Karbon
(n. Slang, circa 2091) 1.)
Any replicated being, produced such as to be a carbon-copy. May additionally be enhanced with lace.

Karbon takes place in the early 22nd century, where a band of hired killers are sent out to *'dismiss'* karbons that have escaped containment. These paid professionals are a group of efficient and effective individuals. They are paid by the dismissal and the one that has the most under their belt is considered the best. Have covered the basics, we can get specific. Initially we need to cover the three problems they face.

Laced: (n. Slang, circa 2057) 1.) Any body job that results in greater physical capacity. Usually denotes liquid-ware implants.

The first problem is that the karbons they hunt are probably *laced*. This means they have been jacked up in ability for specific purposes. There are your military, your super-engineers, and your basic pleasure models. Each model has its own wiles and methods, and all of them try to stay alive with all their effort.

R.U.S.A.: ((roo-sa) n. Slang, circa 2072) 1.) The desolate remains of the nation once called U.S.A. Now a land of crime so bad it has become a police state.

The **S**econd problem is that the karbons are gene engineered and rapid cloned humans. In a nutshell, They look like everyone else. This is further compounded by the fact that they flee into R.U.S.A. (the Ruins of the United States of America) This dark and crowded place is a police state of degenerates, thugs, and the sick. In fact nearly everyone that remains on the old earth does so because they simply couldn't make it to the colonies.

The Program: (n. Slang, circa 2034) 1.) The collective intelligence that runs the world from behind the scenes. A large structure of informants, killers, and chairmen support the program. Lead by: The Daemon.

The **T**hird problem is that the karbon hunter might be a karbon themselves. The karbons are known to have infiltrated the program. They have replaced select hunters with karbon copies. Even these people don't know they have been replaced until they 'awaken'. Hunters that are karbons will doubt their nature obsessively until the crescendo when they awaken as if from a sleep.

Bawls: (n. Slang, derivative: balls) 1. Intenstinal Fortitude. Syn: COURAGE, cojones, dauntlessness, guts, heart, mettle, llmoxie, pluck, resolution, spirit.

The hunters are defined by various terms used among themselves. These adjectives are commonly applied to people, actions, and events. The first of which is bawls. This is primarily courage or intenstinal fortitude. Something good is also considered 'bawls'.

Omni: (n. Slang) 1. Intelligence and knowledge. Syn: INTELLIGENCE 1, brainpower, mentality, wit, sense.

Omni is the universal concept of intelligence and all its assets. People are said to be omni, or a really smart idea is an omni. This is most useful for detecting Karbons. 'Omni-' is universal for relating something of better than average quality, like an omni-gun or an omni-chick. Omni probably derived from the A.I. driven portable computing device of the same name.

Edge: (n. Slang) 1. Shooting ability, speed. (From: razor-sharp edge) Syn: PRECISION, correctness, definiteness, definitiveness, definitude, exactitude, exactness, preciseness.

If Edge is anything less than the ultimate adjective don't tell the hunters. Edge can mean any advantage, but without a context it refers to shooting and reflexes. Omni-edge is often something claimed by hunters for an wide, 'the ultimate ability'. A common hallmark phrase: 'Edge is life. Edge is destiny. Edge is mine.'

Eyes: (n. Slang) 1. Perception, eye sight. Syn: AWARENESS, Vision, Perception.

Another critical feature of hunters, Eyes is the adjective to describe both awareness and vision. Not really used in other ways.

Steel: (n. Slang) 1. Strength, toughness. Syn: POWER 4, arm, beef, energy, force, might.

Last but not least, Steel describes strength and toughness. Steel is often used to describe something that can't be stopped. It is not often used as a positive enhancer.
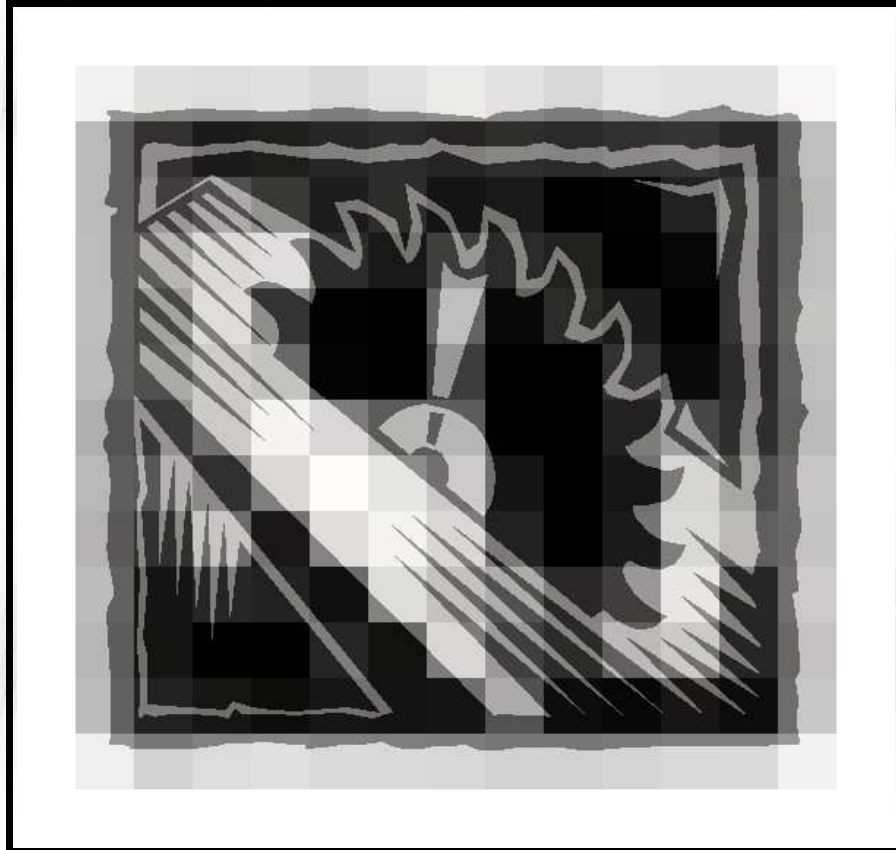
Mechanics
(n. mi-'ka-niks)

