

Cyberpunk **Remix**



by Justin David Margulski

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What you need to play

This game uses a variation of the FATE 3 rules. If you have played Spirit of the Century, Diaspora, Starblazers, Dresden Chronicles, or similar games, then much of this game will be familiar to you. It requires 4 fudge dice to play. They are used less often than in those games, but each player may still want one or more sets of his own fudge dice. If you don't have fudge dice you could make your own. I've made my own fudge dice from little wooden cubes I bought at the craft store. You could mark up old Yahtzee dice so that two sides have pluses, two have zeros, and two have minuses or just roll 4d6 and treat results of 1 or 2 as minus, and results of 5 or 6 as plus.

It is also possible to use a deck of cards without clubs in it. The spades point up so they are plus, the hearts point down so they are minus, and the diamonds don't point anywhere really. This has the benefit that you can leave the results of skill checks on the table

If none of those options appeal to you, you could roll two different colored d6s, a minus die and a plus die, and treat plus or minus 5 as zero. This produces the same range of results, but high pluses or minuses are more common, which might be more exciting, or more annoying, depending on one's attitude towards it.

Glossary of Terms

DJ – Director de Juego, the guy in charge of the narrative continuity of the game. He gives and takes fate points and helps players make sense of their rolls. Technically he is also playing, but *players* generally refers to everyone else playing.

PC – protagonist character, the heroes of the story. If your PC is not in a scene, the DJ may ask you to play a different character temporarily.

NPCs – everyone else in the game. Mostly the DJ chooses their actions and speaks for them, but it is extremely awkward for two NPCs to talk to each other, if the DJ is playing them both, so whenever he feels it is appropriate, the DJ will ask a player to take over an NPC.

The stacks – the DJ's deck of cards containing all the important and reoccurring NPCs, NPC organizations, bioweapons, complications, dangerous animals, etc.

What this game is about

This game is about your crazy friends and family. Really, you, the person reading this. I know a thing or two about you. You're a bit of an oddball, outsider, do it yourself kind of person. You have some weird friends, and they get you in trouble occasionally, nothing serious usually, but troubles none the less. Maybe it's your family that causes you trouble. If there's a reason you're weird, it's them. Maybe it's your hippy mom, always trying some new hobby. Maybe it's your rebellious kids, with their new fad or other dumb idea.

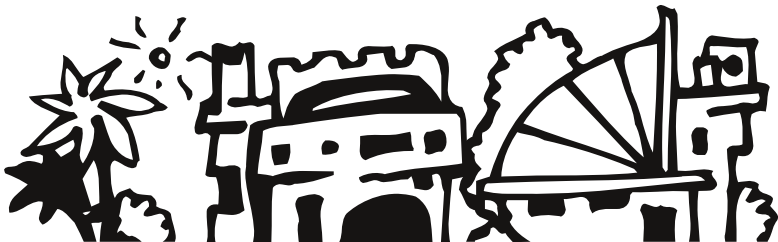
But this game is mostly about you, about how you deal with all that. You see, you are important, specifically because you're odd. All those weird little quirks that you've developed, many of them just to deal with the strangeness of your life, they make you significant. They make you important to the people around you.

The popular kids in school - they aren't important. They're interchangeable, all the same. You are unique. You matter, as an individual, specifically because you don't fit in.

This game is about that.

It's about a world that might be if we aren't careful, a world where everything is a lot more weird, where people's brains can be hacked, mutant rats build temples to Mickey Mouse™ in the sewers, cranky droids run shops and complain about the old days, and your hippy mom's new hobby involves genetic sequencing new breeds of mutant flowers. But it's a world where people have to fit in, are desperate to fit in, because if they don't, they get kicked out and have their rights taken away from them.

In this game you will make up stories about characters that have never fit in. This means two things. Your characters are always in trouble. And your characters are significant to the world they live in. People notice your characters, for good or ill.



Character Creation

There are seven steps involved in creating a PC, one of the heroes of the game world. NPCs are a lot simpler and they're still quite playable, so if you can't be bothered to go through all seven steps before you start playing, don't stress. Fleshing out your character as you go is fine.

Step 1 - Answer five questions about the character you are about to create, and record the answers on your character sheet..

- Where and how did your character grow up?
- What does your character do for a living?
- How does your character know the character being created by the player immediately to your right?
- How does your character know the character being created by the player immediately to your left?
- Why is your character always in trouble?

Step 2 - choose 10 aspects, and record them on your character sheet. These are narratively important facets of your character. If your character lost his eyesight in a plague, fell in love with an important NPC, is a strong guy, has a catch phrase or signature move, is terribly unlucky, all that stuff goes here. The default way to pick aspects is to mention two details about each of the five questions in step 1. But if you want your character to be a citizen, then most of your aspects will have to fit into a specific ideology.

Step 3 - choose 10 skills, and record them on your character sheet. You must have more level 1 skills than level 2 skills, and more level 2 skills than level 3 skills, etc. This is called the skill pyramid and must be maintained even as your character grows and changes. Most people choose four skills at level 1, three at level 2, two at level 3, and one at level 4, but nobody's forcing you to.

Step 4 - choose 3 edges, and record them on your character sheet. Some edges require the character to have certain types of aspects or skills. If you want an extra edge for your character, pick a skill to be weak (level -1). You may do this only once. Citizens will automatically have a weak skill and bonus edge OR TWO, but may choose another weakness and edge.

Step 5 – set your tracks. Every PC gets three tracks, Composure, Health, and Resources. They all start with three boxes, but you add your character's Resolve skill to Composure, your character's Stamina skill to Health, and your character's Assets skill to Resources. If any of these skills are weaknesses for your character then yes, they get one box less.

Step 6 – choose starting equipment, clear it with your DJ, and record it on your character sheet. The PCs are assumed to have pretty good access to equipment. The DJ will probably not deny your character an item of equipment unless your character lacks the skills necessary to use it, or the equipment would normally be very expensive and your character has a low Assets skill.

Step 7 – fill the stacks. The DJ will have a stack of blank game cards next to him. You must take these cards and write down someone or something (something active like a cult, disease or business) on the card that is or was important to your character, and is not one of the PCs. You must write down the character's name and the relationship that this character bears to your PC. You can write more, but you don't have to. For every NPC you add to the DJ's stacks, your character starts with one fate point.

You can't just write anything on the card. For example, you can't write Ebola on the card just because it's a horrible disease. If however, as a child, your character and his younger sister were in a neighborhood that was quarantined to prevent the spread of Ebola, and their parents couldn't get to them, and his little sister died before the quarantine was lifted, then Ebola could go on a card.

List of Skills

Alertness	Driving	Programming
Amiability	Empathy	Public Relations
Archery	Engineering	Resolve (track)
Arts	Finance	Sailing
Assets (track)	Firearms	Science
Athletics	Genetics	Spacecraft
Brawling	Gunnery	Stamina (track)
Bureaucracy	Hacking	Stealth
Burglary	History	Supply Chain
Chemistry	Intimidation	Survival
Culture	Investigation	Sys-Admin
Cybernetics	Leadership	Tactics
Deceit	Medicine	Utilities
Demolitions	Piloting	Weapons

I could describe all the skills and provide trappings for each one, but what generally happens is that the DJ and players decide for themselves what each skill covers and if new skills are needed on the list. So here are just a few notes on how I envision some of the skills.

The Culture skill represents the character's familiarity with other cultures. It is used to get along in unfamiliar societies and speak languages other than those the character grew up around.

Hacking is used to get software to do stuff it's original designer did not intend it to do, in difference to Sys-Admin which is used to make software stop doing stuff it isn't supposed to do, and Programming which is used to make new software.

History covers general academic humanities topics. It is supposed to work with Science, covering academic science topics, to allow players to create characters with good general educations. History and Science are not active, so if you want to create art or speak other languages, rather than just know about them, you need Art or Culture. If you want to sequence a gene, fix a rocket, or synthesize a drug, rather than just know about genes, rockets, and drugs, you need Genetics, Engineering, or Chemistry.

Public Relations is also used to make advertizing campaigns.

Supply Chain is one's skill in setting up resources, contractors, and vendors to get necessary materials for businesses or other organizations. It is different from Utilities, in that Utilities only covers power, water, bandwidth, and waste disposal. Supply Chain does not generally cover these things, and does not cover waste disposal at all.

Survival also covers things like riding animals and tracking.



List of Edges

Cyberpunks aren't really the types of characters that do stunts, but they each have an edge or two that sets them apart. (That is why edges in this game do almost exactly the same things that stunts do in other FATE games.)

Metal _____ Edge

This type of edge requires that one of the character's aspects explain or imply why the character needs a prosthetic - accident, illness, dangerous career, etc.

Pick a part of the character's body. It has been replaced with a cybernetic prosthetic. It has one stress box, that can be checked instead of any health stress box, and the cybernetic can take one aspect, broken, when the character would otherwise take an aspect in a conflict.

It must make sense in the story to use the cybernetic implant's stress box or take its aspect. It's easy to describe how a metal arm deflects a bullet, and how a metal arm gets shot and no longer functions. Cybernetic eyes or ears are more difficult to work into the story of a gunfight.

The second and all subsequent times this type of edge is chosen, another part of the character could be cybernetic, or the existing cybernetic part could have a function or item of equipment built into it, such as thermographic eyes, sound amplifying and filtering ears, grapple-gun arm, etc.

Techno Edge

This type of edge provides the character with a cherished customized item of equipment that provides a +1 to skill rolls when using it, and two aspects. The item could be a computer, a phone, an ekranoplane, a space shuttle, a gun, a suit of body armor, a computer program, a business, a combat drug, whatever makes sense for your character.

The second and all subsequent times this type of edge is chosen, another item could be chosen, or three more aspects could be chosen, or two tinkerable aspects could be added to the item. Tinkerable aspects are aspects that start the adventure as blank, but when the character needs his item to do something weird or do something really well, he can reveal that he has been tinkering with the item to get it to do that thing, and fill in the aspect for the remainder of the adventure. Filling in a tinkerable aspect does not get a free tag on that aspect. In story terms, it was always there.

In some conflicts, characters may try to damage equipment. A hacker might try to use a virus to damage a computer system, a vehicle may take damage in a chase. In these instances, PC equipment will use a stress track, just like the PC itself. Equipment gets 3 stress boxes plus the value of the PC's skill in using the equipment. A good driver will be able to avoid damage, maneuver a car to take damage on a less vulnerable part, and keep the car on the road longer and running, despite damage.

Punk _____ Edge

Pick a skill for each punk edge a character has. Whenever the character uses that skill in his action, in a conflict, the character can also use that skill to add an aspect to a scene, area, or location, as a free action.

For example, a Punk Rocker (arts) can put on a great show, while working the crowd up to riot. A Punk Driver can speed through narrow streets, while knocking over garbage bins, blocking the way for his pursuers. A Punk Brawler can do so much collateral damage in a pub brawl that he could add aspects like, *lights knocked out*, or *broken glass*, or *beer everywhere* to the different areas of a pub.

Other characters can of course add aspects to locations, but they need to spend an action to attempt to do so. When a punk decides to start making a ruckus, things get messy very quickly.

_____ Jazz Edge

Pick a skill for each jazz edge. When using that skill, the character is never penalized for poor quality equipment or lack of equipment. He can improvise. This extends to tagging and compelling aspects.

Suppose a character has Driving Jazz. His friends have cobbled together a hoopty, that they can use to get out of town, from several cars they found behind the local mechanic. The DJ gives it the aspects, *rickety*, *slow*, and *worn out*. On their way out, local gangsters chase them on high-tech motorcycles. Normally, the DJ would tag the aspects like *slow*, when the heroes make movement rolls to escape, lowering the car's movement rolls by 2, and giving the driver a fate point each time. But the DJ can't do that to someone who has driving jazz. He knows the car is slow, and he drives figures out ways so that it doesn't hurt his ability to escape the attackers.

The person with driving jazz can still tag "negative" aspects himself, so that when the high-tech motorcycle is about to catch the car, the driver can tag *rickety*, and declare that something fell off the car, getting caught in the motorcycle's wheels, slowing it down (-2 to the cycle goon's movement roll).

