



# BLACK HATS // Downtime

After a **Score** concludes, perform the below actions. Follow the suggested order of events, but take detours whenever desired for **Free Play**: resolve a scene or trigger in more detail, explore a relationship or rivalry, interact with a faction.

## 1. Payoff

The crew earns **2 REP** per score. Add **+/- 1 REP** per **TIER** of the **Target** higher/lower than the crew's **TIER**. If you kept the job completely quiet or made it look like an accident, take **-2 REP**. Earn a **COIN** reward based on the nature of the operation.

- ▶ **2 COIN** - Minor theft, disconnected scraps of information or a petty criminal take.
- ▶ **4 COIN** - Small heist, an influential user's prized possession or embarrassing secrets.
- ▶ **6 COIN** - Standard heist, a faction's significant asset stolen or operation subverted.
- ▶ **8 COIN** - Major heist, intimate secrets of a faction and their plots exposed.
- ▶ **10+ COIN** - Massive data breach, a powerful faction utterly humiliated.

Subtract **COIN** equal to your **TIER +1** if you either: carefully scrub the information before marketing it anonymously, or sell it at a discount to a trusted friend or ally. If you do neither, reduce **Status** and/or advance a **clock** with an appropriate faction.

If the outcome of the score gave the crew an opportunity to gain *Leverage* or a new *Plot*, the crew may choose one now. Spend **1 coin** for **Leverage** or **4 coin** for a new **Plot**.

*You cannot have more Ring 2 Plots than Ring 1, or more Ring 3 Plots than you have in Ring 2.*

## 2. Heat

After any score (or other conflict with opposition), the crew takes **HEAT**. Add **+1 HEAT** if Moderators or Administrators were involved. Add **+1 HEAT** if Deresolution of a User occurred. Add **+2 HEAT** if Authority Functions were invoked by the Crew.

- ▶ **0 HEAT**: Smooth & quiet; low exposure.
- ▶ **2 HEAT**: Contained or deniable; standard exposure.
- ▶ **4 HEAT**: Loud; high exposure.
- ▶ **6 HEAT**: Wild; devastating exposure.

If **HEAT** ever exceeds available slots on the Crew sheet, increase the **CHAOS LEVEL** by one then clear the **HEAT** track and carry over any excess.

## 3. Refresh

Users clear any filled **ARMOR** boxes and **MEMORY** slots, and may clear any Level **1 HARM**.

## 4. Faction Turn

The GM updates the **Stack** (as needed). The GM looks at NPC faction standings, their goals and long-term projects, and makes any adjustments needed from the outcome of the previous score. Then the GM makes an **Entanglement** roll, any desired **Turmoil** rolls, and **Fortune** rolls to advance NPC faction clocks as desired. These procedures are described on the GM handout.

## 5. Downtime

When your crew is at liberty between scores and finds some respite from peril, you may **each** pursue **two** downtime activities from the list below. A user may perform additional activities from the list by spending **1 COIN** for each. For any downtime roll, add **+1d** to the roll if you get help from a **friend** or **contact**. After any roll, you may increase the **result level** by one for each Coin spent, by hiring assistance, paying a bribe, etc. (so a 1-3 result becomes a 4, 4 becomes 5, etc.).

*If the crew is At War (-3 status with another faction) they only get one downtime action each!*

### acquire an asset

Name a **faction** of at least **neutral (0) STATUS** from which you borrow the asset: **quality** = their **TIER**. Roll dice equal to **STATUS** with them:

- 1-3**: You must first act immediately in their interest,
- 4/5**: Start a 4-segment clock "Favor Owed",
- 6**: They merely expect you to return the asset soon, **Crit**: as 6, **+1 quality**.

### frame a scene

Describe a scene involving your user that tells us something about them or opens up new questions. Mark **1 xp**. If your scene also created a **setback** or **complication** for the crew, instead mark **2 xp**.

*Each player can Frame a Scene only once per downtime.*

### indulge memories

Choose to either: Purchase a memory from a Purveyor (**-1 COIN**), **-or-** Lose yourself in a personal recollection (mark **2 MEMORY** slots).

*Describe the memory. Then clear Stress equal to 6 minus your Drifts.*

### long term project

Start or advance a project clock by rolling an appropriate function. Add ticks on the relevant clock according to result level:

- 1-3**: +1, **4/5**: +2, **6**: +3. **Crit**: +5

### patch harm

Mark **Stress** equal to highest filled Harm block, then clear all Harm. *Indulge Memories to clear stress if needed, otherwise you can derez!*

### reduce heat

Say how you reduce Heat on the crew and roll the appropriate function. Reduce heat according to result level:

- 1-3**: -1, **4/5**: -2, **6**: -3, **Crit**: -5

## 6. Engagement

Choose a plan for your next **Score**, and provide the **missing detail**.

### assault

Do violence to a target. *Detail: the point of attack.*

### deception

Lure, trick, or manipulate. *Detail: the method of deception.*

### stealth

Trespass unseen. *Detail: the point of infiltration.*

### social


Negotiate, bargain, or persuade. *Detail: the social connection.*

### transport

Carry cargo or people through danger. *Detail: route & means.*

### authority

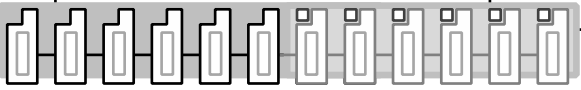
Wield an Authority function. *Detail: the function's outcome.*

 **+potency** during the first scene.

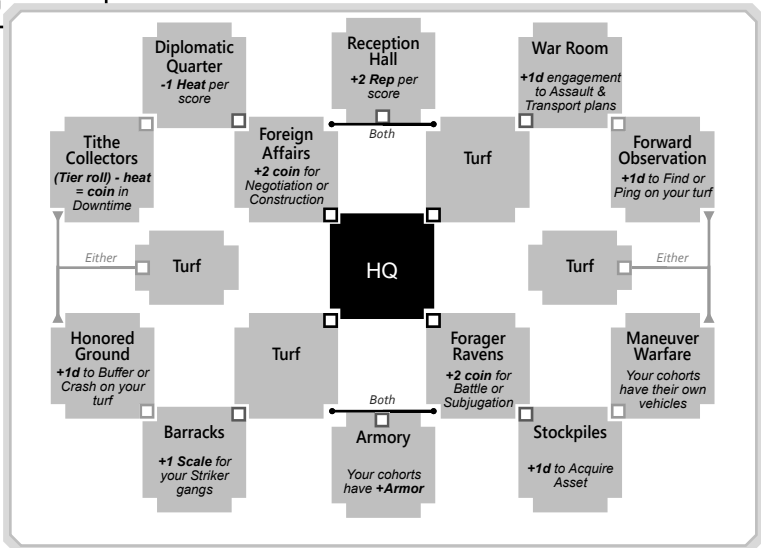
# hello, world // dynasty

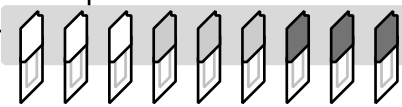
**NAME** \_\_\_\_\_ **REPUTATION** \_\_\_\_\_

**HQ** \_\_\_\_\_

**REP**  **TURF** \_\_\_\_\_ **TIER** \_\_\_\_\_

## CLAIMS



**HEAT** 

**WANTED** 


## PROCESS COHORTS

Expert  Gang **Strikers**

 \_\_\_\_\_


Weak  Disrupted  Derezzed

Expert  Gang \_\_\_\_\_

 \_\_\_\_\_


Weak  Disrupted  Derezzed

Expert  Gang \_\_\_\_\_

 \_\_\_\_\_

Weak  Disrupted  Derezzed

Expert  Gang \_\_\_\_\_

 \_\_\_\_\_

Weak  Disrupted  Derezzed

## AUTHORITY

**RESISTANCE** {  }

compile (   )

format (   )

kill (   )



Crew ready to Tier Up?

## CONQUERORS & COURTIER

Forging a political experiment in World is a risky business. Whether your ambitions are local or global, the fact remains that staking a claim to self-rule in World is going to be seen by many as an invitation to endless war. No matter if you approach your goals with diplomacy or conflict, you'll be forced to project strength if you want your dream to be survive.