Function: noun plural but singular or plural in construction

1 : a branch of physical science that deals with energy and forces
and their effect on bodies

2 : the practical application of mechanics to the design, construction,
or operation of machines or tools

3 : mechanical or functional details or procedure

Terms: The only specific terms Karbon uses over and over are: **daemon** to reference the gamemaster which runs the game, and **hunter** to reference the player's characters.

Rule: (n.) 1. 1 a : a prescribed guide for conduct or action. Related Word: fundamental, principle.

Mechanically, karbon takes a less is more approach. This is also known as KISS-Keep It Simple Stupid. The game utilizes a single chart below to convert rolls to levels of effort (LoE), and a single twenty-sided die. We simply call this the rule.

Roll	(LoE)	Concept
9-	0	Poor
10-14	1	Minimal
15-19	2	Ok
20-24	3	Good
25-29	4	Bawls (Terrific)
30-34	5	Omni (Fantastic)
35-39	6	Omni-Edge (Awesome)
40-44	7	Incredible!
45-49	8	Superhuman
50+	9	Legendary

The rule chart is reprinted on the character sheet for quick and easy reference. Using the chart is an easy affair, but it is used over in various ways to make more with less.

Chance: (n.) 1 a : something that happens unpredictably without discernible human intention or observable cause b : the assumed impersonal purposeless determiner of unaccountable happenings : LUCK

When chance factors into the equation we use a simple dice roll and add a rating to generate a total roll value. Then you see the LoE generated on the chart. The LoE is all that matters, the roll result is discarded after we determine it.

[trans] Billy Kregan has an Omni rating of 12. The daemon (gamemaster) has called for a knowledge test since Billy wants to know just how likely it is that a fire exit is nearby. He rolls a 6. This gives him a total of 18, and that means an LoE of 2. This is an Ok level of Effort. The daemon informs him that a fire exit is probably one story down and at the end of the hall. [/trans]

Save: (n.) Synonyms MAINTAIN 1. keep up, preserve, sustain 2. to keep secure or maintain intact from injury, decay, or loss

The other type of roll we use is called a save. This is made against a level of effect. You usually get to apply a bonus to the die roll, and you literally roll against the LoE number with a d20. To succeed fully you need to beat the LoE by 10. If you beat the LoE but not by 10 its a partial save. If you don't even beat the LoE is a failure. The most common save is versus injury, like when shot.

[trans] Billy has been hit with a viper 5 in the back. Its a good hit and the weapon is a +2 for a total of 5 LoE. Billy has no save bonus for injury and so therefore rolls a d20 against 5. If he gets 16+ is a full save, 6+ is a partial, and 5 or less a failure. He rolls an 8 and gets a partial save. The bullet passes through him delivering a bleeding wound. [/trans]

Saving against injury is an attempt to avoid potentially fatal harm. Deadly weapons cause a level of stun if you save, a level of wound if you partial save, and a serious wound if you fail. Serious wounds can have several additional effects, like death, so they are meant to be avoided.

Press: (v.) 1, to exert influence on, to try hard to persuade 2, to move by means of pressure

Every roll in the game can take on press in one of two ways. First, if the die roll comes up 16 or more you can take a press to roll another die and add it to the roll. Repeat as desired and rinse. Secondly, the player can choose to press the roll before rolling. Each press adds +5 to the roll and up to three can be taken for a single roll.

The downside of press is that the daemon rolls a secret die to see if you accumulate a karbon point (KP). If you earn enough of these fast enough you will be marked by him as a karbon and then the real fun begins. Playing with all out press to become a karbon is perfectly valid play however, if you don't mind the other player's hunters coming after you.

