

CYCHOSIS™ RPG

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WHAT IS CYCHOSIS?

Cychosis is the world's simplest RPG/dice game. It is designed to be very simple, yet fun and entertaining, for less stressful gaming. It may be played either alone or with others.

In Cychosis, your character is an incredibly advanced piece of machinery (called a cyber), so much so, that it has become a sentient being. Your character resides on a world known as Cyberia, living amongst others of his kind. Here he lives life day to day, much as you and I, until some event changes that, sending him on a trek. It could be anything; a probable cure for the plague, an artifact of the ancients, or to fight for his native lands against a common foe. Whatever the case, your character has become an adventurer of sorts.

HOW TO PLAY

Cychosis is easy to play. The objective of the game is to score points using three six-sided dice. Depending on what is rolled, the character scores points. Your character must score as many or more points than his opponent has before his opponent can score as many or more than he has.

Rolls	Points Scored
Two numbers are the same For example, 2,2,6 or 1,5,5	1
All rolls odd or even 1,3,5 or 2,4,6	2
Consecutive numbers 1,2,3 or 2,3,4 or 3,4,5 etc.	4
All the same number 1,1,1 or 2,2,2 or 3,3,3 etc.	6
All other rolls score no points.	

Everything is figured out using these rolls, from fighting to using talents or gear.

Rounds

Everyone involved in the story gets to take a turn, that is gets to roll their dice. When everyone has had his turn, the round is finished and you move on to the next.

What can my character do in a round?

Anything he wants, he may use his talents or any gear that he has or execute a plan he has devised. He may even choose to do nothing.

Who goes first?

Before any action begins, roll one six-sided die, whoever has the highest number, goes first, working in a descending number to the lowest, who goes last. If two people roll the same number, they go at the same time.

Fighting

Fighting is big part of Cychosis. Your character has a statistic called points. Points act as an indicator of his power and toughness. His opponent must score that many or more points to beat him in a fight. Once a character is beaten, he is out of the story.

To be played again, he must permanently subtract one point, before the next story, or he must be discarded, never to be played again.

More than one?

On occasions, the character may be forced to fight more than one individual at a time. Multiple opponents may attack one at a time or as a team. However, they choose to attack, the rules remain the same.

Confrontation

During a fight, confrontation occurs when a character faces off against another individual. The individual may be any other type of cyber, creature, or even another character. If the character beats his opponent in the confrontation, he may move on to the next.

At the end of a confrontation, if the character is able to rest for more than what would be considered five rounds, he gains all his points back. Otherwise, he gains only three per round. This is due to cyber bacteria within the cybers' bodies (nano-machines that repair the body very quickly).

Special Attack: Called Shot

Cybers may make a called shot, meaning that they are aiming at a particular part of the body, such as the head. This requires the character making a successful roll with either all consecutive numbers or all three numbers the same. If the attack scores more than twenty percent of the target's points, he is automatically beaten.

Combat note on Range

When not using ranged weapons, opposing individuals are considered to enter the confrontation when they are one turn away from one another, however, they can not attack one another until they are face to face. Ranged weapons may be used when the referee rules that the opposing individuals have entered confrontation. Players may be up to 5 turns away to enter confrontation with ranged weapons.

Note on Confrontation Rolls

On occasions, heroes may have the chance to roll an additional die to attempt to make a successful roll. The hero is still only required to make a combination of three numbers for a success. The most dice a hero may normally roll to attempt a success is 6.

The only exception to this is a power that allows the hero to roll double the normal amount of dice once per confrontation. Regardless of how many dice are rolled, the hero always keeps the best combination.

Example of a Round

WarCry, a 2nd level guardsman with 12 points, using a plasma sword and wearing Meridian Plate, is fighting Maximum 0, a 2nd level Centurion using a Plague Stopper and has 9 points.

WarCry rolls a 4. Maximum 0 rolls a 2. WarCry goes first. WarCry rolls a 2, 2, 5, scoring 1 point. Maximum 0 rolls a 3,3,3 scoring 6 points! The round is over. **Normally, any adjustments to points scored, such as a specific gun or subtracted from armor are added now. For the sake of simplicity, they have been left out of this example.**

WarCry still has to score 8 points to beat Maximum 0, while Maximum 0 only has to score 6 to beat WarCry.

The Character

Your character in Cychosis has only two primary statistics, Level and Points. Level indicates the power of the character. Points act as an indicator of the character's power and toughness. His opponent must score that many or more points to beat him in a fight. Once a character is beaten, he is out of the story.

Creating Your Character

Level

Your character starts at first level. Depending on the number of battle points your character has earned, your character may increase in levels. The highest level possible is 8.

Points

Your character starts with 25 points. These points are used to purchase powers, talents, and gear. When a character desires to purchase a power, talent, or gear, he subtracts the points listed under the cost, and gains the bonus listed under that power. **Remember that your character's points are the number your opponent has to score in a confrontation to beat you. If you spend too many points on powers, you'll be easily defeated.**

Level	Battle Points	Points
1	0	25
2	20	+5
3	50	+6
4	100	+7
5	300	+8
6	800	+9
7	2000	+10
8	5000	+12

*For every 200 battle points beyond 5000, the character earns one point.

The points listed on the chart above are how many points are added at that level. If the character is second level, he gains +5 points for a total of 30. The character may purchase powers, talents, or gear at any time.

Battle Points

Whenever a character gets in a confrontation, he earns battle points. Normally, he earns one point per level of the opponent. The chart above defines the number of battle points required to reach any given level. When a character reaches a new level, he gains more points with which he may purchase powers, talents, and gear.

Templates

Your character may choose a template, found in the template section. This template describes what the character's role is in the world of Cyberia. He may be a common citizen, a Centurion, or even one of the dreaded Re-animators.

Some of the RPG elements that can be used to make Cychosis a little more complex are the use of feats. A feat may be used in or outside a confrontation. The character may try any feat he desires, so long as it makes sense that he could do it. This requires a little common sense.

The referee may decide, if the feat is incredibly hard, to change the roll required, for instance, instead of any successful roll, the character would have to make a roll of all three numbers being the same.

Also, if there is a talent that the player wants his character to have that isn't listed, and most aren't, the referee must first approve it, then assign its cost. The same applies to gear and powers.

The referee may also add additional minor rules to handle situations, for instance how many points are scored if the character is hit with a car, or if he were to fall off a building. Although these points may not go to the opponent, unless he pushed the character off the building or ran over him, the points can be put in a **Garbage Pool**. A point pool for points that belong to no one. The character can be defeated by the garbage pool.

Following the above given examples, the normal rule is that if a character is pushed off a building, the garbage pool gains one of his points for every ten feet he falls. In the case of being run over, the garbage pool gains one point for every ten miles per hour.

The referee may decide to grant the character an additional battle point or two for difficult stories.

PRELUDE DESTRUCTION

TO

"The Plague" as it is dubbed, is the scourge of Cyberia. It is a virus that attacks the electromagnetic neural structure of its victim, reversing the polarity, quickly driving the citizen to homicidal psychosis.

Originally dubbed "Malleum Ex Mentus" upon its discovery, the virus was thought to be nothing more than a bizzare string that was the result of an folly made by one of Cyberia's mainframe computers. Fifteen years ago, Koenigreich's central mainframe detected a powerful ion storm positioned to enter Cyberia's atmosphere. The computer reacted with a countermeasure.

It opted to erect a polarity reversing electromagnetic field to protect Cyberia's citizens, then download information linked with its actions and their effects on the anomaly to other central computers across Cyberia so citizens could observe the progress. A simple operation, but something went wrong, horribly wrong...

The operation had disastrous results. What events transpired, and what triggered their occurrence remains a mystery. Scientists speculate that instead of erecting the field in the atmosphere, then posting bulletins across Cyberia, the computer erected the fields temporarily at the sites it selected for its postings; the other mainframes of Cyberia.

The mainframes engaged their countermeasures to disperse the fields, but a hole in the logic of the mainframe at Runesdale's AI captured a fragment of the field as it dispersed. Koenigsreich interpreted this action as though it engaged the storm and boosted the field's power to full strength. By the time the field was destroyed, the resonance of the field had interfaced with the AI of the computer and damaged its countermeasures. Malleum Ex Mentus was born.

THE OUTBREAK

With over concern for the damaged AI of Runesdale's mainframe, Malleus Ex Mentus went unnoticed for over a month. It spread unhindered to nearly every interface port on Cyberia. An outbreak of crime occurred exactly forty-seven days after the ion storm. It was sudden, without warning, and very violent. Citizens rampaged through the streets killing every living thing in sight. Brother turned on brother. Mothers slew children. Spouses killed one another. It was total madness. Martial law was declared immediately. Guardsmen and centurions alike mobilized and took to the streets killing hundreds of thousands. Later it was determined that as many as ten percent of those killed by the defense forces were free of the virus. Fully one-tenth of Cyberia's population perished within a three day period known as the "Malleum Genocide". The cataclysmic events of the "Malleum Genocide" and the "Opprobrium Massacre" nearly jolted Cyberian

economical, social, and political structures off their foundations.

After the madness resided, stability was restored when the world's top scientists discovered the cause of the discord; a virus. All seemed peaceful; the culprit appeared to be under control. With it contained, the scientists studied it. Blatant ignorance from the review panel dismissed studying the AI properties of the virus, speculating that it was resonance left over from Runesdale. They considered it harmless.

When all tests were finished, the scientist discovered something terrible; the virus could not be destroyed. The horror came shortly thereafter, when they discovered it was in fact alive. Mockingly, the virus created an unstoppable string before their very eyes, consumed the installation at Noblehold where it was being studied, then spread to all of Cyberia in less than an hour.

Countermeasure after countermeasure created deadly new string upon string of the virus. In the end, the "Noblehold Disaster" was the direct result of incompetence. Cyberia would pay dearly.

The review panel pointed the finger at Koenigsreich. The Peritium Empire, who suffered a loss of nearly fifteen-percent of its population during the initial outbreak, immediately mobilized and attacked the Koenigsreich Emporium. This started a bitter war that is still being fought today.

CONTRACTING

The plague strikes randomly and is usually contracted (90% of the time) from public interface ports. Interface ports are used daily by most citizens for transactions of all types from checking mail and banking to renewing licenses and shopping.

There are a number of countermeasures that ensure safety during transactions with an interface port. These range from dampening fields to polarized ion interface connectors implanted on citizens. With all the protection available, and new protection devices created almost daily to offset new strings, the chances of contracting the virus is very low.

It is rare that characters get exposed to the virus. Every time a character performs a transaction at a citizen interface, make a roll. If the result is all three numbers being rolled as sixes, the character becomes infected.

Malleum Ex Mentus can also be contracted from others who carry the virus, whether the virus is active or dormant. This does, however,

require interfacing with another through the headjack system.

DORMANCY

Even when the virus is contracted, a citizen may continue to function normally for quite sometime before it strikes. It believed that the virus only strikes under certain conditions, such as large ion storms or at special times, such as the anniversary of the Opprobrium Massacre or the Malleum Genocide. Even partaking in or the viewing of acts of extreme violence activates the virus.

