Inwood Hill

Rail Yard

Cloisters

Yeshiva University

Inwood/
Washington
Heights

HENRY HUDSON PKWY

BROADWAY

Skin
Dergs

181ST ST

Harlem River

GEORGE
WASHINGTON
BRIDGE

Trinity Cemetary

BROADWAY

Columbia Medical Center

Hudson River

165TH ST

145TH ST

Bronx

City Orphanage

Club Champion

New York City Urgent Care Clinic

Purist

135TH ST

Harlem

Orphen

MALCOLM

ADAM CLAYTON PL

FREDRICK DOUGLASS

Police Headquarters

Hummingbirds

MARTIN LUTHER
KING JR. BLVD

Columbia University

Math
Addict

Funnknuckle

116TH ST

The Pond

Riverside Church

Innocent

110TH ST

Bleeders

Guggenheim Museum

Metropolitain Museum of Art

RIVERSIDE DR

WEST END AVE

AMSTERDAM AVE

CENTRAL PARK WEST

COLUMBUS AVE

5TH AVE

PARK AVE

MADISON AVE

Upper
West Side

Recyclogists

the
Hole

86TH ST

Upper
East Side

79TH ST

Dragons

LEXINGTON AVE

72ND ST

Breathing

2ND AVE

Omnisents

Subway

Industrial Complex

Turf Border

0   0.5   1 mile

0   0.5   1 kilometer

Tea
Drinkers

57TH ST

Arisen

Met/Lincoln Center/Philharmonic

50TH ST

Midtown

Red
Light
District

42ND ST

Ritz Tower

St. Bartholomew's Cathedral

Inter-Continental New York Hotel

St. Patrick's Cathedral

Essex Hotel

Freaks

Grand Central Station

Plaza Hotel

8TH AVE

9TH AVE

BROADWAY

34TH ST

Chrysler Building

Port Authority Bus Terminal

Times Square

Animalists

New York City Public Library

Madison Square Garden

23RD ST

Macy's

New York City Central Hospital

Painted Rock Bar

Christopher Street

Necrofunks

14TH ST

Drakes

Empire State Building

Downtown

BROADWAY

HOUSTON ST.

Dowry

Madison Square Park

N.Y.U.

Technophile

Flatiron Building

Washington Square Park

Subway Service Center

HOLLAND TUNNEL

MANHATTAN BRIDGE

China Town

Criminal Courts Building

Sattelite Repair Corporation Office

Old City Hall

Wall Street
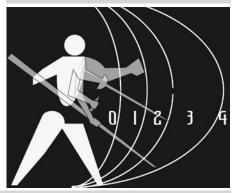
Human Services Group Office

Workin' Late Bar and Grill

Brooklyn

Weapon Specific Difficulties

Very Easy (-8 difficulty)
Easy (-4 difficulty)
Hard (+4 difficulty)
Very Hard (+8 difficulty)

Improvised Weapons

Slashing Weapons : 1 bladed damage, -8 to actions <u>except</u> pain/stun, blinding and slash.

Poking Weapons: ½ point bladed damage, -8 to actions <u>except</u> blinding strike, pain/stun and vital strike.

Blunt Weapons: 1 to 3, -8 to any actions with these weapons <u>except</u> strike and pain/stun.

Combat Modifiers

Aim	+4 to roll
Blinded (Full)	-15 to roll
Blinded (Partial)	-7 to roll
Burst	-4 to roll
Extended Action	+5 to roll (-10 to next reaction)
Improvised Weapon	-8 to most rolls
Leaning	-10 to roll
Paired	-4 to roll
Simultaneous Act	-20 +WIL to roll
Split	-10 to rolls
Targeted	-4 to roll
Underwater	-8 to rolls, half damage

