Mutant Chronicles
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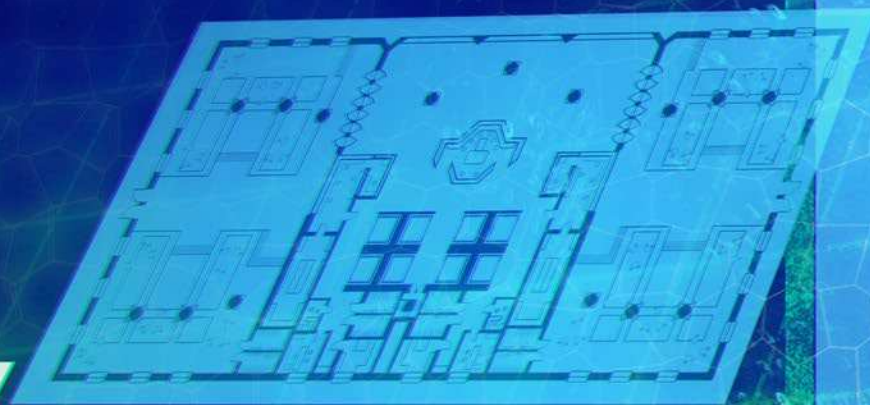
3RD EDITION
CYBERTRONIC
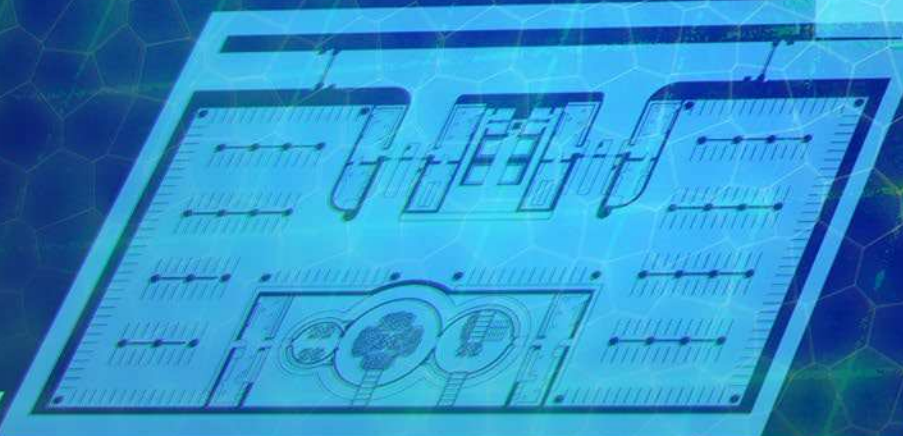### SOURCE BOOK

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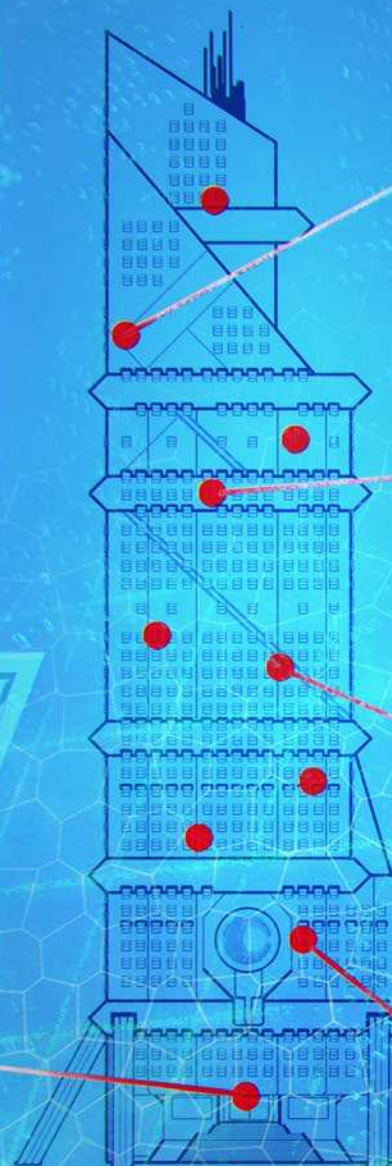ENTERTAINMENT

Cybertronic
Corporate
Building

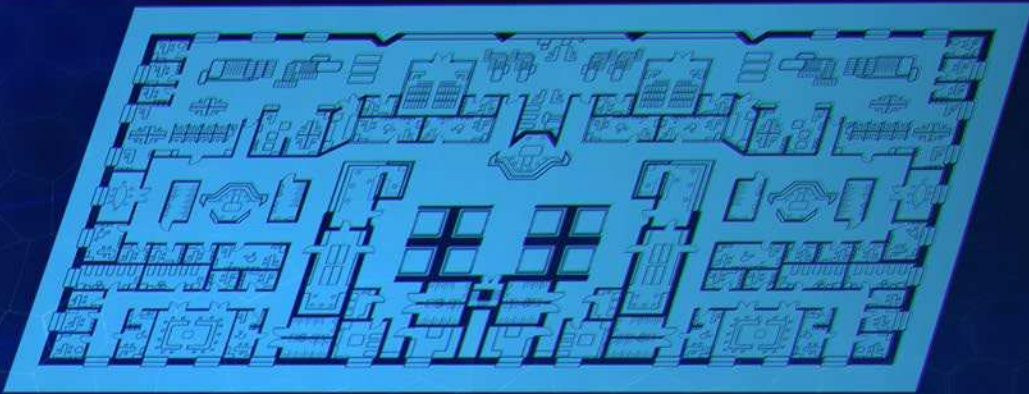MAIN LOBBY, RECEPTION AND
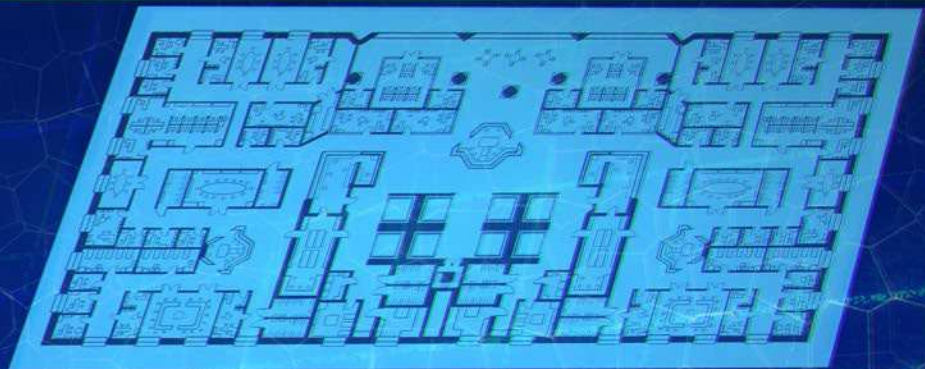SECURITY STATION

