

# Augmented Reality

## THE HOLISTIC CITY KIT FOR CYBERPUNK ROLEPLAYING GAMES



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GH1001

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<http://vircadesproject.blogspot.co.uk>

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# AUGMENTED REALITY

*THE HOLISTIC CITY KIT FOR CYBERPUNK ROLEPLAYING GAMES*

Designed & compiled by

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*Dedicated to Alexandra, Taylor and Lucy  
for putting up with my constant nonsense.*

*And to the Friday Night Crew, for letting  
me experiment on you. Over and over.*



Geist Hack Games

# BRING THE CYBERPUNK

Over on the **Views From The Edge** forum ( <http://vfte.cyberpunk.co.uk> ), I put forward the idea of group-creating a cyberpunk city kit, intending to provide a variety of table-based resources designed to quickly add both detail and flavour to cities on the fly.

Being largely based in complex urban sprawls, most cyberpunk games tend to provide city source material as standard, but are largely based on the model of a mish-mash of detailed locations, leaving large voids and lacking a lot of flavour. What we felt was needed was something more fluid, a kit rather than a sourcebook, that could be used as the game is in progress, following the philosophy of 'maximum table utility'. We defined it as something that could be used during the game, was simple to access, sparked ideas with a simple sentence, and both added to the game's evolving environment and to play. Also, making the kit system agnostic was essential, as not everyone plays *R. Talsorian's Cyberpunk 2020*®.

Richard Balmer, creator of the **Vircaedes Project** and **Views From The Edge** luminary, said it best when he summarised the project as *"taking things you know and adding layers of science fictional strangeness to make it new and exciting"* and *"to add cyberpunk to the world as it is."* With that firmly in mind, some pixels were wrangled and tables started to form, resulting in the content of this book. Hopefully, we have achieved our aim and the ideas within will aid struggling cyberpunk gamesmasters in adding futuristic layers to their campaign worlds, with a minimum of effort.

Whether your players prowl the mean streets of Night City, the Seattle Sprawl, Neo Tokyo, Cape Town or Budapest 2060, the tables and NPCs of **Augmented Reality** will enable you to spice-up any dark future metropolplex when you're caught off guard.

Enjoy.

Paul D Gallagher

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Pharmacy		Consumer Electronics		Art Dealer or Gallery	Auto or Robotics Repair	Storage Units or Warehousing			Legal Firm
Religious Building		Capsule Hotel		Data Storage	Low Rent Housing Project			Grocery Store or Hypermarket	
Elevated Rail or Road Overpass	Fast Food Franchise			Police Precinct		School or College	Government Building		Garage or Parking Block
Office Block				Public Transport Hub		Hospital or Clinic		Department Store	
Body Augmentation Clinic			Luxury Apartments		New Media Company		Industrial		Security Tech
Vehicle Showroom		Fashion Boutique	Commercial Cybernetics			Mall	VRcade	Gym	
Leisureplex		Apartment Block or Hab Stack				Nightclub			
Underpass	Hotel			Ripperdoc		3D Print Fabrication		Courier or Bulk Transport Company	
Bar			Restaurant		Pop-Up Market		Coffee Shop		Taxi Firm
Pocket Park		Suburban Housing		Movie Theatre	Weapons Tech or Sales	Multi-Level Car Park		Bank	Antiques

# THE DOWNTOWN DROP DOWN GRID

The **Downtown Drop Down Grid** is designed to enable unprepared or improvising cyberpunk GMs to generate the immediate urban environment, quickly and easily, simply by dropping some dice and checking where they land.

**How it works:** First, print out that strange looking grid to the left. Then, grab a few D10s, three or four being a good number, and drop them onto that grid. Where each of the dice lands will tell you the type of buildings your players have in their immediate area.

Now, the numbers shown on each dice can be used in a couple of different ways; to determine the number of floors the building has, and to find if it has any notable features (*optional*).

To ascertain the number of floors, just look at the number on the top of that particular dice. That's how many floors there are. If you want a bigger structure, just double the result of that dice.

The same numbers can also be checked against the tables below to see what quirks the building may have, there's no need to reroll. Dropping a few dice gives you buildings, their height and any features of note, quickly and easily.

**An example:** I drop four ten-sided dice onto the grid, landing on **Data Storage**, **Industrial**, **Hotel** and **Apartment Block** and the numbers on the dice are 4, 5, 3 and 9.

I decide that the *Data Storage* building is fine with just the four storeys, the *Industrial* building stretches up over five floors, I double the 3 to a 6 for a taller *Hotel* and I also double the number for the *Apartment Block*, giving me eighteen storeys.

Next I look at the features tables, using two results from Table 1 and two from Table 2. So, my four storey *Data Storage* company building is (4) **obvious gang turf**, the five storey *Industrial* unit is home to a (5) **back room brothel**, our six floor *Hotel* appears to be (6) **obscured by ad screens** and, finally, the eighteen floors of our *Apartment block* is set up to be (9) **self sufficient**.

In no time at all, and by just dropping four dice onto a sheet, I have a clear idea of what buildings are around the PC group and what they may find inside, as well as continuing to reinforce that essential cyberpunk atmosphere for my players.

Plus, as the campaign progresses, new feature tables can be created, prior to play, for use with the dice drop grid at the game table. Overleaf, you will find an expanded **D100** table of useful building features, to help add colour to your neighborhoods during pre-game prep.

**Notable Features Table 1**

- |    |                                      |
|----|--------------------------------------|
| 1  | Extreme Security Protocols           |
| 2  | Decrepit and Rundown                 |
| 3  | Graffitipocalypse                    |
| 4  | Obvious Gang Turf ( <i>see P26</i> ) |
| 5  | Back Room Brothel                    |
| 6  | Newly Renovated                      |
| 7  | Unusually Busy                       |
| 8  | Empty/Quiet                          |
| 9  | Inadequate Security                  |
| 10 | High Tech Equipment                  |

**Notable Features Table 2**

- |    |   |
|----|---|
| 1  | Abandoned Edifice                         |
| 2  | Repurposed As ( <i>drop again</i> )       |
| 3  | Front For Corporate Activity              |
| 4  | Front For Criminal Activity               |
| 5  | Hidden Squatters                          |
| 6  | Obscured By Ad Screens ( <i>see P15</i> ) |
| 7  | Nano 'Grown'                              |
| 8  | Incomplete                                |
| 9  | Self Sufficient                           |
| 10 | Crumbling Cheapcrete                      |

## Roll D100

1	Extreme Security Protocols	51	External Utilities
2	Decrepit And Rundown	52	Extensive Solar Grid And Fog Catchers
3	Graffitipocalypse/Street Art Heavy	53	Bad Epoxy Repairs
4	Obvious Gang Turf (see P26)	54	Unpleasant Micro-Climate
5	Back Room Brothel	55	Infested With Rogue Remotes
6	Newly Renovated	56	Self Aware
7	Unusually Busy	57	Cellular Black Hole
8	Empty/Quiet	58	Mainly Populated By Hoarders
9	Inadequate Security	59	Accumulated Trash Heaps
10	High Tech Equipment	60	Unusual Smell (see P12)
11	Abandoned Edifice	61	Very Few Working Lights
12	Repurposed As... (drop again)	62	A Riot Of Satellite Dishes
13	Front For Corporate Activity (see P22)	63	Very Noisy Utilities
14	Front For Criminal Activity	64	Catastrophically Polluted
15	Hidden Squatters	65	Unfinished Extension Or Empty Levels
16	Obscured By Ad Screens (see P15)	66	Permadamp
17	'Grown' By Nanites	67	Legacy Infrastructure (see P11)
18	Incomplete	68	Bad Wiring; High EMF; Black Outs
19	Self Sufficient	69	Patrolled By Hired Rent-A-Cops (see P29)
20	Crumbling Cheapcrete	70	Aggressively Enforced No-Parking Zone
21	War Zone	71	Windows Boarded With Opaque Acrylic
22	Fire Damage	72	Main Entrance Out Of Order
23	Not A Building, But Mobile	73	Several Trashed Cars Out Front
24	Elaborate Balconies	74	Being Audited By Fanatical City Inspectors
25	Years Of Clumsy Modification	75	Wind Tunnel
26	For Sale/To-Let	76	Tinted Glass And Carbon Nano-Tubes
27	Bright Emoji Glyphs And Graphics	77	Homeless Magnet
28	Reinforced for Repair Work	78	Shakes When Trucks Pass
29	Extremely Leaky	79	Completely Automated
30	Gothic Style	80	Exotic/Foreign Architecture
31	Chic And Minimalist	81	Obvious Corporate Sponsor
32	Brutalist	82	Endorsed By Celebutant
33	Encased In Plastic Siding	83	Promotes Religion
34	Labyrinthine	84	Independent Nation State
35	Skywalks To Other Buildings	85	Family Owned
36	Industrial Style	86	Scheduled For Demolition
37	Anti-Drone System	87	Rat Or Roach Problem
38	Nano Immune System	88	Security Camera Overkill
39	People Queue To Enter	89	A Crime Scene
40	Well Guarded	90	Target Of Net Terrorism
41	AI Guardian	91	Malfunctioning Incessant Alarm
42	AR Heavy (see P17)	92	Slowly Collapsing Or Subsiding
43	Selective Access	93	Under Surveillance
44	Buggy Security Net (see P43)	94	Enforced No Fly Zone
45	Taken Over By Junkies	95	Prone To Flooding
46	Foreign Ghetto	96	Ecologically Sound; No Carbon Footprint
47	Sweatshop Conditions	97	Popular With Particular Subculture
48	Utilised Solely For Storage	98	Totally Sterile
49	Veiled Behind Polymer Sheeting	99	Extensive Drone Docks
50	All Windows Damaged	100	Causes Sickness (see P10)

# QUIRKY INTERIORS

Roll 4D10

	Style	State	Unusual Feature	Secret
1	Minimalist	Untidy	Hydroponics	Cameras
2	Industrial	Pristine	Scavenged Furniture	Microphone
3	Shabby-Chic	Sterile	Holograms	Privacy Screen
4	(Bio)Organic	Cramped	Monochromatic	Separate LAN
5	Brushed Steel	Spacious	Artificial Plants	Hidden Room
6	Polymer Baroque	Cavernous	Strange Acoustics	Escape Route
7	Gothic	Biohazard	Weird Smell (see P12)	Custodian AI
8	Rustic	Organised	Remote Assistants	Weapon Sensor
9	Office Beige	Cluttered	Legacy Tech (see P11)	Weapons Cache
10	Hexagonal Tiles	Feng Shui	Exotic Pet	Hidden Stash

# LOCAL CONFLICT

Roll 3D10

	Conflict Group	Conflict Source	Opposing Group
1	Street Gang (see P26)	Treachery	Media Web
2	Corporate Aristocrat (see P22)	Adultery	Indentured Workers
3	Fixer Network (see P30)	Fraud Or Theft	Transient Clan
4	Netrunner Collective (see P44)	Addiction	Drug Dealers
5	Solo Condotta/PMC (see P36)	Ambition	Criminal Syndicate
6	Criminal Syndicate	Madness	Solo Condotta/PMC (see P36)
7	Drug Dealers	Love	Netrunner Collective (see P44)
8	Transient Clan	Folly	Fixer Network (see P30)
9	Indentured Workers	Paranoia	Corporate Aristocrat (see P22)
10	Media Web	Rivalry*	Street Gang (see P26)

\*Rivals: 1-5 Within Same Group, 6-10 Different Group

# AREA EVENTS

Roll 2D10 per game week

1	Gang Block War (see P26)	Leading To...	Collateral Damage
2	Corporate Sweep		Evictions
3	Man-Made Disaster		Diminished Infrastructure
4	Political Unrest		Fear
5	Development/Investment		Gentrification
6	Area Lock Down		Rebellion
7	Police Withdrawal		Chaos
8	Enhanced Security		Curfews
9	New Clade Established		Unification/Community Cohesion
10	Mob War		Rapidly Escalating Fatalities



# ALTERNATIVE **BUSINESSES** Roll 4D10

	Business Type	Quality	Security	Status
1	3D Printshop	Mom n Pop	None	Start Up
2	AR Designer	Discount	Cameras & Alarm	Closing Down
3	City-Farm Stack	Local Loyalty	Armed Owner	Struggling
4	Cyber Support	Exclusive	Local Gang	Profitable
5	Info Bank	Reliable Brand	Security Guard(s)	High Demand
6	Assist Frames	Mass Market	24 Hour Security	Haemorrhaging
7	Retro Crafts	Fashionable	Biometrics	For Sale
8	SCOP* Franchise	Luxury Brand	Drones	Franchise
9	Sim Sense	High End Luxury	Guard Animal	Criminal Front
10	Puppet Rental	Bespoke/Custom	State-of-the-Art	Bad Reputation

\*Single Cell Organic Proteins - the nation's favourite nutrient soup

## THE STREET **FINDS ITS OWN USES FOR THINGS** Roll 1D10

- 1 Power plant from main battle tank, used as a generator for a squat or shanty
- 2 Hydroponics rig from scrapped research ship, used to breed modified food-algae
- 3 Atmosphere recycling taken from orbital work shack, for a sealed environment
- 4 Automotive industry robotic arms fitted with tasers, utilised for entrance security
- 5 Chinese banking servers, used as a fixer's offline data archive
- 6 Shipping container homes, mounted on scaffolding with industrial adhesives
- 7 Aircraft seating used as makeshift furniture, within parachute nylon shelters
- 8 Downed corporate surveillance drone, reconfigured to enable secure phone calls
- 9 Salvaged fast food friers and ovens, co-opted for mass drug production
- 10 Outmoded clinical CAT scanner, jury-rigged into rudimentary security screen

## URBAN **SICKNESS** Roll 1D10

	Symptoms	Cause	Malady
1	Difficulty Breathing	Bad Air/Pollutants/Smoking	Emphysema
2	Lesions/Redness/Lumps	Jankey UV Levels/Toxic Rain	Skin Cancer
3	Immunodeficiency	Pollutants/Chemical Soup	Toxic Shock
4	Lethargy/Weight Loss	Vitamin Deficiency/Junkfood	Malnutrition
5	Flaky/Spots/Blisters	Pollutants/Chemical Soup	Messed Up Skin
6	Hair Loss/Discolouration	Pollutants/Chemical Soup	Alopecia
7	Unpleasant Odour	Pollutants/Chemical Soup	BO/Body Funk
8	Vomiting/Diarrhea	Junkfood/Pollutants/Toxins	Gastric Catastrophe
9	Silvery Grey Emissions	Nanite Infused Air/Rejection	Grey Sweats
10	Red Watery Eyes/Painful	Bad Air/Pollutants/Toxins	Burning Eyes

# LEGACY INFRASTRUCTURE Roll 1D10

- 1 Decommissioned subway tunnel, accessible from building, and vice versa
- 2 Off site telecoms junction box, once served the local neighborhood
- 3 Condemned slum quarantined with concrete seal, or biohazard containment zone
- 4 Interconnected basements and foundation voids, poorly secured
- 5 Sealed sub-basement parking for previous building, with still functioning elevator
- 6 Forgotten floor following remodelling work, accessible through crawl space
- 7 Disused loading or maintenance bay, with hidden goods elevator
- 8 Undocumented Cold War bomb shelter or bunker network
- 9 Exposed air venting system, leading to moth-balled sub-basement laboratory
- 10 Unused utilities still feed into buildings, accessible from empty sewerage system

# LEGACY DATA Roll 1D10

- 1 Obsolete, reformatted data vault, deep underground, poor information hygiene
- 2 Hard drive archive in the roof space, or located off site in purpose built library
- 3 Zero Day Exploit via overlooked archeonet (the earlier website; uses an old OS)
- 4 Cloud account, covertly syncing data from devices in it's proximity
- 5 Ancient dial-up modem, still linked to the network, acts as possible back door
- 6 Web cameras on unused computers, still accessible via the net
- 7 Unauthorised porn or gaming account, log in still active, possible exploit
- 8 Previously defeated hacking attempt left old code gate decrypted and open
- 9 Networked but obsolete peripherals remain powered on and in standby mode
- 10 Partially de-rezzed AI 'ghost' haunts the network and is, by now, quite insane

# NIGHTLIFE Roll 4D10

	Bar or Club	Status	Security	Vibe
1	Below Zero	New Owner(s)	None	Total Dive
2	Dubculture	Closing Down	Cameras & Alarm	Atmospheric
3	The Danceteria	Drug Problem	Armed Owner	Gang Turf
4	Club Synapse	Violence Problem	Local Gang	Fashionable
5	Atrocity	Criminal Owned	Armed Bouncers	PermaParty
6	Storm	Bad Reputation	24 Hour Security	Sleazy
7	The Dispensary	Student Crowd	Hired Thugs	Quiet
8	Ryumi's	Under Surveillance	Weapon Scanners	Franchise
9	The Black Room	War Zone	Cyborg Bouncers	Popular
10	The Flesh Café	Best Bands/DJs	State-of-the-Art	Exclusive

# SENSE & THE CITY - SMELLS

**Sense & The City - Smells** is a **D100** table designed to allow the GM to quickly generate the most prominent scent in a given city area, or as a PC enters an interior space such as a room or elevator. Roll on it once for a particularly dominant smell, or several times for a more interesting olfactory experience.

## Roll D100

(on a result of 00, roll again twice)

1 Cigarette Smoke	34 Antiseptic	67 Cheese
2 Cheap Perfume	35 Candy	68 Wet Concrete
3 Expensive Cologne	36 Mint	69 Disinfectant
4 Exhaust Fumes	37 Salt	70 Polythene
5 Stale Refuse	38 Tea	71 Nail Varnish
6 Urine	39 Fresh Sweat	72 Whiskey
7 Vomit	40 Infected Tissue	73 Coconut Oil
8 Burning Plastic	41 Paint	74 Vinyl
9 Ash	42 Mold & Mildew	75 Wine
10 Acrid Chemicals	43 Baby Powder	76 Acetone
11 Cordite	44 Acid	77 Cookies
12 Blood	45 Feet	78 Ammonia
13 Wet Hair	46 Cinnamon	79 Biodiesel
14 Motor Oil	47 Leather	80 Polish
15 Faeces	48 Lemon Zest	81 Printer Toner
16 Soda Pop Sweetness	49 Damp	82 Dust
17 Noodles	50 Rot	83 Glass Cleaner
18 Rubber	51 Overheated Circuit Board	84 Musty
19 Burnt Meat	52 Cigars	85 Opiates
20 Dirty Sneakers	53 Floral Scent	86 Raw Meat
21 Fried Food	54 Pizza	87 Laminate
22 Beer	55 Spices	88 Weed/Skunk
23 Perfumed Bleach	56 Lavender	89 Drains
24 Body Odour	57 Sewage	90 Thinners
25 Varnish	58 Pine	91 Old Food
26 Insecticide	59 Crack Cocaine	92 Incense
27 Soap	60 Cat Piss	93 Fused Wiring
28 Sulphur	61 Gas	94 Lube
29 Hairspray	62 Latex	95 Sour Milk
30 Printed Polyamides	63 French Fries	96 Garlic
31 Hydraulic Fluid	64 New Cyberlimb Smell	97 Alcohol Sanitiser
32 Coffee	65 Sex	98 Cheap Aftershave
33 Resin	66 Menthol	99 Gun Oil

# SENSE & THE CITY - SOUNDS

**Sense & The City - Sounds** is a **D100** table designed to allow the GM to quickly generate the background noises for the city. Roll on it once for the most noticeable sound in the area or interior space, or several times to emulate the cacophony of urban living.

