriers, ignoring hardness and force + net successes in damage to the stun condition track of living targets.

The Horrid Call of Za'lota

Price: 2,000屮 per point of force
Target Resistance: Body
Duration: 1 round per point of force
Drain: 1+Force
The caster selects a target and it begins emanating a deep resonance that is extremely attractive to insects. Vermin swarm the target, silverfish, electrical ants, cockroaches, bedbugs, and more, depending on the environment. The target is unable to concentrate on any actions, preventing them from taking any complex actions while the spell lasts.

The Seven Chimes of Forceful Approbation

Price: 2,500屮 per point of force
Target Resistance: Willpower
Duration: 1 round per point of force
Drain: 3 + Force

The caster causes a target to hear mesmerizing chimes. If the target fails the willpower resistance test, the chimes cause them to stand up and rhythmically clap, dropping whatever's held in their hands. Each round, they can check their resistance to overcome the successes of the casting wizard.

The Confounding Rhythms of Dire Doom

Price: 1,500屮 per point of force
Target Resistance: Willpower
Duration: 1 Round per point of force
Drain: Force

The caster picks a point, and ominous drumming begins that radiates out 8m (4") per point of force. All living enemies of the caster are beset with an overwhelming sense of anxiety and dread. They receive -2 dice to their skill tests.

The Infinite Illusion of Spiritual Separation

Price: 3,000屮 per point of force
Target Resistance: Willpower
Duration: Unknown
Drain: 6+Force

The caster selects a target, and they hear an orotund gonging. Even if the target resists the spell, they are stunned for one round, unable to act. If they fail to resist the mind of the target becomes separated from all sensation and they are unable to control their body. There are rumors of people recovering, but the condition appears to be permanent.

Mentalism

Mentalists are social creatures and count psychologists, detectives, influencers, stage magicians, and con men among their ranks. They are students of human nature, placing themselves in many volatile situations, and spending hours studying reactions, behavior, moods, and expressions. They memorize plays, poems, quotes, aphorisms, cocktail stories, and jokes. They read relationships and rooms, and look behind people's behavior to find the motives. They are the least tribal and cohesive of any of the traditions, but they are attuned to the influence of each other, living in a world of pawns, servants, thralls, slaves, and manipulation.

Calm

Price: 1,400屮 per point of force

Target Resistance: Willpower
Duration: 10 minutes
Drain: 1+Force
The caster selects a number of targets equal to the spells force. If the target fails its resistance test, they lose the will to fight. As long as they are not attacked, they will not attack for the duration of the spell. Note that this only prevents melee, ranged, and spell combat. Characters may still raise an alarm, flee, or take any other actions.

Charm

Price: 1,000屮 per point of force
Target Resistance: N/A
Duration: 1 hour
Drain: 2
The caster becomes more charming, this grants them a number of extra dice on leadership and negotiation tests equal to the number of successes rolled.

Command

Price: 1,400屮 per point of force
Target Resistance: Willpower
Duration: Instantaneous
Drain: Force
The caster selects a target and issues a one-word command. If they acquire more successes than the target, the target must use its next turn to do the action. If the caster asks the target to do something against its nature (harm itself, attack their allies) the target can refuse to do the action, and take damage to their stun track equal to force + net successes.

Confusion

Price: 1,800屮 per point of force
Target Resistance: WIllpower
Duration: One round per point of force
Drain: 3+Force
The caster selects a target location. Everyone within 2m (1") per point of force is subject to a malign brain fog. Everyone who fails to resist the spell is confused, and on their turn must roll a 1d6 to find out what they do: 1-2 attack an ally, 3-4 do nothing, 5-6 act normally.

Despair

Price: 1,500屮 per point of force
Target Resistance: Willpower
Duration: Ten minutes
Drain: Force
The caster selects a target point. Everyone within 4m (2") per point of force becomes overwhelmed with despair. Everyone who fails to resist the spell have -1 die on all tests per two points of force of the spell (minimum 1).

Enthrall

Price: 1,000屮 per point of force
Target Resistance: Intelligence
Duration: Variable
Drain: 3+Force

This powerful spell strongly influences the target's mind. On a success, the target becomes charmed and treats the caster as a trusted friend. The length of time this lasts is dependent on the intelligence of the target. Intelligence lower than five, it lasts one month per net success, between five and ten, one week per net success, between eleven and fifteen, one day per net success, and fifteen and above is one hour per net success. After the spell ends, the target is aware that they were charmed.

Ensorcell

Price: 3,000屮 per point of force
Target Resistance: Intelligence
Duration: Variable
Drain: 3+Force

This spell further dominates those under the influence of the spell Enthrall. The caster chooses a target under the effect of the enthrall spell. This spell allows the caster to go into the target's mind and change it. They can change thoughts and belief, ideas, behaviors, and even perceptions of reality. For every net success, the target has their intelligence permanantly lowered by one and two changes can be made to the targets mind. These changes are permanant, and functionally without limit. A target told they could only breathe water and would quickly drown, believing it to be true.

Forget

Price: 1,800屮 per point of force
Target Resistance: Willpower
Duration: Instantaneous
Drain: Force

The caster selects a number of targets equal to the force. Anyone who fails their resistance roll versus the sorcery test forgets the last minute.

Fumble

Price: 900屮 per point of force
Target Resistance: Reaction
Duration: 10 minutes
Drain: 3+(Force/2)

On a successful sorcery test, the caster creates a 12m (6") diameter field. Anyone in or entering this field must succeed at a resistance test versus the force of the spell. On a failure, they drop anything held and fall prone. On a success they are unaffected.

Geas

Price: 2,500屮 per point of force

Target Resistance: Willpower
Duration: Special
Drain: 4+Force
This powerful sorcery greatly warps the target's mind. On a successful sorcery test versus the victim's resistance, they are tasked with a quest or geas. They must complete the tasks set before them by the caster, or they feel ill. Every day that passes that they don't work towards accomplishing the goal, they weaken, losing access to one die from all their physical statistics (Strength/Reaction/Body). Upon taking action to complete the tasks, these dice return.

Laughter

Price: 1,300屮 per point of force
Target Resistance: Body
Duration: One round per point of force
Drain: 1+Force
This spell targets a single living creature. On a success, the target falls prone, dropping anything held, and begins laughing uncontrollably. This lasts one round per point of force. This spell is difficult to overcome. Every round the target may use their body pool to attempt to achieve more successes than the force of the spell + the caster's net successes to resist and recover from the enchantment (as opposed to the default test against net successes).

Hold

Price: 2,500屮 per point of force
Target Resistance: Willpower
Duration: One round per point of force
Drain: 2+Force.
This spell targets a number of people equal to ½ the force of the spell. On a success, the targets become paralyzed, unable to control their voluntary functions. They are able to speak, though otherwise are unable to move or act.

Suggestion

Price: 1,500屮 per point of force
Target Resistance: Intelligence
Duration: One action
Drain: 1+(Force/2)
This spell allows a caster to make a suggestion to a single target, no more than a sentence or two in length. On a success, the target is compelled to complete the suggestion. The suggestion cannot be one that is directly harmful to the target (shoot yourself, etc.) or the spell will fail, but the suggestion may be one that the target is unaware will cause harm to themselves (push this button).

Taunt

Price: 900屮 per point of force
Target Resistance: Willpower
Duration: one round per net success

Drain: 3 + (Force/2)
The caster selects a target. If the target fails its resistance test, they become furious and must engage nearby targets in melee. They drop ranged weapons, move towards the nearest hostile target, and make melee attacks until the duration of the enchantment expires.

Astral Umbra

There is a darkness. An absence of emotions, a mind driven mad by pain. The lack of empathy encourages certain career choices: spy, assassin, police, mercenary, CEO, serial killer, criminal, ganger, warlord. This lack of connection to humans is a connection to the astral umbra, a force of shadow, darkness, lies, hate, and violence. And so much power. . .
-=(creepy rapists and murderers you mean?)=- Ainwonder
-=(At least they are straightforward, unlike mentalists.)=- elDiablo

Moment of Eclipse

Price 900凸 per point of force
Target Resistance: N/A
Duration: 1 round per point of force
Drain: ½ Force
Covers a 1 city block area in darkness. If cast inside, lights dim, and inky darkness fills the interior of the building. This is normal darkness, negated by thermographic vision.

Cloak of night

Price 1,100凸 per point of force
Target Resistance: N/A
Duration: 1 round per point of force
Drain: 4 + (Force /2)
Select a number of targets equal to the force of the spell. As long as these targets are in areas of dim light or darkness, they are protected and obscured by swelling palpable darkness. In dim light and darkness, targets can reroll 1's on dodge tests.

Horrors of the Unknown Dark

Price 1,500凸 per point of force
Target Resistance: Willpower
Duration: 1 round
Drain: 2 + Force
Select a number of targets equal to the force of the spell. They can see dimensional creatures normally hidden, obscene to the structure of the human mind. Any who fail to resist must roll a 1d6 on their next turn. On a 1-3 they stand agog, moving 1" away from cover, on a 4-6 they use their turn to move away from the caster.

Night's chill

Price 2,000凸 per point of force
Target Resistance: N/A

Duration: 1 round per point of force
Drain: 3+Force
Choose a point. A grave cold begins spreading out to a radius of 4m (2") per point of force. Everyone in this area, unless insulated against extreme cold, has -2 dice on all tests. The caster is immune

Black Bolt of Uthal

Price 2,500屮 per point of force
Target Resistance: Body
Duration: N/A
Drain: 1 + Force
This fires a black inky bolt of darkness at a target. It does 1 + (Force/2) damage to both the physical and stun condition tracks of a target.

Shadow Path of Vile Ether

Price 1,000屮 per point of force
Target Resistance: N/A
Duration: 1 round per point of force
Drain 2+ ½ Force
This spell allows the caster to move from any area of darkness to any other area of darkness within his line of sight. He steps into the darkness and appears at his destination. Moving this way is a simple action.

Shadow Anchor

Price 1,500屮 per point of force
Target Resistance: Strength
Duration: 1 round per point of force
Drain 1+(Force\2)
The caster picks a target, and the target's shadow becomes anchored to the ground and fights against the target if they try to move. They are anchored to the ground and cannot move, but are free to act otherwise.

The Uncountable Tendrils of Ehon

Price 3,500屮 per point of force
Target Resistance: N/A
Duration: 1 round per point of force
Drain 4+Force
Choose a point. A murky haze covers a radius of 4 meters (2") per point of force. All who are within this field, are assaulted by dark tentacles covered in eyes, hair, and oozing open sores.

There are 1d6+Force tentacles in this area, that make melee attacks each round. They have a strength of 5 and do 3 damage. On the caster's turn, including the turn, the spell was successfully cast, the tentacles all attack targets chosen by the caster. Any person moving through the area without a melee weapon or firing a weapon is subject to one free attack by the tentacles, not one per tentacle. The tentacles are immune to destruction and damage. The tentacles beg and plead for you to help them.

Create Darkenbeast

Price 4,000屮per point of force
Target Resistance: N/A
Duration: Special
Drain: 3+(Force/2)
Turns an animal into a darkenbeast under control of the caster. The animal gains ballistic and impact armor equal to half the force of the spell, it gains +3 body, strength, and reaction dice, and its melee attacks do an extra 2 points of damage. The spell lasts until the animal is exposed to sunlight. It takes a simple action to instruct the darkenbeast, and the caster gets a exploit action that can be used for instructing the darkenbeast. The caster can instruct the darkenbeast and then split the rest of his actions between himself and the darkenbeast.

Dire Touch of Ennui

Price: 700屮 per point of force
Target Resistance: Willpower
Duration: Instantaneous
Drain: (Force/2)
When you touch a target they take 1+ force damage + net successes to their stun condition track.

Evocation of the Frail Beam of Debility

Price 900屮 per point of force
Target Resistance: Body
Duration: 1 round per point of force
Drain: 1+(Force/2)
You choose a target and a dark silvery beam strikes them, freezing and necrotizing their flesh. They receive a penalty to their body and strength die pools equal to Force+net successes. If this reduces either pool to 0, they fall to the ground debilitated until the spell ends.

The Thirty Cursed Servant of Athozog

Price 400屮 per point of force
Target Resistance: N/A
Duration: Ends at sunrise
Drain: (Force/2)

This summons a cat made from smoke and shadow with glowing yellow eyes. The shadowcat moves with the caster and can go where the caster wishes. The caster can see and hear through the shadow cat as well as he does with their own eyes. The servant of Athozog provides one additional die to observation and reconnaissance skill tests per point of force.

The Serene Conjuration of Ehon's Gate

Price: 1,100屮 per point of force
Target Resistance: N/A
Duration: 1 minute per point of force
Drain: 2 + Force
This opens the ninth gate to a parallel realm of shadow. Few who have entered have returned, and there is little information on what exists in this fallow shadow realm.

Sorcery of the Wraith's Flight

Price: 2,500屮 per point of force
Target Resistance: N/A
Duration: 1 round per point of force
Drain: 3 + (Force/2)
Wings of shadow and smoke billow behind the caster. They gain a flight movement rate of 12m (6") per move.