Chances are characters that have the virus will not know it. They may continue to live normally for quite some time before it strikes. However, once the virus is contracted, it is only a matter of time before it strikes. That is, unless the characters can find a cure.

ONSET

When the virus activates itself, the transformation from citizen to monster is quick and painful. Stabbing pains are felt throughout the head and electrical pulses tingle throughout the body. Thoughts of insanity linger in the mind as the victim's vision becomes blurred.

The victim has trouble concentrating and remaining focused. Bizarre thoughts enter the mind, as the polarity of the ions in the neural core shift. The citizen becomes savage as the lingering thoughts consume the mind and the electronic id takes over. As the victim's eyes begin to glow red, placidness quickly gives way to madness. All that remains is a cunning machine bent on the random destruction of others.

Malleum Ex Mentus does not kill its victim; often security defense forces do. The victim is simply driven into a homicidal rage by the ion polarity shift in the neural core.

While the victim finds it very difficult not to attack another within 90 ft, must make a successful roll to resist, he is not mindless. The stricken individual will continue to live until the defense forces or one of his intended victims kills him.

LIFE ON CYBERIA

Life on Cyberia is not that dissimilar to life on modern Earth. Social rankings, jobs, everyday life and ideologies are much like our own, but with a cybernetic twist.

READING THE EYES

They say you can tell a lot about a person by looking him in the eyes. No statement could be truer, and fewer are more important on Cyberia. The lifeblood of all sentient beings of Cyberia is the essence matrix. The energy derived from the matrix is blue. In turn, the eyes of all normal citizens on Cyberia glow blue. The eyes of those in who the virus is actively engaged, glow red. The eyes of those who have been reanimated, glow green.

ORIGINS OF LIFE

Where and how life began on Cyberia is speculative at best. It is widely believed, however, that life first began in Runesdale, tens of thousands of years ago.

Several thousand years ago, an archeological team found the ruins of a city near the sea in the northern regions of Runesdale. There they found ancient technologies from which modern technology had clearly evolved. What dazzled some was the discovery of the remains of hominid lifeforms that appeared to be composed of some material other than metal.

Further studies of the ruins located printed information that described an AI designed to maintain a city. As well as plans to use the AI to construct a factory that would design, build, and program robot drones that would be used to excavate an ore mine beneath the city.

How the hominids came to Cyberia and the extent of their achievements goes unrecorded, as most of the valuable information, as well as the ruins of the city itself were destroyed in the Unification Wars over three thousand years ago. In more modern times, this prominent theory of origin, while accepted by most, is still regarded as legend.

CREATION OF LIFE

To spark the debate, the main reason the Runesdale Origin Theory is considered fact by some is because the only central computer that can create life on Cyberia is located in Runesdale. How it came into existence is also legend. Runesdale houses Sanguis Prime, the master AI of life creation.

It is the one thing all Cyberian's have in common. Regardless of whether one is an emperor or a pauper, the first mother is the mother to all. There is evidence that there was at one time another computer, just like Sanguis Prime in the Peritium Empire.

SANGUIS PRIME

Sanguis Prime is the mother of all Cyberian citizens. It is the oldest fully functional computer, and to date one of the only computers that has not been infected by Malleum Ex Mentus. Sanguis Prime is also the most advanced AI on Cyberia. Its origins and structure are an enigma that has been studied for thousands of years without much advancement.

CREATING A NEW LIFE

All life on Cyberia hails from Runesdale, the product of Sanguis Prime, with assistance from the parent Cybers and scientists. The Cybers of Cyberia are functional sentient beings. They experience emotions such as anger, hate, love, and desire, just as normal humans.

The AI that controls their circuits is super advanced. Portions of its structure are a mystery. While scientists have spent millennia attempting to pick it apart with remarkable results, there is still so much more that is unknown about the AI.

The citizens of Cyberia, when they desire to have offspring, must essentially order them. The physical structure of the offspring is determined by the parents, even stage of life configurations. While scientists can not control certain aspects, such as emotions; talents and skills can be programmed into the offspring's AI.

Upon creation, every citizen receives an offspring voucher that matures over a twenty-year period. Any time after the voucher matures, it may be traded for an offspring. The offspring will have the talents, skills, and physical aspects desired by

the parent(s), but all talents and skills are weak and are in need of training as the AI configuration is newly created.

The offspring is available in infant, toddler, adolescent, and adult stages. While a fifth stage, elder exists, it is only accessible to citizens whose AI has been functioning for over fifty years, and is incompatible with younger AIs.

This is not to say that a citizen can have only one offspring possessing only one body over the course of its life. Some of Cyberia's wealthy have had many offspring, all of which have possessed physical configurations from all stages. Purchasing more than one offspring per parent or more than one stage per offspring requires the use of personal funds.

In some cultures, it is required that all offspring be of adolescent or lesser stage upon creation, and must pass a ritual to earn the adult body.

THE PROCESS

When the decision is made to create an offspring, the parent(s) decide what aspects of the physical body, personality traits, skills, and talents will be shared or unique to the offspring. The body is built in a factory, the AI assembled in a laboratory. When both are finished, the AI is uploaded to the neural core of the body. The body is then shipped to Sanguis Prime where it is activated. From that moment on, it is a living sentient being.

After activation, the new cyber is sent home to be raised by its parents. It is taught the skills they selected, while they cultivate the new AI into a stronger more improved intelligence.

As the AI learns, it gradually takes on a life of its own. Some of the original skills implemented may not "take", while yet others are obtained. Emotions develop and are taught to be controlled. In the end, the offspring takes on its own identity, combining some of its parents' traits with its own. In all, it takes an average of twenty years for an AI to fully develop.

While most citizens prefer to keep a constructed body similar to shared aspects of its parents, some later in life, decide to design their own. Many of these individuals spend outrageous amounts of money to purchase a new body.

Attaining a new body is not difficult. If an individual has the means, the neural core and

essence matrix can easily be removed from an older body and placed in a new one.

Stage	Cost
Infant	1
Toddler	2
Adolescent	3
Adult	4
Elder	5

Above is the chart that lists the costs of a body for the various stages of bodies available for citizens. Each body is the basic setup; the core structure, essence matrix, neural core, basic optics, audio, voice synthesizer, and AI.

Cost reflects the cost of purchasing a new offspring or updating the physical configuration of an existing cyber.

DEATH

Just as humans, death eventually finds the Cyber. After being activated for a period of 100+10d6 years, the AI will automatically shut down. There is no method to prevent this, nor to foretell when it will occur. There are signs, however, that the AI is nearing the end of its cycle. These are usually senile actions, difficulty in controlling movement (without injury), and the inability to further develop the AI properly.

Of course Cybers can also be killed by violence. If the neural core or essence matrix is damaged beyond repair, the Cyber dies. The neural core is destroyed if the head is badly damaged or destroyed. The essence matrix is destroyed if the points of the Cyber reaches zero, and they choose not to spend one point to be revived.

KOENIGREICH

Koenigreich is the largest landmass on Cyberia. 3,000 years ago, The Unification Wars brought about two Empires; the Koenigreich Emporium, the first settlers of Koenigreich; and the Peritium Empire, the most technologically advanced in all of Cyberia.

For the past fifteen years, these two empires have been engaged in a war of attrition. The ever-shifting front makes it difficult to define boundaries. At this current time, the front runs as far east as the city of Hexenburg, where the Peritium Empire has laid siege on the town.

Koenigreich Emporium

Population	100 million
Land	6.5 million sq. miles
Government	Totalitarian
Military Forces In Service	10 million
SDF	1.2 million
Guardsmen	7.2 million
Centurions	600,000
Other	1 million
Fit for Duty	65 million
Total	75 million
Malleum Infection	
Dormant	3 million
Active	150,000
Crops	
Energy	6
Metal	10
Fluids	
Fossil	6
Synthetic	4
Quality of Life	5
Tech Level	7
Industry Level	10

Koenigreich is the most populated country on Cyberia. Its totalitarian government is the world's leading industrial producer. Within all of its cities, it is illegal for a citizen to be armed with more than a handgun or ancient weapon. Concealed body weapons result in removal and a 100 CP fine.

80% of the citizens are registered voters of the totalitarian government. 70% of those citizens work in an industrial setting. The government provides everything from housing and jobs to entertainment and UECs.

MAJOR CITIES

Koenigburg

The city serves as the seat of the government. Here the king and his aids reside. All manners of government are conducted here. The city has served as the capital for over 2,000 years.

Population	7.5 million
General Labor and Services	4,875,000
Science and Professional	1,500,000
Other	750,000
Military	375,000
SDF	200,000
Guardsmen	150,000
Centurions	25,000
Malleum Infection	
Dormant	37,500
Active	8,000

Schwarzstadt

Dubbed Schwarzstadt "The Black City" eight years ago, this town has suffered from the malleum virus more than any other single city on Cyberia since the initial outbreak. This town is under close guard by the government as they seek to bring some form of relief to the city. While not under quarantine, military units stationed around the town are very strict on who gets into and out of the city.

Population	1.2 million
General Labor and Services	810,000
Science and Professional	60,000
Other	75,000
Military	
SDF	90,000
Guardsmen	150,000
Centurions	25,000
Malleum Infection	
Dormant	480,000
Active	170,000

Hersteller

The city of Hersteller is the planet's number one producer of metal. Built on an ore mine, the city has consecutively provided eight percent of Cyberia's metal for the past seven hundred years.

Population 3.2 million

General Labor and Services 2.3 million
Science and Professional 500,000
Other 100,000
Military
 SDF 115,000
 Guardsmen 125,000
 Centurions 60,000

Malleum Infection
 Dormant 64,000
 Active 17,000

Hexenburg

The town of Hexenburg is in shambles. Civilian population is at a minimum and industry is near stand still. Martial law is the current government, as the city's officials have been annexed to the capital.

Nearly 35% of the city has been destroyed in the wake of a Peritium invasion. The northern sector of the city still functions, however, in the south and west fighting is fierce and conducted with urban tactics, from building to building. Slowly, the city is being destroyed as the warring factions dig in.

Population 1.6 million

General Labor and Services 260,000
Science and Professional 45,000
Other 85,000
Military
 SDF 25,000
 Guardsmen 1,100,000
 Centurions 85,000

Malleum Infection
 Dormant 64,000
 Active 17,000

PERITIUM EMPIRE

Peritium Empire

Population 80 million
Land 3.5 million sq. miles
Government Socialistic Monarchy

Military Forces

In Service 6 million

SDF 1.1 million
Guardsmen 4 million
Centurions 600,000
Other 300,000

Fit for Duty 50 million
Total 56 million

Malleum Infection
 Dormant 9.6 million
 Active 1.92 million

Crops
Energy 8
Metal 7
Fluids

Fossil 5
Synthetic 7

Quality of Life 9
Tech Level 10
Industry Level 7

The Peritium Empire is second largest nation on Cyberia. Home to the famed Apex super-corporation, the Peritium Empire has been the world's leader in technology, for the past seven generations. The quality of life in Peritium is second only to Manatech Industries.

