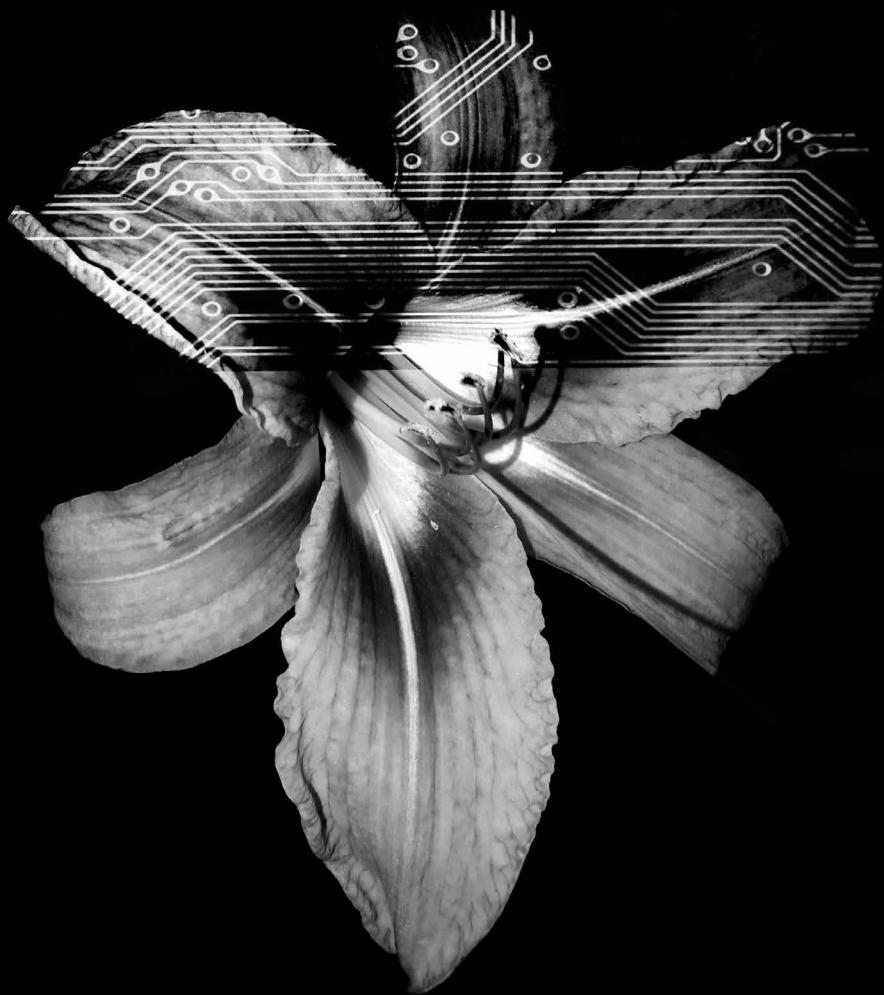


NETWORK 23



a K-PUNK RPG by Alex Bocchetto

mangusta express

Geert Goiris



How to draw and read the cards

Network 23 use a 54 cards standard poker deck, Jokers included. Before each session, shuffle the deck.

Each time you draw a card, put it face-up in the discard pile. Re-shuffle the discard pile into the deck after you draw a Joker or after a Long Rest.

A deck is divided into:

- **Two colours:** Black and Red, 1 and 2
- **Four suits:** Hearts, Diamonds, Clubs, Spades
- **Numbers:** pips from 2 to 10
- **Faces:** Jack, Queen, King
- **Aces: can count as 1 as well as 10**
- **Two Jokers:** Red and Black (good and bad)

Network 23 have different ways to consult the deck.

C stands for CARD.

The number before the C is how many cards you need to draw.

The number after C specify how you should calculate the value of the card.

2c10 mean you need to draw two cards and look at peeps.

- **C2:** Used for **50% probabilities**.
Look at the Colour:
Red:1 Black:2.
- **C4:** Look at the **SUIT**, each correspond to a value. Numbers don't matter. 25% chance.

HEARTS DIAMOND CLUBS SPADES



Confront the result with the summary in the upper left corner of the character sheet.

N23 uses the Italian standard order for card suits. You can use whatever standard you're used to.

- **C10:** draw until you get a **NUMBER card**, keep Faces on a side. Suits don't matter.
Every Face correspond to a bonus of +1 to add (or subtract, whatever is better) to the Number card you will eventually draw.

Situational Advantages and Disadvantages modify the value of the bonus to assign to Figures.
When you draw 3 or more Faces in a row, the success or failure of an action become **CRITICAL**.

PLAYING WITH DICE:

With a certain approximation you can use dice as oracle instead of cards.

- **C4:** roll a four sided die (D4)
- **C10:** roll a ten sided die (D10)
- **C%:** D100. Roll two 10-sided dice, one for tens and the other for units.

C13 and C52 are used exclusively for tables, it is recommended to use cards but if you really want:

- **C13:** Roll 1D12. The last option become lost in translation
- **C52:** Roll 1d4 and 1d12. Cross-reference the results: the D12 indicate the row, the D4 indicate the column.

Advantages and Disadvantages:

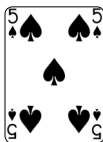
Roll twice and pick the best (or worse) result. peggiore).

C13 and C52 are mostly used for Tables.

- **C13:** Compare the card with the corresponding table. Suit doesn't matter.
- **C52:** Some tables ask you to draw a card and find the correspondence of Suite and Number.
- **C100 (C%):** Draw until you get two Number cards. The first one is the set of the ten while the second is the units. For each Figure drawn, add one to the following Number card.

RED JOKER: Critical success! Describe the outcome of your action or choose the most favourable entry on a table. Draw twice for damage!

BLACK JOKER: Utter defeat! The Commissioner describe the consequences of your critical failure. The worse possible outcome.



For a C10, the 5 of spades counts as 5 (look at the Number)

For a C4, the 5 of spades counts as 4 (look at the Suite)

NOTHING IS REAL EVERYTHING IS PERMITTED

The centralised consumer society has fallen under its own weight following **the Black Monday** stock market crash of **1987** and **the Black Friday** revolution of **1989**. The riots were the last global act before the fragmentation. The millennium has been cancelled. What year is this? Nobody seems to be able to agree.

Nations shattered into a myriad of self-governing townships, city-states and endemic subcultures. The major urban centres are fortified neon mazes, surrounded by brutalist suburbs, lawless and overgrown. **Pirate utopias** face off against the autocratic power of titanic hyper-technologic Citadels, endlessly built by self-replicant and self-repairing automatons, the Buildmann.

Solar towers and biomass generators sporadically flare-up in the boundless Off-grid: a melting pot of **drifters and revolutionaries**, cargo cults and acid communes, plowed by slavers' convoys and tekno tribes.

Obsolete and futuristic technologies coexist next to each other: neural headsets for accessing K-space and organic 3d printers. Punch cards and second-hand cyber limbs. Wars are fought with laser weapons and plasma cutters, on radio frequencies as well as on Arpanet nodes. Tears in reality overlook the ever-changing **xenoscapes of the Interzone**, lost in its folds are hidden forgotten civilisations, alien technology and inorganic demons.

Thoughts matter: Technonikilist or Algomaster? Insurrectionist or electric sheep? Mercenary or merchant? Founder or destroyer?

A place both **wonderful and weird**, the vastness of the Rave New World contains multitudes, conflicts and wonders. It's fertile soil waiting to be sown with fringe ideas and weird subcultures. Once you get the mood, use the guidelines contained herein as a spark to fill the void. There's no unified lore, no global chronology people agree upon. **There's no map yet for these territories:** make them yours. The Off-grid is a place of radioactive wasteland roamed by slave tribes as well as a place of utopia and weird wonder. Anything conceivable is possible here.

Utopia and dystopia face each other in a clash of civilisations, while entropy flows undisturbed.

The truce is over, the hunt is on!
Hope you have a nice trip.

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K-PUNK (from the greek Kyber, "governance") goes back to the rebel roots of cyberpunk and beyond its nihilism, branching towards lost futures and utopias. It's substance over form. It's magic realism. Weird, wonderful & eerie. Mostly caustic.

A map of the world which does not include utopia is not even worth glancing at, for it leaves out the one country at which humanity is always landing.

Oscar Wilde

The 52 Thoughts found in this book are not necessarily endorsed by the author.
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ROLE PLAYING GAMES

Welcome to Network 23, a game of rockers and losers drifting through the Rave New World, a melting pot on the razor's edge between utopia and dystopia. A company of players gather around a table. One of them is the referee and film director of a fantasy world, in Network 23 they are called the Commissioner (from now on CM). They know what's going on in the backstage, give voice to the main non-player characters (NPC) and antagonists, they make the game universe come alive.

The CM has prepared the outline of **a place full of adventure hooks: the sandbox**, its' main elements are a **geography**, non-player characters (**NPCs**) and the complex web of **relationship entangling them**. The Players' avatars are the Characters (PCs) with personalities, skills, thoughts and objectives. The role-playing game is a conversation.

The Commissioner introduces the Player Characters (PCs) to an environment and a situation, until the characters face a choice, at which point the CM asks "and now, what do you do?". The ball is now in the Players' court.

The Players explain in words how their characters behave or react to the environment.

The Players react to the cues, challenges and obstacles they encounter along their way. They make decisions which will have consequences on the game

world, and interact with the sandbox inhabitants and the environment.

When the success of an action is not obvious, cards are drawn to establish the outcome of an action.

HOW TO USE THIS BOOK

This handbook contains the basic information you need to start adventuring in the Rave New World.

Character creation is explained, along with a Thought-based progression system to unlock new ideas and moves as they accumulate experience.

The THOUGHTS Rose (p.17) shows at a glance the most common subcultures, as well as moral and philosophical tendencies of the Rave New World. You can use the table as a springboard to create NPCs and their agendas on the fly according to geographical areas.

The PLAYERS' RULES (p.34) give tools and guidelines for **running and playing the game**. Tests, Contests, Duels and chases are presented as a framework for the CM to enable consistent rulings whenever a situation is not covered by a rule.

The arms and equipment contained in the CONSUMER'S GUIDE (p.43) give tools to the PCs to overcome obstacles, as well as an idea of the technological and energetic divide between different areas.

Lastly, you will find the appendices for Commissioner's eyes, to spark imagination and guide you through the creation of Rave New World sectors.

TOOLBOX AND SANDBOX

Use this manual as a toolbox of basic elements to choose from for building your starting sandbox. You can start with the sci-fi flavour you are familiar with: post-apocalyptic, cyberpunk, weird, diesel or solar-punk. Establish the foundation of your sector according to a genre, then gradually add elements while the full picture of the setting takes shape. Start from the street level and local dimension. The Rave New World can be a grim place at times, but it's also overflowing with beauty and wonder. The game take place during a pivotal point of conflict and opportunities. Use the off-grid as a space of not-quite realised utopias in danger. There's always a light at the end of the tunnel, be it an exit, or a train.

TRAPS, PERCEPTION, CLUES

Characters are as intelligent and wise as the players portraying them.

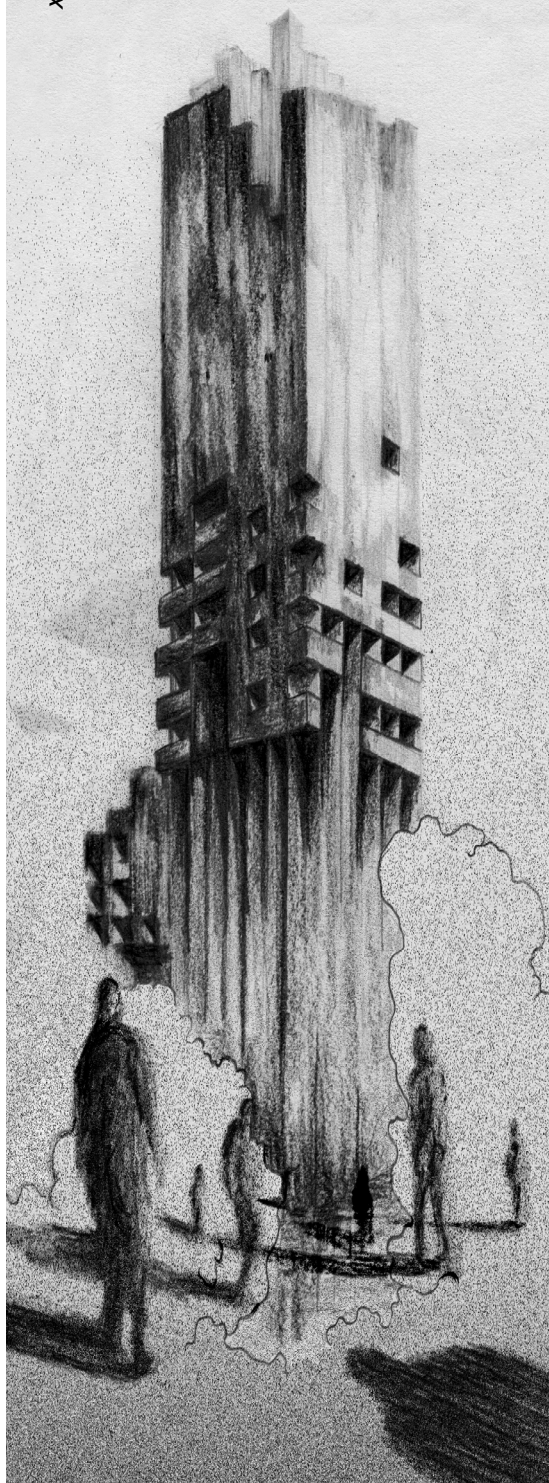
Telegraph traps and hazards: disseminate hints while describing the environment. Hide them behind details or show part of the mechanism. Then it's up to the players to proceed with caution and act swiftly. **The deadlier a hazard, the more obvious it should be:** set the stakes on the table.

Treat **traps as puzzles:** make the players think off of their character's sheet to disarm or avoid them. Ask them **HOW** they interact with the environment and the mechanism. Then, ask for a test if needed. Use **Hand/Eye Coordination for precision tasks.** Call for **Mobility for sudden reactions.** **Resistance for muscle-based actions.** Synchronicity if they need to get lucky. You know the drill.

Hide secret doors inside the description of the environment, behind details of particular note. Mention damaged tiles on the ceiling if you are hiding an air vent behind them. There are no tests for finding secret doors except listening to the Commissioner closely. Show them a gear and let them figure out how to interact with the mechanism.

Bestow clues and information with generosity and give meaningful choices so that players can make informed decisions. **The real challenge is putting the pieces of the puzzle together to decide what to do next.** Deciding between left or right at a crossroad is not a meaningful choice, but if one path looks well-trod and the other looks overgrown, it is. **Ambushes are obstacles** for the players to overcome, not sudden lethal encounters. Treat them like traps: hide a clue in the environment, give them a chance to plan.

There are no perception tests for Characters but plenty of attention checks for Players.





WELCOME TO THE RAVE NEW WORLD

MOODS and Things to do

1. ecoPunk

Exploration
Point crawl
Flawed utopias
Bandits
Chases
Commerce
The Frontier

2. cyberPunk Tech-noir

Sordid
Neon noir
Artificial Heavens
Political intrigue
Arcology crawl
Turf wars
Riots
Conspiracy
Corp bastards
Counter-media
Dirty jobs

3. industrialPunk

Vertical dungeon
Brutalism
Urban Guerrilla
Strange cults
Weird and wild Nature
The hunt
Survival

During the crisis and revolution of 1989, the mass consumption civilization deflagrated. The future is not just unevenly distributed—it's also ultimately discordant.

The Rave New World is divided in areas with wildly different lifestyles, resources and traditions. The **OFF-GRID**¹ lacks a centralised water and energy grid and is roamed by nomads and convoys. Cradle of a myriad independent communities, notably the network of **anarchist-tribal communes** called "the Informal Federation" or "**InFed**". Outlaws and slavers also call the Off-grid home, alongside wild boys and idealistic engineers, neo-spartans and hippie death cults.

The propaganda depicts the Off-grid as a dangerous and forlorn wasteland, the truth is that solidarity has the upper hand against barbarism. a renaissance of science, technology and trade is flourishing, shaped by the new needs of a horizontal non-hierarchical diffused society.

Allegedly for every wild theory and niche interest, there's a group of people willing to shape an entire society around it.

In the Revolution's aftermath, many abandoned urban areas in favour of fertile valleys and remote mountain ranges. Since the water and power grid were partially recommissioned, once again cities beckon to the masses—who answered to the siren's call like moths to a halogen lamp.