The Marvelous Cursed Sigil of Athozog

Price: 3,000屮 per point of force
Target Resistance: N\A
Duration: 1 round per point of force
Drain: Force
This creates a shadow double of the caster. It moves with the caster and obscures its form. Using reaction dice to dodge does not remove them from the reaction pool.

The Bound

Being bound to the earth binds it to you. Those who live in and work the land develop a certain natural rhythm and it is this that puts them in touch with the land and earth and water. Hunters, foresters, wildmen, hill folk, scientists, and conservationists are common backgrounds for the bound. After tending or working more than a few acres of natural land for a decade or so, the plants know you, the river rushing by calls you by name, and the power of the earth and the untamed wilds becomes yours. They organize themselves into small circles based on geographical communities, each reporting to a higher circle of more powerful bound people. Being bound is not without danger. With the wild comes chaos. Some of those who commune with the wild, disappear forever. Others reject society completely and become base manimals, not even capable of speech.

Bound Servant
Zoetic potential cost: 2

Select an animal from the list in chapter 10. This is your familiar. It gains two extra dice on all its skills. The caster gets a free exploit action they can use to instruct the bound servant, and the character can use their normal actions to have either the servant or themselves act. The servant also allows the bound mage to roll two extra dice on all sorcery and channeling tests. If the servant dies, the mage takes 2d6 damage to their stun condition track and gains a new bound servant the next time the sun rises.

Massage the Bones of the Earth

Price: 1,000屮 per point of force
Target Resistance: N/A
Duration: Permanent
Drain: 3 + Force
This spell allows the bound to shape stone. During combat, it can be used to raise a barrier 2m in width and 1m in height per point of force. For e.g., a force six shape stone can be used to raise a barrier 12m (6") wide and 6m high (3"). The barrier has armor equal to 4 and 16 structure. The barrier need not be contiguous, but no section can be smaller than 2m in width and 1m high. The barrier can be shaped as the caster wishes to the extent that it is made of solid blocks of stone or concrete and re-bar.
This may also be used to precisely and permanently shape one cubic meter of stone per point of force.

Fires of the earth

Price: 600 屮 per point of force
Target resistance: N/A
Duration: 3 rounds
Drain: 2 + force
This spell raises the temperature of metal items till they glow from the heat. Anyone in contact with the heated metal takes ½ force damage in the first round, force damage in the second, and 2 * force damage in the third and ongoing round. Energy weapons can be targeted, giving them levels of heat equal to the damage. Objects that take damage in excess of their health melt.

Grasp of Spring

Price: 600屮 per point of force
Target Resistance: Strength
Duration: 1 round per force of the spell
Drain: 3 + ½ Force
This spell allows the caster to bind everyone in a 2m (1") radius per point of force. Plants reach out and tie people down, cables and wires writhe and grapple, and the ground grows up grabbing trapping feet. Anyone who fails their resistance test is immobile. Even if the targets succeed in their resistance roll, the terrain is difficult, costing double to move through. Anyone entering or beginning their turn within the area must resist the spell.

Fiery Lash

Price: 800卋 per point of force
Target Resistance: Body
Duration: Instantaneous
Drain: 3 + (Force/2)
This spell strikes the target with a bolt of flame. It does force + net successes of fire damage to the target's physical condition track. The target may be set aflame.

Lightning Strike

Price: 1,800卋 per point of force
Target Resistance: Body
Duration: 1 round per force of the spell
Drain: Force
This spell allows the caster to draw an electric strike directly to a target. It does Force + net successes to their physical condition track, and half that to their stun condition track. It does double force plus net successes to the cohesion track of drones and software.
-=(*it helps if you shout* lightning bolt *while casting it*)=- Larpmaster

Summon Elemental

Price: 2,600卋 per point of force
Target Resistance: N/A
Duration: 1 round per force of the spell
Drain: 1 + Force
This spell allows the caster to summon an elemental spirit. It is half a meter in height for each point of force. The elemental has a cohesion condition track equal to twice the force of the spell. You gain a exploit action to command the elemental. The elemental follows any direction you wish. It can attack, move, and take any action commanded. It can roll a number of dice to attack, dodge, and soak equal to the force of the spell. The damage on a melee or ranged attack with its element is 3 + net successes in damage to the opponent's physical wound track.

Shapeshift

Price: 1,200卋 per point of force
Target Resistance: N/A
Duration: Ten minutes per force of the spell
Drain: Force
This spell allows the bound to choose a number of animals equal to the force of the spell. For the duration of the spell, the caster switch between any of the animal forms they have selected. Each time they shift, they heal 1d6 boxes of damage from both their physical and stun condition track. See animals in chapter 10 for animal statistics. You may not speak or cast spells while shapeshifted.

Healing

Price: 900卋 per point of force

Target Resistance: N/A
Duration: Instantaneous
Drain: ½ Force
This spell allows the caster to heal a target for half the total of force + net successes of the spell. They may heal a number of boxes equal to this value from their physical condition track. This can only be used once per wound. After the target has been healed, they must take new damage in order to have it healed.

Natural Fury

Price: 800屮 per point of force
Target Resistance: N/A
Duration: 1 round per force of the spell
Drain: 1 + ½ Force
This spell draws on ferocious natural powers. A bark-like encasement surrounds the caster and their attacks are imbued with strength. The caster gets 10 bonus dice to split between their strength and body pools, they gain 2 points of ballistic and impact armor in their under armor slot, and their melee attacks do +1 damage.

Firestorm

Price: 3,600屮 per point of force
Target Resistance: reaction
Duration: 1 round per force of the spell
Drain: 3 + Force
This spell creates an area of swirling flame and fire equal to a radius of 4m (2") per point of force. Anyone in the area takes 3 damage + net successes + Force in damage. This storm continues to rage in the meantime. Anyone entering or starting their turn in the storm takes 1d6 direct damage to their physical condition track.

Blight

Price: 1,200屮 per point of force
Target Resistance: Body
Duration: 1 round per force of the spell
Drain: 1 + ½ Force
This spell sickens the target, covering their skin in boils and pustules. On a successful attack, the target is penalized a number of dice equal to the force of the spell on all their actions. They take one damage per round of the spell to their physical condition track.

Rituals

Raise Ward
Drain (Force)
Raising a ward takes one hour per point of force of the ward. At the end of the ritual, the mage must make a test using a number of dice equal to their ritual skill level. For every success, the ward will last a week. A mage can raise a ward equal to 10 cubic meters (5"x5"x5") for every point of his spirit.

Cottage Refuge
Drain (1)
This is a traditional home protection spell. If you sleep in a residence for at least 30 days, you can perform the ritual. Make a test using a number of dice equal to their ritual skill level. Anyone entering the house not invited must succeed at a willpower resistance roll and exceed the number of successes scored on the ritual.

Break Ward
Drain (Force of ward * 2)
Breaking a ward takes one hour. At the end of the ritual, the wizard must roll their sorcery. For every success, the force of the ward is lowered by one.

Locating a person
Drain (3)
This ritual requires something important to the person being located. The number of successes indicates the range of the spell. If the target is outside this range, the spell fails. The ritualist will follow where the spell leads for a short distance, and then will be granted a vision of the subject and knowledge of where they are in relation to the caster. This ritual costs 1 manastelliate to perform.
1. 10 miles
2. 100 miles
3. 1,000 miles
4. The entire planet
5. The entire solar system
6. Other planes/realms of existence.

Travel over distance
Drain (8)
This violent ritual rips apart time and space, removing you from one location and depositing you in another. It takes one hour to perform. On a result of no successes, you will reappear. . . elsewhere, lucky if not stuck inside another object. The drain affects everyone who is using the spell to travel. You can *only* travel to a place you know well, and have specifically enchanted and prepared with 10 manastelliate.

Amplification

Amplification is alteration of the body using manonic energy. Some people do this naturally and subconsciously, these people are known as Amps. All archmages have the option of

Amplification. **When amps select from this list, they pay half the Zoetic potential cost.**
Every amplification consumes a portion of the wizard's magical potential. You sacrifice some of your zoetic potential for a permanent boost. This lowers your effective zoetic potential in a way similar to cybertechtronics or metal, limiting the maximum force of spells you can cast.

Adrenaline Boost

Zoetic potential cost: 4
This grants the amp an additional simple action each round, three total, useable for any type of action. This can only be taken once.

Aspect of the Chelonian

Zoetic potential cost: 4
This grants two points of ballistic and three points of impact armor. This defensive field fills the internal armor slot.

Astral Resistance

Zoetic potential cost: 2
This grants the Amp resistance to magical spells. Any magical resistance test gets two bonus dice. This can be selected multiple times, each time increasing the number of free dice useable on resistance tests by 2.

Attribute Boost

Zoetic potential cost: 1 per boost
Each attribute boost increases the value of a physical attribute and its maximum by one. It can be taken repeatedly. Each time it is taken, increase the value of a physical attribute and its maximum by 1.

Attribute Increase

Zoetic potential cost: .5 per increase
Each attribute increase raises the value of a physical attribute by one (but not the maximum). It can be taken repeatedly, each time raising the attribute by 1.

Body Equilibrium

Zoetic potential cost: 1
The amp has such control over his body that they are able to walk across liquid. Liquids such as acid, water, lava, and others can be moved across using normal movement. If they end a turn without taking at least one movement action, they fall through the surface of the liquid. This also allows them to move without leaving any traces of their passage down to DNA.

Combat mastery

Zoetic potential cost: 4
This grants the amp an additional two exploit actions that can be used for melee combat.

Eyes of the Raptor

Zoetic potential cost: 2
This increases your accuracy with firearms. Whenever using a firearm, the accuracy is considered two higher.

Expertise

Zoetic potential cost: 2
You achieve mastery of a skill. Choose a skill. You gain two ranks in the skill, and the skill maximum is increased by two ranks.

Far Sight

Zoetic potential cost: 2
You have the ability to see and hear nearby (within about a city block) without actually being present. This ability provides the amp with 2 bonus dice to use on reconnaissance tests. Using this ability to examine areas nearby requires the amp to enter a trance as a complex action.

Flash Step

Zoetic potential cost: 4
The amp can move faster than the eye can see. To use *Flash Step*, the user takes a box of damage on the stun condition track and then moves to a point within 10m (5"). This is free action.

Flying Crane

Zoetic potential cost: 1
This allows you to make astounding leaps. Every success on an athletics skill test will allow you to jump 4m (2") from a standing start, or 8m (4") from a running start. You can also jump vertically, every success letting you jump 2m (1")

Hidden Presence

Zoetic potential cost: 1
Anytime the amp is still, their skin and clothes subtly change to match their surroundings. This gives the amp 2 bonus dice to use on Stealth tests.

Iron Fist

Zoetic potential cost: 1
This allows the amp to do physical damage with their bare hands, instead of being restricted to only damaging the stun condition track if unarmed. Their unarmed damage becomes ½ Strength + 6. Optionally, the amp may have this ability to manifest as a reach 0 melee weapon when taking the ability.

Perfect Situational Awareness

Zoetic potential cost: 3

The amp is hyperaware of his environment, and his ability to anticipate danger is enhanced. This provides +2 free dice on the defensive combat checks: dodge, soak & resistance.

Rasputin's Blessing

Zoetic potential cost:.5
Gain 4 extra free dice on resistance tests to all poisons, toxins, and gasses.

Returning the Fang

Zoetic potential cost: 1
As long as there are dice in your reaction attribute pool and you are conscious, anytime an object is thrown or shot from a bow or crossbow at you, you may deflect it automatically. Alternatively, you may immediately make a Throwing Weapons test to attack someone nearby with the missile fired at you.

Self-Healing

Zoetic potential cost: 1
As a complex action, you can convert a single physical wound into a wound on the stun condition track.

Shadow Double

Zoetic potential cost: 2
The amp can manifest a shadow double once per day as a complex action for one minute. While manifested the amp can re-roll all ones and twos on dodge tests.

Suspended Animation

Zoetic potential cost: 0.5
The amp can enter a state of suspended animation. During this period the amp does not require food, water, or air. This state can safely be maintained for a number of weeks equal to the amps spent Zoetic potential, although successful cases of suspended animation have gone on for much longer.