To wield Authority, spend Rep = 12 - Turf. Then discuss the results (page 71).

To increase your Tier, spend Coin = New Tier x 6 and Rep = 12 - Turf.

Before you can increase in Tier, you must wield Authority at least once at your current Tier, perhaps to decimate or vassalize the existing Faction in the Tier you wish to occupy.

## DYNASTY ABILITIES

- Noblesse Oblige:** Each PC may add +1 function rating to their choice of *Buffer*, *Link*, or *Restore* (up to a max rating of 3).
- Bonded in Duty:** The whole crew has sworn itself to a sacred oath via shared memories. Take +1d to **resistance** rolls other than **Authority**.
- For the Alliance:** You have brokered an unprecedented peace between your allies. You may count up to three +3 faction statuses as if they are **turf** (or *leverage*).
- Fortified HQ:** Your crew's home is a hardened bastion with automated defenses and secret passages. Whenever a faction other than the Administration takes action against you, you have time to prepare. Take +1d to any **engagement** rolls that take place within your territory.
- Itinerant Court:** The process who attend to lesser governmental matters and courtly entertainments mobilize alongside you. Whenever you execute a **Social** plan, take +1d to the **engagement** roll and gain +1 coin.
- Legion's Pride:** When you fight alongside your cohorts in combat, they get +1d for **teamwork** rolls (setup and group-functions). All of your cohorts get the **Strikers** type for free (if they're already **Strikers**, choose another type for them).
- Mandate of Heaven:** For unknown reasons a member of the Administration endorses your crew's claims of legitimacy. Mark +1d to **Authority resistance** rolls. At the end of each score, take +1 rep.
- Polarized Truesteel:** Your weapons were forged using materials lost to World. Truesteel awes lesser Process upon sight, and grants you **potency** in armed combat against the Glitch, or Glitch-scarred entities. Loss of any Truesteel weapon(s) causes -1 **crew xp** every session until they are all recovered.
- Venerable Order:** Select two of the following:
  - Battle Rigging** (1 *Armor* or *Weapon* choice per score costs no Memory)
  - Endurance Mantra** (+1d to *Deresolution* rolls)
  - \_\_\_\_\_ **Mastery** (PCs may advance their function ratings to 4 in chosen Attribute)
  - \_\_\_\_\_ **Mastery** (PCs may advance their ratings to 4 in another chosen Attribute)
- Veteran:** Choose a special ability from another crew (write it in below).

## HEADQUARTERS

Name your inner sanctum:

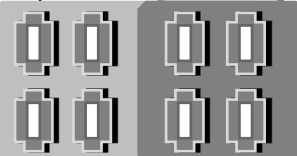
\_\_\_\_\_

Circle one HQ feature below in crew creation:

HIDDEN — LUXURY  
MOBILE — TERRIFYING

## COIN

Vault



## CONTACTS

- ▷ **Abell**, a seasoned diplomat
- ▷ **Gant**, a Troubleshooter
- ▷ **Lazarus**, a disgraced architect
- ▷ **Robin**, a dilettante
- ▷ **Sun**, a military strategist

## EXPERIENCE

**CREW XP** {  }

At the end of each session, mark 1 xp if an item below applies, or 2 xp if that item occurred multiple times.

- ◆ Execute a successful **battle**, **construction**, **negotiation**, or **subjugation** operation.
- ◆ Contend with challenges above your current station.
- ◆ Bolster your crew's reputation or develop a new one.
- ◆ Express the goals, drives, inner conflict, or essential nature of your crew.

When the crew reaches full XP, level up by marking off one of the following. Only make each choice once:

- Choose a new Special Ability  Choose a new Special Ability  Choose a new Special Ability
- Choose a new Special Ability  Choose a new Special Ability  Gain a new Cohort
- Gain a new Cohort  Gain a new Cohort  Give a Cohort an additional type (up to 2)
- Improve an Expert Cohort to Tier+2 Quality  Improve a Gang Cohort to Tier+1 Scale
- Improve an Authority function to 1 (from 0)  Improve an Authority function to 1 (from 0)
- Improve an Authority function to 2 (from 1)  Improve the crew's Authority Resistance by 1

# DYNASTY // downtime

After a **Score** concludes, perform the below actions. Follow the suggested order of events, but take detours whenever desired for **Free Play**: resolve a scene or trigger in more detail, explore a relationship or rivalry, interact with a faction.

## 1. Payoff

The crew earns **2 REP** per score. Add **+/- 1 REP** per **TIER** of the **Target** higher/lower than the crew's **TIER**. If the score took place within your own borders, take **-2 REP**. Earn a **COIN** reward based on the nature of the operation.

- ▶ **2 COIN** - Minor excursion, weak concessions or meager loot.
- ▶ **4 COIN** - Small success, a modest treaty or petty extortion.
- ▶ **6 COIN** - Standard take, an average political victory or holdings plundered.
- ▶ **8 COIN** - Sizable victory, a serious alliance struck or headquarters sacked.
- ▶ **10+ COIN** - Legendary victory, a lucrative campaign decisively ended.

Subtract **COIN** equal to your **TIER +1** if you either: pay a tithe to someone or share some of the profit with one of your Allies. If you do neither, reduce **Status** and/or advance a **clock** with an appropriate faction.

If the outcome of the score gave the crew an opportunity to gain a new **Claim**, the crew may choose one now. Spend **2 coin** and **2 rep** for a new claim that is connected to an existing claim the crew owns, or spend **4 coin** and **3 rep** to gain a claim that isn't connected on the claim map.

## 2. Heat

After any score (or other conflict) with opposition, the crew takes **HEAT**. Add **+1 HEAT** if Moderators or Administrators were involved. Add **+1 HEAT** if Deresolution of a User occurred. Add **+2 HEAT** if Authority Functions were invoked by the Crew.

- ▶ **0 HEAT**: Diplomatic & low-key; zero friction.
- ▶ **2 HEAT**: Skirmishes or standoff; standard friction.
- ▶ **4 HEAT**: High-key conflict; heavy friction.
- ▶ **6 HEAT**: Explosive; massive friction.

If **HEAT** ever exceeds available slots on the Crew sheet, increase the **CHAOS LEVEL** by one then clear the **HEAT** track and carry over any excess.

## 3. Refresh

Users clear any filled **ARMOR** boxes and **MEMORY** slots, and may clear any Level **1 HARM**.

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The GM updates the **Stack** (as needed). The GM looks at NPC faction standings, their goals and long-term projects, and makes any adjustments needed from the outcome of the previous score. Then the GM makes an **Entanglement** roll, any desired **Turmoil** rolls, and **Fortune** rolls to advance NPC faction clocks as desired. These procedures are described on the GM handout.

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If the crew is At War (-3 status with another faction) they only get **one** downtime action each!

### acquire an asset

Name a **faction** of at least **neutral (0) STATUS** from which you borrow the asset: **quality** = their **TIER**. Roll dice equal to **STATUS** with them:

- 1-3**: You must first act immediately in their interest,
- 4/5**: Start a 4-segment clock "Favor Owed",
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### frame a scene

Describe a scene involving your user that tells us something about them or opens up new questions. Mark **1 xp**. If your scene also created a **setback** or **complication** for the crew, instead mark **2 xp**.

*Each player can Frame a Scene only once per downtime.*

### indulge memories

Choose to either: Purchase a memory from a Purveyor (**-1 COIN**), **-or-** Lose yourself in a personal recollection (mark **2 MEMORY** slots).

*Describe the memory. Then clear Stress equal to 6 minus your Drifts.*

### long term project

Start or advance a **project clock** by rolling an appropriate function. Add ticks on the relevant clock according to result level:

- 1-3**: +1, **4/5**: +2, **6**: +3. **Crit**: +5

### patch harm

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Say how you reduce **Heat** on the crew and roll the appropriate function. Reduce heat according to result level:

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## 6. Engagement

Choose a plan for your next **Score**, and provide the **missing detail**.

