. . . Let's face it; the corporations have won. It wasn't a dramatic end-all battle, but a slow, systematic, and calculated takeover. By the time anyone realized there was a war, the victors were dividing up the country and taking inventory. But even with the corporations ruling their own kingdoms and having their not-so-quiet wars, there is plenty of room to do good and make life better for everyone. Whether freedom fighters, corporate crushers, or even known as protectors of the poor, these different nanomod enhanced teams go out to accomplish missions to further their goals. While these goals can vary, all trend towards ruining corporate day to day business and trying to make life a bit less control by them.

Armed with Nanite Enhancement Systems (NES), managing their Mods, Apps, and Tools, the average mod-runner is usually going into assignments woefully out-gunned, out-numbered, and never quite knowing if they're going to find friend or foe to help them out. But who said it was going to be easy? It's **Just Another Day** in the dystopian, cyberpunk life.

user@JAD / $ lp WhatDoYouNeedToPlay

- An Operator to run the game and story.
- A few players to play Mod-Runners.
- Some ten-sided dice, also known as d10's.
- Writing implements
- A few copies of the character sheet or a few pieces of paper to scratch stuff down.

user@JAD / $ lp HowDoYouStart

Players each make a Mod-Runner using the instructions on the character sheet. The Operator readies a mission for the mod-runners. The Operator serves as contact during missions for advice and alerts. Here's a few tables to provide some random seeds for missions:

Mission Type

0 Quiet Retrieval - Get the target, quietly. Please?
1 Retrieval - Just get the target.
2 Quiet Dump - Eliminate target, quietly.
3 Dump - Just eliminate the target.
4 Crash and Burn - Eliminate anything related to the target.
5 Drop off - Deliver target to an area.
6 Into the Zone - Go out into abandoned zones between towns for exploration.
7 Rescue Run - Help out the people.
8 Messin' with the Po-Po - Keep the police distracted for a while, and don't get caught.
9 WTF? - Cause Chaotic Corporation Confusion.

Target

0 Dummy Object (Maybe...?)
1 Normal (?) Person
2 Data
3 Money
4 NanoMod Canister
5 NES Core (usually from deceased)
6 Vehicle (Sometimes not the vehicle itself)
7 VIP
8 Rogue Mod-Runner
9 *UNKNOWN*

* Operators are encouraged to roll random seeds until you get something interesting enough to run. Layering and staging random seeds works, too.
** For inspiration see: Deus Ex, Johnny Mnemonic, Neuromancer, and Billy Idol's Cyberpunk.

user@JAD / $ lp RunningTheGame

Mod-runners get the mission and are released to do what they need. Most mod-runner groups base themselves near city-states with varying degrees of corporate influence. These city-states are spots of concentrated civilization in a sea of the rural and abandoned. Most are open enough, but a few are very hard to enter. No matter, there's always some

element of danger around, even if it's not actively pursuing the mod-runners. Most local police are only reactive. Corp enforcers in "one corp", secure cities are VERY proactive. Abandoned zones hold untold threats. With this in mind, Murphy's laws are very much alive and Fate is fickle. Player "suggestions" to make a situation "interesting" are encouraged to be used by the Operator.

If there's chance of a significant failure, checks are made with a relevant ability. A very high ability score can override some checks successfully for purpose of narrative and rare convenience.

Mod-runners can encounter everything from a normal person to heavily modded corporate enforcers. Normal folks often don't have mods of significance, but can compensate in other ways. Police and small corp enforcers usually have NESs with common mods. Corporation Enforcers... Bend or make their own rules. These are to be feared, especially if the mod-runners are crazy enough to get the ire of any Elite corporate units. (They often very high ability scores and loaded up with dangerous mods.) The wildcards are the Rogue Mod-Runners who can be anywhere, but often dwell in the abandoned zones.

user@JAD / $ lp EndOfMission

If the mod-runners make it to safety after attempting their mission... Good for them! What may happen is up to the Operator to inform. But for now, they rest and recover. Curr ability scores go back to Norm, but negative Curr ability scores are subtracted from the Norm first. If the mission was "successful" enough, mod-runners have a choice of a +1 to an Norm ability score or to get a Mod. (You can get the same Mod again.) If they don't make it back... no one said it would be easy. And if they did, they lied.