There's lots of skills that jazz goes well with. Hacking Jazz makes a character so resourceful he can try to open advanced electronic doors

with a fork. Programming Jazz means all your development software is on-line so no matter what kind of weak computer you're working on, you can put something together. Genetics Jazz means you can identify a mutant creature or new disease based on other clues and symptoms.

Alternately, if you've already picked a techno edge, a jazz edge could signify that the equipment is integral to your character, implanted in his body in some way.

_____ Rock Edge

Pick one of the character's aspects. That aspect, that facet of the character's values and beliefs, is like a rock, so integral to the character's identity, so inviolate, that the character will always want to go along with it.

In game terms, whenever the player accepts a compel on that aspect, the player earns an extra fate point. Note that this does not increase the cost to deny the compel. Citizens always get a free rock edge. Members of the Semitic Socialist Erreshet get Love Rock; Residents of Tarun Productions get Privilege Rock; Followers of the Ithna'shar Juma' get Shi'ite Rock; etc.

Folk Edge

The character with this edge has people, or some other source of assistance, an AI, a law firm, a pet, etc.

The “folk” either accompanies the character most of the time, or can be called upon quickly. This folk is average (level 1), and helps in a narrowly defined sphere of conflict, like physical conflict, financial conflict, digital conflict, social conflict, sneaky conflict, etc. Helping means the “folk” will grant the PC +1 in that type of conflict, and can take one aspects which will somehow take the “folk” out of the conflict when the PC would otherwise take any other aspect an opponent tried to put on him.

The “folk” gets three advances, each of which can add an aspect, add 1 to the level, or add a type of conflict the “folk” is useful in. If you take this edge another time, you can get another three advances to use on this “folk” or a new “folk”, which is useful if your character concept necessitates he is followed around by a greatly (level 4) sexy assassin babe, who can help get past security systems, kill people, and impress your friends at parties.

“Folk” cannot be better than great (level 4), and they cannot do stuff on their own, only help out, unless the “folk” has an aspect like *independent* or *willful* or *proactive*, etc. But expect the DJ to occasionally compel that aspect to get the PCs into trouble, like when your sexy assassin blows your whole bank balance on a chic new dress.

Alternatively, if the PC has the skill, Culture, at level 4 or more, he can take a “blank folk”, which is the same as a normal folk, except that “blank folk” get only 2 advances every time you select this edge, and

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the player can fill in this “folk” and introduce him at any point in the adventure. Once the “folk” is introduced, he sees the adventure to the end, but a different “folk” can be called upon during the next adventure.

Note that “folk” never has to be one person or pet. If a character has an law firm on retainer that helps with legal entanglements, that counts as having folk.

_____ Virtuoso Edge

Pick one of the character's skills. This edge makes the character's ability with that skill so adept that the character can use the skill in circumstances when another skill might be more appropriate. If the circumstances are pretty universal, then using this edge costs a fate point.

A person who designs cars might be able to use engineer in place of driving, if he spends a fate point to state that he helped design this car. A client of Zu Fazhan Shetuan can use Supply Chain instead of Investigation when figuring out how something is made. Instead of tracking down the process, he figures it out based on how he would set up a supply chain and manufacturing process to make this thing. A gangster could use Firearms in place of Intimidate, if he points a gun at you.

_____ Blues Edge

Pick one of the character's stress tracks. The character does not need to roll up if asked to put a check in a box that's already been filled. He could roll down, to the first available box immediately below the one you would normally check. So if your character has Composure Blues, and a cute girl throws a drink in his face, and he would have to check off his 3rd composure box or take an aspect, but his 3rd and further boxes are already filled, so it looks like this drink will put a negative aspect on him, but his 2nd box on his stress track is still empty, and he does have Composure Blues, so he's used to being treated poorly, so he checks off the 2nd box and keeps talking without missing a beat.

Pop _____ Edge

Pick one of the character's skills. The character can use that skill regardless of time crunches, even instantly, at the cost of one fate point. Although skills that one uses in conflicts still take an action to use. A Pop Engineer just needs to give it a good whack to get it working again. A Pop Culture expert knows what people like and dislike the whole world over. All he needs to do to make friends is drop a few names of actors, musicians, viral video clips, songs, podcasts, etc, and suddenly he's part of the *in* crowd in a new city.

Country _____ Edge,

The character has exceptional common sense, experience or know how with one skill. When using that skill to gain information, the character learns a number of items of information equal to the result of the roll, rather than just one or two facts.

A Country Survivalist can rattle off information about an animal just by seeing its tracks. A Country Doctor will be able to tell you what a person has, how he got it, where he got it, and two different treatments for it, just by looking at a patient's chart. A Country Sys-Admin can look at the server load from different processes and tell you if there is a virus or intruder, what it's trying to do, what port it's using, and track it's IP back to a physical location.

_____ Trance Edge

This edge represents that the character's nervous system has been modified to maximize it's ability in a certain area at the expense of others. Each time this type of edge is chosen, pick one skill or one piece of equipment. When the edge is active, that skill or all skill checks performed that use that piece of equipment get a plus 2 bonus, and any skill checks that don't use that skill or that piece of equipment get a -1 penalty. This edge is obvious. Characters that get this edge often have a visible plug in their skull to connect their nervous system directly to a computer or gun or vehicle, wires that can be seen under their skin upon close inspection, or visible side effects from the drug they take that does this to them.

Trance edges are cumulative with other edges but not with each other. So Computer Trance, plus your fancy Techno Edge computer would give you +3. Alertness Trance plus Weapon Trance (a.k.a. wired reflexes) gives you +2 to each skill and -1 to all others. But Computer Trance plus Programming Trance does not give you +4, only +2.

Ambient Edge

Every time this type of edge is selected, choose a type of penalizing condition that the character can ignore. This means the character can ignore penalties and even ignore compels and tags against penalizing aspects. A good ambient edge is blindness. Whenever a character is in a physical conflict and can't see either because of damage to his eyes or because of smoke or darkness, he can still locate his opponents with his other senses and fight. Catholic as an ambient edge means there is never a festival for a saint that the character can't remember. If a social situation or a piece of information has the aspect Catholic, it can never be tagged to penalize the character by 2, because of the ancient, ornate and often obscure nature of the Catholic church. A financier might have Recession as an ambient edge, meaning that he can run a business unhindered during a recession.

Character Advancement

All living things change, especially PCs.

At the end of every session you may choose one of the following to do with your PC.

- Swap the levels of two skills that differ by one. For example: if your character wrecked his car, and has to take public transit, but now he has more time to read, you may swap driving 3 with history 2, so that you end up with history 3 and driving 2.
- Change one aspect that the session suggests seems to have changed (or if it never came up because you picked a lame aspect). For example: if your PC had a terrible falling out with his parents, you may want to change the aspect of *Loyal Son* to *Rebellious Son*.
- Change an edge. For example: if your character lost his superbad kusarigama this session and had to improvise weapons for the rest of the fights, you may want to swap out your techno edge (the kusarigama) for weapons jazz.

Note that aspects and edges that a character has as part of his citizenship cannot be changed without losing that citizenship.

At the end of every session the players should nominate one among them for a skill point for making up an awesome character or playing awesomely. This is not only good sportsmanship but it also reminds the DJ to give out skill points. One skill point raises a skill by one point, but the skill pyramid must be maintain. To have four level 3 skills, a character must have at least five level 2 skills and at least six level 1 skills.

After a number of sessions, whenever a PC has accomplished a major goal or completed a story arc that spanned a few adventures, the DJ will ask the players if they feel that the other players are playing according to their characters' aspects, or if the characters need new aspects to represent how they've grown and changed. You do not choose your own new aspects. One of the other players has to nominate a new aspect for your character, and everyone, including you and the DJ will vote on it. Usually consensus is reached, but if not, the majority rule. Don't worry, if you don't like it, you can change it later, at an appropriate time.

Any PC that has earned two new aspects can also choose an extra edge. This extra edge is something that you get to choose for your character yourself.

Resolution

Whenever a PC faces something difficult, check the PC's skills to see if the PC is good enough to face the challenge. Skill levels correspond to degrees of skill in this way.

- 10 You are made of Awesome
- 9 Famous
- 8 Epic
- 7 Awesome
- 6 Extreme
- 5 Superb
- 4 Great
- 3 Good
- 2 Fair
- 1 Average
- 0 Mediocre
- 1 Weak
- 2 Bad
- 3 Terrible
- 4 Suck
- 5 Infamous
- 6 You are made of Suck

What side of the bed did you wake up on?

When the DJ wants to add suspense and excitement to an action, he will ask a player to roll the fudge dice, and modify the skill level by the result of the dice roll. This is to simulate those times when, for whatever reason, we perform better or worse than we would expect.

Helping and hindering

For every three levels of a skill that you have, that could help someone else, you give that person a +1 to his skill. Hindering is vastly easier. Just subtract your skill from the person you are hindering. Trying to spot a sneak? Subtract his Stealth from your Alertness before you roll. But your friend, who is a good (+3) Burglar, could point out where to look, giving a +1 to your skill.

New Aspects

One of the most common uses of skills is to create new aspects. If your skill is good enough, then the DJ will simply allow you to declare that one of your characters actions changes a scene, location, or item, and add the new aspect. If your skill isn't good enough, or if you rolled poorly, then you will fail to add the aspect you were trying to add. The GM may add an aspect anyway, to represent your character's failure.

Whenever a character uses an action to create a new aspect, that aspect is temporarily free. Everyone gets one chance to tag it, and the first person who does, does not need to spend a fate point. If everybody declares an action and nobody tagged it, it may be tagged later, for a fate point. So if you shoot the supports out from under a water tower, you can declare that the villains lose their footing on the wet roof without spending a fate point, but only if you do so right away. If you wait, it will cost fate points.

15 minutes of Fame

Whenever a character gets a result of Famous or more, or Infamous or less, as long as there is a slight chance of there being an NPC with a phone nearby, the PC's actions are so noteworthy that they are recorded and end up on a video sharing website, and achieve viral fame. For the next 15 minutes of real time, the PC has the aspect "that guy from the _____ video" and can site it when spending a fate point or more likely, the DJ can compel it, people recognizing the PC, which will earn the PC fate points. When the 15 minutes are over, people have stopped caring about that particular internet phenomenon.

Conflicts

Characters have stress tracks. These are buffers that prevent others from adding unwanted aspects on the character. The stress tracks are Health, Resources, and Composure. They all start with three boxes, but you add your character's Assets to the Resources track, your character's Stamina to the Health track, and your character's Resolve to the Composure track. If you took any of these skills as a weakness, that does indeed lower the number of boxes, to two. No matter how many boxes you have, they are arranged in a row.

Whenever someone tries to add an unwanted aspect to your character, for example, someone trying to add *shot* to your character with his Firearms skill, you may subtract one of your skills from his, perhaps Tactics, if you are diving for cover, or Athletics, if you choose to dodge.

His skill, minus your skill, plus the result of a roll, possibly modified by fate points or aspects, produces a numerical result. If you haven't checked off that stress box yet (if the result was 2, you must

check off the 2nd stress box), you may, and then you don't need to take the aspect. If that box was checked but you have one after that box that is unchecked, you may check off that one instead. You never have to check off a stress box. You could take the aspect instead.

In a conflict the DJ will add aspects to your PCs gradually, a mild one, a moderate one, a severe one, and then one which takes the PC out of the conflict. The mild aspect is something that can be recovered from after the conflict. If an NPC was trying to talk a PC into a bad deal, the mild aspect might be *enticed*. The moderate aspect takes days to recover from. If a PC was dealing with expenses, the moderate aspect might be *broke*, which would go away on payday. A severe aspect takes weeks to go away. In a firefight, a severe aspect would be *shot*. An aspect that takes a character out of a conflict has no rules on how long it lasts. It could be *seduced*, which only lasts the night. It could be a *public scandal* which takes months to die down. It could be *dead*. When it's time for your character to take an aspect, have a quick negotiation with the DJ about it. If you think *out of ammo* is a cool mild aspect, suggest it.