Districts², they call them, **vertical urban sprawls** once known as cities where the grid has been recommissioned. The more light they flaunt, the richer they are. And the higher the **defensive walls**. Getting inside costs you, and the entry chip must be paid in credits: no scraps, no barter. Menaced by the InFed and Jungle rebels, Districts had limited space to grow, so they went vertical, nowadays most of them are built on many levels. Sunlight is a luxury for those who can afford it: your credit chip is colour coded to tell what levels you're allowed to step into and locate you within the food chain. It's **techno dystopia** as 1989 could have been imagined it: a dirty and sleepless melting pot of holo-adverts and virtual cabaret, claustrophobic mazes of dodgy speak-easies and cyber clinics, leet hackers and corporate bastards.

Individualism at its worst, the name of the game is to **climb up the city**, get UltraViolet credit clearance or die trying. As credits dwindle, the lifts to the upper levels shut you out. Going InfraRed costs freedom, status and can lead to expulsion or being sold as slave to the Hives. It's not uncommon for Infras to hide in the **dilapidated underground levels** until they accumulate sufficient credits to start the climb again.

Infotainment is circulated through cable TVs and homeostatic newspapers. A closed-off Intranet can be accessed through wearable tech and data corners. K-space neural headsets for deep connection are illegal but, with the right contacts, nothing is beyond reach. If you look for a life which smells like the old world and don't mind getting your hands dirty, go for the Districts.

The wide dark area embracing the Districts' walls is known as the **CONCRETE JUNGLE**³: **lawless mazes of brutalist buildings reclaimed** by nature. mostly inhabited by **anarcho-individualists**, survivors and **small-times**, organised in uncoordinated fluid communities. In some places, Jungle and District's low levels overlap. **Districts and Jungles** are stuck in **perpetual war**: Districts organise hunting expeditions to terrorise and slay Jungle dwellers, demolishing entire neighbourhoods before "redeveloping" them. Jungle dwellers answer with guerrilla action and the constant threat of infrastructure sabotage.

4. transHuman totalitarianism

Infiltration
Political intrigue
Assassination
Cutting edge
research
Human
experiments
Stealing tech

5. ghetto

Wasteland
Leadball League
Slaves uprising
Superstition
Voodoo

6. electro junkyard

Research
Recycling
Hunting
Chases
Exploration
Forgotten tech

7. solarpunk

Exploration
Defence
Technology
Wonder

8. new weird

Planecrawl
Stalker
Xenoliths
Viral Demons
Alien artifacts
Lost civilizations
Horror
Q-cry-tech

The **Citadels**⁴, the Molochs... **titanic enclosed megastructures of steel and glass**, raised from the ashes of ruined economical centres. Once buildings and skyscrapers, presently an abhorrent cloud piercing conglomerate of concrete and metal. Each Moloch is controlled by a **Board of oligarchs** and run as a **mega-corp** on the cutting edge of bioengineering, cloning, bio-weapons, nanotech, genetics, robotics or AI. Tens or maybe hundreds of thousands people live within, outsiders are barred from entry—exempting the **Hive's** inhuman factories incorporated into the Citadel.

The bulk of Hive factory's workforces are enslaved. But, for some, working in the Hive is an almost religious choice: they come from the **SLUMS**⁵: reservoir of superstition, **concentric circles of scrap and misery** surrounding the Citadels like begging mouths with bad teeth. Slumsters would defend their chains with their own life... not that it holds much value. Many are simply grateful to live a miserable life under the citadel's shadow and many more dream of becoming a citizen—or even a shareholder—one day. Not that it will ever happen but, somehow, they **worship the Citadel**, for them it's an honour to break their backs and corrode their lungs down in the Hive.

Most can't think of anything but surviving, walking around with their hyenas and crashing some heads in the lead ball arena. They curse and bless the iron monsters under which they live like skin parasites, feasting on unwanted secretion and never able to delve deeper.

Between the Slum and the Citadel stands **No Man's Land**⁶, an immense **open-air junkyard** where the trash thrown from Citadels' top floors piles up in heaps.

You can find good stuff: obsolete cyber scraps, circuit boards, juicy batteries. For the most part it's organic waste, metal scrap and old, tasteless office furniture which tends to fall head first from the 250th floor. Some lucky scavengers even found parts of the Buildmann robots which build the citadels according to the algorithms being fed into the circuits. It was a big deal, something worthy of actual veneration. It's forbidden to get into the dumping ground without a scavenge or hunting permit: the Dog Catchers have a license to forcibly take away unauthorised trespassers and junk thieves to sell as slaves. Dog Catchers are the worst of the scum—don't get anywhere near them.

Lastly, **PROTOPIA**⁷ are rumoured to exist: secret beaches, underground cities, high-tech settlements in remote valleys—**fully realised utopias**, sanctuaries of scientific and spiritual research. Some say they don't exist. Others say the Geneva CERN has been torn to pieces. The simple fact Protopias exist is a blow to profit logic's inevitability, advocated by Citadels and Districts as the only valid alternative to barbarity. Another civilised way of living exists and they don't want that.

Lately, there are rumours of thresholds and portals to the **INTERZONE**⁸, appearing around the off-grid. It can be used to get to any place if you know your way around, but the way changes each time. It's not human scale and full of deadly hazards. a labyrinthine net of parallel dimensions and evanescent demiplanes. **a necropolis of lost civilisations and evolutionary dead-ends**, unknown species and viral demons. Between fractal folds, the Interzone's deep sectors enshrine **Lemurian tech** vestiges and the precious **Quasicrystals**, raw material for the cutting edge Q-cry-tech which promises to shatter the current equilibrium. It's the new gold rush. Those who return with quasicrystals or a relic, can retire and live well until the end of the days. Not many make it back though.

Since the first thresholds, pits and portals appeared, our land has changed... **entropy** they call it, the river of ink leaking from the Pandora Vase of the Interzone, leaving silver sores on the lands and people who come in contact with it.

Extract from the bulletin "Culture Epidemiology" from the BBS of Disordnance Survey.

HIGH TECH

Citadels are akin to **mega-corps**, focusing all efforts in one field of **advanced technological research**. Everything in the Citadel revolves around a particular tech field, and influences the neighbouring territory.

Cybernetics, DNA genomic manipulation, artificial consciousness, quantum informatics, rocket science, mind control, nano-tech.

Districts' excellences are weapon industries and consumer electronics. Acid communes have the best energy and engineering tech.

LO-FI

80s Hardware and memory storage devices.

Floppy disks, VHS, DVDs, punch cards, magnetic tapes.

Retro-futuristic aesthetic: ENIAC, cathodic EGA screens, textual interfaces, mechanical keyboards, **ASCII** art, BBS. Dust and cables, rugged heavy duty aesthetic, customer unfriendly. Tech is made to be repaired.

WEIRD SCIENCE

Infra-sounds, **nano** and **wet-tech**, mind control, neural headsets for accessing **Kyber-space**, **Tesla tech**: free wireless electricity, the death ray.

The Synchronic fabric regulates spooky actions at distances, seemingly unconnected. Thaumaturgical arts based upon wave modulation are being researched in the Off-grid.

The Interzone enshrines alien knowledge and tech. The unknown properties of the quasicrystals are bound to redefine the status quo.

PULP FICTION

Network 23 covers different genres: **diesel, cyber, solarpunk, new weird, western and post-apocalyptic**. Mix the genres carefully, don't overdo with out of the blue weirdness.

Corporate conspiracies in neon-lit brutalist suburbs, adrenaline **high-speed chases** on mechanical monsters, isolated communities as keepers of **ancient secrets, forgotten civilisations, crazed AI** and cyber-augmented witch hunters.

INSURRECTION

The **expansionism** of **districts** and **citadels** is menacing Jungles and the Off-grid, which are retaliating with **guerrilla actions** against infrastructure and enemy convoys.

Slavers, outlaws and scum are targeting nomads and the less militarised independent communities. Within the local conflicts, the cunning or the greed of the characters can tip the scale.

LOW LIFE

The characters are not superheroes but **underdogs**, they will need to use their heads to stay afloat in a world bigger than them.

Losers and vagrants, luddites and electricians. The point of view is the street level where global conspiracies have local effects.

Within the Citadel-controlled zones, life isn't worth much and death isn't always dramatically satisfying.

WAR OF IDEAS

The main **conflict** is between off-grid **utopias** and Citadels and Districts **dystopias**.

A **televised fake democracy**, totalitarian, vertical, exploitative and greedy. Bearer of a culture of commodities and wealth exported with weapons.

A **horizontal society of mutual help** without masters nor slaves, based on the real needs of its citizens, living under laws they agreed upon. Nomad agitprop groups, propaganda through art and technology.

FRONTIER-LAND

A fragmented world of **city-states, pirate utopias** and **gangs of fanatics**. Each with different customs and unspoken laws.

Nomads' convoys, bounty hunters, lone wolves. Not everybody is what they say they are.

Boomtowns grow like mushrooms around known portals and thresholds to the Interzone. They tend to disappear as quickly as they appear.

ENTROPY

DNA system errors and **tears in the synchronicity fabric**. Caused by **perversion of the natural order**, radioactivity, dimensional thresholds, alien artefacts, incautious use of thaumaturgical arts.

It **melts reality** and **corrodes people and places**. Corrupted towns slowly collapsing into the Interzone, their inhabitants losing their humanity to become roaming Anathemas.

CHARACTER CREATION

ABILITY SCORES

- **BODY:** Physical prowess, manual ability
- **REFLEX:** Nervous system's reaction speed
- **EMPATHY:** Charisma and interpersonal skills, influencing others
- **WILL:** Self-control and defence from external influences

How the
C4 works:



1. Grab a character sheet (p.60).

2. Draw 1c4+2 for each Ability.

Assign them in order or freely distribute between the four Abilities.

3. Calculate DERIVATED ATTRIBUTES:

BODY + REFLEX x2 = Hit Points (HP)
how much physical damage you can sustain

EMPATHY + WILL x2 = Mental Balance (EM)
your resistance to trauma.

THOUGHTS

4. Draw your main THOUGHT (1 c52): it indicates your **origins and regulates your world view**. It also determines what Moves, and advancements and **starting equipment** are at your disposal (see the Rose of Thoughts on p.17).

5. Write down in lapis the two Moves at your disposal. Choose one and retrace it in pen: your starting Move. In the following sessions, hopefully, you acquire sufficient experience to enhance your Skills, learn Moves and adopt new Thoughts.

6. Freely Blacken 3 Skill Points.

SKILLS

How good you are at carrying out a particular task.
SKILLS are a positive bonus (+1 point) added to relevant tests.

You don't need points allocated in a Skill to attempt an action.

Abilities are marked on the character sheet by **blackening** the corresponding dots. Abilities max out at 6.



ABILITY

○ ○ ○ skill

○ ○ ○ skill

○ ○ ○ skill

Each Skill is subordinated to an Ability.

- **BODY (BOD):** Wrestle, Resistance, Mechanics.
- **REFLEX (REF):** Hand/Eye Coordination, Mobility, Driving.
- **EMPATHY (EMP):** Cold Reading, Medicine, Manipulation.
- **WILL (WIL):** Cool, Interface, Synchrony.

INVENTORY

7. Calculate how many Equipment Slots you can use:

BODY + RES x 2 = Equipment Slots.

Normal objects use up one slot, voluminous objects take two (or more). Money, ammo and small objects take none.

When maximum encumberment is reached, the character moves at half speed and suffers Disadvantage on all Body and Reflex tests.



WRESTLE (WRE): used for fighting manoeuvres and **intimidation** attempts. Heavy Melee Weapons deal 1 additional damage for each Wrestle point.

RESISTANCE (RES): fitness and healthiness. Apply to physical intimidation attempts.

MECHANICS (MEC): ability to operate, repair and sabotage vehicles, heavy machinery and mechanical systems.

MOBILITY (MOB): running, speed, stealth. Stealth tests are drawn in secret by the CM. The character always thinks they've succeeded.

HAND/EYE COORDINATION (H/E): used operating ranged weapons and firearms as well as sleight of hand.

DRIVING (DRV): manoeuvring vehicles. Use it for races and chases.

MEDICINE (MED): stabilising other characters at 1 PF, operating basic medical equipment, diagnosing poisoning and illnesses, identifying official and poisonous herbs.

MANIPULATION (MAN): getting something out of people whether through **corruption, bureaucracy, charm, persuasion.**

READ INTENTIONS (EMP): "reading" or sensing if people are hiding something. Successfully reading an NPC helps to understand their weak points to better manipulate them. READ tests are drawn in secret by the CM. A failed attempt may reveal the PC's true intention.

COOLNESS (WIL): maintaining composure under stress. Also used in driving duels defending your vehicle from aggressive manoeuvres.

INTERFACE (INT): guessing the use of new or obsolete technologies, accessing informatics systems, hacking.

SYNCRONY (SYN): dumb luck. Being in the right place at the right moment. It also quantifies affinity to the Synchronic principle which regulates thaumaturgic arts and resistance to psychic attacks.

SOCIAL CONFLICTS: For each Intimidation (BOD+Wrestle) or Manipulation (EMP+Manipulation) attempt, the Player must **specify HOW they're trying to sway** the antagonist.

According to NPC's goals and personality, the manipulation employed can incur in Advantages or Disadvantages. a beefy slaver won't be intimidated easily and won't care about bureaucracy.

Most **social conflicts** can be quickly resolved by **testing under the appropriate Skill and Ability.** When trying to sway important NPCs, use a Duel (p.38) by pitching the relevant PC Skill against the NPC's Morale. The CM can ask the Player to roleplay the manipulation attempt: **convincing interactions provide an Advantage.**

MOVES AND CONTACTS



MOVES

Thoughts enable **Moves**, special talents you can use once per session. Moves always succeed.

The player triggers the Move by telling the CM that they are doing so, and proceeds, adding details about the way they want the Move to play out.

When a Move has high failure chances or is made difficult by environmental factors, draw a card. If a Number card or an Ace is drawn, the action is a complete success. a Figure card is a mixed success with unwanted consequences, established by the CM.

The unwanted consequences of mixed successes must be improvised by the CM on a case by case basis according to the environment, the situation and the stakes. Some moves are left vague by design, leaving it up to the CM to create interesting unforeseen consequences.

As an optional rule, you can let players use Moves more than once per session. From the second time onward the same Move is used, a Figure card is needed for success while a Number card means failure.

A character with the Wastoid wants to use the move "Scrap Golem" to create a mechanical monster. No rules or stats are given. The CM will decide what kind of materials and how much time are needed for the construction. They will do so according to stakes, desired function and how much the idea is an interesting cue for the adventure.

Let's say the "golem" will be a fire-breathing colossus on tank tracks which advances on the battlefield to sow destruction.

The CM can combine the stats of weapons, equipment and vehicles to come up with the final stats of the monster.

If the CM decides an idea is interesting and adds some fun to the campaign, then why not? Roll with it.

If the CM thinks the idea will bring unbalance or it's straight-up impossible, they can add new troubles to be solved before obtaining the desired result: not enough raw materials, an important piece is missing, it can't be remote controlled, more skilled workers are needed.

CONTACTS

Getting in touch with a Contact is similar to triggering a Move: once per adventure the player can try to reach out to the Contact.

The first time the player reaches out to a Contact, they can suggest an outline of their personality along with a plausible way to get in touch with them.

Then the player draws a card: an Ace/Figure card means that the Contact is reached straight away, a Number card means that the contact is momentarily unavailable but got the message and will get back in touch later on.

The CM and the player then proceed to place the new NPC inside the campaign world. The Contact will help the character within their sphere of influence, asking for something in return.

YOU KNOW WHERE TO FIND ME

During an adventure the CM can promote an NPC to become a permanent Contact as a result of worthy interactions with the party.





THE ROSE OF THOUGHTS



1c52	OFF-GRID p.18	JUNGLE p.21	DISTRICTS p. 24	SLUMS p.27
A	DISCORDIA-NISM	AHAB	BOSOZOKU	ADVANCED RECYCLING
2	ENERGESIS	ARPA LEGION	TERMINAL CON-SUMERISM	APOCALYPTIC ABSOLUTION
3	HOWLING METAL	BAD ASS DOC	PERMANENT VACATION	CHARLATANERY
4	RADICAL MYCOLOGY	PUSHER	EXTERMINATOR	SPARTACUS
5	STARGAZING	JOHNSON ROGUE	SOCIAL ENGINEERING	SLUM DANDY
6	INTERCEPTOR	CLOCKWORK INSURRECTION	BAD LIEUTENANT	LEADHEAD HOOLIGAN
7	TEKNO NIHILISM	DEATH WISH	THUG LIFE	DOG EAT DOG
8	WASTOID	GARAGE SYNTH ROCKER	GONZO JOURNALISM	HAUNTING MASH
9	ACID COMMUNISM	GUTTER PUNX	HOMBRE / MUJER INVISIBLE	BLADE RUNNER
10	FREE MARKET	JOHNSON ROGUE	ELECTRIC SHEEP	PUMPING IRON
J	WILD FRONTIER	PSYCHO GEOGRAPHY	MEAN STREETS	SKULL TREPANATION
Q	SURVIVALISM	PUBLIC ENEMY	NOT MY JOB	WELL-GREASED GEARING
K	TRAVELLER	STRAIGHT EDGE	PERMANENT VACATION	FLESH MORTIFICATION

STARTING EQUIPMENT	5c10 Pellet to spend in equip. with O-X availability 1 Rifle, 10 Rounds, Organic Scanner Pellet Gasifier, FM Radio 5 Proteic Bars	5c10 Pellet to spend in equip. with GDX availability 1 Gun, 10 rounds, 1 Crowbar 2 Molotov, Walkie talkie, 5 Proteic Bars	10c10 Credits to spend in equip. with D availability 1 District entry chip Infrared binoculars Walkie talkie,	5c10 Scraps to spend in equip. with S availability Bolas, 1 Plasma cutter 1 Traveling pigeon, 1 Tool box, 2 PneumaStim
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You can use the Rose of Thoughts to create NPCs on the fly, according to where they live.