Actions

Area Attack	INL+#of shots+1d20 vs. 25+area in ft.
Blinding Strike	INL+AGY+1d20 vs. 30
Crippling Attack	STH+INL+1d20 vs. 30
Disarm	STH+AGY+1d20 vs. 30
Grab	STH+AGY+1d20 vs. 25
Grab (Pain)	STH+INL+1d20 vs. 35
Grab (Strangle)	STH+AGY+1d20 vs. 25
Grab (Wrestling)	STH+INL+1d20 vs. 30
Knockaway	STH+AGY+1d20 vs. 25
Knockdown	STH+AGY+1d20 vs. 30
Knockout	STH+AGY+1d20 vs. 30
Pain/Stun	INL+AGY+1d20 vs. 25
Slash	INL+AGY+1d20 vs. 25
Stomp	SPD+STH+1d20 vs. 25
Strike (Handheld)	STH+AGY+1d20 vs. 25
Strike (Projectile)	INL+AGY+1d20 vs. 25
Tackle	SPD+STH+1d20 vs. 20
Vital Strike (Bladed)	INL+AGY+1d20 vs. 35
Vital Strike (Blunt)	INL+STH+1d20 vs. 40
Wing	INL+AGY+1d20 vs. 20

Reactions

Dodge	AWR+AGY+1d20 vs. 25
Entangle	INL+STH+1d20 vs. 30
Flip	AGY+STH+1d20 vs. 35
Drop	AWR+AGY+1d20 vs. 20
Jump	SPD+AGY+1d20 vs. 25
Mental Block	WIL+1d20 vs. 20
Parry	STH+AGY+1d20 vs. 25

Character Creation in Brief

Step 1 - Character Concept: Your idea of the character: name, appearance, values, etc.
Step 2 - Personality Variables: Choose 3 Personal Ideals and 3 Worldviews.
Step 3 - Attributes: Split 80 points between 8 attributes (min 1, max 20). Choose optional sub-attributes (costs or gives 1 bonus point).
Step 4 – Socioeconomic Class: Choose from Street Person, Well or Indie. Then choose a subtype within that class.
Step 5 - Choose Character Class: Depending on socioeconomic class, choose the PC's place in city society.
Step 6 - Choose Skills: Spend 100 Skill Points, skill costs set by character class.
Step 7 - Buy Equipment: Available money set by character class.
Step 8 - Bonus Characteristics: PC starts with neutral balance. Advantages must be balanced out by disadvantages.
Step 9 – Character Advancement: Use XP to gain experience levels and improve the PC.

Spending BP/XP

1 Bonus Point = 1 Attribute Point = 10 XP
3 Bonus Points = 1 Health Attribute Points = 30 XP
1 Bonus Point = 3 Skill Points = 2 XP
For Street People: 1 Bonus Point = $125.
For Wells: 1 Bonus Point = $250.
For Indies: 1 Bonus Point = $500

Sample Difficulties

0- Automatic Success
5- Walk down stairs briskly. (AGY)
10- (Easy) Notice a mosquito on PC's skin. (AWR)
15- (Easy-Moderate) Paint ceiling from flimsy ladder. (AGY)
20- (Moderate) Win a game of mah-jongg. (INL)
25- (Moderate-Hard) Catch paper flying in the wind. (AGY)
30- (Hard) Get burned and not flinch. (WIL)
40- (Legendary) Lift a pony over PC's head. (STH)

City Knowledge (INL)

Easy (10)- Figure out whose turf the PC is on by looking at graffiti -or- Navigate by finding common land marks.

Easy/Moderate (15)- Find the closest black market trader to the PC's home.

Moderate (20)- Figure out what turf the PC is on by looking at the cross streets.

Moderate/Hard (25)- Recognize the leaders of every city street gang by sight.

Hard (30)- Give any information listed anywhere in the PC Groups chapter -or- Recite the complete subway timetables.

Hard/Legendary (35)- Recognize, and tell the exact location of, some random alley by a photograph.

Legendary (40)- Figure out where in the city the PC is by smell alone.