## Roll D100

(on a result of 00, roll again twice)

<b>1</b> Building Alarm	<b>34</b> A Reversing Vehicle	<b>67</b> Running Water
<b>2</b> Barking Dogs	<b>35</b> An Annoying Ringtone	<b>68</b> Drunk Singing
<b>3</b> Incoherent Shouting	<b>36</b> Sexual Activity	<b>69</b> Skateboards
<b>4</b> A Single Gunshot	<b>37</b> Police Radio Chatter	<b>70</b> Tattoo Gun
<b>5</b> Ventilation System	<b>38</b> Loose Door Or Gate	<b>71</b> Rolling Cans
<b>6</b> Car Doors Slamming	<b>39</b> Group Chanting	<b>72</b> Obvious Porno
<b>7</b> Loud Television	<b>40</b> Popular Theme Tune	<b>73</b> Riot Or Demo
<b>8</b> Children	<b>41</b> Chesty Coughing	<b>74</b> Overhead Train
<b>9</b> Aerocar Overhead	<b>42</b> Vehicle Alarm	<b>75</b> Cats Fighting
<b>10</b> Catchy Corporate Jingle	<b>43</b> Steady Footsteps	<b>76</b> Shrill Whistling
<b>11</b> The Screech Of Tires	<b>44</b> Automated Warning	<b>77</b> Bug Zapper
<b>12</b> Pedestrian Crosswalk	<b>45</b> Beating Of Heavy Rain	<b>78</b> Street Hawker
<b>13</b> Rattle Cans In Use	<b>46</b> Garbled Loudspeaker	<b>79</b> Car Chase
<b>14</b> Heavy Gunfire	<b>47</b> Exchange Of Gunfire	<b>80</b> Chilling War Cry
<b>15</b> Sobbing	<b>48</b> Background 'Muzak'	<b>81</b> Motorcycles
<b>16</b> Channeled Winds	<b>49</b> Guttural Screaming	<b>82</b> Crackle Of Flames
<b>17</b> Hum Of A Cleaning 'Bot	<b>50</b> A Call To Prayer	<b>83</b> Door Buzzer
<b>18</b> Buzzing Of Flies	<b>51</b> Loose Piping	<b>84</b> An Anguished Cry
<b>19</b> Rattle Of Chains	<b>52</b> Helicopter Overhead	<b>85</b> Sneaker Squeak
<b>20</b> Arcade Machines	<b>53</b> The Buzz Of Neon	<b>86</b> Scraping Metal
<b>21</b> Breaking Glass	<b>54</b> A Revving Engine	<b>87</b> Splashing
<b>22</b> Text Alert	<b>55</b> An Impromptu Rave	<b>88</b> Noisy Printer
<b>23</b> An RPG Launching	<b>56</b> Water Pump	<b>89</b> Laser Fire
<b>24</b> Sirens Inbound	<b>57</b> Road Works	<b>90</b> Jingle Of Keys
<b>25</b> Running	<b>58</b> Right Wing Talk Radio	<b>91</b> Quiet Conversation
<b>26</b> Subway Rumble	<b>59</b> Foreign Busker	<b>92</b> Sirens Outbound
<b>27</b> A Loud Argument	<b>60</b> Ice Cream Truck	<b>93</b> Aerocar Landing
<b>28</b> Drill Or Power Saw	<b>61</b> Distant Explosion	<b>94</b> Frying Food
<b>29</b> Road Traffic Accident	<b>62</b> Car Horn	<b>95</b> A Brawl
<b>30</b> Hellfire Street Preacher	<b>63</b> UAV/Drone Motor	<b>96</b> Doors Slamming
<b>31</b> Loud Energetic Music	<b>64</b> Tumbling Trash Cans	<b>97</b> Ads (see next page)
<b>32</b> Laughter	<b>65</b> Evangelical Broadcast	<b>98</b> Thunder
<b>33</b> Hydraulics	<b>66</b> Very Heavy Transport	<b>99</b> Hissing White Noise



# SENSE & THE CITY - SIGHTS

**Sense & The City - Sights** is a **D100** table designed to allow the GM to quickly generate the most notable things or activities in a given city area. Roll on it once to add focus, or a number of times to create complex, confusing distractions. Use it in conjunction with the *Sounds* table, to establish overlapping sensory layers.

## Roll D100

1-2	Armoured cops bundle violently reluctant vagrant into ERA-plated squad car
3-4	A bus shelter made entirely of screens showing flashy commercials ( <i>see below</i> )
5-6	Searchlights playing across the cloud cover and projecting branding ( <i>see below</i> )
7-8	A brightly lit aerocab taking off in a cloud of exhaust fumes, rainwater and trash
9-10	AC vents in the sidewalk emitting a thick cloud of vapour
10-11	A heavy rainwater cascade falls from damaged guttering
11-12	Every underlit face on the street is concentrating solely on their phone
13-14	An ancient looking geriatric lopes past strapped into a linear assistance frame
15-16	A vid-blogger in full, wearable array, blatantly recording the scene
17-18	The nearest building has an intermittently flickering security light
19-20	Your view is blocked by a lumbering hi-vis recycling collection truck
21-22	A cluster of kids vaping, LED-lit clouds from under designer pollution hoods
23-24	A pair of bicycle couriers race one another through crawling traffic
25-26	Gritty, chemical infused sediment sloughing off a nearby rooftop
27-28	A large building-mounted flatscreen showing... ( <i>see table top right</i> )
29-30	Unattended roadworks, the area coned off and lit for safety for no good reason
31-32	An automated noodle vending truck, jingle playing, folds open and deploys nearby
33-34	A flock of scabrous-looking pigeons suddenly taking flight
35-36	A busy metro platform, full to capacity with disgruntled, rain-soaked commuters
37-38	An abandoned cybernetic limb lies forlornly by the kerb
39-40	Animated street art that twists and turns across two adjoining walls
41-42	Frantic homeless people, washing vehicle windscreens before the lights change
43-44	The flashing orange lights of a fat, dirty-yellow street sweeping remote
45-46	A nearby dataterm is missing it's screen and is stuffed with trash
47-48	Your way is barred by a precarious heap of obsolete electronics
49-50	The rainbow incandescence of oil on a large puddle of dirty water
51-52	The substandard cheapcrete is pockmarked by years of corrosive rains
53-54	A loaded pizza delivery drone hovering about three meters above the ground
55-56	A wage-slave arguing with her phone's onboard AI, before breaking down crying
57-58	An orange, multi-limbed, window cleaning remote clambers up the building facade
59-60	A long, silent queue for a blocky, exhaust stained, kerb-side Euthanasia Booth™
61-62	All the nearby street signs are gang-tagged over to the point of being useless
63-64	Filthy red and white plastic Jersey barriers block most of the sidewalk

# WHAT'S ON THAT BIG SCREEN?

Roll a **D10** to see what the mediocracy are piping to the masses. Roll more dice for split screen content.

- 1 Video gaming event
- 2 Highlights from major sporting event
- 3 System error message/connection failure
- 4 The time and date
- 5 The latest news headlines and lottery result
- 6 Infomercial/Advertainment (*see below*)
- 7 The weather forecast/air quality statistics
- 8 Pornography (hacked and then squirtcast?)
- 9 Music videos or movie trailers
- 10 Traffic information

- 65-66** An overpass or skywalk covered in colourful advertising animatics (*see below*)
- 67-68** There are crowds of fast moving people swarming absolutely everywhere
- 69-70** The scorched shell of a gutted vid-phone kiosk
- 71-72** Pedestrians flooding across the nearest intersection, en masse, both ways
- 73-74** A group of screeching street kids running along the overhead rail lines
- 75-76** A thick pea soup fog rolling down the streets and alleyways
- 77-78** All the street lights for this entire block just went out
- 79-80** Rivers of rain-borne trash race along in the choked gutters
- 81-82** A small crowd of people gawping upwards at a potential jumper
- 83-84** A tight formation of drones races down the street, just above head height
- 85-86** A group of sex workers on a nearby street corner, approaching cars (*see P21*)
- 87-88** An out-of-order ATM threatens violent action to passers by who stray too close
- 89-90** Unnervingly, there is absolutely no-one about
- 91-92** A pedicab operator struggling with heat exhaustion or dehydration (*see P20*)
- 93-94** A row of vendomats coated in layers of gang tags, going back many years
- 95-96** A GEV taxi takes a corner hard, throwing up polluted water, trash and crud (*see P20*)
- 97-98** An energetic street preacher giving a digital presentation on Cybernetic Jesus®
- 99-100** The sidewalk consists of slabs of flickering screens, showing adverts (*see below*)

## THAT'S INFOTAINMENT

Roll 4D10

	Brand Name	Range	Product Line	Marketing Style
1	NoLogo	Phoenix	Cyber/Bio/Nanoware	Loud Hard Sell
2	Matsushira	Omni	Car/Motorcycle/AV	Cartoony/Manga
3	Al Emaar	AEX	Foodstuff/Drink	Sexualised
4	Horizon	Luxuria	Clothing/Lifestyle	Sophisticated
5	De Santo	Solaris	Personal Service	Abstract
6	Ellis-Itami	Rapide	Computing/Comms	Humorous
7	Osprey	Hydra	Personal Defense	Gender Specific
8	Numan-Lloyd	Eco+	Pharmaceuticals	Cheap
9	Modus	Nexus	Cosmetics/Scent	Exotic/Arty
10	Cortex	Platina	Travel/Vacation	Aspirational

# WHAT'S ON THE ROAD?

## Roll D100

<b>1-2</b>	Armoured Intercity Bus	<b>51-52</b>	Classic Car
<b>3-4</b>	Carbon-Fibre Pedicab (see P20)	<b>53-54</b>	Aero Using Road Wheels
<b>5-6</b>	GEV Taxi (Air Cushion) (see P20)	<b>55-56</b>	Luxury Sedan
<b>7-8</b>	Automated Uber/AI Taxi Sedan	<b>57-58</b>	Monowheel
<b>9-10</b>	Food/SCOP* Vending Truck	<b>59-60</b>	Hazardous Container Truck
<b>11-12</b>	Cyclist(s)	<b>61-62</b>	Three-Wheeler
<b>13-14</b>	Police Patrol Car	<b>63-64</b>	Waste Management Truck
<b>15-16</b>	Small City Electric	<b>65-66</b>	Automated Road Sweeper
<b>17-18</b>	Limousine	<b>67-68</b>	Police Motorcycle
<b>19-20</b>	Sports Car	<b>69-70</b>	Courier/Delivery Van
<b>21-22</b>	HMMWV (Humvee)	<b>71-72</b>	Scrap Built Rickshaw (see P20)
<b>23-24</b>	Suburban Utility Vehicle (SUV)	<b>73-74</b>	Standard Sedan
<b>25-26</b>	Estate Car/Stationwagon	<b>75-76</b>	Mobile Home/RV/MoPad
<b>27-28</b>	Moped/Scooter	<b>77-78</b>	Muscle Car/Roadster
<b>29-30</b>	4x4/MRAP	<b>79-80</b>	Construction Vehicle
<b>31-32</b>	Very Heavy Goods Vehicle	<b>81-82</b>	Fire Tender
<b>33-34</b>	Armoured Truck	<b>83-84</b>	Buggy/ATV
<b>35-36</b>	Police Van	<b>85-86</b>	Powered Armour Rickshaw (Cradle)
<b>37-38</b>	Sports Motorcycle	<b>87-88</b>	EMT/Paramedic/Ambulance
<b>39-40</b>	Utility Van/Minivan	<b>89-90</b>	Armoured Personnel Carrier
<b>41-42</b>	Refrigerated Transport	<b>91-92</b>	Quad Bike
<b>43-44</b>	Off Road Motorcycle	<b>93-94</b>	Tow Truck (roll again for tow)
<b>45-46</b>	Flatbed/Pick-Up	<b>95-96</b>	Car/Vehicle/PA Transporter
<b>47-48</b>	Tram/Metro-Train	<b>97-98</b>	Regular City Bus (1-3 decks)
<b>49-50</b>	Hatchback	<b>99-100</b>	Trike

\*Single Cell Organic Proteins - the nation's favourite nutrient soup

## ADDED FEATURES Roll 3D10

Activity	Notable Feature	Condition
<b>1</b> Speeding	Extremely Loud Music	More Dirt Than Paint
<b>2</b> Braking Hard	Biodiesel Conversion	Factory Fresh
<b>3</b> Parking	Runs Silent	Rust Bucket
<b>4</b> Pulling Into Traffic	Religious Iconography	Held Together By Epoxy
<b>5</b> Overtaking	Too Many Passengers	Well Maintained
<b>6</b> Break Down	Polymorphic Coating	Partial Respray
<b>7</b> Crawling	Overloaded With Cargo	Mobile Trashcan
<b>8</b> Collides With...	Excessive Bumper Stickers	Burned Out Engine
<b>9</b> U-Turn	Low Rider	Dents And Scratches
<b>10</b> Reversing	Off Road Tires	Overtly Armoured

## WHAT'S IN THE SKY? Roll 2D10

1	Luxury Aero/Limo	Currently...	Banking
2	Utility Aero Transport		Descending
3	Aerobus/Aerocab (see P20)		Ascending
4	Helicopter/Tilt-Rotor		Hovering
5	Ad Blimp (see P15)		Circling
6	Gunship (aero or chopper)		Speeding or In Pursuit (roll again)
7	Drone Cluster/UAV		Cruising
8	Police Aero		Weaving
9	Aero Sedan		Overtaking
10	EMT/Paramedic Aero		Clipping (roll again for what is hit)

## WHAT'S ON THE RIVER? Roll 1D10

- 1 A long, thin, high-powered speedboat ('cigarette' boat) races past
- 2 An air-cushion taxi GEV (Ground Effect Vehicle), slips down to the water (see P20)
- 3 A garishly illuminated party boat, packed with revellers, loud music (see P38)
- 4 A quiet and unassuming modern houseboat, moored to the embankment
- 5 An improvised submersible surfaces, seemingly lost, crew appear to be armed
- 6 An automated cargo transport barge, weaving through traffic using GPS
- 7 Clusters of detritus, plastics and thick yellow foam float on the oily surface
- 8 Clearly marked security hydrofoil, slowly patrolling, HMGs and searchlights
- 9 Rescue Service tug, hi-vis wearing crew dredging bloated bodies from the water
- 10 A local go-gang has 'upgraded' to tricked-out jet skis and are causing havoc

## AUGMENTED REALITY Roll 1D10

Type	Aesthetic	Image Style
1 Direction	Typographic Overlays	Crisp/Bright
2 Logo Storm	Bright And Garish Glyphs	Animated 3-D
3 Assistant	Animated Persona	High Resolution
4 Blipvert	see <i>That's Infotainment</i> (P15)	-
5 Political	Emotive Imagery	Sophisticated
6 Promotion*	Rapid Motion/Distracting	Cheap/Low Resolution
7 Advice	Reassuring Infomemes	Clear, Yet Subtle
8 Menu System	Unobtrusive And Integrated	Technical/Sci-fi
9 Filter	Fantastical And Otherworldly	Surreal/Immersive/Arty
10 Prohibition	Bold/Dramatic/Authorative	Flat Vector Graphics

\*Promotion refers to services and entertainment eg: bars, job agencies etc., and is designed to coax you in their direction.



Lounge or Bar Manager		Bouncer or Private Security		Aero Pilot	Researcher or Data Analyst	Street Gang Thug (see P26)		Lab Worker	
Street Kid(s)		Gambler or Con Artist		Uber or Limo Driver	Fixer (see P30)			Designer	
Pimp	Corporate Worker			Sex Worker or Puppet (see P21)		Celeb	City Beat Cop	Company Exec	
Drone Wrangler or Remote Operator				Service Staff or Store Worker		Freelance Media		Thief or Fence	
Hacker (see P44)			Military Veteran		Syndicate Footsoldier		Smuggler	Bounty Hunter	
Cabbie (see P20)		Homeless Person		Drug Dealer			Street Gang Boss (see P26)	City Inspector or Auditor	Syndicate Boss
Techie		Unemployed (Increased Leisure Citizen)					Corporate Soldier		
Bioware Tech	Factory Worker			Scavenger		Corporate Agent		Doctor or Street Medic	
Detective			Online Business Person		Store Manager		Solo or Mercenary (see P36)		Killer or Psycho
Transport Worker		Aristocrat or Independently Wealthy		Refuse or Recyc Worker	Psych Evaluator	Emergency Worker (EMT, nurse, paramedic, fire fighter)		Government Agent	Scientist

# THE INSTACITIZEN DROP DOWN GRID

The **Instacitizen Drop Down Grid** is designed to enable unprepared or improvising cyberpunk GMs to generate city dwellers in the immediate area, quickly and easily, simply by dropping some dice and checking where they land.

**How it works:** First, print out that strange looking grid to the left. Then, grab a few D10s, four or five being a good number, and drop them onto that grid. Where each of the dice lands will tell you the type of people your players have in their immediate area. Now, the numbers shown on

each dice can be used in different ways; to ascertain the number of people in a group, as the NPC's prime stat for their role, and to determine if the citizens have any quirks or notable features on the **First Impressions** tables (*optional; choose a table for each NPC generated*). Decide gender.