Telekinesis

Zoetic potential cost: 2
This allows you to physically manipulate objects with your mind. Any object within range of sight, not within the aura of a living creature, can be moved. If the object is subject to any physical test, you use your intelligence for reaction, willpower for strength, and charisma for body. Your range for throwing objects is twice your willpower, and your damage for thrown objects is equal to 2 plus half your willpower

Touch of the Spider

Zoetic potential cost: 0.5

This allows the amp to climb surfaces like a spider. They can use their movement to move across walls and ceilings.
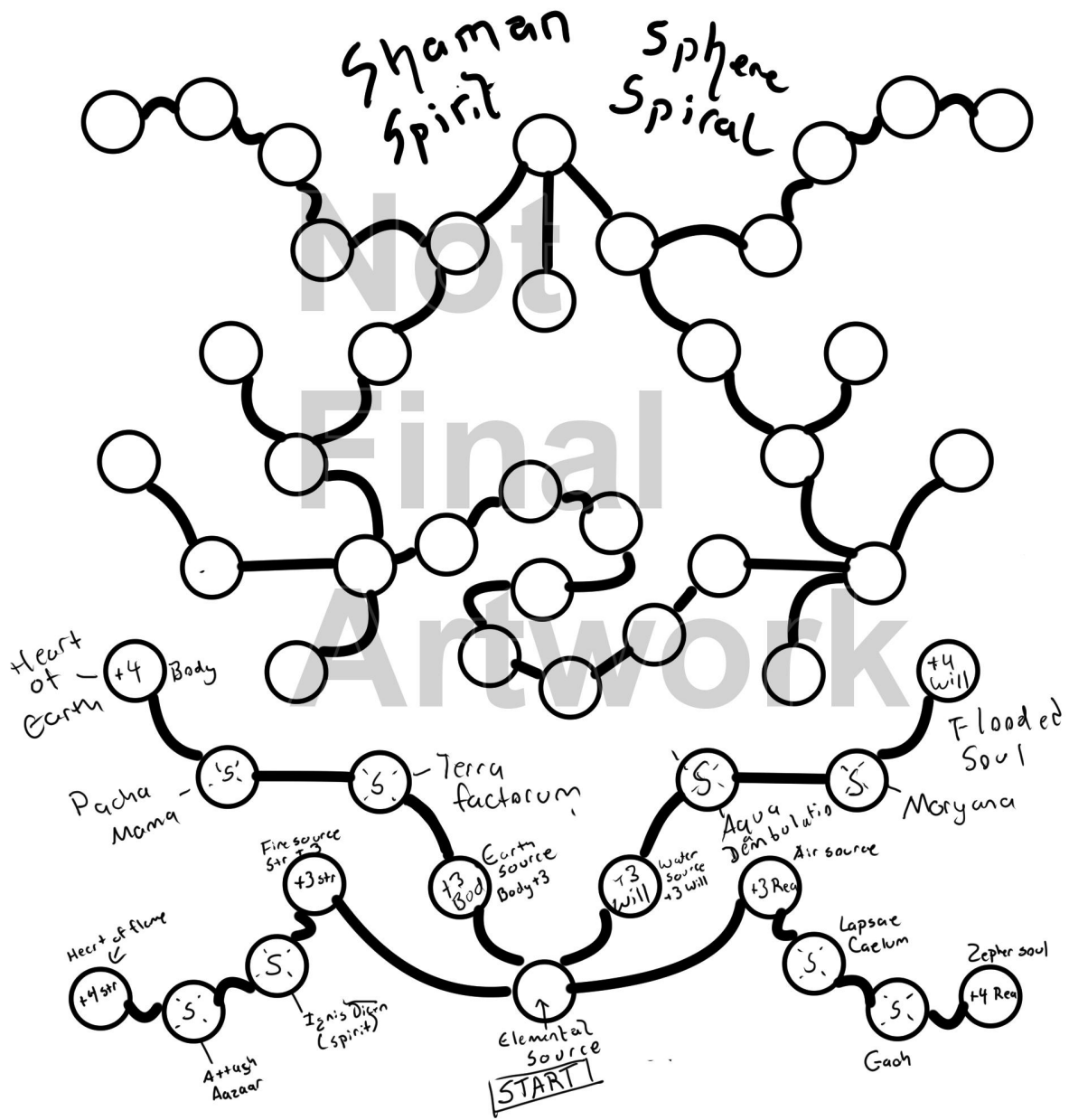
Shamans

Instead of casting spells, shamans develop relationships with spirits. At character creation they can select five nodes on the shaman spirit sphere spiral. This is a record of the relationships the develop with the spirits, each providing various bonuses. There are an infinite number of spirits, and every shaman may select a unique grid (i.e. they may use any of the starting grids provided, or the Agonarch can make unique ones for the spirits in their game).

It costs 5 kismet to advance a relationship with the spirits, and this allows the shaman to select a new node on the shaman spirit sphere spiral. There are certain points on the spirit sphere spiral that may lead to relationships with even more powerful spirits, allowing them to select a new, smaller, powerful shaman spirit sphere spiral. There are certain metaphysical 'sources' that certain types of spirits seem to congregate arounds, and these 'sources' are where the shaman begins developing her relationships with spirits. Many of the nodes contain bonuses gained from spirit communion.

Once they have developed a relationship with a spirit by purchasing its node, they can summon that spirit to demand services. A service is a single action, selected from those listed in the spirit description. The shaman makes a Summoning + Spirit Focus test against the force of the spirit. They may create/purchase a 'spirit bag' full of goodies that the spirit is interested in. For every level of the spirit bag, the force of the spirit is effectively reduced for the summoning. Note that the spirit bag is destroyed during the course of the summoning (it's given to the spirit).

If the number of successes is less than the force of the spirit, it doesn't appear. If the successes are equal to the force of the spirit, it appears, but is not controlled. It may act as the Agonarch wishes. For ever success in excess of the spirits force, the spirit is *bound* until it provides a number of services equal to the number of successes. This binding lasts a year and a day if not used before then. Shamans may not have more force in bound spirits than they have zoetic potential.

To actually get the service, it is necessary to invoke the spirit. This is a simple action and causes stun damage to the shaman equal to the spirits force. A channeling test reduces this damage by 1 per success. If the service to be provided is assistance in a combat, the shaman gains 2 exploit actions to control the spirit. The shaman may divide her normal actions between her and the spirit.

Shaman Spirit   Sphere Spiral

Not Final Artwork

Heart of Earth — +4 Body

Pacha Mama — S — S — Terra factorum

+3 str — Fire source Str +3

Heart of flame — +4 str — S — S — Ignis Digin (spirit)

Attush Aazaar

+3 Body — Earth source Body+3

Elemental Source
START

+3 Will — Water source +3 Will

S — Aqua Dem*bulatio — S — Moryana

+4 Will — Flooded Soul

+3 Rea — Air source

S — Lapsae Caelum

S — Gaoh

+4 Rea — Zephyr soul

Chapter 10

The World of 2090

Bestiary

To ease the burden on the referee, monsters do not have pools. Their initiative is listed and is static. When rolling tests for monsters, simply roll the listed amount of dice.

Goons

Street Thug

A pristine combination of poor choices and systemic oppression.
Movement: 3"
Initiative: 5
Defenses
Condition Monitor: 3 boxes
Dodge: 4
Soak: 4
Attacks
Cudgel, melee reach 1" —Attack Dice 6
Damage 8

Drones

Orb Turret (Orb)

This is a quantum-locked drone that weaves and bobs in the air, shooting at unauthorized intruders.
Movement: 2"
Initiative: 10
Defenses
Condition Monitor: 3 boxes
Hardening: 4
Dodge: 8
Soak: 1
Attacks
Recoilless Gun, Penetration 1 — Attack Dice: 7
Damage: 2

Citizen Aid Drone (Anthrodroid)

These helpful tools stand approximately 4 feet tall, and frequently have face displays. They are piloted by viscount or count artificial intelligences. Mass-produced as 'citizen assistants' whose mass adaptation provided a near-constant record of citizen activity. They are resistant to impact, carry a small stun rod for defense, and frequently have an irritating plucky attitude.

Movement: 3"
Initiative: 10

Defenses

Condition Monitor: 6 Boxes
Hardening: 3
Dodge: 4
Soak: 3

Attacks

Stun Baton — Attack Dice: 3
Damage: 12 Stun + Net Successes
Special Defenses: Impact Armor 1

Stormtrooper Drones (Anthrobruiser)

Sometimes people don't do what you want. The stormtrooper drone solves that problem. Get the order you want without the hassle of people challenging you. Rumors of drones malfunctioning are a malicious lie. Each comes encased in battler armor.Get yours today!

Movement 3"
Initiative: 15

Defenses

Condition Monitor: 18 Boxes
Hardening: 4
Dodge: 2
Soak: 10
Special Defenses: Ballistic Armor 3/0/4 (7 total), Impact Armor 2/0/4 (6 total)

Attacks

Assault Rifle, Penetration 4 — Attack Dice: 7
Damage 9 + Net Successes
Melee Strike — Attack Dice: 6, Reach 1
Damage 6 + Net Successes

Stationary Turret — Autocannon

This is an economical and powerful defensive option that says, "we're not taking solicitors" with a wall of lead. It can only fire every other turn; otherwise, it throws off the aim and risks melting the gun.

Movement: 0"
Initiative: 0

Defenses

Condition Monitor: 15 Boxes
Hardening: 5
Dodge Dice: 0
Soak: 0
Special Defenses: Ballistic Armor 5, Impact Armor 5
Attacks
Autocannon; Penetration 3 — Attack Dice: 27
Damage: 9 + Net Successes.

Talos (Gladiator)

This massive gladiator frame trades out the legs for a tracked base and a cannon. It also comes with a complement of precision-guided rockets and an *Azoth* — A 14-foot blade of nucleic destruction. The center of the azoth contains a particle collider, which creates miniature black holes that tear open the fabric of space-time. Operated by insane duke-level artificial intelligences, these extremely expensive weapons are notoriously unreliable.
Movement: 4"
Initiative: 15
Defenses
Condition Monitor: 24 Boxes
Hardening: 8
Dodge Dice: 0
Soak: 10
Attacks
The Azoth may make up to 2 separate attacks every round. They must be with different weapons.
Cannon; Penetration 6 — Attack Dice: 10
Damage: 400 + Net Successes.
Rocket; Explosive — Attack Dice: 15
Damage: 20 per success
Autocannon; Penetration 4 — Attack Dice 70
Damage: 4 + Net Successes
Azoth; Range 3 *melee* weapon — Attack Dice 12
Damage: 9999
Special Defenses: Ballistic Armor 5, Impact Armor 20

Critters

Spirits

Zeek Electricity Spirit

Zeek appears as a floating star of electricity and provides the following services. Each provides one service. Zeek speaks in a shrieking tone, saying "krezeeek rezeek! Mezeeek!" and other similar noises, repeatedly, at length.

Short out: Zeek embraces a target, doing Force d6 damage to their stun track if a living creature or their cohesion track if they are a drone or network entity.

Traverse: Zeek can possess the caster and move from any area to any other point in vision across conductive materials.

Assist in combat: Zeek will assist the caster in any one combat.

Condition Monitor: 6 boxes

Armor: Ballistic 3

Initiative: 15

Defense Dice: 2

Attack Dice: 6 (electric bolt)

Damage: 4 + Net Successes, stun or cohesion.

Every time Zeek attacks, he gains a condition box, defense die, attack die, and damage.

All speaking electronic creatures, AI, and other digital or electronic beings have aphasia when Zeek is present.

Rat Animal Spirit

The rat spirit is eyes in the dark. Writhing and twisting, when you call upon their power

Underground Rail: Call upon the rat spirit to save you. Dissolve into a writhing mound of rats, and reappear elsewhere in the sector.

Summon the swarm: Cover a target in a rat swarm. They subtract force dice from the target, and if they are organic, they deal force physical damage to them automatically every round.

Eyes of the swarm: You call upon the rat king to gain secret insights into the underrealms. Gain knowledge of a location as if you could see everything within it.

Aqua Deambulatio

A cyclone of fluid churns and thrashes bound by nothing

Breath of the Sea: You and targets equal to spirits force can breathe water.

Roiling Fog: Create a cloud of fog 4*force in meters

Bile of the ocean: Cover an area in force meters with slick oil and grease. Anyone in the area must make a reflex resistance roll, and get successes equal to the force of the summon or fall prone.

Assist in combat: Aqua will assist the caster in any one combat.

Condition Monitor: 6+F

Armor: None

Init:5

Defense Dice: 4
Attack Dice: 1+f (water blast)
Damage:0+ net successes, stun
Special: Ignores half damage done
Can prevent one target from disengaging

Gaoh

A cannibal giant who can uproot trees, whose restless and violent moods can creat storms

Blessing of the four winds: Increase your movement rate by Force Inches
Tempest of the House of Winds: summon a storm filling an area of 10*force meters. All targets are penalized on all actions a number of dice equal to the force of Gaoh
A house calmed: A number of flying/airborn targets must make a body resistance roll with successes equal to the force or be violently grounded. Falling damage is equal to 1d6 per 4m (2")
Assist in combat: Aqua will assist the caster in any one combat.
Condition Monitor: 6+F
Armor:Impact/Ballistic 2
Init:22
Defense Dice:6
Attack Dice:12+F (smash)
Damage:4+net successes
Special:While Goah is summoned, the caster is bound by supernatural chains to a rock
While bound the user can predict the weather

Moryana

A strern giantess dressed in white, and commanding the east wind and the cold sea

Blessing of Beauty: Add force free dice to a charisma test
The Cold Depths: Freeze a target. They remain frozen until they accumulate a number of body test successes equal to twice the force of the spirit
Wrath of the sea: On water, create a storm that causes all targets in visual range to be penalized a number of dice on rolls equal to the spirits force
Assist in combat: Moryana will assist the caster in any one combat.
Condition Monitor: 10+F
Armor:Impact/Ballistic 2
Init:8
Defense Dice:6
Attack Dice:4+F (Ice shards)x2

Damage:3+ Net successes
Special: While bound, immune to cold and hypothermia
While bound, summoner experiences nightmares

Ignis Dicen

A whirling tornado of flame, with eyes of green flame

Incinerate: Target takes Force d6 fire damage to their physical track
Phoenix Heart: Self-immolate, doing force fire damage to everyone adjacent, and healing Fd6 condition boxes.
Essence of Flame: Add the spirit's force to your physical attributes (STR BOD REA) for the scene.