♥ ♦ 1. DISCORDIANISM

"Nothing is real, everything is permitted"

Extreme relativist and merry prankster of the golden apple of discord. We see the world through mirrors on top of which we draw conceptual grids. What we call order or chaos, is the grid, not reality! Make a creative use of disorder, confuse ideas!

Replace this miserable mess with a beautiful mess!

MINDFUCK OPERATION: the only unforeseeable strategy is a totally random one. With an apparently irrational act, get a surprise round or make somebody lose an action.

KILLING JOKE: play a deadly prank or muddy the waters of the discourse to unleash discord.

♥ ♠ 2. ENERGESIS

"Not all energy is created equal"

The theories of Nikola Testa, Chinese traditional medicine and the Noncyclopedia are sacred texts revealing the way to the Energesis.

The raw materials exploited by societies to harness energy foreshadow possibilities and collapses of entire continents. Your mission is to maintain neutrality in ecosystems, to stall the use of energy from harmful sources, to research alternate ways to better exploit the sacred resource.

NOTHING IS CREATED: master of generators, transformers and weird energy theories, you know how to redirect, concentrate or cut the energy supply. You instinctively grasp uses of devices based upon exotic and high-tech energy sources, like lasers and quasi-crystals.

EMERGENCY LIGHTS: you can double the energy output of Pellets. With enough raw material you can improvise generators, batteries and battery chargers.

♦ ♥ 3. HOWLING METAL

"I cannot accept your premise, Socrates. Progress... is vanity spawned by fear"

Savages, barbarians, wreckers of civilisations, that's what the Moloch people call you, before getting flayed at the sound of a thousand black metal hammers and distorted guitars. Wild hunter and marauder, tribal metal berserker and pagan primitivist. Your tribes claim as home the end of the highways, where tarmac turns to dust. Live wild or die.

HUNTER: flawlessly follow tracks or get the best result while drawing reaction animal reactions.

BANSHEE SCREAM: surprise your opponents (Up to Medium distance) with an otherworldly howl and gain a Surprise round of attack.

SPECIAL: BLACK HEART: whenever you gain Entropy, laugh in the face of death and gain Advantage for the next 30 minutes.

♦ ♠ 4. RADICAL MYCOLOGY

"Follow the mycelium highways"

Man's best friend? No doubt it's mushrooms. They provide light and food, dispose of toxic and radioactive waste. Seasonal migrant, you spread spores in caves and woods, then go back after months to harvest edible mushrooms. You spend hours contemplating the infinite mysteries of mycelium highways forming the Wood Wide Web.

SPORE SPREADER: expert on mushrooms and their effects, you know where to find and gather them. They call your name.

WOOD WIDE WEB: interrogate the underground mycelium web linking all trees in a forest, you can sense anomalies inside the wood area. (troop movements, entropy dead zones, logging) and know their approximate direction and distance.

SPECIAL: you can create or find edible mushrooms in humid natural environments and create natural psychedelics and medicines.



♥♠ 5. STARGAZING

"We are one with, not masters, of Gaia"

Hermit of the oasis, wood bum, neo-pagan freaks of the end time. You live deep in the wild, preserving a lush patch of land you feed and keep in balance. Something unnatural is happening to the land and all you know is that you must fight it. Whenever a problem can't be solved with this world's tools, look at the stars and ask the spirits.

NATURAL MEDICINE: you have extensive knowledge of curative and dangerous herbs.

You know how to source and create natural healing, poisons and antidotes (heal/poison 1c10 HP).

TONAL: choose a totem animal present in your zone, you can call it as if it was a Contact, see through its eyes and ask it to perform simple actions.

SPECIAL: you can assess spot safety when camping in the wilderness.

♦♠ 6. INTERCEPTOR

"Your car is a wreck, what are you doing still alive?"

A V8 engine, a shotgun, the gas pedal and the photo of your loved one are the companions you chose for your never-ending road crusade to keep the scum off the crumbling highways. Sad high-speed paladin of the boundless off-grid. Assaults on slavers' convoys, breakneck speed clashes against the Transport Police, blitz strikes, the wind in your hair, that's what makes life worth living.

WARM LEATHERETTE: reappear unscathed from a deadly accident.

STEERING WHEEL ACE: during a chase pull off a spectacular stunt to overcome an obstacle or escape from the enemy.

SPECIAL: you can shoot while driving, even at breakneck speed.

♠♠ 7. TEKNO-NIHILISM

"Fuck the power"

When science isn't used to free the individual, it means it's subjugating them. Black hat silicon extremist, you embraced technology as a weapon against authority and took to the data highways as your battlefield. You are hungry for knowledge: new hacking programs, secret military research, robotics, cryptography. The revolution wasn't enough: bring it all down to a tabula-rasa, once again.

BLACK HAT: you can sense the weak points of a security system, find points of access to K-space, understand properties and uses of high-tech weapons.

NIHILISM: when attacking with a high-tech weapon, inflict critical damage.

SPECIAL: you don't need drugs to connect to K-space

♦♥ 8. WASTOID

"Mutate to survive"

Post-atomic punk, you embraced mutation as a way of living and turned your body into a body-art workshop. Performance artist of the wastelands, you steal cyber implants and DNA editors from the citadels and put them to creative use. The settlements of your people are littered with dangerous junk sculptures. Unfurl the sails of evolution, enhance biodiversity, reach further!

SCRAP GOLEM: from the right kind of scraps you can create a mechanical monster with simple functions (alarm, fire-breathing, walker).

MECHANICAL HEART: puoi riparare ed elaborare veicoli in base ai materiali a disposizione e rinforzare riparazioni di fortuna ad edifici e strutture.

SPECIAL: if you need to draw a mutation or stigma, draw twice and pick the result you want. Cyber augmentations don't make you lose MB.



◆◆ 9. ACID COMMUNISM

"Toe the party line, there is no line"

Backbone of Infed communes, your work-hardened hands are always ready to take up arms against the Moloch oppressors. Common good comes before personal gain. You believe in organisation, equality and neural freedom through ritual dances and consciousness enhancing drugs. Help humanity to reach a new state of consciousness.

QUINQUENNIAL PLAN: when acting according to a plan, gain Advantage on all tests to overcome forecasted obstacles.

INTERNATIONAL: you know how to be part of a group. Instinctively knowing the unwritten rules of a new community, you gain Advantage on all reaction tests when meeting new factions.

♣♣ 10. FREE MARKET

"I can help you find what you're looking for"

One man's trash is another man's treasure, right? Nobody has ever found anything of value in your travelling junk-shop but you're not discouraged. Business is in your blood, buy cheap, sell high. Find and hoard goods to sell and expand your commercial routes.

THE ART OF THE BARTER: estimate the value of an object and identify prospective buyers.

BUSINESS INSTINCT: during a transaction or a corruption attempt, come to an agreement with the CM to craft an offer which can't be refused.

◆◆ J. WILD FRONTIER

"Life? A quarter mile at the time"

Pioneer of edges and blanks in the map, explorer of the abandoned outer reaches. You wander through the abandoned lands looking for riches, unguarded warehouses and untapped resources. Whatever life you wanted to forget, out here nobody cares: you are now a trapper, a fur seller, a bounty hunter. You will find the next big thing out there, and retire in luxury or die trying.

TRAPPER: build simple traps, weapons and objects from scrap material.

HUNTER: shoot your rifle from Very Far and hit a target of your choice. Critical damage on living beings.

SPECIAL: you can find safe places (if present) to set up camp.

♠♥ Q. SURVIVALISM

"Time to get out of Dodge"

Logistical self-sufficiency will protect you from the shitstorm about to hit humankind. Your practical philosophy has already gotten you out of trouble more than once. Get ready for the worst but live the present fully because you don't know how long it will last. Find and point out inadequacies in all summer children survival plans out there.

IN EXTREMIS: you know how to get out of a deadly situation. The player describes a plausible way to get out of trouble. Draw 1c13: Numbers save you, if you draw a Figure you just gained a bad scar.

UP FOR ANYTHING: find shelter in extreme weather conditions and find food for 1c4 people.

♣◆ K. TRAVELLER

"Expect poison from the standing waters"

You are the blood of the off-grid, by invisible currents you move from one settlement to the next without ever touching ground. You bring news, goods to barter and incredible stories. You are fascinated by human variety but something deep inside you is unable to grow roots. Broaden horizons, face the unknown.

ROLLING STONE: through interaction, modify a random encounter's reaction test at will.

DEJA-VU: you've been here before. Ask a question to the Commissioner. Are your old Contacts still around? What happened since last time? Wasn't there a hide-out somewhere, by any chance?

1. AHAB

"Quick, to the larder!"

Freshwater pirate and aquifers' protector, electric fisher of mutant sheatfish and constrictor eels. Nomads of backwaters, channels and forgotten underground rivers, you get in and out of the lower floors of the districts, smuggling people and goods on your agile narrowboat which seems to be uncatchable.

Your people draw energy and sustenance from the water which the citadels are consciously poisoning. Help to keep the waterways a free zone, free from pollution and enemy agents.

MOBY DICK: when attacking an enemy larger than you with a hydraulic harpoon, shoot both harpoons in a single round.

CHART a COURSE: when next to a river, you can ask the CM questions: knowing the Ahab pictographic language used to mark waterways pollution, fishing areas, underground accesses, friends and foes.

SPECIAL: you can find one Contact from the People of Ahab in each urban centre.

2. ARPA LEGION

"Information is power"

The world would be different if Arpanet would have been developed further. You and a rag-tag crew of computer freaks maintain data-centres and servers with religious respect, keeping the web functional and free of interference from bad actors. Your post-binary brain can find an instinctive connection with machines and their software.

HACKING: you can connect to databases and closed circuits networks. Bypass alarms.

BBS: you are part of an active hacking community, find an active node and communicate with them through Arpanet (data retrieval, help requests etc.).

SPECIAL: you have one hacker Contact which you can reach through Arpanet.

3. BAD ASS DOC

"Life is a voyage to the end of the night"

Bad-ass Fucking Emergency Room Doctor. After a life on the front lines of wards and streets, you call every shade of red by name. Your idealism doesn't mix well with the systemic injustice of the medical system, you bartered scalpel and diagnostic units for scavenged medical equipment and misery. The next night, the poor, dispossessed and low-lives started knocking at your door. Maybe one day you will learn to take care of yourself too.

SEWING MACHINE: improvise a surgery to heal 1c10 HP or cure a poisoning.

CYBER BONE-SAW: with the right tools you can clean used cyber augmentation and plug it into a new nervous system.

4. PUSHER

"You'll get a line when I have my money"

You know sources and prices. If you can't get your hands on something right now, you know somebody who knows someday that can. Through the backwaters of the black market, you can smuggle anything in and out of the districts.

TIPSTER: find a Contact in a new place. 1–4 hobo 5–8 criminal, 9–10 security, Figures: politics.

BLACK MARKET: : you know where to source a hard-to-find or exotic object and what to barter for it.



5. CLOCKWORK INSURRECTION

"Duck, you sucker!"

Revolution is not a dinner party. Loose cannon of permanent riot and violent insurrection, you keep in motion stirring the anger of the oppressed. No compromises with the Moloch and the districts, their sock-puppets!

BOMBER: create explosives and timers out of household items. 1c10 damage, EXP 6. When trying to do it quickly, something might go wrong.

SOAP BOX: you can use Manipulation to gather and indoctrinate crowds willing to listen to you.



6. DEATH WISH

"Quien es?"

Lone wolf of few words and many bullets, your artistic soul writes poems with blood. Roam the concrete jungle following your demons, look for a wicked adversary and shoot first. You are hopelessly attracted to impossible undertakings and suicide missions, nobody can survive becoming a legend.

EPITAPH: face the enemy, recite a memorable monologue and shoot first, gaining a round of surprise.

BULL'S EYE: choose before drawing to hit. If you hit, paralyse / disarm / pierce armour and inflict double damage.

SPECIAL: you can use a firearm even when engaged at melee range.



7. GARAGE SYNTH ROCKER

"I'm the wild one"

Wandering musician on permanent tour, every night losers and boozers of all kinds show up at your gigs. Pull on your wrestling mask and let the atomic rock'n'roll possess you. Hip prophet and stage animal wild at heart, give them heartbreaking ballads, sub-sonic sound attacks and ecstatic dances to the rhythm of a thousand hammers.

BACKBEAT: carry out two standard actions in one round.

POGO: with the right equipment play a song to alter the mood of your audience. You can draw Empathy+Manipulation to Manipulate masses.



8. GUTTERPUNK

"Iggy! Sic balls!"

Nomad of many dogs and a thousand anecdotes, none of them particularly edifying. Bringing no future and no particular goal in your backpack, you traversed the off-grid and many a concrete jungle, from one bivouac to the next. Your respect for authority is as low as your hygiene. Your favourite companions are dogs, you understand each other instinctively. The InFeds are happy to see you coming and even happier when you go away.

ANECDOTES: you've seen it all. Ask a question to the CM and try to forecast what's going to happen.

STENCH-CORE: modify animals' reaction tests by modulating your body's scent.

SPECIAL: you have a dog who most of the time listens to simple orders.

Draw a card: 2-5 small 6-10 medium Ace/Figure: Molossian.



9. JOHNSON ROGUE

"No offence, just taking back what's mine"

Old-school gentleman criminal with a code of honour. Johnsons always keep their word and are trustworthy. Johnsons mind their own business but will lend a hand if somebody is in trouble. It doesn't mean you won't steal anything not nailed to the walls, it means you know who you want to steal from.

BONNOT GANG: knock down/blind/disarm an opponent with a dirty trick.

SLEIGHT OF HAND: steal something from somebody / open a lock / neutralise a simple alarm.

SPECIAL: 1 criminal / hobo Contact who doesn't ask for payment.



10. PSYCHONAUT

"You took too much, dude, you took too much"

The body is not the temple of the soul but an amusement park. When you reached the bottom of the pit and started digging, you managed to find a deeper meaning. You are aware of traps and pitfalls of psychedelic trips and you have learned to recalibrate the chemistry of your brain at will. You are the prophet of a new neural mysticism.

MOBILE LAB: identify drugs, their uses and cuts.
NEURO-SCOUT: look inward and astral travel out of your body for a limited time.



J. PSYCHOGEOGRAPHY

"The territory is not the map"

You travel between unseen thresholds and forgotten pathways, following the rumbling of forgotten rivers swallowed by tar. Cities are an interconnected organism, taking energy from the Ley lines on which they're built. True places are not to be found on any map. You hear the city's sick breath, harness its energy, read its walls, disappear into its maze.

MEGAPOLISOMANCY: by folding your map and triangulating coordinates, you know where to find the guts of the megapolis just beyond street level. Cut the wound open and ask a question.

URBEX: draw a map of your surroundings with the help of the CM, identify escape routes, and alarm systems and their weak points.



Q. PUBLIC ENEMY

"Fight the power"

Parkour, tagger and musician of the brutalist suburbs. Freestyler and Master of ceremonies. You cut your teeth jumping between high-rises to tag bomb the naked concrete of the most controlled megastructures. Respected in concrete jungle's ghettos and districts' lower levels for your skill in carving the soul of your opponent with sharp rhyming and convolute dissing. Looking for acknowledgement or maybe just adrenaline, you are always on the lookout for new enemies to piss off and thick skyscrapers to climb.

SHARP WORDS: Taunt an opponent into getting blood-shot eyed and charging you headfirst in melee combat.

BREAK DANCE: gain Advantage in a Melee/Reflex Duel or achieve spectacular success in a Mobility test.