## FIRST IMPRESSIONS? Check Dice or Roll D10

1	Painfully thin, chain smokes	6	Furtive and on edge, unkempt, tattoos
2	Athletic and wiry, huffing fast food	7	Misshapen by heavy augmentation
3	Bulky, obsolete cybervideo 'domes'	8	Narcotic haze, fidgety hands, shabby
4	Bleeding gums, bloodshot eyes	9	Loud, camp, and showy, anaemic
5	Sad looking, distracted by cell phone	10	Weary, apathetic, animated clothing
6	Many interface plugs, tattooed labels	---	
7	Doughy and unhealthy looking	1	Acts deaf but isn't, <i>knows</i> people
8	Confident, highly polished, vinyl coat	2	Boxy e-cig, coat/hoodie, mirrorshades
9	Sophisticated, manipulative	3	Shy and apologetic, rubber raincoat
10	Cold and predatory demeanour	4	Oily skin, constantly checks watch
---		5	Oddball dress sense, way too literal
1	Pale and sullen, pleasingly stylish	6	Long hair, metal fan in downtime
2	Business like, gum chewer, sniffs	7	Trashy, overtly sexual, self-loathing
3	Square face, with small, darting eyes	8	Overclocked nervous system, sweats
4	Ill fitting clothes and bad teeth	9	Conservative, business-like
5	Pair of skinny plastic cyber arms	10	Toned, adjusts latest style clothes
6	Garish pink jaw, yellow acrylic teeth	---	
7	Rugged, practical and outdoorsy	1	Obvious cosmetic surgeries
8	Substandard gender reassignment	2	White enamel cyberlimb; expensive
9	Prominent implant branding	3	Gangsta bling, lisps, friendly
10	Dreadlocks, worn leather coat	4	Permanent plastic rictus grin
---		5	Highly strung, with overly long fingers
1	Seems eerily artificial, very attractive	6	Pushed for time, bulky backpack
2	Unintelligent, aggressive, pock marks	7	Poorly groomed, with a raspy voice
3	Mismatched optics, black turtle neck	8	Focussed on AR, poor listener
4	Overweight and dirty, layered cloths	9	Workwear under overcoat, nods sagely
5	Engorged musculature due to grafts	10	Thick foreign accent, glowing optics

**Roll D100** (or roll more to achieve more mixed results) **Gender:** odds female, evens male.

	<b>Appearance</b>	<b>Nationality</b>	<b>Conversation Topic</b>	<b>Demeanour</b>
<b>1-2</b>	Armoured up	Russian	The state of the city	Friendly/Helpful
<b>3-4</b>	Unwashed	Jamaican	Big combat sports fan	Aggressive
<b>5-6</b>	Chain smoker	French	Driverless vehicles	Detached/Bored
<b>7-8</b>	Goggles & tech	Sikh Indian	Gangs in the area	Robotic
<b>9-10</b>	Fat, eating junk	Libyan	Their huge family	Overly Cautious
<b>11-12</b>	Looks exhausted	Nigerian	Extreme alt-politics	Humorous
<b>13-14</b>	Sick & shaking*	Uzbek	Their tricked out vehicle	Inquisitive/Nosy
<b>15-16</b>	Fresh implant(s)	American	The ecopocalypse	Drunk/Stoned
<b>17-18</b>	Well groomed	Chinese	Conspiracy theories	Uncommunicative
<b>19-20</b>	Way too young	German	Cod philosophy	Extremely Positive
<b>21-22</b>	Pock-marked	Dutch	Classic rock music	Surly
<b>23-24</b>	Half-starved	Mexican	How connected they are	Lecherous
<b>25-26</b>	Heavily tattooed	Scottish	The erratic weather	Servile
<b>27-28</b>	Charms & symbols	Irish	Favourite TV shows	Superstitious
<b>29-30</b>	Army fatigues	Syrian	Cyberware brands	Abrupt
<b>31-32</b>	Fully cyborged	Ukrainian	The recent/ongoing war	Devout/Religious
<b>33-34</b>	Hardwired in	Thai	They used to be rich	Boastful
<b>35-36</b>	Shiny fetishwear	Mongolian	Racist tirades	Flamboyant
<b>37-38</b>	Tribal scarring	Somali	Corporate gossip (fake)	Careless/Clumsy
<b>39-40</b>	Oversized optics	Local	Kung-fu movies	Suicidal
<b>41-42</b>	Chromed teeth	Saudi	Was once a surgeon	Distracted
<b>43-44</b>	Slick with sweat	Portuguese	Their sexual conquests	Cynical
<b>45-46</b>	Atrophied limb	Local	Reality TV shows suck	Has Tourettes
<b>47-48</b>	Twitches	Innuity	Their deep dislike of AR	Argumentative
<b>49-50</b>	Polythene coverall	Spanish	Their pet synthetic goat	Unpredictable
<b>51-52</b>	Layered T-shirts	Turkish	Global politics	Nervous
<b>53-54</b>	Four handguns	Danish	The spectre of terrorism	Ashamed
<b>55-56</b>	Excessive vaping	Latvian	Hi-tech weaponry	Charming
<b>57-58</b>	Filthy baseball cap	Romany	Their many ex-partners	Incoherent
<b>59-60</b>	Scruffy looking	Greek	Their work on their PhD	Noisy/Interrupts
<b>61-62</b>	Facial burn scars	Local	Their missing daughter	1000 Yard Stare
<b>63-64</b>	Constant texting	Romanian	Rampant crime	Ambitious
<b>65-66</b>	Designer coat	Finn	The latest VR games	Calm
<b>67-68</b>	HUD Visor	Flemish	Their favourite eateries	Arrogant
<b>69-70</b>	Respirator	Pakistani	Info-Socialist revolution	Grumpy
<b>71-72</b>	Mirrorshades	Italian	Their aggressive cancer	Law Abiding
<b>73-74</b>	Slab-headed	Siberian	Disdain for the police	Depressive
<b>75-76</b>	Surplus flight suit	Local	Was once a pilot	Sensible
<b>77-78</b>	Geriatric	Bulgarian	Today's youth/drugs	Greedy
<b>79-80</b>	Creaking leathers	South African	The rich/poor divide	Respectful
<b>81-82</b>	Jury-rigged IV drip	Malay	Desire to be an actor	Volatile/Touchy
<b>83-84</b>	Bright blue hair	Kenyan	The ethics of cloning	Judgemental
<b>85-86</b>	Bullet earrings	Tibetan	Endorses brands (paid)	Vulgar/Rude
<b>87-88</b>	Wearable cameras	Polish	Making own net show	Furtive
<b>89-90</b>	Autoshotgun	Swedish	Pushing PCs for a job	Patronising
<b>91-92</b>	Has no legs	Hungarian	The welfare system	Foolish/Stupid
<b>93-94</b>	Alopecia	Congolese	Getting out the business	Grateful
<b>95-96</b>	Thin cyberarms	Moldovan	Extreme sex SimStims	Lonely
<b>97-98</b>	Aviator glasses	Afghan	State of their slum-cube	Tuneful/Musical
<b>99-100</b>	Pale green optics	Kashmiri	How they live in the cab	Naive

\*see Urban Sickness table on page 10 (Also, see page 12 for the cab and the driver's unique smell...)

# WHAT'S THEIR POISON Roll 2D10

## Peccadilloes, Vices, Addictions

- 1 Child-like Sex Dolls or Synthetics
- 2 Prohibited Designer Narcotics
- 3 Street Legal, But Harmful - Alcohol/Caffeine/Nicotine
- 4 SimStim/SimSense/VR Gaming
- 5 Atrocity Images or Footage
- 6 Prostitutes (Secretly Same Sex?) (*see below*)
- 7 Pornographic Material (Particular Acts or Fetish?)
- 8 Bizarre Fetish Wear or Activity
- 9 Pain/Sexual Violence (Towards Self or Others)
- 10 Abuses Synthetic (or Real) Animals

## Level of Need

- Take It Or Leave It
- Light Interest
- Ghoulish Fascination
- If The Opportunity Arises
- Regular Routine User
- Intrinsic To Personality
- Only To Destress
- Needed To Function
- Unhealthy Obsession
- All Consuming

# SO, SHE HAS A TATTOO Roll 3D10

## What

- 1 Skulls/Bones
- 2 Roses/Flowers
- 3 Crossed Guns/Blades
- 4 Snake/Reptile
- 5 Dragon/Mythical Beast
- 6 Animal/Predator
- 7 Nautical
- 8 Script/Message/Numbers
- 9 Geometric/Abstract
- 10 Technology/Circuitry

## Style

- Mexican/Aztec
- Pixelated/Computerised
- Photorealistic Colour/Grey
- Migratory/Animated
- Oriental
- Tribal
- Rockabilly Punk
- Solid Monotone Graphics
- Neon Glow
- Old School Blue Ink

## Where

- Back/Shoulders
- Bicep/Forearm
- Hip/Groin
- Face/Scalp
- Stomach
- Lower Leg/Calf
- Thigh
- Ribs/Chest
- Neck/Collar Bone
- Buttock(s)

# STREET WALKERS Roll 2D10

## Sex Workers

- 1 Elegant Full Body Conversion, Aesthetically Pleasing
- 2 Augmented genitalia and tactile sensory upgrades
- 3 Lean, attractive, loaded with hallucinatory pheromones
- 4 Battered synthetic, needs repairs, garish vinyl clothing
- 5 All limbs replaced with double-jointed cybernetics
- 6 Illegally young, brash, dead eyed - nearby junkie pimp
- 7 Disabled exotic bioform, assisted by linear frame
- 8 Overweight, excessive make up, narcotic dependency
- 9 Old, has local knowledge, skilled, clean medical record
- 10 Neural cutouts, detached, implanted recorder suite

## Identifies as...

- Gay Male
- Cis Straight Female
- Asexual
- Adaptable (cybernetics)
- Bisexual Female
- Cis Straight Male
- Gay Female
- Bisexual Male
- Pansexual Male
- Pansexual Female



**Roll D100 and read across the columns** (or roll more to achieve more mixed results)

<b>1-2</b>	Christian	Moretta	Buys endangered species, and mutilates them
<b>3-4</b>	Maria	Moretta	Drowns orphans in private swimming pool
<b>5-6</b>	Arkady	Komarov	Androids of dead loved ones, used as servants
<b>7-8</b>	Olena	Komarov	Collects and catalogues DNA samples of rivals
<b>9-10</b>	Asari	Nwokolo	She lacks confidence and is extremely paranoid
<b>11-12</b>	Oliver	Young	Compulsively records women while they sleep
<b>13-14</b>	Dominique	Taylor-Lloyd	Hurts herself under stress
<b>15-16</b>	Edward	Huang	Addicted to expensive synthetic opioids
<b>17-18</b>	Tamara	Preston	Enjoys watching people die
<b>19-20</b>	Dr Narindar	Malhotra	Has a fondness for injured/disabled women
<b>21-22</b>	Namiko	Ashworth	Desires the top job at all costs
<b>23-24</b>	Logan	Ashworth	Personal hacker collective headed by wayward nephew
<b>25-26</b>	George	Kaufman	Likes his women completely devoid of hair
<b>27-28</b>	Adam	Hamilton	Once a spy for an ecoterrorist commune
<b>29-30</b>	Victoria	Hamilton	Literally afraid of being at street level
<b>31-32</b>	James	Arellano	Enjoys the sound of people crying
<b>33-34</b>	Benjamin	Moore	Has a private army of desperate down-and-outs
<b>35-36</b>	Katsuto	Nakamura	Worships the net, as if it were a divine entity
<b>37-38</b>	William	Rochford	Asexual
<b>39-40</b>	Lewis	Norton	Despises the voices of all those around him
<b>41-42</b>	Armando	Cordova	Derives pleasure from the fear of others
<b>43-44</b>	Victor	Constantine	Has a paralyzing fear of the Biotech Division
<b>45-46</b>	Abigail	Constantine	Believes the board are hostile to her, afraid to leave
<b>47-48</b>	Todd	McAlister	Under the influence of a rogue AI
<b>49-50</b>	Hannah	McAlister	Requires nutrient baths several times a day
<b>51-52</b>	Catherine	Dubois	Serial adulterer; compelled by faulty sex implant
<b>53-54</b>	Jean Paul	Dubois	Always tells the truth
<b>55-56</b>	Peter	Muller	Wants revenge on the CEO for unknown reasons
<b>57-58</b>	Mohana	Muller	Overly reliant on complex prediction algorithms
<b>59-60</b>	Yi Xue	Song	Wants to die, but afraid of the afterlife
<b>61-62</b>	Fatima	Rasheed	Seeks to dominate fixer networks for own ends
<b>63-64</b>	Col. Charles	Weigel (Ret'd.)	Haunted by digital ghosts of those he's had killed
<b>65-66</b>	Paulo	Giovanni	A cosmetically altered double, living the dream
<b>67-68</b>	Terence	Cook	Born in 1952, but looks only 25 years old
<b>69-70</b>	Genevieve	Di Stefano	Hates her implants; they make her feel sick
<b>71-72</b>	Dr Cameron	Di Stefano	Blackmailed into submission by orbital clade
<b>73-74</b>	Poppy	Jacquet	Secret second life as a high class callgirl
<b>75-76</b>	Isobella	Jacquet	Wants to kill her twin sister and main rival
<b>77-78</b>	Michelle	Bachman	Surprisingly normal
<b>79-80</b>	Wolfgang	Bachman	Has 'precognitive' dreams manipulated by a hacker
<b>81-82</b>	Stephen	Gaskell	Despises both daylight and bright artificial lighting
<b>83-84</b>	Adelle	Davis	Only wears clothes made by the indentured poor
<b>85-86</b>	Simon	Clark	Closely monitors the children of business rivals
<b>87-88</b>	Charlotte	Clark	Desires the utter destruction of the city
<b>89-90</b>	Cordelia	Granger	A downlinked AI masquerading as human
<b>91-92</b>	Prof. Rachel	Granger	Obsessed with obscure, expensive fashion
<b>93-94</b>	Marcus	Shepperton	Believes the corporate elite are slaves to AIs
<b>95-96</b>	Leonid	Ortov	Blackmailing corporates for money and favours
<b>97-98</b>	Rosaline	Williams	Powerful intrusion software, but can't work it
<b>99-100</b>	Ibrahim	Al-Harmah	Was in love with someone the PCs killed

<b>1-2</b>	Controls black tech imports	Wears silk, furs and a monocle	Married to...
<b>3-4</b>	Bribes the staff of her rivals	Black eyes, red trouser suits	Sleeps with...
<b>5-6</b>	Breeds biogenetic horrors	Short, bald, gruff, distracted	Father of...
<b>7-8</b>	Finest art collection in city	Alcoholic, odd yet attractive	Rivalry with...
<b>9-10</b>	Hoard 'occult' objects	Scarlett-haired, spiteful	Student of...
<b>11-12</b>	Collector of antique technology	One-eyed, uses an assist frame	Enamored of...
<b>13-14</b>	Owns swathes of farmplexes	Intense, passionate, green eyes	Worried about...
<b>15-16</b>	Breeds & trains combat clones	Crude, jocular, artificial jaw	Works for...
<b>17-18</b>	Owns & operates sex resorts	Rotund, elegant, sarcastic	Blackmailing...
<b>19-20</b>	Well regarded psychotherapist	Obsequious, sharp intellect	Suspicious of...
<b>21-22</b>	Security extremely loyal to her	Proud, pitiless, pale blue eyes	Daughter of...
<b>23-24</b>	Owns assembly districts	Mincing, meek, ruthless	Schemes with...
<b>25-26</b>	Expert in corporate law	Hairless, eager and awkward	Jealous of...
<b>27-28</b>	Head of International Retail	Plodding, multi-lingual, talkative	Married to...
<b>29-30</b>	Old money aristocratic family	Limp, opulent, over privileged	Assaulted by...
<b>31-32</b>	Health & Safety Executive	Furtive, argumentative, cynical	Seeks aid of...
<b>33-34</b>	Exceptionally skilled hacker	Old, decrepit, almost immobile	Served by...
<b>35-36</b>	Head of Administration	Chubby, ruddy, bespectacled	Owes money to...
<b>37-38</b>	Head of BioDivision R&D	Tedious, wheedling, androgynous	Insulted by...
<b>39-40</b>	Media Operations Liaison	Light, frivolous, ironic hipster	Seeks service of...
<b>41-42</b>	Monitors company AI stable	Dark haired, wears body armour	Influence over...
<b>43-44</b>	Current Chief Executive Officer	Weak voice, thin-fingered, cold	Married to...
<b>45-46</b>	Wife; controls access to CEO	Highly strung, middle-aged, pale	Enamored of...
<b>47-48</b>	Popular decadent socialite	Gracious, intelligent, seems kind	Married to...
<b>49-50</b>	Famous society tastemaker	Touchy, easily riled, sharp style	Will betray...
<b>51-52</b>	Highly cosmetically enhanced	Sentimental, fragile, wears white	Married to...
<b>53-54</b>	Importer of pharmaceuticals	Recounts outrageous stories	Trusts only...
<b>55-56</b>	Employs the finest chefs	Nervous, sweaty, sloppy	Married to...
<b>57-58</b>	Internal Security Director	Open, friendly, business-like	Friend of...
<b>59-60</b>	Poached from major rival	Brusque, aging, cunning, twisted	Lusts after...
<b>61-62</b>	Black Operations Executive	Loyal to CEO, quiet, unassuming	Rivalry with...
<b>63-64</b>	Decorated combat veteran	Grim, warlike, unbending, PTSD	Trusts only...
<b>65-66</b>	Skilled investigator	Somber, patient, sympathetic	Annoys...
<b>67-68</b>	Handsome economist	Greedy, lusty, barbaric and blunt	Makes use of...
<b>69-70</b>	Award winning marketeer	Understated, wears gloves, OCD	Married to...
<b>71-72</b>	CEO's Physician	Bulging eyes, veiny, creepy	Lusts after...
<b>73-74</b>	Public Relations Executive	Jewel-covered fashionista, vain	Twin sister of...
<b>75-76</b>	Human Resources Executive	Abrupt, impatient, germ phobia	Seeks aid of...
<b>77-78</b>	Company Security operative	Suspicious, excitable, hot temper	Married to...
<b>79-80</b>	Oversees sales divisions	Wary, detached, thin, aged	Only enjoys...
<b>81-82</b>	Funniest company employee	Universally liked, fat, generous	Irritates...
<b>83-84</b>	Uniformed Security Manager	Energetic, black humour, bored	Friend of...
<b>85-86</b>	CEO's Personal Assistant	Thin, wiry, long-nosed, stylish	Son of...
<b>87-88</b>	Digital Security Executive	White-haired, speaks in whispers	Suspicious of...
<b>89-90</b>	Lovely child; society darling	Radiant, innocent, foolish	Adopted by...
<b>91-92</b>	Expert in cybernetic systems	Frivolous, envious, insecure	Worries about...
<b>93-94</b>	Undervalued and overlooked	Bitter, scarred, suspicious	Seeks help of...
<b>95-96</b>	Universally feared	Exposes/frames enemies, fearless	Curious about...
<b>97-98</b>	Resource management	Arrogant, devious, patronising	Manipulating...
<b>99-100</b>	Enhanced killer of some renown	Dark-eyed, clever, religious	Works for... (1-2)

# THE GAMES CORPORATES PLAY

**Boardroom Manoeuvres** is a simple **D100** table designed to allow the GM to quickly generate the personal black operations of the corporate elite in the city. Roll on it once for a single main project, or several times to determine a web of dubious company projects, and use them as a spring board for further intrigues.