HIGH SECURITY GARAGE
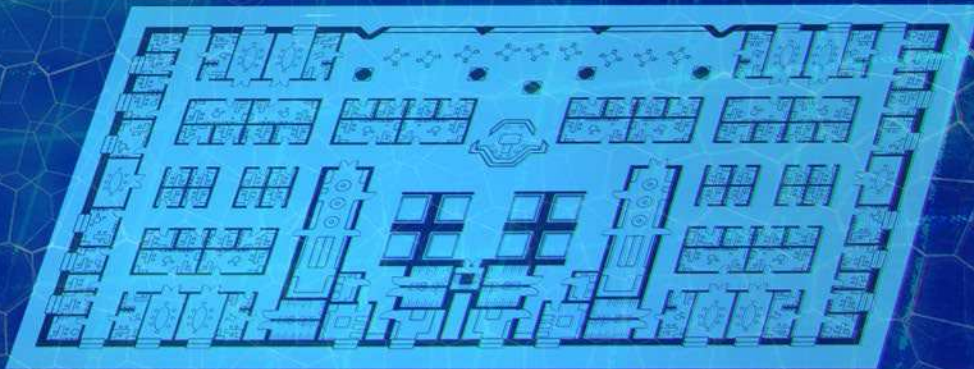AND POWER PLANT

RDM
RESEARCH, DEVELOPMENT AND MANUFACTORING

SWI
SECURITY, WARFARE, AND INTELLIGENCE

AEM
ADMINISTRATION, ECONOMICS, AND MANAGEMENT

CONFERENCE AND GUEST OFFICES

Mutant Chronicles
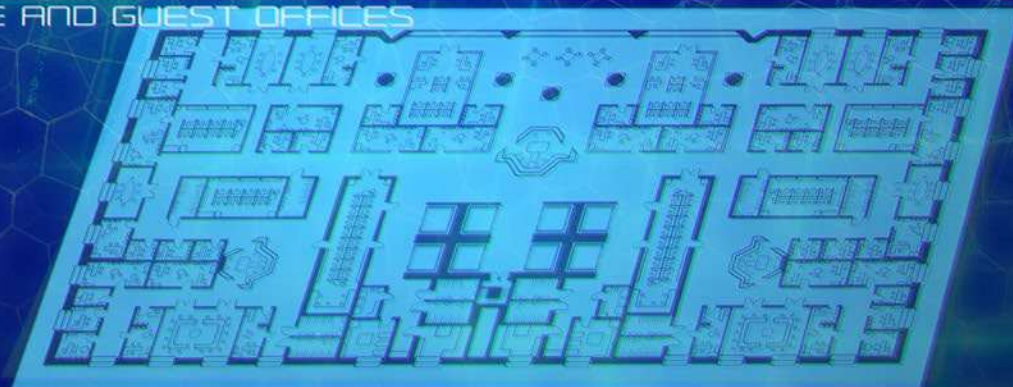
2D20 LEAD GAME DESIGN
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COMMUNITY MANAGERS
ZARINA KADYLBEK, JOHN DODD

MODIPHIÜS™ ENTERTAINMENT

PARADO+

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YOU'VE BEEN RECRUITED!

CONGRATULATIONS on taking the first step towards the rest of your future. We at the Cybertronic family are pleased to welcome you. Inside this manual you'll find helpful tips and strategies for integrating with Cybertronic culture.

Don't worry! Read over the manual casually. You'll soon have your own orientation officer to help you acclimate to your new position.

You've made it through a long and difficult recruitment process. Reading this means you're one of the best and brightest in your field. If you weren't the very best, you wouldn't be working for Cybertronic!

I FEEL LIKE A TRAITOR

Fact one in six recruits to any corporation feels like he's betrayed his oath by finding a new position with a rival. It is normal to feel this way. We have staff clinicians who will work with you, as well as medicines to help you get over that feeling of having betrayed someone. We all know this is business, don't we? Your future isn't, though. It's your life, and your life with Cybertronic will be more than you ever dreamed.

You cannot feel bad for having to move on. Cybertronic is the future, and you're a part of that future now. Your previous company may have treated you well, and even valued you, but it isn't going places like Cybertronic.

WHAT IS HAVING CYBERNETICS LIKE?

We're glad you asked! There are a lot of myths about cybernetics and cybernetic programs at Cybertronic—boy, that was a lot of cybers, huh? As a ranking manager or executive, you will be required to have at least a SARaH implant. Having a SARaH is just like having a secretary in your head. Don't worry!

If you're lucky enough to get a DIANA, you're in for a real treat. A DIANA is a friend and companion. Imagine if that little voice inside your head were real and talking to you all the time. Exciting!

Any cybernetic you're outfitted with will be accompanied by help from an on-staff clinician, and ninety eight percent of recruits fitted with cybernetics experience no signs of rejection. If you're one of the two percent who does, don't worry! There is medicine to help you adjust. In no time, you and your new abilities will feel completely natural. You won't know what you ever did without them!

WHY IS THE CYBERTRONIC RATE OF DEFECTION SO LOW?