### assault

Do violence to a target. *Detail: the point of attack.*

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Lure, trick, or manipulate. *Detail: the method of deception.*

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Trespass unseen. *Detail: the point of infiltration.*

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Negotiate, bargain, or persuade. *Detail: the social connection.*

### transport

Carry cargo or people through danger. *Detail: route & means.*

### authority

Wield an Authority function. *Detail: the function's outcome.*

 **+potency** during the first scene.

# hello, world // revisionists

## REBELS & REVOLUTIONARIES

The Administration cannot be reformed... not in this timeline. To enact the changes you know are needed in World, you have sworn yourself to a war for your future guided by clues from the past. Aided by computational paradoxes within the basecode, you manipulate events and toy with timelines. These actions run the risk of bringing World to the brink of collapse, but you know the future is worth it.




To wield Authority, spend Rep = 12 - Leverage. Then discuss the results (page 71).

To increase your Tier, spend Coin = New Tier x 6 and Rep = 12 - Leverage.

Before you can increase in Tier, you must wield Authority at least once at your current Tier, perhaps to alter or subvert a major event in the timeline of the Server you wish to occupy.

**NAME** \_\_\_\_\_ **REPUTATION** \_\_\_\_\_

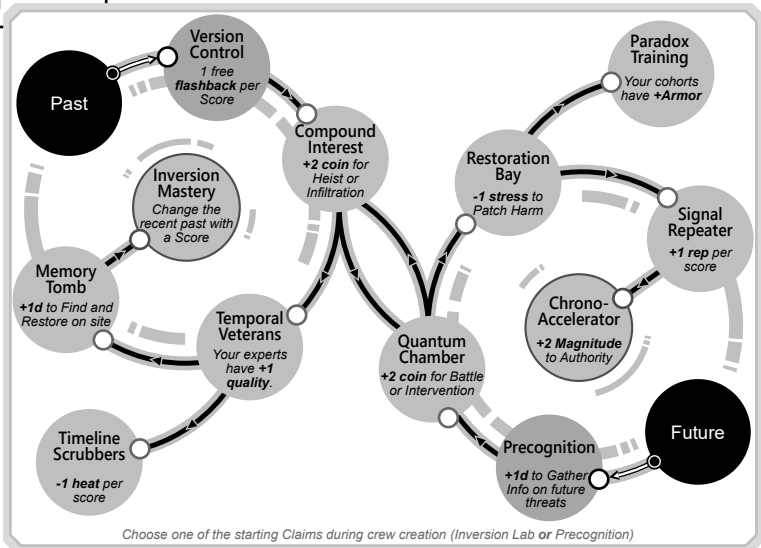
**LAIR** \_\_\_\_\_

**REP**  **LEVERAGE**  **TIER** 

**AUTHORITY**  
RESISTANCE {  }

compile (   )  
format (   )  
kill (   )

**CLAIMS**



**REVISIONIST ABILITIES**

Déjà Vu: Each PC may add +1 function rating to their choice of Find, Goto, or Restore (up to a max rating of 3).

End of Time: Your crew's home is temporally disjointed from World. Whenever a faction other than the Administration takes action against you, you have time to prepare. Each downtime, one of your members may take +1 downtime action.

Flash Transmission: Temporal compression lets you get the upper hand if you have time to prepare. Take +1d to engagement rolls while you have 2 or less Heat.

Loyalty Tests: Your process cohorts are utterly dedicated to the cause. They will undertake any order given, no matter how dangerous or strange. They gain +1D to rolls when opposing an adversary whose quality or scale exceeds their own.

Message In A Bottle: PCs may choose to Recall by using Futuresight. When you indulge this Recall by describing new complications that will affect the crew's future, clear 1 additional stress. Also, a Mysterious Stranger will appear to assist for free one of your function rolls—from now until you next indulge this recall.

Mindpurge: Using forbidden code manipulation, your crew knows how to destroy a victim's memories. At the moment you deresolve them, take 2 stress and +2 Heat to erase the memories of a user, daemon, or process in a vortex of data entropy. How do you justify this gruesome act?


Paradox Sense: Through mysterious means your crew can see signs of Glitch before it manifests in World and predict its movement. When you act on this knowledge to sabotage an enemy or protect allies or innocents, take +2 rep.


Stable Loops: While paying the costs of any flashback, you may mark Memory as if it were stress. Whenever you pay 2 Memory to do so, push yourself on that flashback function roll for free. How does your crew close the time loops?


Temporal Research: Select two of the following:


- Chrono Rigging 1 carried item is perfectly concealed and leaves no trace on the timeline
- Decay Stabilisation +1 Drift box (this may bring a PC back to the crew from 4 Drifts)
- \_\_\_\_\_ Mastery PCs may advance their function ratings to 4 in a chosen Attribute
- \_\_\_\_\_ Mastery PCs may advance their ratings to 4 in another chosen Attribute

Veteran: Choose a special ability from another crew (write it in below).

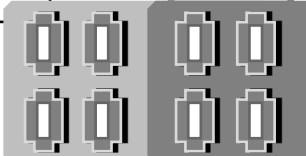
**DOUBLE AGENT** 

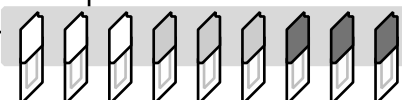
**INFORMANT** 

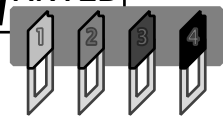
**MOLE** 

**PARTISAN** 

**COIN**  Offshore



**HEAT** 


**WANTED** 

**CONTACTS**

- ▷ 4s.b331, an Administrator
- ▷ Wintergreen, a temporal anomaly
- ▷ Letum, a threat analyst
- ▷ Mir, an identity broker
- ▷ Rotas, a memory thief


**PROCESS COHORTS**

● Expert ● Gang \_\_\_\_\_

 \_\_\_\_\_

Weak  Disrupted  Derezzed

● Expert ● Gang \_\_\_\_\_

 \_\_\_\_\_


Weak  Disrupted  Derezzed

● Expert ● Gang \_\_\_\_\_

 \_\_\_\_\_

Weak  Disrupted  Derezzed

● Expert ● Gang \_\_\_\_\_

 \_\_\_\_\_

Weak  Disrupted  Derezzed

**EXPERIENCE**  
CREW XP {  }

At the end of each session, mark 1 xp if an item below applies, or 2 xp if that item occurred multiple times.

- ◆ Execute a successful battle, heist, infiltration, or intervention operation.
- ◆ Contend with challenges above your current station.
- ◆ Bolster your crew's reputation or develop a new one.
- ◆ Express the goals, drives, inner conflict, or essential nature of your crew.

When the crew reaches full XP, level up by marking off one of the following. Only make each choice once:

- Choose a new Special Ability
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- Choose a new Special Ability
- Gain a new Cohort
- Gain a new Cohort
- Give a Cohort an additional type (up to 2)
- Improve an Expert Cohort to Tier+2 Quality
- Improve a Gang Cohort to Tier+1 Scale
- Improve an Authority function to 1 (from 0)
- Improve an Authority function to 1 (from 0)
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- Improve the crew's Authority Resistance by 1

# REVISIONISTS // downtime

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## 1. Payoff

The crew earns **2 REP** per score. Add **+/- 1 REP** per **TIER** of the **Target** higher/lower than the crew's **TIER**. If the score was purely reactive in nature or preserved a status quo, take **-2 REP**. Earn a **COIN** reward based on the nature of the operation.

- ▶ **2 COIN** - Minor excursion, a subtle change to the timeline or morale boost.
- ▶ **4 COIN** - Modest victory, a small crisis averted or resources acquired.
- ▶ **6 COIN** - Standard victory, an average threat negated or mysteries uncovered.
- ▶ **8 COIN** - Sizable victory, a serious temporal threat neutralized.
- ▶ **10+ COIN** - Timeless victory, a major on-going threat to the timeline has been eliminated.

Subtract **COIN** equal to your **TIER +1** if you either: pay your informants hush money or share some of the profit with one of your Allies. If you do neither, reduce **Status** and/or advance a **clock** with an appropriate faction.

If the outcome of the score gave the crew an opportunity to gain *Leverage* or a new *Claim*, the crew may choose one of those now. Spend **2 coin** for fresh **Leverage** and **4 coin** for a new **Claim**.