## Roll D100

(on a result of 00, roll again twice)

1 Testing New Weapons	34 Brainwashing key figures	67 Lost Bioweapon
2 Deadly Waste Disposal	35 Abducting Street kids	68 Cover Up Of Suicides
3 Engineered Pandemic	36 Adulterating The Water	69 Internal Investigation
4 Snatching Transients	37 Marketing Surveillance	70 Automating Jobs
5 Manipulating Media	38 Bid For Nation Status	71 Creating A War
6 Bribing Politicians	39 Hostile Takeover	72 Buying Law Enforcers
7 Financial Manipulation	40 Arming Street Gangs	73 Real-Estate Purchases
8 Land Grab	41 Targeting Undesirables	74 Phantom Accounting
9 Tracking Consumers	42 Collecting Biometrics	75 Adulterating Foods
10 Testing New Drugs	43 Testing New Synthetics	76 Manipulating Expenses
11 Altering Consumer Law	44 Quantum Net launch	77 Doctoring Records
12 Manipulating Market	45 Buy Minor Nation State	78 Wrecking Ecosystem
13 Stockpiling Medicines	46 Testing New Cyberware	79 Targeting Employees
14 Corrupting Technology	47 Political Assassination	80 Creates Net Exploits
15 Targeting Rivals	48 Blackmailing Scientists	81 Purchasing Start-Ups
16 Subliminal Advertising	49 Extract Rival Employee	82 Eliminate R&D Failure
17 Eliminate Flawed Stock	50 Hire Hostile Hackers	83 Supporting Coup
18 Rigging Safety Standards	51 Preparing To Defect	84 Covering Up Blackmail
19 Full Blown Civil War	52 Looking For Own Cure	85 Slashing Wages
20 Undermine Rival Brand	53 Hidden Warehouses	86 Buying Bankers
21 Offworld Banking Scam	54 Channeling Funds	87 Framing Rival(s)
22 Covering Up Insane AI	55 Designing Bio-Plague	88 Intimidate Reviewers
23 Testing New Bioware	56 Building Private Army	89 Wants To Be CEO
24 Harvesting Organs	57 Covert Parallel Netsite	90 Bribes Oversight Group
25 Management Cull	58 Cloning Self	91 Triggering Civil War
26 Buying Up Patents	59 Damaged Brand Salvage	92 Funding Counterfeits
27 Fixing Stock Levels	60 Create False Charity	93 Doctoring Judicial AIs
28 Interdepartment War	61 Assassinate Rivals	94 Purchasing Hospitals
29 Enforcing Copyright	62 Adulterating Medicines	95 Controlling Alt-Media
30 Creating Subsidiaries	63 Engineered Promotion	96 Creating Monopoly
31 Product Flaw Cover Up	64 Planning Rival's Exile	97 False Advertising
32 New Product Launch	65 Being Head-Hunted	98 Cutting Job Roles
33 Department Merger	66 Faking Own Death	99 Will Destroy Company

# WAYS AND MEANS

**Company Resources** is a simple **D100** table designed to compliment the **Boardroom Manoeuvres** table, adding information regarding the sorts of unconventional tools a corporate aristocrat can bring to the table, to get the job done. It is up to the GM to rationalise (or re-roll) unusual results.

## Roll D100

(on a result of 00, roll again twice)

1	Fixer Network	34	Support of CEO	67	Intimate Personal Data
2	Bought City Officials	35	Sympathetic Media	68	Army of Drug Dealers
3	Naive Underlings	36	Weaponised Homeless	69	Reassigned Agents
4	Foreign Head-of-State	37	Soulless Cyborg	70	Ripperdoc Network
5	Compromised AI	38	Aggressive Hacker	71	Private Bodyguards
6	Weaponised Insects	39	Conned Legislators	72	Own Family Fortune
7	Net Smear Campaign	40	Their Own Lover(s)	73	Tracking Nanites
8	Dubious Security Team	41	Company Audit Team	74	SimStim Users
9	Street Gang Alliance	42	Designer Toxins	75	Image Consultants
10	Fringe Political Group	43	Sex Synthetics	76	Private Investigators
11	Corporate Ninjas	44	Clueless Scientists	77	AI System Designer
12	Compromised Comms	45	Seconded Security Team	78	Child Assassin
13	Mercenary Contractors	46	Mafia Money	79	Propagandists
14	Surveillance Drones	47	People Traffickers	80	Blackmailed Hackers
15	Loyal Law Firm	48	Memetic Warfare Team	81	PR Consultants
16	Duped Actors	49	Augmented Animals	82	Desperate Employees
17	Independent Hit Team	50	Combat Economists	83	Federal Investigators
18	Whistleblowers	51	Ambitious Courtiers	84	Religious Group
19	Spiderform Cybershells	52	R&D Nanoweapons	85	Synthetic Commandos
20	Son(s) or Daughter(s)	53	City Law Enforcers	86	Corrupt Accountants
21	Covert Sales Network	54	Company's Black Ops	87	Deceived Online Fans
22	Monitors Computers	55	Autonomous Software	88	Compromised Implants
23	Renowned Assassin	56	Adulterated Chipware	89	Seductive Concubine
24	Unwitting Employees	57	Displaced War Veterans	90	Covert Vehicle Pool
25	Rival Corporation	58	Unethical Medtechs	91	Offworld Accounts
26	Elite Agents	59	Hacking Collective	92	Hunter-Killer Drones
27	Foreign Strike Team	60	Celebrity Stable	93	Elite Programmers
28	Pharmaceutical Company	61	Criminal Syndicate	94	Intelligence Agency
29	Army of Own Clones	62	Junkie Relative	95	Cheap Gunmen
30	Bioweapons Division	63	Hazardous Virtuals	96	Unstable Remotes
31	Arms Dealers	64	Internal Investigators	97	Creative Techies
32	Petty Executive	65	Controlling Drug Supply	98	Private Laboratory
33	Implanted Explosives	66	Social Warfare	99	Deceived Rival

Roll D100 and read across the columns (or roll more to achieve more mixed results)

1-2	Cortical	Dogs	Neo-Primitive	Wirehead	Combat Gang
3-4	Subway	Assassins	Soft-armoured	Nerve Boosted	Skaters
5-6	Radical	Dragons	VR Game Playing	Frame Assisted	Martial Artists
7-8	Binary	Prophets	Neon-Punk	Scavenger	Tech-Jackers
9-10	Fragile	Machine	Drone Utilising	Info-Socialist	Party Artistes
11-12	Hate	Society	Patriarchal	Sports Fan	Street Fighters
13-14	Electric	Freaks	LAN-Linked	Sex Predator	Wireheads
15-16	Mobile	Girls	Augment Heavy	All Female	Go-Gang
17-18	Endgame	Militia	Spike Covered	Doom Cult	Boosters
19-20	Bubblegum	Atrocity	Ex-Convict	Cyberfetish	Combat Gang
21-22	Biological	Impulse	Biomodified	Brain Damaged	Boosters
23-24	Shaolin	Rippers	Blade Wielding	Skill Chipping	Martial Artists
25-26	Chrome	Savages	Body Modified	Scrap Tech	Chromers
27-28	Polymer	Riot	Gun Fetishist	Dog-Faced	Boosters
29-30	Rudeboy	Apocalypse	Rastafarian	Racist	Combat Gang
31-32	Terminal	Storm	SimStim Rigged	Media Savvy	Chromers
33-34	Shadow	Soldiers	Tech-Ninja	Parkour	Combat Gang
35-36	Subsonic	Cult	Mood Chipping	Alcoholic	Party Artistes
37-38	Chemical	Loas	Voodoo Practicing	Drug Cooking	Cultists
39-40	Chosen	Kidz	Chip-Hop Fan	Political	Combat Gang
41-42	Toxic	Ghosts	Grime-Punk	Tech-Junkie	Boosters
43-44	Steel	Church	Death Metal Fan	Evangelical	Chromers
45-46	Waffen	Technicals	Skinhead	Übermensch	Moto-Cultists
47-48	Cannibal	Clowns	Blood Stained	Juggalo	Pranksters
49-50	Panzer	Fists	Armour Plated	Cyborg	Street Fighters
51-52	Gun	Sharks	Couture Stealing	Psychotic	Street Kids
53-54	Disposable	Boys	Military Surplus	War Veteran	Nihilists
55-56	Iron	Maniacs	WoW Inspired	Armour Clad	Chromers
57-58	Speedball	Ultimates	Risk Taking	Rich Kid	Skaters
59-60	AK	Legends	African-Tribal	Drug Enhanced	Guardians
61-62	Liquid	Killaz	Ultraviolent	Home Invading	Boosters
63-64	Junky	Bullets	Drug Dependent	Cannibal	Street Kids
65-66	Instant	Revolvers	War Painted	Suicidal	Combat Gang
67-68	Zone	Bosses	Rag Enshrouded	Homeless	Guardians
69-70	Sushi	Thugs	Buddha-Faced	Steroid Using	Street Fighters
71-72	Lucifer's	Babies	Emo-Goth	Pseudo-Satanic	Nihilists
73-74	Remodelled	Army	Goggle Wearing	Militant	Boosters
75-76	Faceless	Fanatics	Androgynous	Mask Wearing	Nihilists
77-78	Vampire	Daddies	Blood Drinking	Asexual	Skaters
79-80	Crosstown	Chaos	Road Armoured	Anarchist	Go-Gang
81-82	Aryan	Hammer	Heavily Tattooed	Alt-Right	Policlub
83-84	Spirit	Method	Neo-Luddite	Religious	Guardians
85-86	Nomad	Clan	Goth-Punk	Peddle Biking	Go-Gang
87-88	Hydraulic	Terror	Industrial-Tech	Psychotic	Chromers
89-90	Fractal	State	Tech Savvy	Eco-Socialist	Policlub
91-92	Brain	Wasters	Net Dependent	Philosophical	Nihilists
93-94	Screaming	Shards	Radical	Feminist	Boosters
95-96	Lucid	Moderns	AR Manipulating	Political	Pranksters
97-98	Napalm	Harvest	Afro-Haired	Multi-optic	Chromers
99-100	Happy	Losers	Neon-Raver	Anti-Corporate	Party Artistes



1-2	Deal in prohibited neural boosts, intellect stims, sakawa charms	Turf war with...
3-4	Operate a stash house in the old Metro system and fence goods	Steal from...
5-6	Import, crack and distribute VR games and Hong Kong action sims	Merger with...
7-8	Hack and tap electronic infrastructure, for a price	Rivalry with...
9-10	Will put on one hell of a party in exchange for hot information	Employed by...
11-12	Trade in counterfeit sportswear, tickets and fan merchandise	Preys on...
13-14	Supply banned pornographic SimStims and vid-chips	Despises...
15-16	Sell Chiba-grade imported black market implants and upgrades	Trades with...
17-18	Prolific dumpster-divers and parts-hunters; trade and exchange	Actively targets...
19-20	Premier suppliers of street-level artificial pheromones	Protected by...
21-22	Leader hires out her most neurologically damaged boys as muscle	Jealous of...
23-24	Currently making a killing in the underground fighting scene	Turf war with...
25-26	Bargain basement prices for spectacular acts of arson	Betrayed by...
27-28	Specialists in smash and grab jobs, for money and firearms	Wary of...
29-30	Own and operate a warehouse nightclub in the factory district	Monitored by...
31-32	Digital surveillance and stalking, seamless manipulation of video	Employs...
33-34	Happy to be hired as rooftop street guides and expert sneaks	Trades with...
35-36	Doctor common drugs, altering their composition and legality	Owe money to...
37-38	Take protection money, cook drugs and provide bespoke curses	Insulted MC of...
39-40	Work protection on a number of chip-hop bars and clubs	Supplied by...
41-42	3D-print their own implanted weapons (fragile)	Turf war with...
43-44	Several members are skilled AR coders	Allied to...
45-46	Make their money dealing in heavy weapons and stolen cars	Despises...
47-48	Grow synthetic opium in hydroponic blisters and sell it on	Targeted by...
49-50	Target small-fry fixers and gangers and steal their shit to sell on	Protects...
51-52	Sell stolen fashions, counterfeits and cloned credit cards	Terrified of...
53-54	Professional-level hits and heists, unfettered by rules of warfare	Amused by...
55-56	Promise them in-game bitcoins and they'll perform any 'quest'	Humiliated by...
57-58	Fat allowances and legal back-up allow extreme road race stunts	Threatened by...
59-60	Smuggle Russian military hardware and protect 'their' hab stacks	Turf war with...
61-62	Slave traffickers and suppliers of stolen consumer electronics	Works with...
63-64	Suspected organ-leggers and kidnappers	Despises...
65-66	Experts at depopulating hab stacks quickly and brutally	Trades with...
67-68	Brew their own alcohol, trade it for SCOP; do gig work for SCOP	Tend to avoid...
69-70	Skin-traders and flesh peddlars, buy and sell pretty young things	Trades with...
71-72	Find and sell corpses or parts to the body banks	Wary of...
73-74	Self-styled free-company, market themselves as street condottieri	Turf war with...
75-76	Fence and sell black market cybernetic limbs of dubious origin	Make use of...
77-78	Selling synthesized copies of virulent, manufactured HIVPlus strain	Rivalry with...
79-80	Will consider any job for new bikes or fuel; flaky, unpredictable	Tend to avoid...
81-82	Frighteningly good propagandists and excellent rent-a-thugs	In talks with...
83-84	Paid to protect a number of local Christian agri-businesses	Make use of...
85-86	No-questions-asked bike courier service, as well as ride-by hits	Threatened by...
87-88	Taken over a wrecking yard so they can just, ya know, wreck stuff	Owe money to...
89-90	Minifature their own flechette weapons and needleguns	Trades with...
91-92	Run an angst-soaked cloud forum, behind a secure pay wall	Turf war with...
93-94	Hormone-farm captive young males to sell online	Want to destroy...
95-96	Blackmail and harass prominent civil servants and create fake news	Wary of...
97-98	Carjacking and auto theft, as well as elaborate respraying	Buys from...
99-100	Do a roaring trade in illegally downloaded, DRM-free music	Allied to... (1-2)

## WHAT ARE **THEY UP TO?** Roll 1D10

### Current Gang Activity

- 1 Picking a fight with someone they don't like - store owner, passer by, hab resident
- 2 Marking the local area with gang tags - AR, spray paint, pens, animatic stickers
- 3 Shaking down the locals with threats and intimidation - for money, booze, sex
- 4 Raving to their favourite music/propaganda, extremely loudly
- 5 Getting wasted, or psyching themselves up before a fight or a raid
- 6 Facing down cops/security/another gang - as far as they can get without a fight
- 7 Participating in tests of skill or daring among themselves
- 8 Making a deliberate attempt at being visible, strengthening presence in the area
- 9 Engaged in their main biz, or negotiating employment with another party
- 10 Any combination of the above (*roll again, twice*)

## NPC **GANGBANGERS** Roll 2D10

### NPCs

- 1 Gang Leader/Boss
- 2 Gang Elder
- 3 Gang Juve/Noob
- 4 Gang Champion
- 5 Gang Scout
- 6 Gang Leader's Main Squeeze
- 7 Gang Leader's Lieutenant
- 8 Gang Leader's Main Rival In Gang
- 9 Gang's Loose Cannon
- 10 Gang Expert (steers gang's main biz)

### Other NPCs

- Kid Wannabe
- Loyal Gunman (ex-member)
- Sheltered Fugitive
- Gang Member's Kid
- Former Gang Boss, Now Disgraced
- Gang Leader's Secret Concubine
- Gang's Techie or Ripperdoc
- Invalidated Gang Member
- Gang's Fixer
- Gang's Idiot (the liability)

## RUMOURS/**HOOKS** Roll 1D10

### What's The Deal With These Guys?

- 1 The gang is in danger of being destroyed by a more powerful rival (*roll a gang*)
- 2 The gang are showing symptoms of having contracted a disease (*see P10*)
- 3 The gang knows of hidden ways through the city or into a building (*see P11*)
- 4 The gang have procured (or manufactured) a dangerous narcotic or toxin
- 5 The gang harbours an exile or outcast from a wealthy and powerful family
- 6 The gang have discovered valuable technology lost by powerful NPC
- 7 The gang has a splinter cell of powerful members, who are impossible to control
- 8 The gang are grabbing runaways for corporate experiments, and getting bolder
- 9 A member has fallen in love with a rival gang member and fled, knowing too much
- 10 The gang has access to unusual cybernetics, and it's drawing attention to them

## FIRST RESPONDERS Roll 1D10

<b>1-2</b>	Plainclothes Detectives	Clearly marked POLICE vests, flashing their ID badges
<b>3-8</b>	Uniformed Officers	Basic cops ( <i>odd numbers: they're wearing riot gear</i> )
<b>9-10</b>	Tactical Response Unit	Special operations/SWAT team - milspec load out

## THE DEPARTMENT Roll 1D10

<b>1-4</b>	City/Corporate Police	Same thing, only difference is who's paying them
<b>5-6</b>	Corporate Security	Protecting company property, area or personnel
<b>7-8</b>	Private Security Company	Commercial law enforcement contractors
<b>9</b>	Special Police Agency	Immigration/Bomb Squad/Customs/Traffic etc.
<b>10</b>	National Police Agency	FBI/FSB or Militarized Police (eg: Guardia Civil/MPs)

## RESPONSE LEVEL Roll 1D10

<b>1-6</b>	There are enough officers and support present to handle the current situation
<b>7-9</b>	Looks like they've bitten off more than they can chew, requesting support
<b>10</b>	The officers are way out of their depth, pinned down, need immediate back up