Cybertronic is proud of its employee retention numbers. The simple fact is, people are happy at Cybertronic. Now, you may have heard scandalous rumours regarding drugs, addiction, and forced compliance. Nothing could be further from the truth. Cybers are happy because the corporation is really going places. If, at any time, you are unhappy with your position within the company, our legal team will help you negotiate a settlement package. That's right, Cybertronic will provide you legal advice on getting out of your contract with us. We won't tell you there's no chance you won't have to abide by your non-compete clause but, trust us, you can leave whenever you want.

I HOPE WE'VE BEEN ABLE TO ANSWER SOME OF YOUR QUESTIONS

As soon as you settle in to your housing accommodation and office, an orientation specialist will begin to walk you through the rest of the manual. It can be complicated for some new recruits, so please take time to review it prior to the arrival of your specialist.

Welcome again to the Cybertronic family!
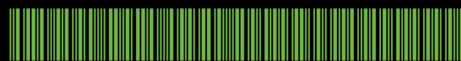
FOUNDING DAY AN ORAL HISTORY

FROM NOTHING, EVERYTHING

The following article appeared in the Luna Times as an abridged version of the book by Paul W. Sassoon of the same title. The article was reprinted for the 150th anniversary of Founding Day. The recollections are those of people who were there on that day, or for the events that followed.

Sassoon spent five years compiling interviews with witnesses, executives, and other people related to the Founding Day events. Originally, his text was considered conspiratorial and spurious by Cybertronic but, in the intervening century and a half, it has come to embrace it as a portrait of its birth that is at least partially accurate. As with all secrets Cybertronic holds, the truth no doubt is buried deep within The Tower.

The article provides an historical account of events, which has been further supplemented by Sassoon's great grandson [a writer for the Luna Times], who has interviewed contemporary persons to provide a retrospective voice on what actually happened.

SUBARO YAMAZAKI — RUNNER FOR MISHIMA ON FOUNDING DAY [INTERVIEWED FOUR YEARS AFTER FOUNDING DAY]

Please, you must understand that it is difficult to talk about. I was not a trader myself then, I simply worked on the floor with the other runners. Oh, we had high hopes of joining the ranks of Mishima traders. Sadly, only I went through with it. I suppose, after that day, the others lost their stomach for it. Who wouldn't?

I was only twenty and fresh out of the Zaibatsu College economics program. My job was simply to run buy orders back and forth from the pit. I didn't know what was happening any more than anyone else did. I was running 100,000 shares of Heimburg on a buy order. When I placed them and received confirmation, the price had changed. Well, you can understand I was scared. I was ordered to buy at a certain number and the moment they input my order, the price was different. It hadn't gone up though, it had gone down. I couldn't understand it. We bought the shares, but so did everyone else.

You see, my superiors had seen what they thought was an attempt at a hostile takeover of Heimburg earlier in the day. To offset this, they planned on buying shares to protect against such a venture. I still don't know if word got out, but people were dumping their stock cheap. It was as if the moment I put in my order, everything fell apart. I know that sounds ridiculous, but that's how it felt.

Others say the same thing. They put in their orders only to find the order flow had suddenly changed. Stocks that were available a second before had disappeared. Stocks that were high were plunging. It was as if the market had somehow come alive and was reacting to orders before they were placed. The Venus Exchange was even worse, people said. The time delay, I suppose.

Well, an hour into the crash my superiors had lost all of Heimburg to various buyers. Later we'd find out that those buyers were fronts for CII Holdings, which fronted for Cybertronic. We didn't know that then. After losing Heimburg, we took a twelve percent loss in our overall stock value. The traders did the honourable thing. They removed their wakizashi and committed seppuku right on the trading floor.

Many stockbrokers took their own lives on Founding Day.

All that blood. And the screams. You know, they tried not to scream, but you can't plunge forged steel into your gut and expect not to scream. The pits around us paused, but only briefly. You see, everyone's stocks were crashing. The market had already lost 800 points. it was Armageddon. I… I picked up one of the blades. I should have… I didn't have the honour. I failed. Later, Mishima said I did the right thing. We runners were the only witnesses for the company on the Seipen Exchange that day.

EVAN HANDLER III — TRADER FOR CAPITOL [INTERVIEWED SIX YEARS AFTER FOUNDING DAY]

Yeah, you have to hand it to those Mishima boys, they really did it, didn't they? I mean, the rest of us just went out and got drunk, you know? Well, except for that one guy who shot himself, but the Mishima lot went in for the whole mass suicide thing. Never saw anything like it.

Look, we all got hit. There's no two ways about that, but that's the market isn't it? Did something irregular happen? Of course it did. Do you think irregular things don't happen all the time? Of course they do. The difference here was the planning and execution. I've still never seen anything like it. Logistically, I mean, I would flat out tell you it just wasn't possible if I hadn't seen it for myself.

Cybertronic, going by CII that day, must have had the best forecasters in the business working on overtime. Hell, maybe they already had their brains wired to comptographs. I don't see how else they could have got in front of every shift in the order flow. And I mean every single one. They were in front of it. That doesn't happen. A couple of good guesses, some insider information – sure, you could get a run going. But nothing like that.

I retired wealthy. You know why? Because I didn't let things like Founding Day bother me. Someone is always cheating. Your job, my job, is to cheat better, right? I had my wingtips standing in two centimetres of Mishima blood. You know what I did? I took a breath and got back in there. While everyone was freaking out, a few of us were smart enough to start buying. We followed those boys from CII. They were the only calm ones on the floor. They had that look of the guy across from you in a poker game when he knows he has you beat. That smug and assured look.

So I bought. I bought what they were buying. I got Capitol a little piece back. I got out of the pits. I got promoted. That's how things like this work. I'm sorry, but it's just evolution, you know? The floor is just evolution on fast forward. Mishima couldn't keep up, and the faster critters took over the planet, right? And Cybertronic, was the fastest critter in the room. It hacked evolution's DNA that day. I still don't see how. Anyway, I got a promotion out of it. The market crashes and thousands commit suicide over it, but I got a promotion. That's capitalism for you.