Follow the arrows on the claims map, starting from claims already held.

## 2. Heat

After any score (or other conflict) with opposition, the crew takes **HEAT**. Add **+1 HEAT** if Moderators or Administrators were involved. Add **+1 HEAT** if Deresolution of a User occurred. Add **+2 HEAT** if Authority Functions were invoked by the Crew.

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If **HEAT** ever exceeds available slots on the Crew sheet, increase the **CHAOS LEVEL** by one then clear the **HEAT** track and carry over any excess.

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The GM updates the **Stack** (as needed). The GM looks at NPC faction standings, their goals and long-term projects, and makes any adjustments needed from the outcome of the previous score. Then the GM makes an **Entanglement** roll, any desired **Turmoil** rolls, and **Fortune** rolls to advance NPC faction clocks as desired. These procedures are described on the GM handout.

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If the crew is At War (-3 status with another faction) they only get **one** downtime action each!

### acquire an asset

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- 1-3**: You must first act immediately in their interest,
- 4/5**: Start a 4-segment clock "Favor Owed",
- 6**: They merely expect you to return the asset soon, **Crit**: as 6, **+1 quality**.

### frame a scene

Describe a scene involving your user that tells us something about them or opens up new questions. Mark **1 xp**. If your scene also created a **setback** or **complication** for the crew, instead mark **2 xp**.

Each player can Frame a Scene only once per downtime.

### indulge memories

Choose to either: Purchase a memory from a Purveyor (**-1 COIN**), **-or-** Lose yourself in a personal recollection (mark **2 MEMORY** slots).

Describe the memory. Then clear **Stress** equal to **6** minus your **Drifts**.

### long term project

Start or advance a **project clock** by rolling an appropriate function. Add ticks on the relevant clock according to result level:

- 1-3**: +1, **4/5**: +2, **6**: +3. **Crit**: +5

### patch harm

Mark **Stress** equal to highest filled Harm block, then clear all Harm. *Indulge Memories to clear stress if needed, otherwise you can derez!*

### reduce heat

Say how you reduce **Heat** on the crew and roll the appropriate function. Reduce heat according to result level:

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Choose a plan for your next **Score**, and provide the **missing detail**.

### assault

Do violence to a target. *Detail: the point of attack.*

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Trespass unseen. *Detail: the point of infiltration.*

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Wield an Authority function. *Detail: the function's outcome.*

 **+potency** during the first scene.

# hello, world // council

**NAME** \_\_\_\_\_ **REPUTATION** \_\_\_\_\_

**LAIR** \_\_\_\_\_

**REP** **TURF** **TIER**

## CLAIMS

<b>CONTROL</b> <i>Gain a process gang of Strikers</i>	Designer Uniforms <i>+1d engagement to Assault plans</i>	<b>Turf</b>	Exclusive Venue <i>+1d to Link and Echo on site</i>	Publishing Department <i>+1 coin per score</i>	<b>DISCOVERY</b> <i>+1d engagement to Social &amp; Transport plans</i>
<b>Turf</b>	Enforcer Reserves <i>+1 scale for your Striker cohorts</i>	Healthcare Plan <i>-1 stress to Patch Harm</i>	Vision Team <i>+1 magnitude to Format</i>	Affiliate Reporters <i>+1d gather info for scores</i>	Analytics Tower <i>+1d to Find and Ping on site</i>
Data Sifting <i>+1 coin per score</i>	Professional Code <i>Your experts have +1 quality</i>	Troubleshooter Payoffs <i>-1 Heat per score</i>	Creative Consultants <i>+1d to Advance a Project</i>	Community Outreach <i>+1 rep per score</i>	Prototype Vault <i>+1d to Acquire Asset</i>
<b>DECEPTION</b> <i>-1 Heat per score</i>	Encrypted Network <i>+1d engagement to Deception plans</i>	Brand Awareness <i>+2 rep after you wield Authority</i>	Collectible Marketing <i>(Tier roll) - heat = coin in downtime</i>	<b>Turf</b>	<b>CREATION</b> <i>2 Rep discount to Compile</i>

*Choose a starting claim (Control, Creation, Discovery, or Deception) during crew creation.*

**HEAT**

**WANTED**

## PROCESS COHORTS

Expert  Gang \_\_\_\_\_

\_\_\_\_\_

*Weak*  *Disrupted*  *Derezzed*

Expert  Gang \_\_\_\_\_

\_\_\_\_\_

*Weak*  *Disrupted*  *Derezzed*

## AUTHORITY

**RESISTANCE** { }

compile (   )  
format (   )  
kill (   )

Crew ready to Tier Up?

## ADVISERS & ENFORCERS

You work on behalf of something larger than yourselves: an organization, a community, or a visionary leader. Their ideals form the basis of your **Charter**: a central mandate that determines your crew's goals and methods. You are custodians of this agency, sworn to act as deputies for your charter on a goal that represents a vision of what World can be.

To wield Authority, spend Rep = 12 - Turf. Then discuss the results (page 71).

To increase your Tier, spend Coin = New Tier x 6 and Rep = 12 - Turf.

Before you can increase in Tier, you must wield Authority at least once at your current Tier, perhaps to further the ambitions of your mandate or create a monument to your Charter's glory.

## CHARTER

What master does your council serve?

Choose 2 features of your organization:  
ARTISTIC—CORPORATE—COMMUNAL  
EGALITARIAN—FRIVOLOUS—OMINOUS  
RELIGIOUS—SCHOLASTIC—SECRETIVE

## COIN

Vault

## CONTACTS

- ▷ Bit, a community organizer
- ▷ Ciel, a researcher
- ▷ Mwane, an architect
- ▷ Ryda, a journalist
- ▷ Satsuki, a president

## EXPERIENCE

**CREW XP** { }

At the end of each session, mark 1 xp if an item below applies, or 2 xp if that item occurred multiple times.

- ◆ Advanced the ideals of the **Charter** or challenged their methods or beliefs.
- ◆ Contend with **challenges** above your current station.
- ◆ Bolster your crew's **reputation** or develop a new one.
- ◆ Express the **goals, drives, inner conflict, or essential nature** of your crew.

## COUNCIL ABILITIES

- **Problem Solvers**: Each PC may add +1 function rating to their choice of *Echo*, *Link*, or *Ping* (up to a max rating of 3).
- **Activist Leadership**: Your crew's ideals are embodied in an individual or group which occasionally manifests to take direct action. They are (choose two): *brilliant* – *indestructible* – *influential* – *legion* – *terrifying*. Their presence can be a great boon... except they are impossible to coordinate or reason with and expect you to handle everything whenever they (inevitably) grow tired of the situation and depart.
- **Expanded Portfolio**: Choose another **starting claim** or **plot** (i.e. either one connected to your lair on the asset map, or one of the starting choices offered by your crew playbook). You may connect new assets from this starting point.
- **Human Resources**: Your crew orders its manpower in bulk from the Procession. Your **gang cohorts** have **Scale = Tier + 1**, and they may never be fully **derezzed** (they may be **weakened** or **disrupted** as normal).
- **Skilled Minions**: During **downtime**, one of your cohorts may perform a downtime activity in order to **acquire an asset**, **reduce heat**, or work on a **long-term project**.
- **Sprawling Campus**: Your crew's home is a lavishly-appointed masterwork that was compiled after countless design and programming hours. Whenever a faction other than the Administration takes action against you, you have time to prepare. Get +1d to advance your **long-term projects** whenever the facilities or staff are able to offer assistance.
- **Trusted Agency**: Your sponsor turns a blind eye to the occasional lapse in your crew's loyalty. **At the end of each session**, nominate one player among you who did the most to subvert or make light of your crew's goals. They mark +1 xp. Then nominate one player who best furthered the crew's goals. They gain +1 coin.
- **Company Store**: Select two of the following.
  - Conspirator Rigging** (1 *Armor* or *Tools* choice per score costs no Memory)
  - Packed Lunch** (+1 Stress box)
  - \_\_\_\_\_ **Mastery** (PCs may advance their function ratings to 4 in chosen Attribute)
  - \_\_\_\_\_ **Mastery** (PCs may advance their ratings to 4 in another chosen Attribute)
- **Veteran**: Choose a special ability from another crew (write it in below).