The press can sometimes be used to buy your way out of a deadly situation. How extreme the bullshit needed to support a feasible escape is determines the amount of press needed to be used. This is discussed in more depth under section untitled 'daemon' later.

Thats it for mechanics. We have chance (rolls), saves (resistance), and press (roll bonus) to remember. The rule chart is listed on the charsheet so that a non-learning issue. Now onto making hunters...
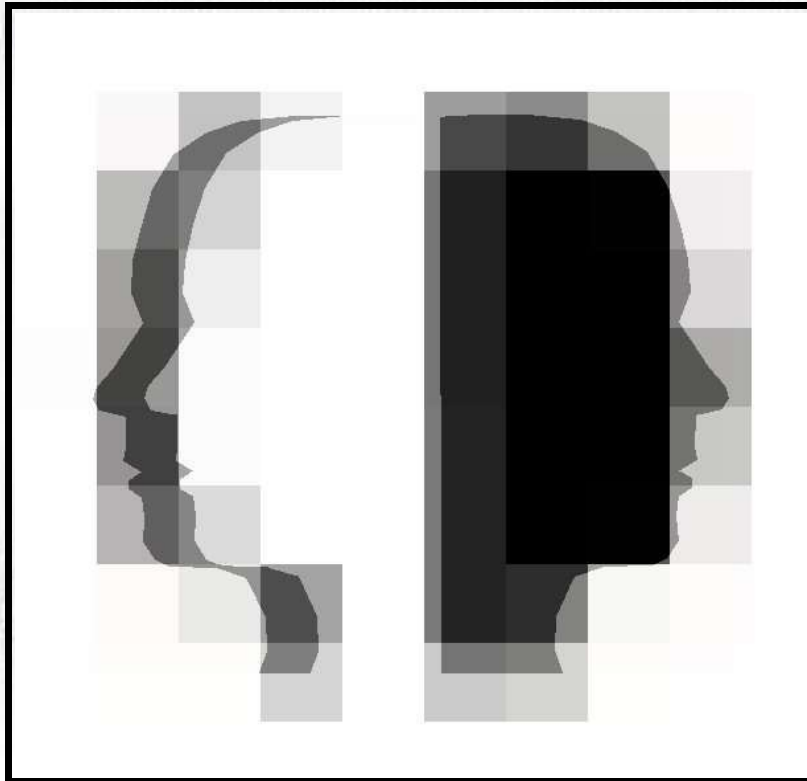
Character
(n. 'kar-ik-t&r)

Function: noun plural but singular or plural in construction
One of the attributes or features that make up and distinguish an individual;
the aggregate of distinctive qualities characteristic of a breed,
strain, or type <a wine of great *character*>; the complex of mental
and ethical traits marking and often individualizing a person, group,
or nation; Main or essential nature especially as strongly marked
and serving to distinguish

Trait: (n.) a distinguishing quality (as of personal character). Syn: QUALITY 1, affection, attribute, character, characteristic, feature, mark, property, savor, virtue.

Each hunter character in Karbon is a collection of five traits, a selection of lace enhancements plus gear (money), and a freeform history section. The five traits of a hunter are: Bawls, Edge, Eyes, Omni, and Steel (see page 2 for details). Four of them are mutable by the players, and one is derived from the rest. If you can't guess, Edge is derived from the others and done last. There are three types of hunters. Each has a focus on one area of the character at the expense of the other two. Here are pick allocations for each type:

Officer: 9 History, 7 Money, 2 Traits.

The officer is an older and more mature hunter who may or may not want to get out of the program. They don't have much weight (gear) and minimal traits but have excellent skill and knowledge.

Heavy: 5 History, 9 Money, 3 Traits.

The heavy has selected to lace up and gear up for the hunt to compensate for their lack of natural talent. They don't have much history/experience but still more than the natural and have an average number of traits.

Natural: 3 History, 5 Money, 6 Traits.

The natural is an up and coming individual in the program. They are probably hunting to make a name for themselves before they move on and up the ranks. They have almost no history/experience, and little weight, but massive natural assets. They probably have some gene engineering and come from family.

If you a want you can also just spend 20 picks freeform, where traits picks cost double. I don't recommend this however, since the balance above actually have reasoning behind them. In addition the choice of a type gives more depth to the kind of shake and bake characters made for the short term games karbon lends itself too.

Step One: Traits

For Trait picks you can select either to roll the dice for each of the four mutable traits, or place 5, 7, 12, 16 between them. You always roll the die for edge however. We do that last, so don't worry about it yet. First figure out the four. If your rolling, roll four times and then place the final scores where you want them. You can add 5 to any one (just one) roll under six, this is considered a safety.

[trans] Billy's player decides to roll the dice. He rolls 4 times and writes them down: 3, 14, 13, 6. He applies the safety and make the 3 an 8. Looks like he lost versus allocation, but its spilled milk now.