ROBERT LARAMIE — COMPUTATIONAL MACHINE TECHNICIAN [INTERVIEWED TEN YEARS AFTER FOUNDING DAY]

I came to the Seipen Exchange because my mum kicked me out of the house, simple as that. I had an aunt out there and she offered to put me up. I knew a thing or two about comptographs from hobbyist magazines and my own tinkering, and got a job maintaining the machines for the Board of Trade. I had some troubles back home. Nothing I want to get into, but I left with some debt and unanswered questions behind. Whatever, I got out there and I had a job. Man, if home was crazy, this place was just as crazy. I mean my mum sent me out there to get away from drugs? But they were all over the exchange too. [Laughs].

Well, what did you expect? It's a fast life. You burn or gain a fortune in seconds. That's what the comptographs were for, everything had to be recorded. They weren't smart though, not like they are today. This was before Cybertronic… well, obviously. Anyway, they were still using cards then. I suppose that seems silly now, but we were using punch cards to manually input programs into the machines.

No one listened to me later. I took a lot of guff and eventually had to find other work, but I'm telling you what I saw. The machines were alive. I mean, the cards we were putting in weren't giving the orders, all right? Something else was. The machines were all working together. I mean, they're linked, but they don't actually work together. All those vacuum tubes don't add up to any kind of intelligence. They're just more power to process. But that's not what was going on that day.

The orders were going in, and something was intercepting them. There was… I don't know, a delay. Someone or something was delaying orders just enough to act on them first. They crashed the whole market, but they could have crashed it worse. What I'm saying is – it's not as bad as it could have been. You have to listen to me here. It could have been much worse. All the dead people and the huge losses, it could have been the end of everything. It would have been too, except I think that intelligence was working to make sure it wasn't. Yeah, everyone thinks I'm crazy, but I'm telling you what I saw. Those machines lit up like fire. There was someone thinking behind those lights. That's all I got to say. I need to get to work.

DIANA LURECTIA-MERCADOR — VICE PRESIDENT CYBERTRONIC AEM PILLAR [INTERVIEWED 20 YEARS AFTER FOUNDING DAY]

People will inevitably point to all manner of foolishness. It was intelligent machines, the Dark Legion, or even time travellers. You cannot trust humans to act rationally. That is the lesson to take from Founding Day. We acted rationally, no one else did. People allow themselves to be the victims of their emotions. We at Cybertronic make it a point to use rigorous logic to curb the more egregious emotions the human heart can muster. Founding Day was something we at Cybertronic, CII at the time, were waiting for.

There wasn't any magic to it, no mystical precognition. We simply prepared. A group of influential investors recruited us for our calm, even handling of business. They prepared us for a time when the market would swerve like an out of control bus. It inevitably happens, does it not? None of us knew when it would occur, but we were ready. In that way, we were like firemen. They do not know where the next fire will be, but they know it will come. We were waiting for the next fire. It simply turned out to be a conflagration we couldn't possibly have imagined.

I dismiss outright any claims that the investors who brought me and my colleagues together engineered the crash. You do not have to engineer mankind to create its own disasters. That is an eternal truth of the species. There are those who panic when it happens and those who do not. Who do you think is left standing at the end?

SAM VERANASE – HEAD OF PR, CYBERTRONIC (PRESENT)

That's the thing about the past, isn't it? You see what you want. I won't sit here and tell you everything on Founding Day was above board. You're a man of intelligence. Your great grandfather was a man of intelligence. Your readers are people of intelligence. Clearly, something happened that day.

Do I know what it was? No. I wouldn't want to. My job is PR. I spin things. Isn't that what you wrote about me after your reporter interviewed me and you fired him for, and I quote, "Not maintaining the unbiased point of view consistent with good journalism"? Call it spin if you like. Everyone does it. There is not a single unbiased person in the solar system. What I can give are facts. Facts people generally forget to mention regarding Founding Day. Yes, there were suicides. Yes, the market crashed. Neither were anywhere near as bad as events in the founding of other corporations. War and blood, people trod under hoof and boot – that's the legacy most corporations' foundings leave in their wake.

I won't tell you what we did was right, but I will stand for what we've done since. The future of humanity is something we're serious about. You've seen what corporate war does to the system, how it bleeds us of the vital blood and treasure we need to fight the Dark Legion. We don't start wars. We don't field a military designed to pacify the public. We are defensive. Our only aggression is to be found in the scope of our vision for tomorrow.
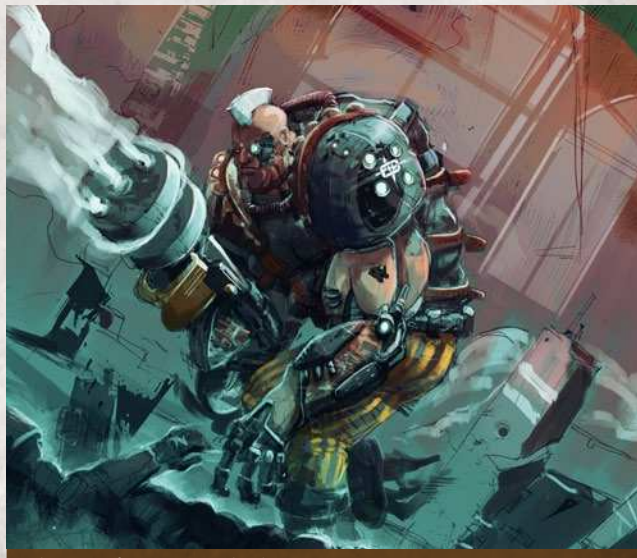
Cybertronic's forces are more than human.

TWELVE FROM THREE

THE TRUE STRUCTURE OF CYBERTRONIC

No great project can begin without a solid base, and so Cybertronic's Three Pillars came to be. Each leans against the other to form a pyramid, at the apex of which is Alexander Durand – one of the three famous Durand Brothers. Under Alexander is the board, a twelve-member council divided according to the Three Pillars. There is no executive for each Pillar; instead, the four members who represent the divisions within each Pillar make decisions collectively.