\_\_\_\_\_

- When the crew reaches full XP, level up by marking off one of the following. Only make each choice once:
- Choose a new Special Ability  Choose a new Special Ability  Choose a new Special Ability
  - Choose a new Special Ability  Choose a new Special Ability  Gain a new Cohort
  - Gain a new Cohort  Gain a new Cohort  Give a Cohort an additional type (up to 2)
  - Improve an Expert Cohort to Tier+2 Quality  Improve a Gang Cohort to Tier+1 Scale
  - Improve an Authority function to 1 (from 0)  Improve an Authority function to 1 (from 0)
  - Improve an Authority function to 2 (from 1)  Improve the crew's Authority Resistance by 1

# COUNCIL // downtime

After a **Score** concludes, perform the below actions. Follow the suggested order of events, but take detours whenever desired for **Free Play**: resolve a scene or trigger in more detail, explore a relationship or rivalry, interact with a faction.

## 1. Payoff

The crew earns **2 REP** per score. Add **+/- 1 REP** per **TIER** of the **Target** higher/lower than the crew's **TIER**. If the score cannot be attributed to your Mandate because you hid your affiliation or kept it completely quiet, take **-2 REP**. Earn a **COIN** reward based on the nature of the operation.

- ▶ **2 COIN** - Minor excursion, weak concessions or petty squabbling.
- ▶ **4 COIN** - Small success, a minor charter target met.
- ▶ **6 COIN** - Standard success, the charter's cause meaningfully advanced.
- ▶ **8 COIN** - Sizable victory, a milestone for the charter's wishes met.
- ▶ **10+ COIN** - Legendary victory, one of the charter's dreams achieved.

Subtract **COIN** equal to your **TIER +1** if you either: pay up to your Charter or share some of the profit with one of your Allies. If you do neither, advance a **clock** and/or reduce **Status** as appropriate.

If the score outcome gave you an opportunity to gain a new **Asset**, you may choose one now. Spend **3 coin** for a new asset connected to an existing asset you own. **Whenever your crew claims a new Asset**, you must also cross off a different asset somewhere else on the map that your crew will no longer be able to claim (in other words, you can only claim at most half of the assets on the map).

## 2. Heat

After any score (or other conflict) with opposition, the crew takes **HEAT**. Add **+1 HEAT** if Moderators or Administrators were involved. Add **+1 HEAT** if Deresolution of a User occurred. Add **+2 HEAT** if Authority Functions were invoked by the Crew.

- ▶ **0 HEAT**: Subtle & low-key; zero exposure.
- ▶ **2 HEAT**: Skirmishes or intrigue; standard exposure.
- ▶ **4 HEAT**: High-key conflict; considerable exposure.
- ▶ **6 HEAT**: Explosive; massive exposure.

If **HEAT** ever exceeds available slots on the Crew sheet, increase the **CHAOS LEVEL** by one then clear the **HEAT** track and carry over any excess.

## 3. Refresh

Users clear any filled **ARMOR** boxes and **MEMORY** slots, and may clear any Level **1 HARM**.

## 4. Faction Turn

The GM updates the **Stack** (as needed). The GM looks at NPC faction standings, their goals and long-term projects, and makes any adjustments needed from the outcome of the previous score. Then the GM makes an **Entanglement** roll, any desired **Turmoil** rolls, and **Fortune** rolls to advance NPC faction clocks as desired. These procedures are described on the GM handout.

## 5. Downtime

When your crew is at liberty between scores and finds some respite from peril, you may **each** pursue **two** downtime activities from the list below. A user may perform additional activities from the list by spending **1 COIN** for each. For any downtime roll, add **+1d** to the roll if you get help from a **friend** or **contact**. After the roll, you may increase the **result level** by one for each Coin spent, by hiring assistance, paying a bribe, etc. (so a 1-3 result becomes a 4, 4 becomes 5, etc.).

If the crew is At War (-3 status with another faction) they only get **one** downtime action each!

### acquire an asset

Name a **faction** of at least **neutral (0) STATUS** from which you borrow the asset: **quality** = their **TIER**. Roll dice equal to **STATUS** with them:  
**1-3**: You must first act immediately in their interest,  
**4/5**: Start a 4-segment clock "Favor Owed", **6**: They merely expect you to return the asset soon, **Crit**: as 6, **+1 quality**.

### frame a scene

Describe a scene involving your user that tells us something about them or opens up new questions. Mark **1 xp**. If your scene also created a **setback** or **complication** for the crew, instead mark **2 xp**.  
*Each player can Frame a Scene only once per downtime.*

### indulge memories

Choose to either: Purchase a memory from a Purveyor (**-1 COIN**), **-or-** Lose yourself in a personal recollection (mark **2 MEMORY** slots).  
*Describe the memory. Then clear Stress equal to 6 minus your Drifts.*

### long term project

Start or advance a **project clock** by rolling an appropriate function. Add ticks on the relevant clock according to result level:  
**1-3**: +1, **4/5**: +2, **6**: +3. **Crit**: +5

### patch harm

Mark **Stress** equal to highest filled Harm block, then clear all Harm. *Indulge Memories to clear stress if needed, otherwise you can derez!*

### reduce heat

Say how you reduce **Heat** on the crew and roll the appropriate function. Reduce heat according to result level:  
**1-3**: -1, **4/5**: -2, **6**: -3, **Crit**: -5

## 6. Engagement

Choose a plan for your next **Score**, and provide the **missing detail**.

### assault

Do violence to a target. *Detail: the point of attack.*

### deception

Lure, trick, or manipulate. *Detail: the method of deception.*

### stealth

Trespass unseen. *Detail: the point of infiltration.*

### social


Negotiate, bargain, or persuade. *Detail: the social connection.*

### transport

Carry cargo or people through danger. *Detail: route & means.*

### authority

Wield an Authority function. *Detail: the function's outcome.*

 **+potency** during the first scene.

# GM reference

## GM GOALS

Play to find out what happens.  
Bring World to life.  
Convey World honestly.

## GM PRINCIPLES

Be a fan of the PCs.  
Let everything flow from the fiction.  
Address the characters.  
Address the players.  
Surround them with unanswered questions.

## GM ACTIONS

When things are getting started:

- ▶ **“What’s your goal?”**  
(drive the crew towards change)

And when things are underway:

- ▶ **“How did you prepare for this?”**  
(what about a flashback?)
- ▶ **“What’s your intended outcome?”**  
(what effect do you hope for?)

Cut to the moment of crisis.  
Telegraph trouble before it strikes.  
Tell them the consequences up front.  
Offer a daemon’s bargain.  
Make a progress clock or tick one.  
Ask the players what they think.  
Actions ripple through the network.

- ▶ **“What do you do?”**  
(put them in the driver’s seat)

## NAMES

Adam, Alpha, Alice, Amp, Apex, Axiom, Babylon, Baroness, Ball, Bios, Black, Bravo, Cardinal, Case, Cluster, Cross, Damien, Darius, Drake, Ender, Eleven, Foxtrot, Four, Gabriel, Gem, Green, Hawk, Host, Indigo, Integer, Jack, Janus, Jazz, Joule, Khan, Klick, Lime, Link, Marko, Molly, Mouse, Muse, Nasir, Nine, Nihei, Noise, November, Null, Olympia, Ohm, Omar, Omega, Pink, Pursuit, Quora, Ram, Ratio, Red, Rex, Reina, Ruby, Seven, Samba, Silver, Silk, Stack, Swing, Tango, Telos, Trinity, Vapor, Veritas, Victoria, Waltz, Wave, Wolf, Zander, Zeke

## DESIGNATORS AND/OR NAMES

Aldric, Armitage, Booker, Cambridge, Cook, Clarke, Crowley, Denton, Dick, Dyson, Gaiman, Gibson, Harper, Herbert, Jaynes, Jensen, Keung, King, Liu, Lebeau, Le Guin, Marquez, Morgan, Ota, Packard, Prichard, Santiago, Shepherd, Shirow, Stephenson, Tsutomu, Valencia, Walker, Wren, Wu

## LOOKS

tall and olympian, sleek and strong, thin and refined, gorgeous and stylized, cute and soft, angular and ominous, stock and unremarkable, other

bald, luminous hair, heroic hair, hair like falling starlight, hair like rising flames, hair like drifting fog, hair like enveloping dusk.

fleshy skin, opal skin, ashen skin, jade skin, onyx skin, raven skin, translucent skin.