He puts 8 in Omni, 14 in Eyes, 13 is Bawls, and 6 in Steel. [/trans]

Now you can spend your trait picks. The first pick in a score gives +3, and second gives +2 and the remaing +1 each. In this way 2 picks is +5, and each pick after that an additonal one.

[trans] Billy is a heavy and has 3 trait picks. He puts them all in eyes.
Eyes: 14 + (3 + 2 + 1) = 20
He records new value for the trait.[/trans]

Once that is done, you just need to figure out the normal save bonus for the trait. To do this just look up its value plus 5 on the scale chart and record the LoE as its save bonus.

[trans] Looking up the scale, he gets:
Omni: 8 + 5 = 13 = +1
Eyes: 20 + 5 = 25 = +4
Bawls: 13 + 5 = 18 = +2
Steel: 6 + 5 = 11 = +1
He records those bonuses in () next to the traits.[/trans]

Everything is almost done, we just need to wrap up. The final step is figuring out the Edge rating. This is a die roll plus the total of all save bonuses. Just write that down and your finished with traits!

[trans] Billy has a total bonus score of: +8. He rolls a die for 14 and adds +8 for 22. That is his edge score. He records it and it's save bonus.
Edge: 22 + 5 = 27 = +4 [/trans]

Step Two: Lace & Gear

You get a total of 10,000 cred for each pick in money. Here is the breakdown in money per type:

Heavy: 90,000 cred
Officer: 70,000 cred
Natural: 50,000 cred

You can spend this on gear and lace. Lace is simpler, so we will cover it first. There are two types of lace in two flavors. The flavors are liquid and fiber. Fiber costs five times as much as gel. Liquid loses effect as its used and recharges over time, fiber does not. The two types are intelligent and reflex. Reflex lace can only be used for very specific actions, like 'shooting pistol at close range'. Intelligent can be used for vague actions, like 'shooting pistol'. Here are the cost and their action bonuses:

Bonus	Intelligent	Reflex
+3	3,100	1,100
+5	12,800	3,620
+6	25,000	6,350
+7	33,275	8,000
+8	43,200	10,000
+9	54,925	12,000
+10	68,600	14,600

The prices are for liquid lace, fiber lace (again) costs five times that.

[trans] Billy chooses to take 'shooting' and 'dodge' as liquid lace. He takes them at +6 each for 25,000 cred each (they are vague actions). He marks them down and takes off the 50,000 creds from his 100,000. [/trans]

Each turn during which liquid lace is used drains it some. This counts as a -1 penalty against its bonus. Every hour it fully recharges and this occurs at a constant rate. In this way a +6 liquid lace regains 1 every 10 minutes, for a total +6 regained in an hour.

There are three types of gear: Hand gear, Body gear, and Heavy gear. Hand gear are useful devices, pistols, etc. Body gear is armor, bombs, and big guns. Heavy gear is airships and such vehicles. Here is the cost for each based on rating. Literally you get to build each piece of gear to custom spec. :D

Rating	Heavy	Body	Hand
3/5	1,000	500	200
4/7	2,500	1,000	500
5/9	5,000	2,000	1,000
6/11	10,000	4,000	2,500
7/13	25,000	8,000	5,000
8/15	50,000	15,000	10,000

Every piece of gear has at least three ratings. Here are the ratings for each common type:

Guns: Damage, Range, Accuracy, Ammo

Damage is discussed later. Range is in 100 yard units. Accuracy reduces range levels. Ammo is 10, plus 5 per level. Clips cost 1/10th gun cost.

Bombs: Damage, Stepping, Detonator

Damage is discussed later. Stepping is in 10 yards per damage loss. Detonator is the intelligence of it, how configurable it is.

Armor: Ballistic, Impact, Toughness

Ballistic is the save bonus versus shots, Impact versus melee. Toughness is how long the armor will last.

Airships: Speed, Handling, Size

Speed is in 50 kph units, Handling gives a bonus to piloting rolls. Size is in passengers, but can be turned into one large storage bay each (holds a lot).

You assign the second rating number levels between the ratings for the gear, never exceeding the first rating number in any one rating. Sounds confusing eh? Well its not. Here I'll make a gun. Its gonna be a 5/9 gun, so I put 3 in damage, 3 in range, and 3 in accuracy for a total of 9 levels. All done. As you can see a zero rating is fine (I assigned nothing to ammo).

Step Three: History

Here you get to spend history picks on things and training of note in your past. They need to be just a little vague, and be backed up by a reason. 1 Pick gives you a +3 element, and 2 picks give you a +5 element. You **CANT** spend more than 2 picks on one element. You **CAN** stack Multiple elements for a large bonus.

You can also elect to monologue a history element that pertains to an action to earn a free press. This should be a flashback that connects to the current action and something short but visual. Well spend the rest of the page giving various examples of 'good' history elements. Things that add color to the character while giving them a beneficial bonus. Each has a tag line (one line summary) and then details plus the applicable bonus.