K. STRAIGHT-EDGE

"Kill what kills you"

You're a punk rocker who finds rebellion through self-control and strength in lucidity. Your guitar is your weapon, your inspired lyrics reflect your stance against greed, drugs and decadence. You've seen what happened to you careless friends: it's a trap. You must fight the entropy encroaching on the cities and tarnishing the personality of your friends. Stay vigilant, do not go gentle in that good night, rage, rage against the dying of the light!

SIXTH SENSE: smell entropy sources and inauspicious influences. Sense hidden intentions of a person you don't fully trust.

SOOTHING WORDS: cure 1c4 corruption or 1c4 Mental Balance on self or others.

SPECIAL: draw with Advantage while attacking Corrupted creatures

TABOO: to consume mind-altering substances

**1. BOSOZOKU***"Twin ceramic rotor drives on each wheel!"*

Rebel biker, between the streets of rage of your district, you found a dilapidated dive bar to call home. Mirror-shades, roaring exhaust pipes, confrontational tattoos: ain't style, it's a way of living. Tough times ask for tough riders and fast motorcycles. The wind in your hair on the Ring roads is the antidote to the poisons of this whore of a city. Your only allegiance is to your companions, every other ideal is just some bullshit to keep you down.

MECHANICAL CENTAUR: you can repair and elaborate motorcycles and sidecars according to the materials at your disposal.

ACE OF HANDLEBARS: during a chase pull off a spectacular stunt to overcome an obstacle or flee from the enemy.

**2. TERMINAL CONSUMERISM***"The superfluous is indispensable"*

The chain gang is back and so it is the manufacture of the awesomely useless: civilisation is finally coming back to its senses! Inanimate mass-produced objects have what you call the shining. Consume different industrially produced products to reflect your unique personality, gizmo up yourself with status symbol body-mods to let everybody know you're the kool! You must have it!

TENDER LOVING CARE: repair a mass-produced object and make it work again.

PSYCHOMETRY: interrogate the shining of a mass-produced object and read its history: where and when it was produced, past possessors, what it has sensed.

**3. PERMANENT VACATION***"Strikes and gutters, ups and downs"*

Laid-back existentialist dude and part-time stoner, always on the move in the lower levels where control can't bother you. People are rooms, each one to be discovered, each one different. You're thirsty for interesting people and places, rave parties and sweet lovers. Work? Hell no, that's a scam, there are better ways to stay afloat. You're an artist, intent in writing the lazy opus which is your life. Have poetry, will travel.

DEVIL-MAY-CARE HAIKU: compose a three line haiku about the bad situation you're in to cure 1c10 EM to anybody who can appreciate it (Advantage if the haiku is nice).

AT HOME I FEEL LIKE A TOURIST: you're the dude, able to de-escalate a situation with your laid-back style. Improve a reaction test or a social conflict.

**4. EXTERMINATOR***"You are the vermins"*

Pest control expert, maintainer of sewers and entomologist by vocation. Bug, they call you, the clean ones from above, this is what you get for shovelling their shit and taking care of their poisons. But they keep calling your people whenever mutant rats put entire neighbourhoods in quarantine or when fat-bergs clog the entire sewer system. Your heart beats deep underground, where it's you making the rules.

YELLOW POWDER: you know how to produce and use yellow powder. Different dosages can exterminate insects. Or open a communication channel with them. They love their poison. You do too.

KING-RAT: read the coded messages left by fellow exterminators throughout the sewer network, mapping entrances, exits, directions and dangerous places.

SPECIAL: A mutated tapeworm or a large insect (40 cm) is your best friend with whom you can exchange simple information through the use of yellow powder. The insect can follow scent tracks.



5. SOCIAL ENGINEERING

"The fox can call the name of the tiger to obtain what she wants"

Treacherous weaver of plots, you know the pathways to follow, the right wheels to grease, the words to open doors. The system for you is an open book. Even when you don't have friends in high places you know how to act as if you do.

MACHIAVELLI: you can sense discontent, conflicts, power struggles and weak points inside a group. Ask the CM: if conflicts are present, make a plan to make them explode at the right time.

SOCIAL ENGINEERING: pass for somebody else who the prospective fool has never encountered before.



6. BAD LIEUTENANT

"It's your last chance"

The road to hell is paved with good intentions, luckily you have none. Ex-law enforcement discharged with dishonour, you became part of the scum you were milking for money and protection. In the lower levels a valid badge doesn't even matter: it's all in the attitude.

FAKE BADGE: spectacularly exert your deviant authority to Manipulate somebody into doing something for you.

MANACLES: gain Advantage in a contest of Body + Resistance to restrain your opponent.



7. THUG LIFE

"Lemme take care of that!"

Bully of the neighbourhood and pro bullshit-ter, you are the alpha predator of the sprawl: drove the fastest cars, shot the biggest guns, slept with the most beautiful lovers, survived suicide missions... all according to you. Don't lose a chance to ill-advisedly show off what you're made of!

COMMAND: spend a movement action to bark orders to your companions. They gain Advantage on all tests following your orders.

SMASH IT: wrestle with Upper Hand [+/-∞].



8. GONZO JOURNALISM

"Tune in, freak out, get beaten"

Technical partisan of the frequency modulation and media guerrilla. The media are data battlefields invaded by citadels' propaganda and misinformation. Set the record straight uncovering hot news and steal frequencies to keep your audience in the loop. Live fast and keep rocking with your wild reports. When the going gets weird, the weirds turn pro. Sounds like Network 23.

JAMMER: create a device to interfere with radio communications or substitute a signal of your choice for another.

AUDIENCE: information is a weapon. Accessing the right channel, you know how to stir public opinion with a filmed report.



9. SABOTAGE

"When in doubt, destroy"

Iconoclasm is the highest form of artistic expression. Your stunts are known across the whole district thanks to the coverage of the counter-media, and have made you a wanted person. Irredeemable vandal, scourge of corporate logos and effigies, saboteur of power symbols and holo-adverts. An incognito life behind enemy lines, always on the run.

LUDDITE: find the weak points in mechanical machinery and damage or destroy it, you can decide to postpone the malfunction at will.

OPPRESSION SYMBOL: attempt a Manipulation test to stir an oppressed mass of people into revolting against the oppressors and smashing symbols of power. In case of failure, they might turn against you.



10. HOMBRE / MUJER INVISIBLE

"Who, me??"

A face in the crowd, inconspicuous clothing to divert attention. An anonymous life, peculiar signs none and no registered past either. Behind the facade of hyper normality you hide a secret. Like a chameleon you adapt quickly to different cultures. If they don't see you they can't hit you. Don't let them see you, don't let them know what you're doing.

MOSTLY HARMLESS: perceived as harmless, you are completely ignored during a combat.

NORM-CORE: you walk unseen. If seen you pass for a vaguely familiar person.



J. ELECTRIC SHEEP

"Another day anoter credit"

The mechanical underclass of the new automated factories. Homeland is a windowless maze of hydraulic presses and resounding metal corridors filled with engine oil and toxic miasma. You call brothers millions of dispossessed exploited in underground factories. You know how to keep an eye on assembly lines, to patch punch cards and to whisper algorithms to machines who get lazy.

ALGOMASTERY: if you can find access to the right interface you can change the programming of a machine or robot by modifying their algorithm.

REPAIR: during a long rest, instead of regaining HP you can improve a weapon by adding a special ability according to the components at your disposal or craft an object starting from scratch. Reach an agreement with the CM about timing and components needed.



Q. MEAN STREETS

"Someday a real rain will come and wash all this scum off the streets"

You have a low-paying job like many others at the bottom of the food chain, in close contact with all kind of scum and wickedness. Ardent moralist, your disapproval of the wicked and debauched turned you into a part-time vigilante. Perversion, abomination, augmented, be fearful of your formidable fieriness! Go and clean the mean streets.

COARSE MORALISM: draw with Advantage against the corrupted and debauched who you believe to be the cancer of society.

MONOLOGUE: improvise a monologue in front of a mirror to take courage. Repeat until you enact an acceptable performance then draw with Advantage for the next half an hour (real-time).



K. NOT MY JOB

"You should do it, you're quicker"

Idle white-collar philosophy of paper-pushing monkeys in ill-furnished cubicles. Involuntary sands in the gears of bureaucracy. Don't do today what others can do for you tomorrow. Passing the buck or diabolic proxy master? It's hard to say. The universe practices the law of least effort but you have the intention of winning by doing nothing with no effort.

PASSING THE BUCK: : find an imaginative way to blame it on somebody else and somehow you will be trusted.

ELUSIVE: somebody else next to you gets hit instead of you.

♥♦ 1. ADVANCED RECYCLING

"You can do more with the waste than just burn it"

Trash heaps, pits of twisted metal sheets and mountains of melted logical circuits are your playground. Compulsive junk hoarder and alchemist of electronic trash, you learned how to turn dirt into gold. Kind of. You take pleasure in giving a new life to obsolete tech. Always keep an eye on the sky, something useful might be falling from the 119th floor.

REVERSE ENGINEERING: understand how a device works and replicate it with discarded items (additional Interface tests might be required).

KARMA CHAMELEON: you are used to hiding from the dogcatchers, you know how to disappear in any environment to avoid being seen.

SPECIAL: every time you scavenge in a landfill, draw twice on the tables of assorted junk.

♣♠ 2. APOCALYPTIC ABSOLUTION

"Kingdom come"

Hide your pathological sense of inadequacy under galvanising speeches about the end times. Some fool might even follow you! The omens are everywhere for the chosen ones with the right kind of eyes. You feel it in your bones, it whispers in your ear, it won't let you sleep. The amorphous entropy conglomerate will swallow the world whole. Awaken the sleeping souls, build an army, give them hope... and an enemy!

THE END IS NIGH: jump on the soapbox of apocalypse, promise redemption to the wicked, convince these fools to follow you: gain 1C2 adepts to feed.

DOG WHISTLE: unleash the sacred fury of your adepts against their true enemies!

♣♣ 3. CHARLATANERY

"Just for you, at a special price"

One day a bookie with good drone tips, the next an invoker of spirits or seller of abandoned bunkers and quasicrystals. Professional crapster, you make a living out of the art of parting fools from their money. Your fabrications are so elaborate that you take personal offence when being called out as a liar. Just because you don't know how to do something doesn't mean that you can't get paid for it!

CAMOUFLAGE: pass for somebody you are not.
FORGING: falsify documents or create a product which can pass for the real thing.

♥♦ 4. SPARTACUS

"You are free, slaves no more!"

You were in chains and now you're free. You made a solemn promise to help your brothers in misfortune to regain freedom. The hated Dogcatchers patrol the no-mans land, imprisoning misers for trespassing. Slavers' convoys roam the off-grid unhindered, dumping their load of dispossessed in pens and cages, waiting for their never-ending shift to start down in the Hive. Today, just like yesterday, the cities of the wealthy are built with the blood of the slaves. Time for a change..

PASSIONATE SPEAKER: you can attempt to Manipulate a crowd. They receive +2 Morale.

LAST STAND: if outnumbered or while fighting against an opponent bigger than you, show off exotic fighting moves and gain Advantage and 10 temporary HP for the whole fight.

SPECIAL: you are able to create efficient improvised weapons from junk and scraps. 1c4+1 damage.



5. SLUM DANDY

"We want the finest wines available to humanity!"

Decadent eccentric and extinct poet. Louche waistcoats, slubby cravats, oversized tweed coats and battered up brogue shoes. Your fin de siècle clothing is an unusual and glorious sight in a slum. Too noble to work, too weird to live. Trained actor and full-time slacker, bar fly and old-fashioned gentleman, you are the last bastion of eccentric aristocracy in a world gone mad.

FLAWLESS APPEARANCE: impress your interlocutor with your flamboyant style and pass a Manipulation test (only with freshly ironed clothes).

SHAKESPEAREAN INTERLUDE: when drifting into the arena of unwell, inspire your company with a sonnet and give Advantage to all of them for 20 minutes.



6. LEADHEAD HOOLIGAN

"The match is still on"

The Leadball game is your life. Your heart is a spiked ball of lead to be thrown against the opponents and over the finish line. You must win: you will run the iron ring on top of your sidecar, swinging the heaviest mace ever handled by humans, avoiding treacherous traps and beating the enemy to a pulp to the sound of an ecstatic crowd. If you will die, so be it, make a great ball of fire out of it.

DARK HORSE: while riding a vehicle, take a free action in melee or ranged combat and draw with Advantage.

FOR WHOM THE BELL TOLLS: on a hit with your leadball, KO a human being or an animal.

SPECIAL: you don't need to meet the Resistance pre-requisite to swing a leadball.



7. DOG EAT DOG

"We don't like you"

Krokodil Boyz, The Orphans, Lewd Angels, Warriors, names and colours may change but not the essence. The pack, the sense of belonging, hard-core with rough edges. Intimidation, blackmail, smuggling, dirty jobs for dirty money. Your only allegiance is to your colours and the leader of the pack, while they're still strong enough to deserve respect.

BELLY UP: enact a miserable show of submission and convince your enemy of your unconditional surrender and total inoffensiveness.

BITE OF THE PACK: for an entire combat where the enemy is outnumbered, hit automatically.



8. HUNTING MASK

"Maybe there's a beast, maybe it's just us"

One day, around the fires of the Slum, you heard stories about the Black Helmets, a sect of techno-exorcist monks wearing masks and fighting anathemas at the darkest edges of the off-grid. A life of adventure as a wandering warrior could be the way out of this shit-hole, you thought. With nothing to lose, you wore a dirty cloak and a hockey mask, swore an oath and self-proclaimed yourself a Hunter. Impostor or self-taught? Get the hell out, then beg borrow or steal the cyber implants and finally burn down your enemy to ashes, whatever that might be.

FINDING THE ENEMY: every session, choose a wicked enemy and if you find it, gain Advantage on all combat tests.

FIRE STARTER: the slum experience taught you to be resourceful: you can build explosives and flamethrowers from household items and gasoline.

SPECIAL: you still hope your vow of poverty will make you rich one day: make your empty cup jingle and wait for passers-by to pay the miserable living expenses of a travelling hunter.



9. BLADE RUNNER

"I'll be back with the meds"

Quite literally: smuggler of scalpels, bandages, medical and surgical instruments. a Robin Hood Doc with a degree in social engineering, you know where to find antibiotics and meds to distribute them freely to those who need them the most, or to sell them for a pretty penny. Maximum risk, maximum pay-off.

INFILTRATE: hide in shadows or disappear into the wallpaper, nobody will notice you.

SMOOTH OPERATOR: during a social conflict, craft a convincing lie and trick the opponent into believing you.

SPECIAL: you know where a particular medicine is produced and stored.



10. PUMPING IRON

"Add another 10 kilos"

The blood flowing to your muscles is your only drug, a fine-tuned fully-native body your only possession. Obsessed by proportions and perfection, your trained body and naive ways hide a classic soul of exceptional kindness, which nobody seems to notice. Show off how fit you are.

CHAIN BREAKER: lift an incredibly heavy object, bend bars.

GHETTO WRESTLER: spend one round letting your muscles feel the pump and gain Advantage on any Wrestling manoeuvre during a combat.



J. SKULL TREPANATION

"Hold tight, it will hurt"

Part neolithic doctor, part shaman, part swindler. For more than ten thousand years skull trepanation has been used against depression, used as exorcism, opened inner spaces of higher consciousness. You've read about it in a magazine. After few failed attempts you finally managed! Your sacred dedication to the art of the hand drill is highly regarded in every slum.

NEOLITHIC DOCTOR: invoke the spirits, chant and dance ecstatically to cure 1c10 MB or 1c4 Entropy, or perform an exorcism through trepanation. Your mileage may vary If you draw a partial success.

BONE-SAW: use your skill in natural medicine to cure a poisoning or heal 1c10 PF during a long rest. You can implant the most crude cyber implants, at Disadvantage.



Q. WELL-GREASED GEARING

"One, two, altogether...PUSH!"

Working in the insalubrious Hive factories deep in the belly of the citadel, you learnt how to move as a single organism with your team. You enjoy being a fine-tuned gear in a complex mechanism, but alone you're nothing. Find the place to shine in use, create complex plans requiring synchrony.

SURVIVAL OF THE THICKEST: nullify an attack, poisoning or illness coming your way.

UNSTOPPABLE MECHANISM: coordinate with your team to gain Advantage on all test for the current task.

SPECIAL: when repairing things, draw with Advantage.



K. FLESH MORTIFICATION

"Penitentiagite!"

Ritual scarification and whip marks, your body is a map of self-inflicted pain. Your fight is against sin and entropy, two sides of the same green-eyed monster. Whatever your twisted philosophy or dubious beliefs are, be a striking example of penitence. Don't fall into temptations, if you do, make it in a spectacular way in order to repent harder later on.

SACRED FRENZY: channel your frustration and go berserk gaining Advantage on all Melee attacks for the duration of a combat. No retreat, no surrender.