This violates typical corporate hierarchy and would appear alien to employees from the other Big Five. Few know the structure of the board, but those who do have often wondered how it works. The answer is simple: Alexander IS Cybertronic. Each Pillar is a facet of his psyche, each division a further drilling down of his essence. Thus, the twelve-member board forms a kind of hive mind, infused with different parts of Alexander's being. At any time, Alexander can manifest his will directly through the board members, who are each clones of him.

The rare public appearances 'Alexander' makes are likely his duplicates. These clones are necessary for two reasons. The most obvious is that Alexander needs a public face. In truth, he is bound irrevocably to the Cybertronic Tower, hovering somewhere between man and machine and well on his way to transhumanism. This is not common knowledge, nor would it aid PR for Cybertronic if the hybrid nature of Alexander's being was known. Secondly, and more importantly, copies of Alexander's brain engrams are needed to properly facilitate his manifestation. While he can communicate with, and sometimes control, auxiliary employees fitted with the proper chips, the alien nature of another person's mind bars Alexander from manifesting directly.

The twelve members of the board are not so much individuals as they are expressions of Alexander's mind. In the same way, the Three Pillars and Twelve Divisions are also expressions of Alexander, his vision for Cybertronic, and, by extension, the human race.

If all of this sounds mystical, that's because the Durand Brothers have mystical origins. Each Pillar and Division represents an aspect of the divine mind as, in this case, manifested through Alexander. It is no wonder there is suspicion and rivalry between Cybertronic and the Brotherhood. Alexander has become a manifestation of the divine or, at the very least, seeks apotheosis.

THREE PILLARS OF CYBERTRONIC

THE THREE PILLARS

Each Pillar represents one of three central aspects of being. According to a now vanished religion, there exists within humanity the male, female, and neutral aspects. Cybertronic is modelled on this ancient principle.

The female aspect is that of creation. At Cybertronic, this is RDM – Research, Development, and Manufacturing. This is the division that looks to the past for lost technology, then nurtures it. From this old technology, like the DNA of a human being, new innovation is born. In this way, RDM represents the female ability to give birth.

In practical terms, RDM represents the elite minds of the scientific world. They seek not only to recover pre-Fall technology, but to unlock the secrets of life. It is not enough to understand Cybertronic as a corporation, but rather as a carefully directed organism whose only goal is to forcibly evolve humanity.

The male aspect is that of strength, aggression, and war. No surprise, then, that SWI – Security, Warfare, and Intelligence – reflects that male aspect. SWI is the hunter and protector where RDM is the nurturer. SWI spies, makes war, and plots against Cybertronic's enemies. Cybertronic honours and celebrates the fractious nature of being human in the supremacy that SWI holds over its competitors. Top executives at SWI look upon themselves not as mere employees, but warriors in a crusade for humanity. The lower ranks may not feel this way, but all are inculcated into a culture of warfare as old as the human race.

Standing between the preserving female aspect and the destructive male is the neutral territory that is the human capacity for reason. This is reflected in the organising Pillar known as AEM – Administration, Economic, and Management. While AEM appears to resemble typical corporate culture more than the other two Pillars, it too represents something more than merely organisational intent. Less glamorous than SWI and RDM, AEM is the moderate economist, forecaster, and bureaucrat on which civilisation has always hung.

AEM employees see their role as the arbiter of humanity's warring passions. They are the reason and logic against the genetically coded need to create and destroy life. It is their duty to maintain the balance between the two poles of human extremes and the two extremes of Cybertronic. From the outside, they look similar to the expensive suits who serve as functionaries for any corporation. In reality, top level executives are aware of the balance they maintain.

THE TWELVE DIVISIONS

The three aspects of being are further subdivided into an additional twelve; hence the motto of the Board: "Twelve From Three" (although some also believe this relates to the three Durand Brothers). The philosophical precepts of the ancient texts upon which Cybertronic is modelled view the world and man as emanating from a single source that then manifests as a trinity. That trinity breaks down further into twelve more specific aspects. The entirety of existence can be seen as a further breaking down of the twelve into even more highly specialised essences. How far this drilling down goes is uncertain, as the texts, and those who wrote them, have long vanished from human memory.

Below, the Twelve Divisions are outlined under the Pillar they emanate from. Each contains a description of both the symbolic and practical function of the division, followed by typical operations (adventure seeds) for which the division might utilise Freelancers. In addition, a single NPC is briefly sketched out to give an idea of the sort of person who works for that division.

RDM – RESEARCH, DEVELOPMENT, AND MANUFACTURING

ADVANCED RESEARCH AND DEVELOPMENT [ARD]

The most important of the four divisions in terms of actual product output, ARD finds lost technology and uses it to create new technology. The greatest minds from the rival corporations are sought for this division. Recruitment can be through enticement, compulsion, or outright kidnapping and mind-wiping.

This critical aspect of Cybertronic is symbolically represented as memory – not just human memory, reflected in lost technology, but the information coded into the structure of the universe. It is from these memories that new things emerge. Inside ARD there is an immense respect for the past and the way in which it inevitably leads to the future. In practical terms, lost pre-Fall tech is reverse engineered and used to create new innovations. In the same way, the old corporeal body of man will be fused with cybernetics to create a new being.

TERRENCE SMITH, ARCHAEOLOGIST

Smith is part adventurer and part academic. While he spends half his time researching aeons-old records for any hint of where to find ancient tech, he spends the other half retrieving that tech. He is familiar with the security systems, which have long since gone haywire, that guard such facilities. He knows his way around a maze or a fight. Brash and arrogant, Smith thinks there is no artefact he cannot possess.

"Gloryhound? Maybe I am. What of it? We're all on the same page here. Cybertronic has its mission, and I have mine. I may not dress it up with the same hocus pocus as the rest of the corp, but that doesn't mean I don't respect it. You ever been inside an ancient tomb? Put your hand on the wall and feel it warm as the computers wake in recognition of human DNA? That's the rush I live for. They were better than us, our ancestors. We've fallen a long way. Each piece I bring back gets us one step closer to where we left off. How anyone can be satisfied with less is beyond me. Why don't you buy me another drink, and I'll tell you more."