## JOB SHEET Roll 1D10

<b>1</b>	Approaching a suspect or suspects, or have just arrested a suspect or suspects
<b>2-3</b>	Performing a street patrol, area or building search or conducting vehicle search
<b>4</b>	Conducting an operation - raid, stake out, goods seizure
<b>5</b>	Dealing with an apparent hostage situation or a suspect device
<b>6-7</b>	Stopping citizens for questioning or performing stop-and-search operation
<b>8-9</b>	In pursuit of suspect, either on foot or in vehicles
<b>10</b>	Cordoning off the area (searching for suspect/securing a crime scene)

## CALL FOR BACK UP Roll 1D10 (ETA D6 minutes)

<b>1-4</b>	D6 Support Drones	Cameras, Tasers, Flechette Weapons
<b>5-6</b>	Uniformed Officers	D6/2 Patrol Cars, Armoured Officers, SMGs/Shotguns
<b>7-8</b>	SWAT Team	Heavy/Hard Armour, Combat Rifles, Augmented
<b>9</b>	Heavy Support Remote	Teleoperated Walker, HMG and/or Missiles
<b>10</b>	Powered Armour Suit	Heavy Weapon, ECM, Grenade Launchers

**Roll D100 and read across the columns** (or roll more to achieve more mixed results)

<b>1-2</b>	Olivia Chain	Despises being based out of the local Consumertopia™
<b>3-4</b>	Rob 'Infidel' Castro	Once an indentured child, tends to sympathise too much
<b>5-6</b>	Gemini Benedict	Many implants, diminished empathy, she's not afraid to kill
<b>7-8</b>	The Mask Maker	Records all business conversations covertly, just in case
<b>9-10</b>	Bradley Darrow	Lives an opulent lifestyle well beyond his means
<b>11-12</b>	Usman 'Emir' Kasim	Head of the so-called Flesh Cartel, self-styled King of Pimps
<b>13-14</b>	Mr Blank	Into cheap sex dolls, leaving scars due to latex allergies
<b>15-16</b>	Alison Wonderland	Hormone-locked 'teen' (actually 30); outrageous flirt
<b>17-18</b>	Ingenuity Jones	Some-time stripper and cam girl, lover taught her to shoot
<b>19-20</b>	The Chemist	Relishes the power his tailored drugs give him over others
<b>21-22</b>	Darius November	Struggles with a debilitating narcotic dependency
<b>23-24</b>	Mondo Hernandez	Desperate to keep his children a secret from his enemies
<b>25-26</b>	Leon 'The Tsar' Arkov	Being blackmailed by corporate aristocrat Fatima Rasheed
<b>27-28</b>	Sister Mercy	Cold, soulless narcissist, proud of her migrating glo-tatts
<b>29-30</b>	Wise Melon	Chubby, jovial and a registered independent nation-state
<b>31-32</b>	The Babel-Mother	Just one AI of a distributed identinet, with shared awareness
<b>33-34</b>	Miguel Fernandez	Deep cover cop, losing himself to his current artificial life
<b>35-36</b>	Able Kane	Surprisingly conservative, suburban, family-centric lifestyle
<b>37-38</b>	Desmond Crisis	Unassuming ex-ganger, ex-Catholic priest, ex-porn actor
<b>39-40</b>	Slick Franklin	Determined to make enough money to leave city behind
<b>41-42</b>	Wendel Goldberg	Trying hard to care for elderly father permalined to porn sims
<b>43-44</b>	Pappa Midnight	Well connected across the Pacific Prosperity Sphere
<b>45-46</b>	Reality Black	Extremely ambitious, with an obvious superiority complex
<b>47-48</b>	Adolf Hipster	Unfortunate racist and obsessive-compulsive neat freak
<b>49-50</b>	Mr Skin	Must painfully inject nanites hourly due to congenital illness
<b>51-52</b>	'Viper' Joe DeMarco	Paranoid, wears spiderweave body-glove under clothing
<b>53-54</b>	Tanglegenes	Obsessively collects snakes, liking them more than people
<b>55-56</b>	Charisma Valentine	Secretly employed by corporation, follows their instructions
<b>57-58</b>	The Spider Sisters	Twin clones, supermodel hot, operate Orbital Mafia franchise
<b>59-60</b>	Veracity Solomon	Back doors for Cambodian data-havens, but fears reprisals
<b>61-62</b>	General Grabber	Hypochondriac; terrified his cheap organ implants will fail
<b>63-64</b>	Henry Jericho	Openly gay, secretly straight, desperately addicted to sex
<b>65-66</b>	Warsaw	Can only be reached by using a particular hacked pay phone
<b>67-68</b>	Lucius Warbaby	Over-confident emancipated juvenile; sexual deviant
<b>69-70</b>	Jacob Smolensky	Walking the line between worlds exacerbates heart problem
<b>71-72</b>	Simon Church	Goods traceable by cops to avoid brainwipe sentence
<b>73-74</b>	Octavius Ballinger	Believes he is a synthetic controlled by corporations
<b>75-76</b>	Dr Ishimura	Finances a stable of Freak Fighters, all of whom he despises
<b>77-78</b>	Friday Dias	Disgusted by the work he does, he drinks to block it out
<b>79-80</b>	Kim Nguyen	Financed by the Binh Xuyen, but looking for a way out
<b>81-82</b>	Oni Tokugawa	Aggressive vigilance suite protects tiered neural processors
<b>83-84</b>	Zero Ballard	Overly enthusiastic and extremely sadistic; loves music
<b>85-86</b>	The Shaper	Loaded with enough intelligent bioplastic that he can't die
<b>87-88</b>	Ferdinand Kingston	The strippers at his club are all biomodded clones of himself
<b>89-90</b>	Harry-san	Stressed due to several secret families with different women
<b>91-92</b>	Rico Eisendüller	Has the best of intentions, but is deeply unreliable
<b>93-94</b>	October Talisi	Self-doubt, but wants to be head-hunted by a corporation
<b>95-96</b>	Mickey The Roach	No self worth, always high, easily distracted
<b>97-98</b>	The Somalian	Suffers from PTSD, nightmares, has poorly timed flashbacks
<b>99-100</b>	Dr Fassbinder	Struck off, operates a failing back street clinic, depressed

1-2	Talent Agent	Boxy, plain, emotion suppression chips	Secretly adores...
3-4	Repoman	Skinny jeans, vinyl bomber jacket, joker	Sleeping with...
5-6	Black Marketeer	Elfin, humourless, pale duster, blue hair	Apprentice of...
7-8	Identities Broker	Muscular, balding, sophisticated, diligent	Did work for...
9-10	Transporter/Mover	Well groomed, youthful, boastful, snob	Owes money to...
11-12	Skin Trader/Pimp	Ostentatious, traditional, bearded, careful	Influence over...
13-14	Personality Smuggler	Blistered, strong cologne, shiny blue suit	Lusts after...
15-16	Tech Dealer	Willowy, hauntingly beautiful, kimonos	Trusts only...
17-18	Secrets Hunter	Tall, lithe and busty, probing, determined	On-off lover of...
19-20	Drug Designer	Oily, obsequious, formal and spiteful	Has control of...
21-22	Wheelman	Pale, shaky, numerous vehicle link plugs	On the books of...
23-24	Talent Scout	Approachable, guarded, sharp dresser	Seeks aid of...
25-26	Syndicate Diplomat	Shaven head, grey suit, bulky, sombre	Obsessed with...
27-28	Drug Pusher	Exhibitionist, tease, clear vinyl raincoat	Friend of...
29-30	Go-Between	Fat, confident, well-mannered, Mao suits	Irritates...
31-32	Hacker Stable	Geisha-chic, teenage girl, dark eyed, cold	Suspicious of...
33-34	Tech Fence	Deep turquoise leather coat, friendly	Works with...
35-36	Prowler/Thief	Impeccably dressed, punctual, vindictive	Makes use of...
37-38	Smuggler	Neo-Romantic floppy fringe, tux, relaxed	Wary of...
39-40	Squealer	Nervous, cautious, trenchcoat, greasy hair	Owes money to...
41-42	Bookie	Tired and frazzled, thinning curly hair, fat	Owed money by...
43-44	Gun Runner	Tech-savvy, confident, ebony skinned	Won't work with...
45-46	Procurement	Arrogant, condescending, casual dress	Friend of...
47-48	Electronics Handler	Inappropriate, knowledgeable, on-trend	Despises...
49-50	Blackmailer	Small, unwashed, world weary, tired	Makes use of...
51-52	Data Crypt Owner	Black suits & shirts, gold tie, aggressive	Manipulating...
53-54	Nanotech Dealer	Limps, thin-limbed, pastey, loose silks	Trusts only...
55-56	Mediator	Conservative trouser suits, on edge, delays	Lusts after...
57-58	Loansharks	Seductive, elegant, hot tempered, black	Trust only...
59-60	Information Broker	Easily pleased, layered hoodies, shades	Owes favour to...
61-62	Weapon Fence	Middle-aged, dark denim, big revolvers	In love with...
63-64	Ghost Accountant	Flamboyant, mincing, fidgets, gloved	Makes use of...
65-66	Gang Liaison	Grubby punk, pumped, baritone voice	Friend of...
67-68	Finder	Oversized army jacket, cigars, big gun	Makes use of...
69-70	Bent Lawyer	Chunky, crumpled suit, sweaty, balding	Works for...
71-72	Vehicle Dealer	Sergio Tacchini track suits, anxious, tag	Will betray...
73-74	Contract Facilitator	Expensive shirts, gold rings, robotic	Seeks aid of...
75-76	Bioware Fence	Smoker, inscrutable, leisure suits, clean	Makes use of...
77-78	Digital Manipulator	Reeks of booze, dirty jeans, serious	Was married to...
79-80	Madam	Soft face, scarlett bobbed hair, ruthless	Sleeping with...
81-82	Troubleshooter	Monovisor, suit, raincoat, katana, calm	Rivalry with...
83-84	Persuader	Turtle necks, chrome hands, wild eyed	Tried to kill...
85-86	Bioware Handler	Old, emaciated, bitter and suicidal	Father of...
87-88	Club Owner	Hawaiian shirts, cargo pants, gregarious	Worries about...
89-90	Landlord	Squat, solid, stubbled chin, dark vinyl coat	Annoyed by...
91-92	Med Tech Dealer	Enthusiastic, knitwear, sandals, ponytail	Makes use of...
93-94	Negotiator	Coffee-skinned, afro weave, violet lipstick	Disgusted by...
95-96	Synth Pimp	Coverall, micro tools, air hypo, giddy	Jealous of...
97-98	Cleaner	Tall, lean, narrow-faced, red suit, dreads	Deep dislike of...
99-100	Implant Dealer	Long black hair, goatee, lethargic, cynical	Deals with... (1-2)



## Roll D100 four times

	Client	Want	Action	Target Person
1-2	Street Gang Member	Wants to...	Kill...	Programmer
3-4	Corporate Aristocrat	Needs to...	Maim...	Ex-Con
5-6	Pimp	Must...	Deliver to...	Priest
7-8	Thug	Plans to...	Protect...	Cyborg
9-10	Prostitute	Forced to...	Intimidate...	Scientist
11-12	Fixer	Wants to...	Escape...	Bounty Hunter
13-14	Priest	Needs to...	Monitor...	Tech Specialist
15-16	Business Owner	Must...	Smuggle...	Soldier
17-18	Solo or Mercenary	Plans to...	Find...	Thief
19-20	Hacker	Forced to...	Blackmail...	Artist
21-22	Scientist	Wants to...	Steal from...	Performer
23-24	Cop	Needs to...	Collect from...	Media
25-26	Mobster	Must...	Pay...	Designer
27-28	Smuggler	Plans to...	Assist...	Unemployed Person
29-30	Bounty Hunter	Forced to...	Modify...	Child
31-32	Syndicate Boss	Wants to...	Record...	Driver
33-34	Concubine	Needs to...	Threaten...	Broker
35-36	Tech Specialist	Must...	Kidnap...	Fixer
37-38	Soldier	Plans to...	Own...	Fanatic/Extremist
39-40	Scavenger	Forced to...	Defeat...	Courier
41-42	Agent	Wants to...	Ruin...	Smuggler
43-44	Doctor	Needs to...	Control...	Celebrity
45-46	Drug Dealer	Must...	Save...	Clone
47-48	Celebrity	Plans to...	Submit to...	Cop
49-50	Artificial Intelligence	Forced to...	Entrap...	Junkie
51-52	Artist	Wants to...	Con...	Prostitute
53-54	Thief	Needs to...	Flee with...	Intelligent Animal
55-56	Media	Must...	Employ...	Forger
57-58	Nomad	Plans to...	Marry...	Street Gang Member
59-60	Synthetic	Forced to...	Sell out...	Thug
61-62	Driver	Wants to...	Extract...	Synthetic
63-64	Child	Needs to...	Kill...	Business Owner
65-66	Broker	Must...	Deliver to...	Corporate Aristocrat
67-68	Unemployed Person	Plans to...	Blackmail...	Agent
69-70	Clone	Forced to...	Modify...	Mobster
71-72	Programmer	Wants to...	Escape...	Pimp
73-74	Designer	Needs to...	Ruin...	Hacker
75-76	Homeless Person	Must...	Steal from...	Solo or Mercenary
77-78	People Trafficker	Plans to...	Kidnap...	Concubine
79-80	Revolutionary	Forced to...	Protect...	Artificial Intelligence
81-82	Psychiatrist	Wants to...	Find...	Homeless Person
83-84	Cyborg	Needs to...	Escort...	Nomad
85-86	Intelligent Animal	Must...	Deliver to...	Revolutionary
87-88	Courier	Plans to...	Save...	Doctor
89-90	Image Consultant	Forced to...	Collect from...	Syndicate Boss
91-92	Forger	Wants to...	Flee...	Psychiatrist
93-94	Ex-Con	Needs to...	Kill...	Scavenger
95-96	Fanatic/Extremist	Must...	Sell out...	Drug Dealer
97-98	Performer	Plans to...	Investigate...	Image Consultant
99-100	Junkie	Forced to...	Submit to...	People Trafficker



## Roll D100 four times

	Client	Want	Action	Target Item
1-2	Street Gang Member	Wants to...	Destroy...	Neural Processor
3-4	Corporate Aristocrat	Needs to...	Copy...	Vintage Wine
5-6	Pimp	Must...	Deliver...	Photograph(s)
7-8	Thug	Plans to...	Protect...	IFF Tags
9-10	Prostitute	Forced to...	Sell...	Narcotic
11-12	Fixer	Wants to...	Steal...	Weapon
13-14	Priest	Needs to...	Destroy...	ID Card
15-16	Business Owner	Must...	Smuggle...	Jewellery
17-18	Solo or Mercenary	Plans to...	Locate...	Software
19-20	Hacker	Forced to...	Hide...	Security Passcard
21-22	Scientist	Wants to...	Steal...	Target's DNA
23-24	Cop	Needs to...	Collect...	Cybermodem
25-26	Mobster	Must...	Receive...	Offline Digital Files
27-28	Smuggler	Plans to...	Control...	Hard Drive
29-30	Bounty Hunter	Forced to...	Modify...	Designer Virus
31-32	Syndicate Boss	Wants to...	Locate...	Attache Case
33-34	Concubine	Needs to...	Destroy...	Data/Vid Chip
35-36	Tech Specialist	Must...	Ransom...	Holdall of Drugs
37-38	Soldier	Plans to...	Own...	Vehicle
39-40	Scavenger	Forced to...	Flee with...	Keys/Key Card
41-42	Agent	Wants to...	Spoil...	Computer Virus
43-44	Doctor	Needs to...	Control...	Cybernetic Limb
45-46	Drug Dealer	Must...	Save...	Synthetic Brain
47-48	Celebrity	Plans to...	Upload...	Personality Module
49-50	Artificial Intelligence	Forced to...	Protect...	Cell Phone/Agent
51-52	Artist	Wants to...	Use...	Exo-Womb
53-54	Thief	Needs to...	Flee with...	Hardcopy Schematic
55-56	Media	Must...	Sell...	Military ICE Breaker
57-58	Nomad	Plans to...	Steal...	Nano Fabricator
59-60	Synthetic	Forced to...	Flee with...	Antique Katana
61-62	Driver	Wants to...	Locate...	Cloned Coca Leaf
63-64	Child	Needs to...	Destroy...	Antidote/Medicine
65-66	Broker	Must...	Copy...	Human Eye/Thumb
67-68	Unemployed Person	Plans to...	Steal...	Artificial Intelligence
69-70	Clone	Forced to...	Hack into...	Cybernetic Optics
71-72	Programmer	Wants to...	Escape with...	SimStim Recording
73-74	Designer	Needs to...	Destroy...	Robot
75-76	Homeless Person	Must...	Protect...	Operating System
77-78	People Trafficker	Plans to...	Locate...	Tablet Device
79-80	Revolutionary	Forced to...	Design...	Memory Chip
81-82	Psychiatrist	Wants to...	Buy...	Server
83-84	Cyborg	Needs to...	Protect...	Holdall of Cash
85-86	Intelligent Animal	Must...	Own...	Bioware
87-88	Courier	Plans to...	Steal...	Augmented Pet
89-90	Image Consultant	Forced to...	Hide...	Chemical
91-92	Forger	Wants to...	Sell...	Human Organ(s)
93-94	Ex-Con	Needs to...	Deliver...	Patient In Cryo Vat
95-96	Fanatic/Extremist	Must...	Save...	Work of Art
97-98	Performer	Plans to...	Copy...	Drone/Remote
99-100	Junkie	Forced to...	Steal...	Cybernetic Implant

## STATE OF **THE ART** Roll 2D10

### Condition of Found (or Stolen) Technology

- 1 Checquered history, well used, possible damaged
- 2 State-of-the-art, designer, cutting edge aesthetics
- 3 Buggy and unpredictable, resets to factory default
- 4 Sought after but unstable R&D prototype, defective
- 5 Obvious foreign counterfeit, compatibility issues
- 6 Sturdy, basic, idiot-proof, in good working order
- 7 Military spec, bomb-proof, very robust, ugly
- 8 Elegant design, but fragile, possibly bespoke
- 9 Unlicensed clone copy, brand new, can't be updated
- 10 Intuitive interface, plug-and-play, modular design

### Type of Device

- Weapon
- Computer/Tablet/HD
- Drone/Remote
- Cybernetic Implant
- Cell Phone/Agent
- SimStim Rig
- Cybermodem
- Diagnostic Scanner
- Cam/Recorder/Bug
- 3D Printer/Peripheral