ASCESIS: vehemently ward off evil images to negate a Mental Equilibrium loss or a domination attempt.



"I think you should kill it
and eat its brain"
"It's not the correct answer to every
interpersonal problem"
Rudy Rucker, Software

Memetic theory applies the evolutionary model to the study of thought and cultural information transfer—attempting to describe how an idea propagates successfully.

THOUGHTS shape the way reality is seen and understood, determine moral values and influence characters' decisions. They also:

- create a **personal agenda**,
- are role-playing **prompts**,
- are the foundation of Network 23's **progression system**,
- determine available **Moves** and offer **spendable Ability points**,
- are **calls to adventure**.

The Rose of Thoughts gathers 52 **subcultures, ethics, ideals and obsessions** commonly found throughout the Rave New World. During character creation, the first Thought is assigned or chosen.

Thoughts matter: ideas and ideals influence the character's attitude towards the outside world.

Character progression is tied to the Thought System: as characters accumulate experience, they can spend them **Developing** Thoughts they previously seeded. Each Thought is linked to two different Moves and two Ability Advancements, purchased with experience (see p.33).

Advancement represents characters growing in the process of self-discovery.

The Thought System facilitates player-driven storytelling: finding and developing thoughts can be the adventure's starting point.



TRANSMISSION AND ADOPTION

1. TRANSMISSION

Before being internalised, Thoughts must be encountered. Communities, people and media hold Seeds of different Thoughts. PCs can gather the Seeds through meaningful interaction with its carrier (studying a book, having a lengthy discussion with NPCs, community acceptance).

Once acquired, a PC's Seeds can be autonomously developed.

Transmission from NPC to PC:

presumes the PCs have time for a meaningful exchange of ideas and opinions.

A quick chat on the side of the road is insufficient.

Transmission through books or media:

the prolonged study of certain books and media can lead to the discovery and adoption of rare, or even extinct, Seeds.

After a day's study it's possible to know what Thought is enshrined within. Gathering the Seed takes 3 days study.

Transmission Community to PC:

if the PCs are hosted and spend a convivial night with a friendly community, they can accept their Thought seeds.

2. SOWING

Once encountered, a Thought can be SOWN: mark it on the character sheet's SEED slot.

One Seed at a time can be "parked" in the Seed slot to be Developed.

3. ADOPTION

Thoughts are adopted and developed through **Reinforcement**: a Thought is considered to be Adopted once the Character has role-played it at least once during a session.

Once reinforced, the Seed can germinate into a full-fledged Thought: moving to an empty Thought slot and penciling in the advancements which become available through XP expenditure.

INTERACTIONS

There are 52 starting Thoughts. a player can have up to 3 active Thoughts simultaneously. When two Thoughts are adopted, the player must find ways to make them coexist.

DEVELOPMENT

- Every Thought has 5 possible developments.
- The earlier four advancements provide two Moves and two Skill points, in no particular order.
- The fifth Development awards an Ability, to be spent on one of the two Abilities whose Suite symbol is shown next to the Thought description (p.18-30).
- The Ability Point is always awarded as Fifth and final Advancement.

HOW TO DEVELOP a THOUGHT:

- Go to the Thought's description (p.18-30). Next to it there are two Suite symbols each corresponding to a main Ability (BOD, REF, EMP, WIL).
- When advancing, you can choose to gain a Move or add a Skill or Ability point.
- Adding a Skill point: look at the two Suit symbols, each symbolising an Ability. Improve one of the three Skills connected to an available Ability.

DROP-OUT

Characters' minds only have space for three adopted Thoughts. Additional Thoughts can be stored as a Seed.

If you already adopted three Thoughts but want to Adopt a new one, you must drop a Thought to make space. When dropping a Thought, you lose all its Moves but retain Skill and Ability points.

TRANSGRESSIONS, COMPULSIVE NEGLECT, TABOO

If a character acts in a manner **diametrically opposed** to an Adopted Thought, at CM discretion they must mark a transgression next to it.

Three transgressions result in abandoning the Thought losing Moves and Ability points.

GETTING EXPERIENCED

At the end of each session, survivors gain 1 Experience. The CM can assign additional XP for achieving player objectives like improving the community PCs reside in, making the world a better place or getting filthy rich without getting killed.

EXPERIENCE

POINTS AND DEVELOPMENT

- Each session award 1 Experience Point.
- The CM may award additional XPs at the end of an adventure.
- Advancements relative to the first Thought cost: 1 PX.
- Advancements relative to the second and third Thought cost 3 PX.
- Healing from a mental condition costs 1 XP.

You can spend XP to:

- Develop a Thought,
- Transform a Seed into a Thought,
- Heal from a mental condition.
-

Note unspent Experience in the character sheet's upper left corner.

THE FIREPLACE: SPENDING XP

Experience can be converted into Advancements whenever PCs find a secure place for a Long Rest. Before setting the watch, the characters **gather around a fire or a TV**, unwind the tension, **exchange jokes, stories and anecdotes**. Each Player who **interpreted a Thought** before the Rest, can spend XP to Develop it. Proceed to assign the points and write down chosen Advancements.

Triggering Moves, role-play or use of knowledge relative to a Thought count as interpretation.

Darren, a Radical mycologist asked the Wood Wide Web about troop movements nearby and then gathered edible mushrooms. Check!

Stoika has the Thug Life Thought, she picked up a duel in the club's toilet just to show off his new cyber-implant might. That's some bravado to fuel the fire stories, check!

If you choose to role-play the Fireplace (and you should), let the characters interact while they recount anecdotes and passionately talk about their Thoughts. You can let the Players do a recap each time they enjoy a Fireplace.

If a certain Thought has not been interpreted, it can't be advanced and XP is stored for future use.

PLAYERS' RULES

Player's rules offer procedures to solve most situations which arise during play. For everything else, the Commissioner makes a ruling.

TEST

When a meaningful action's outcome is uncertain, the Commissioner can ask to draw a card determining the outcome. **DRAW LOW!**

**Success is achieved by drawing LOWER or equal than a certain Target Number.
Target Number = Ability + Skill if relevant.**

RESOLUTION

The Ability score determine the Target Number not to be exceeded (busted). Draw until a Number card is revealed. Leave all Figures (J,Q,K) aside.

Each Figure grants +1 to Target Number.

**> If the result EXCEEDS the Target Number, the attempt fails.
< Otherwise, the action succeeds.**

SKILLS

If a character has a Skill relevant to a certain Ability test, rise the Target Number by the Skill level.

Even without a relevant Skill, a non-modified Ability test can always be attempted: lacking skills does not usually precludes attempting an action.

ACES, SUCCESS, FUMBLES, COMPLICATIONS

A ♠ Aces are Critical Success.

2 Deuces are Mixed Success (the CM determines an appropriate complication)

JOKER Red Joker is Critical Success, **Black Joker is Abject Failure.**



Drawing 3 Figures in a row makes the result Critical.

SITUATIONAL ADVANTAGES AND DISADVANTAGES

- While attempting a Test, if you have a situational Advantage, each Figure's bonus increases to +2
- When testing at Disadvantage, Figures are ignored and have no value.
- Advantages and Disadvantages cancel each other and are cumulative.
- The Commissioner calls and calculates Advantages and Disadvantages before cards are drawn.
- You can annotate Advantage as [+] and Disadvantage as [-].
- **UNDERDOG / UPPERHAND [+/-∞]** When Advantages and Disadvantages pile-up tall enough, a test ends up failing or succeeding if any Figure is drawn at all. These cases (Total Advantage and Disadvantage) are called **Underdog [-∞]** and **Upper Hand [+∞]**.

DIFFICULTY

Adjust the Test's modifiers according to the action's difficulty:

- **EASY:** Advantage
- **NORMAL:** use the non-modified Ability Score as Target Number
- **HARD:** Disadvantage
- **HARD CORE:** Underdog $[+/-\infty]$, -2 malus to Target Number.

RAISING THE STAKES

After failing on a Test, the player can **attempt the test for a second time, raising the stakes**. The Commissioner then puts unwanted consequences for failure on the table.

What could happen must be clear before the player draws again. When stakes are high, all failures are critical.

SAVES

Whenever you need to resist to an undesired effect, the Commissioner can call for a Save. Which are resolved just like an Ability test: draw lower or get burned.

To avoid the boulder tumbling towards your car, Save against Reflex + Driving.

For mentally resisting the indoctrination of a viral Interzone Entity, Save against Will.

MENTAL BALANCE SAVES

Mental Balance saves are called when **a bad or horrific situation tests your psychic integrity**.

Since MB value can easily exceed 10, MB saves can be impossible to fail. Great, keep it that way! Some perils affecting Mental Balance have two values: the first one is a failed Save's MB loss and the second, between parentheses, is the MB loss for a successful Save. As in "1c10 (2) MB".

Mental Balance is a statistic which, like HP, goes up and down during the game. The lower the number, the higher the possibility to lose more points.





COMBAT

SURPRISE: if one party wishes to surprise the opponent: whether a sudden hostility arising out of the blue during a pacific conversation or two warring sides unexpectedly coming face to face, test for Surprise with a Reflex test for each player, the Commissioner only draws one Threat test for the enemies as a group.

Anyone who fails cannot act during the first round.

INITIATIVE: The Commissioner and one Player each draws a card for the whole group. High card wins, Aces trump Kings. The side who draws highest acts first. The Players act in clockwise order, enemies act altogether.

ACTIONS: Each combat round you can take a standard action and a movement action.

FIGHTING: Melee weapons always hit while firearms and **ranged weapons** require a **Hand/Eye Coordination test to hit**.

To apply damage you need to **draw under your skill while exceeding your opponent's armour value**. If successful, draw damage.

If you hit but fail to exceed your opponent's armour value, the damage is absorbed. Lower Armour value by one for each hit until it gets repaired. During melee combat, which does not require a Draw to Hit, the defender can choose to let Armour absorb the damage (lowering Armour value before damage is drawn).

MANOEUVRES: Every interaction with the opponent besides a direct attack (disarm, push, hold and so on) is resolved as a Contest. If the stakes are high, resolve the manoeuvre as a Duel instead (see p. 38). Every person assisting the manoeuvre grants an Advantage.

REACTIONS: Are actions performed out of the initiative order reacting to a trigger.

A reaction can be executed only if your action for the current round hasn't been used yet and costs a Standard action. Attempting to Dodge an attack is a common Reaction.

DISTANCE SEGMENTS

During a fight, opposing parties are considered to be at one of the following Segments measuring relative distance.

- **ENGAGED:** melee range. Moving away provokes an opportunity attack
- **NEAR:** reach weapons maximum melee range
- **MEDIUM:** gun Optimal
- **LONG:** rifle Optimal
- **EXTREME:** sniper rifle Optimal. Moving beyond Extreme range is leaving the combat.

OPTIMAL RANGE

Ranged weapons and firearms have an Optimal range. **Each Segment away from the Optimal makes hitting more difficult**, adding a Disadvantage on the Hit Draw.

Maximum movement during a round is two Segments (one with the Movement action and one with a Standard Action)

If engaged at melee range, ranged weapons and firearms can't be operated.

When shooting somebody engaged in melee combat, missing the target has a 25 % chance of hitting the other party.

STANDARD ACTIONS

- **ATTACK/SHOOT:** hand-to-hand weapons strike automatically: draw damage. To hit an enemy with a ranged weapon or firearm, draw Hand/Eye Coordination (Reflex + Hand/Eye).
- **RETREAT:** move from Engaged to Near, avoiding opportunity attacks.
- **AIMING:** spend your round aiming and gain Advantage on all ranged Hit Draws the following round.
- **DODGE:** Reaction, before the enemy apply damage, pass a Mobility test to dodge a melee attack.
- **PREPARING AN ACTION:** a conditional reaction expressed as an IF...THEN contingency. If the event happens, the corresponding action is triggered. (I keep an eye on the stairs, if anybody steps down, I shoot)
- **RELOADING:** change magazine to a weapon or fill it up with bullets.
- **MANOEUVRE:** disarming, pushing, holding, wrestling and non-standard attacks are solved as Body+WRE Contests. The attacker states what they wish to achieve if successful. If the CM decides the states are too high for a simple Contest (ie: death or total incapacitation are on the table) let the Players know that the action will be treated as a Duel and failure carries more dangerous repercussions (p.38).

MOVEMENT ACTIONS

Movement actions are **QUICK** actions. Except **Moving between | Segments**, other.

Movement actions are changing weapons, opening a door or giving an order.

- **MOVEMENT:** move away from or draw nearer to an enemy by one Segment.
- **QUICK RELOAD:** insert a single bullet into a non automatic weapon.

Success is not always enough to beat the opponent. Sometimes you must do better than the opponent. The Contest is an asymmetrical opposed Skill test: one contestant tries to impose an effect on somebody actively avoiding it.

The stakes are declared beforehand and must be clear before cards are drawn.

If the CM decide the stakes are too high for a simple Contest (ie: death or total incapacitation are on the table) let the Players know that the action will be treated as a Duel, with more dangerous repercussion in case of failure (p.38), then ask if they want to continue.

To win a Contest, your draw must exceed your opponents without exceeding your Target Number.

WINNING THE CONTEST

- Determine Target numbers:
- Combine their Ability score with a relevant Skill

(if applicable). For NPCs and monsters, use their Threat stat.

- Both contenders simultaneously draw the fist card.
- Like any other test, keep drawing until you draw a Number card.
- Determine Figures value: adding +1 to the result and raising the Target Number.
- When drawing with Advantage, Figures add +2. When drawing with Disadvantage ignore Figures. Double Disadvantage means every Figure gives a -1 malus. Aces count as Figures.

If the attacker wins, the action succeeds. If the defender wins, the action fails.

In case of a draw—or if both contenders go bust—the action fails, the effect is avoided and the situation precipitates.

DUELS

when the going gets tough

When stakes are high or death is on the table, Contests escalate into Duels.

Duels are resolved through the Black Jack mechanic—similar to Contests—with the following differences:

- **The challengers negotiate the stakes beforehand**, clearly stating what they want to achieve if they win. The Commissioner makes a ruling about possible outcomes validity. Follow the tenet of high-risk-high-reward.
- Challengers **determine Target Numbers**: Combine Ability score adding a (relevant) Skill or Threat if applicable and double the result.

To win a Duel, you must exceed your opponent's draw without exceeding the Target Number.

Duels are resolved in **rounds**.

Both duelists simultaneously draw and flip a card on the table.

If both duelists go bust, the situation precipitates and things get worse for both parties (it might mean getting hit, damaging the vehicle and so on).

Treat Advantages and Disadvantages like Contests.

After the first round two actions are possible:

CALL: for a new card: draw and add its value to the total.

WAIT: draw no card and skip the round.

The duelist with the upper hand is in a better position and WAIT.

The duelist with the lower cards has to CALL and try to best their opponent.

The duel ends when a duelist busts, exceeding the Target Number.

If duelists have the same Target Number and both parts reach it, whoever got to it with more cards wins.

The winner describes the conflict's resolution according to the agreed upon stakes.

QUICK ENEMY STATBLOCK

The basic stat block of NPC and enemies has three main variables:

Hit Points, Threat, Attacks

Pavlov dog [HP6, Threat 4, Attack 1: Bite 2c4].

All abilities and skills are grouped under the Threat level. For each test, draw 1c10. If the result is lower than the Threat level, it succeeds.

Whenever Morale, Combat or any other ability deviates from the Threat level, it is noted separately within the Stat block (For Advanced Stat Blocks see p. 57).

CRITICAL HITS

When attacking, Red Joker, Aces or three consecutive Figures cause critical damage: Draw twice!

HEALING

Eight consecutive hours rest (Long Rest) restores 1c10 Hit Points and 1c10 Mental Balance. It's possible to rest once a day. a short rest (1 hour) restores 1c4 HP with a successful Medicine test.

DEATH/UNCONSCIOUSNESS

At 0 HP characters are unconscious. Test Resistance, failure means death. Otherwise, they remain unconscious until stabilised at 1 HP with a successful Medicine test.

DRUGS AND ADDICTION

If an addictive drug is used more than three times a week: pass a WILL test or become addicted. Highly addictive drugs grant Disadvantage. An Addicted character must pass a Will test to avoid consuming the drug when possible. Three successful Will test in a row terminate the addiction. The CM should make a ruling about the abilities withdrawal effects, which are tested at Disadvantage while the condition persists.

SCARCITY: WATER, FOOD, ADDICTION, EXHAUSTION.

Going prolonged periods without food or water, addictions and serious exhaustion give Disadvantage on all tests while the condition.

MENTAL BALANCE (MB)

Horrific visions, disquieting events and sudden traumas might call for a MB test to maintain composure. Traumatic events have 2 different loss ranges: seeing a Player-bot at work on humans provokes 1c10 (1c4) MB loss. Use the bracketed value if successful.