*Fantasy Armor, Angular Ruffles, Avant-Garde, Pastel Bodysuit, Glowing Stripes, Practical Techwear, Formal Gown, Fancy Makeup, Elaborate Jewelry, Masqued, Helmeted, Hooded.*

*Anonymous, Extravagant, High-Fidelity, Low-Resolution, Glitch-Scarred, Shrouded, Glowing, Clouded, Energized, Whimsical.*

# Engagement Roll

Start with **1d** for sheer luck.

- ▶ Is this operation particularly bold or daring? **+1d**.  
Is this operation overly complex or contingent on factors? **-1d**.
- ▶ Does the **plan’s detail** expose a vulnerability of the target? **+1d**.  
Does the target have a particular defense or preparation? **-1d**.
- ▶ Can an **ally** or **contact** provide aid or insight? **+1d**.  
Are **enemies** or **rivals** interfering in the operation? **-1d**.
- ▶ Is the target server in a state of **Chaos**? **-1d per Chaos level**.
- ▶ Are there any **other elements** that must be considered? Tier, location, environmental factors, etc. **+/- 1d** for a major factor.

**Crit:** *You’ve already overcome the first obstacle and you’re in a **controlled** position.*

**6:** *You’re in a **controlled** position when the action starts.*

**4/5:** *You’re in a **risky** position when the action starts.*

**1-3:** *You’re in a **desperate** position when the action starts.*



**authority** engagement gives **potency** during the first scene.

# Daemon’s Bargains

- ▶ Collateral damage to bystanders or allies.
- ▶ Sacrifice **Coin**, **Gear**, or other valuables.
- ▶ Betray a contact, friend, or loved one.
- ▶ Offending or angering a faction.
- ▶ Starting and/or ticking a troublesome clock.
- ▶ Suffering stress **Damage**.

# Faction Turn

**1. Stack** – advance the Stack’s countdown clock by **1**, then add or release entities to/from the Stack as needed.

**2. Entanglement** – Roll dice equal to the **Wanted level**, and read result according to crew’s **Heat**:

Heat 0-3		Heat 4-5		Heat 6+	
1-3	Rumors or Cohort Trouble	1-3	Rumors or Cohort Trouble	1-3	Headlines or Infection
4/5	Tested or Viral Nuisance	4/5	Cooperation or Viral Nuisance	4/5	Assault or Shadowed
6	Cooperation	6	Assault or Headlines	6	Crackdown
Crit	Instability	Crit	Crackdown	Crit	Glitch Surge

**Assault.** An opposed (-1 to -3 status) faction goes after your stuff. Forfeit an **asset** (a Claim or Plot) to them or go to **war** (-3 status) and defend what’s yours.

*If you have nothing else to surrender, your HQ is what’s under attack. In this case, an unsuccessful defense reduces you by -1 Tier.*

**Cohort Trouble.** One of your cohorts causes trouble or falls down on the job due to their flaw(s). Lose prestige (forfeit **Rep** equal to your **Tier+1**), spend extra to make things right (-1 **Coin**), or take them off the job and make an example of the failure.

*If no cohorts have flaws, choose Rumors.*

**Cooperation.** An allied (+3 status) faction calls on you for aid. Agree to help, or forfeit **2 Rep** per their **Tier** (only if you have the **Rep** to lose), or take -1 status with them.

*If the crew has no allies, choose a friendly (+2 status) faction.*

**Glitch Surge.** One of your crew’s **assets** (a Claim or Plot) or your **HQ** is abruptly overrun by the Glitch (determine target randomly). All PCs present mark **3 Stress** and the location must be abandoned immediately. If the HQ falls, a score or Authority function is needed to reestablish elsewhere.

**Headlines.** Investigative journalists and social media are buzzing about you, and it’s bad. Throw some money at the problem (-3 **Coin**), throw one of yours to the wolves for a candid interview (+2 **Stress**), or wait for it to blow over (-3 **Rep**).

**Infection.** One of your contacts, friends, allies, or cohorts either switches allegiance due to the heat on you or is corrupted by the Glitch. *Players volunteer one, or GM chooses.* They are yours no more.

**Instability.** An allied or friendly faction (+3 or +2 status) collapses due to hostile action, economic or social meltdown, or the advance of the Glitch.

*What happens to the faction members? If no available allies or friends, choose a neutral (0 status) faction.*

**Crackdown.** A moderator presents a case file to the Administration, and your crew is flagged for questioning. The Troubleshooters send a detail to take custody of one of you. *Who?* Cash in political favors for immunity (spend **Rep** = Wanted level + 3), hand them over (they are **Derezzed**; reduce **Wanted** by 1 and clear your **heat**), or try to evade capture.

**Rumors.** Loose lips are spreading your business on social. One player volunteers a friend, purveyor, rival, or contact as the one who says too much. Make a **fortune roll** to see how bad it is: **1-3:** -1 status with a neutral faction, **4/5:** +2 Heat, **6:** +1 Heat.

**Shadowed.** A rogue shade is drawn to you. *Somebody you’ve derezzed, a former crew member, something else?* Call the Overwriters to dispose of it (+2 **Heat**), hear out it’s demands (+2 **Stress**), or deal with it yourself.

**Tested.** A neutral (0 status) faction is throwing weight around. They threaten you or an ally, friend, or contact. Appease them (forfeit either **1 Rep** or **1 Coin** per their **Tier**) or stand up to them (-1 **Status** with them).

**Viral Nuisance.** A viral cat or other daemon shows up, peddling strange wares or making dark offers. Accept their suspicious bargain, kick them out (-2 **Rep**), or deal with them another way.

**3. Project Clocks** – Choose a few **opposed** (-1 to -3 status) **factions** and make a Fortune roll based on their **Tier** to advance their Goals Clocks. If they don’t have a goal clock, give them one (decide on a new goal for them or refer to the faction listing for ideas). Do the same for a **friendly faction** (+1 to +3 status).

*If any factions or NPCs were released from the Stack earlier, consider what must do to reestablish themselves in a server. Stop whenever this gets boring or if you already know what is going to happen next.*

**4 (Optional). Turmoil** – If desired, roll dice equal to the crew’s **STATUS** with a distant faction, ignoring negatives (ie. a -2 status ‘hostile’ faction rolls 2 dice. A neutral faction gets 0 dice).

Read result according to the NPC faction’s **TIER**:

Tier 0-1		Tier 2-3		Tier 4-5	
1-3	Absorbed or Smashed	1-3	Infighting or Defensive	1-3	Coup or Collapse
4/5	Advantage or Alliance	4/5	Fight Rival or Declaration	4/5	Fending off Threats
6	Achieve a goal	6	Achieve a goal	6	Achieve a goal

*Use Turmoil as a shortcut to simulate background conflicts (off-screen or in another server). Turmoil makes things break quickly: use it to generate a shocking headline or reveal a surprising new opportunity elsewhere.*

*If you already know what’s going to happen, don’t bother with a Turmoil roll; just make it happen. Also don’t roll turmoil for factions that are currently in the story spotlight and affecting the player crew. Time slows down for them so the players can see trouble brewing and make choices to affect the outcomes.*

Use the **Opportunities** table below to generate a new score plot seed or to kick off a session. There are 3 tables, organized by increasing level of intensity. Use the **top** table for a **low-tier** crew (it's great to get things going in your first session!) and the **bottom** table for **high-tier** adventures. The **middle** table can be used anytime and usually has unique opportunities that add more texture to World.

For a total change of pace, try rolling on the opportunity table of a different crew!