There is nothing that says that all characters in the game, particularly NPCs, have to have stress tracks or how many boxes those tracks have to contain. And there is nothing that says that all characters have to be injured gradually, with a mild aspect, a moderate aspect, a severe aspect, and taken out, in that order. If motorcycle goons are chasing a PC through crowded city streets, the DJ may take one out if a PC scores any significant hit on the NPCs. On the other hand, when the PCs are attacked by a doped-up cyborg assassin, he may have 6 boxes in his health stress track and he might take 3 severe aspects before he gets taken out.

Health and Composure tracks clear all checks when the character is in a scene in which he takes no health or composure stress or aspects.

Resources stress checks clear out if the character takes no resource stress or aspects for an entire session.

Earning and Spending Fate Points

Players in this game do not get a fate refresh, just in case you were expecting to see one, because of your experiences with other FATE games. The number of fate points you had at the end of last session, is the number of fate points you have at the beginning of this session.

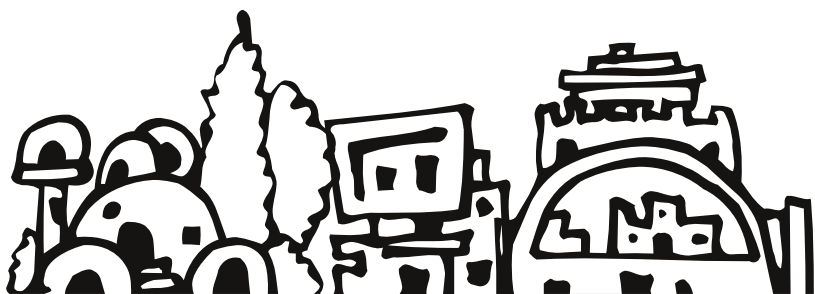
But there are a number of new ways to earn fate points, so it should balance out.

Compels

The most common way that fate points will change hands is through compels. A compel is when an aspect is sited to force a particular course of action (or more usually, to force no action). Every time a compel works against the PCs, the DJ will give a fate point to the player who brought it up. Every time a compel helps out the PCs, the DJ will demand a fate point from the player who brought it up.

Note the difference between compels in this game, and other FATE games. When players accept the responsibility of playing NPCs, the DJ pays them to act out the NPCs' aspects in ways that cause trouble for the PCs. Also, the DJ pays the players when NPCs resist compels. If a player points out that it would be reasonable for a large monster to be too big to chase the heroes into a small cave, and pushes forward a fate point, and the other players agree, the DJ has the option to take the fate point and have the monster be too large, or to pay a fate point to the player, and have the monster be large, but not too large to follow into the cave.

Savvy players will get the hang of when it is appropriate for fate points to switch hands and will try to get things past the DJ. So if a player is playing an NPC that is greedy and he has a chance to run off with the loot, leaving the PCs with nothing, that player will prompt the DJ for a fate point before betraying the PCs. Savvy players will also play out a character's helpful aspects without mentioning it, hoping that the DJ will not notice and ask for fate points. This is not cheating. It is part of the game, and part of the reason there is no fate point refresh.



Earning Fate

The simplest way for a to earn fate points is for a player to add someone or something to the DJ's stacks. It could be someone that the PCs meet that they really like, for example, if the DJ created a villainous gangster with a lot of stylish quirks, that the players really like, the first player to say, "This guy is awesome. He's going in the stacks." gets a fate point. In essence, that player has just said, "You're doing a good job and I will work with you to keep this character in the game," so give him a fate point.

When the DJ references one of the 5 questions answered at the beginning of character creation, the player who answered that question gets a fate point. This will be a common way to kick off adventures. Think of this as a compel that cannot be denied. The player cannot really say that something doesn't threaten their livelihood, friends, past accomplishments, hometown, etc.

When a particular player's PC is not in a scene, and this is a cyberpunk game so the party will likely get split up a lot, that player is encouraged to trash talk and suggest complications for the scene. If a player embellishes the description of a scene in a way that highlights something dramatic, or scary, or funny to a particular player or the DJ, that player or the DJ should offer a fate point to the one who embellished the scene. If a player suggests a complication that the DJ approves of, the DJ should give that player a fate point.

For example: Joe controls the PC, Tony. Brian doesn't have a PC in the scene. Tony is crawling through a sewer to get underneath a lab in order to get at the wiring for the security system. Brian isn't feeling tense enough so he adds, "What was that? It sounded too big to be a rat." The DJ thinks this is cool, so he slides a fate point to Brian.

Later on, when Tony is hanging from an overhead pipe to avoid being eaten by mutant crocodiles, Angie describes how funny an image it is, for Tony to hang from the pipes while the mutant crocs take bites out of his pant seat. Brian thinks this is hilarious and gives a fate point to Angie.

Then Brian asks the DJ to draw from the stacks to give him an NPC to play. The DJ was about to have the crocodiles get bored and move on, and there's nothing forcing him to abandon this course of action, but this sounds much better, so he draws from the stacks, and the first appropriate card he gets is a reporter from an earlier adventure that everyone really thought was cool. The DJ hands a fate point and the card to Brian and says, "I hope he has a good reason for poking around down here." The crocs stop harassing Tony, and turn to face the reporter who just walked around the corner. Will Tony let the crocs eat his old friend, or will he think of a way to save them both?

Spending Fate

Whenever you check to see if a character's skills are good enough, one fate point may be spent to increase the level by one. Even if the DJ didn't think the situation dramatic enough for a roll, a player may spend the fate point for the character to be one level more proficient.

If there is also an aspect that would help the character in this situation, then this is called a "tag" or "tagging an aspect", and is worth a +2 to the skill or a reroll, instead of the normal +1. The aspect need not belong to the character. Many things could help someone sneak past some guards. Only one fate point may be spent without an aspect, and an aspect from each entity may be sited, for example: one's own character (sly), the opposition (drunk), the scene (noisy), the location (cluttered), the time (night), etc.

Note that when the DJ is rolling for an NPC to do something untoward to a character the players care about, the players may spend fate points to lower the skill level rolled by the DJ, or force the DJ to reroll if there is an appropriate aspect. In this way, the players can use fate points to protect their PCs or favorite NPCs from attacks.

When a player thinks something should exist in a scene, but the DJ is hesitant to include it, a fate point drastically increases the player's negotiating power. It depends upon the group how often this comes up. If the PCs are looking for a secret panel to hide behind in a smuggler's den, the DJ might just let them find it without spending a fate point. Looking for a secret panel in a corporate office in the city proper might have the DJ flatly refuse. Looking for a secret panel in someone's house... well maybe... if you back it up with a fate point.

Using Pop or Virtuoso Edges is an extension of this. When you are using Pop Bureaucracy and a fate point to instantly sort through a difficult and often time consuming process to gain permissions, what you are really doing is spending a fate point to declare that a bizarre loophole exists that the PCs incidentally fall into, and the Pop Bureaucrat can take advantage of it. When you have an Assets Virtuoso edge that lets you use Assets instead of Amiability, what you are really doing is spending a fate point to declare that these people are flattered by your largess, rather than being confused or suspicious or offended by it.



Using Maps

If you can get your hands on one of those large writing pads that they use in corporate brainstorming sessions, you might want to draw maps of the landscape to use in your adventures. Just lay the pad in the center of the play area. The players should be able to reach it just as easily as the DJ because the players can help brainstorm what might go on a map, and they can always pay a fate point for the right to draw something on the map.

Once the map is sketched out, mark off “areas”. If two people are standing at opposite sides of an area and they are too far apart to have a conversation, then that's actually two areas. Split it in half. If there's some reason that it isn't perfectly easy to move from one area to the next, mark it on the map, either mark a barrier between two areas, like a fence (+2), for a fence that would be two levels more difficult to climb over, or mark the area itself, like a market (+1) for a cluttered market that would be one level more difficult to move into or shoot into.

Every turn, each character on the map may move one area, or begin moving into an area, if it has a barrier with an increased cost, or if the area itself has an increased cost to enter. Each plus one will require an extra turn to cross or enter. Every turn a character may also perform one of the following actions, Move Faster, Add an Aspect, Change or Take away an Aspect, Move Another, Remove Stress, Add Obstacles or some other miscellaneous thing.

Move Faster

Roll to determine the level of one's skill to move, athletics if running, Driving or Piloting if operating a vehicle, Hacking or Sys-Admin if moving through a computer system. PR or Leadership if moving from one position to another in the media. Bureaucracy or Culture if moving from department to department in an organization. Empathy or Amiability if moving around in personal relationships. Etc. If the result is positive the character can move a number of areas and cross a number of barriers whose total cost is equal to the result. Remember that it always costs 1 to enter a new area, even if there is no barrier or additional cost.

If a character chose to move faster, then either before or after, the character may also attempt to Move Hazardously. Choose an adjacent area to move into. Roll to move. Subtract the cost to move into that area from the roll. If the result is positive, move into that area. If the result is negative then check off a box on the stress track equal to the result. -3 means check off the third or higher stress box, or add an aspect to your character representing that your character hurt himself trying a crazy stunt.

Add an Aspect

This works just like normal. Shoot a steam pipe to add *steam* to an area, or shoot a person to add *injured* to the person.

Change or Take away an Aspect

Sometimes it makes sense for an aspect to be removable or changeable. If someone added *shot* to your character in a gunfight, that's stuck. In the course of a conflict, you can't really be unshot. If it happened outside a space station, the DJ might add *punctured* to your character's space suit. But an action would be enough to change *punctured* to *patched*.

Move Another

A phalanx trying to push their enemy off a cliff, or a political party trying to brand their political opponents all involve moving someone else on the map. Roll with a skill.

If the character you are trying to move is a number of zones away from your character, subtract that number of zones, plus the cost of barriers and obstacles. Conservative is far from Tax and Spend, but if you roll high enough, you still might be able to move your opponent off Tax and Spend and onto Socialist. If you are pushing your opponent, say, trying to move your companion into a more intimate frame of mind, you may have to move with him, so halve the result, rounding up.

Remove Stress

Roll with a skill to remove stress, Medicine removes health stress. Empathy removes composure stress in social conflicts. Engineering removes stress to items. PR removes composure stress from smear campaigns. Sys-Admin removes composure stress on hackers about to be traced. Finance removes resources stress. Etc.

The result indicates the box that can be cleared and all checks before it. For example, a 2 means that you can erase any checks in the first and second boxes.

Add Obstacles

Roll on whatever skill you are using to make a barrier harder to cross or an area harder to enter. Athletics can be used to knock over stalls in a crowded marketplace. Sys-Admin can be used to make certain network places more difficult to access. PR can be used to make your brand position unassailable. The result of the roll indicates the number added to the cost of the barrier or the cost of entering or effecting things in the area.

Use this sparingly, because obstacles cannot be lessened during a conflict. If your company is sitting on the brand position of Customer Service. And you increase the obstacle on Customer Service, that does protect you, but if an opponent creates a scandal that knocks you off of Customer Service, it will be harder for you to get that position back.

Miscellaneous

Just whatever, setting a bomb, saying high to your granny, delivering a pizza, stuff that you have to do despite the conflict, or stuff that you have to do and the whole point of the conflict is to stop you from doing it.



History of The Setting

In 100 years, the world has changed a bit, perhaps not as much as people hoped, and perhaps not in the ways people hoped. The people that live 100 years from now feel they are caught up in a maelstrom of world changing events, but Machiavelli wrote the same thing in his introduction to The Prince in 1513, so there is some awareness that everyone, in every age, feels this way.

Between 2010 and 2110, global temperature has increased roughly 3C. This has changed where the water is on the globe. Places that rely on meltwater from mountaintops have become uninhabitably hot and dry. This would include the American Midwest, among other places. And the amount of ice on the poles has shrunk considerably, raising ocean levels by an average of 8 meters. Greenland is finally living up to its name, since the glaciers that used to cover it are totally gone.

They say that you can boil a frog without it jumping out of the pot if you do it slowly enough. Perhaps the same principle was at work with the world's coastal cities. The ocean levels rose over the course of decades, and people built floodwalls and levees hoping they could stay right where they were, but eventually the waters were too high, and storms were too destructive, so people had to be evacuated permanently.