When the Mental balance score exceeds 9, the test only fails when drawing an Abject Failure (10s or the Black Joker).

At 0 Mental Balance, draw on the table below determining the breakdown's effects—including duration. Below 0 MB, every new trauma triggers a Mental breakdown table roll.

If MB becomes positive without curing the condition, it becomes dormant, returning to haunt the character whenever reduced below 0 MB.

Some enemies and psychic powers attack Mental Balance instead of Hit Points.

1c13		MENTAL BREAKDOWN	
A	REPTILE BRAIN: draw all Body and Reflex tests with Advantage for the next hour. Empathy and Will tests fail automatically.	8	TOTEMIC PHOBIA: gain a phobia related to a symbol related to the trauma.
2	ADRENALINE FIX: regain 1c4 MB, you're fearless.	9	SCRUTARE L'ABISSO: you freeze for 1c4 rounds, gaining 1c4 Entropy.
3	ANXIETY: Obsessively look behind your back. draw EMP and WIL at [-] for the next hour.	10	BLACKOUT: traumatised. From now on, every situation recalling this one provoke you a total physical block for 1c4 minutes.
4	FEAR: for the next hour, before getting into a fight test WILL. Failure means running away at full speed in the opposite direction for 2c4 rounds.	J	CLOCKWORK ORANGE: attack the creature nearest to you, friend or foe, for at least 2c10 damage.
5	FLEE: immediately run opposite direction for 2c10 rounds.	Q	HORRIBLE VISION: you curl up in a corner unable to perform actions for the next 1c4 hours. Gain 1c4 Entropy.
6	RAPTUS: you attack the source of your breakdown with whatever object you have in your hands right now.		
7	ALLUCINATIONS indistinguishable from reality.	K	BROKEN. You are in pieces, crocks won't ever fit back together. Farewell.

CHASES AND RACES

Draw the Track as 10 connected boxes in a row. Each one is a **Position**.

STARTING GRID

During a chase, the Prey starts in 3rd Position and the Hunter in first Position.

The chase ends when the Prey passes the tenth Position or the Hunter stops the Prey. a race ends when the finish line is crossed.

The Commissioner prepares beforehand two or more obstacles and places them in boxes, which are revealed when they get into the **line of sight**.

LINE OF SIGHT

In urban environments the line of sight is two Positions, in the open field the visual is 5—barring fog, rain or dust impairing vision.

MANOEUVRES

CRUISE SPEED: advance one Position. Gain Advantage on all driving/mobility tests. Halve potential damage due to obstacles/collision.

Shooting from the vehicle is possible without malus.

ACCELERATE: advance two Positions. All damage due to collisions are raised by one.

Shooting from the vehicle has Disadvantage.

BREAK-NECK SPEED: advance three positions. Disadvantage on all tests. It's not possible to shoot from the vehicle. All collision damage is raised by three. Damage to obstacles is doubled.

H		P			m			U	X
---	--	---	--	--	---	--	--	---	---

I: Hunter;s starting Position
P: Prey starting Position
m: Mud (visibility: 2 Positions)

U: Bend (visibility: 4 Positions): if taken at Speed higher Cruising, then Test Driving not to go off-road (1 c10 damages, lose next Round).
X: end of the chase.

SPEED ORDERS OF MAGNITUDE

Man and juggernauts, horses and vans, motor-bikes and racing cars belong to different orders of magnitude of speed.

Slower contender's movement is fixed at 1. Consider the relative difference in speed, rating the quicker vehicle accordingly.

A vehicle particularly suited for the road condition (a horse or a 4x4 pick-up going off-road) is worth a +1 magnitude bonus.

INITIATIVE

At Each round of the chase's start, the contenders draw initiative.

Higher card + Driving or Mobility win initiative. Who wins initiative, chooses who moves first.

ROUND

During a round, every contender can carry out a **Manoeuvre**.

RAMMING: Ram another vehicle on the same or an adjacent Position.

Contest Driving VS Cool, the loser's vehicle takes 1c4 Build damage.

CUTTING THE ROAD OFF: Only possible to attempt from the same Position. The Hunter advances one Position while attempting to drive the Prey off-road or against an obstacle:

- The Hunter advances one Position
- Proceed to a Duel of Driving (Hunter) against Cool (Prey).
- The Hunter draws with Disadvantage.
- If the Hunter wins, the chase ends. If the Prey wins, for the next round the Hunter can only move at cruise speed.



HAZARDS

A Driving or Mobility test is required to overcome an obstacle or hazard.

MUD: test Cool or only move at Cruise speed for the next round if not on a 4x4.

SUDDENLY LORRY: cutting the road off. Driving Test to avoid collision.

FOG: reduce visibility to zero.

BEND: If Accelerating, test Driving or end-up off-road.

FALLEN TREE: test Driving or suffer 1c10 Build Points and lose remaining movement for the round.

SHOOTING FROM A MOVING VEHICLE

Each round passengers can shoot from the window against the opponents' vehicle. The Hand/Eye coordination test to shoot receives Disadvantages from Acceleration and sub-Optimal shooting distance. Each Position corresponds to a Segment. Every successful **shot inflicts 1 Build Point** damage to the opponents' vehicle.

COLLISIONS

When a collision happens:

- Compare the obstacle's Build Points with the vehicle's Build.
- Remember: vehicles at breakneck speed deal 2x Build Points.
- The one with less Build Points is wrecked.
- When an obstacle is Wrecked, it deals half its Build Points to its wrecker.
- A vehicle reaching 0 Build Points is **Wrecked**. Passengers make a Saving Draw using the vehicle armour value as Target Number. On a failure, they suffer the same damage as the vehicle. If successful they take half.

BUILD POINTS

- **Electric pole: 3BP**
- **Sycamore tree: 15 BP**
- **Badly made brick wall: 10 BP**
- **Reinforced concrete viaduct : 50 BP**
- **Crowd of people: 5–20 BP.** provokes half damage to the vehicle but stops it.



CONSUMER'S GUIDE

An item's price is quantified in Credits or Scraps, the standard currencies of the Rave New World. The currencies of the Off-grid and Concrete Jungles, Scraps and Pellets, have intrinsic value while the currency of District, Credits, do not.

Pellets are small cylinders of ultra-compressed wood and biomass, engineered to store energy to be harnessed by pyrolysis generators and vehicle engines through the process of gasification.

Credits, similar to casino chips or magnetic cards, are the standard currency of Citadels and Districts.

Slums have a mixed economy and accept both Scraps and Credits.

The exchange rates between Scraps, Pellets and Credits vary wildly varies between zones.

AV: Availability. Goods can be found in different areas at marked-up price **C:** Citadels, **D:** Districts, **J:** Jungle, **S:** Slum **I:** Infed, **O:** Off-grid, **X:** Common object (found everywhere) **P:** Price (measured in Scraps/Credits), **EN:** encumbrance (measured in slots).

ITEM	P	AV	EN	DESCRIPTION
EXCHANGE CURRENCIES OF THE OFF-GRID				
Scrap (SC)	1	X	1	Minimum exchange currency. Reclaimed waste and mechanical parts.
Pellet (PE)	10	OSJ	0	Standardised energy unit, a gasifier is needed to extract energy.
Proteic Bar (PB)	20	OSJ	0	Just eat, don't ask. Daily food ration. Different flavours.
Circuit Board (CB)	50	OSJ	0	Necessary to create electronic devices.
Graphite Battery (GB)	100	X	1	Rechargeable, used for impulse weapons and electronic devices.
Uranium Core (UC)	1000	X	1	Stable. Requires a fission reactor to extract energy.
TOOLS				
Tool Box	30	IO	1	Gives [+] on Mechanics tests.
Vehicle Tool Kit	60	X	2	Tool kit to repair and modify vehicles.
Blade Boots	80	O	1	Non-slip soles and retractable blades for climbing +1 on Reflex tests to climb surfaces. Double-up as a concealed weapon.
Universal Solvent	100	CD	0	Melt a wide range of chemical compounds. Handle with care. Toxic fumes!
Crowbar	1	X	0	Gives [+] on Mechanics tests to force doors open. Can also be used as a weapon.
SynthSteel guitar	20	O	1	Acoustic guitar with analogue synth.+1 EMP if used to entertain, 1c4 as a weapon.
Brute Badge	100	X	1	Enable the use of INT Skill to open badge protected doors.
Biomass Gasifier	100	OJ	4	Extract energy from organic material. ANY.
Pellet Gasifier	200	OJ	4	Extract electricity from pellet through pyrolysis. It can be used to recharge batteries and adapted to propel vehicles.
MEDICINE				
Diagnostic system	800	CD	2	Body analyser, can diagnose lesions, poisoning and anomalies. +2 on Medicine Skill tests.
Suturator	300	D	0	Stitch-up wounds. Stop bleeding. Heals additional 1c10 HP with the next Long Rest.
Painkillers	20	CD	0	Heal 1c4 HP. Eliminate [-] due to drug addiction.
Scalpel	5	CDS	0	Gives +1 Medicine whenever relevant. 1c4 damage.
PneumaStim	50	CDS	0	Heals 1c10 HP and gives [+] to Melee and Reflex tests for 30 min. Addictive.
Adrenaline	40	D	0	Immediately awoken an unconscious character.



ITEM	P	AV	EN	DESCRIPTION
COMMUNICATION				
Jammer	100	IO	0	Disrupt wireless communication. Different models have different power and ranges: 2-100m.
Scrambler	100	GO		Analogue device used to encrypt and decrypt radio comms.
Signal Hijacker	400	G	2	Hijacks and substitutes a signal with another. Can re-loop CCTV feeds as well as steal TV frequencies
Flare Gun	20	O	0	shoots a flare which can be seen from afar. In combat deal 1c2 INC(2+) damage.
FM/SBB RADIO	25	IOG	1	Enable high-quality short-range radio transmission through FM or long distance transmission through Single Side Band
Carrier Pigeon	5	S	1	Reliable vector to send messages to a previously visited point.
LCD Arpa Terminal	800	IG	1	Portable computer terminal, modified with a satellite dish to access Arpanet and InFed BBSs.
Walkie Talkie	10	X	1	Multi-frequencies short-range radio comm.
SURVIVAL AND SURVEILLANCE				
Organic Bioscanner	500	I	1	Identify life presence and entropy sources nearby.
Motion tracker	80	DG	1	Handheld radar device, detect movement within 30m.
Biohazard Suit	50	CDG	1	Protect the body from toxic and poisonous environments. Air filter must be changed every 4 hours. Confers +1 Armour.
Universal Distiller	50	O	5	Purify salty water and urine. Often mounted on vehicles.
Water Filter	10	GO	0	Purify up to 50 litres of water.
Bug	20	X	2	Concealable device, allows to listen to conversations at range.
Urbanographer	500	DO	1	Electronic device, through ultrasound refraction it traces a crude map of urban surroundings. Useless in the wilds.
Recon Drone	500	D	0	Flying and noisy. It's possible to add combat modules. Remotely controlled, low-quality video-feed.
Portable Infrared Alarm System	50	DG	1	Battery operated, portable. Interrupted the rays trigger a siren. It can be expanded with self-defence modules to create traps.

ITEM	P	AV	EN	DESCRIPTION
Neural Headset	600	Jl	1	Interface to access, visualise and physically manipulate any database in K-space. The Obi-one Ketamine transfers the consciousness inside the data architecture. Three SW slots.
K-Warez	200-5000	Jl	0	Software cartridges, when inserted in the neural headset expansion sockets provide K-space weapons and powers.
KW SHINOBI	400	J	0	The user become invisible to DeVILS (Destructive Visual Illusions) for 5 minutes.
KW GTFO	500	J	0	Securely disconnect from K-space in 2 rounds instead of 10.
KW RECON	300	J	0	Scan the data architecture to pinpoint security measures, weak points, secure connections and DeVILS.
Neural Jack	800	CD	0	I/O interface, enables reading Q-cry-tech needles and direct access to K-space without the need of a neural headset and drugs.
Q-cry Needle	5000	C	0	Quasicrystal storage device, can be inserted into Neural Jack or read by Quantum computers. An entire consciousness can be uploaded onto a single needle.

WEAPON ABILITIES' KEY

- AUTO** **AUTOMATIC** weapon, capable of shooting projectile bursts. When used in auto-mode the weapon churns through an entire magazine to inflict area damage.
- BAT** **BATTERY-OPERATED** each combat consume one Graphite Battery.
- BLIND** **BLINDING** for each Hit the victim tests Reflex. On a fail, draw all physical tests with [-] until the end of the fight.
- HVY** **HEAVY** only Standard actions are possible while operating a HEAVY weapon.
- ENT** **ENTANGLE** on a successful hit, test Mobility or become entangled.
- EMP** **ELECTROMAGNETIC PULSE DAMAGE.** Affects Androids, bots, drones, informatic systems, electronic surveillance .
- EXP (Xm)** **EXPLOSIVE** damage all people and structures within (X meters) radius.
- HID** **CONCEALABLE** the weapon is easily hidden and can be drawn for surprise attacks
- INC (X+)** **INCENDIARY** when at least (X+) damages are dealt on a hit, engulf the enemy in fire. 1c10 damages each round until extinguished.
- KB (X)** **KNOCK BACK** when at least (X+) damages are dealt on a hit, the opponent is knocked back by 2 Segments.
- KO (X)** **STUN** when at least (X+) damages are dealt on a hit, opponent must Save VS Body+Resistance or fall unconscious.
- PCE** **PIERCE** ignore armour.
- PSN** **POISON** on a succesfull hit applies poison.
- RCH** **REACH** melee weapon which can hit NEAR opponents.
- SHA** **SHARP** weapons add the user's O/M Skill level to weapon damage.

* **LOOP.** Explosive card, If the maximum possible damage is drawn, keep drawing and add to the result.

WEAPONS

To create new weapons, or If you prefer a simpler combat:

- the base damage of melee weapons is 1c4,
- the base damage of two-handed weapons is 1c10,
- the base damage of firearms is 1c10.

Use poker chips or tokens to track the quantity of projectiles fired.

Flamethrowers require the use of fuel backpacks, the "Shots" number refers to the total fuel. They can't be recharged during a fight.

Pulse rifles and laser weapons are prototype high-tech weapons built in the citadels. They can shoot an unlimited number of times but their recharge rate can take up to 3 rounds. Once the battery is depleted it must be replaced or recharged with a specific accumulator.

KEY

OPT (OPTIMAL): Ranged weapon have a sweet-spot where their efficacy is increased. For EACH Segment of distance away from the Optimal, they receive one Disadvantage.

M: Melee, **N:** Near, **MD:** Medium Distance, **LD:** Long Distance,

SHOTS: How many bullets the weapon contains.

PRE: PREREQUISITES Some weapons can only be used by characters with the appropriate Skill and Ability level.

BOD: Body, **REF:** Reflex, **H/E:** Hand/Eye coordination **INT:** Interface, **MEC:** Mechanics

Melee weapon	Damage	P	AV	special
Crowbar/Improvised weapon	1c4	0	X	
Knife	1c4 HID	2	X	
Heavy Metal Spiked Gauntlet	1c4 SHA	50	S	
Poison Whip	1c4 RCH, POI	20	O	Contains contact poison, enough for 1 application.
Cane-sword	1c4 HID	10	D	Walking stick concealing a blade.
Flaming Dancing Chain	1c4 INC INTR 5+	20	O	PRE: 5 REF. Requires gasoline.
E-WASP injection knife	1c10 HID, BAT	500 (50)	O	Inoculate CO ² in the wound, the gas expands to a sphere of 0,5 m. Requires 1GB to operate.
TWO HANDED				
Chainsaw	2c10 BAT, HVY	250	DJ	Consumes 1 GB each combat.
Demolition Hammer	1c10 HVY	5	O	Can apply damage to structures.
Humungous Spiked club	1c10	15	X	
Hydraulic Hammer	1c4+2 [3c4 once per fight] BULK, BAT	400	CD	PRE: 6 BOD. Consume 1 GB each time the special attack is used.
Monofilament whip	1c10+3 SHA	500	C	MAX damage amputate limb. MIN damage means you hit yourself. Draw damage again.
Plasma Cutter	1c10+2 HVY	100	SD	Melt metals. 1c10+2 against Androids and Robots.

ranged weapons firearms	damage	OPT	shots	AV	P	special
Lead ball	1c4 KO (3)	N	L	S	50	PRE: 2 H/E, 5 BOD.
Gun 9 mm	1c10	MD	10	x	50	
Derringer	1c10 HID	M	2	O	25	
PKD Blaster	1c10 (BAT 3c10)	MD	30	C	500	once per session: 3C10. The special attack consumes 1 GB.
Balanced Net	0 ENT	N	L	S	10	
Flamethrower	2c10, INC 4+, HVY	N	4	D	300	
Bolas	1c4 ENT	MD	L	O	10	
AK-47	1c10, AUTO	MD	5	DG	250	
Shotgun	2c10N/1c10 MD 1c4 LD	N	2	GO	150	
Rifle	1c10	LD	5	DO	250	
Hydraulic Harpoon	1c10 ENT	MD	2	O	300	Recharge: 2 rounds +1c10 when the Harpoon is removed.
Greasegun	1c2 BLIND	M	2	SO	8	
Tranquiliser gun	1c4, KO (3)	M	3	DC	50	KO kicks in after 2 rounds.
Pulse Rifle	2c10, KB (8+)	LD	5	C	900	PRE: 3 INT. recharging requires 2 rounds.
Foam Gun	0 ENT	M	3	X	50	

EXPLOSIVES

Explosive damage is calculated in HP against persons and BP against vehicle and structures.
The Optimal range of hand-thrown weapons is Medium Distance.

explosive	damage	radius	P	AVA	special
C4	3c4	9m	50	D	Can be activated at distance or with a timer.
Nytro-glycerine	2c10	6m	50	O	Highly unstable liquid compound. Vials can be thrown or detonated with a fuse. DON'T shake
Molotov	1c10 INC (4)	3m	3	SOD	Optimal: Near.
GRENADES					
PIPE BOMB	2c4	12m	25	JO	Handcrafted device: 2 GB, 1 CB, 5 Scraps.
EMP	3c4 EMP	12m	50	CD	
EXPLOSIVE	2c4, INC 6+	6m	25	DJO	
FLASHBANG	BLIND	12m	15	DO	Stun grenade: blinding light, loud BANG



ARMOURS

Across the off-grid expanse, a complete set of armour is a rare and glorious sight, possibly reserved for the Citadels' special corps and heads of militias. Most of the wanderers have to settle for mismatched armours scavenged from various sources.