Since its initial outbreak, which resulted in the loss of 15% of the nation's population, the Plague has always been a problem for Peritium. It is estimated that one in eight has the Plague, with 20% of those being active. Since most guardsmen and centurions are in the field fighting a war with the country's nemesis, Koenigreich, the SDF is overwhelmed maintaining the peace at home.

Oppidium

The largest city in the empire, Oppidium is renowned as a center of technology. A site greater than the jutting towers of Manatech Island, Oppidium sports hundreds of building that stretch ever skyward. The empire's Department of Technology, as well as, The Department of Energy resides here, rather than the capitol.

Population 7 million

General Labor and Services 3.7 million
Science and Professional 1.8 million
Other 600,000
Military
 SDF 400,000
 Guardsmen 50,000
 Centurions 10,000

Malleum Infection
 Dormant 1.2 million
 Active 280,000

Apex City

Home to the super-corporation, Apex City also serves as a center for learning. Its three universities are considered to be the finest on Cyberia. Apex City also sports the lowest Malleum rates of all the cities in the empire, with the exception of Ocelon.

Population	5.7 million
General Labor and Services	3.3 million
Science and Professional	2 million
Other	262,000
Military	
SDF	100,000
Guardsmen	30,000
Centurions	8,000
Malleum Infection	
Dormant	342,000
Active	78,000

Sedaferre

Sedaferre serves as the capitol of the empire. It has been the empire's center of industry and fluid production since its birth. The government's capitol building is the second largest building on Cyberia.

Population	4.7 million
General Labor and Services	2.9 million
Science and Professional	1.4 million
Other	265,000
Military	
SDF	75,000
Guardsmen	50,000
Centurions	10,000
Malleum Infection	
Dormant	540,000
Active	86,000

Ocelon

Ocelon is the empire's oldest city. It also houses one of the largest military installations on Cyberia. Also a notable think tank, its secret labs are renowned for such inventions as the Converter Matrix and the dreaded EMP bomb. Ocelon also serves as a testing ground for technology created by Apex.

Population	3.9 million
General Labor and Services	1.85 million
Science and Professional	1 million
Other	45,000
Military	
SDF	20,000
Guardsmen	85,000
Centurions	10,000

Malleum Infection

Dormant	350,000
Active	7,000

Tyrantview

One of the newest cities on Cyberia, Tyrantview sprang up overnight. Founded only twenty five years ago, the city then bordered Koenigreich. Settlers came here in search of energy and found a wealth of ore. The Koenigreich Empire has tried several times to persuade the city's officials to annex themselves to the Imperium.

When their attempts fell short, Koenigreich dispatched centurions and saboteurs to the area and ran light raids against the city, claiming that parts of the mineral reserves mined belonged to the Imperium. The empire retaliated by sending in guardsmen and centurions to quell the raids. Shortly thereafter, the Ion Storm occurred. There has been war between the two ever since. It is widely rumored, however, that the empire's main justification for war starts here.

Population	4.1 million
General Labor and Services	2.8 million
Science and Professional	1 million
Other	160,000
Military	
SDF	70,000
Guardsmen	60,000
Centurions	10,000

Malleum Infection	
Dormant	430,000
Active	78,000

Friedenlebe

Friedenlebe is furthest away from the action. It sports the third largest port on the continent. This town is the country's major producer of fluids and the country's third largest producer of energy. It is also the second largest city in nation.

Population	5.2 million
General Labor and Services	4.65 million
Science and Professional	550,000
Other	100,000
Military	
SDF	150,000
Guardsmen	100,000
Centurions	10,000
Malleum Infection	
Dormant	50,000
Active	23,000

MANATECH

Manatech Island is home to the techno-industrial powerhouse Manatech Industries. The island serves as a country to its workers. Manatech is responsible for most of the new technologies that make life easier on Cyberia. Some of their greatest works include the SAM, Manatech Magik Matrix, and the Psi matrix. They develop everything from cyber-biological components to weapons. It is also home to the largest city on Cyberia.

One of the most bizarre features of Manatech Island is political system. The island country is ruled as a Corporate Oligarchy. Average citizens work, either in its offices or factories, and based on their merit and devotion to the company, they gradually receive more political power. Any common cyber has the potential to be the CEO/President of the nation. So long as the company meets its expectations in the market, the CEO/President of the nation rules.

Population	27 million
Land	102,000 sq. miles
Government	Corporate Oligarchy
Military Forces	
In Service	2.7 million
SDF	1.9 million
Guardsmen	785,000
Centurions	10,000
Other	5,000
Fit for Duty	19 million
Total	21.7 million
Malleum Infection	
Dormant	2.5 million
Active	810,000
Crops	
Energy	5
Metal	6
Fluids	
Fossil	3
Synthetic	5
Quality of Life	10
Tech Level	9
Industry Level	7

Manatech City

Manatech City sports the corporate headquarters/capitol of Manatech Island. This city is the largest city on Cyberia. From here, the CEO/President delegates orders to the business, as well as, conducts governmental responsibilities. Its skyline is host to the largest building on Cyberia, the corporate/governmental building. From its roof, one can see the whole of the island. It is also considered the most corrupt metal structure on the face of the planet.

Population	17.1 million
General Labor and Services	8.7 million
Science and Professional	6.2 million
Other	250,000
Military	
SDF	1.4 million
Guardsmen	540,000
Centurions	10,000

Malleum Infection	
Dormant	1.45 million
Active	100,000

Lab 1

The primary testing ground for Manatech's equipment, Lab 1 is a super think tank. It is renowned for its developments. Secondary slave matrices were created here.

Population	9.1 million
General Labor and Services	5.7 million
Science and Professional	2.8 million
Other	140,000
Military	
SDF	300,000
Guardsmen	160,000
Centurions	0

Malleum Infection	
Dormant	980,000
Active	115,000

RUNESDALE

While all life currently begins in Runesdale, and it is widely speculated that the First Ancestors originated here as well. Home to the mother of the world, Sanguis Prime, Runesdale is a peaceful country. The citizens of this sacred country live only to make the quality of life and of their brethren better.

Only once throughout Cyberia's written history has any nation dare to invade Runesdale. Runesdale held its own well. But for fear of Sanguis Prime being damaged, nearly every nation on the planet attacked and defeated

Runesdale's invader. Also a powerful political emissary, in the recent past, Runesdale has had the power to stop a war with a single plead. Currently, they have had no such luck with delegation in the Koenigreich/Peritium War.

Population	38 million
Land	1 million sq. miles
Government	Socialistic Democracy
Military Forces	
In Service	2.25 million
SDF	1.35 million
Guardsmen	750,000
Centurions	50,000
Other	100,000
Fit for Duty	26.6 million
Total	28.85 million
Malleum Infection	
Dormant	2.85 million
Active	380,000
Crops	
Energy	6
Metal	7
Fluids	
Fossil	4
Synthetic	6
Quality of Life	7
Tech Level	8
Industry Level	7

Sanguis Prime

Sanguis prime is named after the life-giving supercomputer that resides here. This is the oldest city on Cyberia, and the birthplace of all its citizens. The city is rich in history and valued by all Cyberians.

Population	6.7 million
General Labor and Services	3 million
Science and Professional	2.8 million
Other	100,000
Military	
SDF	500,000
Guardsmen	280,000
Centurions	30,000
Malleum Infection	
Dormant	335,000
Active	3,500

Care

Care "to come at a great cost" is named for the legend of the First Ancestors who gave their lives, worked to death in the mines on the northern shore. Supposedly

built near the ruins of the mine, Care is noted for its mineral, fluid, and ore reserves. A small percentage of all Cyberians' bodies, (usually those with political power) are constructed from the ore mined here. It is considered an honor to be constructed from ores in mines at Care.

Population	5 million
General Labor and Services	3.8 million
Science and Professional	750,000
Other	50,000
Military	
SDF	180,000
Guardsmen	50,000
Centurions	20,000
Malleum Infection	
Dormant	270,000
Active	48,500

PHANTASIA PRIME

Phantasia Prime is a backward feudalistic country. Their culture tends to shy away from the super technologies of the west, preferring to stay equivalently cyber-medieval.

Population	19 million
Land	580,000 sq. miles
Government	Feudalistic Monarchy
Military Forces	
In Service	1.25 million
Guardsmen	600,000
Knights	250,000
Champions	25,000
Other	5,000
Fit for Duty	13.3 million
Total	14.55 million
Malleum Infection	
Dormant	1.6 million
Active	237,000
Crops	
Energy	6
Metal	6
Fluids	
Fossil	7
Synthetic	3
Quality of Life	6
Tech Level	5
Industry Level	5

Castle Galvastone

The seat of rule, Galvastone has served as the centerpiece of the kingdom for twelve generations. It is also located in the largest province in Phantasia. This castle/city also serves as a center of culture, learning, and industry.

Population	3.2 million
General Labor and Services	2.6 million
Science and Professional	450,000
Other	50,000
Military	
Guardsmen	100,000
Knights	25,000
Champions	5,000
Malleum Infection	
Dormant	272,000
Active	30,000

Hopekeep

Hopekeep is the second largest province in the country. It was the first to annex itself to the kingdom during Phantasia's Unification War. It has always remained loyal to the kingdom's decisions and is favored above all others.

Population	2.3 million
General Labor and Services	1.8 million
Science and Professional	350,000
Other	5,000
Military	
Guardsmen	70,000
Knights	20,000
Champions	2,000
Malleum Infection	
Dormant	276,000
Active	21,000

Stormhaven

Positioned within a mountainous region, this city is responsible for a good percentage of the ore mined for the kingdom. Although not an extremely large city, it is a key city. Stormhaven also serves as a champion training ground.

Population	1.8 million
General Labor and Services	1.65 million
Science and Professional	70,000
Other	20,000
Military	
Guardsmen	50,000
Knights	10,000
Champions	1,000

Malleum Infection

Dormant	162,000
Active	15,000

PHANTASIA MINOR

Phantasia Minor, still affiliated with the kingdom is a self-governed city-state. The kingdom provides them with support in exchange for trade and duties.

Minor has a major problem, other than the malleum virus, it is overrun by monsters, a problem that is quickly spreading to the mainland. These cyber-abominations have caused much panic on the island. As many flee to the mainland, only the stubborn stand their ground. Currently, there is only one city left standing on the small island

Population	2.3 million
Land	85,000 sq. miles
Government	Feudalistic Monarchy

Military Forces	
In Service	575,000

Guardsmen	500,000
Knights	65,000
Champions	5,000
Other	5,000

Fit for Duty	1.6 million
Total	2.1 million

Malleum Infection	
Dormant	200,000
Active	12,000

Crops	
Energy	4
Metal	4
Fluids	
Fossil	6
Synthetic	2

Quality of Life	5
Tech Level	5
Industry Level	4

LazteStellung

Laztestellung is the last major city on the island. It serves as the island's governmental seat. There are a few small outlying villages that surround the city, however, most of the population of the island take a safety in numbers stance on the monster issue.