## black hats opportunities

1	A <b>user</b> traded away their most precious memory long ago while in a dire situation, and now will do anything to get it back from the current owner.
2	A <b>syndicate</b> faction is transporting bulk stolen memories. Among them is a couples' lost relationship: memories one of them is desperate to recover so as to mend the union.
3	A <b>process</b> wants you to steal a user's memory of a particular emotion (one the process cannot otherwise experience). They are unable to pay you. What do they offer instead?
4	A <b>star athlete</b> has had their memories of training in the sport stolen away from them right before a big match. They're on a timeline to recover their expertise or else be humiliated.
5	A <b>shade</b> wants you to secure their former possessions: the catch is that the actual user which the shade forked away from has since rezzed back off the Stack and owns all of that stuff again.
6	A <b>daemon</b> will pay handsomely if you steal away the memory of a bargain they were forced to strike with a powerful user (thus freeing the daemon from the contract).
1	A <b>local art dealer</b> announces an exhibition of rare daemonic scripts... supposedly written in a lost tongue even the daemons have forgotten.
2	A <b>high-class client</b> seeks to steal a rival's most valued possession: their customized personal secretary process. Obviously you'll also need to nab the user-tag that governs it's loyalty.
3	A <b>syndicate</b> faction wants a rival's hot new drug which has the local process addicted ("Slag"), to not be on the streets for awhile. What you do with the stuff afterwards is up to you.
4	A <b>moderator</b> is being paid handsomely to make the warrant for a daemon's deresolution disappear. They've turned to you for an outside solution. Don't forget to clean the evidence vault!
5	Process vagrants are using an encrypted sign language to pass anti-authority messages in Mute City. Somebody who can crack the code will be rewarded by the <b>Administration</b> .
6	A <b>weird</b> faction wants to obtain a moderator's classified civic event planning notes. The stage notes describe an Administrator's movement through the district, complete with timestamps.
1	A <b>criminal faction's</b> last job went poorly, and they need you to scrub the scene for incriminating archival evidence. A moderator will be arriving very soon to investigate...
2	A <b>weird</b> faction needs you to 'rescue' the user-data of a member from the Stack. Yes, this technically prevents them from ever rezzing back into World, why do you ask?
3	The Administrative lockdown affecting Argos is mysteriously lifted; treasure-hunters and curiosity seekers flood into the district.
4	A professor at <b>Archive Academy</b> needs very specific research notes to vanish from the study of their rival, and it also needs to look like a rogue student did it.
5	A jealous <b>moderator</b> wants to plant evidence that will destroy the career of their competitor: a rising star favored by the Administration.
6	Strange glitched-out relics were recovered from an unstable abyss in Argos. They are being held for study in a magnetically-shielded <b>ARC Foundation</b> facility.

## action

	1	2	3	4	5	6
1	<b>Avoid</b>	Negotiate	Avenge	Salvage	Mourn	Transform
2	Challenge	<b>Preserve</b>	Surrender	Guard	Command	Investigate
3	Restore	Demand	<b>Reform</b>	Hunt	Find	Manipulate
4	Assault	Capture	Hide	<b>Oppose</b>	Create	Threaten
5	Suppress	Betray	Abandon	Denounce	<b>Subvert</b>	Deliver
6	Refuse	Escalate	Forget	Control	Seize	<b>Uncover</b>

## theme

	1	2	3	4	5	6
1	<b>Decay</b>	Belief	Dream	Honor	Loss	Mystery
2	History	<b>Memory</b>	Freedom	Grief	Duty	Wealth
3	Deception	Community	<b>Ally</b>	Power	Truth	Fame
4	Greed	Pleasure	Rumor	<b>Daemons</b>	Weakness	Prophecy
5	Love	Debt	Judgment	Strength	<b>Enemy</b>	Identity
6	Pride	Law	Fortune	Artifact	Corruption	<b>Admin</b>

Roll 2 dice and compare the outcome to either the **action** or **theme** table to come up with a random element. You can invert the results to come up with an alternative option (ie. if you rolled 2 & 6 on the theme table your results could be either 'Law' or 'Wealth').

Combine an **action** and a **theme** to create a character motivation, plot twist, or background feature on the fly.

## score complications

1	The <b>target</b> is on the move (or in a mobile <b>location</b> )	A <b>rival</b> or <b>faction</b> is using the score as cover for their own agenda
2	The target is being visited by a third-party <b>faction</b>	The <b>location</b> is on a distant edge of the server
3	A rogue <b>shade</b> haunts the location or the target	An <b>ally</b> or <b>contact</b> is caught up in the score
4	A trap was laid by your <b>rival</b> or an enemy <b>faction</b>	The <b>location</b> is hazardous or Glitch-distorted
5	It furthers the secret goal of a <b>daemon</b>	The location is on another <b>faction's</b> turf
6	It furthers the secret goal of an <b>Administrator</b>	An info broker or <b>rival</b> tipped off the target

Use the **Opportunities** table below to generate a new score plot seed or to kick off a session. There are 3 tables, organized by increasing level of intensity. Use the **top** table for a **low-tier** crew (it's great to get things going in your first session!) and the **bottom** table for **high-tier** adventures. The **middle** table can be used anytime and usually has unique opportunities that add more texture to World.

For a total change of pace, try rolling on the opportunity table of a different crew!

## dynasty opportunities

1	A collection of <b>small businesses</b> are tired of paying up to the local criminal faction. They are looking for a solution, and need leadership to organize and muscle to defy the payoffs.
2	A <b>daemon merchant</b> comes to you with an offer: If you protect them while they deliver a high-value memory to a rich buyer in the district, they'll split the take with you.
3	The local <b>Troubleshooters</b> have set up checkpoints throughout the district. They are enforcing weapons confiscation statutes and charging tariffs to fund new militarized police equipment.
4	A <b>faction's</b> off-the-clock members are starting rowdy PvP brawls throughout the district. The owner of a local establishment wants an end to it.
5	Transportation services within the district are frozen by a process strike. <b>Moderators</b> will pay for strike-breakers, while <b>union leaders</b> are seeking protection and leverage for their demands.
6	<b>Shades</b> of militant users linger around your new territory, acting out a long-forgotten guild war. It's possible that lost artifacts from that conflict might be found if the ghosts can be dispersed...
1	A <b>sports league</b> is trying to expand and needs a new franchise partner. Your turf has suitable space for an arena, but a nearby rival is already in negotiations to sign into the league.
2	A coalition of <b>rich users</b> have hired a small private army, led by a powerful daemon mobster. What are they trying to protect? Why is the mafia involved?
3	<b>Overwriter</b> teams are scouring the district in search of glitching or otherwise unlawful data packets. A well-placed kickback could get them to pass you over or even focus on a competitor.
4	Wildcatters from the <b>Isomorphic Mining Consortium</b> want to test your territory for "iso spikes." They've offered coin up front in exchange for exclusive exploitation rights, but all this fine print...
5	The <b>ARC Foundation</b> is hiring security for a special expedition into the server wilderness. They are tight-lipped about the nature of the mission, however.
6	<b>The Family</b> (daemon mafia) is muscling in on a <b>weird</b> faction's territory. Both sides are looking for allies, and both are offering somewhat esoteric bounties for their enemy.
1	A mysterious <b>vigilante</b> is striking down your cohorts from the shadows. What is their calling card? Their example is inspiring the defiance of process imitators, bordering on full-blown insurgency.
2	The students of <b>Archive Academy</b> have accidentally unleashed a plague of command-line parasites from a forgotten epoch of World's history. Should be no problem for you, right?
3	A <b>criminal faction</b> has acquired/stolen transport vehicle(s) and are unleashing havoc on shipping in the server. Your bottom line is threatened by these pirates, but so is that of your competitors...
4	An emissary from a <b>rival faction</b> comes to you, claiming they wish to hold a peace conference. One of your <b>allies</b> wants your help using this opportunity to spring a trap on them.
5	A freelance hunter is claiming they've seen signs of surging <b>Glitch</b> corruption in the server. Whether or not they are telling the truth, the rumor is fueling paranoia in locals.
6	The <b>Administration</b> has made clear that it wants to make an example of you. A coalition of bounty hunters and law enforcement is gearing up for war.