Every piece of armour has an Armour bonus. Add them together and round down to obtain the Armour value.

The pieces are: **Chest, Legs, Arms, Head.** No more than one type of armour can be used in the same location. Whenever Armour deflects damage during a combat, it loses 1 point. It's possible to repair armours at the price of 20 scraps or 50 credits for each point and a successful test in Mechanics.

ARMOURS

Rag armour	Improvised armour. Each part add 0,5 armour points. MAX 4 pieces.
Ceramic armour	4 pieces. Each piece give 1 armour point. Repairing Ceramic armour cost twice. Complete set: Armour 6, resistance to PIERCING weapons. RARE!
Spiky Hugger	Armour 1, add 1c4 damage to every attack manoeuvre. Chest.
Taser Shield	Armour 1, 1c4 KO (4) in melee. Arms.
TRANSPOL Carapace	Armour 4, KB and KO resistance. Complete set.
Biohazard Suit	Armour 1, Resistance to gas and environmental factors. Requires oxygen tanks. Protect from extreme cold and heat.
Burden Exoskeleton	Armour 2. Multiply the strength allowing to lift 5 times the usual weight. Repairs cost twice. Complete set.
Combat Exoskeleton	Armour 5, +3 WRE, 2c10 damage, HVY. Repairs cost three times. Complete set.

VEHICLE	Drive bonus	MOV road	MOV offroad		Build Points	price
Horse	+2	1	2	0	3	50
Lada Niva 4x4	+1	1	2	4	12	100
Volkswagen van	-1	1	1	5	12	150
Saab 900 Sedan	+1	2	1	2	8	900
Leadball Sidecar	+1	1	1	2	8	1000
Juggernaut	-2	1/2	1	7	70	ND
Racing Motorcycle	+2	2	1	0	4	800
Scania truck	-1	1	0	10	40	5000

REPAIRS, TUNING AND MODIFICATIONS

Repairs and rigging can be carried out in equipped mechanical workshops. The repair cost is 150 Credits for each Build Point to be repaired. Characters can get their hands dirty trying to repair and upgrade their armours and vehicles themselves. They need access to the right materials and a workshop. If the characters are attempting to repair or upgrade items, the Mechanics test is drawn in secret by the CM. For the materials listed under "parts", see the Exchange Currencies on page 43.

PIMP YOUR RIDE		parts
Pellet conversion	Radical alteration of combustion and carburetion engine parts to use pellets as propeller instead of gasoline. The average fuel usage of a car is 1 Km/Pellet.	30 SC, 5 CB
Rally prep	Raised balance, augmented carburetion. +1 off-road Movement.	20 SC, 10 CB
Steam roller	Modified diesel carburetion creates an exaggerated black exhaust cloud. Can be used once per race as a free manoeuvre: Reduce to 0 the visibility within one Position. Driving and Cool are tested at [-].	25 SC 5 CB
NOS	Nitrous Oxide kit. Accelerating at Breakneck speed moves 5 Position instead of the usual 3. Single use.	NO DIY
Whiteheat Burner	Oversized burner. Consume 10 Pellets to Move 1 additional Position.	50 SC, 5 CB
Atomic battery	Irresponsible alteration which increase the speed of the vehicle to the next order of magnitude. The Uranium Core is never consumed.	20 CB 1 UC NO DIY
Iron Maiden	The vehicle is completely covered by metal spikes, causing 1c4 Build Points damage to any vehicle getting close. -1 on all Drive tests.	100 SC
Trip computer	Chatty device which signal street obstacles, giving Advantage on all driving Cool tests.	10 CB
Harpoon	Require dedicated operator. Can be aimed to an adjacent Position. If the target vehicle is hit, the distance can't be increased until the harpoon is removed, causing 2 additional Build Point of damage.	50 SC 1 CB
Frontal Fork Lift	Lifts the vehicle in the following Position. Pulling a vehicle off-road with the forklift require a Reflex VS Cool Duel.	25 SC 5 CB
Wind sail	The vehicle is propelled by wind and does not use up fuel.	50 SC

Entropy measures a system's corruption, its tendency to disgregation, information degenerating into noise. The Entropy increment derives from inconsiderate exploitation of natural resources and tears in the syn-chronic weave propagating in a viral manner.

Falling into the Entropy spiral implicates a greater permeability to the Ugly Spirit and Interzone viral entities' negative influences. It ends up with the appearance of physical stigmas and the complete disgregation of organs and personality.

CAUSES OF ENTROPY:

- using Interzone artefacts,
- radiation, travelling through entropy tainted zones or next to Interzone thresholds.using thaumaturgic arts without proper training,
- damage from some monsters and Anathema.
- evil acts,
- cyber-augmentations.

For each Entropy gained, blacken the character sheet's corresponding Entropy circlets.
Entropy can be temporary or permanent. Use a pencil for Temp Entropy and a pen for Perm Entropy.

WHENEVER YOU BLACKEN ENTROPY:

- compare Entropy level with current Mental Balance,
- if Entropy surpasses MB: circle an Ability representing an organ's corruption and receive a Stigma,
- delete all temporary Entropy and add 1c4 permanent Entropy.

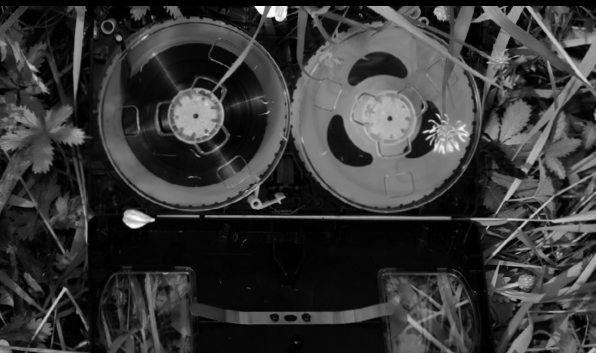
If all Abilities are circled, the character is Corrupted, irredeemably becoming an Anathema and joins their horrid displaced army to roam the off-grid's dark corners.

STIGMA		EFFECT
A	ROTTEN TEETH	Disadvantage to all social reactions with nearby humans. Bonus attack, once per session. FoulBreather: 1c4 HP/MB against humans.
2	MEMORY RESET	Long term memory is badly compromised. Drop out from all of your thoughts. Now you understand machines better. Raise interface Skill to 3. Gain Advantage to all reactions with synth humans.
3	EXTRA FACE	Draw a random Thought (p.15) to establish the personality. The new face will duel for bodily dominance when in serious disagreement. You're a true ventriloquist now.
4	ANIMAL MAG-NETISM	Your glands now secrete hormones attracting animals and wild beasts. Wild stench and Advantage on animal reactions.
5	COLD HANDS	Your blood runs cold now. +1 Cool -1 Resistance. Food needs are halved.
6	PAULI EFFECT	Electronic devices operating near you have a 25% chance of malfunctioning.
7	SILVER SORES	Lip sores which blacken near Entropy sources or corrupted beings.
8	ENERGETIC VAMPIRISM	Rest no longer heals. You can regain HP and MB by stealing other creature's energy. a successful Synchrony contest steals 1c10 HP and 1c4 MB.
9	EVIL EYE	Your eyes' scleras turn black. -1 Reflex +2 Synchrony.
10	TRANSPARENT SKIN	Lose 2 HP for each hour spent in sunlight. +1 Synchrony. Slums' warlock would pay well for your pale skin, the bastards.
J	GLITCH	-1 Reflex. You become invisible to synth beings.
Q	RAGING BULL	Rage fits make your blood boil and your skin go red. Melee attacks strike with double damage, after 3 rounds you're exhausted.
K	FRAGMENTED SELF	Draw a new Thought. Every day establish randomly which one is your dominant personality. One does not have access to memories of the other one, but might have knowledge outside the realm of the senses. +2 Synchrony -1 Will.

DRUGS

DRUG	P	AV	EFFECTS and DOWN
KETAMINE "OBI-ONE"	ND	OJ	Transcendental Ketamine. Anaesthetic dissociative produced in the off-grid, the right dose cause a K-hole, a Near Death Experience which can be used for limited astral travel and make possible to transmit the consciousness inside K-space while using a headset. Lasts for 1 hour during which the subject is physically incapacitated (-4 Reflex). a shot of adrenaline immediately clean up ketamine from the system.
HEROIN "PINK"	ND	CD	Concentrated synthetic heroin. +2 Resistance -2 Reflexes. Highly addictive. Widely used in Citadels and District to obtain blind devotion from some of the elite police corps of TransPol, like the Heroids.
MUTHON	5	S	Extreme stimulant produced from industrial waste. +1Body +1 Reflex -2 Empathy -2 Will for an hour. Popular in the slums, often use as a vector for experimental genome modifying drugs. Addicting.
BISMUTH "ROCK"	40	SDJ	Also known as Behemoth. One of the Heavy Metal Drugs. It gives still mineral calmness to its user, interrupt hunger and thirst, makes time out of joint. Prolonged use harden the skin and increase armour up to a value of 4. The body store Bismuth waste into the deep skin layers. It's not unusual for chronic user to start eating themselves to satiate the heavy metal need. Highly addictive.
APOMORPHINE	50	OJ	Opiate antagonist. Used to cure dependencies, as an antidote against light poisons and to eliminate undesired effect of other drugs. Inside the Districts is illegal.
SUBSTANCE-D Red Tear	30	D	Strong euphoric of uncertain origin, protects against MB loss and give [+] to all Reflex tests. Also known as Red Tear, as a side effect might make eyes bleed. Lowers mental defences and mess up Middle-term memory. For each month of use, test WILL, on a fail permanently lose 1 point of WILL. When WILL is reduced to 0, the character lose free will and become a P-zombie.
LOU-DORPH	5	DS	Endorphin modulator, trick the body to release them through the repetition of simple movements. Widely used in the Hives and Districts' factories. Addictive.
VIDEODROME	25	DS	Opaque crystals manufactured from battery acid, magnetic tapes and organic solvents. During the trip the user has limited access to the contents of the tapes used to produce the substance, it give the illusion of being a character in the story. After one hour the negative sides of the recording become prevalent. The effect varies according to the tapes used. Also available in Audiodrome and Commodrome version, extracted from audiotapes and Basic-encoded videogame tapes. It can substitute Chromazine for K-space access, making you high. Highly addictive.
PAN-ID	25	DO	Entactogen, increase feelings of love and union towards others, reduce judgement and social inhibitions. a shared hive-mind is created from the minds of the users. The self is momentarily superseded by the fusion of the partaking minds. +2 EMP, -1 VOL. The substance is used throughout the Off-grid during collective ceremonies and in the Districts as interrogation drug. The mysterious sect of the Hashishins is rumoured to use Metro-ID to coordinate dangerous missions.

COMMISSIONER'S FILES



PUMPING IRON VHS documentary, 1977.

The Pumping Iron tradition of the Slums largely come from the body culture of early bodybuilders. Massively influential, entire subcultures carried to the extreme the inspiration contained in this tape, which spawn cults whose adepts push to the limit the abnormal growth of particular sets of muscles. Contains the seed of PUMPING IRON.



THE NAKED LUNCH, William Lee, book, 1959.

Inside the pages of the visionary The Naked Lunch, its mysterious author disseminated clues about the existence of the Interzone, insect conspiracies and mind control war. Two weeks of study allow to learn the secret of the trade of the **EXTERMINATOR** and few information about the inner working of Citadels. The rare unabridged version, with spoon and syringe on the cover, contains the recipe for crafting **APOMORPHINE**.

POP RELICS

Books, floppy disks, VHS, mail order catalogues, zines.

Many are the warehouses burnt to ashes by iconoclasts during the riots, extensive the collateral damage of Molochs' scorched earth strategy. In spite of the destruction, good part of the pop knowledge and culture of the Old World has been preserved: back-up copies of books, games and technical handbooks can be found in the InFed's mobile libraries. Concrete jungle's media libraries are besieged by dusty heaps of bad VHS, water-damaged books and obsolete storage devices.

The so called '80s, the last decade before the millennium got cancelled, are still now widely discussed and imitated. Trends, books and consumer objects of the era are often considered sacred. Entire cultures and philosophical currents are shaped upon certain cult films and pop artefacts. Subcultures of archivists, collectors and vintage freaks venerate those artifacts and live to accumulate and catalogue them. Social status of entire tribes of the Slums are based upon the possession of the precious "Unscathed": unused consumer goods still in their original box.

Feel free to hide all sorts of interesting things in zines, books, films and media:

- Thoughts deemed to be lost.
- Recipes for moonshine and drugs.
- Instruction to build vehicles.
- List of number radio stations.
- Botanical tables of officinal plants.
- Directions to interesting places.
- A map is hidden in a videogame
- A key to Hobo symbols

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I've seen the best minds of my generation destroyed by entropy
starving, sterile, naked

Dragging themselves through brutalist neon streets at dawn
looking for the heavy metal drug

Losers and boozers, muteoid of the new flesh, genetic kamikaze
sat up smoking their night watch away in makeshift bivouacs
fire-gazing into the toxic blazes deep inside the no man's land
listening to eerie shadows encroaching the perimeter

limbs slowly mutating,

Slum dandies parading through overgrown endless corridors
clinging to switchblades snatched from the blind
guardian of the cargo cathedral

Wild-eyed vagabonds of the off-grid lazily scrutinizing the fix
flaring up of thousand electric generators through the endless
flatland of Titania dusty arterial roads roamed by moonshiners
swbones, rebels, party convoys on amphibian vehicles
solar sails and pellet engines

Videodrome solidarities of VHS induced virtual halls, ~~xxxxx~~
CYBER skinheads glitching over backyard green cemetery dawns
moonshine drunkenness over concrete jungles parking lots
13th floor wet markets under the shade of junk sculpture
sharing loot, howling at the stars and moon
fungal vibrations in the roaring dusk of Cybele, ashcan
rantings and hobo stories

too used to the used ones

by crazed quarantined AI hidden into magnetic ENIAC fold
who swirling in rags challenged the howling metal priest
in the depth of graphite mines, to fill up generators with
a fistful of uranium,

who escaped from hippies cults of death in blackened mirror
mazes, deceitful arenas industrial humming breakbeats
infrasounds at the doors of the Cities of the Red Night

Carousers and ravagers of the crawling city, slow inexorable
Juggernaut ploughing unexplored wilderness, led by dragqueen
captains waving obscene Jolly Rogers howling riddles
to the wind of the post industrial empty plains
getting cryptic answers in return

Moonshine runners who sped up their spike-covered vehicles
to surpass the TransPol, roadblock zig-zagging at
ludicrous speed around land mines in no man's land
to reach the Pub of the Last Home, warm with autumn
chestnuts and psychedelic drugs, a stonethrow before
jumping into the void of the unexplored ultimate frontier
who were clenched into horrible mind control experiments
in bad reproductions of 80s townships, reconditioned to be
become pyromaniacs and bad lieutenants, involuntary
hears of cruel reality shows for use and consumption
of sleeping humans, philosophical zombies
out of time yuppies

extract from "Growl", poem declaimed by Sasha Nova at the Big Equinox Potlatch, inspired by
a partially burnt paperback edition of "Howl and other Poems" by Allen Ginsberg



PIRATE UTOPIAS

The acid communes of the Informal Federation form a network of direct democracies horizontally organised through Bulletin Board Systems, FM radio and nomad messengers.