Population	2.1 million
General Labor and Services	1.35 million
Science and Professional	250,000
Other	50,000
Military	
Guardsmen	400,000
Knights	50,000
Champions	2,000
Malleum Infection	
Dormant	175,000
Active	7,000

KREIGMERE

Kreigmere serves more as a regional attachment, rather than a country name. A conglomerate of over one hundred different provinces, Kreigmere is a land in utter chaos. Nearly every system of government imaginable is represented on the continent. On any given day, there are more than thirty wars being fought within its boundaries, laying waste to thousands of lives and miles of land. Provinces crumble and emerge. This has been the way of Kreigmere for as long as anyone can remember.

There are a few provinces that stand to make a bid for power that could eventually unify the region. One of these is Missenspitzel, home of the PlasmaX Corporation. Its system of government is partially based off that of Manatech Industries.

All the other kingdoms on Cyberia stay out of their affairs, believing that Kreigmere is merely socially under evolved, and that they too must fight their own unification war with hopes that it to will someday stand as its own kingdom.

Population	63 million (Estimated)
Land	1.8 million sq. miles
*All other information varies between provinces.	

THE GRAY WASTES

On the remote island known as Morteum Pax, resides the bodies of those who have fallen victim of the plague. Their gray lifeless remains are tossed here in large heaps, left to be the pickings of the reanimators.

As one approaches the island, he can see the gray heaps towering into the sky from miles offshore. All who die of the plague are sent here. Only an international detachment of centurions and guardsman, who keep a vigil eye on the sea from their watchtowers, compose the populous of the living on Morteum Pax.

ABOUT YOUR CYBER

The robots that live on Cyberia are the products of an advanced AI so evolved, that it has become sentient. They are much like you and I. They have desires and aspire to achieve goals. They have the pleasure of emotion, so advanced is it, that they are no different than humans. They are just as capable of unconditional love as they are of hideous atrocities. They are nothing more than metal versions of us.

The Brain

Cyberians have an incredible computer brain called the neural core. Functioning just as our brain, the neural core controls everything from movement and sensory perception, to thought and the newly evolved sex drive.

Unlike one would expect, the neural core is not perfect. It does require a bit of maintenance. Processing such vast amounts of code daily takes its toll on the neural core. Every twenty-four hour period, the robot is required to go through downtime maintenance. During this time, the neural core rests itself, runs diagnostics, and maintenance checks. It defragments itself, dumps memory, repairs sectors, and optimizes information. While incredibly fast and accurate, the process takes up to four hours. During this time, the robot is totally vulnerable and can not be awakened from its stasis.

While robots can maintain activity for extended periods without downtime, it is unwise, for on the third day, the robot's neural core is so mis-configured that it may suffer from RIP Syndrome (Resonance Imagery Processing), hallucinations of past events captured in the memory sectors. This effect interrupts graphical input/output and is due to a lack of dumping. Downtime requires eight hours for repairs.

On the day following the onset of RIP Syndrome, the robot gets the Black Tremors. BT, as it is more commonly referred, is the result of further neglect of the neural core. Sensory becomes frazzled as a result of further damage caused by RIP. As damage continues to take hold on the robot's systems, its body begins tremble slightly. By the end of the day, it is noticeably shaking. When using talents, successful rolls that score one point automatically fail and the robot may only take one turn every two rounds.

By the sixth day of neglect, conditions worsen. Optic and audio sensors shut down due to overload. The robot convulses constantly and can perform no actions. By the time this stage is reached, it must shutdown immediately. Downtime maintenance will require one full day, with the robot permanently losing one point and one talent, determined by the referee. Of course, shutdown may not be possible for the robot, as its systems are in such distress. It requires a successful roll scoring 4 or 6 points to shut down in these conditions.

On the seventh day, damage is beyond repair. The neural core crashes, and the robot dies. The character must be discarded.

The Matrix

The matrix is the core energy source of the robot. It supplies the robot with its life energy. It is a mechanism that converts and routes energy from a universal energy cube (UEC) and distributes it through the robot's body, fueling its circuits.

The matrix has many safeguards that prevent overloads and improper distribution. If the matrix is ever damaged, it could result in improper distribution or conversion, killing the robot.

The primary matrix is spherical in shape with many conduits and multiple gauged wires stemming from it, coursing through the body. From the front, a conversion-viewing panel is installed, which allows access to the core reactor. The reactor glows luminescent blue. This primary matrix is referred to as the Soul Axis Matrix (SAM).

Beneath it, running diagonally from the SAM are two smaller slots, about half the SAM's size. These slots can be used for secondary slave matrices. Many minor matrices that feed off the primary SAM are available for installation, most notably, the Apex Converter matrix and any product from the Manatech matrix lineup.

Directly above the SAM is the UEC input interface. UECs can fuel a robot for a week. On the fifth day, the robot will receive a warning reminding him to change his UEC. On the sixth day, sensory circuits begin to operate at half their normal efficiency reducing the robot's turns to one every other round. The warning flashes constantly. On the seventh day, the robot shuts down, completely vulnerable. This condition is known as Insufficient Output Stasis (IOS). If the robot doesn't get attention soon, it will die.

The neural core remains active, but halts all functions, so to reserve energy. The backup cell in the neural core will operate for as long as it can maintain. A week is normal, however, three months has been achieved.

At the beginning of each day, the robot must make a successful roll, or the cell runs out of energy and the robot dies. The only way to reverse the effects of IOS, is to receive a UEC.

The Body

The robot character's body is made of metal. Individual aspects may vary, but all basic robots share some common traits.

- Most are basic human size, ranging from three to seven feet tall. There are exceptions to this. Giants do exist, some are as tall as twenty feet.
- They are gender oriented having distinctive masculine and feminine features.
- Most have only two arms, two legs, and one head attached to a torso.
- While a range of variations exist, basic sensory devices are installed. Eyes for optic perception, some interface for listening, and sensory pads for the sensation of touch. Scent and taste processing is also installed. Unless otherwise stated, your robot will be of an adult stage configuration.

Sensors

Unless otherwise stated, the robot will begin play with the following sensory devices.

- **Basic Optics:** allows the robot to see in full stereoscopic color vision.
- **Basic Audio:** allows the robot to hear as a normal human would.
- **Basic Sensory Pads:** allows the robot the sensation of touch.
- **Basic Taste and Smell Synthesizer (BTSS):** allows the robot to filter and process taste and smell.
- **Basic Voice Synthesizer:** allows the robot to speak in a raspy robotic voice.
- **Input/Output Jack:** allows the robot to "jack" into Citizen User Interfaces (CUI), to do transactions such as shopping, banking, or purchasing new talents.

SDF ENFORCER

The SDF (Security Defense Force) are the policing force of Cyberia. They roam the streets keeping law and order and hunting the plague stricken. Every country on Cyberia has their own SDF force that adheres to a global institution of protocol. While each country independently dictates specific procedures, the Institution of Enforcement dictates details such as primary function and gear.

As an SDF enforcer, your character roams the lands of his citizenship distributing justice and keeping peace. Times are hard for the SDF, crime is high, the plague is rampant, and the people demand answers.

GUARDSMAN

Guardsmen act as the infantry of the Cyberian armies. They are always in force, either supporting the SDF or on duty fighting for their homelands.

Guardsmen come from all walks of life and every corner of society. Normally, they tend to stay in the countryside, patrolling the land and keeping it safe for the fellow citizens. In the countryside they hunt domestic criminals, reanimators, and the plague stricken. However, during outbreaks, some will find themselves in the cities, on guard with the SDF, patrolling the streets, hunting the same as they do in the rural setting.

The meat and potatoes of the Guardsmen is combat. On occasions, guardsmen will be sent to do what they do best, fight for their country. Guardsmen are more likely than SDF enforcers to shoot first and ask questions later. This comes from being trained to serve and protect in a different manner than the SDF.

CENTURION

Centurions are the elite forces of the Cyberia military. The nations they protect rely on them to serve in any number of roles. From espionage to plague raids, centurions are required to act quickly and put themselves in harm's way for the sake of king and country. At any given moment, a centurion may find himself patrolling the streets of a city, and the next on the king's detail acting as a security agent.

CITIZEN

As the average citizen of Cyberia, you are a member of the working class. From an unskilled laborer to a scientist, whatever your occupation may be, it is your duty to support your nation's endeavours.

Can citizens fight? Of course, while they are not allowed to carry any weapon larger than a pistol, they are allowed to use them in self-defense of rebels or plague victims. Citizens partaking in such acts, anywhere on Cyberia, are deemed patriotic and are not held accountable for their actions. Some are even commended for their deeds.

MANATECH MAGE

The product of years of research by the Manatech super-corporation, your character is often hired by corporations, usually Manatech Industries, to protect its investments using a powerful new device known as the Manatech Matrix. This device runs programs that allows you to manipulate electrical, magnetic, and gravity fields to produce different effects.

The ultimate in security in a high-risk zone, the Manatech Mage is renowned for its efficiency. As a Manatech Mage, your character *must* purchase a **Manatech Matrix** from the gear section. In addition, the character must also purchase at least three SPL programs before playing the character. The character must purchase at one additional SPL program per level.

MANATECH PSI

The latest in field manipulation technology, the Manatech Psi is a new weapon for high-risk potential class investments. Only available through a service contract with Manatech Industries, this new device is similar to the famous Manatech Matrix. The Psi Matrix, however, centers its manipulation properties on the ion fields in and surrounding the neural core of another Cyber.

REANIMATOR

The reanimators are the most hated beings on the face of Cyberia. They are those who embrace the plague and profit from it by using a twisted method to reanimate those who have fallen victim to it.

Reanimators covent the secrets of reanimation, sharing it only with those who desire to partake in the black art of creating cyber-zombies. Their technology is shrouded in mystery, feared by all, and sought by those who would destroy it.

Most reanimators have black bodies. Some prefer a color as gray as the lifeless dead they reanimate. They often carry their world on their backs, for it is far too dangerous for the animator to settle in one area for long. Reanimators are very secretive and normally do not associate with others, preferring the company of their abominations.

The Black Art of Reanimation

"I remember my first encounter well. Maximum Zero and I had been assigned by the High Peritium Command to hunt down a Reanimator who had been recently operating in the northern territory of the empire.

As for the exact location, I can't be sure, but it was somewhere outside the town of Havenmore. It was after dark, and we had been travelling on foot for quite some time. We hadn't had much to say to one another that night; just lots of walking.

All of the sudden, over the top of an incline, Maximum spotted something; a green spot, then another, then several more. In all I think there was about twenty. They were in our path, heading right for where we had just departed, Havenmore.

The ghoulish green glow gave me the creeps. I trained in on one and started to fire down on it. Maximum bade me to hold off and let them close in. We did. They shambled right up

to us, close enough to where you could see the outlines of the wires that rerouted the energy from their damned abominable life force to their gray, mangled bodies.

A few successive pulse bursts later, and... well the scrap pile we left behind reminded me of that day during the Malleum Riots of '63. But that's another story. You see, we had just arrived back from leave, and wouldn't you know it..."