One year, a hurricane struck the United States' east coast, creating such flooding that Miami, Washington DC, New York City, and Boston all had to be evacuated within a week of each other. The national military and emergency services were stretched so thin that most people were told that they had to fend for themselves. Help would not be coming.

Unfortunately, that was also the year that the mysterious Ibadil Mumit released the Hand of Death flu, a carefully engineered bioweapon, a plague. The symptoms start mild, but within a week, the flu turns deadly. With millions of homeless refugees spreading the plague, any sense of federal governance collapsed within the year.

But society didn't fall apart without nations to maintain currency. Several nations, even some that still functioned, had stopped printing currency, instead relying on a Kenyan e-commerce company, Ujamaa for all their monetary needs. People could use their national currencies to buy e-shillings, and often had no choice but to do so. E-shillings are abbreviated "esh" in both writing and speech, as in "Fifty esh". This unit of currency doesn't exist except in one's Ujamaa account. To pay for something or give someone money, e-shillings must be moved from one account to another using a computer or phone. Since most

Americans, indeed most residents of developed nations already had Ujamaa accounts, it wasn't a big leap to abandon the dollar and just use esh for all payments and purchases.

By the time the government came out of their bunkers, they found the world had moved on. They didn't need the government to maintain a currency. The military was useless to defend against bioweapons. People that were in a position to, had picked up everything and moved into walled cities. Most of the military had abandoned their duty to be with their families, and then corporations building walled cities simply found them and offered them better jobs. People without the means to get into a walled city simply lived in the sprawls outside the city.

These city-states solved a number of problems that plagued the 20th century. Their biggest triumph was that they left much of the world ungoverned. This meant that they could establish a consensus impossible to 20th century nations. A 20th century nation had nowhere to put dissidents, since the whole globe was owned by one nation or another. By kicking out dissidents, these new governments could finally make democratic processes fast, efficient, graceful and predictable, and eliminate bitter losers, since even losers in their societies agreed enough to be good sports about it.

The ability to kick people out extended even to criminals. Nobody wants to pay for the incarceration of criminals, so in the 20th century, many prisons were privatized. But by profiting from prisoners, it became in the best interest of society to have more prisoners, until prisons were veritable slave work camps. Now, if your people no longer want to give you medicine or food or housing, they just kick you out. On the other side of the checkpoint, your ill health and poverty no longer affect me.

Plus, the ability of people to engineer bioweapons with relatively small labs meant that much of the world was ungovernable. It's gotten so bad that some sequencers make a virus, just to show off, like computer hackers writing computer viruses.

Not only is it impossible to enforce ownership over much of the Earth, it was never particularly useful. A corporation owning a natural resource would have to exploit it. To save it for later, in an inflationary economy, would mean losing money, even if the only present use that it can be put to is frivolous and wasteful. Now that it has become so dangerous to exploit most natural resources, their extraction necessarily waits until the good that can be done with them outweighs the risk.

The down side, other than bizarre rampant diseases, mutant critters, etc. is that most human beings are no longer seen as people by any of the powers that fill the vacuum. Over two thirds of all humans have become refugees, settling outside the cities, in the hope

that they can take advantage of some of the city's wealth and stability, even though they have no legal right to do so. Even though several networks of city-states have formed, each espousing different values, most people don't fit in enough to be entirely accepted by any of the different factions.

A generic term has arisen to describe these factions, these different networks of city-states. It is erreshet, a bastardization of the Hebrew term, 'ir-resheth, meaning networked cities or city network, after the success of the Semitic Socialist Erreshet (SSE).

The SSE was founded in response to Isreal's imminent collapse, following the flooding of the West Bank and Mediterranean coast. Their mission was to create a network or densely populated, almost metropolitan kibbutzes, from which they could give refugees of any culture or creed the skills and tools they would need to survive and even thrive in the changing world. Their hope was that they could rebrand what it meant to be Jewish in the eyes of the world, or at least the Middle East, thus avoiding huge anti-Jewish pogroms when Israel actually collapsed. The pogroms happened anyway, but many people were spared because of the work of the SSE.

Because the SSE is a secular organization and it is open to non-Jewish involvement, Lebanese Socialists, American Hippies, secular Azeris, Mexican Zapatistas, even South American communists all joined up, all adding their own contributions to the emerging culture. Although the SSE is one of the smallest erreshets in terms of total population, it is a global network, so the term, erreshet has taken on a life of its own. Living outside an SSE city can be an empowering experience, but it can also be a deeply exhausting and bewildering experience, where everyone, even in the squats, is expected to contribute, volunteer and be an active part in their community.

The other erreshets that moved to help refugees when the governments proved powerless are:

Astroforce - the smallest erreshet that has global influence. Although its founders grew up on Earth, the generation in power now, were born and raised in space with no ties to Earth nations and cultures. It is a very rigid society, livened only when visitors arrive from Earthbound space programs. Technology has become so widespread and advanced on Earth that often a couple dozen people can put together the intellectual and materials resources to build a spaceship.

Hobbes Network - a group of the oldest most enduring universities that were unwilling to give the world up to a new dark ages, so they relocated to more secure locations. People settled around the new universities for the promise of scientific and technological expertise, but the scientists care little if any of their artificial intelligence, sociological or genetic experiments effect the squats in unforeseen and unpleasant ways.

The Holy Catholic Church – by far the largest erreshet, has founded fortified churches and helped refugees to build defensible cities around them. If you are interested in self sufficiency, hedonism, or science, this is not the place to go, but it does offer charity, security and leadership to an extent that no other erreshet does.

Ithna'shar Juma'a – Another large erreshet, established by ayatollahs, when the governments of the Middle East abandoned the people to chaos. Now they have established cities all over the world. Bandwidth, information, and behavior are tightly regulated here, but everyone from the meanest squatter to the most exalted citizen respects generosity and ingenuity. Even the squats are ideal places for non-profits, small businesses and inventors.

Tarun Productions – a hugely successful erreshet, mainly because they are a continuation of the values most people had when nations still existed. The last remnants of the governments and wealthy elite live in walled off residential parks built by this former amusement park developer. They offer employment to the huddled masses that squat outside their walls, and the slim hope of one day being able to buy into their elite society. But they have long since given up on trying to provide rights and services to the unwashed masses of squatters.

Zu Fazhan Shetuan – These developers sell city franchises to local gangs and warlords, turning them into defense contractors so existing Zu businesses can move into new areas. New businesses often spring up in the squats outside the city and eventually buy their way into the city, and thus citizenship, but the ornate and cut-throat banking and medical businesses in these cities can be dangerous to those not in the know.

Characters in their 20s and 30s will have grown up in a world without national government, where the only authority they knew was living behind some checkpoint in a city, or whatever authority you could gather support for in the squats. But their parents will remember that when they were kids, their world was a lot closer to the one that we, the players, know.

The State of Technology

When states collapsed, intellectual property rights went with them. The only erreshet that even attempts to guarantee protection of intellectual property is Ithna'shar, and that only extends to 10 year patents. As a result, technological progress has slowed considerably. Why bother to spend the money on R&D when the moment you've invented a new product, your competitors can copy it and sell it as well, without spending the time and money to have invented it in the first place? The only scientific research or technological innovation comes from people's own interests or needs, in the squats, or societal pressure, in the case of research done in Hobbes universities.

On top of that, society is still reeling from the changes that have occurred in the last 100 years. So most of the technology they have in 2110, is the same technology we have today, only better, faster, smaller or more common.

For example, everyone in 2110 has a phone, even the lowest traveling vagabond, dressed in rags. His phone may be printed on laminated cardboard and powered by a solar cell, but he does have one, and his phone would make your iphone weep with jealousy. The phones of rich people can have holographic displays and dedicated AI agents. You might usually keep your phone off because you hate people, but to not have a phone would be so extraordinary that it would be represented in the game, with an aspect.

Slug throwers in 2110 are usually magnetic accelerator weapons, or Gauss Guns. They fire iron slugs (that are easier to make than bullets) farther, and quieter than normal rifles. The tech to make them is in fact so common that making a magnetic slingshot is something that children get in trouble for. Something a child could make wouldn't be much stronger than a BB gun, but if loaded with rock salt it does make a pretty good gun for squirrel hunting. In 2110, if you mean a normal pistol or rifle that uses normal bullets, you have to say, "an antique rifle" otherwise people will think you mean the magnetic kind.

The most common pistol to own in 2110 is a sonic stunner, just called a stunner usually. It uses UHF that decays into damaging sound, so it has a similar range to a pistol that fires bullets, and it is unaffected by thin walls or even high levels of ambient noise. Unless you have a tool for setting up the quartz array and tuning the UHF beams, it can take a long time to make one yourself, so most people who own one (everyone in the wilderness and still a lot of people in the city) will have ordered theirs on-line. Few vehicles, and no armor protect against stunners. Stunners can be hacked to do lasting physical

damage or to damage or heat up different materials, but most people don't know how to adjust the frequencies on a stunner. They are always set to stun.

Between 1910 and 2010 publishing went from being a huge industry that required massive presses to being a cottage industry. Desktop publishing and print shops became the rule. Between 2010 and 2110 the same thing happened to medicine and electronics.

Outside of Hobbes universities, big hospitals don't exist anymore. Small community supported clinics and pharmaceutical labs are now the rule. Most communities follow the ancient Chinese custom when paying their doctors and pharmacists. They get paid to keep their patients healthy. When their patients are sick, that's when they stop getting paid. These clinics are generally very cooperative and proactive. If a clinic has to share a new drug or treatment for an illness, or cure 5 homeless people to ensure that none of their patients are exposed to a virus that might interrupt their income, they will do so gladly.

Cloned or regrown body parts are still only available at large university hospitals, but should someone walk into a clinic with a crippling illness or injury, prosthetics are usually available, and at some of the less reputable clinics, they can be fitted with extra little surprises.

In Zu Fazhan Shetuan, fancy prosthetic organs can be purchased, but stay clear of the payment plan. Credit is such a complicated industry in Zu cities, and repossession of one's organs so dangerous that it's almost universally a bad idea. From Ithna'shar cities you can't even get on the servers that host Zu credit agencies because *riba'*, (Arabic for "interest") is against Islam. Organ repossession is becoming such a serious problem that even the Catholic Church is considering going back to the Medieval stance on usury and banning all credit as well, for the good of the potentially gullible masses.

In the 2110s the field of electronics has become so cheap and small scale that chip shops will print custom microchips and even screens on almost anything. A lot of people have fabrics with chips printed into them. And companies print cheap solar powered cell phones on laminated cardboard to use as promotional giveaways.

Computers are largely the same as they were in 2010, only lighter, faster, and able to handle more data. Interface devices have evolved a little. HUD glasses are fairly common, allowing you to see a computer screen and keyboard in air in front of you. Full sensory headsets are also available, for VR chatrooms, MMOs, and adventure games (yes, and porn). Some people even interact with computers through direct neural interface, wirelessly, or through cables strait into chips in their skulls.

The internet has changed a little since 2010. It's become vastly more interactive. There are no longer any such things as untouchable celebrities that average people have no hope of ever meeting or talking to. In 2110, if you're famous, people know a lot about you, you have a lot of love for your fans, and they have a lot of love for you. You regularly interact with them on-line. This is even true of successful corporations. The people who drink Petrel Cola can log on to the company's virtual offices, a veritable amusement park dedicated to the soda pop, and once there they can have fun in Petrel Cola branded sims, post their opinions to Petrel Cola internal memos, or try their hand at creating Petrel Cola's next big flavor in one of the world's most high resolution sims, Petrel Cola's flavor lab.

Most people in 2110 have active lives on-line, belonging to a couple of forums, frequenting a couple of chats, and following the articles and blogs that they are interested in. Players creating PCs should just feel free to describe their character's on-line life. If a character owns a business or is active in an on-line community that pays a salary or allows easy access to certain information or expertise, these kinds of things can be represented with Techno or Folk edges.

Although Astroforce is the only erreshet that maintains space or lunar habitats, technology has advanced to the point that hobbyists can build functional spacecraft, and several groups, hobby, commercial, and non-profit, maintain spacecraft to handle the commerce between Astroforce and earthbound businesses.