Assist in combat: Aqua will assist the caster in any one combat.
Condition Monitor:3+F
Armor:Impact 3
Init:20
Defense Dice:2
Attack Dice:6+F flame arrows
Damage:2+ net successes
Special:Targets can catch fire
Targets in Melee range have a dice penalty equal to the spirits force

Attash Aazaar

Appears as an altar overflowing with golden fire

Golden Fire shield: Melee opponents take force damage when attacking, provides 3 points of (stacking) ballistic armor for the combat
Firestorm: Covers a radius equal to 4m(2")+1m(.5") per force in a firestorm, all flammable targets catch fire, does Fd6 damage to everyone in range.
Forge of the Flame: Gain F dice on an engineering test

Condition Monitor:12+F
Armor:Ballistic 3
Init:20
Defense Dice:6
Attack Dice:8+F (flame lance)
Damage:4+Net Successes
Special:While bound, the summoner can detect the truth of what someone says by holding their hand

Programs

Sensor Drone

Cohesion Condition Monitor: 3 boxes
Hardening: 2
Defense Dice: 2
This drone usually appears to be a dull-colored octahedron, with images of various camera feeds projected a few inches around it. Any matrix action taken in the range of this sensor drone raises the alert level by an additional 2. This drone takes no action but observes activity.

Reconstruct Network Integrity Daemon RNIA

Cohesion Condition Monitor: 6 Boxes
Hardening:3
Defense Dice: 5 — FIB (+2 Defense Dice to tests)
As a complex action, this entity rolls 4 dice. For every success, the decker's influence field shrinks by 2m (1")

Defensive Drones

Cohesion Condition Monitor: 6 Boxes
Hardening: 3 (4)
Defense Dice: 6 — KEEP (+1 Hardness)
This drone attaches itself to another network entity and intercepts attacks. Defensive drones add their defense dice to the drone they are attached to. While they are attached, the defense dice are only available to the network entity the defense drone is protecting. The defense drone can be targeted separately.

Belligerent Engram Eradicators (Bees)

Cohesion Condition Monitor: 6 Boxes
Hardening: 3
Initiative: 10
Defense Dice: 8 — MASK
Attack Dice 8 — DPS (Damage Ignores 4 points of hardness)
Damage 3 + Net Successes - (Hardness-4)
These are designed to attack intruders to remove obstacles, old code, and infiltrating hackers. On their turn, they attack any foreign entity in the network.

Condition Monitor: 9 Boxes
Hardening: 3
Initiative: 15
Defense Dice: 12 — FIB (+2 dice to defense tests)
Attack Dice: 10 — BASH (-2 dice to target on successful attack)
Damage: 5 + Net Successes - Hardness
Wasps are mainline agents who respond to significant disruptions. They appear angular, with less than one-half dozen protrusions, and they move through the air as if they pull themselves along. On their initiative count, they make two attacks against targets.

Inequitatem

Refuse Goblins

Condition Monitor: 3 Boxes
Armor: None
Initiative: 10
Defense Dice: 3
Attack Dice: 2 (Bite)
Damage: 1 + Net Successes - Impact armor

Deodand

Condition Monitor: 12 Boxes
Armor: Impact 4, Ballistic 3
Initiative: 15
Defense Dice: 6
Attack Dice: 8 (Claw, Claw)
Damage: 4 + Net Successes - Impact armor
These hairless granite colored humanoid horrors delight in your suffering, but if held at bay use eloquent obsequious praise and flattery to gain the upper hand.

Alzebo

Condition Monitor: 15 Boxes
Hardening: Impact 1, Ballistic 4
Initiative: 6
Defense Dice: 12 — Soak only (Does not dodge)
Attack Dice: 10
Damage: 5 + Net Successes - Hardness
Alzebos speak with the voices of those they have consumed.

Chapter 11

Referee Guidelines

There is a *lot of* stuff going on in *Sinless*. It contains a ton of tropes from different science fiction and fantasy sources. Magic, fantasy races, artificial intelligence, uplifted animals, cyberware, decking, rigging, amps, replicants, crypto-fascism, slave capitalism, synthetic rights, the nature of humanity, monsters, cult religious communes, the nature of consciousness, alchemy, building, and repairing vehicles, and more. This is similar to real life, dramas are going on in communities you have never even conceived of existing right now.

Do not attempt to do everything. Focus on what you and your group find interesting. Not only is trying to jam in everything like relying on computer-generated imagery to carry a movie, but it's also overwhelming. The important thing that drives a campaign are characters. Their goals and your interests will determine the focus of your campaign.

The structure of downtime, frameworks, and runs allow you to introduce these elements selectively, within a system that allows the players control and agency. Each job provides a specific mission, and each of those missions exists because of larger conflicts. As the campaign progresses, the characters become their own agents taking action within these conflicts to accomplish their goals.

The firm structure of these early missions and their goal-directed nature introduce players to the game world.

Because there is so much, it's important to delineate what *isn't* possible in *Sinless*. These are technologies or science that don't work or exist within the world of *Sinless*, or exist in such limited quality that they are _plot points_ instead of gear. Some examples follow.
- **Consciousness transfer**: Not only is the human brain far too complex to map and transfer to a storage medium, but other technologies have also rendered it relatively unimportant. You can't back yourself up, but you can completely regenerate your body back to the age of 25, edit your genetics to be immune to disease, and eliminate aging. Artificial intelligence is not human intelligence and functions completely differently from the human brain.
- **Teleportation**: Despite advances and knowledge about Manons and the Holographic universe, it is still impossible to translate an object to energy and then reconstitute it as matter. Additionally, energy to matter conversion is theoretically possible (replicators) but is easily over 100 years from development, mostly due to the inability to organize the energy. This is the theoretical science in Sinless that seems just over the horizon.
- **Nanotechnology**: Nanotechnology exists, but it is not 'grey goo' or 'programable matter'. An example of nanotechnology in Sinless is the tesla shield, which contains molecular carbon nanotubes, produced in a relatively slow process, and then releasing them into the teslaphroectic field. The carbon nanotubes are literally nanotech but aren't

self-organizing or directed. Other examples of "nanotechnology" are genetic editing, many pieces of bioware, and some technology used in power distribution. It is no magical 'every substance' but rather something that can be produced or generated and then used for a specific end.

- **Hard light**: Light and photon interaction are indeed used in computation and data transfer, but to construct objects out of light, temperatures are needed that are functionally equivalent to absolute zero. Sinless does have plasma contained within magnetic fields, which serve similar functions.
- **Cryogenics**: Although the technology to bring materials to near or absolute zero exists, the technology for a living creature to recover from such a process does not exist. Scientists in 2090 could possibly develop the technology, but since frogs and other amphibians no longer exist, research subjects are appallingly limited.
- **Flying cars**: Car-sized VTOL vehicles exist, but are not in common use for citizens. They use a variety of systems to allow them to quickly attain and maintain altitude, but are neigh useless defensively, rendering them much less functional in combat situations, as opposed to helicopters, drones, and planes. Their greatest advantage is the speed in travel, compared to traditional land vehicles. The most common models are a combination of rotatable turbine engines, and pairs or quads of open rotor devices, gyroscopes put the entire aircraft under tension (fly-by-wire) making it very responsive to changes in momentum, and they generally contain a gravoelectric couple, a superconducting charged film in a vacuum that (slightly) reduces the force of gravity on the vehicle. The problems with this design are open rotor devices are *very loud,* the vehicles must be extremely light, they require large amounts of energy, and they are held in a state of high tension. This makes them very useful as flying cars, but not suitable for being put in a situation where there is any risk of damage to the cars. They are usually restricted to the rich and powerful, corporations, high-ranking military, and police transport. I.e. they exist, and you'll find a few dozen per million people.
- **Antigravity**: Currently there is no 'anti-gravity' technology in sinless. Hypothetically they are close to developing technology that allows them to manipulate gravity fields via holographic technology, which is the next world-altering stage of technology.
- **Freeze Rays**: There is no easy feasible way to instantly reduce the temperature of something to close to absolute zero. Technology has advanced so that instead of handling it by manually targeting lasers to reduce the speed of particles, it can be done more quickly and efficiently in a lab, but there is no technology in place that allows you to shoot freeze rays or use ice as a weapon. You can create cold liquid hydrogen weapons, but they are dangerous, expensive, short-range, not particularly debilitating, bulky, and dangerous to the operator.
- **Inertial Dampeners**: Inertial dampening is done in space by submersing the subjects inside a fluid medium, which helps them cope with the near relativistic travel to the off-world colonies.
- **Latex or Holographic disguise technology**: There are ways to alter your appearance using surgery and bioware, but printing a latex mask still looks like a person wearing a latex mask. Holographic displays exist, but require a medium to project the hologram, which in 2090 is still too large and bulky to wear as a disguise.

- **Tachyons and negative mass**: There are no negative mass particles in Sinless.
- **Subspace or Hyperspace**: They do not exist, but research in holographic technology and applications of the manon both put it on the map as future hypothetical technology.

Body Index

If you have more bioware than your body can handle, it causes drawbacks.
If you are over your body index, each time you perform an operation, roll 1d6 and add the amount you are over your body index. You are subject to the listed effect.

1. You feel fine.
2. Sweats, Chills, no big deal. You take a single wound to your stun condition track every time you take physical damage.
3. Auditory hallucinations, ringing and other noises make it difficult to concentrate. -1 die on all tests during the operation.
4. Pale skin, aches, and shakes. Your strength pool is lowered by the amount your body index score exceeds your Body attribute. If this reduces your strength to 0, you are bedridden.
5. A little sensitivity to light and the occasional stomach pain. Bright light penelizes all rolls by 4 dice.
6. You feel fine, mostly. A little dizzy.
7. You feel fantastic. +1 free die on all tests.
8. Pale, clammy, sweating, constant vomiting. -2 dice on all tests.
9. Your flesh turns blue-black, and you bleed profusely. All damage taken is increased by 2.
10. Oozing sores, bright red itchy eyes, secreting globs of mucus. You can breath water in addition to air. The open wounds are painful and penalize you 1 die on all tests. The parasite gives you strength of will. You become immune to damage to your stun condition track. You must succeed at a body test at the end of the operation and get a number of successes equal to your total bioware body index or die.
11. Small holes open up on your back and thighs, and over the course of a few days, oily black mushrooms sprout from the holes. You become immune to disease. Anyone within 2 meter becomes nauseous.
12. Your skin sloughs off, and you degenerate into one of these primal creatures. You remember your human life occasionally.
    a. Dire Wolf
    b. Tyrannosaurus
    c. Alligator
    d. Trilobite
    e. Rhinocerous
    f. Giant Raptor

Designing Runs

Not every job requires tactical combat. Often jobs are delivering information, smuggling goods, delivering a message, or making contact. Designing runs for *Sinless* uses the sector maps to drive emergent gameplay, without taxing the referee.

Run Difficulty

There are three tiers of runs. Veteran runs are the most common type. All tests made by characters on a veteran-run have a target number of 4. They pay in the range of 10,000-100,000 zuzus for success. This is a combined value of expected paydata and artifacts, fungible goods, and cash on the barrelhead.

Professional runs are less common. Magical wards, increased security, environmental factors, and enemy skill and training make the mission more difficult. All tests made by characters on a professional run have a target number of 5. They pay in the range of 100,000-1,000,000 Zuzu's for success. The referee always uses the target number of 4.

Prime runs are very rare. All tests made by characters on a professional run have a target number of 6. They pay in the range of 1 million zuzu's+ for completion. These runs are up against the most skilled teams and competent opponents. The referee always uses the target number of 4.

Two critical things to note.

First, this allows the referee to make a mission more challenging by extending its length and increasing the opposition in drones, gear, and firepower, or making it more challenging by increasing the competency of the opponent (represented by raising the target number) keeping the run simple but raising the stakes. The players can choose their own risk level, by choosing the type and complexity of the run.

Powerful characters will have many skills maxed out at 6, and 7 or 8 for a select few. These characters are more suited for prime runs, their high power allowing more consistency at success.