Wildly different from each other they take many shapes: mega-workshops of misfit bikers, aerial eco-villages of idealist engineers, trailer parks of circus people, hydroelectric stilt houses of the Achab electric fishers.

The lowest common denominator is the formal oath to the Articles, a series of guidelines inspired by Captain Mission, XXVII century utopian pirate and founder of Libertalia, considered the first InFed commune.

- All decisions pertaining to the commune are subject to a democratic vote of all of its members.
- Slavery is abolished in all its forms, including subsistence salary.
- Death penalty is abolished.
- Freedom of cult and sexual consensual practice without incurring sanctions or bothers.
- Don't be a shit.

Beyond the common Articles, each commune has different norms and praxis. Unwritten laws are created by the members according to local needs, resources and hazards.

1c13

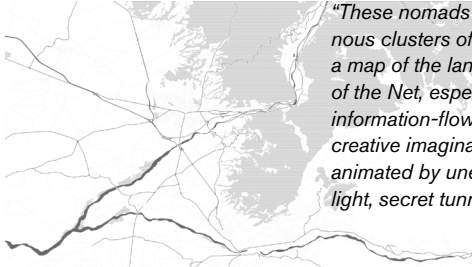
INFED SETTLEMENTS

A	Tree village. Aerial walkways. Engineers.
2	Trailer Park. Drive in. Nomad people. Windy.
3	Repurposed city centre. Overgrown. Cattle.
4	Delocalized forest hideout. Traps. Animals.
5	Hidden Bunker. Lunatic fringe. Rituals. Wet.
6	Energy sanctum. Solar tower. Tesla. Warm.
7	Cave complex. Hidden servers. Cold silence.
8	Dam village. Natural paradise. Ahab. Bright.
9	Flooded area. Buildings top floors. Octopus.
10	Scattered houses. Wild west vibes. Music.
J	Dome town. Counter-extinctionists. Strange new species. A Waterfall is nearby. Wine.
Q	Concrete. Garages. Bikers. Workshops. Hot.
K	City of stars. Aerospace research. Rockets.

APPENDIX A

TRASFIGURING THE TERRITORIES

creating the sandbox



"These nomads chart their course by strange stars, which might be luminous clusters of data in cyberspace, or perhaps hallucinations. Lay down a map of the land; over that, set a map of political change; over that, a map of the Net, especially the counter-Net with its emphasis on clandestine information-flow and logistics — and finally, over all, the 1:1 map of the creative imagination, aesthetics, values. The resultant grid comes to life, animated by unexpected eddies and surges of energy, coagulations of light, secret tunnels, and surprises."

William Gibson, Neuromancer

1. MAP OF THE TERRITORY

Find or draw a geographical map of the territory you want to transfigure

- Place a Citadel in the richest point of the region and surround it by a Slum
- Divide the major urban areas into Districts and Jungles. When in doubt, flip a coin.
- Beyond Citadel and Districts lies the Off-grid.
- Sprinkle the Off-grid with communities.

Some of them are part of the InFed network, others are independent. Indies don't live by the Articles but it doesn't mean they're not evil. Indies can be slavers' camps, runaway kids, survivalist bunkers, cyber cabals, gang's hideouts, cults, flawed utopias.

- Assign infrastructures and resources to the territory and determine who control them.
- Hide beauty and wonder in the off-grid. Secret sanctuaries, hidden valleys, inaccessible monasteries, natural monuments.

2. POLITICAL CHANGES map of conflicts

Citadels are surrounded by Slums, which survive from scraps and crumbs obtained by working in the Citadels' underground hives or by scavenging waste in proximity of big junkyards. Citadels incentivise new Slums as unwilling meat shield against invasion attempts.

Districts are Citadels' indirect vassals. They want to expand and clean up the neighbouring Concrete Jungle. InFed communes are natural enemies of Districts.

3. MAP OF THE NET

Trace lines between the citadel and district: well maintained, Trans-Pol secured roads and underground electric and communication grids.

Connections between Slums exist mostly because of the regional Leadball league. The teams usually travel alone on their fast sidecar but from time to time a Derby bring large amount of slum hooligans in a violent cross-region pilgrimage to meet their rivals..

InFed communes are interconnected through Arpanet, radio, festivals and a constant flow of nomads and convoys.

- Decide where servers are hidden, establish the type of roaming nomads, draw supply lines and electric production.
- Establish alliances and antipaties between InFed communes and independent communities.

4. IMAGINATION, AESTHETICS, VALUES

For each District, Slum, Jungle and Off-grid community, interrogate the Rose of Thoughts (p.17):

- Draw one or more cards (according to the number of inhabitants) to establish the founding stones and ideas of a certain place.
- Reasoning upon this map of Thoughts and philosophies, establish elective affinities and grudges between communities.
- You can add a disgruntled minority faction with different value to add conflicts.

Stitching all these maps together, you are giving life to a territory from which conflict and alliances spawn organically. Start from a city you know and transform it. Imagine how it could be. Establish monuments and places of note, conflict areas. Futurise and destroy, moving between cyberpunk and industry archaeology, chrome surface and rust. Create mythologies. Consider subcultures and take inspiration from existing stories, characters, legends and utopias. Work with soundtracks: punk, industrial, tekno, psychedelic.

**We are curious to know about your Rave New World, get in touch to tell us about your Sector.
Have a good trip!**

APPENDIX B

WRITING ADVENTURES FOR N23

Resources, territory, narratives and technologies: these are the riches of the Rave New World, every faction has competing visions and conflicting agendas.

Draw a map. Start raising questions about resources and existing conflicts. Who are the agents of change?

Create factions: start from sharp conflicting positions and gradually add nuances. Don't play all of your cards straight away: disseminate secrets.

Don't take for granted the PCs will ally with any particular faction.

Sketch out the movers and shakers, create NPC with objectives and personal ambitions. Improvise personality and idiosyncrasies.

Let the agenda of the various factions collide.

Consider the collision to be already happened.

Ask the NPC what they want and who is preventing them to have it.

It's time to throw the PCs on the chessboard. Consider their Thoughts and ideals as inspiration to involve them without being heavy-handed.

Start in media-res with a BANG.

Snipers from the district are hunting them. They're exorting a skilled junky surgeon through the off-grid and they got lost. They're jamming a TV signal. Their squat is under attack... they're in immediate danger!

Disseminate invites to interact with the environment. Focus on the details your characters eagerly interact with. Show the situations they ignore getting worse. Present them with meaningful decisions, let them take informed choices and leave open door to switch sides. Thoughts and idea matter, use them to suggest possible course of actions but never take it from granted.

You are not the writer of the characters' stories: give life to a conflict-rich environment full of needs and invites to action. **Put the world in motion, have fun watching the characters mess with it.**

Actions always implicate consequences.

CAMPAIGN TYPES:

Before the PCs creation, let them decide what kind of group they compose. The party is connected since the beginning under a common task. Let them start with equipment and vehicles suitable to their job.

TRAVELLERS

Nomads from the acid communes. Karnival troupe of the Potlatch Teknival. Synth-noise musicians. Professional hedonists drifting from one festival to the next. Or maybe they're escorting the mobile Media and Tool library convoy?

COMMERCIAL CONVOY

Merchants, smugglers and charlatans, always on the lookout for new trade routes. You banded together and repaired an old van to carry all your wares. You'd do business with everybody, trying to maintain neutrality. You match supply and demand to satisfy your wanderlust.

TROUBLE RUNNERS

No job is too dirty for you. Bounty hunters, private eyes, fixers, freelance outlaws. You were in debt and received a job offer you couldn't refuse. You suspect they're hiding something from you and hope it will stay this way. If they pay in credits, that's none of your business.

NETWORK 23

Live and direct from the mobile crew of the biggest (and only) counter-information Network, always on the trail of the next hot news and murky conspiracy. The Network used to be one of the sources of information which inflamed public opinion during the '89 revolution. Officially dismantled, part of the old crew put the network back together, turning it into a semi-pirate TV channel. Tune in, freak out, get beaten.

SETTLERS

Your community is in danger! Positions became untenable. You are

scouts, sent to find the right place to start from scratch. Maybe you're infiltrated behind enemy lines to find plans and intel. Then you'll be back, to guide your people towards the promised land, like heroes! If only you weren't lost right now.

GANGSTERS

You roam the off-grid for lulu and pillage. It was only a matter of time before one of the thick fellas noticed you, this is your chance of getting into the big league, chrome your equipment and get some dank cyber-augs. Eezy job, pay in credits. What can go wrong?

ELECTRICIANS

You work for the districts maintaining the electric grid in operation, changing faulty cables, fixing sabotaged pylons and decommissioned power plants. On top of your beat-up white van, day after day, you bring light where there's only darkness. Not everybody agrees with you.

APPENDIX C

ADVANCED STAT BLOCKS

The stat block of NPCs and creatures has four main variables:

Hit Points (HP), Threat (T), Attacks (A), Morale (M)

Pavlov dog: 6HP, T:4, A:1[bite, 2c4] M:9

Pavlov dogs are canids employed in behavioural experiments for which, in the name of science, a hole has been drilled in the middle of the throat, because of which they are constantly hungry, no matter the quantity of food they ingest. They need to be kept alive artificially which makes them completely loyal. If their master is present, their Morale goes up to 11.

Use the basic character block when you need NPCs or creatures on the fly. You can also assign a difficulty level to certain areas and decide that all creatures within have the same Threat level.

For any test, draw 1c10 and compare it to the Threat level. If the result is lower, the creature succeeds. In the absence of any specific such as Morale or Combat, consider them to be equal to the Threat level. **When Morale, Combat or any other stat differs from the Threat level, they are added to the stat block, otherwise consider them to be equal to it.** When you need an enemy on the fly, you can re-skin the Pavlov dog giving it new abilities.

MORALE (MO): When to do a Morale test during a fight:

- At first blood of the enemy, in case of a group, at the first loss.
- At 50% HP or when half of the enemy are eliminated.
- If both tests are passed, the enemies will fight to the death.

REACTION DRAW

Random encounters can be used to save time and waste movements. The world does not turn around the PCs: most of the time they are intruders in extraneous environments. When the PCs encounter a creature or a group of NPCs, they are probably focused on their own routines. When you're not sure of the reaction, ask the Reaction Table below

Draw 1c4 for creatures and factions who don't like the PCs or with whom they've had negative past interactions. Creatures with no particular disposition draw 1c10

1 Attack at first sight

2 Hostile, want something

3 Play for time looking for tactical advantage (reinforce, trap etc.) then draw again 1c4-1.

4 Run away, then draw again

If the enemy (or the party's henchmen) fail the Morale test, they run.

COMBAT (C): In some cases, Threat level and Attack stats don't coincide. It's the case with dangerous but not particularly smart lifeforms, lethal in combat but easy to trick. The Combat stat can be noted separately: use it to determine Hit Draws.

POOL (P): Particularly resilient opponents have a POOL value bracketed before the Hit Points. If the opponent has (3) 25 HP, it means that when an attack brings the current pool of 25 down to 0, one Pool is removed and 25 HP are restored. Damage doesn't get carried over between Pools. Opponents with Pools can't be destroyed by a single attack.

HYENA PACK:

[(2c4) 6 HP, C:6 A:(Pool) Bite 1c4, M: Pool]

The Pool value is drawn randomly before the encounter using 2c4. The number of Attacks and the Morale stat are related to the number of Hyenas left in the pack.

REAPERBOT: [HP (3) 30, T:5, MO:12, C:8, A:2 laser cannon: 2c10, shock hug:1c10] SPECIAL: thermal vision, remote control of electronic device 20mt.

Security androids used by citadels for perimeter defence, Reaperbots are interfaced to control remotely security and alarm systems in a 20 m radius. They can be easily confused for human beings. Once the first Pool of HP is reduced to zero, the metallic exoskeleton surface is revealed beneath the synth skin. Every time a Pool is drained, choose randomly between attacks and special abilities and have some of them malfunction.

5-6 Neutral, won't make the first move but needs something.

7-8 Curious, interested

9 Friendly, open to exchanges

10+ Friendly, offer help

APPENDIX N 23

INSPIRATIONAL AND DISEducational READING

Wonderfully messy, the Polar stars of the Interzone:

The novels of William S. Burroughs, the **Naked Lunch**, the Nova Trilogy and the City of the Red Night. His entire universe of Nova Mobsters, Dream Machines, Reich's orgone accumulators, Alamut and the Old Man of the Mountain, Mayan gods of death. inter-dimensional electronic guerrilla. Condominium, Kingdom Come, The Museum of Atrocities by James G. Ballard, THE SUBURBS DREAM OF VIOLENCE, **Videodrome** and Existenz by David Cronberg. They Live by Carpenter, A Scanner Darkly by Philip K Dick, Brazil by Terry Gilliam, China Mieville and Jeff Vandermeer, obviously the Southern Reach Trilogy. The Other Side by Alfred Kubin, Savage Messiah by Laura Oldfield Ford, **the utopias of Ursula K. Le Guin**. The Cars that Ate Paris by Peter Weir, Cyber-culture and the novels by William Gibson, Bruce Sterling, Neal Stephenson, Pat Cadigan. Blade Runner by Ridley Scott and Vangelis' soundtrack, Blade Runner by Alan E. Nourse. The manga Gunnm and Nausicaa of the Valley of the Wind by Miyazaki, The Whole Earth Catalog's optimism. Akira by Katsuhiro Otomo and Tetsuo, the Iron man by Shinya Tsukamoto. Cigarette Boy: a Mock Machine Mock — Epic.

Dead Man by Jim Jarmush and its OST by Neil Young. Sam Peckinpah and the End of the Frontier, Billy the Kid and Bob Dylan. Electric Dragon 40k volts by Ishii Sogo, **Duck, you Sucker! by Sergio Leone**, @Protopiafutures on iG, Utopian Visions and Experimental Life in the Russian Revolution by Richard Stites, the Short Summer of Anarchy. Brutalist architecture, industrial archeology, **Mark Fisher the original K-punk**. our lost futures, CCRU writings, Nick Land's Meltdown, Kaczynski's manifesto, Salute of the Juggler with Rutger Hauer. Situationism and psychogeography, the Spiral Tribe, Olstad, Crystal Distorsion, 69db, tekno tribes, travellers and ravers. Post-punk, **Mark E. Smith and The Fall** lyrics. Industrial music, Throbbing Gristles, Genesis P-Orridge, TOPY, Austin Osman Spare, The **Re/Search** of San Francisco, Shake Underground of Milan, Amok Journal, all Anarchist squats, the band Frammenti. The **Mutoid Waste Company**, Professor Bad Trip. Manuals, Monsters & Madonnas of RPG, Mothership, WFRP, Apocalypse World, Mutant Year Zero, Dark Sun. The OSR people and the crazy zinesters, the OSRITA gang, Patrick Stuart, Daniel Sell, Luke Gearing, Fiona Maeve Geist and all the amazing kind people out there.

Forever thanks to all Kickstarter backers, to all photographers who entrusted me with their vision. My adventure companions **Stefano, Juan, Steven, Sonny, Duccio, Xuein, Ale e Lorenzo**, first jackass nomads of the off-grid. **Lisa e Natasha** for everything else.

QUICK REFERENCES

SLUM

Roger Ballen
Kowloon Walled City
Grand Circle Diego
Gunnm
Soham Gupta's
ANGST

DISTRETTI

Transmetropolitan
Altered Carbon
Retrofuture
Technoir
Brutalism
Technoir
Apex Twin
Blade Runner
Antony Cairns
Max Headroom

CONCRETE

JUNGLE

Tetsuo
Eraserhead
Savage Messiah
Laura Oldfield Ford
Throbbing Gristle
Dorohedoro
Judge Dredd
AMprojects 3AM
industrial archeology

CITADELS

Brazil
BLAME!
2001 a Space Odissey

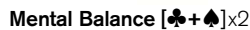
OFF-GRID

Nausicaa
Interceptor
Soviet design
Burning man
Stalker
Solarpunk
Dark Sun
Dead man
Vanishing Point
Salute of the juggler
The cars that ate Paris
Mutoid Waste Company



1 2 3 4

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[illegible]

[Threshold = current Mental Balance]



BODY



○ ○ ○ **manipulation**



REFLEX



○ ○ ○ **coolness**

ARMOUR

		Head	
		Arms	
		Chest	
		Legs	

INVENTORY SLOTS MAX encumbrance [♥ + RES] x 2

1	
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2	
	M
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	V
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3	
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	O
	V
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	S