Psychic Modifiers

Manipulation Rolls

Manip. target remotely:	-1/ft.
Everyone in range effected:	+10

Sensory Rolls

Touching the source:	-0
Sensing remotely:	-1/ft.
Being in a crowd:	-1/4 people

Modifiers to Code Breaking

Small Sample Size -5
Large Sample Size +5
Knowing what encryption software was used +5
Knowing what type of data is encrypted +5
Using old code breaking software -1/month
Having part of the unencrypted message +5

Cryptography Success

-50: > lifetime of universe.
-40: 10,000 years.
-30: 100 years.
-20: One year.
-10: One month.
 0: One week.
 1: One day.
 3: One hour
 5: 30 minutes.
 10: 30 seconds.
 20: One second.
 30: Instantaneously.

Successful Homework Results

(roll on 1d100):

01-20: Physical location of the system or network and what physical security measures protect it.

21-40: Location on internal network (+10 to Network Protocol rolls to find system)

41-60: The type of system, software running on it, and security setup. (+10 to Finding a Hole)
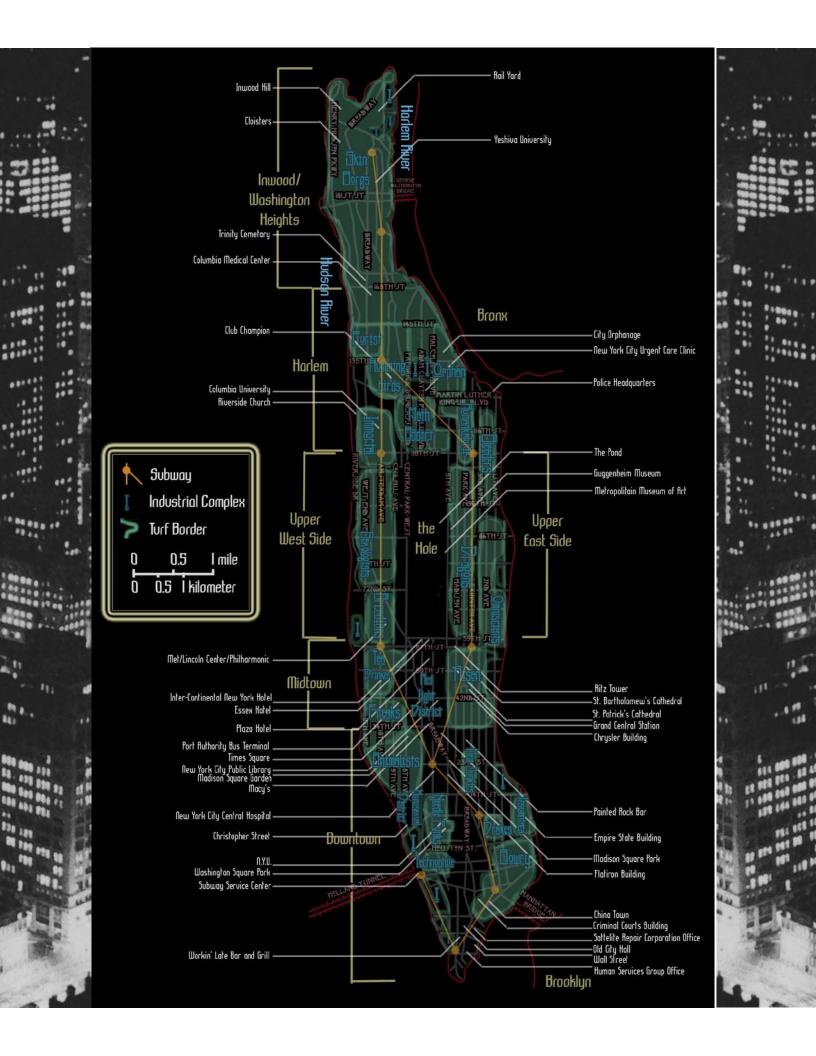
61-80: The composition, skills, habits and policies of the network security team. (+10 to any opposed rolls vs. system security)

81-00: Information about the internal structure of the company (+10 to any further social engineering rolls).