- Excerpt from the Chronicles of Warcry, Vol. 6

Reanimation is an art forbidden across the whole of Cyberia. Any caught keeping company with a reanimator, his creations, or possessing equipment associated with reanimating are usually executed on sight.

The art of reanimation is very secretive and is entrusted to only the most devoted. It is the art of creating the cyber-undead. Mindless gray-metallic zombies that roam the land, doing the bidding of their master. The exact methods, step by step, to creating the mindless reanimated are known only to the reanimators and involves a very complex process.

THE PROCESS

The process for creating a reanimated Cyber requires the reanimator to find a host to do his bidding. This is not difficult as about ten percent of Cyberia's population has died from the plague. The body, usually heavily damaged, requires some patchwork, enough to allow for multi-purpose use. The reanimator then installs the reanimator matrix, the only matrix not designed and manufactured by the two mega-corporations.

All other matrices are created by two major corporations. They are streamlined and designed to fit in the body of any configuration of Cyber without difficulty or sacrificing beauty, save the occasional required harness for proper fixture. The reanimator matrix, on the other hand is bulky, mis-shaped, and requires many wires and harnesses to install properly, clearly not the work of Manatech Industries or Apex Prime.

The patchwork is usually sloppy in looks. While great care and precaution is taken during installation, the design of the matrix, as well as the additional wiring required, often makes it impossible for the chest to close, leaving the matrix and supporting equipment exposed. A horrific sight to all that view it.

The next step requires that alteration of settings in the neural core and the implementation of a new AI. One of many that has been passed down from teacher to student for millenia.

Afterwards, the AI is then activated, and the reanimated is born. The reanimated's AI is not very complex, being composed primarily of predefined conditions and commands. The abomination is not alive, and doesn't think for itself. Instead, it merely reacts to its environment, executing only the routines set forth in the AI, as well as the spoken commands by its master.

In the end, the result is a gray, mangled, lifeless drone, shambling about with an exposed chest cavity filled with mismatched wires, and a green glowing, bulky matrix fixated where the luminescent blue of life once existed. A horror for all who behold it.

A reanimator may create one of their abominations, known as an **Ex-Fallen**, at the cost of one point. Each Ex-Fallen has the following statistics.

Ex-Fallen

Level 1

Points 10

Strong: scores +1 point on any successful roll.

TALENTS

There are many different talents that a character may learn. When purchasing a talent, the character doesn't automatically learn it. It has to first be introduced to their AI. This requires purchasing the talent, then downloading from a central mainframe or mainframe slave post. Unauthorized and illegal talents, ones that deal in the black arts, such as hacking, or military oriented talents, such as demolitions, may require a mini-adventure to seek a contact in order to get the skill.

All talents cost 1 point. Talents with an asterisk (*) cost 3 points. Those with two asterisks cost 5 points. Upgrading a skill to V 2.0 or higher requires spending 1 point.

Archeology: Characters with this talent are proficient in matters that are affiliated with archeology and anthropology. A basic understanding of dating techniques, current theory, site management, data analysis and model building, archaic forensic pathology, and measurement bases.

Art: Characters with this talent are not only capable of identifying and recognizing artworks. They also have the ability to produce art of their own. This includes drawing, painting, graphic design, sculpting, etc.

Astronomy: Characters talented in astronomy have a good knowledge base in the lay out of star systems, constellations, very rudiment theories of astrophysics, how stars and planets are formed, and methods of collecting and compiling planetary data.

Athletics: Characters with this talent have a working knowledge of sports and their rules.

Blind Fighting: Normally when a character is blinded, he may take only one turn every other round. Characters with this talent are trained to fight effectively in total darkness, suffering no penalties, even if the character is actually blind.

Brawling: Characters with this ability are natural scrappers. They enjoy a good bar fight and the occasional scar. This talent scores them a +1 point when fighting with no weapons.

Business: Characters with this talent are well trained in one or many types of business oriented talents. Management, finance, accounting, marketing, information systems, economics, and entrepreneurship are covered by this talent.

Camouflage: On a successful roll, characters with this talent have the ability to properly camouflage themselves or equipment and vehicles in any environment using either natural or artificial resources. They also have the ability to spot camouflaged objects.

Climbing: Characters with this ability are proficient at climbing. Climbing without ropes, as well as rappelling techniques are associated with this talent. Rough surfaces, with good holdings, can be compromised by scoring more points.

***Computer Programming:** Characters with this talent understand the linear approaches used in writing source code for structured and object-oriented computer programs. Diagnosis and correction of problems that occur in source code writing; the use of compilers, databases, emulators, functions, array construction, etc. are understood by the programmer.

Cryptography: Cryptography is the art of creating, using, and breaking secret codes. Characters using this talent must study the code for at least an hour to attempt to break it. A failed roll means they must start from the beginning again. The character must keep rolling, only once per hour, until they have scored a total of 10 points.

Cyber-Biology: Characters with this talent are familiar with, genus species names of creatures indigenous to Cyberia; their habitats, and social structures. They also have acquired a basic understanding of rudimentary cyber structures of these creatures.

***Demolitions:** Characters with this talent have the ability to manufacture crude explosives. They have a working knowledge of pressure, electrical, and mercury switches; including their own improvisations. Designing and sculpting charges, as well as focusing blasts for maximum effectiveness is also included in this talent. Characters with this talent may also disarm bombs with a successful roll.

Detect Ambush: Characters with this talent have the ability to analyze terrain and recognize possible ambush locations.

Detect Trap: Characters with this talent have the ability to find and remove traps. When a trap is found and a character is attempting to remove it, a failed roll may result in the trap being set off. The character must make a second roll for this.

***Dodge:** May dodge one attack that scores points for the opponent once per confrontation.

Electronics: Basic: Characters with this talent have a basic understanding of how electronic equipment works. They are proficient in operation of electronic equipment and can perform minor repairs and modifications.

***Engineer: Electrical:** Characters with this talent are highly knowledgeable in electricity. Wiring buildings and vehicles, designing and repairing simple and complex electrical devices, and paths of logic for diagnosing and solving problems dealing with electricity and electrical devices are covered by this talent.

***Engineer: Mechanical:** Characters with this talent have an understanding of how machinery is designed, operates, and sequences in diagnosing and solving problems. Redesign, construction, repair, and modification are covered by this talent. This talent also allows the character to build machines, such as robots and transports at half price.

Engineer: Wide: This talent covers a wide variety of engineering on a basic level. Architecture of buildings, bridges, and highways, static problems, engineering of basic electrical devices, designing and constructing useful day to day simple apparatus are covered in this talent.

Escape Artist: Characters with this talent have the ability to escape from bonds with decent proficiency. The difficulty of escaping is usually scoring a total of 6 points within three rolls, however, may this vary as many as four points, as the referee sees fit. Note that on occasions, tools may be required to successfully perform an escape.

Etiquette: Characters with this talent have a great understanding of the rules of civility. They are coached in things such as, table and conversational manners, proper courting rituals, etc. They are basically familiar with all mores associated with proper social interaction.

****Fast Attack:** The character gets two turns in all the even numbered rounds.

Forensics: Characters talented in forensics are talented in concluding causes of death. Event recreation, injury interpretation and analysis, as well as models and measurements are part of the forensics specialist's repository of knowledge.

Geography: Characters with the geography talent are talented in identification and interpretation of geographical features and what minerals are abundant in those regions, geographic landscape identification, and locations on maps and basic knowledge of what types of societies exist in those regions.

***Hacking:** Characters with the talent of hacking have the ability to infiltrate computers that are connected to the public domain.

Characters can't hack computers that aren't connected to an outside line, unless they, or an entity they can instruct, are physically there. Once into a system, the hacker can use his talents to either collect, alter, or destroy information on that system.

Heraldry: Characters with this talent are knowledgeable in identifying code of arms, hierarchies in a society, colors of honor, codes of honor, etc.

History: Characters talented in history have a repository of knowledge dealing with past events. Folklore, legends, and mythology are specialties of the historian.

Intelligence: Characters with this talent have the ability to compile and analyze information gathered. This includes mapping an area, pin-pointing enemy units, identifying enemy units, basic extraction of information from the enemy, placement of own troops and other items of this detail.

Interrogate: Characters with the Interrogate talent are knowledgeable in the techniques used for extracting information from an enemy. This includes torture, psychology, and other measures.

Jamming/Scrambling: With the proper equipment, characters with this talent have the ability to jam or scramble transmissions within a certain radius from all points of communication (radio, satellite, etc.) inside enemy territory. They may also encode their own messages to hide them from the enemy.

Law: Characters with this talent have a knowledge and understanding of law. The ability to interpret, an understanding of its history and function, and knowledge on different types of law are included in this talent.

Language: English: This language is the only tangible proof that the legendary ruins of the non-metal hominid settlers existed. It was extracted from a database found at the site. While the physical drive containing its knowledge has been long lost, this language lives on. English is primarily spoken by scholars and aristocrats.

Language: German: This language has been traced back to the origins of Cyberia. It is thought to be the official language of the legendary settlers. It has always been the primary language of Cyberia.

Language: Latin: The language of scholars, Latin was discovered over five hundred years ago by newer generation AI scientists studying the syntax of organized language. They stumbled across it deep within the structure of the primary AI of Cyberian life. Whether or not it always existed in the AI is largely debated. It is possible, however, that it dates back to the beginning, sharing its origins with the ancient and primary language of German.

***Lucky: Auto-Hit:** The character is lucky. Once per confrontation, he can spend his turn and choose to automatically score 4 points against his opponent.

***Lucky: Glancing Blow:** The character is lucky, he may force his opponent to subtract 2 points scored against him. This requires using the character's turn.

***Lucky: Near Miss:** The character is lucky, he may negate the points scored from any single hit from the opponent. This requires using the hero's turn, and may only be used once per confrontation.

***Martial Arts:** A character that has studied any form of martial arts has the ability to score +1 point with punches and kicks. Every time this talent is purchased, the character receives a bonus +1 point with punches and kicks. This talent may be purchased twice.

Math: Characters with this talent know the basics of math; addition, subtraction, multiplication, and division. Characters purchasing this talent twice receive math V2.0 in this talent, and are also talented in algebra, calculus, geometry, and

trigonometry. Characters purchasing this talent three times receive math V3.0 and are also proficient in multiple variable calculus, differentials, and advanced theory.

***Medic: Cyber-Anatomy:** Characters with this talent have a broad understanding of how cybernetic anatomy works and is repaired. Characters may also install implants.

Physics: Characters with this talent have an understanding of energy and motion. They have an understanding of knowledge that covers wide array of subjects ranging from kinematics and dynamics to quantum theory and the theory of virtuosity.

Pilot: Characters with a talent in piloting have the understanding of how to operate a particular type of vehicle. This includes the ability to read all sensory devices associated with a particular vehicle. **Characters may select from Aircraft, Hover, or Wheeled.**

****Probability Manipulation I:** The character may roll, once per confrontation, double the normal number of dice attempting to make a successful roll!