Second, even if they make two million zuzu's for a prime run (which is a high return) it would still take over 500 missions with no expenses to reach a billion dollars.

Sectors

Areas suitable for campaign play are called sectors. Sectors are contiguous areas defined by a certain character. They represent a physical space, e.g. Downtown, The warehouse district, et. al. A city might contain dozens and dozens of sectors.

Sectors & Downtime

Sectors initially appear to be just a mapping tool—it, after all, represents an actual physical space with adventure locations within it. But the true purpose of sectors is as a campaign record and tracking tool, designed to provide resources for the referee to organically develop jobs that respond to character choice.

I'll repeat it due to its importance. The sector record sheet is the tool the referee uses to develop jobs and adventure opportunities for the players. Because the sector allows you to respond dynamically to player choices, it assists you in your job to create a meaningful campaign.

Sectors, and their use change throughout a long campaign. Stable and ignored sectors pass on their market cap and upkeep. This can be tracked on the brand record sheet (q.v.).

Characters can take action on the sectors during the downtime phase between operations, and this action will affect their performance and options during the tactical phase.

After every operations, perform a downtime phase of sector gameplay. Characters that take easy operations, or operationsthat are quickly resolved, could have multiple downtime phases and jobs in a single game session. The downtime phase represents a period of about a month, giving everyone time to recover from injuries and lay low to avoid getting noticed. This length can be varied depending on the needs of the game and the desires of the referee.

Planning the Game

The sector turns are for the players. The referee does not need to play a downtime turn; they do so by planning the game. The sector should be used by the referee to display the effects of the 'big players' in the game. The referee will likely be inundated with campaign ideas. If not, feel free to consult the appendix for assistance along with resources for creating game resources.

Use the factions and sectors to design emergent play as follows:

Between sessions, a single faction advances its plan by one step. Each other faction will either respond to that or to events/player downtime/job actions. This generates a minimum of two jobs, if not more. If you alternate between two campaign design patterns (q.v. Appendix A), especially if the design patterns contain one or two overlapping factions, the jobs and development of the campaign will be organic.

Sectors

Sectors contain the following components.

Factions and Assets

The world is run by power groups. Whether poli-clubs, cults, syndicates, outfits, corporations, civigov caucuses—In-game, they are considered factions. Each sector has several active factions. In general, most sectors should have two factions and an enforcement faction in addition to the player factions. Certain dense sectors may contain three or in rare cases possibly even four factions. Only extremely rural sectors or faction headquarter sectors will have only 1 faction. Each faction should be represented by their icon or a specific meeple used to represent their control on the sector map.

Assets are individual actors or groups that provide specific in-game effect. They are hired by players or tied to resources controlled by them and placed during the sector turn to accomplish a goal. The player group themselves count as active assets in a sector; their brand may also take actions during a sector turn. Sectors are limited in the number of active assets during each downtime phase. No asset may perform more than one action during a downtime turn.

Assets are also used during mission research and preparation. A successful test will provide the information or assistance listed on the agent card. Using assets for job preparation is separate from using assets in the sector. Using assets for job preparation doesn't prevent their use during the downtime turn.
Corporate Faction Assets, Sheet 1.

Corporate

Lynn Murray Griffon: Culture Operations Manager

Sector Action: Lower heat by one.
Operation Abilities: Civic dossier

"*A culture operation is one in which they make sure yours doesn't influence theirs. Is it natural that Lynn is patronizing?*"

Corporate

Albert Knox: Actions and Repercussions Advisor

Sector Action: Apply 1 damage to a site for each success with no increase in heat.
Operation Abilities: Criminal dossier

"*Put gloves on and don't touch him or move closer than 12 feet. Put on your mask.*"

Corporate

Eric Gross: Brand Evangelist

Sector Action: +1 Market Cap to resources with service and business tags
Operation Abilities: Grid dossier

"*Don't mention anything about how he looks, or we're in for an hour listening to him talk about pagents he won.*"

Corporate

Madelyn Bishop Bates: Dream advertisement manager

Sector Action: Dream advertisement, +1 influence to every resource in a sector.
Operation Abilities: Nightmares: -1 dice for all living guards.

"*Don't say anything about the puppets. Just act like they are real.*"

Corporate

Melody Myers: Happiness Advocate

Sector Action: Cause 2 points per success of damage to a resource.
Operation Abilities: Criminal dossiers

"*Melody is pretty stand-offish, but has a keen interest in big game hunting.*"

Corporate

Sammon Shamon Al-Baz: Corporate Mage

Sector Action: Gain 2 points per success to adjust damage or influence on a resource.
Operation Abilities: Magic dossier

"*Sammon must like some weather, but I'll be damned if I know what it is.*"

Corporate

Alexis Marin: Media Designer

Sector Action: Friends in high places, for every success, apply 2 influence to a resource.
Operation Abilities: Espionage Dossier

"*There are rumors that Alexis has ties to royalty, which might explain why he keeps such a low profile.*"

Corporate

Corentin Latreille Mador: Propoganda artist

Sector Action: Gain 2 influence per success to a single resource.
Operation Abilities: Civic & Espionage dossiers

"*Corentin is exceedingly polite, and has an interest in manners and anitquated customs. He won't tell you, less you're interested.*"

Corporate

Katia Frangos: Banker

Sector Action: all upkeep costs are nullified this turn.
Operation Abilities: Civic Dossier

"*Katia has a twin that dissapeared about five years ago and spends most of her time trying to find her.*"

Sector Information

Sectors contain the following features.
a list of active factions in the sector, the primary enforcer/police/bandit commune in the sector, a list of adventure sites/locations, a heat level, a sector class, and a selection of resources along with their status.
[Sector Record Sheet]

Blank sector information templates and lists of sites and resources are provided so you can make your own, along with an example of Abbadon, a metroplex located in south-central North America.

Adventure Sites/Locations

These are meeting places, game-important locations like a Batcave, bar, or public street, relevant for narrative and tactical engagement. These include everything from the location of your assets and dependants to places of business—If *Sinless* were a movie, a site is a set, A location where gameplay takes place.

It is not directly relevant to the sector gameplay, though it is affected by it. For instance, if a crackdown occurs, this will affect gameplay that occurs at sites located within the crackdown sector.

Resources

These are the key to sector gameplay. Every resource is either ruined, abandoned, or controlled by another faction. Players spend their downtime turn, (and possibly their choice of operations) to attempt to gain control over resources. Every resource has a condition track. Players can influence resources by using an asset or their brand actions during a sector turn.

Once a resource is controlled and undamaged, it provides the listed benefit to the brand. All resources are unique and individual. The benefits may be reduced prices on gear, powerful assets, access to unique items or weapons, benefits during tactical operations, or other exciting resources and tools.

Every resource has a condition track, based on the state of the resource and the faction controlling it. Damage to the site is tracked with X's from the left, and influence is tracked with / from the right of the condition track. When the condition track is full, the characters have gained control of the resources.

Resources do not function if damaged. During a downtime turn, the brand may choose to repair a resource. They assign points from your market cap to a resource. For every point of the market cap assigned, repair one box on the condition track.

The sector map is descriptive, not prescriptive. Characters could choose site demolition as a operation of their own volition, targeting a site in the sector. The results of their actions (and the actions of others) during the operation phase are reflected in the sector map. A job with a large amount of destruction can damage a resource (or site) and raise the heat in the sector.

After the session, the players and agonarch agree on a level of destruction (none, some, lots, total) and a level of influence exerted on a resource (none, minor, major, exceptional). Some destruction does 1d3 damage, lots of destruction does 1d6, and total destruction does 2d6 damage to the resource condition track. Half that value is added to heat. Minor influence grants 1 point, major grants 2, and exceptional grants 3.

Heat Level

Heat level represents the amount of chaos and violence in the sector. There are five levels of sector heat, and each one has different effect. Note that this is separate from operation heat and alert level, which is how much attention the brand is drawing during operations. Although that heat is tracked separately, raising three or four stars of heat during a mission will increase the sector heat by one at the end of the mission.

None: No heat is or crime is present in the sector. -1 market cap to vice resources, +2 market cap to business resources.

One star: Minor crime or disruption is present. No effects.

Two stars: A major crime or disruption along with minor media attention in the area. Brand Media tests, character subterfuge and reconnaissance tests are at -1 die. +10% market cap to vice resources, minimum 1.

Three stars: Widespread disruption have caused an increase in enforcement. -1 market cap to all resources, -2 to all asset and job preparation tests. During a job, enforcement shows up in 1d6 rounds after combat starts.

Four stars: CRACKDOWN. No business produces capital, -4 dice to all asset and job preparation tests. Enforcement is present at the start of any combat, and HTR appears in 1d6 rounds after combat starts.

Sector Class

Sector class is a real-world thing called property class, and it is as clinical and disturbing as you would expect a group of capitalists discussing the various profit potentials of slums would be.

Property and sectors are 'graded' on four factors. The property, affordability, amenities, and livability.

Class A neighborhoods have white-collar professional workers, newer properties, lower affordability, high accessibility to amenities, and are almost entirely owner-occupied.

Class B neighborhoods have blue-collar workers, recent properties, better affordability, good accessibility to amenities, and are mostly owner-occupied. They have low vacancy rates.

Class C neighborhoods have labor, service industry, and hospitality workers, older out of date buildings requiring high maintenance costs, high affordability, poor accessibility to amenities, and have more crime and inconsistency with tenants.

Class D neighborhoods contain dilapidated houses, vacant, boarded up or foreclosed buildings, graffiti, vandalism, and drug activity. Property is cheap but may not even have access to basic amenities like running water.

Class E neighborhoods aren't neighborhoods. This sector class is given to wasteland sectors.

You determine a sector class by averaging out the resource class of every resource in the sector, rounding down.

Brand

To participate in the downtime turn, each group must present a brand for their group. They can be organized as a gang, syndicate, commune, or any organization method they wish, but the group must present a unified front defined by their brand. Brand creation is a group player activity and is in the character creation chapter.

Market cap

Market capital is operating capital the brand has access to. It's not cash, but rather cash flow. Each point of the market cap represents approximately 10,000 Zuzus of operating capital.

You can increase your market cap in several ways. You can take over, open, or repair a business or resource in a sector. These have both upkeep (which subtract from your available market capital), and income in the form of increased market cap. Your base market cap is the total of the market capital from all controlled resources.

The excess market cap may be turned into actual cash at an exchange rate of permanently lowering the market cap by 2 for 10,000 Zuzus. You can increase your brand's market cap permanently by 1 by investing 20,000 Zuzus. Certain assets can be hired that increase your market cap when placed.

Brand Identity

Brand statistics describe the brand's ability to compete with other factions. These are like character skills. They do not have pools, simply rolling their rating in 1d6 when a test is called

for. The ratings are for Media, Muscle, Espionage, Grid, and Magic. A brand starts at level 1 in each stat.

Other companies also have a brand rating, usually from 1-6 (though huge megacorporations may sometimes be even higher).

Assets

Each sector turn, a sector can have a selection of active assets working within it. Assets are individuals, supported by staff/gangs/employees, who can help you influence and control more sites and respond to other factions.

The brand can take the following actions during a downtime turn.
Media Campaign: Make a media test. Each success grants two influence to a resource in the sector.
Racketeering: Make a muscle test. Each success causes two damage to a single resource. Sector heat rises by one.
Covert Influence: Make an espionage test. Each success grants one influence to a single resource and lowers sector heat by one.
HakAttack: Make a grid test. Every success causes one damage and grants one influence to a resource.
Ensorcellment: Make a magic test. Every success allows you to alter the damage/resistance of any resource by one in any direction.
Repair: Remove 1 box of damage per applied market cap.
Hire Agent: Pay money/market cap to acquire one of three available assetsfor hire.
Do Crime: Make a muscle test. Every success provides 1,000-6,000 Zuzu's and raises heat by 2
Upgrade: Spend the downtime turn permanently improving a resource.
Demolish: Can only be used on a fully damaged resource. Make a muscle test. For every success destroy two boxes on the condition track of the resource.

Generally, assets consume part of your market cap as upkeep, if you use them or not. Some assets may even raise your market cap. Assets gained at character creation have an upkeep of 0.

Each asset has a specific effect, like a spell or action. You place and resolve your assets and brand actions one at a time.
Each month 3 random independent agents are available to hire.

Brand Image Traits

Two of these are selected during brand creation, a third is selected once a market cap income of 10 (100,000) and a fourth is selected once a market cap of 100 is reached.