Save vs.	Rolled on
Disease Contraction	END
Disease Progression	END
Fall/Skid Damage	AGY
Fear	WIL
Heat Exhaustion	END
Hypothermia	END
Loss of Balance	AGY
Nausea	WIL
Pain	WIL
Paralysis	END
Physiological Addiction	END
Physiological Drug Effects	END
Psychological Addiction	WIL
Psychological Drug Effects	WIL or INL
Unconsciousness	END/WIL
Shock	END

Conversions

1 ft. = 0.36453 m. or ~ $^1/_3$ m.
1 mi. = 1.6093km. or ~1½ km.
1 lb. = .4536 kg. or ~½ kg.
1 m. = 2.74311 ft. or ~2.75 ft.
1 km. = .62131 mi. or ~2/3 mi.
1 kg. = 2.2046 lbs. or ~2 lbs.

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Club Champion

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Other Types of Damage

Burn: When a person is burned, 4 effects happen:
-BLD damage (1 point per point of burn damage).
-Pain (WIL+1d20 vs. 10/point of damage).
-Physiological Shock (END+1d20 vs. 5/point of damage).
-Increased chance of infection (-5 to save vs. disease contraction/point of damage).

Cold: Make saves vs. hypothermia hourly. 1st failure halves all attributes, each additional failure does 1 BLD damage.

Crippling Damage: ½ damage will make a hand unusable or badly damage a foot. 1 damage will make an arm or leg unusable. See Crippling Attack (p.78) for more.

Dropped Objects: Do blunt damage = weight (divided by 10 lbs) times number of stories. E.G. 20 lb. object dropped 5 stories does 10 blunt damage.

Electricity: When harmful levels of electricity run through a person, four effects happen:
-Paralysis (WIL+END+1d20 vs. 20/point of damage), paralysis only lasts while the electricity is running.
-Unconsciousness (WIL+END+1d20 vs. 10 per point of damage)
-Heart Attack (END+1d20 vs. 5/point of damage), see Symptoms/Effects (p.65).
-Burn Damage: 1 point of burn damage for every 4 points of electrical damage.

Explosion: Explosions can do one, two or all three of the following:
-Incendiary Damage (same as Burn damage)
-Concussion Damage (same as Blunt damage)
-Shrapnel (same as Bladed damage, the amount is usually expressed as a dice roll and typically pierces armor)

END Damage: Some toxins to END damage. Every point of damage takes away 1 pooled END. When pooled END is at 0, damage is done to BLD.

Falling: 2 blunt damage for each story fallen (a story is ~10 ft). Armor cannot protect from this damage.

Heat: Make saves vs. heat exhaustion hourly. 1st failure halves all attributes, each additional failure does 1 BLD damage.

Hunger: For every two days without food: -½ BLD, -4 END.

Radiation: For every point of damage: 1 BLD damage, Vomiting (10), Headache (10), fatigue (-2 END), confusion (-1 INL, AWR). Effects develop over 24 hours. BLD damage is permanent (unless bone marrow transplants are given). Strong likelihood (25% per point of damage) of developing cancer and cataracts within the next year.

Ragged: Like bladed damage, but with an increased chance of infection after the battle (see p.81). For each point of ragged damage taken, PC gets -5 to save vs. disease contraction.

Skidding: For each 20 SPD the PC is moving at: 1 bladed 1 blunt damage. Less if the ground is very soft, more if it is rocky.

Sleep Deprivation: For every 24 hours without sleep: -3 to AWR, CHM, INL and END. Must save vs. hallucinations and delusions at (3 difficulty per 24 hours). Must make saves vs. unconsciousness (15 difficulty per 24 hours) when not doing anything.

Strangulation/Loss of Oxygen: PC loses 1 pooled END per round (in addition to pooled END being lost for other reasons). The PC can not regain pooled END by resting. When END reaches 0, PC loses 1 BLD per round. When the PC can breathe normally again, lost END and BLD returns 1 per round.

