

Augmented Reality

THE HOLISTIC CITY KIT FOR CYBERPUNK ROLEPLAYING GAMES



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GH1001

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AUGMENTED REALITY

THE HOLISTIC CITY KIT FOR CYBERPUNK ROLEPLAYING GAMES

Designed & compiled by

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(Geist at <http://neuralarchive.blogspot.co.uk>)

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

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



Geist Hack Games

BRING THE CYBERPUNK

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

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

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

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

Enjoy.

Paul D Gallagher

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

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

THE DOWNTOWN DROP DOWN GRID

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

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

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

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

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

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

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

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

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

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

Notable Features Table 1

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

Notable Features Table 2

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

Roll D100

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

QUIRKY INTERIORS

Roll 4D10

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

LOCAL CONFLICT

Roll 3D10

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

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

AREA EVENTS

Roll 2D10 per game week

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

Leading To...

ALTERNATIVE **BUSINESSES** Roll 4D10

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

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

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

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

URBAN **SICKNESS** Roll 1D10

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

LEGACY INFRASTRUCTURE Roll 1D10

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

LEGACY DATA Roll 1D10

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

NIGHTLIFE Roll 4D10

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

SENSE & THE CITY - SMELLS

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

Roll D100

(on a result of 00, roll again twice)

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

SENSE & THE CITY - SOUNDS

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

Roll D100

(on a result of 00, roll again twice)

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

SENSE & THE CITY - SIGHTS

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

Roll D100

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

WHAT'S ON THAT BIG SCREEN?

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

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

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

THAT'S INFOTAINMENT

Roll 4D10

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

WHAT'S ON THE ROAD?

Roll D100

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

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

ADDED FEATURES Roll 3D10

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

WHAT'S IN THE SKY? Roll 2D10

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

WHAT'S ON THE RIVER? Roll 1D10

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

AUGMENTED REALITY Roll 1D10

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

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

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

THE INSTACITIZEN DROP DOWN GRID

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

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

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

FIRST IMPRESSIONS? Check Dice or Roll D10

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

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

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

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

WHAT'S THEIR POISON Roll 2D10

Peccadilloes, Vices, Addictions

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

Level of Need

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

SO, SHE HAS A TATTOO Roll 3D10

What

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

Style

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

Where

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

STREET WALKERS Roll 2D10

Sex Workers

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

Identifies as...

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

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

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

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

THE GAMES CORPORATES PLAY

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

Roll D100

(on a result of 00, roll again twice)

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

WAYS AND MEANS

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

Roll D100

(on a result of 00, roll again twice)

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

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

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

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

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

Current Gang Activity

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

NPC **GANGBANGERS** Roll 2D10

NPCs

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

Other NPCs

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

RUMOURS/**HOOKS** Roll 1D10

What's The Deal With These Guys?

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

FIRST RESPONDERS Roll 1D10

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

THE DEPARTMENT Roll 1D10

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

RESPONSE LEVEL Roll 1D10

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

JOB SHEET Roll 1D10

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

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

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

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

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

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

Roll D100 four times

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

Roll D100 four times

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

STATE OF **THE ART** Roll 2D10

Condition of Found (or Stolen) Technology

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

Type of Device

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

DATA **MINING** Roll 1D10

So, what's on that thing anyway?

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

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

Device History

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

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

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

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

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

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

SONIC YOUTH

Musical Style/Genre (1D10)

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

ON DEMAND

Vid Show (1D10)

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

SOCIAL MEDIA

Online Presence (1D10)

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

HOT NEW FADS

What's in this week? (1D10)

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

VENDOMAT GOODS Roll 1D10

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

Roll D100

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

BLACK OPS

Roll 1D10

What did we just stumble into?

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

BIO HORRORS

Roll 1D10

What the hell is that thing?

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

ATYPICAL WEATHER

Roll 1D10

Today's forecast...

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

FREAK FIGHTERS

Roll 1D10

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

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

GIG ECONOMY

Roll 1D10

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

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

UNLAWFUL TRESPASS

Roll 1D10

Who's already been in that building?

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

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

HACKABLE ASSETS

DROP DOWN GRID

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

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

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

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

BUGS IN THE SYSTEM

Roll D100

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

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

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

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

AUGMENTED REALITY

THE DOWNTOWN 2D10 GRID

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

AUGMENTED REALITY

THE INSTACITIZEN 2D10 GRID

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

AUGMENTED REALITY

HACKABLE ASSETS 2D10 GRID

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



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

STYLE AND SUBSTANCE

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

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

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