## action

	1	2	3	4	5	6
1	<b>Avoid</b>	Negotiate	Avenge	Salvage	Mourn	Transform
2	Challenge	<b>Preserve</b>	Surrender	Guard	Command	Investigate
3	Restore	Demand	<b>Reform</b>	Hunt	Find	Manipulate
4	Assault	Capture	Hide	<b>Oppose</b>	Create	Threaten
5	Suppress	Betray	Abandon	Denounce	<b>Subvert</b>	Deliver
6	Refuse	Escalate	Forget	Control	Seize	<b>Uncover</b>

## theme

	1	2	3	4	5	6
1	<b>Decay</b>	Belief	Dream	Honor	Loss	Mystery
2	History	<b>Memory</b>	Freedom	Grief	Duty	Wealth
3	Deception	Community	<b>Ally</b>	Power	Truth	Fame
4	Greed	Pleasure	Rumor	<b>Daemons</b>	Weakness	Prophecy
5	Love	Debt	Judgment	Strength	<b>Enemy</b>	Identity
6	Pride	Law	Fortune	Artifact	Corruption	<b>Admin</b>

Roll 2 dice and compare the outcome to either the **action** or **theme** table to come up with a random element. You can invert the results to come up with an alternative option (ie. if you rolled 2 & 6 on the theme table your results could be either 'Law' or 'Wealth').

Combine an **action** and a **theme** to create a character motivation, plot twist, or background feature on the fly.

## score complications

1	The <b>target</b> is on the move (or in a mobile <b>location</b> )	A <b>rival</b> or <b>faction</b> is using the score as cover for their own agenda
2	The target is being visited by a third-party <b>faction</b>	The <b>location</b> is on a distant edge of the server
3	A rogue <b>shade</b> haunts the location or the target	An <b>ally</b> or <b>contact</b> is caught up in the score
4	A trap was laid by your <b>rival</b> or an enemy <b>faction</b>	The <b>location</b> is hazardous or Glitch-distorted
5	It furthers the secret goal of a <b>daemon</b>	The location is on another <b>faction's</b> turf
6	It furthers the secret goal of an <b>Administrator</b>	An info broker or <b>rival</b> tipped off the target

Use the **Opportunities** table below to generate a new score plot seed or to kick off a session. There are 3 tables, organized by increasing level of intensity. Use the **top** table for a **low-tier** crew (it's great to get things going in your first session!) and the **bottom** table for **high-tier** adventures. The **middle** table can be used anytime and usually has unique opportunities that add more texture to World.

For a total change of pace, try rolling on the opportunity table of a different crew!

## revisionists opportunities

1	A power-hungry <b>faction</b> is restoring strange relics from archives... relics which have timestamps identifying their origin to be the future. Who or what is sending objects backwards in time?
2	The <b>Administration</b> is trying to suppress public awareness of a deterioration in one of the systems of World. What is going to fail? Why can't it be fixed?
3	The <b>shade</b> of a derezzed user haunts your lair, interacting with objects and people that do not exist. It appears temporally-disjointed from you, but it has something to communicate.
4	<b>Users</b> rezzing off of the Stack are experiencing inexplicable memory implants relating to a poorly-understood event from World's past. An affected user comes to your crew for help.
5	A major feature in your home district is abruptly altered, and aside from your crew only one scared daemon remembers the original state. <b>Administration</b> is searching for them.
6	One of your <b>cohorts</b> finds an ancient history log in a neglected corner of your lair. The fragmented information within contradicts several key beliefs you hold about your crew's origins.
1	A <b>memory worm</b> accidentally unearthed by an archival researcher has been replicating itself from user to user, instilling a strange viral belief in the victims.
2	Some process are venerating your crew as saviors of World's "future-past." While flattering, their adoration is also drawing <b>Troubleshooter</b> attention to your movements.
3	A mysterious partition has suddenly displaced a residential block. The <b>Overwriter</b> team sent to investigate it returns, changed. They claim that what's inside the partition is the <i>real</i> World.
4	Timestamps across the server are scrambled during a mass amnesia event that lasts exactly two cycles. What did you lose track of? Which <b>faction</b> appears not to have been affected?
5	An uncannily-powerful <b>user</b> who strikingly resembles one of you is shadowing the group and sabotaging your efforts. What detail about them is unusual? What do they want?
6	An <b>Administrator</b> is uncannily aware of what your crew will do before you have even made the decision, and is acting in overt ways to counter you. How can you confound it's infallible logic?
1	Routine civic restoration accidentally uncovers an ancient sealed pyramid of alien design. The district has been evacuated and <b>Troubleshooter</b> cordons are set up: nobody is allowed in or out.
2	One of your <b>cohorts</b> is overwhelmed by a command reset at an inopportune moment. When they are restored, they regurgitate an urgent warning supposedly sent by your future-selves.
3	A partial translation of an ancient daemon script is about to (literally) set the academic world on fire; the script governs ancient function logic that cannot be allowed into the wrong hands.
4	An ancient memory indicates that the World you live in is an experimental fork made as a debug test off of the 'true' original version ... but for some reason that original was discontinued.
5	A critically-damaged seeker returns from the edges of the server, memories voided and showing signs of <b>Glitch</b> infection. They were desperately clutching an object familiar to one of you.
6	A terrifying, glitching agent has been sent back to your present by a corrupted future <b>Administration</b> with a single mission: to destroy you.

## action

	1	2	3	4	5	6
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2	Challenge	<b>Preserve</b>	Surrender	Guard	Command	Investigate
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## theme

	1	2	3	4	5	6
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2	History	<b>Memory</b>	Freedom	Grief	Duty	Wealth
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## council opportunities

1	Symbols of your Charter are being vandalized by a <b>rival</b> or some other vigilante.
2	A <b>weird</b> faction is recruiting from among your people. It must stop.
3	It's time for an ( <i>advertising – recruiting — fundraising</i> ) initiative, but you don't have enough foot traffic in your territory for it right now. Who can you convince to let you hustle on their turf?
4	The Charter has <b>other agents</b> besides just you, and these rivals would rather you were just gone. What is disagreeable about their methods?
5	A <b>syndicate</b> faction is seeking a "legitimate" partner to help set up a front for illicit operations. The coin is far from clean, but there is a lot of it to be made.
6	An influential <b>user</b> is in your territory, memcording their search for "the next big trend." Can you convince them to give you a free boost on social?
1	A <b>moderator</b> appeals to your Charter for help with a civic problem. Why won't Administration deal with the issue itself?
2	A <b>sports league</b> is losing coin to competitor entertainments and needs new sponsors and new excitement.
3	A <b>viral cat</b> has infiltrated your headquarters. This is deeply problematic because: <i>its enemies are after it — it steals memories — it is cute and evil — it actually likes you (?) — glitch hairballs.</i>
4	You have been asked to do something seemingly at odds with your Charter's goals. Is this a loyalty test, or something more sinister?
5	A <b>neutral faction</b> invites you to present a display at their next event. However, it is clearly: <i>a trap — an embarrassment — a scam — way out of your league.</i>
6	Something got royally jacked, and the Charter has good reason to blame you for it. There's a way to make amends and prove your loyalty, but it screws over a <b>friend</b> or <b>ally</b> .
1	The Charter's fundamental <b>nature</b> or <b>goals</b> have changed in some way, leaving your position as valued agents tenuous. What happened? Who is jockeying into position to replace you?
2	Freelancers are taking shots at your crew's <b>assets</b> and <b>members</b> . The coin for these bounties are filtered through middle-process to hide who is behind it. Are these attacks physical or social?
3	<b>Funding</b> from the Charter has temporarily dried up, furloughing your cohorts and freezing your operations. Can you cover the short-fall with creative fundraising?
4	Your crew's breakout into the upper social echelons is threatened by a coterie of <b>high-class users</b> who think you beneath them. They are turning one of your <b>allies</b> against you.
5	The <b>Administration</b> issues an injunction and moderators launch an investigation into your goals and methods. You must prepare to defend yourself in the high court of Helios.
6	A <b>hostile faction</b> has acquired damning information about the nature of your Charter or organization, and is planning to reveal it in a dramatic publicized event.

## action

	1	2	3	4	5	6
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