Fought at the tanhauser gate battle. Was wounded critically, but found courage within her. +5 to steel when injured. (2 picks)

Trained with the best at Imperial Fields. Often called a prodigy by his teachers. +3 to eyes when piloting airships. (1 picks)

Apprenticed under the legendary Hunter Decker. Was a slow learner, but eventually picked up the object lesson. +5 to omni when testing karbons. (2 picks)

Wasted burned out junkie who did a stint in rehab. By the time she came out, she was one tough hombre. +3 to bawls when brawling. (1 picks)

Ran with the spacers on the outer colony proxima. The renowned spacers are experts at distance shooting. +5 to eyes when shooting at distance. (2 picks)

Took (probably still is) taking juice. The drug is a nervous system enhancer but can cause blackouts. +5 to edge when in combat. (2 picks)

There, now you should have the idea. If you have any questions ask the daemon before you commit to one. Usually elements that add to edge has some kind of drawback, since it applies to more than one thing.

Step Four: Potentials & Body

There are three potential numbers for hunters. These are Spot, Scrap, and Shoot. Each is equal to a trait plus Edge minus some penalty. Here is how you get their values and a description of each:

Shoot: Eyes + Edge – 15.

This is the basis of all shooting actions, and may be added to by history or lace.

Scrap: Bawls + Edge – 10.

This is the basis of all melee actions (except dodge which is just an Edge roll). It can of course be boosted by history or lace, just like Shoot.

Spot: Omni + Edge – 20 (Omni + Edge – 10).

The most difficult of common actions is Spot. This is used primarily to detect a karbon. Easy spots use a –10 modifier however, so you can list that number next to the Hard spot value.

None of these can ever be less than zero. If you calculate out such a value just mark it down as a zero score.

The body score of a Hunter tells how many wounds they can suffer before they have to make consciousness tests. Here is how we figure this out:

Body: Steel Bonus + Bawls Bonus + 1.

Here we sum the save bonus of Steel and Bawls, then add one. This is the number of wounds a hunter can take before they risk a KO.

Thats all for the mechanics. You need only build up a short description for the hunter and a name, then you can start playing!
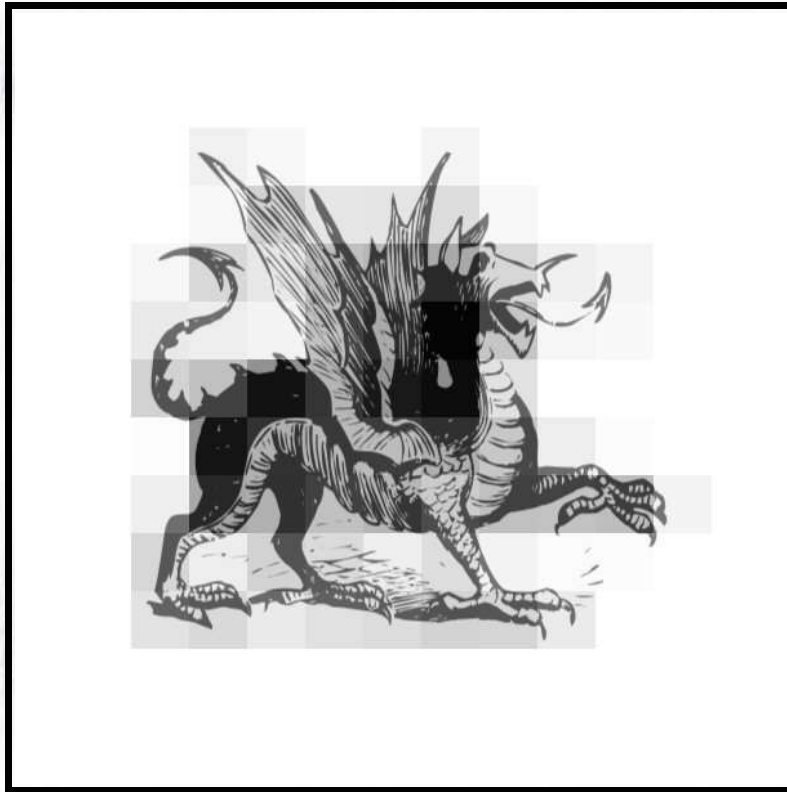
Daemon
(n. 'dai-m&n)

Function: noun plural but singular or plural in construction

1, a supernatural being of Greek mythology
intermediate between gods and men

Doubt: (n.) 1, to lack confidence in, DISTRUST; 2, to consider unlikely (intransitive senses : to be uncertain)

Doubt is something all the hunters have about themselves. They doubt that they are really human and think possibly they are karbons. In addition lace blurs the line between human and karbon, making things even more difficult to discern.