## DATA **MINING** Roll 1D10

### So, what's on that thing anyway?

- 1 Contacts List - a mix of pure gold and the depressingly mundane
- 2 Schematics - possibly of a building, vehicle, or a new cybernetics design
- 3 Compromising Image Files (*GM needs to determine of who*)
- 4 Chemical or Pharmaceutical Formulas - either new or cleverly adapted
- 5 Unreleased Beta Gaming Apps - copy protected; eagerly anticipated by fans
- 6 Illegally Downloaded Music - some tracks prerelease; copy protections removed
- 7 Black Ops Project - an extraction/wetwork/adulterating pharms/neo-disease etc.
- 8 Weapons Tech R&D Data - aware weaponry systems or cutting edge mods
- 9 Presentation For Forthcoming Biotech Launch - impressive production values
- 10 V-Mail Conversation Threads - regards one or more of the above (*roll again twice*)

## WHERE'S **IT BEEN?** Roll 1D10

### Device History

- 1 Stolen - the original owner(s) want it found and returned, offering a reward
- 2 Misplaced - the owner(s) lost it and are desperate to find the device
- 3 Traded - the device has been through several owners in recent months
- 4 Found On Corpse - the device was obtained by scavengers after finding the body
- 5 Used For Crime - the device was used to commit crime, forensically compromised
- 6 Thrown Away - device mistakenly discarded and is believed to no longer exist
- 7 Hidden - the device was secreted somewhere with the intention of later retrieval
- 8 Hacked - device was infiltrated from outside source, discarded, back doors intact
- 9 Found In Vehicle - device was taken from an abandoned or stolen vehicle
- 10 Sold On - the device was sold as it was no longer required, or money was needed

**Roll D100 and read across the columns** (or roll several times to fill that stiff's pockets)

<b>1-2</b>	Scrap of paper	Work-in-progress death haiku scrawled on hotel note paper
<b>3-4</b>	Human eyeball	In climate controlled transparent jar, residential address on label
<b>5-6</b>	Blister pack of pills	Half-taken medication for virulently contagious illness
<b>7-8</b>	Plain clip-on IFF tag	D6: 1-2 Police, 3-4 Major Corporation, 5-6 Local Cartel ( <i>D3 days</i> )
<b>9-10</b>	Smooth plastic blob	Memory-plastic knife, requires a sharp tap to reconfigure blade
<b>11-12</b>	Ziplock of grey dust	D6 'doses' of surveillance nanites; need transmission frequency
<b>13-14</b>	Used pregnancy test	The low grade AI just <i>can't wait</i> to tell you the good news...
<b>15-16</b>	Battered e-cig	The liquid well contains 12ml of a previously unknown narcotic
<b>17-18</b>	Three 7.62 bullets	One of which is laser-etched with a PC's name
<b>19-20</b>	Plastic envelope	Keycard and address for very hidden, very private cyber clinic
<b>21-22</b>	Packet of condoms	Expensive, with STD detection sensors, phone number on back
<b>23-24</b>	'Fitbit' biomonitor	Hack reveals owner's movements, heart-rate and drug intake
<b>25-26</b>	DeStress Xpress	D6 anti-anxiety capsules, laced with tracking nanites
<b>27-28</b>	Small grey brick	Carbon nanobar, required substrate for illegal nano fabricators
<b>29-30</b>	Business plasticard	Contact details for a gig-economy agent at 'Reputelligent Inc'.
<b>31-32</b>	Fancy boots	Synthetic crocodile skin Chelsea boots, hideously expensive
<b>33-34</b>	Cybernetic hand	Spare chromed hand, fitted with flashlight and motion sensor
<b>35-36</b>	Chinese cigarettes	Rare, prohibited imports, only one fixer known to smuggle them
<b>37-38</b>	25ml plastic bottle	Labelled as NanoBrite dental hygiene fluid, contains DNA sample
<b>39-40</b>	Shrink wrapped cell	Unused vendomat burner phone, monitored by corporation
<b>41-42</b>	Puck-like disk	Olive drab casing, cyrillic script on how to use the monowire mine
<b>43-44</b>	Plush 'Hello Kitty'	Tiny T-shirt states "Let them eat chaos", grenade hidden inside
<b>45-46</b>	Unlocked datastick	Contains 500GB of banned Jihadipop tracks, DRM still intact
<b>47-48</b>	Painted filter mask	Anti-pollution rebreather, daubed in gang colours (see <i>P26</i> )
<b>49-50</b>	40mm resin figurine	Religious icon, showing Nelson Mandela healing a blind woman
<b>51-52</b>	3D printed ring	Ornate white gold wedding ring, unique, worn on a neck chain
<b>53-54</b>	Small bodycam	Memory chip reveals meeting with prominent fixer hours ago
<b>55-56</b>	Small metal key	Key for a safety deposit box (303) at nearby monorail station
<b>57-58</b>	Medical aid card	Belongs to person with different face and gender to the corpse
<b>59-60</b>	Body Lotto ticket	25% chance that the owner's death resulted in a winning number
<b>61-62</b>	Durable glass vial	Containing a live venomous spider and eggs, not natural breed
<b>63-64</b>	Loose RFID tag	Angry pimp hunting for the prostitute it used to be implanted in
<b>65-66</b>	1KG pack of 'flour'	Calcium feed for nano-enhanced killer; stops the nano eating him
<b>67-68</b>	Blue lipstick	Loaded with aggressive immunosuppressing toxin
<b>69-70</b>	Plastic motel key	The room it opens contains D6 bound, unconscious street kids
<b>71-72</b>	Thumb-sized fob	Remote with agonizing dog-whistle effect on neural processors
<b>73-74</b>	3 chromed 'almonds'	Small situational awareness drones, feed view back to user
<b>75-76</b>	Baggy of blue hexes	Contaminated or adulterated speed-like narcotics ( <i>D6 doses</i> )
<b>77-78</b>	Visitor's pass card	For geodesic-covered gated community ( <i>good for D3 days</i> )
<b>79-80</b>	Cheap airhypo	With three cassettes of insulin and one of an opiate derivative
<b>81-82</b>	Wad of receipts	One for expensive neural backup, upload performed yesterday
<b>83-84</b>	'Breguet' wristwatch	Prohibitively expensive, bespoke craftsmanship, easily traced
<b>85-86</b>	Police ID	Same name and face as corpse, but expertly crafted forgery
<b>87-88</b>	Foil wrapped ooze	Pale & pink 'jellypig' bioweapon, smothers and dissolves target
<b>89-90</b>	Vac-sealed Flish™	D6 questionably nutritious artificial fish flesh sticks, each 3" long
<b>91-92</b>	Silver hip flask	Engraved with elite unit crest, holds 'Shanghai White' vodka
<b>93-94</b>	Printed photo of PC	Folded acetate photo, with date 3 days hence penned in border
<b>95-96</b>	Black, logo'd card	Corporate loyalty card, entitles bearer to generous discounts
<b>97-98</b>	Stubby aerosol can	Spray-on dry shampoo, also changes hair colour and texture
<b>99-100</b>	Boxy palmtop GPS	Active icon shows target on the move less than half a mile away

**Roll D100 and read across the columns** (or roll more to achieve more mixed results)

<b>1-2</b>	Darkus Garvey	Maddeningly faulty cyberaudio feeds him your comms
<b>3-4</b>	Logan Tanner	Elite spec-ops in the Polar War, tired of fighting, sociopath
<b>5-6</b>	The Pink Panzer	Camp, flirtatious, enjoys intimidating straights, brutal brawler
<b>7-8</b>	Vincent Conrad	Engaged in messy affair with unstable corporate aristocrat
<b>9-10</b>	Jinjiro Yasuda	Rogue vat-grown killer, protects paralysed gene-tech he loves
<b>11-12</b>	Hiroshima Black	Gaijin with minor yakuza gumi, despised, mole for Russians
<b>13-14</b>	Plastic Bernard	Unapologetic hipster, support from Armenian hacker clade
<b>15-16</b>	Dominic West	Lives in exquisite houseboat, requires seclusion to stay sane
<b>17-18</b>	Tango Sinclair	Overweight Hawaiian, raised in foster homes, big drinker
<b>19-20</b>	Janik The Ghost	Vagrant combat veteran with augmentation sickness
<b>21-22</b>	Napoleon Dean	Hounded by AI telemarketers, doesn't know why
<b>23-24</b>	Trixie Paladin	Just one last job and the luxury beach house in Goa is hers
<b>25-26</b>	Terence Van Stratten	Anti-depressants laced with nanites control his decisions
<b>27-28</b>	Nip Lacey	Underage and overclocked, way too eager to prove herself
<b>29-30</b>	Spiros Giannopoulos	Thinks he's a major player, has a lot of cousins called Spiros
<b>31-32</b>	Demi Oblique	Argentine marine, autonomous defense net rebels against her
<b>33-34</b>	Mike Bravo	Heavily invested in <i>Vornheim</i> VR game, won't risk losing levels
<b>35-36</b>	Storm Haussmann	Frustrated surrealist artist, single mother, skilled killer
<b>37-38</b>	Indigo Jones	Crippled as child, skeleton rebuilt, in constant pain, tough
<b>39-40</b>	Mildred Gaia	Linear-frame-enhanced kick boxer, listens to K-Pop pre-op
<b>41-42</b>	Joe Montero	Cyborg veteran of Kashmir Emergency, won't leave witnesses
<b>43-44</b>	Chance Baptiste	Late stage AIDS-2, needs immunoboosters, nothing to lose
<b>45-46</b>	Oliver McKee	Post-combat cleansing ritual using sage and Bible verse
<b>47-48</b>	Saber Numan	Mutilated in Freak Fight bout, suspects crime syndicate boss
<b>49-50</b>	Zaneta Zone	Former VDV paratrooper, Moldova veteran on war crimes list
<b>51-52</b>	Brandon Skinner	Rumoured junkie, actually diabetic, saving for neo-pancreas
<b>53-54</b>	Mina Radisson	Convert to Islam, featureless gunmetal face, six red optics
<b>55-56</b>	Johnny Namibia	Devout, worships the Papal AI as a god
<b>57-58</b>	Aisha Hussein	Ex-Saudi GID, thermoptic camo, synthetic endorphin addict
<b>59-60</b>	Boyd Blackwood	Cyberoptics feed his view to media brother who's using him
<b>61-62</b>	Emmanuel King	Former head of security, killed execs family; she's guilt-ridden
<b>63-64</b>	Huey Ventura	Doesn't listen, tends to hit wrong targets, cannot drive
<b>65-66</b>	Lorenzo Babylon	KGB wheelman, Olympic skier and hunted whistleblower
<b>67-68</b>	Thaddeus Schwartz	Former airport cleaner, conned into job by crime syndicate
<b>69-70</b>	Lazarus Mendez	Can't reconcile job with married life, excellent danger sense
<b>71-72</b>	Maria Goldovskoya	<i>Svetlana Series 9</i> sex synthetic, fights severe violent urges
<b>73-74</b>	Sady Sakura	Cares for crippled mentor, finds obligation a tiresome burden
<b>75-76</b>	Rudolph Washington	Indentured to fixer handler, treated as property
<b>77-78</b>	Angel De Santo	Orbital assassin, amphetamine user, bright neon-green eyes
<b>79-80</b>	Dien Bien Phu	Conflicted Buddhist, connoisseur of classic Blues artists
<b>81-82</b>	Otto Kruger	Writes pithy anonymous diary blog, plans to write book
<b>83-84</b>	Pandora Frost	Classically-trained pianist, combat medic, lives in her car
<b>85-86</b>	Buntaro 'Bushi' Tanaka	Yogic guru, clean living, obsidian cyberarms, pansexual
<b>87-88</b>	Scarlett Harvest	Looks like young Madonna, denies it; pink plastic cyberarm
<b>89-90</b>	Ryan Edwards	Wealthy with an impressive property portfolio, soldiers for fun
<b>91-92</b>	Slade Bennett	Nazi Country & Western fan, feels most alive post-kill
<b>93-94</b>	Splicer Takeda	Wants to be master of own destiny, denies he's trapped
<b>95-96</b>	Kurt Kellerman	No regard for collateral damage, keeps tropical fish
<b>97-98</b>	Heywood Nash	Lost entire family to wasting plague, inconsolable, suicidal
<b>99-100</b>	Manuel Override	Glitchy GPS, no direction sense, trackable, argumentative

<b>1-2</b>	Flechette pistols	Big, black, worn leather duster, irritable	Knows of...
<b>3-4</b>	Teleoperated drones	Sadistic, tattooed smart-armour link points	Wants to kill...
<b>5-6</b>	Hydraulic fists, bites	Full body cyborg, crudely sprayed pink	Lusts after...
<b>7-8</b>	Aware weapons LAN	Likeable pothead, buff, always wears black	Friends with...
<b>9-10</b>	Spider venom rounds	Chips different personalities, sharp suits	Worked with...
<b>11-12</b>	Ornate monokatana	Suited, armour skin, afraid of dark, IR eyes	Owes favour to...
<b>13-14</b>	Hunter-seeker rounds	Quiff, beard, tattoo sleeves, ear spacers	Jealous of...
<b>15-16</b>	Pearl handled Glock	Wears purple, plays sax, mood swings	Irritates...
<b>17-18</b>	Bulky laser rifle	Pragmatic, funny, wears black duster	Looking for...
<b>19-20</b>	Scoped needle-rifle	Hobo-chic, beanie hat, beard, tenacious	Hiding from...
<b>21-22</b>	Monowire mines	Bleached spikes, wraparounds, agitated	Owes money to...
<b>23-24</b>	Implanted zhi dao	Brushed aluminium body armour, focussed	Suspicious of...
<b>25-26</b>	Exploding munitions	Sensitive to strong smells, heavy armour	Obsessed with...
<b>27-28</b>	Nerve-burner bombs	Teen, skinny jeans, army boots, hoodies	Makes use of...
<b>29-30</b>	3D printed QBZ-95	Outmoded implants, retro-70s fashion	In love with...
<b>31-32</b>	Railgun sniper	Daddy issues, wears figure-hugging black	Friends with...
<b>33-34</b>	Compound bow	Distracted, fantasist, wears black denim	Interested in...
<b>35-36</b>	Sleek microwavers	Motocross leathers, cyberbike, feminist	Concerned for...
<b>37-38</b>	Dissolving Nanorounds	Grey camo armour vest, always angry	Trusts only...
<b>39-40</b>	Martial art techniques	Lithe West Indian, faint hex-pattern on skin	Unimpressed by...
<b>41-42</b>	Antique UZI, SOPMODs	Scarred, dented, guarded, loose jumpsuit	Manipulating...
<b>43-44</b>	Auto grenade launcher	Cynical, risk taker, sickly, wears layers	Wary of...
<b>45-46</b>	Drum-fed AK74	Theatrical, serious, black Ts, shades	Betrayed...
<b>47-48</b>	Self-destructing gun	Wheezing, scarred, sportswear, gold chains	Worked with...
<b>49-50</b>	Twin compact SMGs	Vicious, VR-trained clone, tight leathers	Intimidates...
<b>51-52</b>	Charm-covered Steyr	Bald, goatee, utility vest, superstitious	Attracted to...
<b>53-54</b>	Liquid nitrogen rounds	Slim cyborg, conservative, chaste, classy	In love with...
<b>55-56</b>	Camo autoshotgun	Red leather jacket, corn rows, obsessive	Afraid of...
<b>57-58</b>	Ornate bladed fingers	Athletic, hijab, full mirrored smart-visor	Rivalry with...
<b>59-60</b>	Incendiary rounds	Short mohawk, long coat, trusting	Knows all about...
<b>61-62</b>	Flechette adapted M4	Insanely ruthless, stylish, hunted	Won't work with...
<b>63-64</b>	Screamer grenades	Defensive, literal, squat, padded jackets	Worked with...
<b>65-66</b>	Big polymer revolvers	Furtive, physically fit, chic, intimidating	Makes use of...
<b>67-68</b>	Hands-free trigger	Sloppy, unprofessional, cheap casuals	Despises...
<b>69-70</b>	Rifle with chatty AI	Hen pecked, camos, buzz cut, rational	Irritates...
<b>71-72</b>	Cortex bomb	Callous, irrational, needy, loose clothes	Sleeping with...
<b>73-74</b>	Bright Plastic SMG	Wirey, short, girlish, Harajuku style, tired	Was lover of...
<b>75-76</b>	Chinese SMG clone	Uneducated, easily manipulated, tagged	Seeks aid of...
<b>77-78</b>	Caseless KRISS Vector	Super-model looks, cat like grace, cold	Friends with...
<b>79-80</b>	Brace of small pistols	Shaved head, fame seeker, baggy combats	Suspicious of...
<b>81-82</b>	Scanner shielded gun	Designer stubble, camo armoured jacket	Lusts after...
<b>83-84</b>	Inbuilt Scorpion SMGs	Muscular, tall, casuals, do-rags	Tried to kill...
<b>85-86</b>	Crippler rounds	Self absorbed, baggy flight suits, sneakers	Annoyed by...
<b>87-88</b>	Taser, monoknives	Biker jacket, fingerless gloves, prude	Disgusted by...
<b>89-90</b>	Compact stutter-laser	Well groomed, expensive clothes, open	Hates...
<b>91-92</b>	Disposable pistols	Plaid flannel, denim, cracked brown leather	Manipulating...
<b>93-94</b>	Toxin-loaded needlers	Long, lank, black hair, chrome eyes, gaunt	Irritated by...
<b>95-96</b>	Underslung blinder	Effeminate, black silks, raincoat, quick	Bored by...
<b>97-98</b>	Full spectrum targeter	Carries photos, depressed, bulky flak vest	Trusts only...
<b>99-100</b>	Belt-fed chaingun	Gum chewer, olive drab armour, moustache	Rival of... (1-2)



# SONIC YOUTH

## Musical Style/Genre (1D10)

- 1 Black Ambient
- 2 Photonic Wave
- 3 Xhosa Trance
- 4 Industrial Grind House
- 5 Eurozeit Groove
- 6 Chip Hop
- 7 Glitchcore
- 8 Machine-Soul Dub
- 9 Toxic Ska
- 10 Anthemic NeoPunk

# ON DEMAND

## Vid Show (1D10)

- 1 Implant Fixers (reality/comedy)
- 2 Simsense & Sensibility (drama)
- 3 Zone Runner Xtreme (gameshow)
- 4 Crash & Burn (hacking competition)
- 5 My Two Clones (sitcom)
- 6 Atomic Geisha Dojo (gameshow)
- 7 Personality Adjustment (reality)
- 8 The Clade (soap opera)
- 9 Fracture Point (cop show)
- 10 Alt Cult Zero (documentary)