EXECUTION, PRODUCTION, AND DISTRIBUTION [EPD]

Colloquially called 'the Womb', EPD is responsible for the actual manufacture and distribution of Cybertronic products. Where the other RDM divisions are largely responsible for research and theory, EPD makes things a reality. From blueprints to prototypes, the Womb births the new technology that Cybertronic is known for. Machinists and factory workers make up its ranks, but all have an unerring dedication to the single task of keeping the production lines moving. They are the birth canal of Cybertronic, and lead to the offspring it produces. Products are not merely things to an EPD worker, they are extension of themselves in the revelation of being.

ARKADY LEN, FACTORY WORKER

Len has worked for Cybertronic most of his life. He works the line, a decent job that affords him a small capsule in one of the corporate con-apts. His life is routine, a daily grind. He does not buy into the high-minded philosophy of the Womb. To him, they are all just products to sell to a public that works all day to afford things they do not need. He is jaded but not bitter. Cybertronic has been good to him, but there is something beneath the surface that spooks him.

"Factory work ain't glamorous. You work the line all day and go for a few cold ones after. You'll get your head blown off mucking about in corporate espionage. You know what though? I've seen things. Cybertronic isn't like those other corporations. It's almost like, and I swear I'm not crazy, it's like there's a single mind in charge. Sometimes the line managers will stare off into space and drool a bit. They're getting some kind of firmware update from the Board I guess. You see execs do that too though. Then there's the drugs. Sure, they work, but you ever try to kick? Pretty hard to leave a company that is the source for your fix, right? Anyway, it could be a worse life. I hear they're giving all us blue collar types access to subreality next year. Maybe I'll dream of being a Freelancer like you. All the fun and none of the blood and guts, right?"

EPD OPERATION

Freelancers have been contracted against normal EPD procedure. The division has lost a valuable prototype, and the executive responsible feels he failed the Board. He will do anything to keep it private. However, he is wired to the Board, and it is only a matter of time before it finds out – unless he kills himself. He has considered that. Imperial (or any other corporation you wish) has stolen the prototype and is trying to move it out of Luna. The Freelancers have to retrieve it and return it before that happens. But what if the Board finds out about the theft first? Surely it will send the Mirrormen after the prototype and the player characters? Will they be able to explain what they are doing on the trail of Board Level secret technology?

CYBERNETIC RESEARCH AND IMPLEMENTATION [CRI]

CRI is the aspect that remains forever unknowable to man but for which he nevertheless plans – the future. "Tomorrow will come," says the CRI motto, "but we may help engineer it". This is more than a mere slogan for CRI employees. At the top levels, they believe that they are responsible for guiding the evolution of mankind in its war against Darkness.

CRI OPERATION

An experimental version of DIANA has gone rogue. Three of seven test subjects living with the DIANA in their mind have disappeared; their tracking functions have ceased, and they have not reported for debriefing. Like drug test subjects, these were volunteers taken from inside the company and are well compensated. What went wrong? Is it something to do with the DIANA upgrade, or have these three been recruited (or kidnapped) by a rival corporation? The worst rumour, which the CRI hiring the Freelancers will not mention, is the possibility that they have been infected with the Dark Symmetry. Countermeasures are always taken against this, but sometimes a new version is not fully sealed from corruption. If that is the case, the Freelancers may be up against more than they signed on for. Will Cybertronic let them live if they find out that there might be vulnerabilities in the new DIANAs?

Cybertronic can repair even the most grievous injuries.

Practically, CRI is the hub of all cybernetic development for Cybertronic. It is a small, elite division that drives the primary products for which the corporation is known. Cybertronic labels itself 'The Future of Mankind'. That future is planned and implemented here.

EMMETT COLE, CYBERNETICIST

Cole is at the forefront of cybernetic research for Cybertronic. He has no memory of his past; he willingly had it wiped when he was recruited from Imperial at a very young age. Cole believes that only Cybertronic can fight the Dark Symmetry, mankind is not up to the task without enhancements. Where the rest of the world sees the fractious nature of corporate warfare and expansion as normal, Cole sees a trap laid by the forces of Darkness. He is loyal, arrogant, and possessed of an intellect that comes once in a generation.

"This isn't about you or me. This is about humanity. It always has been. That's been our mistake from the beginning. As sentient creatures we are myopic. We see only the sad, meaningless puzzle piece that is an individual life. Will I find love, a good job, a place to live and raise a family? There is no meaning in that picture until you pull back. Humanity is a single organism. The free will we possess is an artefact of evolution gone astray. We're redesigning that. We're correcting the hand of God, because we don't have time to wait for him to do it himself. Does that make you feel uncomfortable? The true nature of our species would make you feel even smaller, but I'll spare you that. Honestly, you don't look like you have the mind to process it."

ENGINEERING, DEVELOPMENT, AND APPLICATION [EDA]

This reclusive division is the genetic code that drives the evolution of life. If the other Cybertronic divisions are the will and being of Alexander, this division is the architect. It directs the product lines so that they synergize and outperform the individual lines. Nothing Cybertronic releases is a one-off. Every product is part of a total plan, designed to drive the evolution of the human race. EDA (also called DNA by its workers) is the code on which the rest of RDM is built. "There is no temple without first the blueprint," says the EDA motto.

These planners and engineers liken themselves to the ancient minds that built the Pyramids, The Great Wall of China, and other nearly forgotten Earth wonders. Those may all be lost now, but EDA is erecting the greatest wonder of all – the new human being. He is no mere thing made of stone or clay (as the Cardinal may sometimes preach), but an evolving, eternal process of becoming. EDA oversees that process. It does not believe it controls it, only that the grand design works through it. In this way, it is not unlike the Brotherhood's mystics.

EVELYN EVERUS, VICE PRESIDENT OF APPLICATIONS

Everus is something between an executive and mystic, who believes that the corporate plan is the manifestation of man's ultimate destiny. She has had the honour of having Alexander occupy her mind on two occasions. The experience was revelatory and nearly religious. Her commitment to him is total, even though she does not know the totality of his plan. Equally capable of discussing the philosophical nature of being and the specifics of navigating a corporate Board directive, Everus is a split mind. Her DIANA has more and more become the corporate aspect of herself, while the host mind has begun to lose itself in the quasi-religious experience of being inhabited by Alexander. This is a risk that non-cloned minds face when Alexander visits them for too long a period. Much like the prophets of old, Everus thinks she has seen the mind of God. She does not realise it has driven her insane.