Analytical: +1 espionage & +1 grid
Arcane: +2 magic

Athletic: +1 muscle & +1 media
Avant-Garde: +1 grid & +1 media
Competence: One auto-success on every brand action
Dangerous: +2 muscle
Experienced: +1 media & +1 espionage
Inspirational: +2 media
Luxury: +1 Market for service, vice, and housing resources; +1 media
Lethal: +1 muscle & espionage
Mercenary: -1 to asset upkeep, +1 asset available for hire
Modern: +1 magic & +1 media
Nefarious: +2 espionage
Obscure: +1 magic & +1 espionage
Ruggedness: +1 muscle, reduce damage to resources by 1
Secure: +1 grid. All devices and gear get +1 to hardening
Sincerity: +1 media, lowers total upkeep by 2
Sophistication: +1 grid +2 market Cap to all resources with a production tag
Technical: +2 grid

Crackdown

If the heat for a sector exceeds the sector threshold a crackdown occurs. Crackdowns are situations that are out of control. Rioters, police enforcement, and chaos reign during a crackdown. No business produces capital, -4 dice to all asset and operation preparation tests. Any adventure sites visited during the crackdown have active factions and enforcement patrols engaged in combat, extra patrols, and increased random events.

At the beginning of the sector turn, roll a 1d6. If the result is 4, 5, or 6, reduce the current heat level to three and the crackdown ends. When the crackdown ends, every resource in the sector individually rolls 1d6 per month the crackdown lasted and applies this as damage to the resource.

Demolishing Buildings

Sometimes, you'd like to destroy or replace a resource. Resources are still recoverable even if they are completely filled with damage. However, if you'd like to replace a resource, You can continue to damage it beyond its condition threshold. Each point of damage after the condition track is filled with damage blacks out a square on the condition track. Once all squares are blacked out, the resource is demolished, and a new resource can be built in its place. See the resources section below for building a new resource in a blank resource slot.

Assets

Name is the Assets name. If they are independent, they can be hired from the pool of available assets. The upkeep is the cost that must be paid to keep them in your employ. Failure to pay upkeep will cause them to be non-functional. If they are attached to a resource and unpaid, the resource bonus will be void for the month. The effect is what action the agent takes when used during the downtime turn

Resources

Market is how much market cap you gain for having control of the resource. Upkeep is how much market cap you must expend per month to keep the resource functioning. Any unpaid upkeep causes 1d6 damage to the resource condition track at the end of the sector turn per point of unmet upkeep. A resource may use its own market to pay for its upkeep.

Brands can create resources, and the cost depends on the class of the neighborhood. To build a resource, it costs 100,000圵 (10 market cap) per condition box. Class E neighborhood resources have one condition box (100,000圵). Class D neighborhood resources have three condition boxes (300,000圵). Class C neighborhood resources have nine condition boxes (900,000圵). Class B neighborhood resources have eighteen condition boxes (1,800,000圵). Class A neighborhood resources have thirty-six condition boxes (3,600,000圵). Six condition boxes are constructed per sector turn.

Any class of resource can be built in any neighborhood class. If the resource is of a higher class than the class of the neighborhood, the neighborhood rises in class by one. Resources with a class rating more than two levels above the neighborhood class take 1d6 damage to their condition track at the start of every sector turn.

Note that resources are specific but come from a general list of types of resources. Each resource has tags: *service, business, science, vice,* and *housing.* Each resource is unique.

Resource types

Arboretum (*Service*, *Science*)

Resource Class	Market Cap	Upkeep
A	175	125
B	85	40
C	50	25
D	10	15

E	0	4

Raises the sector neighborhood class by one. Aboretums of resource class A or B can convert one market cap to either 10 manasilicite or 10 techtronics per sector turn as an action. Arboretums cost twice as much to build.

Arena (*Service*, *Vice*)

Resource Class	Market Cap	Upkeep
A	50-100 (1d6+4*10)	40
B	20-70 (1d6+1*10)	30
C	10-30 (1d6/2*10)	15
D	1-6	3
E	1	0

Owning an arena provides +1 free die to any media tests the brand makes.

Back alley network (*Service*)

Resource Class	Market Cap	Upkeep
A	0	32
B	0	16
C	0	4
D	0	2
E	0	1

This provides an additional free die on all etiquette tests to gain dossiers and two free dice when using the Leadership skill. An additional asset is available for hire each sector turn. This resource lowers the neighborhood class by an additional level.

Bar/dance club (*Business*, *Vice*)

Resource Class	Market Cap	Upkeep
A	32	16
B	16	8

C	8	4
D	4	2
E	2	1

Bars and dance clubs are treated as one resource level lower when calculating the neighborhood resource class. At the start of every sector turn, roll a 1d6. On a 5 or 6, the bar raises the heat in the sector by one. Owners may avoid this heat increase by cutting their market cap in half.

Casino (*Business, Vice*)

Resource Class	Market Cap	Upkeep
A	40-160	16
B	8-48	8
C	4-16	4
D	2-12	2
E	1-6	1

Casinos cost three times the usual amount to build. Casinos permanently increase the heat in the sector by one.

Clinic (*Service, Science*)

Resource Class	Market Cap	Upkeep
A	8	5
B	6	4
C	4	3
D	2	2
E	0	1

Owning a clinic grants + 3 health condition boxes during operations. It allows the purchase of drugs, injectibles, and medicine.

Condos (*Housing*)

Resource Class	Market Cap	Upkeep

A	16	12
B	9	6
C	5	3
D	3	2
E	1	1

Condos increases the market cap of all *service* buildings in the sector by 10%, minimum 1.

Corporate Towers (*Business*)

Resource Class	Market Cap	Upkeep
A	32	24
B	18	12
C	10	6
D	6	4
E	2	2

Having access to corporate towers grants a brand +1 in all their statistics. It also lets resources continue to function if their upkeep isn't paid or if they are damaged.

Factory (*Business*)

Resource Class	Market Cap	Upkeep
A	160	120
B	100	80
C	50	40
D	25	20
E	12	10

Factories are treated one resource class lower when calculating sector resource class.
Factories increase the income from resources with the housing tag in the sector by 10%, minimum 1.
Factories produce a specific type of good. The production of this good is integrated into a supply chain. Factories do not allow you to purchase the items they create, but lower the cost of

purchasing items through your normal channels. Depending on the type of good, it may have certain effects:

Consumer Good factories increase market cap by 10%, minimum 1
Vehicle factories reduce vehicle costs by 30%
Industrial factories reduce the cost of cyberware by 10%
Munitions factories decrease firearms costs by 30%
Chemical factories reduce the cost of drugs/injectibles/medicine by 90%.

Gym (*Service*)

Resource Class	Market Cap	Upkeep
A	6	4
B	4	3
C	2	2
D	1	1
E	0	1

Access to a gym increases a brand's muscle statistic by 2.

Headquarters (*Business*)

Resource Class	Market Cap	Upkeep
A	0	10
B	0	6
C	0	4
D	0	2
E	0	1

A Headquarters provides +2 to the brand's Grid, Media, and Espionage statistics. Headquarter resources grant one free die on all non-combat tests.

Hospital/Surgery Center (*Service, Science*)

Resource Class	Market Cap	Upkeep
A	1,600	1,200
B	800	600

C	400	300
D	200	150
E	100	75

Owning a hospital reduces the cybertechtonics recovery time for a minor installation to 1 day, and a major installation to 1d6 weeks.

Housing (*uh. . .housing*)

Resource Class	Market Cap	Upkeep
A	5	4
B	4	3
C	3	2
D	2	1
E	1	0

Housing increases the market cap of all *vice* buildings in the sector by 20%, minimum 1. Housing permanently increases the heat of the sector by 1

Mass Media Station (*Business*)

Resource Class	Market Cap	Upkeep
A	330	280
B	180	150
C	88	74
D	8	8
E	1	2

Media stations cost twice as much to construct as normal. Resource class C station provide +2 to the brand's media stat, B provides +3 and A provides +4. Mass media stations add +1 to the brand's Grid and Espionage stat. Mass media stations increase the market cap of all service buildings by 10%, minimum 1.

Museum (*Service, Science*)

Resource Class	Market Cap	Upkeep
A	0 or 1,000	10,500
B	0 or 250	2,500
C	0 or 125	1,250
D	0 or 10	100
E	0 or 1	10

A museum counts as one resource class higher when determining the sector resource class. Having a museum grants +1 free die when searching for an items rarity. Museums allow brands to reroll 1's on magic and media tests.

Offices (*Business*)

Resource Class	Market Cap	Upkeep
A	16	12
B	9	6
C	5	3
D	3	2
E	1	1

Offices increase the market cap for all businesses (excluding themselves) in the sector by 20%, minimum 1.

Research Lab (*Business*, *Science*)

Resource Class	Market Cap	Upkeep
A	40	40
B	20	20
C	10	10
D	5	5
E	0	3

At the start of each sector turn, this building automatically produces 1 techtronics+ 1 techtronics for every resource with the science tag.

Science Center (*Science*)

Resource Class	Market Cap	Upkeep
A	80	80
B	40	40
C	20	20
D	10	10
E	0	6

Owning a science center produces a boost to techtronic production of 100%

Temple (*Service*)

Resource Class	Market Cap	Upkeep
A	8	6
B	4	2
C	2	1
D	1	1
E	0	1

A temple produces 1/10th its market cap in manastelliate every month.

Upgrades

Resources, sector class, and gear are upgradeable. You need to spend market cap and techtronics to upgrade buildings or your sector quality. You need to spend cash and techtronics to upgrade gear.

Framework

Basic frameworks include such things as "Getting an operation", and "Reconnaissance and preparation". These are procedural guidelines, not rigid rules. They provide a baseline of agency for the players and the Agonarch. They inform players as to the types of options rogue mercenaries have available in 2090 to resolve problems, but in no way do they restrict the

players from **taking any action they want**. Again, the framework is a procedural guide; the players and Agonarch provide creativity and panache in the development of the game.

This is the basic list of frameworks:
1. Getting an operation
2. Reconnaissance and Preparation
3. Locating a person/background check
4. Sabotage/Site Preparation
5. Temporarily enhance vehicle or drone.
6. Sector Travel
7. Encryption/Decryption
8. Astral Tracking
9. Car Chase

Getting an operation

Operation Selection

As sinless, they have access to 2 operations (created by the referee) for the players to select between by default. Certain assets and skills can increase the number of jobs available to the players.

Some jobs will stay available between sessions, while others will disappear. New jobs will be available at the end of every sector phase, subject to the Agonarch's plans.

Players can gain access to additional job selections in the following ways:

Sector Reconnaissance: A character may choose a nearby sector and spend some time on the ground. For every success on a reconnaissance test, they become aware of one job, opportunity, or delve site per success.

Matrix Search: A successful computer (hacking) test will grant one job randomly selected from the pool of all available jobs per success.

Investigation phase

Before accepting a job, players may attempt to gain information about the job. Most jobs are given by an intermediary, colloquially called a "Mr. Johnson." It is never immediately obvious who the real employer is.

Players may acquire information about which **faction** hired the intermediary. Usually, this is not difficult to figure out. It requires only one success on a reconnaissance skill test. Sometimes more elite units and powerful people may require more than one success on this test.

Once the faction (gangers, corporate, et. al.) has been identified, a successful coercion skill test will grant information on the specific **brand** behind the job (The Orpheus corporation, The red scarves gang, et. al.) Getting 4 successes on this roll will allow you to determine the specific **individual** who is hiring for the job.

The Meet

This is a scene that starts when the players meet the Mr. Johnson. The players play the role of their characters and talk to the Mr. Johnson who gives them the job. They can ask any questions they want.

The Mr. Johnson will offer a price for the job. One character can make a Negotiation skill test and for every success, increase the value of the offer by 10%. For every job you've completed for this Mr. Johnson successfully in the past, increase the value of the job by 10%. This is cumulative up to 50%. These are additive; i.e. the successes and the job percentages are added together.

Once accepted, if the job is not completed or is failed, reduce the Kismet Pool of the characters who accepted the job by 1.

[Image: Framework: Getting a job card]

Reconnaissance and Preparation

The players can use their skills and assets to gather information about a job site. This allows them to get the information they need to make a plan.

By default, each character can select to utilize two options in any combination. They may use two assets, an asset and a skill, or two skills. They may not use the same skill or asset twice. Depending on the fictional situation, the referee may allow for additional or fewer assets and skill uses. For very small groups (2-3), allow three options. For very large groups (6+), allow one.

All information gathering happens over the course of several days, and the information can be received in any order the players wish. E.g., they may wish to use a civil dossier success to get a hierarchy chart, then use a magic dosser success to find out which people are magically active in the hierarchy, and then use a second civil dossier success for a different piece of information. Below are examples of common questions.

Magic dossiers can provide the following information:
- The location of ley lines on the target site
- How many magically talented people are associated with the job
- the strength of magically talented people associated with the job

- list of magical wards and defenses
- a list of inequitatum associated with the target site

Civic dossiers can provide the following information:
- An employee list
- blueprints/layout of the site
- Information about the barrier rating of walls and barricades at the site
- location of local access nodes
- number and types of defensive emplacements
- The name of an employee with a criminal record
- The address and contact information of an individual
- What the patrol route schedule is for law enforcement in the area

Criminal dossiers can provide the following information:
- Information on the number of guards
- Information on the armament of the guards
- Information on an unusual entrance or access point
- a weakness or vice of a person associated with the job

Espionage dossiers can provide the following information:
- Information about specific employees, home addresses, places frequented, vices, legal issues etc..
- An employee hierarchy, names and ranks
- A set of blueprints for the site
- A secret about the job

Grid dossiers can provide the following information:
- Location of local network access nodes
- Strength of computer/electronic defenses
- A list of employees
- A piece of information about an employee (residence, vehicle, relationships, where they hang out, et. al.),
- A list of electronic and automated defenses (alarms, drones),
- locations of cameras

Characters may also use their skills to gather information.