****Probability Manipulation II:** The character ALWAYS gets to roll four six-sided dice to attempt to make a successful roll.

***Quick Attack:** Once per confrontation, the character may take a second turn in a single round.

Radio: This talent allows the character to understand the functions and operations of using citizen band, commercial, and military technologies in radio communications.

Repair: General: Characters with this talent have an understanding of how to make basic property, equipment, and vehicle repairs and modifications.

Sniper: This talent is primarily for use with ranged weapons. Using this talent allows a character to skip a turn and make a shot rolling a total of 7 dice in an attempt to make a successful roll. Called shots may be attempted when using the sniper talent.

***Stealth:** This talent gives the character the ability to sneak around silently and hide in the shadows. Unless technological detection devices or "magical" detection is used, this talent makes him undetectable. Failed rolls result in the character not being able to conceal himself, or he makes too much noise.

Streetwise: Characters with this talent are knowledgeable in street lingo, gang colors and philosophies, dangerous areas of a city, potential dangerous situations, dealers, powerful individuals, and illegal activities.

Surveillance Systems: Characters with this talent have the ability to identify, install, and use alarms, motion detectors, display and recording equipment, and audio equipment. They also have the ability to hide miniaturized listening and video devices in enemy environs. Characters with this talent must also be talented in computer operations and basic electronics.

Survival: Characters with this talent have the ability to survive in a specific environment. They are aware of what dangerous creatures live there, what enemy may be in the area, and what techniques are implemented to make life a little easier in desperate situations.

Throw: Has the ability to throw things great distances. Allows him to use objects as ranged attacks.

Tracking: Characters with this talent have the ability to identify subtle changes in the environment that indicate recent activity, such as footprints, small objects of litter, etc. How often a character tracking a particular target must make a roll, depends on the referee. Note that characters with this talent also have the ability to "tail" or follow their potential targets without being noticed. This also requires periodical talent checks.

***Virology:** This talent has become very important on Cyberia in the past fifteen years. It is the study of viruses. Characters with this talent are fluent in virus types and preventative measures used to stop them. Characters may purchase the legendary V

2.0 of this talent, which allows them to create and use viruses. Creating new viruses to interface with an AI requires scoring 6 points within three rolls, however, installing them whether jacking into a person or a mainframe must have a score of ten within three rolls and requires hacking.

***Weapon Training: Ancient: One-Handed:** Character gains one additional die to attempt to make a successful roll when using these types of weapons.

***Weapon Training: Ancient: Two-Handed:** Character gains one additional die to attempt to make a successful roll when using these types of weapons.

***Weapon Training: Ancient: Thrown:** Character gains one additional die to attempt to make a successful roll when using these types of weapons.

***Weapon Training: Modern: Small Firearms:** Character gains one additional die to attempt to make a successful roll when using these types of weapons.

***Weapon Training: Modern: Rifles:** Character gains one additional die to attempt to make a successful roll when using these types of weapons.

***Weapon Training: Modern: Heavy:** Character gains one additional die to attempt to make a successful roll when using these types of weapons.

***Weapon Engineer:** Characters with this talent have the ability to design, construct, repair, and modify most weapons. Manually operated vehicle mounted weapons, handguns, all assortments of rifles, and heavy weapons of all types other than rocket and missile systems are included. With this talent, characters can make conventional modern weapons at half price. Spending double the points gives the character V 2.0, which includes rocket and missile systems. If the character has the Cyber-Anatomy talent, he may also install weapons on individuals.

Writing: Characters with this talent have the ability to convey thought on paper at a very proficient status. Subject development, content flow, and structuring are talents that are developed. Styles of writing may also be chosen; creative, print journalism, business, and documentary styles are good examples.

MAGIK

Magik is the term used to describe the effects of advanced technologies that manipulate electrical, magnetic, and gravity fields. Magik operates using a special slave matrix that runs programs that are designed to interface with the device distorting these fields and producing desired effects.

Manatech Industries is the largest producer magik oriented matrices. The matrix can be installed in a slot concealed behind the robots chest plate. As most robots are tri-matrix compatible, Manatech magik matrices have become popular, spawning the Manatech Mage.

FORMS OF MAGIK

The two most common forms of magik available are programs called SPLs and Psi. The later of which is designed to effect an AI.

USING MAGIK

Simply choosing to use a SPL or run another magik program does not automatically yield successful results. The character must make a successful roll.

DURATIONS

Unless otherwise stated, SPLs and Psis last for the duration of the confrontation. Most SPLs that cause damage, for instance, are instant, meaning that the damage is done at that moment and the SPL is complete. A magik user may not have more than one program per level active at any given time.

SPL MAGIC

The following are the SPL programs that may be purchased to use with a Manatech matrix. Their costs are listed in parenthesis. Be sure to enter SPL under Type on your character sheet.

Armor: (2) This SPL creates a suit of armor composed of energy that is placed on any one target of the user's choosing. The armor absorbs 2 points from an opponent's score.

Aura of Silence: (2) This SPL creates a sphere of silence. Within the aura of silence, no sound can be made. Any within the confrontation can not give or receive any commands outside of sign language.

Bolt: (2) This SPL creates a bolt of electricity that surges from just beyond the hand of the user striking any single target scoring 2 points.

Chain Lightning: (4) This SPL summons a lightning bolt from the sky that strikes one target within the SPL's radius scoring one six-sided die of points per level of the user.

The bolt will then leap from the person it struck to the nearest individual, regardless of whether he is friend or foe. The bolt strikes this person at one level less. It then moves on to the next individual, striking him at two levels lower, and so on until

the SPL runs out of energy. If the bolt has hit all potential targets, the bolt strikes the user with its remaining power.

For example, a fifth Manatech mage runs this SPL with four targets near him, it hits the first at 5d6 points. Then it leaps to the second for 4d6 points. Then to the third for 3d6 points. Then to the fourth for 2d6 points. Finally, it strikes the user for 1d6 points. This SPL may only be used once per confrontation.

Corona: (3) This SPL creates a sphere of bright, yellow energy when executed. The sphere may be hurled at any chosen target. Upon impact, the sphere explodes engulfing all within a 20ft radius in searing energy. The referee has discretion on how many opponents are hit by the explosion. This SPL scores one six-sided die in points on each opponent. Requires a successful roll.

Darkness: (1) Character can leave confrontation at any time, or if he desires to stay in the confrontation, everyone in the confrontation scores -1 point with a successful roll.

Detect Evil: (1) The user of this program can detect whether or not any individual within sight is evil.

Detect Good: (1) The user of this program can detect whether or not any individual within sight is good.

Detect Magic: (1) Alerts the character to the use of magik programs in the area.

EMP Aura: (5) This SPL will instantly defeat any opponent, unless they make a successful roll.

Etherealness: (3) This SPL allows the recipient to become completely intangible, taking on a translucent appearance. While in this form, the recipient may pass through any solid object and is completely impervious to any attack. However, the recipient can not make any attacks while in this state.

Flare: (1) When this SPL is ran, a small 1ft-radius sphere is created in a color of the user's choosing. The sphere, often used to warn others, sheds light in a 15ft radius, and can be seen several hundred feet away. The user may move the sphere in any direction or to any altitude he chooses up to its maximum range.

Fly: (3) When this SPL is ran, any one individual within the SPL's radius will be granted the powers of flight for the duration of the SPL.

Force Field: (3) Once per confrontation, the character can negate one roll that scores points against him. He also temporarily gains 5 points.

Haste: (3) This SPL greatly enhances the speed and reactions of the recipient granting him one additional turn per round.

Imbue: (4) For the duration of this SPL, when any SPL is executed on a magik user under the effects of Imbue, if the user of this SPL makes a successful roll, he suffers no effects of the SPL ran on him. Furthermore, the user will absorb the magic that was intended to harm him. This replenishes the user's energy by one day.

Infravision: (2) When this SPL is ran, the user is granted the ability to see in heat patterns.

Invincibility: (5) The recipient of this SPL is totally impervious to any form of attack until the SPL expires.

Invisibility: (2) This SPL allows any one individual, and all his equipment, touched by the user to turn completely invisible for the duration of the SPL. The person can not be detected by any normal means, including infravision. The person may only be detected by physical means, in case circumstances, such as, throwing a sheet over the person. Any attempting to attack a non-detected invisible person suffers the same penalties as

though they were blind.

Light: (1) When ran, this SPL creates a small sphere (about the size of a baseball) that sheds light upon a 30ft radius from the location of the sphere. The user may control the sphere moving it around.

Lightning Bolt: (3) This SPL summons a bolt of lightning from the sky that will strike any one target chosen by the user. The lightning bolt scores one six-sided die +2 points. Requires a successful roll.

Lightning Storm: (5) This SPL summons a lightning storm that hits every individual in the confrontation, with all of them having one six-sided die per level of the user worth of points scored against them.

Locate: (3) This SPL allows the user to locate any object within normal sight range, so long as the user knows what the item looks like. The object will appear to glow, surrounded by a pale aura, for the duration of the SPL.

Lock: (1) This SPL, which may be ran on any chest, door, drawer, or some other portal, allows the user to permanently lock or seal the object. It may only be opened if the user removes the enchantment. Note that this SPL does not protect the locked object from being broken, it merely stops a portal from being opened by normal methods.

Magic Net: (2) This SPL creates a net of energy that the user may throw on any individual. When tangled within the net, opponents are -1 turn per round.

Manipulate Matter: (1) The manipulate matter SPL allows the user to create weak effects or change the state of an object. These effects are meant to be used as parlor tricks and are never powerful enough to cause damage.

This SPL is very versatile and allows for a great deal of playability. To limit the SPL, however, nothing over three pounds may be lifted and nothing may move more than ten feet from the user. The user may only create one effect per level each time the SPL is ran. Effects only last for a maximum of rounds equal to the user's level, and all effects must be produced by the time the first effect would normally dissipate.¹

Some good examples are entertaining people by creating balls of flashing light that dance around peoples' heads, refuse whirling around, simple locks unlocking, etc.

Mass Invisibility: (4) All allies of the user of this SPL are subjected to the effects of the SPL, Invisibility.

Message: (1) This SPL allows the user to record a message at one place of no more than thirty words. After running the SPL, the user recites his message and sets a trigger; someone walking into the area, a door opening, etc. If the trigger is activated, the message is played in the user's voice. The message can only be played once.

Open: (1) This SPL allows the user to open any single locked ("magical" or not) or jammed door, chest, or portal that he touches.

Paralysis: (3) This SPL allows the user to paralyze any one individual he touches. For the duration of the SPL, the target is rendered completely helpless. Requires a successful roll to use.

Phantasm: (3) This spell allows the user to create a hallucination, within the mind of any one individual in the spell's radius. This person will be convinced that the hallucination is real.

The hallucination may consist of anything the user desires, from a disease or object, to a monster. An individual who is convinced the hallucination is real, may be harmed by it.