"It is only through his masks that he reveals himself to us. It is only through the reflections that we can know the divine plan. What you do not understand is how long all this has been going on. From the very beginning, and even farther back than that." Her face twitches now as her DIANA asserts control. "I'm sorry, I get so enthusiastic sometimes. Really, none of us here in DNA, that's EDA to you, get out enough. All planning and no practice, right? I'm late for a meeting. You'll have to excuse me." It looks as if two minds are warring for her body as she walks away.

EDA OPERATION

This time the Freelancers have been hired to steal the catalogues for the current quarter's product line. While what is being released is important, the way they connect to the greater Cybertronic plan is what the rival corporation is really after. Perhaps it is even the Cartel that has hired the player characters. Getting in is difficult. One does not typically break into The Tower. Thus, the Freelancers will have to find a way in as new employees, but that will probably mean a mind-wipe at this level of security. Yet, if they are mind-wiped, how can they continue the operation? Their recruiter has the answer. A piece of technology is implanted in the player characters' minds that will negate the mind-wipe, or so the recruiter says. Can they trust either side, and can they make sense of the strange connections between products that Cybertronic is releasing this quarter?

SWI – SECURITY, WARFARE AND INTELLIGENCE

MILITARY CONFLICT AND RESOLUTION [MCR]

MCR is the military arm of Cybertronic. It is also the known as the Glory, for nothing that is created cannot be undone, and there is glory in the undoing. As man is a creature that creates great things, he is also a creature that destroys them and throughout his history, war and glory have been intertwined. Each product that comes off

the line is an act of creation, but each is eventually going to have to be purposed to fight the Dark Legion. From the first struggles to exist and evolve, to the history of armed conflict on Earth and beyond, life is about destruction.

Employees of MCR are soldiers. Even those who are not active in the field are steeped in military tradition. Yet, as with all things Cybertronic, tradition must be left behind for the future. Thus, Cybertronic soldiers respect the past but know it does not represent the future. The Cybertronic soldier is the fusing of the past and future; he is the demiurge that will, through the force of the hammer and anvil, forge the new man as legend says the ancient Gods of Earth did.

Because of their extensive cybernetic enhancements, MCR soldiers are something more than human. They have moved beyond the flesh, though detractors would say they have lost it entirely. The Chasseurs who serve in their ranks are worth five or ten normal corporate soldiers. The machines that serve them are worth twice as many… or so Cybertronic believes.

MCR OPERATION

MCR is hiring mercenaries for one of its many war fronts. Curiously, the Freelancers will soon realize that this 'front' is not all that important to Cybertronic. In fact, after talking to some of the Mirrormen, they will find that increasingly Cybertronic is using mercenaries to fight rival corporations. It is almost as if the corporation's real task is not the pursuit of corporate dominance but something else entirely.

The truth is that Cybertronic feels the Dark Legion is moving faster than standard training can keep up with. It is therefore hiring mercenaries on the front lines of corporate skirmishes to see how they perform. Those that do well are offered a chance to become a Cyber and are inculcated into the ranks of the cybernetic monsters who will fight the Dark Legion. But what happens to someone who says no? Perhaps the players have already signed on and now come back as resurrected troops?

SPECIOUS KIFF – CHASSEUR GENERAL
Kiff is a killing machine. Born to this role, or in this case cloned for it, Kiff has known no other life. His past is largely a figment of subreality. An experimental soldier who is far younger than he would appear, in truth, Kiff is only ten years of age. His body has been grown at artificial speed and his past lived in subreality so that he has a mature psyche. Further, as Kiff is not the first of these new

'streamlined production troops', he has also been implanted with the memories of great warriors – or at least the simulations of their memories as imagined by Cybertronic engineers. Attila the Hun, Alexander the Great, and Napoleon occupy the corners of his mind like multiple personalities that rise unbidden. Yet, for all that, he is still sane. For now.

"Look at Bauhaus run. The smell in the air is just as it was at Harfleur when the walls fell and we ventured again into the breach. Ah, that was a day, dog-brothers. I miss it. Ha! Don't look so strangely at me. All things are possible through technology. No matter, you are foot soldiers. It is your place to live and die on the field of battle and not ask questions. It is in your deaths that your names will be remembered. We few! We happy few!" He laughs alarmingly and uncontrollably.

INTERNAL AND EXTERNAL SECURITY [IES]
IES is the inner eye, the reflection of the ego upon the subconscious. It peers into the depths of man and sees what he seeks to hide from himself. 'The Eye' is omnipresent, to hear an employee tell it. Reports from the Cartel are not far off. No spies are better, no assassins more successful. "To see the truth, one must erase all sense of self." That is the motto of The Eye.

All recruits to The Eye have their pasts erased. They become ciphers, trained and indoctrinated into the ways of espionage and assassination. Having a member of The Eye on one's trail is not to be taken lightly; it is also nearly impossible to tell they are onto you until it is too late. They function as both the intelligence gathering arm and kill teams. There is little The Eye does not feel it is capable of accomplishing.

Little known outside of the highest ranks of IES is 'The Eye Within the Eye'. This is a secret cadre of top agents who serve as counterintelligence and root out potential traitors or spies. They are dedicated and merciless in their task; it is said that no defection from Cybertronic has ever been successful. High-level executives are implanted with a kill switch. If they somehow deactivate that, they are eventually found by The Eye Within The Eye.

The IES is represented by the Eye of Horus in the capstone of a pyramid.

MS. WHITE – CYBERSPY AND ASSASSIN
Ms. White has no first name or, if she did, it has long since been lost. She is a white-haired beauty when she isn't changing her hair colour. Some argue that there are more than one of her. Regardless, she is highly trained in espionage and assassination. The hardest missions fall to her.