# SOCIAL MEDIA

## Online Presence (1D10)

- 1 Impossibly dull, mainly life memes
- 2 Sickening, cute, GIF-heavy, juvenile
- 3 Dominated by political viewpoint
- 4 Social Justice Champion
- 5 Work related self-promotion
- 6 Fan of unlikely musical genre
- 7 Lonely - desperate to make friends
- 8 Mainly family and friends (lots)
- 9 Sexually predatory, catfish/stalker
- 10 Hobby focused (gaming/making)

# HOT NEW FADS

## What's in this week? (1D10)

- 1 Everybody loves neutraceuticals
- 2 Weatherproof glowing ponchos
- 3 Slacktivist angst-lit forums
- 4 Smeat™ (smart meat; pick flavour)
- 5 Zone dancing in public places
- 6 Expensive Sumo Food® kale shakes
- 7 Randomiser-app-driven conversation
- 8 Freak Fighter brand endorsements
- 9 Info-socialism - secret-free society
- 10 Fabrics change colour with mood

# VENDOMAT GOODS Roll 1D10

- |                      |  |
|----------------------|--|
| 1 Hot/Cold Beverages | Coffee, tea, cocoa, sodas, water, juice, shakes, energy drinks   |
| 2 Hot/Cold Food      | Burritos, noodles, burgers, fries, SCOP, sandwiches, 'sushi'     |
| 3 Stimulants         | Cigarettes, cigars, e-cig fluid, patches, caffeine tabs, alcohol |
| 4 Travel Packs       | Toiletries, travel guides, cosmetics, sanitarries, sunglasses    |
| 5 Electronics        | Headphones, batteries, phones, torches, cameras, radios          |
| 6 Personal Defense   | Tasers, pepper spray, telescoping batons, polymer oneshots       |
| 7 Clothing           | Rainwear, underclothes, thermals, hats, t-shirts, socks          |
| 8 Media              | Newsprint, digital music, games, films, simstim, e-books         |
| 9 Pharmaceuticals    | Medicines, contraceptives, first aid, sensory aids, vitamins     |
| 10 Snacks            | Gum, candy, chips/crisps, popcorn, nuts, cryo-dried fruits       |



## Roll D100

- |    |   |     |  |
|----|---|-----|--|
| 1  | Junkfood box, weak jingle as batteries die  | 51  | Damaged flat-screen television                 |
| 2  | Sealed but dented soda can, out of date     | 52  | Flaking laser pointer, with dead batteries     |
| 3  | Fresh half-eaten burger, slurpy of soda ice | 53  | Lonely wireless earbud                         |
| 4  | Discarded shrink wrap with QRS code label   | 54  | Cybernetic implant, damaged or incomplete      |
| 5  | Thick wad of hard, grey chewing gum         | 55  | Dumped external hard drive (see P34)           |
| 6  | Half a blister pack of common pain killers  | 56  | Biometrically locked JPEG viewer               |
| 7  | Plastic business card, high rank exec       | 57  | Standard battery, 20% charge remaining         |
| 8  | 2 feet of old nylon rope, frayed ends       | 58  | Obsolete surveillance camera                   |
| 9  | Intact polymer cargo pallet, slightly worn  | 59  | 'Retired' synthetic, missing limb(s)           |
| 10 | Large, stained, plastic tarp                | 60  | Assisted sleep console, induces seizures       |
| 11 | Foil wrap of brown powder, hypodermic       | 61  | Plastic Christmas tree, partially melted       |
| 12 | Wet, pale corpse - did they just move?      | 62  | Toy ride-in car, polymer shell, electric motor |
| 13 | Ribbed condom, unsure if it's been used     | 63  | Crumpled, rolled poster, recent idol singer    |
| 14 | Balled-up nitrile gloves, stained           | 64  | Broken statuette of Ganesh                     |
| 15 | Half a case of individually sealed diapers  | 65  | Handful of collectible cards for CCG           |
| 16 | Discarded field dressing, still moist       | 66  | Realistic looking plastic Police badge         |
| 17 | Urban scavenger (raccoon, dog, fox, cat)    | 67  | Brightly coloured toy gun, quite realistic     |
| 18 | Plasticuffs, cut apart, winking red LED     | 68  | Plush toy animal, shabby, stained              |
| 19 | Unused pack of disposable ear plugs         | 69  | Bouquet of dying flowers still in cellophane   |
| 20 | Gun - hot, cheap or damaged, or all three?  | 70  | Spool of electric cable, has been cut          |
| 21 | Half-used spray can of expanding foam       | 71  | Discarded newspapers or magazines              |
| 22 | Partial bag of cement-like powder           | 72  | PVC box of flat-packed cardboard boxes         |
| 23 | Dispenser gun of 'liquid nails' adhesive    | 73  | Flyers bundled together with rubber bands      |
| 24 | Handful of new looking nuts and bolts       | 74  | Hardcopy printouts (see P34)                   |
| 25 | D10 bricks or cinderblocks                  | 75  | Thin, flexible metal sheet, purpose unknown    |
| 26 | Opened box of large ceramic tiles           | 76  | Refuse sack of polystyrene chips               |
| 27 | Large sheet of drywall, some damage         | 77  | Assorted sizes of tatty bubblewrap sheets      |
| 28 | 5 litre can of paint, half empty            | 78  | Plastic tub of assorted glass bottles          |
| 29 | Grubby plastic bag of spraypaint cans       | 79  | Heat sealed clear sacks of shredded papers     |
| 30 | Length of heavy pipe                        | 80  | Latex Halloween or fancy dress mask            |
| 31 | Solid looking, UPVC door, minor damage      | 81  | Single kevlar safety glove                     |
| 32 | Broken toilet seat                          | 82  | Scratched mirrorshade sunglasses               |
| 33 | Damaged appliance, possible repairable      | 83  | Single designer shoe, scuffing on heel         |
| 34 | Worn swivel chair, tatty but functional     | 84  | Disposable rain poncho, minor tears            |
| 35 | Rust-stained satellite dish                 | 85  | Bullet scarred armour, reduced protection      |
| 36 | Battered desk fan, electric motor intact    | 86  | Retractable cheap umbrella, misshapen          |
| 37 | Abandoned memory foam mattress              | 87  | Motorcycle helmet, with hairline fracture      |
| 38 | Small, dented vacuuming robot               | 88  | Purse or wallet, no money, ID still inside     |
| 39 | Handleless teflon-coated frying pan         | 89  | Bag, briefcase or backpack, worn - empty?      |
| 40 | Discarded detergent bottles or tubs         | 90  | Tupperware contains human stool sample         |
| 41 | Length of silicone hose from a vehicle      | 91  | Human body part, not at all fresh              |
| 42 | Hubcap in good condition                    | 92  | Unidentifiable goo, revolting chemical smell   |
| 43 | Half-empty 2.5 litre of cheap motor oil     | 93  | Torn foil sheeting from broken fog catcher     |
| 44 | Small, downed drone, onboard camera         | 94  | Pitiful, dying animal (rat, cat, bird, dog)    |
| 45 | Scrapped auto-trashcan, low AI distressed   | 95  | Sub-par 3D printed object, melting in rain     |
| 46 | Folding scooter missing wheel/battery       | 96  | Rain-soaked, discoloured undergarments         |
| 47 | Full set of worn tyres for a hatchback      | 97  | Pile of ash in the shape of a person           |
| 48 | Compact scissor-jack, chipped, worn         | 98  | Broken glass scattered all over area           |
| 49 | Shopping cart, RFID emitting trace signal   | 99  | Cluster of recently smoked cigarette butts     |
| 50 | Well-used electric screwdriver, jammed      | 100 | Minced meat and hair, possibly also teeth      |

# BLACK OPS

Roll 1D10

## What did we just stumble into?

- 1 Parked SUV with lone netrunner, jacked in, cross-legged in the back, walky on seat
- 2 Four figures in black coveralls with SMGs carry unconscious wage-slave to a van
- 3 Sleek car screeches to a halt, long coated gunmen get out, readying weapons
- 4 Spider-like cybershell leaps from roof to roof, pausing to observe PC group
- 5 Sleek exo-wombs being unloaded from aero transport by armed street gang
- 6 Gunman with railgun and targeting drone takes aim at nearby apartment window
- 7 Several yakuza footsoldiers rapidly leaving residence, wiping their katanas clean
- 8 Obvious synthetic in grubby coveralls stumbles into bar, then detonates skull bomb
- 9 Syndicate thugs argue with heavily armed group in car park over contents of a bag
- 10 Three smartly dressed operatives with biotracker observe disembarking passengers

# BIO HORRORS

Roll 1D10

## What the hell is that thing?

- |    |                 |  |
|----|-----------------|--|
| 1  | Poisonous Wasps | Fast, hard to spot as wrong until close, sting repeatedly    |
| 2  | Parasitic Spawn | Crawls for the spine, hacks and burns central nervous system |
| 3  | Spider Rat      | Hairless, 8-legged rat-thing, DNA imprinted pack hunter      |
| 4  | Biodrones       | Implant-rigged, small carnivore, directed by human operator  |
| 5  | Fireflies       | Insects implanted with air-fuel explosives in stomach sacs   |
| 6  | Spider Hive     | Human carrier, riddled with sphincter holes, deploys spiders |
| 7  | Disease Bomb    | Fleshy organ acts like a dispersal grenade to infect area    |
| 8  | The Mollusc     | Armoured, muscle-launches bone shards tipped with poison     |
| 9  | Smell Tracker   | Pheromone-sensitive tics drawn to target, easy to track      |
| 10 | Razorhound      | Skinless canine with monomolecular teeth, can climb          |

# ATYPICAL WEATHER

Roll 1D10

## Today's forecast...

- |    |                 |   |
|----|-----------------|---|
| 1  | Corrosive Fog   | Stinking acidic fog enshrouds city, poor visibility and air     |
| 2  | Creep Cloud     | Chemically tainted mist triggers environment monitors           |
| 3  | Acidic Monsoon  | Sheets of choking, corrosive rain creates vapour columns        |
| 4  | Glitter-twist   | Dead nanites carried by air columns catch light like sparks     |
| 5  | Extreme UV      | Burns skin (need flare-paste) and causes visibility problems    |
| 6  | Wind Tunnel     | Extremely tall buildings channel aggressive, lashing winds      |
| 7  | Sweltering Heat | Operating in armour causes heat fatigue and dehydration         |
| 8  | Cold Snap       | Heavy frosts and hail create hazardous city conditions          |
| 9  | Minor Flood     | So much rain with nowhere left to go causes urban chaos         |
| 10 | Lightning Storm | Spectacular electrical storm, heavy ionisation with EMP effects |

# FREAK FIGHTERS

Roll 1D10

- |                   |   |
|-------------------|---|
| 1 Ghengis Klang   | Muscle grafts and body plating, hydraulic hands crush skulls    |
| 2 The Gene Witch  | Experimental bioware, double-jointed, wild hair, utterly insane |
| 3 Hannah Stazi    | Bald, scarred and lithe, wears slashed leathers, knife fighter  |
| 4 Shanky Bartella | Glo-tattooed skinhead, shiny black cyberarms, razor claws       |
| 5 The White Ape   | Augmented albino baboon, parasite infested, goes for the face   |
| 6 Indigo Wilde    | Wirey muscle, sambo expert, innumerable chrome piercings        |
| 7 Gary Savage     | Tattooed, 16 year old half-wit, no arms, extremely sharp teeth  |
| 8 Jezebel Twist   | Petite and calm, mixed martial arts, enhanced muscle matrix     |
| 9 Ultimate Hobo   | Hairy meth addict, relieved of his hands, replaced with flails  |
| 10 Lazarus Rapide | Showy and stylish, fast, will strangle you into submission      |

*Members of the crowd are invited to challenge the winner of the Freak Fight bout.*

# GIG ECONOMY

Roll 1D10

**What's my agent got lined up for me today?**

- |                     |   |
|---------------------|---|
| 1 Mobile AR Ad Hub  | Supplied body rig outputs 'augverts' as you wander streets  |
| 2 Human CCTV        | Cyberoptics required, must allow remote access & sign NDA   |
| 3 Gig Groomer       | Given a quota of potential gig workers to sign up for agent |
| 4 Hygiene Dispenser | Loiter in lobbies wearing a tank full of hand sanitiser     |
| 5 Substrate Fairy   | Find and collect recyclables to be reused for 3D printing   |
| 6 Organ Surrogate   | Mature cloned organs prior to implantation                  |
| 7 Meds Manager      | Deliver medications to the old and infirm, ensure ingestion |
| 8 Brand Spammer     | Promote brand/product/ideology to strangers in public       |
| 9 Pest Microwaver   | Issued with RFID tagged microwaver to zap vermin            |
| 10 Drone Repoman    | Trace and recover downed courier drones                     |

# UNLAWFUL TRESPASS

Roll 1D10

**Who's already been in that building?**

- |                  |   |
|------------------|---|
| 1 Crime Scene    | A recent crime has the space crawling with forensics drones       |
| 2 Coding Stable  | Temporary pop-up AR ad studio, staffed by low paid coders         |
| 3 Sweat Shop     | Illegal 3D minifactory manned by weary indentured immigrants      |
| 4 Burglary       | Drug addicted wrecks stripping out what's left of the utilities   |
| 5 Shelter        | Homeless people with failing implants gather for mutual safety    |
| 6 Drug Den       | Old mattresses, threadbare sleeping bags, drug paraphernalia      |
| 7 Stash Point    | Holes in the walls hide shrink-wrapped weaponry/munitions         |
| 8 Street Artists | Creatively motivated teens spray their masterpiece on the walls   |
| 9 Porn Set       | Hollow-eyed actors perform under the glare of sim-recorders       |
| 10 Field Surgery | Mobile ripperdoc fights to save the life of poorly sedated cyborg |

Smart Appliance with camera or microphone		Environmental Sensor System		Intelligent Washroom	Ad Blimp	Advertising Broadcast System			Active GPS Device	
Tablet		Local Server or Computer		Motion Sensor	Laptop			Maintenance Robot		
Remote Loader	Fire Safety or Evacuation System			Drone		Site's Defense Network	Traffic Light System or Adaptable Smart Lanes		WiFi Toy	
Driverless Car/Aero				Hub, Router or Exchange		Security Camera or CCTV		Driver Assist Link		
Elevators			Cybermodem		Cellular Comms Mast or Satellite Receiver		Automated Heavy Transport Vehicle		Mobile Trash Can	
Construction Remote or Concrete Printer		TV Console		3D Printer(s)			Synthetic's Neural Net	Wireless Smart Gun	Anti-Nanite Immune System	
Mobility Assistance Linear Frame		RFID Tag	Smartphone or Agent				Augmented Reality Projector Hub			
Acoustic Weapon Sensor	Neural Processor			Wearable Meds Dispenser		HUD Visor or Goggles		Infant Monitoring System		
Utilities Monitoring System			Self-Serve Recharging or Refueling Point		Public Vid-Phone		Saleable AR Tagged Consumables		Smart Morph-wear	
Manufacturing Robot		Vendomat		Bio-Monitor	Bodycam or Go-Pro	Payment Reader (chip/pin or contactless)		TacNet Comms	CyberPet Processor	

# HACKABLE ASSETS

## DROP DOWN GRID

The **Hackable Assets Drop Down Grid** has been created to enable the unprepared or improvising cyberpunk GM to generate net-linked assets in the PC's vicinity, quickly and easily, simply by dropping some dice and checking where they land.

**How it works:** First, print out that strange looking grid to the left. Then, grab a few D10s, four or five being a good number, and drop them onto that grid. Where each of the dice lands will tell you the type of systems your players have in their proximity. Now, the numbers shown on each dice can be used in different ways; to determine the relative security levels on a scale of 1 (no security) to 10 (killer ICE), as the target

system's 'intelligence' level, how many other linked systems are connected to the first, or how many rounds before a sysadmin notices any spurious activity on their network.

To ascertain if nearby the system has any quirks or notable features, roll D100 on the **Bugs In The System** table below.