Abilities

Agile
        Norm   Curr   Roll

Brain
        Norm   Curr   Roll

Charm
        Norm   Curr   Roll

Detect
        Norm   Curr   Roll

Endure
        Norm   Curr   Roll

Mods   Apps   Tools

Login:

>>> print(Player.Mod-Runner.Creation)

1. All abilities (A, B, C, D, E) start out at "5". You may shift points around to your preference, so long as you keep the scores in a 1 – 10 range. You start with "1" Roll for each ability.

2. Get Mods. You may choose two mods. Mods trade ability score Norm for more rolls. You get these rolls for each check.

3. Get Apps. Apps grant a +1 check rating for relevant tasks. You may have as many as your Brain ability score.

4. Get Tools. You can have as many tools as your Operator allows. Remember, you have to carry them around. Your Endure ability can determine what you can and can't carry.

5. Each ability Curr is your ability Norm to begin with.

6. Login is your name, code name, callsign, or whatever you may want to go off of.

>>> print(Player.Abilities)

Agile – Deals with anything related to physical body movement. Everything from acrobatics to lockpicking.

Brain – If it requires significant thought, the Brain handles it. This includes knowledge and trying to manipulate technology via NES links.

Charm – The ability to interact with people and manipulate them to your favor. Personality and looks both are factored in.

Detect – Revealing the hidden, obscured, or simply obfuscated, Detect allows characters to bring many of those details to light or get more information from them.

Endure – Taking punches to bullets or weathering the elements, Endure deals with anything affecting the physical body. Endure also handles the application of physical force.

>>> print(Player.NES.Mods)

0 Sub-Dermal Carbon Nano-Tube Mesh: –1 Agile for +1 Endure Roll

1 Dermal Plating Thermal Dissipation Matrix: –1 Charm for +1 Endure Roll

2 Enhanced Visual Cortex Reassignment: –1 Brain for +1 Detect Roll

3 Systematic Sensory Awareness Enhancement: –1 Agile for +1 Detect Roll

4 Full Body Bio-Sculping: –1 Endure for +1 Charm Roll

5 Behavioral Analysis Sub-Matrix: –1 Brain for +1 Charm Roll

6 Synaptic Processing Reconfiguration: –1 Charm for +1 Brain Roll

7 Augmented Reality Internal Interface: –1 Detect for +1 Brain Roll

8 Skeletal-Muscular Mass Reduction: –1 Endure for +1 Agile Roll

9 Cognitive Motor Neural Remapping: –1 Detect for +1 Agile Roll

>>> print(Player.NES.Apps)

Apps assist in performing certain skills. Examples: Hacking, Lockpicking, Pistol Shooting, Automotive Piloting, VCR Repair, Basket Weaving, and Basic Psychology. You create your own Apps with Operator approval. Apps can be both physical and mental skills as the NES core can augment many aspects of a mod-runner's self to assist in application of the skills. Each App grants a +1 bonus to checks that fall within the App's domain.

>>> print(Player.NES.Tools)

Tools can be many things. Adapters for systems, backpacks for storage, a katana to slice, a gun to shoot, and even a crowbar to open stubborn doors. Tools allow opportunities to use abilities in ways that wouldn't otherwise be possible. Or they can even allow for automatic successes. Tools CAN break, or just be a single use item. Be careful with your tools.

>>> print(Game.Rules.Checks)

The Operator secretly chooses a difficulty for the check. Most checks are "0" difficulty, some are "1", few are "2", and rarely are "3". The player may suggest a relevant ability, but the Operator has the final say. A d10 (0–9) is rolled. Your check rating is equal to (Curr Ability Score – Roll). Add any rating bonuses from Apps. If your total rating is greater than the Operator's chosen difficulty, you succeed. You may roll as many times allowed for that ability for this check, but the new roll replaces the old roll. For opposed checks, the difficulty is set by another check's rating. Ratings allude to the narrative results to checks.

>>> print(Game.Rules.Conflicts)

During tense scenarios, whoever has the highest Detect score goes first with next highest following until all have had a turn. One can perform as many verbs (Run, Move, Draw, Aim, Shoot, etc.) as their Agile score. When an attack is made, the total rating of the check is damage. To negate damage, a check is made with the rating subtracting form the damage. Damage not negated is subtracted from the target's Curr ability score(s) of target's choice. If a character's Curr ability score is 0, they cannot do any checks related to that ability. If a Curr ability score is negative, PERMANENT Norm ability damage has been taken. This is applied during recovery. Normal scores being rendered to 0 or huge negative Curr scores can mean death or WORSE. Operator preference to what happens at this point.