We measure this doubt in karbon points. Every player begins the game with karbon points equal to their edge save bonus, and an additional one for each lace more than +5. In order to gauge just how possible it is that a hunter is a karbon, we use the rule chart again. You look up the number of karbon points as a roll value and see if you have 1 or more LoE. If you do then its in the realm of the possible that the hunter is a karbon. Looking at the example character, Billy begins the game with 6 karbon points. He does not have far to go reach the first LoE, which occurs at 10.

Everytime a character changes in LoE of karbon doubt, they will have to make an unmodified Omni save. Unmodified means no bonus can apply and you use only the core save bonus from the Omni trait. A failure on this save means that hunter is a carbon, a partial save leaves the hunter in a moment of doubt, and full save causes no effect.

A hunter in play can earn karbon points two ways. First, any action results that come up 50 or more are an instant karbon point. Second, the hunter can take press to enhance a roll and risk karbon points. For this instance the daemon rolls a die and adds +0 for one press, +5 for 2 press, and +10 for 3 press. The LoE of this roll is the amount of karbon points gained.

[trans] Billy open the door and stares down a karbon, it breaks open with full autofire from its SMG on him in close range! He elects to take 3 press on his dodge roll. His scrap is 25, +6 from lace = 31. The daemon gives him a -10 for close range and thats 21. Adding the +15 bonus he gets 36. He rolls 17 for a total action of 53! Billy rolls out of the way with incredible speed and deft, and the bullets marr the hall behind him. [/trans]

[trans] The daemon rolls a 12 plus 30 for the karbon's attack, a total of 42. This is of course is not enough to hit, but now we need to deal with karbon points. Billy has picked up an auto KP by getting a 53, and then the daemon rolls a die plus 10 for the press. He gets 18 and thats another 2 points. Billy has gain 3 KP from the single action! [/trans]

Initiative: (n.) 1, energy or aptitude displayed in initiation of action, ENTERPRISE <showed great initiative>

Who goes first? How many times can one act? These questions are handled by the concept of initiative. This is all based on Edge here, and in general no rolling is needed.

The initiative score of a hunter is their edge score. The highest edge will act first, and get actions per turn equal to their edge save bonus (at least one). In a hunter wants they can press their Edge score to earn a higher initiative and more actions.

Inspired by Cinematic Unisystem, we use a similar round structure. The current acting hunter can keep taking actions until they fail, a failure denotes the end of their acting turn. The action passes to the next highest initiative score. Each action after the first takes on a cumulative -5 penalty to the result.

Hunters need not save actions to defend, but if they don't they get a -5 reflex defense penalty for dodges and parries. If they save actions for defense, each one can be spent on a defense to negate that penalty.

If a hunter is wounded, this ends all but their defense actions for the round. This is unless they elect to take a stun (a non-lethal wound) to push on. A serious wound always has this effect, unless they don't mind taking a karbon point.

Defense: (n.) 1, capability of resisting attack 2, defensive play or ability.

There are two common defense moves, dodge and parry. Parry can only work in melee combat and has no special rules. Its just a scrap action. Dodge is also a scrap action, but a -5 against ranged shots and -10 at close range shots. Dodge against melee attacks has no penalties. A dodge that comes within five of the LoE of an attack gives a +5 bonus to the save against injury.

Injury: (n.) 1, hurt, damage, or loss sustained.

When something that has a damage score hits a character, they will have to make a save against injury. This uses the steel save bonus, plus any armor that might apply. The LoE of the attack is the target of the save. This is LoE of the attack roll plus the damage level of the weapon. If the save fails its a serious wound- this is worth half its LoE in wounds and a lasting injury as determined by the daemon (or a KO). If the save is a partial success then the injury is a wound.

For falling injury, look up the number of feet as a roll value on the rule for its LoE and then add 3.

Each wound you currently have acts as a -1 to injury saves.

Attack: (n.) 1, to set upon or work against forcefully
2, to begin to affect or to act on injuriously

The common types of attacks have three flavors in karbon. The first is ranged shots, the next is landed blow, and the last is balls to the walls brawling. Each has their use and purpose, as you will see.

Ranged shots have a range score which we measure in hundreds of yards (as per the gun rating). Range in excess of accuracy acts as a penalty in LoE to the attack roll. Normal shooting is done in single shots and can be directed. This direction is named a called shot. A called shot is rolled as a -10 with double the final LoE. An extreme called shot is rolled at -20 with triple the final LoE. Shooting can be done burst, (3-5 shots) for a +5 to the attack roll. If can also be done autofire (10-20 shots) for a +10 to the attack roll. Autofire spends the entire guns action for a turn, and only three bursts can be done per turn. Autofire cannot be directed but bursts can.

Landed blow is your typical fisticuffs and martial arts style combat. Attacks are usually punches and kicks, but other special types can be thrown in for flavor. Fancy attacks as they are called work at -5 to hit and +2 Damage per level (up to three levels of fancy can be taken on an attack). Normal landed blow damage is the hunter's Steel bonus. Landed blow damage is stun unless you elect to give the defender a +5 bonus on the save.