Reconnaissance: for every success on a reconnaissance skill test, gain access to one of the following:
- Information on the number of guards and their load-outs
- employees on-site during each hour of a 24-hour period
- Layout of the building
- Location of all entrances and exits

- Location of cameras
- Location and type of defensive emplacements
- Home residence of an employee

If a magically talented character is doing the reconnaissance, they may also determine the following:
- location of ley lines on the site
- the type of magical wards and defenses
- Any inequitatum used for defense.

Hacking: For every success gain access to one of the following:
- location of local network access nodes
- types of computer defenses
- a list of employees
- a piece of information about an employee (residence, vehicle, relationships, where they hang out, et. al.)
- a list of electronic and automated defenses (alarms, drones)
- locations of cameras

Subterfuge: For every success gain access to one of the following:
- A list of employees
- a piece of information about an employee (residence, vehicle, relationships, where they hang out, et. al.),
- Information on an unusual entrance or access point
- a weakness or vice of a person associated with the job

Astral Senses: For every success, gain access to one of the following:
- The location of ley lines on the target site
- how many magically talented people are associated with the job
- the strength of magically talented people associated with the job
- list of magical wards and defenses
- a list of inequitatum associated with the target site

During the character discussions, the referee can provide information to the players that they need to formulate their plan. The referee will have the general details of each job prepared, layout of the target facility or location, and can begin presenting players with the information as they acquire it. The referee's role during this time is to clarify the situation and eliminate any misunderstandings the players may have about the goal or situation.

[Image: Framework: reconnaissance and preparation]

Locating a person

The players may need to track down a person. They may be missing, or hiding, or their location is unknown to the players. They may use the following skills and agents to locate the person.

It takes approximately one day per asset or skill used. Utilizing an asset requires an etiquette test.

Archmage: An archmage can be hired to cast a *locate person* ritual
Civil dossier: On a success, the employee can relay one of the following:
   ● If the person has declared bankruptcy
   ● If the person is the father or mother of any new births
   ● If a death certificate has been filed for the person
   ● If a divorce or marriage license has been filed
   ● If the person has been arrested
   ● If the target has received any licensing or certifications, (e.g. cosmetology, nursing, counseling, therapy, law, medicine, et. al)
Doctor/Nurse: On a success, the agent will get in touch with local emergency services, and let the players know if the person is in or has been discharged from the hospital or morgue.
Engineer: On a success, an engineer can use their digital address to locate which nodes and subgrids have been accessed by the person, giving a general idea of their location.
Grid dossier: On a success, the hacker can relay one of the following
   ● If the person is on any inmate lists
   ● If the person has recently been discharged from the hospital
   ● A former address or place of residence of the person
   ● Their digital address
Law Enforcement Employee: On a success, the agent can let the characters know if the person is in police custody.

Characters can also use their skills to track down a missing person.

Drone Observation: If the characters possess a VSTOL bird drone, they can use it to do sector reconnaissance. The player can choose a sector and make a reconnaissance test. On one success, it will identify if the target is in the sector. On four successes it will identify the site the target is in.

Canvassing: Characters can pick a sector and make a leadership test. On a success, if the target is in the sector, gain an anonymous tip to their location.

Advertisement: A successful computer (hacking) test will allow you to post messages and subtle requests for the target. This will alert all factions that the characters are seeking the person. If the person wants to get in touch with the characters, they will.

[Image: Framework: Locating a person]

Sabotage/Site Preparation

If the characters have time to prepare for a mission, they may want to infiltrate the site and make preparations or commit sabotage. First, you must determine the security level of the site. For sites that are friendly to the player, you can select as many of these options as you wish. For sites in neutral territory, you can select one option per successful subterfuge test result. For sites in hostile territory, each character can select one option per two successful subterfuge test results.

Once they receive their results and the battlefield is laid out, while deploying into the area they may place their modifications.

Hazardous Terrain: Cover fifteen 2m x 2m (1"x1") squares with caltrops, making the terrain difficult to cross. This costs 25 zuzus per square

Barriers: Add up to three 4 meters long (2"), 5-meter-high reinforced barriers. Each barrier costs 800 zuzus. This cannot be performed in hostile sites.

Obscurement: Fill up to five 2m (1"x1") squares with an opaque gas. This prevents vision and provides total cover. This costs 200 zuzus per square.

Explosion/Fire: Set up us the bomb. The bomb has damage equal to 1 point per 200 zuzu's, up to a maximum of 80 points for 16,000. It loses 2 points of force per meter (-4 per 1") giving a maximum-sized bomb a range of 20". It can either be triggered by a commlink command or set to detonate at a certain time. For an extra 40 zuzus per point, it can be made flammable and leaves a fire doing ½ total bomb damage after detonation.The bomb has a base hardness of 4. Spending 2000 zuzus will increase the hardness to 5.

Damage a structure: Select a structure on the site, such as a gantry, stairs, a section of wall, etc. Make a sabotage test. For every success, reduce the hardness by one and the hit points by two to a minimum of 1. Anytime during combat, the structure can be collapsed by damage.

Grease: Select up to twenty 2m x 2m (1"x1") squares and cover them in a frictionless invisible gel. This costs 80 zuzus per square.Targets must succeed on a reaction test whenever acting or moving. If the reaction result gets fewer successes than the action is taken or the distance moved in 2m increments, the person falls prone. They have to succeed at an athletics test with at least three successes in order to stand. They may slide across the surface prone at 2x their movement rate.

Mud: If areas of the ground are earth, they can be dusted with a hydrophilic powder, and water added to turn the area into thick mud. It turns the terrain difficult, and characters who end their turn in the mud must make an athletics check as a free action in order to move.

Plant an item: On a successful subterfuge test, an item of weight 4 or less or a small drone can be hidden somewhere on site, ready to be retrieved or activated. It requires any success on a friendly or neutral site or two successes for a hostile site.

Remove Cover: Select on 4m (2") area of cover and remove it. It is free to do so on a friendly site. It requires one success on a subterfuge test in a neutral site and it requires four successes in a hostile site.

Booby Trap: Plant a grenade or player-designed mechanism on a square designed to trigger when someone steps into the square. You can booby trap up to 1 square per success or 1 square per 2 successes on a subterfuge test. The cost is 100 zuzus plus the cost of the grenade or mechanism.

[Image: Framework: Sabotage/Site Preparation]

Temporarily enhance vehicle or drone

In an emergency you can use bricolage on a vehicle or drone to adapt to a situation. There are two types: rapid patch and revamp. One rapid patch modification can be made in 10 minutes to address an unexpected situation. Only one modification can be made and it lasts an hour. It takes four hours per revamp, which lasts 24 hours from the start of the first revamp.

If done before the job, it costs zuzu's for parts and supplies. After the mission starts, If an appropriate area (warehouse, barn, chemical plant etc.) is found during the a mission, the modifications can be made using bricolage and cost no zuzus.

None of these modifications require hardpoints available on the vehicle.

Rapid Patches

Improvised electronic countermeasures: Increase hardness by 1
Improvised armor: Increase ballistic armor by 1
Improvised mount: Install a hand-held weapon to the hull. The weapon can be fired by either the rigger or a rider.
Improvised ram: Deal +4 damage when ramming, Reduces damage to the vehicle by 2.
Improvised agility: Increase the handling of the vehicle by 1

Revamp
This is a more extensive modification. It takes 4 hours per revamp, and they last for 24 hours.

ECM field: Increase hardness by 2. Requires Engineering (Electronics)
Armor plating: Give the vehicle 3 impact armor and 1 ballistic armor; or 3 ballistic armor and 1 impact armor. Requires Engineering (Armory)
Turreted Mount: Manufacture and install a vehicle weapon up to weight 3. It does -3 damage and has -1 accuracy. Requires: Engineering (Armory)
Attack Ram: Temporarily install a functioning weight 1 ram. Requires Engineering (Mechanic)

Hydrofoil: Reduce water resistance by raising a boat up. Adds +4m (+2") to speed and +1 to handling. Requires Engineering (Nautical)

Sector Travel

Use the sector tracking sheet for references.Each sector will have a selection of resources and sites that may be under the control of a faction.

Traveling to a sector is as simple as deciding where to go. As long as at least 1 character has 1 point in etiquette with the faction in control of a site or resource or there is an uncontrolled site or resource, they may travel without issue.

Certain assets, sites, and resources are so well known they are automatically marked. A corporate headquarters in their arcology for example would let you know at least one site and asset automatically, due to publicly available information.

New sectors are unknown. You can use the following skills and agents to scout sectors. Make a negotiation test with your agent.

Espionage Dossier: for every success, they can provide the name of a faction that uses financial services in the sector (bank cards, businesses, etc.). Identify one faction per success (unless they are off the grid completely).

Civic dossier:
- For every success, you can find out the name and location of a site or resource in the sector.
- For a successful roll, they can tell you the medical centers (if any) and what they are known for in the sector.
- For each success, they can identify either a faction or a prominent agent in the sector.

Characters can just walk through a sector without difficulty if they possess at least 1 point of etiquette with a faction that exists within the sector. A week spent doing this will identify all the factions, two sites, and two resources.

The players may also use these skills. Each use of these takes approximately one week.

Observation. Each success identifies one unknown site/location.
Reconnaissance. Each success identifies one unknown resource.

Encryption/Decryption

Data files can be encrypted. While encrypted, they cannot be moved or altered, unless you have the cipher key. This cipher key can be bound to a persona, allowing a person

to access, read, or alter the file. Files cannot be transferred, copied, or moved unless decrypted.

Encrypting and decrypting a file is a time-consuming process.

Encrypt a file: Computer (Hacking) + Encrypt File Program Rating.
One Success: Set file security to 2
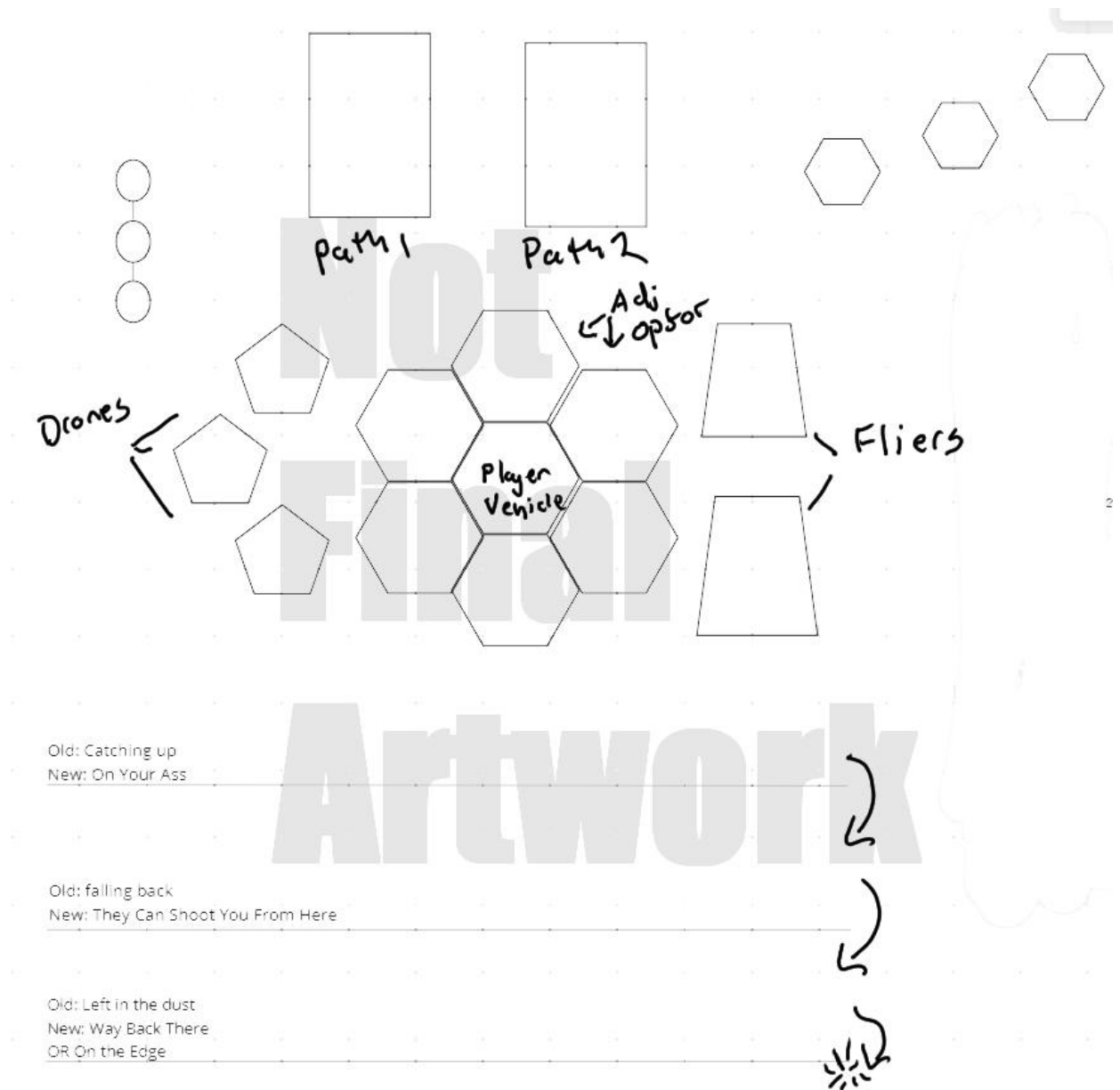Two Successes: Set file security to 4
Three Successes: Set file security to 6
Four Successes: Each further success reduces the number of dice that can be used on the decryption test by 1.