## BUGS IN THE SYSTEM

Roll D100

<b>1-2</b>	Overzealous defensive software	<b>51-52</b>	D6 software subroutines triggered
<b>3-4</b>	Harbours malicious virus	<b>53-54</b>	Logs recently tampered with
<b>5-6</b>	Being assessed by sysadmin	<b>55-56</b>	Overheating (heat sink failing)
<b>7-8</b>	Layers of legacy programming	<b>57-58</b>	Heavily encrypted for device type
<b>9-10</b>	Randomly goes into standby mode	<b>59-60</b>	Constant security warnings
<b>11-12</b>	Badly formatted AR plug-in	<b>61-62</b>	Non-intuitive user interface
<b>13-14</b>	Installing software upgrade	<b>63-64</b>	Hogging the local bandwidth
<b>15-16</b>	Hacker currently querying system	<b>65-66</b>	Prone to system crashes
<b>17-18</b>	ROM overloaded by surplus apps	<b>67-68</b>	Uses badly patched legacy code
<b>19-20</b>	Recently reset to factory defaults	<b>69-70</b>	File sharing denied
<b>21-22</b>	Inquisitive low-grade AI assistant	<b>71-72</b>	Configured for periodic back-up
<b>23-24</b>	Requires biometric verification	<b>73-74</b>	Insufficient internal battery life
<b>25-26</b>	Auto-downloads to linked device	<b>75-76</b>	Reveals a scheduled exploit (short)
<b>27-28</b>	Net connection keeps dropping out	<b>77-78</b>	'Access Denied' system file errors
<b>29-30</b>	Incompatible operating system	<b>79-80</b>	Reboots the system at random
<b>31-32</b>	Pop-up pandemic	<b>81-82</b>	Requires admin password
<b>33-34</b>	Software conflicts, glitchy	<b>83-84</b>	Can only handle minimal processes
<b>35-36</b>	Processor overclocked	<b>85-86</b>	User interface in foreign language
<b>37-38</b>	Active 'vigilance suite' warns user	<b>87-88</b>	Discomforting feedback
<b>39-40</b>	Tendency to stall or hang	<b>89-90</b>	3rd party updaters need unchecking
<b>41-42</b>	Malware sifting for linked devices	<b>91-92</b>	Menu options it shouldn't have
<b>43-44</b>	Missing system tools/utilities	<b>93-94</b>	In the process of being stolen
<b>45-46</b>	Errors with user interface display	<b>95-96</b>	Running slow, searching for updates
<b>47-48</b>	Physically damaged, or faulty	<b>97-98</b>	Feeds log and data to manufacturer
<b>49-50</b>	Non-standard reprogramming	<b>99-100</b>	Tagged and monitored by rogue AI

**Roll D100 and read across the columns** (or roll more to achieve more mixed results)

<b>1-2</b>	Phreakworm	Undermines elections in Third World countries, because he can
<b>3-4</b>	Spiderhead	Creates netsites for several street gangs, can muster help fast
<b>5-6</b>	The Venomous Pao	Turing Authority agent, under cover, working on major sting
<b>7-8</b>	Robotnik	Escaped from Latvian data harvesters, has price on his head
<b>9-10</b>	The Shadow Sphere	Collective formed by ex-Transmission Felonies cop
<b>11-12</b>	Agent Orange	Works for the bank he hacks, now targeted for assassination
<b>13-14</b>	Javier Script	Confined to ghetto-built mobility walker run on laptop batteries
<b>15-16</b>	Kid Terminal	Runs collective for corporate uncle, who thinks he's an idiot
<b>17-18</b>	Feedfetcher	Guarded by a pair of tactically enhanced German Shepherds
<b>19-20</b>	Mr ∞	Functionally a human server, sitting on millions
<b>21-22</b>	Lady Probability	High aptitude, actually result of drugs tests in orphanarium
<b>23-24</b>	Chip Boy	Appears to be a script kiddie, successful exploit royalty farmer
<b>25-26</b>	Pixelgeist	Clinically dead 3 times, wears a defib rig, surprisingly chipper
<b>27-28</b>	Datamancer	Spends all his time in sensory deprivation tank
<b>29-30</b>	Modal Fraction	Blinded as a child, navigates entire life via net overlays
<b>31-32</b>	Deathwatch	Maintains clones in exowombs, in hidden cold storage facility
<b>33-34</b>	Neurocide	Adept at cracking people's neural interface networks
<b>35-36</b>	Zauberer	Tanzanian 'sorcerer', skims identities to sell to the syndicates
<b>37-38</b>	Patient Zero	Apparently in a coma, mercenary accomplices cover for him
<b>39-40</b>	Fractal Artifice	Wrote a dementia triggering software routine, afraid to sell it
<b>41-42</b>	Winston Smith	No clue his entire life is monitored by company handlers
<b>43-44</b>	Quantum Clan	Exceptional programmer, builds in exploits, fears discovery
<b>45-46</b>	Mr Peepers	Uplifted chimpanzee, fiercely protected by militant ecoclade
<b>47-48</b>	Seraphim	Child prodigy, invalid daughter of experimental neuroscientist
<b>49-50</b>	Billy Headcrash	Experienced darknet scout, haunted by malicious dataforms
<b>51-52</b>	Dancer	Synthetic, used as meatspace 'avatar' of another hacker (roll)
<b>53-54</b>	The Invisible Hand	Rogue marketing AI, curates online Museum of Dangerous Art
<b>55-56</b>	Oblivia 404	Targeted for extraction by several major transnationals
<b>57-58</b>	Infobahn	Ousted darling VRchitect, sells access to hidden labyrinths
<b>59-60</b>	Hungry Ghost	Former forensic system analyst, partial mindwipe
<b>61-62</b>	Cortical Mafia	Squeals to corporation if hired, well paid, makes excuses
<b>63-64</b>	Jake/Finn/Beemo	Unremarkable 18 year old triplet nerds, secret geniuses
<b>65-66</b>	Synaptica	Rewired neural pathways push her intelligence beyond normal
<b>67-68</b>	Phantom Paradigm	Intelligent hotel system, trades in guests' secrets, very wealthy
<b>69-70</b>	Mother_Bored	Middle-aged housewife, was in debt, continues for the rush
<b>71-72</b>	Bit Rat	Linkjacker specialising in compromising interfaced gear
<b>73-74</b>	Daemonbot	Rogue nanite hive-mind, hiding in a hab stack's vent system
<b>75-76</b>	Samizdat	Self-righteous ethical hacktivist, has to make political statement
<b>77-78</b>	Lexicon Bandit	Information hygiene specialist, excels at covering any tracks
<b>79-80</b>	Happy Panda	Notorious LOLtroll, gleefully puts others in real danger
<b>81-82</b>	Mod.Net	Deals in downloadable skill apps and customised software
<b>83-84</b>	Heatseeker	Suffers Amazon War flashbacks, agoraphobic hoarder
<b>85-86</b>	Solid State	Runs distribution of dark servers, launders data and bitcoin
<b>87-88</b>	Chaos Theory	Planning data heist, network map tattooed on missing person
<b>89-90</b>	The Havoc	Uses amphetamines to gain edge, just fucking him up
<b>91-92</b>	Fuzzy Logic	Compelled to swat soft targets, knows she shouldn't
<b>93-94</b>	Wardroids	S. Korean professional gamers, transition to big time net crime
<b>95-96</b>	White Knight	Drug addicted Net Regulator, knows systems' weak points
<b>97-98</b>	ROMinatrix	Manipulated by AIs, believes aliens have chosen her
<b>99-100</b>	Underscourage	Traffic control AI, masquerades as a human teen with ASD



<b>1-2</b>	Wanted by African Union	Army fatigues, manipulative	Owes favour to...
<b>3-4</b>	Degree educated anarchist	Short red mohawk, bondage pants	Suspicious of...
<b>5-6</b>	Tracking emergent intelligences	Reliable, obsessive, clean cut	Interested in...
<b>7-8</b>	Thick accent, security conscious	Thin, bald, wild eyed, submissive	Hiding from...
<b>9-10</b>	Never, ever seen in meatspace	Translucent, shadowy avatars	Mentor to...
<b>11-12</b>	Exhausted, caffeine addicted	Cheap suit, unkempt, nervous	Make use of...
<b>13-14</b>	Strategic genius, connected	Grubby, dishevelled, paraplegic	Friend of...
<b>15-16</b>	Used by collective for his money	Wears labelled casuals, arrogant	Seeks aid of...
<b>17-18</b>	Brilliant cryptographer	Cosmonaut suit, catheter, bright	Looking for...
<b>19-20</b>	Living black banking node	Slick hair, sharp suit, confident	Associate of...
<b>21-22</b>	Wanted by biotech company	Humourless, kawaii-punk, tomboy	Was partner of...
<b>23-24</b>	Buys back doors, rents them out	Late 20s, sophisticated, ruthless	Schemes with...
<b>25-26</b>	Reroutes courier drones for fixer	Spiritual, hippy, infosocialist	Rivalry with...
<b>27-28</b>	Teleoperates spiderform shells	Malnourished, pastey, dank	Trusts only...
<b>29-30</b>	Travels in secure AI-driven car	African, child soldier, gregarious	Seeks service of...
<b>31-32</b>	Secreting own 'ghost' across net	Wealthy, suave, fatalist, drinker	Seeks aid of...
<b>33-34</b>	Subverts implants for own use	Untrusting, baggy clothes, caps	Avoids...
<b>35-36</b>	Superstitious sakawa devotee	Skeletal, tribal scars, chrome teeth	Will betray...
<b>37-38</b>	Situation awareness for solos	Sterile stasis tank, philosophical	Seeks work of...
<b>39-40</b>	Several fixers aware of his work	T-shirts, jeans, sneakers, torn	Influence over...
<b>41-42</b>	Reconfigures obsolete software	Slight, scruffy, shuffling, weak	Jealous of...
<b>43-44</b>	Considering finally going legit	Hyperactive, 3/4 pants, paranoid	Curious about...
<b>45-46</b>	Sought-after security consultant	Hairy, smelly, tasteful aesthete	Fond of...
<b>47-48</b>	Supports rebel insurgency	Bed-ridden, trapped, unloved	Seeks service of...
<b>49-50</b>	Vindictively alters enemies' IDs	Leather coat, skin cut, bruiser	Unsure about...
<b>51-52</b>	3D printing an army of drones	Serene, tidy, meticulous, plastic	Obvious to...
<b>53-54</b>	Successful online drug dealer	Presents as gaunt Victorian gent	Manipulates...
<b>55-56</b>	Telemetric sniper	Young, serious, severe short bob	In love with...
<b>57-58</b>	Courted by syndicate bosses	Slacks, loafers, tailored shirts	Friend of...
<b>59-60</b>	Conflict averse by State design	Stuttering, intelligent, frustrated	Seeks aid of...
<b>61-62</b>	Covertly records everything	Sly, overweight, pork pie hat	Irritated by...
<b>63-64</b>	Remote vehicle-jackers	Long hair, beanies, Ts, juvenile	Crush on...
<b>65-66</b>	Sideline in pirate hunting	Distant, fidgety, emaciated	Curious about...
<b>67-68</b>	Stolen Mossad virus adaptation	Only hear a smooth, baritone voice	Suspicious of...
<b>69-70</b>	Infamous node saboteur	Pear-shaped, leather jacket, boots	Aunt of...
<b>71-72</b>	Virtual cosplayer club president	Androgynous girl, talks too fast	In the way of...
<b>73-74</b>	Financing transhuman revolt	Scattering of slightly silvered dust	Make use of...
<b>75-76</b>	Sub-par AR 'street artist'	Pale, bleached dreads, patronising	Was student of...
<b>77-78</b>	Mines archeosystems for data	Cuban exile, tech coveralls, cigar	Despises...
<b>79-80</b>	Engineers violent flash mobs	Obese, curly hair, spots, obnoxious	Messes with...
<b>81-82</b>	Lives in decommissioned sub	Toned, vest, lounge pants, stares	Friend of...
<b>83-84</b>	Expert MOUT co-ordinator	Sweats, unwashed, gruff, afraid	Used by...
<b>85-86</b>	Hostile and deadly black ICE	Tall, imposing, Slavic, smart coat	Suspicious of...
<b>87-88</b>	Tagging and tracking homeless	Driven, chain smokes, agitated	Seeks service of...
<b>89-90</b>	Recon via subverted appliances	Tremors, vacant eyes, bad teeth	Influence over...
<b>91-92</b>	Ghost-hacked by desperate cop	Frumpy, short hair, kaftan, twitch	Trying to help...
<b>93-94</b>	Being used by corrupt manager	Korean teens in sportswear	Seek aid of...
<b>95-96</b>	Under Turing investigation	Stained shirt, tie, shakes, furtive	Use service of...
<b>97-98</b>	Hosts popular VR sex dungeon	Mannish, scarlet curls, vest tops	Intrigued by...
<b>99-100</b>	Intimately knows the city streets	Floppy hair, sullen (vidchat only)	Blackmails... (1-2)

AUGMENTED REALITY

THE DOWNTOWN 2D10 GRID

1	Pharmacy1-2	Consumer Electronics3-4	Art Dealer or Gallery5	Auto or Robotics Repair6	Storage Units or Warehousing7-9	Legal Firm10
2	Religious Building1-2	Capsule Hotel3-4	Data Storage5	Low Rent Housing Project6-8	Grocery Store or Hypermarket9-10	
3	Elevated Rail or Road Overpass1	Fast Food Franchise2-4	Police Precinct5-6	School or College7	Government Building8-9	Garage or Parking Block10
4	Office Block1-4	Public Transport Hub5-6	Hospital or Clinic7-8	Department Store9-10		
5	Body Augmentation Clinic1-3	Luxury Apartments4-5	New Media Company6-7	Industrial8-9	Security Tech10	
6	Vehicle Showroom1-2	Fashion Boutique3-4	Commercial Cybernetics5-7	Mall8	VRcade9	Gym10
7	Leisureplex1-2	Apartment Block or Hab Stack3-7	Nightclub8-10			
8	Underpass1	Hotel2-4	Ripperdoc5-6	3D Print Fabrication7-8	Courier or Bulk Transport Company9-10	
9	Bar1-3	Restaurant4-5	Pop-Up Market6-7	Coffee Shop8-9	Taxi Firm10	
10	Pocket Park1-2	Suburban Housing3-4	Movie Theatre5	Weapons Tech or Sales6	Multi-Level Car Park7-8	Bank9Antiques10

# AUGMENTED REALITY

# THE INSTACITIZEN 2D10 GRID


1	Lounge or Bar Manager <div>1-2</div>	Bouncer or Private Security <div>3-4</div>	Aero Pilot <div>5</div>	Researcher or Data Analyst <div>6</div>	Street Gang Thug (see P26) <div>7-9</div>		Lab Worker <div>10</div>
2	Street Kid(s) <div>1-2</div>	Gambler or Con Artist <div>3-4</div>	Uber or Limo Driver <div>5</div>	Fixer (see P30) <div>6-8</div>		Designer <div>9-10</div>	
3	Pimp <div>1</div>	Corporate Worker <div>2-4</div>	Sex Worker or Puppet (see P21) <div>5-6</div>	Celeb <div>7</div>	City Beat Cop <div>8-9</div>	Company Exec <div>10</div>	
4	Drone Wrangler or Remote Operator <div>1-4</div>		Service Staff or Store Worker <div>5-6</div>	Freelance Media <div>7-8</div>	Thief or Fence <div>9-10</div>		
5	Hacker (see P44) <div>1-3</div>		Military Veteran <div>4-5</div>	Syndicate Footsoldier <div>6-7</div>	Smuggler <div>8-9</div>	Bounty Hunter <div>10</div>	
6	Cabbie (see P20) <div>1-2</div>	Homeless Person <div>3-4</div>	Drug Dealer <div>5-7</div>		Street Gang Boss (see P26) <div>8</div>	City Inspector or Auditor <div>9</div>	Syndicate Boss <div>10</div>
7	Techie <div>1-2</div>	Unemployed (Increased Leisure Citizen) <div>3-7</div>			Corporate Soldier <div>8-10</div>		
8	Bioware Tech <div>1</div>	Factory Worker <div>2-4</div>	Scavenger <div>5-6</div>	Corporate Agent <div>7-8</div>	Doctor or Street Medic <div>9-10</div>		
9	Detective <div>1-3</div>		Online Business Person <div>4-5</div>	Store Manager <div>6-7</div>	Solo or Mercenary (see P36) <div>8-9</div>	Killer or Psycho <div>10</div>	
10	Transport Worker <div>1-2</div>	Aristocrat or Independently Wealthy <div>3-4</div>	Refuse or Recyc Worker <div>5</div>	Psych Evaluator <div>6</div>	Emergency Worker (EMT, nurse, paramedic, fire fighter) <div>7-8</div>	Government Agent <div>9</div>	Scientist <div>10</div>

# AUGMENTED REALITY

# HACKABLE ASSETS 2D10 GRID

1	Smart Appliance (with camera or microphone) <div>1-2</div>	Environmental Sensor System <div>3-4</div>	Intelligent Washroom <div>5</div>	Ad Blimp <div>6</div>	Advertising Broadcast System <div>7-9</div>		Active GPS Device <div>10</div>
2	Tablet <div>1-2</div>	Local Server or Computer <div>3-4</div>	Motion Sensor <div>5</div>	Laptop <div>6-8</div>		Maintenance Robot <div>9-10</div>	
3	Remote Loader <div>1</div>	Fire Safety or Evacuation System <div>2-4</div>	Drone <div>5-6</div>	Site's Defense Network <div>7</div>	Traffic Light System or Adaptable Smart Lanes <div>8-9</div>	WiFi Toy <div>10</div>	
4	Driverless Car/Aero <div>1-4</div>		Hub, Router or Exchange <div>5-6</div>	Security Camera or CCTV <div>7-8</div>	Driver Assist Link <div>9-10</div>		
5	Elevators <div>1-3</div>	Cybermodem <div>4-5</div>	Cellular Comms Mast or Satellite Receiver <div>6-7</div>	Automated Heavy Transport Vehicle <div>8-9</div>	Mobile Trash Can <div>10</div>		
6	Construction Remote or Concrete Printer <div>1-2</div>	TV Console <div>3-4</div>	3D Printer(s) <div>5-7</div>		Synthetic's Neural Net <div>8</div>	Wireless Smart Gun <div>9</div>	Anti- Nanite Immune System <div>10</div>
7	Mobility Assistance Linear Frame <div>1-2</div>	RFID Tag <div>3</div>	Smartphone or Agent <div>4-7</div>		Augmented Reality Projector Hub <div>8-10</div>		
8	Accoustic Weapon Sensor <div>1</div>	Neural Processor <div>2-4</div>	Wearable Meds Dispenser <div>5-6</div>	HUD Visor or Goggles <div>7-8</div>	Infant Monitoring System <div>9-10</div>		
9	Utilities Monitoring System <div>1-3</div>		Self-Serve Recharging or Refuelling Point <div>4-5</div>	Public Vid-Phone <div>6-7</div>	Saleable AR Tagged Consumables <div>8-9</div>	Smart Morph- Wear <div>10</div>	
10	Manufacturing Robot <div>1-2</div>	Vendomat <div>3-4</div>	Bio- Monitor <div>5</div>	Bodycam or Go-Pro <div>6</div>	Payment Reader (chip/pin or contactless) <div>7-8</div>	TacNet Comms <div>9</div>	CyberPet Processor <div>10</div>





While this book has been written with R.Talsorian's **Cyberpunk 2020** roleplaying game in mind, the information provided in this city kit is presented stat-free and system agnostic, suitable for any dark future RPG such as **Shadowrun**, **CyberGeneration**, **Cyberpunk V3**, **Cyberspace**, **CyberHero**, **GURPS Cyberpunk**, **Bubblegum Crisis**, **Transhuman Space**, **Interface Zero**, **The Sprawl**, **2300AD**, **Judge Dredd**, **The Black Hack: Cyber-Hacked**, **D20 Future**, **Ghost In The Shell**, **Zaibatsu**, **Ex Machina**, **NeuroSpasta**, **SLA Industries**, **Mirrorshades**, **Stars Without Number**, **Polychrome** and **Cyber.net.ica** (all trademarks acknowledged).

## STYLE AND SUBSTANCE

Enhance your games of the dark future, with the easy to use **AUGMENTED REALITY** cyberpunk city kit. Inside, you'll find **over 50 tables** designed to assist gamesmasters who need to improvise futuristic city details, or who have found that they are unprepared for where their players are heading.

With this book, you can add layers of detail to any cyberpunk cityscape, and make use of **over 250 NPCs**, including fixers, street samurai, corporate players and insane hackers, along with easy to roll cabbies, cops, gang members and street fighters. Missions, motivations and methods can be generated, along with the immediate urban environment, all painted with a broad brush, to enable gamesmasters to let their twisted imaginations shine through, without slowing down the action.

Your players may use the real world as a reference, but **YOU** can use these tables to bring them the bleeding-edge future. So, jack in now and augment your reality...