The Burden of Citizenship

The fact that most people are not citizens and have no official rights is a big part of the setting.

The world has become polarized. In America the rift is between Republican and Democrat. It has degenerated to the point where people put bumper stickers on their cars, "Annoy a Democrat; work hard and be happy," or "Annoy a Republican; make the world a better place." But these ideological rifts exist all over the world. Secular vs. Religious, Christian vs. Atheist vs. Muslim vs. Jew, Capitalism vs. Socialism, Liberal vs. Conservative, Progressive vs. Reactionary, Nationalism vs. Globalism, Science vs. Superstition, Industrialist vs. Environmentalist, Freedom from disease and poverty vs. Freedom to do what you want with your money.

But the really important thing is that real people (not media pundits, who are, let's be honest, putting on a show) almost always fall somewhere between the two poles. People like to live in accordance with their religions, but they don't want theologians forcing them to live under oppressive laws of how some old scholar interprets their religion. People may not like the burden of providing food, shelter, and medicine for the poor and the old, but nobody would be able to go outside if the streets were filled with poverty and disease.

Citizens in this setting represent the poles, the extremes. They are meant to be used as NPCs, antagonists, people that the PCs cannot legally oppose, indeed cannot oppose at all without risking life and limb. Even Citizens of the SSE are dangerous to antagonize. Suddenly all your secrets will be public and all your rivals and enemies extremely well equipped. "Well, you were a total dick, and he said he hated you so I thought he was cool, and when he said he really admired my dobermans, I told him I run a kennel and I just can't bear to see them grow old or die so I bring them to the vet for vat grown muscle and fiber optic nerve replacement, and razor sharp diamondoid teeth, so I just gave him two hounds."

A player that wishes to create a citizen as a PC should be aware of this. That PC will be a caricature of today's values. Citizens of the Semitic Socialist Erreshet are tie-die wearing, dread locked, dope smoking, yogic, tai chi, tantric sexy, free loving, cyber-pet owning versions of St. Francis of Assisi. Citizens of Zu Fazhan Shetuan are faddish, early adopting, high tech, over achieving, entrepreneurial, overbearing, nepotistic, cyborg businessmen. Citizens are role playing challenges. They are not an excuse to create someone who has free permission to come and go in every neighborhood of the city. They are different from us in frightening and silly ways.

But there will be some players who will find the challenge of playing a citizen intriguing. So they might want to create a character that starts out as a citizen. Perhaps they want their chance to play someone very different from themselves, like Stephen Colbert does every night. Or perhaps they want to play someone who agrees with their values in many ways, but to go overboard with it. Here are the rules to help those players.

It is even more reasonable to create a PC who is a squatter, but wants to become a citizen. The idea that squatters can become citizens of Tarun Productions or Zu Fazhan Shetuan is part of what keeps those two societies functioning. If a player wants his character to strive for citizenship, he can represent this by using the character's advancement to gain the eight aspects and two stunts that citizens have in that society.

Astroforce

In the 2000s, government agencies throughout the world had begun to establish orbital and lunar habitats. These were still perilous and experimental places to live or work. The hardships they faced were enormous, and the discipline necessary to face those hardships was equally enormous. When the national governments began collapsing, the people in these habitats were in a difficult position. When the government of the USA collapsed, many of the cities that the astronauts called home were either destroyed in floods or had imposed quarantines to prevent bioweapons from spreading into those cities.

Astronauts from Indian, European, and Chinese space agencies were all in similar positions. Their answer was to declare martial law, and institute emergency measures to ensure their own self sufficiency. Hydroponics programs were expanded. Mineral resources from the moon that were going to go to Earth based buyers went instead to their own expansion. A near Earth asteroid was redirected for it's iron.

And they were largely successful. They settled into a routine, recovered from the loss of the Earth, and started families in space. A whole generation of astronauts has now grown up in outer space with no sense that the Earth really is their home. They still have valuable trade relations with Earthbound organizations, but their home is space.

All members of Astroforce were born in space or in The Hobbes Network or Zu Fazhan Shetuan, or in the squats around one of their cities. The highly scientific education required to live full time in space is unavailable elsewhere. There are companies, non-profits, and hobbyist organizations in all the erreshets that build and fly space ships, but they are amateurs compared to Astroforce.

All members of Astroforce have the following seven aspects: Chain of Command, Efficient, Meticulous, Military Bearing, Fearless, Problem Solver, and Adventurous. All members of Astroforce have an eighth aspect describing how they joined Astroforce, something like Born to Space, or Spacecamp, or Finally Living His Dream.

Anyone born into Astroforce has a weakness in Survival (-1). Astronauts spend almost their entire lives indoors. Getting by in the wilderness or dealing with animals is foreign to them. Someone who joins Astroforce later on in life might not have this weakness. It is possible for someone born into Astroforce to also have another weakness.

All members of Astroforce have the Edge, Military Rock. (If your character starts in Astroforce, you get it for free.) Whenever he follows orders or maintains his military bearing, despite hardship, he gains another fate point.

Astroforce characters also have the Ambient Edge, Orbit. (If you didn't take the weakness in survival, you have to pay for it with one of your other edge picks or another weakness.) Your character is not penalized for low air pressure, as low as 1/3 of sea level, or for performing physical tasks in zero-G.

Unless the majority of the action in the campaign takes place in space or on-line, it might also be a good idea for an Astroforce character to take one Techno edge, to have access to a spacecraft.

If your character is a member of Astroforce, remember to put the demands of your mission on one of the DJ's cards, and your CO (commanding officer) on another. Having these cards in the stacks will represent the demands of your character's duty, complicating his adventuring life.

Hobbes Network

Anti-intellectual propaganda is common in any society in decline, and in the world in the 21st century, as ocean levels rose and public will fractured, anti-intellectual sentiments reached riot levels. To be fair, the world was changing largely because of technology. The Earth's temperature increased so rapidly because of the industrial revolution. superbugs began spreading, resistant to antibiotics, and these were bred by doctors prescribing antibiotics too readily. A new breed of pharmaceutical company was pioneered that used genetically engineered microbes, much like the GM bacteria used in the 20th century to make insulin. But these new pharmaceutical factories could fit in a garage, and could breed bioweapons just as easily as medicines, which meant that an army of soldiers and police were useless, and no nations had yet raised an army of doctors and scientists.

So people were angry at intellectuals for a reason. Fearing a new dark age, the universities banded together. Most of them moved their campuses to more secure locations, and they fortified their positions, establishing power production facilities, factories, agriculture, everything they would need to wait out a prolonged siege. When things had begun to settle down, the university staff realized that new cities had coagulated around their new campuses, cities of people that valued progress, science and learning.

All faculty members of the Hobbes Network of universities have the following seven aspects: Atheist (God is a superstition), Soulless (the soul is a superstition), Skeptic, Publish or Perish, Obsequious, Obsessive, and Curious. All members of Hobbes Network have an eighth aspect describing how they joined their university, something like Born to Science, or Scientific Discovery, or Accepted Academic.

Anyone born into the Hobbes Network has a weakness in Intimidation (-1). Scientists never make threats or use unpredictable methods of personal manipulation. Memetic engineering and methods of propaganda that can be tested and measured are much more effective. Someone who joins Hobbes Network later on in life might not have this weakness. It is possible for someone born into the Hobbes Network to also have another weakness.

All members of Hobbes Network have the Edge, Curious Rock. (If your character starts in Hobbes Network, you get it for free.) Whenever he investigates a mystery or possible scientific discovery, despite hardship, he gains another fate point.

Hobbes characters also have the Science Virtuoso Edge, allowing them to use Science instead of Investigation, at the cost of a fate point. (If you didn't take the weakness in intimidation, you have to pay for it with one of your other edge picks or another weakness.)

If your character is a member of the Hobbes Network, remember to put the head of your department on one card, and your area of research another. When your area of research comes up in a draw it represents an opportunity to further your knowledge in this field, or that a rival has discovered something of interest in your community, something that you must now surpass or at least keep abreast of.

Holy Catholic Church

The church weathered the collapse of the national governments with less difficulty than most institutions. In fact, in times of crisis, people tend to turn to the church. The Vatican Hill was spared the worst flooding, but not all of it. Once the Italian government collapsed, the church set about to preserving The Holy See by building flood walls in the flooded abandoned ruins of Rome. This wasn't the first time that Rome was destroyed, while the church survived.

All officials of the The Holy See have the following seven aspects: Loyal to the Pope, Catholic, Chaste, Proselytizer, Cloistered, Miracles, and Traditions. All officials of the Catholic Church have an eighth aspect describing how they joined the church, something like Alter Boy, Seminary, or Repentant.

All officials of the Holy Catholic Church has a weakness in Culture (-1). Having been cloistered much of their lives, they remain ignorant of what people do in the outside world. It is possible for someone who spent their life in the service of the church to also have another weakness.

All servants of the Pope have the Edge, Catholic Rock. (For free, since PCs can't really get into the church unless they start there. The people who start latest in life are still only in their early 20s.) Whenever he obediently follows church doctrine or displays loyalty to the Pope, despite hardship, he gains another fate point.

Church characters also have the Ambient Edge: Catholic, allowing them to function in social situations with the aspect Catholic, without the aspect ever being tagged against them. (You get this edge for having a weakness in culture.) Normal people, even if they've been Catholics their whole life, still get confused as to which saint did what or what The Church officially expects of loyal Catholics. Tactically, whenever in a situation that wouldn't be antagonistic to the Catholic Church, he can use an action to put the aspect Catholic on the conversation, and confuse others who don't know this stuff.

If your character is an official of the church, remember when filling out the DJ's stacks that the Catholic Church is a highly rigid hierarchy. Your character has an immediate superior in the church, and he may have people that look to him for their orders and guidance, material as well as spiritual. A card might also contain vows to avoid certain behavior or perform certain religious duties on a regular basis.

As an author's aside, the Catholic Church really is that ornate and ancient. I once had a Catholic tell me that Islam was weird because you were expected to pray 5 times a day. He had no idea that the Catholic Church celebrates 7 divine offices a day with different prayers proscribed for each period of time.

Ithna'shar Juma'a

Most of the Shi'ite populations of Iran and Iraq saw the collapse of national governments as a bad thing. In Afghanistan and northern Pakistan they saw opportunity. Retreating to fortified, high-population-density compounds, conceding most of the countryside as ungovernable was nothing new to them. If everyone was doing it, then the Shi'ites could move in to that territory and found new cities where public opinion or local laws might have been against their ways in the past. Polygamy illegal in the USA? Not to worry, there is no more USA.

You can found a city in what used to be Virginia, import weapons, medicines, and food from other Ithna'shar cities, and once you're self sufficient, invite the locals to join. Locals that are wholeheartedly willing to embrace the "true" religion, and submit their will to the guidance of the ayatollahs can live in the city-state. Others must live on the outskirts of the city, with the bandits and disease, but they may still benefit from the wealth and stability of the city.

All followers of the Ithna'shar Juma'a have the following seven aspects: Modest, Enduring, Visceral, Sober, Martyr, Shi'ite, and Taqwa (awareness that God is watching you). All followers of Ithna'shar Juma'a have an eighth aspect describing how they accepted Ithna'shara Shi'ite Islam, something like Born in Islam, or Accepted Islam, or Respected Muslim Scholar.

Anyone born in the Ithna'shar Juma'a has a weakness in History (-1). Aggressive campaigns of misinformation about historical events are just how things have been done in "Muslim" states for the entire 20th and 21st centuries. Denying what happened to the Armenians and Jews are just two of the biggest examples, but there are others. Someone who joins the Ithna'sharis later on in life might not have this weakness. It is possible for someone born into the Ithna'shar Juma'a to also have another weakness.

All members of Ithna'shar Juma'a have the Edge, Shi'ite Rock. (If your character starts in Ithna'shar Juma'a, you get it for free.) Whenever he displays loyalty to his ayatollah or imam, or continues to practice Islam, despite hardship, he gains another fate point. Difficult aspects of Islam include keeping covered in public (women cover up except their face and hands; men cover up less but would still never wear shorts), fasting during the day (obligatory during Ramadan, optional at other times), never drink alcohol, never eat pigs or any carnivorous land animals...