If it is something that he is convinced would kill him, such as being smashed by a large object, then he falls unconscious for the duration of the spell. If it is a creature that he must fight, treat it as though he is in combat with that creature. The individual will be convinced that any damage done by the creature is real, and will feel pain as though the creature's attacks were real. If he is "killed" by the creature, he merely falls unconscious for the duration of the spell. Any damage taken during combat with the imaginary creature is considered real, until the spell expires and the individual realizes it was all in his mind.

Read Aura: (1) This SPL allows the user to read the aura of any individual within 15ft of him. Reading an aura indicates:

- ◆ Whether or not the individual uses magic (note that this does not indicate what the magic is, it only detects whether or not it exists).
- ◆ Main alignment: Good, Neutral, or Evil.
- ◆ Level of the individual.

Sanctum: (4) This SPL holds potential enemies of the user at bay. During the duration of this SPL, any individuals that the user views as potentially harmful, must leave the confrontation, or score -1 point, from all successful attacks. Furthermore, any allies of the user of this SPL score +1 points.

Send Message: (2) This SPL allows the wizard to send an audible message up to 30 words in length to any person within the radius of the SPL, so long as the user knows the person or the place that he would like the message sent. The message can not be intercepted by any means.

Shield: (1) This SPL creates a protective shield of energy in front of the user temporarily gains 3 points.

Slow: (2) This SPL greatly decreases the speed and reactions of the recipient giving him -1 turn per round.

Suggestion: (3) This SPL allows the user to implant a suggestion into a sleeping person's subconscious. This suggestion is limited to ten words +2 words per level. During the course of the next day, the person's subconscious will release the suggestion, and the person will react to it in some manner.

Note that suggestions of physical harm towards oneself or another will not work. However, one may suggest to the person that they strongly dislike another, which may eventually lead to an episode of violence against another.

Teleport: (3) This SPL allows the user to transport himself and all of his equipment instantaneously to any point within the SPL's range. The user may teleport up to one mile per level.

Ventriloquism: (2) This SPL allows the user to "throw his voice" in any direction so to make it appear as though some other person or object is speaking.

Weightlessness: (1) This SPL allows anyone or anything, weighing up to as much as a person, touched by the user to become nearly weightless.

PSI PROGRAMS

Below is a list of the Psi programs available for the Manatech Psi. The number listed in the parenthesis is the program's cost.

Alignment Change: (2) For the duration of this program, Alignment Change allows the user to change the alignment of any one individual to whatever he desires.

Alter Aura: (1) A person's aura indicates that individual's main alignment, their level, and whether or not that person uses magik. This program allows the user to alter his personal aura, changing any or all of those aspects to what he desires. Any individual attempting to read the user's aura, within the range of the program, will read it, as the user desires.

Alter Features: (3) This program allows the user to alter his physical appearance. Facial and body structures may be altered. Height and weight may be increased or decreased by up to 25% per level.

This change is not physical, but exists only in the minds of those who view the user. The user merely emits waves that alter people's perception of the user. Those who make a successful roll against this do not notice any change.

Alter Memory: (3) This program allows the user alter any memory of one individual as he desires. One event per level of the user may be altered.

Blend: (2) This program allows the user to alter the coloration of his skin so to blend in with his surroundings. As long as the user remains motionless, those looking in his direction may only detect him with a successful roll scoring 2 or more points.

Clairaudience: (3) This program allows the user to hear through the ears of another person or creature within one mile. While this program does not allow the user to see anything, he will be able to hear equal to that of the person on which the program was run.

Clairvoyance: (3) This program allows the user to see through the eyes of another person or creature within the program's range. While this program does not allow the user to hear anything, he will be able to see equal to that of the person on which the program was run.

Danger Sense: (3) Whenever a user feels that a situation may warrant harm, he may activate this program. If the user is faced with danger, such as his party being attacked, he will receive a mental image, indicating to him the attacker's general direction and intention, just before the attack. The user will have opportunity to take one turn before anyone else.

Deaden Pain: (2) When this program is activated, the recipient is totally impervious to pain for the duration of the program. If an individual that is under the effects of this program is injured in combat, the damage of the wound does not take place until the program expires. This includes taking enough damage to kill the recipient. This can be dangerous, however, for the recipient of the program may be "nickel and dimed" to death before he realizes.

Deaden Sense: (4) This program enables the user to temporarily "turn off" one of the five primary senses (hear, sight, touch, smell, taste) of any one individual within the area. If hearing is selected, the victim is completely deaf for the

duration of the program. If sight is selected, the victim is blind for the duration of the program.

Detect Psi Impression: (1) This program allows the user to detect any recent use of Psi programs, up to an hour per level.

Detect: (3) This program allows the user to detect any one of the following effects, within the program's radius. The user can not see the energies present, unless they take on a physical form, but will mentally know if the effect chosen is in the area. Choices of Detection include magik, viruses, good, and evil.

Dominate: (5) When this program is activated, any one individual of the user's choice, within the area, becomes the willing servant of the user. Any individual effected by the program may attempt to make a successful roll to negate the effects.

Any person under the effects of Dominate is under complete control of the user, and must do everything he desires, even if this conflicts with his alignment. A dominated person will not kill himself or let himself be killed without defending himself.

Empathy: (3) This program allows the user to sense the emotions of any one individual within the program's range. This does not allow the user to foresee the individual's intentions, but does indicate the magnitude of the emotion to the user.

Hallucinate: (4) This program is identical to the SPL Phantasm.

Heighten Pain: (3) This program may be focused on any one individual within the program's range. When used in combat, points scored against the individual are believed to be +1 point. These extra points of damage are fake and are negated when the program's duration ends. If the victim "dies" due to this fake damage, he merely falls unconscious for the duration of the program.

Heighten Sense: (2) This program allows the user to double the range and sensitivity of one of his five primary senses; hearing, sight, smell, taste, or touch for the duration of the program.

Ignore: (4) When this program is run, any one individual the user touches will be completely ignored by any person within the area. Those who may see the recipient merely disregard his presence and can not focus on the area of the individual.

"Over the course of this inquiry, it has been noted that several guardsmen, on the evening the magistrate was assassinated, heard noises in different areas around the court. When they sought to find the source of these noises, they had trouble focusing on the areas in question; their minds' numb. They merely wrote this off as low power and continued to patrol the grounds."

Imbue Information: (4) This program allows the user to safely place any amount of information within the neural core of a single individual for later extraction. The individual will not have access to this information, nor will he be aware of its presence, unless told.

After the information is placed within the individual's neural core, the user will incorporate a user lock on the information that makes the information accessible only by a password of some form (a word, an image, a touch, etc). Without the password, the information is untraceable and impossible to reach. Only pre-authorized individuals may extract the information.

Infravision: (1) This program allows the user to shift his normal vision into infravision, allowing him to see heat patterns.

Insert Memory: (4) This program allows the user to insert a memory into one individual's mind. This memory may be as detailed as the user desires; having emotion, images, sounds, the five senses, etc, however, may not be of a length of over one minute per level of the user. The individual will believe that the memory is real and actually took place.

Mental Bolt: (4) The target's mind becomes extremely clouded and numb, causing the individual to slip in and out of consciousness for the duration of the program; 1 action every other round only, no talents or magik may be used.

Mind Block: (5) This program allows the user to become impervious to all attacks that effect his mind, for the duration of the program.

Presence Sense: (5) This program allows the user to sense the presence of any number of individuals that enter the area. The user need not see any individual to sense his exact location. This includes those using invisibility. While the user may not see the invisible individual, he will know his exact location.

Psi Navigation: (4) This program acts as a guide that prevents the user from becoming lost. The user must merely know the name of his destination, and this program will lead him there. The destination must be a known location.

Read Aura: (1) This program is identical to the SPL Read Aura.

Read Thoughts: (4) This program allows the user to read the thoughts of any one individual within the area. These thoughts are read as spoken words. When the user reads another person's mind, he will hear that person's thoughts as though the person was addressing him.

See Energies: (5) This program allows the user to actually see energies at work. The user may use this program to locate the source of any one type of energy listed below and need not physically see the source to locate its origins. The user may only choose one aspect per round and only one aspect may be active at one time. The different aspects a user may choose are; light, magik, sound, movement, heat, and invisibility.

Send Thought: (3) This program allows the user to send a thought to any number of individuals within one mile. This thought is transferred in an instant and may be of anything the user desires, such as, a battle plan, the impression an individual made on him, or an experience that he would not want to share with a person that is present.

Sense Virus: (2) For the duration, this program allows the user to sense the presence of any virus within the area. Note that this does not allow the user to automatically identify the virus, nor its effects.

Suggestion: (2) This program is identical to the SPL, Suggestion.

Telekinesis: (3) This program allows the user to move objects with thought. Any object, up to the size of a person.

Telepathy: (3) This program allows the user to speak with any number of individuals, within one mile, mentally. The recipients of this program hear the user's voice as though he was addressing them audibly. This does not allow the recipients of this program to reply to the user mentally, unless they have access to this program and choose to use it.

Transfer Consciousness: (5) This program allows the user to exchange bodies with another individual. Both the user and his victim keep their talents, but exchange gear and points. The change is permanent and the use of this program ages his AI by one year.

GEAR

Ancient Weapons One Handed

Weapon		Cost
Ionized Throwing Disc*	ranged	1/5
Plasma Sword		1
Plasma Hammer		1
Plasma Whip		1

*Has only one use before discard.

Two Handed

Weapon	Bonus*	Cost
Plasma Maul	+2	3
Plasma Battle Axe	+2	3
Plasma Pike	+1	2
Plasma Halberd	+1	2
Plasma Spear	+0	0
Plasma Staff	+0	0

* Bonus to points scored.

Ranged Weapons

Glossary

Energy Type (ET): denotes the type of energy used by the weapon. There are three types; ion, laser, and plasma.

Bonus: bonus points added to a successful roll.

Cost: the number of points required to be spent to purchase the weapon.

ANCIENT PROJECTILE

Energy Bow

Used primarily in Phantasia, the energy bow has a decent range and causes minor damage. Its payload, however, is great compared to the crossbow.