Balls to the walls brawling is closer to wrestling than landed blow. Here you try and grapple the opponent and toss, slam, or pin them. For these actions you don't use scrap but just Bawls for actions. Once you grapple them with a normal Bawls action, you can use Steel + Bawls LoE as the damage done for toss, slams, and pins.

[trans] Billy takes a kneeling stance and pulls his SMG to return fire. He goes autofire for +10 and has a 33 base shoot (from lace bonus and shoot score). He rolls a 4 for a total of 47! Thats an 8 LoE plus the guns 4 for a save against 12. [/trans]

[trans] The daemon rolls dodge for the karbon, 30 with -10 for close range and he gets a roll of 7. A 27 is no where near enough (only a 4 LoE). It is hit! Rolling its +5 save for 17, it takes a wound. The daemon describes the scene: A awesome barrage of bullets hail down on the karbon. It tries to dodge but gets caught in mid air and is hit multiple times. [/trans]

Hunt: (n.) 1, to traverse in search of prey <hunts the woods>

For each karbon dismissed, the hunter will receive a bounty. This depends on the how jacked up the karbon is, and varies from 10,000 to 100,000. If they make it through a hunt they will get an Omni roll to reduce their number of karbon points. The hunter that earned the most cash will get a +10 to this roll and earns the title 'prime hunter'.

Regardless of how much gets accomplished each game session is one hunt. The hunter pack will get retrieved at the end. Refusing to be retrieved instantly makes the hunter a karbon. Only a karbon would not want to leave R.U.S.A.!

For each serious injury gained, the hunter will lose 5 points off some trait based on the type of injury. The daemon is free to set what is lowered from each injury.

For each wound they have taken, they get a additional trait pick to spend. This is in addition to one for each karbon dismissed. You spend these just like the trait picks you got during character generation. The prime hunter can instead choose to make a new 2 pick history element from this hunt for the cost of 1 trait pick from this pool.

Wound: (n.) 1, an injury to the body (as from violence, accident, or surgery) that involves laceration or breaking of a membrane (as the skin) and usually damage to underlying tissues. 2, a cut or breach in a plant due to external violence

Each hunter can take body wounds before they need to make bawls rolls versus 10 plus 5 for every deadly wound. Yes, each woun in excess of body is called a deadly wound. These wounds will kill the hunter if left unchecked. After the combat the hunter rolls steel versus the same 10 + 5 number to see how many hours they have left. Each LoE means an hour before they lapse into coma/death. Each wound (either stun or wound) acts as a -1 penalty to injury saves as well.

Recover: (n.) 1, to get back, REGAIN; 2, to bring back to normal position or condition.

Every hour each hunter regains stun equal to their bawls save bonus, but never less than one. Every day the hunter regains wounds equal to their steel save bonus, but never less than one. This recovery does not occur is any deadly injury has been earned.
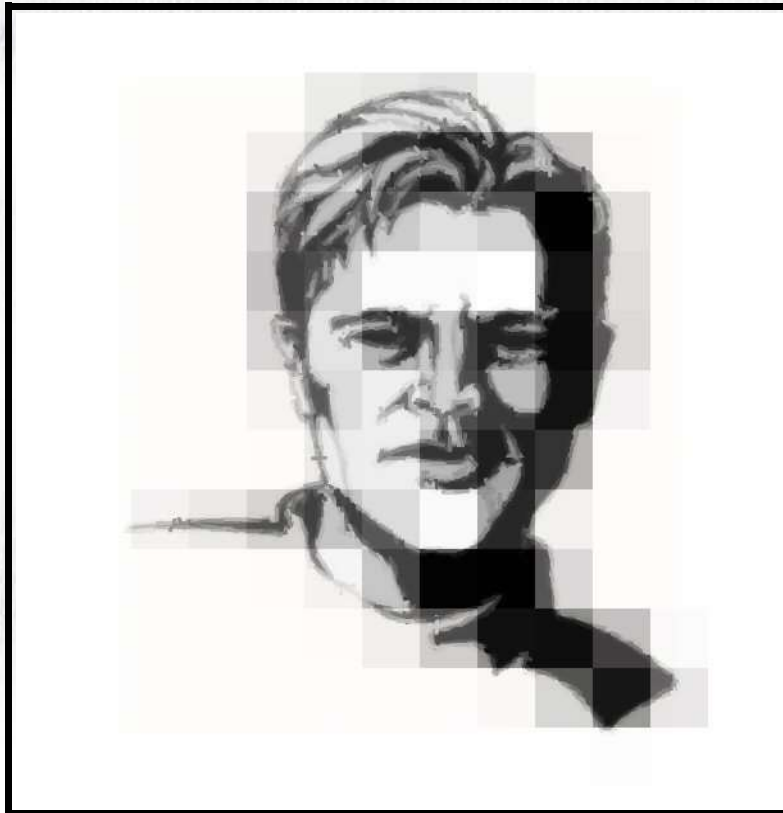
Enemy
(n. 'e-n&-mE)