Ithna'shara characters also have the Country Bureaucrat Edge, allowing them to gain a number of pieces of information about any bureaucratic process equal to their skill level. (If you didn't take the weakness in history, you have to pay for it with one of your other edge picks or another weakness.) Ithna'shara cities are logical and legalistic places. Being able to cite regulations and jurisprudence are important skills in order to get anything done.

Semitic Socialist Erreshet

Israel held out pretty long when other governments were failing. But with the flooding of London and Washington DC, and the governments of those countries going into hiding or being relegated to irrelevance, Israel saw itself looking forward to horrible pogroms. It

didn't help their outlook that the Sea of Gallilee had flooded half of the West Bank, and the Mediterranean was flooding Israel's coastal cities. Back in the 1940s, when Jewish residents of British Palestine thought violence was looming, kibbutzes came to their aid. This time would prove no different.

But this time Jews didn't need guns to protect them. They needed to fight a war of ideas. In America, Jews were safe from violence in a way that Israel never was. Generations of Jewish comedians had changed what the word Jewish meant in the eyes of non-Jews. Jew meant quirky, funny, and often wracked by guilt that you may be disappointing your mother. If they were able to get the world, or at least the middle east forget the wars, the territorial disputes, and the grievances of the Palestinians, they might be able to avoid nuclear attack, or a genetically engineered plague designed to kill only Jews.

The answer they came up with was to found kibbutzes everywhere, especially all over the Middle East, North Africa and East Africa. From these kibbutzes, they could teach people the skills they would need to survive in the changing world, help refugees build new homes, teach them the types of agriculture that would be sustainable in new climates, give them the tools they would need to resume their lives. If they could give people homes, perhaps people would forget all that talk about Israelis taking away people's homes.

Because the kibbutzes were largely secular, it wasn't long before socialist refugees from nations like Lebanon, Azerbaijan and hippy communes in America were eager to join their network, eager to trade goods, expertise, and good will with each other. The culture that evolved from this, and continues to evolve as more people join the network is one of peace, love, freedom, happiness, and sharing.

All brothers and sisters of the Semitic Socialist Network have the following seven aspects: Love, Extravagant Style, Picture of Health, Polyamorous, Intimate, Volunteerism, and Rhythmic. All hippies in the SSE also have an eighth aspect describing how they became hippies, something like Born in Aquarius, Adopted by Hippies, or Got Her Groove On..

Anyone born in the SSE has a weakness in Finance (-1). They're always giving stuff away. Of course they're bad with money. Someone who joins the SSE later on in life might not have this weakness. It is possible for someone born in the SSE to also have another weakness.

All members of the SSE have the Edge, Love Rock. (If your character starts in the SSE, you get it for free.) Whenever he loves someone or something, despite it being unloveable, he gains another fate point. People and things are unlovable in RPGs when they cause trouble for the PCs. You do not get a fate point for giving some free love to an NPC described as an ugly chick, unless she turns out to be a stalker or

something similarly troublesome. This isn't a porno game. Hippies are just flaky and affectionate, and a fun game would result in this getting the PCs into trouble.

SSE characters also have the Folk Edge, (If you didn't take the weakness in finance, you have to pay for it with one of your other edge picks or another weakness) but this edge must be used to create a cyborg pet. Hippies are never seen outside the commune without at least one pet. The most common pet is a large robotic bug, usually made from a large moth, like a luna moth, but it could also be a dragonfly or butterfly. This cyborg has a sensor suite and radio transmitter built in that take advantage of the bug's naturally keen senses, to monitor the hippies surroundings and warn the hippy of dangerous microbes, toxins or radiation. This bug can communicate with and receive simple commands from the hippy's phone, and warnings are instantly relayed to a bluetooth-like earring.

Tarun Productions

People with wealth and power will do anything they have to, in order to remain wealthy and powerful, even if it involves building a fortified amusement park to live in from where they can artillery shell the hell out of anyone that tries to seize their wealth.

As national governments started collapsing, and the wealthy started fearing for their property rights and the value of their currency, this need was filled by Tarun Productions, originally a film and MMO production company in India, that had recently moved into real life amusement parks. The first thing that Tarun Productions did was merge with South African mercenary company, Administrative Results. This enabled them to build anywhere, without concern for national governance or lack thereof. From there, they offered residences in their compounds to those who had sufficient physical wealth in proximity to their proposed locations. It wasn't enough to just have money. Millionaire financiers weren't invited. No amount of money would get them in. You needed to own oil wells, or diamond mines or tea plantations, and you needed to also have the obscene wealth that would be necessary to buy a home in a Tarun Business Park.

All residents of Tarun residential parks have the following seven aspects: Privilege, Condescending, Power Suit, Stiff Upper Lip, Clients, Administrative, and Luxury. All residents of Tarun also have an eighth aspect describing how they became so fabulously wealthy and powerful, something like Born into Privilege, or Grateful to Sponsors, or Pulled himself up by his Bootstraps.

Anyone born in Tarun Productions has a weakness in Utilities (-1). You do not know and you do not care where your water, electricity and bandwidth comes from. And you certainly don't want to know anything

about waste disposal or recycling. You can hire people from the squats to worry about that stuff. And if they hook up their friends and family for free, well the commoners can have their acts of petty mischief. Someone who gets into Tarun Productions later on in life might not have this weakness. It is possible for someone born in Tarun Productions to also have another weakness.

All residents of Tarun Parks have the Edge, Privilege Rock. (If your character starts in Tarun Productions, you get it for free.) Whenever he insists on more rights or more liberty than people outside of a Tarun park, despite that it would distract him from his other goals, or cause ill will with NPCs, he gains another fate point. You don't get fate points for annoying PCs or the other players, so don't even bother.

Tarun characters also have the Folk Edge for free, but this edge must be used to create a small secretarial staff or firm or maybe just a girl Friday that the Tarun Resident can always call for help with bureaucratic or financial matters, and perhaps other things.

Zu Fazhan Shetuan

When rising ocean levels left the magnificent skyscrapers of Shanghai far out to sea, a syndicate of corporate and business concerns relocated everything they could to the, formerly, small city of Fuyang, which was still above the high water mark. Even Nanjing, now right on the water, was struggling with the project of building flood walls to protect the city. The problem was that the government in Fuyang had collapsed, leaving no order or authority except Triad gangs and newly established warlords. The Shanghai business syndicates couldn't deal with those people. So they taught them sustainable business practices.

It didn't take much to turn gangsters into government. All the practices are the same. You have turf. You protect the turf. You collect protection money from the people in your turf. If they can't pay, you steal their stuff or kidnap them. The syndicate taught them to have borders instead of turf, and to collect taxes instead of protection money, and to seize assets and incarcerate people, instead of stealing and kidnapping. In fact, the Triads had an easier time than any government could. The punishment of exile was back on the table, since most of the world was currently ungoverned, perhaps even ungovernable.

It was a libertarian dream, an opt-in government. And if you couldn't or wouldn't opt-in, you had to stay out. Of course it was still possible for defense contractors to overcharge for "protection" of specific parcels of land, and for banks to use force to collect debts, so scrupulous libertarians often live in the squats to be away from that.

But one city can't exist in a vacuum, even with all the money, resources and technological capabilities they'd taken from Nanjing and Shanghai. To survive for the long haul, and to thrive, they'd need commerce. There would need to be other cities like this one. They would need to franchise!

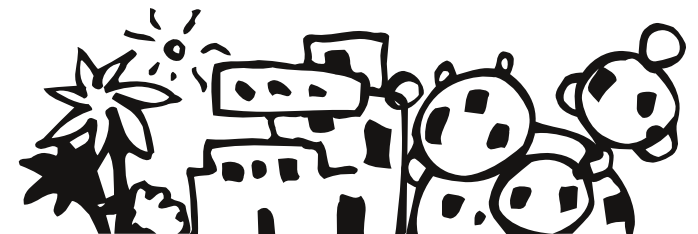
So that's what they did. Pretty soon they were setting cities up all over the world, contacting local warlords, or organized crime, setting them up as official defense contractors, and making places within the chaos of the changing world, places for business to thrive. They weren't necessarily good places for people to thrive, but business was booming.

All clients of Zu Fazhan Shetuan have the following seven aspects: Faddish, Gadgetry, Brand Fan, Parties (always at the best parties), Tech Scout, Networked, Meritocracy. All Clients of Zu also have an eighth aspect describing how they became so successful and ambitious, something like Born into the Rat Race, Elevated to Client, or Celebrity.

Anyone born in Zu Fazhan Shetuan has a weakness in Empathy (-1). People that come from a Fadish culture of early adopters, catty gossip, and information overload are not exactly going to be good at paying attention to the subtle personal hints that allow others to know how one feels, nor are they going to be any good at imagining themselves in someone else's position, to try to understand how they feel. Someone who gets into Zu Fazhan Shetuan later on in life might not have this weakness. It is possible for someone born in Zu Fazhan Shetuan to also have another weakness.

All clients of Zu Fazhan Shetuan have the Edge, Fad Rock. (If your character starts in Zu, you get it for free.) When he insists on a worse or just wrong tool for a job because it's more popular, or rejects the proper device because it went out of style yesterday, he gains another fate point.

Zu characters also have the Supply Chain Virtuoso Edge for free, allowing them to use Supply Chain instead of Investigation when trying to figure out how a service is accomplished or how a product is made. Citizens of Zu are so aware of business opportunities that they can figure out how something is done much faster, by imagining how they would set up a business to do it.



Other Unusual Characters

Citizens are not the only unusual NPCs in the game that could be used as PCs by players looking for a challenge.

Mutants

Technically, with so many weird chemicals and viruses around, especially retroviruses (that can alter the DNA of creatures who contract them), any character could be genetically off from the human norm, in slight ways, represented by aspects. But some players may want a character that is somewhat transhuman, or even has comic book mutant powers.

If you (the DJ) have a hard time understanding the biological mechanism by which the proposed mutant ability works, try to talk the player out of it. The rest of the game isn't really written for super powered heroes. It's written for ordinary people that regularly get caught up in stuff that's over their heads, and they just barely keep their heads above water.

But if you know of an animal that can already perform the ability that the player wants for his PC and it seems reasonable, go ahead and give the PC that ability, at the cost of one edge.

For example, you want to play a mutant sewer dweller with tough skin or a protective shell like a beetle or turtle. The DJ says, "OK, one of your edges will be protective shell, and it gives you one extra stress box when resisting people or things trying to hurt your character." If you want your character to play an escaped Hobbes experiment to create a super sniper, one of your edges could be owl eyes.

If the mutant trait is especially useful, or has aspects, it may cost two edges. For example, retractable claws that provide a +1 bonus and have the aspects razor sharp and climbing cost two edges. It's the same as buying a techno edge and jazz edge to give your character cool cybernetic implants. Wings, if the DJ allows such a thing, should of course cost two edges, and have negative aspects, like delicate skeleton and fast metabolism.

Remember when creating mutant PCs that aspects are great places to put unpleasant side effects from one's mutations. Bad aspects are great sources of fate points. Ninja cat girls should have hair balls as an aspect. Electrokinetic hackers should have static discharge or static cling as aspects. These things make the character more fun and make him or her seem more real.

Robots

It may seem weird to want to play a robot as a PC, even an artificially intelligent one, since a robot is likely to be seen a property instead of as a person, but in the squats, nobody is seen as a person. People in the squats have no rights. So a robot that may have no rights fits in fine, and can hold a job, own a business, people-watch from a sidewalk café, or even fall in love.

The answer to a robot's first question should be where the robot was build, why, at whose insistence, etc. And make sure that the character's first aspect is robot because being a robot is definitely handy in some circumstances and definitely detrimental in others. Also robots cannot be helped by medicine skill, but they can be helped by engineering or cybernetics.

Otherwise, robots follow all the same rules as normal characters. When a robot takes a mild physical aspect in a conflict, the repairs are simple and can be done by the robot itself, once it get's a free moment. A moderate physical aspect taken in a conflict represents repairs that are difficult and require a technician and several hours to perform. A sever physical aspect will require special parts that must be ordered and take weeks to arrive. Thus, robots "heal" at the same rate as other characters. Robots can even have jazz edges. They are seldom very good at improvising, but the jazz edge could represent tools built into the robot.