Decrypting a file is an extended test action. The hacker uses a complex action to make a computer(hacking) + Crack Encryption program rating test. They total their successes. It requires six successes for every level of file security. Six successes for a file with a security rating of one, and thirty-six total for a file with a security level of 6.

Car Chase

Lay the car chase board on the table.

Path 1   Path 2

Adj
op5or

Drones

Player
Vehicle

Fliers

Old: Catching up
New: On Your Ass

Old: falling back
New: They Can Shoot You From Here

Old: Left in the dust
New: Way Back There
OR On the Edge

The referee should prepare a deck of path options. These are shuffled and split, one-half on each of the path options. The referee lays down the appropriate number of leg markers, 3 for a veteran, 4 for a professional and 5 for a prime run.

Players place down their vehicle and any drones in the marked spot. If you can find appropriate toy cars, you can use those instead of markers. The referee places enemy vehicles either adjacent or catching up to the player.

Each player receives a turn, in which they are given actions just as in tactical combat. Expanded explanations of the following procedures are in chapter 8.

Escape by wrecking or outrunning all enemy vehicles, or completing all legs of the run. If you're wrecked, fight your way out to escape!

Ranged combat actions can be used against any target in the close, or catching-up zones. Drivers of vehicles can use their reaction pool to dodge gunfire, and the vehicle uses its body pool to soak damage. Vehicles can always roll their entire (current) body value to resist damage. Vehicles are immune to weapons with penetration value lower than their armor.

Maneuver. Complex action. Pilot (vehicle) + handling test. If Successes are equal or greater to the target's handling, the target falls back 1 range category or forward up to 2 range categories.

It's a Trap! Complex action. Pilot (vehicle) + handling test. If the character gets four successes, they have any of the displayed non-primary path cards affect their opponents. If they fail this roll it affects them instead (in addition to the next regularly scheduled event).

Ramming Speed!. Complex action. Pilot (vehicle) + handling test. Successes + vehicle health is the damage to the target. Damage to the ramming vehicle is health of target - successes. A ram modification will double the damage to the target, and half damage to the ramming vehicle. Both vehicles can soak this damage.

Book it!. Complex action. Pilot (vehicle) + handling test. Four successes on this test allow the rigger to immediately trigger the primary path card, face up or down. The next primary path card is still applied at the end of the turn.

Plot the route Complex action. Use Computer (Hacking) + Hack software rating test to get a success to flip one path card face up. A rigger with a VSTOL bird, roto-drone, mobile sentinel, or hawk can attempt this with a Pilot (vehicle) + handling skill test.

Change the route. Complex action. A pilot (vehicle) + handling test that gets four successes can burn the top card of the path, moving it to the discard pile.

Wrecked. Outcome. If the player's vehicle is wrecked, the referee should lay out a tactical map and have an 'escape zone' at the opposite end of it. The remaining opponents and their vehicles should be between the players and this zone. Once they reach the escape zone, they get away.

If no pursuers are left, the players escape.
If all legs are collected, the players escape.

Flying Enemies. Enemies that are flying cannot be pulled away from. They will always be considered in the close zone.

Somewhat frequently characters are targeted for assassination or retribution. This framework provides an objective resolution to the situation without denying the player agency or requiring hand waving by the referee.

Once a contract is put out or a person decides to seek revenge, the referee makes secret tests using the character's leadership skill test for any military, street, or criminal assets.

If the character achieves 2 successes on this test, the asset has come across the contract or bounty targeting the character and passes this information on to the character.

After discovering the attempt, any espionage, criminal or criminal dossiers can be used to determine one of the following per two successes:
The value of the bounty, who put the bounty out,
who—if anyone—has taken the contract,
what the contract specifies (murder, maiming, kidnapping family members, etc), and where an attack is likely to take place.

The player can use the following skills and actions in response to the threat. The referee will have an approximate date for a strike.

A successful **subterfuge** test contested against the hunter's observation test will allow you to covertly pass information onto the hunter giving them a time and place that is convenient to strike. This takes one day. The attempt will take place at that time.

A **reconnaissance** test will identify one of the following per success: The value of the bounty, who put the bounty out, who—if anyone—has taken the contract, and what the contract specifies (murder, maiming, kidnapping family members, etc), where an attack is likely to take place. Each of these requires three days of footwork, or if it's the entire focus for a week, you can just take two days for the third test. (i.e. a week for three tests).

A target site may be prepped by players using the sabotage/site preparation framework

A **computer (hacking)** test with four successes will identify the hunter, their motivation, and training.

Running the Game

Frameworks for the Dungeon Master

Designing a run

The referee will design the missions, and it is up to the players to gather what information they can.
Keep the following in mind: Sinless is designed for players to complete dozens and dozens of missions during a campaign. missions are not designed to counter the players. About half of all missions should go exactly as expected. Only about 1 in 20 missions should involve a betrayal. The remaining 45% can have unexpected defenses or a twist during the mission.

Many, many missions can be completed successfully, without the need for any conflict. Characters can use these to uncover information about the goals and motives of other factions in the sector. *Example one: Players are hired to deliver an unknown item across town to a warehouse on the docks. They discover that the Yazuka boss Dragontounge is moving Krieg company rocket launchers to Atlas corporation headquarters. They deliver the goods, without difficulty, and collect their 10,000 Zuzu's. Example 2: They are hired to create a distraction in a restaurant. They discover the Govpol has hired them. The hacker shuts down their computers, and a small explosive planted the night before goes off, filling the restaurant with toxic smoke. Later they learn of a bank robbery that took place during the same time, and find out the robbers were Yazuka using reconnissance. After a few quick skill checks (subterfuge for planting the bomb, a few Computer (Hacking) checks to shut down the grid) The characters collect their 80,000 Zuzu's and move on.*

Each mission, (even the easy ones), should provide 2 Kismet. It might be possible for a well organized group to move through a simple mission in as quick as 10 minutes. At the end of the session, the kismet for missions is totaled.

Veteran missions have a target DC 4 for the players, and pay up to 100k. Professional missions have a target DC of 5 for the players and pay between 100k and 1 million. Prime missions have a target DC of 6 and pay 1 million and over. The price should be adjusted for more difficult missions. Only adjust the base mission price up.

Each mission type has a base pay rate. When designing the mission, use this value as the base price, and raise it to be comparable with added difficulty. This price will be further raised by the players during the negotiation phase of the job. Players will eventually need large amounts of funds to raise the market cap of their brand to pay for agents and expansion.

Many jobs will require creating a location where combat can erupt. Keep the following in mind when designing the location. The layout should have multiple entrances and egress points. Always include elements of verticallity. Consider which areas are exposed to the sky via glass ceiling and open air for subsonic air drones. Place ley lines, network

nodes, and defensive emplacements. Areas of cover and lighting, barriers, and other obstacles must be considered.

There are a variety of mission types. These include assaults/raids/demolitions, extractions/insertions, theft/retrieval, posted bounties, escort missions, assassinations, sabotage, exploration, spying, and mysteries/dissapearances. Each will be covered in turn, but site design is similar across all the categories so will be addressed first.

Site Design

The first thing is a layout. This is the space where most conflicts take place. Generally they are shaped like a rectangular battlemat. Office floorplans and other maps are available online.

Ley Lines
On about 80% of maps, draw a 1"(2m) line from one edge of the site to another, and roll a 1d6. This is the leyline in the area. Spellcasters on this line gain a number of bonus dice to all magical tests (summoning, casting, resisting drain, et. al.) equal to the d6 roll. They gain half this bonus if adjacent to the ley line.

On the other 20% of maps, either draw 2 different ley lines (cumulative when they cross) or Pick a 2" (4m) radius (4" 8m diameter) on the map representing a dead magic zone. Roll a d6. In this dead zone all magical tests are at a penalty equal to the d6 roll. Spirits cannot enter or pass a dead zone.

Network Access Node
Choose a location to have a network access node. A decker uses the NAN to activate their more powerful software. It's necessary for power and grid access, So there will generally be one every 100m (50") or so. Corporations will often take measures to protect Network Access Nodes with barriers, total cover, defensive emplacements, and drones. Note that the Decker does not need to have line of sight, they must simply get with 10m (5") to access the Network Access Node. Corporations know this and often make it difficult to approach within 10m. Extenders can increase this range to 15m or 20m with modifications. Corporations are aware of this also. It requires a powerful expensive deck, so defenses at this range are usually only implemented on professional or prime runs.

Defensive Emplacements
These are checkpoints, service desks, barriers, keycard access, turrets and gun emplacements, and other devices designed to control the public and protect the site (and sometimes protect the employees.) You will need to consider mounted weapons, the value of the barriers and emplacements. Companies placing these will always be forced to consider useability versus security. There should be one or two emplacements on a veteran run, with an additional one at the entrance. More paranoid or difficult runs

can have many more. Each emplacement beyond the first two should add 5-10% to the price of the run.

Guards
There are two categories of guards. Guard droids, machines or software Daemons designed to protect the area, and human guards. Areas with more people are likely to have more human guards, whereas warehouses and other areas are more likely to be mostly droids.

Software Daemons can also be used as guards. These are programs that are designed to respond to escalating alerts triggered from hacking. These are in addition to the network Daemons and drones metatron will respond with if too much damage/fuckery happens to the network (i.e. the alert level gets too high)

Unusual access points
Every site should have an unusually access. Up through a garbage shoot, heating and cooling ducts, a blocked exterior door, etc.

Employees
You should generate a list of 12 names, as an employee list. Assign one as boss, one as security, two as janitorial, two as supervisors and the rest as workers. Consider that some of the workers/janitorial may be synthetics, uplifted animals, or other non-human workers. You should randomly generate the names. If an address is requested, you can generate one then. Use a phone book. (HA!)

Vice table
If the players ask for an employee vice, roll on the following table and assign that vice to one of the employees. If asking if a specific employee has a vice, there is a 1 in 6 chance. If successful, roll on the vice table
1) Unhappy/Disloyal
2) Compulsive Gambler
3) Drug or Alcohol addict
4) Extreme/Outstanding debts
5) Pending legal action
6) Previous Felony

Cameras
Cameras should be placed last. Usually there is one in each corner, one at each intersection, and one for every 20m (10") across the battlemat.

Rumors
Finally you should generate several rumors about the job. These should be information about the setup, secret entrances, vices of employees, and site information. There's a 1 in 6 chance for the information to be incorrect.

Kismet

After a session, the referee assigns Kismet to each player. Grant Kismet at the end of a session as follows.

Survived the session: 1 Kismet
Completely mission successfully: 2 Kismet
Acquired paydata during run: 1 Kismet
Optional objective completed: 1 Kismet
Personal goal achieved: 5 Kismet

Ask each player at the end of the session what their character learned. If they provide any answer, grant an additional point of kismet. This should usually grant between 4 and 6 points of kismet per session.

Every ten points of Kismet acquired grants an increase to the Kismet pool of one. Every time you increase the kismet pool, you can select a boon from the following list.
1. Experience a financial windfall. The referee will roll and tell you the nature of the windfall.
2. Hear from an old friend; gain a new free random asset. Like assets from character creation, this asset does not require upkeep.
3. Skill mastery, increase a skill from 6 to 7.
4.

Every second time (20 kismet, 40 kismet, etc.), you can instead select a boon from the following list
1. Gain a magic item or piece of experimental tech. Your referee will work with your input to grant a rare item.
2. Skill guru, increase a skill from 7 to 8.
3. Pool resilience. Select a statistic. Tests made with this statistic gain 2 free dice per test that are not subtracted from the pool.

Spending Kismet

Kismet may be used to raise your attributes and skills.
Purchasing a new skill costs 4 kismet.
Raising a skill by one costs the current skill level in kismet. Skills cannot be raised beyond 6.
Raising an attribute by 1 up to 10 costs one kismet. Every increase from 11 to 15 costs two kismet. Increases of 16+ cost three kismet per attribute point added.