Function: noun plural but singular or plural in construction

1 : one that is antagonistic to another; *especially* **:** one seeking to injure, overthrow, or confound an opponent
2 : something harmful or deadly
3 a : a military adversary **b : a hostile unit or force**

Bounty: (n.) a reward, premium, or subsidy especially when offered or given by a government: as a : an extra allowance to induce entry into the armed services b : a grant to encourage an industry c : a payment to encourage the destruction of noxious animals d : a payment for the capture of or assistance in the capture of an outlaw

The bounty on a particular karbon is based on its level. Karbons are built much like hunters, but they need not really roll for any action. Optionally (and shown in the above examples) you can lessen their scores by 10 and roll them. The base scores for the three models of karbons are are follows:

Military:
        Bawls: 25
        Edge: 20
        Eyes: 20
        Omni: 15
        Steel: 20
            Lace: Landed Blow +10 (35).
Engineer:
        Bawls: 15
        Edge: 15
        Eyes: 20
        Omni: 25
        Steel: 25
            Lace: Engineering +10 (35).
Pleasure:
        Bawls: 15
        Edge: 18
        Eyes: 20
        Omni: 20
        Steel: 15
            Lace: Charm +10 (30), Dodge +10 (28).

This is for a 10,000 cred bounty model. The models have have more levels (each a +5 bonus to a trait, or another +10 lace) and this gives them 5,000 more on the bounty. The body score is the only other thing needed for them and that is Steel + Bawls divided by 5. Yes, this is much higher than the players scores!

[trans] The daemon makes Roy, a military model. He chooses to use 5 levels for a total bounty of 35,000. He adds +10 to bawls, +5 to edge, and +10 to Eyes. [/trans]

Liberty
(n. 'li-b&r-tE)
Function: noun plural but singular or plural in construction

1 : the quality or state of being free: a : the power to do as one pleases

b : freedom from physical restraint

c : freedom from arbitrary or despotic control

d : the positive enjoyment of various social, political,

or economic rights and privileges e : the power of choice

Ruins: (n.) 1, the state of being ruined -- archaic except in plural <the city lay in ruins> b : the remains of something destroyed -- usually used in plural <the ruins of an ancient temple> <the ruins of his life>

The lands of the once plentiful lands of the U.S.A. Were squandered decades ago for the intangible freedom of liberty. What remains are the ruins of a sprawling metropolis that has been bought by the chairmen of the program. It is now the home to the remaining human population on earth, as most the the other land mass is mechanically automated. Some is being rejuvinated, others are pillaging the life that yet remains on the dying world. No one can remember exactly how the earth got this way, but then again no one really cares anymore. The colonies are where its at...

Populace: (n.) 1, the common people, MASSES

RUSA is home to somewhere in the neighborhood of 1.4 billion people. These unsavory masses dwell on whatever they can to get by. There is no real society left except in small pockets where a sheriff has been given power. That leaves most of the land with many people living in fear of gangs and thugs, and even less paying jobs.

Police: (n.) 1, to control, regulate, or keep in order by use of police 2, to make clean and put in order

The national guard has been left in charge of policing the state of RUSA. It uses harsh and extreme means to do this since it has a lack of man power. The 'nats' as they are called almost always where inhuman high rated body armor and gas masks. Gassing their victims it the current popular ploy since it works well on both karbons and thugs alike. Most of the populace fear the nats as much as they do the gangs.

Elite: (n.) 1, a group of persons who by virtue of position or education exercise much power or influence <members of the ruling elite> <the intellectual elites of the country> 2, a member of such an elite

In this land the Hunter is the elite. They are the law. There are no judges, no juries, and no fear or prosecution. Only fines for dismissing humans by mistake (5,000 each). Even the police bow to the Hunters once they are recognized as such, and many police officers hope to become one some day.

[/TRANS]
Signed:
Jason A. Petrasko

BAWLS: __ (_)
EDGE: __ (__)
EYES: __ (__)
OMNI: __ (__)
STEEL: __ (_)

STUN TRACK
WOUND TRACK

Roll	(LoE)	Concept
9-	0	Poor
10-14	1	Minimal
15-19	2	Ok
20-24	3	Good
25-29	4	Bawls (Terrific)
30-34	5	Omni (Fantastic)
35-39	6	Omni-Edge (Awesome)
40-44	7	Incredible!
45-49	8	Superhuman
50+	9	Legendary

SHOOT: __ (_)
(Edge + Eyes — 15)

SCRAP: __ (_)
(Edge + Bawls — 10)

SPOT: __ (_)
(Edge + Omni — 20)

Karbon Hunter

LACE   HISTORY

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GEAR / CREDITS