Limitations in the robots programming, intelligence, or behavior should be represented with aspects, and make great sources of fate points. If your PC robot talks in beeps and whistles but everyone understands him perfectly anyway (Helper from Venture Brothers, or R2D2), that isn't really a limitation, and doesn't need an aspect. But if you bring an ocarina to the game and play it to represent your character speaking, and let the other players make up what the beeps and whistles mean, and they come up with hilarious stuff, that is extremely cool, you deserve fate points, or regular nomination for the skill point or some other kind of reward.



Remixing The Map

Although you have some idea of the global events, and how they shaped the world of 2110 in Cyberpunk Remix, the details are still missing. That's because you should add the details yourself, and here's how you do it.

Pick an area of the globe. It could be a small area, but try to pick a decent sized stretch of the Earth, something like Boswash (from Boston to Washington DC) or The North (Liverpool, Manchester, Newcastle, etc.) For an example, I'll pick the Gulf of Mexico.

Go to <http://flood.firetree.net/> and find the area you want to detail for the game. Set the water level at 8 meters. Take a screenshot. Import that image into your favorite image editing software. I'll use GIMP because I know you can get it for free. Clean up the image a little, make the water look uniform. Remember that elevation on that website is from NASA radar data, so if you don't see as dramatic flooding as you wanted to see, go ahead and flood it a little more. Dense trees and tall buildings falsely increase the elevation in the data, and then there's erosion.

Now pick a couple of cultures to be rural. Almost everyone is urban. Even in 2010, over half of the world was urban, so we can imagine that by 2110, the vast majority of humans live in cities, so don't worry if you can only come up with one or two ideas for rural communities.

If I were doing The North, I might imagine Deists, who would be Christian Luddites along the lines of Rousseau's ideas, Picts, who would be grandchildren of people swept up in a genemod fad to get blue tiger stripes, and it just spiraled out of control from there, and of course Scots, moving south, because dred headed, bare chested burly men in fancy skirts are cool.

For the Gulf of Mexico, we can have Mennonites, Cholos (drug growing gangsters in the TexMex area), and the Garifuna (mix of escaped Africans and Arawak indians, live like Arawaks, speak a language related to Arawak, but their culture, music, and spiritual beliefs, are African diaspora). The Mennonites will be agricultural, and very do-it-yourself people, using animals or biodiesel (which they make themselves) and they can be found in small villages or towns all over the map, but they'll be concentrated in the south, the Yucatan. The Garifuna will live in fishing and scavenging towns. They will have palafito towns near those major cities that are far out to sea in 2110, like Miami, New Orleans, Tampico, Coatzacoalcas, and Ciudad del

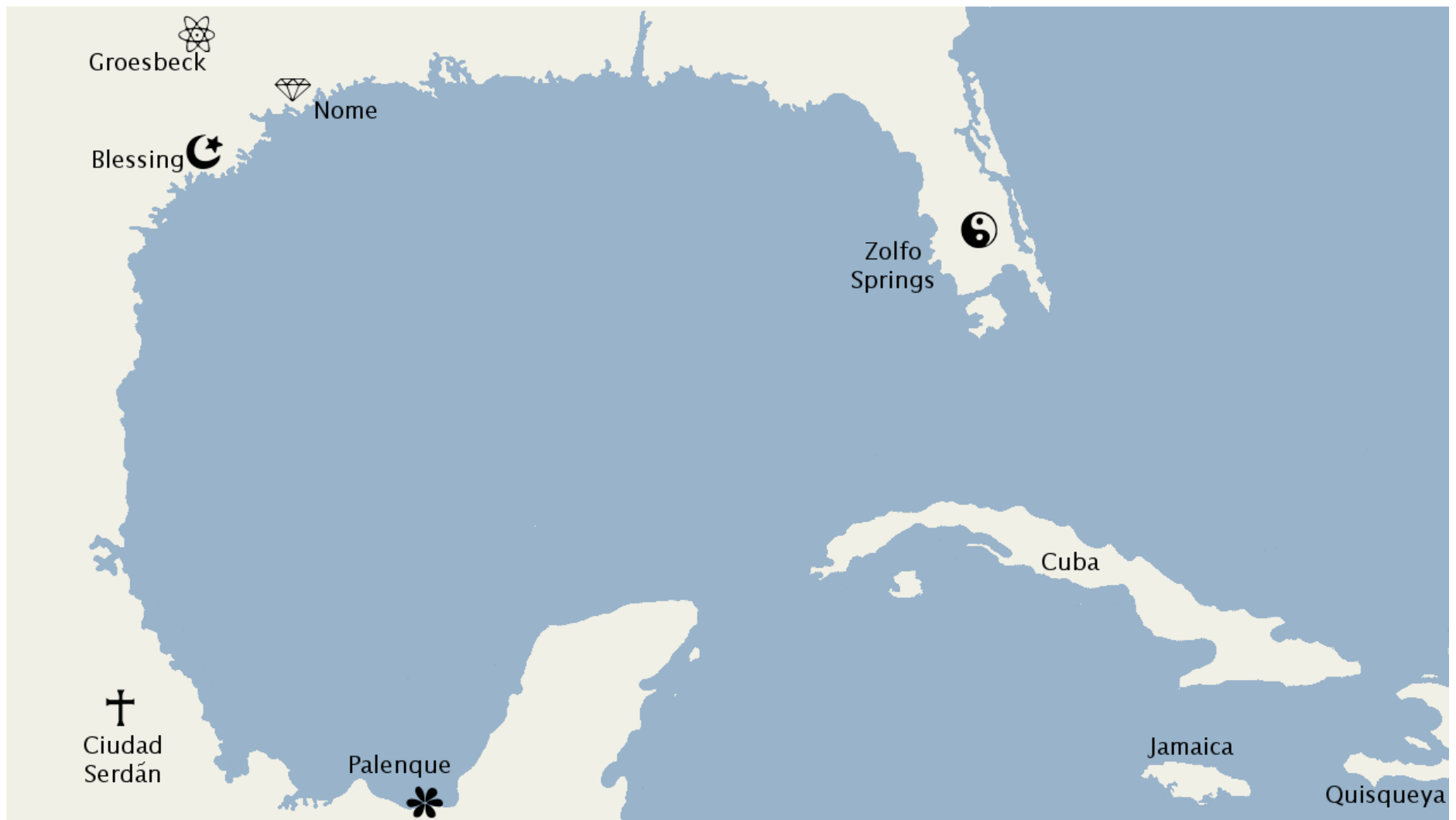
Carmen, and people who leave the cities to go antiquing can visit Garifuna towns and antique shops to see what the scavengers and divers have uncovered. All three cultures will still be fairly high tech, modern clinics, wifi, chip shops, etc. even though they are country people.

Now I'm going to place one city from every erreshet (except Astroforce) on the map. You don't have to for your map. If you don't like one of the erreshets I've made up or can't figure out where to place it on the maps, you can skip it. Or if you think another erreshet should be there (eg. Maybe you think there should be some Mormon cities in the area from Utah to California), make up a new one.

For my map symbols, I'll use Daniel Zodorozny's Zymbols font, because I'm too lazy to draw anything right now and I don't want you to feel like you can't do it, if you lack artistic skills.

Don't pick a place that already is a major city, especially if it's covered by water. Pick some small town or other landmark nearby. Most of the cities of 2010 will be submerged, boarded up, or crumbling. Houston, for example, would be a swamp, with even higher water levels during storms.

I decide to place the more anarchist cities first. Let's imagine that hippies go to Palenque because the rising ocean levels puts the Mayan ruins much nearer the coast, so they build their city around the ruins, and the Zapatistas in Chiapas decide they're really interested in high tech skills so they all move to the city and it becomes an internet multimedia hub. And on the other side of the gulf, Zu Fazhan Shetuan sells the franchise to Cuban gangs looking for somewhere else to set up once Miami is claimed by the sea, so they establish their city-state at Zolfo Springs. The Hobbes city needs to go near Texas Instruments, obviously, so they'll go at Groesbeck. The most valuable natural resource on this map is oil, which would be precious and tightly rationed in 2110, so we'll place the Tarun city near Houston, at Nome, and that's where all the rich oil families can go to live. I kind of wanted to see the conflict between Catholic notions of humanity's special place in creation vs. scientific notions of humanity being another animal, or even a chemical reaction, so I considered putting the Catholic city next to Groesbeck, but on this map the most likely place to find a lot of Middle Eastern immigrants would be Houston, so let's put the Ithna'shar city on the new coast, near Houston, at Blessing, and let's put the Catholics at Ciudad Serdán, half way between Mexico City and Veracruz. I decide that it started as a refugee aid center for survivors of a terrible earthquake that flattened Mexico City and environs, and it just kind of grew into a city.



The conflicts would then be that the Nomes think Muslims don't belong in Texas, so they're trying to get Groesbeck to support them against Blessing. Blessing thinks that Groesbeck is treading on God's providence by conducting genetic modification research and building machines in the image of man (robots and AI). Businesses in Zolfo Springs smuggle porn and drugs to their good customers in Blessing and Nome. Blessing and Nome both want Zolfo Springs products, but would rather keep the drugs and porn out of even their squats. The hippies at Palenque are a hugely successful multimedia hub, offering sims, music, MMOs, animation, film, etc. worldwide. Of course, all the marijuana and peyote they do doesn't hurt their ability to create imaginative virtual worlds. The hippies are rich despite themselves.

The Catholics hate to see licentiousness rewarded, so they're in a bit of a memetic battle with the hippies. Plus, both the Catholics and the hippies are trying to establish new cities in Cuba. The area between Blessing and Ciudad Serdán is in a three way conflict with the Catholics in the south, the Muslims in the north, and Zu trying to move in and convince the cholo gangs that grow marijuana and mescalito (for jaded Nome raver kids) to incorporate. The cholos want Zu's protection from the Muslims and Catholics, because they have to smuggle stuff through hostile territory to get to their best customers, hippies at Palenque or ravers at Nome, but the gangs can't quite get organized enough to buy into the Zu franchise.

DJ Notes

Framing Rolls

Do not roll the dice unless you are rolling for an NPC to put an aspect on one of the PCs. Try to frame the action in any particular scene so that the players roll the dice. If the PCs are sneaking past some guards, let the players roll Stealth to see if they can sneak past the guards, with the guards' Alertness as a penalty. If thieves or assassins are trying to sneak past the PCs, let the PCs' roll Alertness, with the sneaks' Stealth as a penalty.

NPCs

NPCs in Cyberpunk Remix do not need much in the way of stats. You want to fit all important game details about an NPC on a playing card, so make NPC descriptions really brief. If an NPC is simply listed as level 2, and he has whatever skills seem appropriate, that's fine. If an NPC has only one stress track, or even no stress track, that's fine. If an NPC has only three or four aspects, there should be no problem with that. If you have really small legible hand-writing, feel free to have really detailed NPCs, as detailed as the PCs even, but if you have simple NPCs, you shouldn't feel like you are slacking. Just a level and a few aspects will suffice for most NPCs.

Villains

I know, you want to make Tarun or Zu citizens the bad guys. Those are the traditional cyberpunk villains, super wealthy businesses with the law on their side. You might even want to make the Catholics or Ithna'shar the bad guys. Major terrorist movements in the 20th century have been based on both Islam and Catholicism. People seem especially keen to associate the oppressive Twelver (Ithna'shar) movement in Islam with terrorism. And the Catholics... wow! They had a real life global conspiracy to enable pedophiles, and the Vatican seems totally unwilling to answer for it. They would be easy bad guys. And you're playing a sci-fi game, so you like science and technology. So you really don't want to make Hobbes or Astroforce the bad guys. You're playing a RPG, so you respect the do-it-yourself attitude of the SSE, so you don't want to make the hippies the bad guys.