Thirst: ½ BLD damage per day.

Drug/Poison/Disease Effects

Anterograde Amnesia (INL): Cannot remember anything about his or her past.

Cardiac Arrest (END): 1 BLD damage per round.

Coma (END): Unconscious and unable to waken. With a failure of 10+ the user suffers cardiac arrest.

Delusions (WIL): Believes without reservation some thought or idea (e.g. I am impervious to bullets).

Dysphoria (WIL): Overwhelmed by unhappiness/depression and unable to initiate any activity.

Euphoria (WIL): Overwhelmed by pleasure and unable to initiate any activity.

Hallucinations (WIL): Senses things which he or she is unable to distinguish from real sensations.

Headache (WIL): -1 penalty to all rolls per point of failure.

Insomnia (WIL): Sleep deprivation damage as 1 night without sleep.

Obfuscating Hallucinations (WIL): Unable to see, hear or feel real stimuli because of hallucinations.

Panic (WIL): Does anything to escape danger. With failure of 10+ the user makes random counterproductive actions.

Paralysis (WIL): Unable to move. With a failure of 10+ user is unable to breathe.

Pulmonary Arrest (END): 1 END damage per round, then 1 BLD damage per round.

Retrograde Amnesia (INL): Will not later remember anything that happened during intoxication.

Seizures (WIL): Loses consciousness for 1d6 minutes, loses all pooled END. With a failure of 5+ there is possible of physical injury. With failure of 10+ there is brain damage (-1 INL, AWR or AGY).

Shock (END): END = 0, all other attributes halved. 1 BLD damage per minute.

Stupor (WIL): Unable to think, remember, concentrate or make decisions (INL = 0, WIL = 0).

Sudden Amnesia (WIL): Forgets where he or she is and what's going on, takes 1d6 rounds to remember.

Unconsciousness (END/WIL): Unless specified otherwise, lasts 1 round per point of failure.

Vomiting (WIL): -20 to all other actions while vomiting.

Timeline

2030- Hacker's Guild forms.
2040- 92% of world's businesses owned by three large corporations.
2041- Neural Restructuring Technology ("Mental Programming") discovered.
2043- Riots in NY over conditions of the working class.
2045- India Chemical Fire Disaster drastically increases global warming.
2045- First HDNA Virus outbreak in SE Asia.
2046- God Killer invented.
2046- Psychic energy receptors in brain first discovered.
2049- Ghosts discovered by scientists.
2050- Mason Marks assassinated, massive rioting.
2050- Freedom Army bombs major govt. and corp bldgs.
2050- Freedom Army gains control of many nations, including most of US.
2051- Forced registration of psychics in Freedom Army controlled territories.
2051- Freedom Army experiments with genetically enhanced soldiers.
2052- Freedom Army discovers existence of Clowdian aliens.
2053- Freedom Army closes off subways and sewer tunnels.
2053- City Rebel factions meet.
2054- Freedom Army creates nanobots, rebels release predator nanobots.
2054- City rebels bomb and sabotage Jeffrey Hernandez' satellite. Tide of war turns.
2055- Last Freedom Army soldiers flee New York.
2055- International Restoration Committee forms.
2055- First post-Freedom War corporations founded.
2057- Nuclear cleanup of Manhattan ends, homeless refugees shunted to city.
2058- Utopianist movement begins.
2059- Final drawing of national boundaries.
2060- Restoration Committee disbands.
2060- Internet working steadily again.
2061- First non-medical mental program approved by FDA.
2061- Cloud City founded.
2063- Gated Communities become popular.
2065- Restoration Committee disbands itself.
2065- Consumer full-immersion VR fantasy worlds become popular.
2073- Peak of the "Old Times" of powerful drug gangs in the city.
2074- Colin begins reproducing.
2075- Drug Lords consolidate, drug gangs decline, "new gangs" begin to form.
2075- Colin discovered.
2078- Trace introduced by the Drug Lords.
2080- Present Day