The weapon appears to be nothing more than a bent plasma staff. Activation requires pushing a button. Once pushed, the bow glows with a dull blue hue. Firing the weapon requires the user to pull back on the air between the two primary generator fixed on either end. When pulled, two ripples of energy will flow from the generators toward the center and meet at the user's hand. When connected, a bolt appears resting near the user's hand, but not close enough to cause damage. When the user lets go of the energy "string", it fires. Bonus: +0 Cost: 2

Energy Crossbow

Similar to the energy bow, this weapon requires the user to pull it back in the same fashion, however, the user must pull a trigger for the weapon to fire. Bonus: +0 Cost: 2

HANDGUNS

HLSNT

The "Hell Saint", as it is dubbed, is a light, small, easily concealed handgun designed to offer minimum protection in a pinch. Bonus +1 Cost: 3

Drachenflugel X

A favorite amongst mercenaries, the Apex Model 340-DX has a good range, decent firepower, and a great payload. Bonus: +1 Cost: 3

PlasmaX Plague Stopper

Similar to the modern day Gloc, PlasmaX's Plague Stopper's boxy interior sports a Class-3 Energy Rerouter (AKA: energy drinker). Although low in payload, its firepower has made it the standard sidearm for the SDF. Bonus: +2 Cost: 4

Harbinger

The citizen's choice weapon, dubbed the Harbinger, is one of the weaker handguns on Cyberia. Its popularity is based solely on its price. Bonus: +0 Cost: 2

RIFLES

Deity Thumper

This nice Apex product is popular amongst mercenaries. Noted for its long range and great firepower, this gun is feared on the battlefields of Cyberia. Bonus: +2 Cost: 4

Centurion Light

The weakest weapon in the centurion arsenal, this rifle has become popular with citizens and rebel groups, since its phasing. While not legal everywhere, its light weight, and decent range makes it a preferred option over more expensive weapons. Bonus: +1 Cost: 2

Centurion Regular

This weapon is illegal in the hands of a citizen, as it is the main firearm used by centurions. While those caught with one will more than likely have it confiscated and pay a fine, many are more than willing to risk it, due to its great efficiency. Bonus: +3, Cost: 4

Guardsmen Regular

Primarily used by guardsmen, this weapon has a decent range and knockdown power. Its most alluring feature, however, is its payload, as it sports a seventh generation energy rerouter. Bonus: +2 Cost: 3

SDF-1

The primary rifle used by the SDF, this compact model barely meets the standards for being considered a rifle. It has a decent firepower and outrageous payload, however, its range lacks, significantly. Bonus: +2 Cost: 3

Apex + S-Model

The Apex + S-Model, by far the most popular sniper rifle on Cyberia. Its firepower is more than enough to take the average target down with an astounding range, however, this weapon is an energy drinker. Bonus: +3 Cost: 4

PlasmaX Heatwave

This innovative product from PlasmaX is renowned for its ability to turn even the toughest enemy to slag, however, in a major firefight it'll drink an energy cube in no time. Bonus: +3 Cost: 4

HEAVY

PlasmaX Heatwave Ultra

PlasmaX's state of the art Heatwave Ultra heavy plasma cannon packs the hardest punch in the heavy weapons lineup. Its range is poor, its payload pathetic, but when you absolutely have to take down a target, this guy gets the job done. Bonus: +5 Cost: 7 May only be used twice per confrontation.

Stellar Cannon

The Stellar Cannon is renowned for its energy efficiency and range. It is the favored heavy weapon of centurions. Bonus: +2 Cost: 6 Scores points against all enemies.

Manatech Burster

One of Manatech's only guns, this plasma cannon requires a Magik capable Manatech Slave Matrix to operate. When fired, the energy expelled from the gun explodes on contact causing no damage, but all enemies must make a successful roll or be paralyzed for 1d6 rounds. May only be used once per confrontation. Cost: 6

Guardsmen Ultra Light

The Guardsman Ultra Light cannon was designed for light skirmish fighting. Favored by rebels, for its low cost, this weapon packs a decent punch, but lacks in range compared to other heavy weapons. Scores points against up to three enemies. Bonus: +2 Cost: 5. May only be used three times per confrontation.

SDF Crowd Controller

A very dangerous weapon, the SDF Crowd Controller ejects three small plasma spheres that explode on contact. The three together cover a 30ft radius. All enemies are caught within its superheated explosion and has +3 points scored against them. May only be used twice per confrontation. Cost: 8

Grenade Launcher

The grenade launcher, strictly forbidden for use by a citizen, requires grenades as ammunition. Loading the launcher requires putting the projectile into the barrel, then firing it. For more information on grenades, see the explosives section. Cost: 2

All weapons, except the ionized throwing disc and those attached to the body requires a UEC to function. All pistols and rifles can be fired 10 times before they need to be reloaded. Most heavy weapons can only be used once, twice, or three times a round. After they have been fired this many times, they must reload. If not mentioned, the payload of heavy weapons is 3.

BODY WEAPONS

Body weapons are weapons that are connected to the robot's body. They run off the robot's power supply, so they do not require the use of a UEC to fuel them. As this increasingly popular form of protection is highly illegal, all weapons require installation behind an unlocking pop up or open access panel, usually installed on the arm.

Behind the panel, a bay must be hollowed out and the circuitry in the arm rewired. A weapon interface port (WIP) must be installed to fix the weapon to its location and connect it to an energy source.

Those caught with body weapons face a stiff fine, up to 2 points, and WILL have the weapon removed.

Retractable Forearm Blade

straight or claw-like plasma blade. Bonus: +1 Cost: 1

Finger, Palm, or Eye Laser Bonus: +1 Cost: 1

Wrist/Forearm Laser Bonus: +1 Cost: 1

EXPLOSIVES

EMP Grenade: Emits an electromagnetic pulse that covers a 30ft radius. All enemies must make a successful roll, or be beaten. Cost: 7. May only be used once per story. Up to three may be purchased.

Ionized Fragmentation Grenade: available as a hand grenade and a rifle grenade. Scores 2 points against all enemies. Cost: 3. May only be used once per story. Up to three may be purchased.

Plasma Grenade: available as a hand grenade and a rifle grenade. Scores 3 points against all enemies. Cost: 4. May only be used once per story. Up to three may be purchased.

Plasma Mine: activated by pressure switch. Detonates in 3 seconds or by release of pressure switch. **Anti-personnel:** scores 3 points on up to three enemies. Cost: 4
Anti-vehicle: scores 5 points against a vehicle. Cost: 7
 May only be used once per story. Up to three may be purchased.

Rockets

Launcher Cost: 8

All rockets effect all enemies or one vehicle.

	Points	Cost
Plasma Rocket	7	9
Ionized Fragmentation Rocket	4	6
EMP Rocket	*	12

*Must make a successful roll or be beaten. May be used only once per story. Up to three may be purchased.

ARMOR

THE ROLE OF ARMOR

Light Galvanized Mesh: Light suit of chainmail like armor; popular amongst the commoners of Phantasia. Opponent scores -1 point on successful rolls. Cost: 1

Manatech Civilian Light Armor: Manatech's first attempt to break into the defense market produced this light, economical, but very poorly designed armor that was popularized by its namesake, not its quality. +2 points Cost: 1

Centurion Medium Body Armor: Light plate armor that covers the torso. The standard issue for centurions. +6 points Cost: 3

Meridian Plate: Similar to plate armors found on ancient worlds, Meridian Plate is super thick and protects the torso, upper arms, and thighs of the character. Opponent scores -2 points on a successful roll. Cost: 3

Centurion Protectorate Light: this armor, which covers only the torso, was designed for use in the Tunnel Clearings where centurions sought plague victims that had fled beneath the cities to escape peril. +3 points Cost: 2

Apex Prime: a splendid full body armor designed for maximum protection without a bulky look. +8 points Cost: 5

Runesdale Plus: Gold Edition: originally designed to be ornamental for Cyberia's wealthy, this golden armor proved itself worthy in countless battles by Peritium officers on the Koenigsreich front. +6 points Cost: 3

COMMON EQUIPMENT

UEC (Universal Energy Cube): The UEC is used to power weapons, vehicles, even the citizens themselves. A single UEC can power a weapon to its full payload capacity, or fuel a vehicle or citizen for a week. **Cost:** 1 for three **Must reenergize before next story.**

Miniature Tool Kit: tool kit includes all the necessary tools required to repair virtually any structure on Cyberia. **Cost:** 50

MATRICES

Converter Matrix: This matrix allows the user to convert into another form, such as vehicle. The robot must pay the full price of both the robot form and vehicle form (does not include the cost of the matrix) and receives points equal to the mean of the two (round down). The size of the robot's body frame and alternate form must be consistent.

The robot may purchase additional forms by paying the cost of the converter matrix. The robot will, however, have points that are the mean of all forms. Converting from one form to another requires one round. **Cost:** 5

Manatech Magik Matrix: Manipulating electrical, gravity, and magnetic fields, the manatech magik matrix allows its user the capacity to cast SPL programs. This matrix may only be programmed to produce the effects of SPL magik. SPL effects may be programmed into the matrix. The user starts with one program. **Cost:** 5

Manatech Psi Matrix: Manipulating electrical, gravity, and magnetic fields, the manatech Psi matrix allows its user the capacity to cast Psi programs. This matrix may only be programmed to produce the effects of Psi magik. Psi effects may be programmed into the matrix. The user starts with one program. **Cost:** 5

IMPLANTS

Advanced Audio: can hear up to 5X that of normal human range, and picks up all frequencies across the entire spectrum. Cost: 2

Advanced Optics: Includes basic optics plus it has nightvision and thermoimaging. Cost: 2

Radio: radio transmitter and receiver; includes strength detector and scrambler. Effective up to 50 miles. Cost: 1

Radio Scrambler: allows robot to scramble radio transmissions within a mile radius. Cost: 2

Radar: can track up to ten individuals of human size or larger, within a mile radius. Cost: 4

Modulating Voice Synthesizer: allows the robot to produce any sound or voice that it has heard. Cost: 2

Sound Analysis: can analyze the sounds of any sound within hearing range and determine what made that sound. A successful roll must be made. Cost: 3

Nightvision: allows the robot to see at night, without the aid of light. Very bright flashes will shut the system down requiring a reboot of the robot's optics. This takes one turn. Cost: 1

Thermoimagery: a heat sensor that converts heat into images allowing the robot to see in darkness and light covers, such as smoke or fog. Cost: 1

Telescopic: magnifies objects up to 10X the distance of normal human range. Cost: 2

Laser Targeting: once per confrontation, robot may take two turns in a single round. Cost: 3

Spotlight: sends a beam of light, covering a 90-degree arc over an area within a 200ft range. Cost: 1

Life Scanner: Detects the vital signs of all robots within a 200ft range. Cost: 2

Secret Compartment: Secret compartments may be installed in the upper or lower arm or upper or lower leg. These compartments may be used to carry equipment or conceal weapons. If the latter is the purpose and the weapon is to be active upon revealing it, a weapons interface port is required. Cost: 2

Advanced Headjack Interface System (AHIS): All Cyberian's have a basic Headjack interface system (HIS). The headjack is used for information exchange. It is used for shopping, long distance communication, accessing citizen interface ports, downloading skills, etc. The headjack, which is installed just above the base of the ear, consists of a series of transmitters that are situated throughout the neural core. Any character may attempt to link with any equipment that has a jack (most machines do). Attempting to link requires a successful roll.

Characters with the hacking talent may be able to gain access to information that isn't public domain. This requires using the hacking skill. Characters with this skill may also take over the bodies of others. This requires a link roll. If the link roll is successful, a control roll may be attempted requiring a consecutive roll, all odd or even rolls, or all three the same number. Only one attempt may be made per linked session. If this fails, the session ends. If it succeeds, the character gains limited control of the machine, basic movement, audio, visual, and access to information. Cost: 3

Weapons Interface Port (WIP): **Weapons Interface Port:** A weapons interface port is a universal adapter that locks a weapon into an interface allowing instant usage without a UEC. Any body weapon may be converted for use with the interface. Cost: 2