But that's too easy. Fight that urge. Hobbes citizens make great villains. First off, there's the mad scientist and his monster trope, especially since they are the only one's doing cloning and genetic resequencing research, and second, all the most advanced software

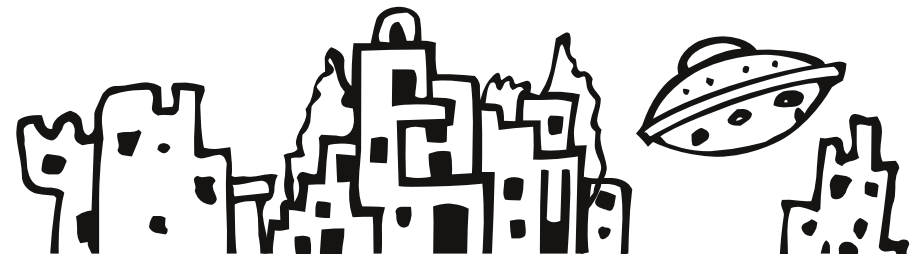
engineering is going on at Hobbes universities, so you have plenty of inscrutable AIs and bizarre robots to use as monsters or masterminds.

And Astroforce is ruthless. We've all read or at least heard about The Moon is a Harsh Mistress. And Astroforce maintains global telecommunications. Strange ultimatums, data blackouts, and meteor impacts are just the start.

And the hippies are masters of guerrilla warfare. You really want to scare the PCs? Have an SSE group target them as polluters. Sabotage, attacks by wild animals, cyborg animals, psychotropic chemical warfare, sonic traps that damage the nervous system, monomolecular webs and trip lines, etc.

But actually, irresponsible or antagonistic citizens are only half of the villainous possibilities. The other half is the unpredictability of the virtual anarchy that the masses live in. These are people that can fit WMDs in their pockets, that have to weekly retool their pharmaceutical labs so the next bioweapon to blow through doesn't wipe out two thirds of the population. When citizens put pressure on these disenfranchised masses, they can push back in frightening ways that hurt everybody.

Use the fate point rules to drive these kinds of threats. Remind the players that they can get fate points by giving you NPCs, organizations, etc. that have ties to their characters. Remind them that when their characters are not in a scene that's a perfect chance to suggest messy complications for the PCs that are in the scene, and thus earn fate points. If you open yourself up to this input, you could start with a Tarun Citizen seizing an oceanfront talapia farm to build a hotel, and by the end, the farmer has been recruited by a rogue AI to help it place it's server on a comsat to stage a viral attack on the city's internet, after he get's the AI into orbit, he can use the spaceship to drop a meteorite on the hotel, but terrorists also wanted to stop the hotel, so they deployed a bioweapon on his farm, so when the PCs board his ship to stop him, they find him already dead, and they've now been exposed to the virus. Coming on with symptoms, they have to stop the AI, that has taken control of the ship. Etc, etc, etc.



Setting Detail Randomizers

These are just some random systems to help you quickly figure out what's in the world, when you need a bit of inspiration.

Chase Scenes

Part of the fun of chase scenes is for the heroes to have fun obstacles to run past or around or over or negotiate in some other way. You could even have a whole adventure of chase scenes. But filling every last zone with something interesting can get exhausting for the DJ, so here are some rules to make it easier.

When the chase scene starts, draw a track, kind of like the one you've seen on board games like The Game of Life™. Then the DJ rolls 4dF (four fudge dice) for each of the first four zones, to figure out how difficult it is to enter that area. Write the absolute value of the roll on that zone (meaning disregard the positive or negative, just write the number part).

This means that one quarter of the zones will have nothing written on them. They are clear and rather ordinary. Just about 40% of the zones will have a 1 written on them. They will be one level more difficult to enter. In a car chase, these will be weak roads, narrow or bumpy or cracked. In a foot chase this is a corridor with an obstacle, a box or something, or a narrow road or a sidewalk with a bench or something. Another quarter of the zones will have 2 written on them. These are bad roads, or a big obstacle or a fence or crowded sidewalk. The rest of the zones will have 3 on them indicating terrible roads, crowded or difficult to navigate passages, etc. Two in eighty-one will have a 4, indicating a serious block, a traffic jam that the only way out is to go the wrong way on a freeway, a sidewalk market so crowded and cluttered you'd be better off trying to get lost in the crowd, etc.

The DJ should use these numbers as inspiration and maybe add an aspect as he thinks of them. Remember to stay about 4 zones ahead of the PCs. If the villains get farther than that away, they've escaped. If the PCs get farther than that ahead, they've escaped.

If no character has yet to enter a zone, any player may pay a fate point to add a reasonable aspect to the zone. PCs might also be able to add aspects to zones if they have the an applicable skill. Perhaps, once they've entered a zone, they can topple over a cart or table at a market to increase the cost to enter the area for the villains chasing them. Players can also pay a fate point to add a shortcut to any part of the track, but the DJ decides how many zones are in a "shortcut" and adds one to the cost to enter any area along a shortcut.

So the next time the PCs decide to buy a shipment of coffee that "fell off" a dirigible from the Tarun city of Bonga, heading for the Tarun city of Nome, and the DJ feels overwhelmed because this just sounds like three long chase scenes, one on foot, getting past Nome security forces to get to the warehouse in the squats where the coffee is currently, one on crowded city streets, in the squats, so they're narrow crooked streets, in a truck full of high end coffee that they bought cheap because the Nome security forces were going door to door to recover the stolen cargo, and now that the PCs are moving it, they have to outrun the security force cars, and lastly, in the PCs' cargo plane, chased by security force helicopters, the DJ need not feel so bad. There are simple rules that can be used to determine if there are sky scrapers in the way, or turbulence, or fog, or cloud banks, or traffic filled streets, or if this is the day that a weekly antique market sets up, etc.

Lot Contents

When sketching out a map of the PC's neighborhood, the architecture should be very mixed, with people building or commissioning their own structures as they need them. Whenever you're at a loss as to what to put in the next lot, you can roll 4dF on the following chart.

- 4 Nanotech Grown ([2 + 1dF]⁴ stories)
- 3 Futurctecture (7 + 4dF stories)
- 2 Glass Highrise ([6 + 3dF] * 10 stories)
- 1 Steal and Glass (9 + 4dF stories)
- 0 Cement Building (6 + 4dF stories)
- 1 Rammed Earth or Brick (3 + 2dF stories)
- 2 Wood (2 + 1dF stories)
- 3 Cob or Ceramic (1 or 2 stories)
- 4 One story shanties

The nanotech that grows buildings works like open air coral. A few weeks after it starts growing it's OK to move in and as long as you water and feed it, it will keep growing more building for you. Roll one fudge die to get a number from 1 to 3. Do this four times and multiply them, to get a number from 1 to 81, for the current number of stories.

Futurctecture is a word I totally made up to mean those buildings that make the future cool, buildings where individual floors rotate to give the best sun for terrace gardens on every floor, buildings made of triangular glass panels in a steel geodesic framework, one or two stories of solar collection domes that feed light through fiber optics to several stories of underground greenhouses, etc.

Of course, buildings in the cities proper are a lot more regular. Buildings on Hobbes Network campuses are concrete boxes or domes, or nanotech grown fractal shapes. Catholic cities use wood and adobe or clay tile, or concrete. Ithna'shar cities use a lot of round concrete highrises, domes, and ceramic tile structures. Hippies use a lot of cob and ceramic brick, wood, bamboo, and nanotech. Tarun generally builds a civic center of glass and steel highrises, surrounded by a "suburban" residential ring of wood houses (McMansions), surrounded by an agriculture, manufacturing and utilities ring, and that is surrounded by a fortified wall, on the other side of which is a ring of densely populated squats. Zu builds in nanotech or glass and steel futurteckture highrises, exclusively.

Websites

Occasionally, PCs will have to hunt around for lost or obscured data, track it through various different servers and virtual environments, looking for clues, asking potential witnesses, cracking codes, defeating security measures, etc. It can get really draining on the DJ to keep coming up with interesting internet sites, given that they could potentially span the totality of human, and transhuman imagination.

- 4 Abstract Transhuman Sim
- 3 Anatomically Correct Sim
- 2 Full Sensory Sim
- 1 Photorealistic Sim
- 0 Audiovisual Sim
- 1 Audiovisual Chat
- 2 Text Chat
- 3 Forum
- 4 Blog

Abstract transhuman sims allow visitors to experience what it is like to be a swarm of fireflies or something similarly high concept. Audiovisual chat is just like Second Life, whereas Audiovisual sims are like Second Life but you wear the VR headset to use them. Photorealistic sims are indistinguishable from real life but you still can't taste things or experience pain. Full sensory sims allow you to experience pain and taste. And anatomically correct sims allow you to do anything in the sim that you could do in real life, get a massage, take a beating, have sex, get drunk, etc.

To use the random web themes table, roll three fudge dice and line them up to arrive at a result.

- - - Zen Teahouse
- - 0 Medieval Fantasy
- - + News Office
- 0 - Musty Library
- 0 0 Green Prairie
- 0 + Discotheque
- + - Ball Court
- + 0 Comfy Pub
- + + Fancy Restaurant
- 0 - - White Room (popular with galleries)
- 0 - 0 Rowdy Saloon
- 0 - + Martian Desert
- 0 0 - Noir City Streets
- 0 0 0 Tulgy Wood
- 0 0 + Sunset Beach
- 0 + - Tropical Waterfall
- 0 + 0 Underwater Kingdom
- 0 + + Anime Starship
- + - - Steampunk Riverboat
- + - 0 Arabian Salon
- + - + Old Landmark
- + 0 - Public Park
- + 0 0 Indoor Mall
- + 0 + Snowy Peaks
- + + - House of Worship
- + + 0 Fun Factory
- + + + Scarey Castle



Obligatory Links

By this point you might hate me for misrepresenting your political or economic or religious values, or really just for accepting the overwhelming scientific evidence that the Earth will get 3 degrees warmer in the next century, so you'll want to send me an email consisting only of a string of horrible expletives. Or you think this looks like a fun and cool game. Or you've noticed an error, typo or unclear rule. In any case, here's my email.

sheikhjahbooty@yahoo.com

You may be thinking that my extremely abbreviated, punk rock song, version of FATE isn't enough rules to be a proper RPG. In that case, here's a link to Evil Hat Games, the guys who first invented it.

www.evilhat.com/home/

FATE was released under the OGL, the Open Game License, which is why I could use it in this game without renaming everything. Here is the OGL.

www.wizards.com/d20/files/OGLv1.0a.rtf

I suppose I have to specify which parts of my game are open content, but I can't really be bothered, so the whole damn thing is open content. Have at it, readers of the future.

Just in case you didn't download this game from the 1km1kt website, you should know that it's out there because there are plenty of better games than this one, over there.

www.1km1kt.net/

If you thought Ujamaa and Petrel Cola were cool names of companies, but you want more. I'll let you in on the secret. I just took them from here.

docs.google.com/Doc?id=dgpw7747_9cfsdvncz

If you think all the goofy buildings are cool, I didn't draw them. They are part of a font called Tequila Hill, from Chank Fonts. I don't think Chank Fonts still has it for download from their site, but I'm sure they must have other cool stuff.

www.chank.com

These links are just random inspiration

A few TED lectures on the future of Urban living.

blog.ted.com/2007/05/stewart_brands.php

blog.ted.com/2007/01/robert_neuwirth.php

blog.ted.com/2009/08/a_radical_idea.php

Here is a Boston Globe article on the future of the workplace.

www.boston.com/bostonglobe/ideas/articles/2010/01/17/the_end_of_the_office_and_the_future_of_work/?page=full

This one is a collection of images of fantastic futuristic architecture.

[www.darkroastedblend.com/2010/02/hallucinatory-architecture-of-future.html?utm_source=feedburner&utm_medium=feed&utm_campaign=Feed:+TheThrillingWonderStory+\(Dark+Roasted+Blend\)&utm_content=Google+Reader](http://www.darkroastedblend.com/2010/02/hallucinatory-architecture-of-future.html?utm_source=feedburner&utm_medium=feed&utm_campaign=Feed:+TheThrillingWonderStory+(Dark+Roasted+Blend)&utm_content=Google+Reader)

I especially like the mushroom city. I want to live in a building shaped like a mushroom.