Who she was is a matter of speculation, but some rumours suggest that, like The Immortal, she is a holdover from another age. How

long has she been a spy? None can say. Perhaps the mystique is invented to strike terror into rivals. She may be nothing more than a very talented agent.

"I saw you looking at me from across the bar. Normally, you're not my type, but it's late and we all know what happens after last call. Beggars can't be choosers. What say you and I go find a cheap hotel and even cheaper fun? What's that? You have a meeting in the morning? You're a corporate of some sort aren't you? Well, we both know you wouldn't be here at this hour if you didn't want something more. Follow me. I know a place. You like the white hair, don't you? Of course you do. You just sit back and enjoy. I know everything about anatomy. I'll make you'll feel things that you'll never feel again."

ANALYTICAL PROCESSING AND HYPOTHESES [APH]

Also known as The Logos, APH represents the dispassionate reason that goes hand in hand with warfare. Calculating acceptable losses, civilian collateral damage, and, most importantly, how far Cybertronic can go and still be on the right side – all this is the domain of APH. It does not deal with the vagaries of the human heart, its members are analysts and mathematicians regarded as cold by even the best killers in IES.

The man who gave the go-ahead to wipe out an innocent colony on some asteroid and frame Imperial works for APH. The woman who knew that Chasseur losses would be thirty per cent when assaulting Mishima, before they found the lost Venusian city, works for it as well. The man who ordered a child killed by IES did so from this division.

ROSE KOLODNY – ANALYST

Kolodny is a thinking machine. Like many members of The Logos, she has elected to have her emotions cut off cybernetically. At first, she did not want them to get in the way. Later, she realised she would not have been able to handle them. What she does would have terrified who she was. Now, with the dampeners in, she looks on that person as a fragile, flawed creature. Sadly, what made her human is probably gone. That is a sacrifice some make to fight the Dark Legion.

"The irony of my life is that, if we ever succeed in defeating the Dark Legion, I too will become expendable. Many of us will. Beat your swords into ploughshares. I saw that in an old file. It only works if you were a farmer before the war. Most of us in Cybertronic weren't. There's not going to be any place for cold calculations, not without real emotions behind them. I couldn't go back. My mind couldn't take it… the decisions I've made. A lot of us are going to be left behind. We're a stop-gap in the ultimate evolution of the race, to be forgotten with the Neanderthal and Homo Erectus. You can't make an omelette without breaking some eggs. That's the saying, isn't it?"

IES OPERATION

An IES agent who has left the reservation comes to the player characters for help. He is starting to remember bits of his past and finding out who he was has become his obsession. This is a rare occurrence, but not unheard of. Indeed, The Eye Within The Eye is tasked with hunting these individuals down. The problem is, the fugitives are trained by the same people who hunt them.

The agent will not openly tell the Freelancers who he is. Instead, he concocts a story about being in another division, perhaps MCR. He remembers a sister, or perhaps a daughter, and wants to find her. He needs the Freelancers as cover; he wishes them to smuggle him off Luna and to parts unknown. He could do this himself of course, he is well trained. If the player characters realise this, they may start asking more questions. The truth is that the agent had his memories purposefully reawakened in subreality. This is a training mission, The Eye Within The Eye wants to see what entities an agent in this situation might employ for help. Once it discovers the likely vectors of assistance sought, IES will begin to penetrate those organisations if it can.

A Cybertronic infiltrator is always cool under fire.

APH OPERATION

This is something of a reversal for the Freelancers. They are tasked with going into a small colony of religious outcasts on small asteroid in the Jovian Trojan. They only need assess how many people are there and report back. It seems very simple, but military characters may begin to suspect this is more than just a recon operation. The religious group has no real value to Cybertronic, it is merely being counted. If there are not too many of them, APH will wipe them out as part of a further reaching plan. In fact, it is going to make it look like the Dark Legion was behind it. This is part of a joint operation with IES to capture specific monstrosities for study. When a rogue member of APH has a crisis of conscious and approaches the player characters, they have to decide whether or not to defend the colony at the possible cost of their own lives.

INTELLIGENCE GATHERING AND COLLATING [IGC]

The IGC is a minuscule division of only twenty four members, but all information flows through it. Less of an actual department, IGC is a hive mind clearing house for all intel. Each of the twenty four members are linked via proprietary AI brain implants more advanced than the DIANA. IGC employees do not sleep. They almost never leave The Tower.

When additional processing is needed, the IGC selects from a pool of 'volunteers'. These employees are then wired into the IGC core group. The burnout rate for such

DR ERIK LAGERSTEDT
CYBERSCIENTIST
TIFF, ARD

Dr Erik Lagerstedt is a TIFF Cyberscientist in Cybertronic RDM (ARD) and can usually be found in his lab in a secret ARD facility hidden in the Asteroid Belt. He is one of the finest minds working in cyber-implant technology. Exactly what he researches is unknown, but whatever it is it must be important, as he receives exceptional amounts of funding from Cybertronic and a virtual carte blanche to pursue his research however he feels best. He spends most of his time in his laboratory, the only exception being his periodic journeys to headquarters on Luna to present his findings.

Rumours circulate that Cybertronic agents with misbehaving implants are sent to him, where he fixes the implants but also adds mysterious new features – sometimes without the knowledge of the agent in question. The additional features are usually broadly helpful, though more than one has been exceptionally harmful. On one occasion a modified agent detonated, bringing down an entire office block. Sometime after they have returned to the field, the agents are brought to Dr Lagerstedt's laboratories for a follow-up evaluation, though this is for the doctor's benefit rather than the agent's.

WOUNDS:
- Head 3
- Arms 5
- Serious 6
- Mental 13
- Torso 7
- Legs 5
- Critical 3

SOAK: Mk. II Medium Combat Armour: (Head 3, Torso 4, Arms 3, Legs 3)

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	9	7	9

COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	16	13	7

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	–	3	1	1	1	2	2	1	1	3	4

ATTACKS:
- **Scalpel (melee):** 1+🗡3, 1H, Armour Piercing 1, Hidden 1
- **P1000 pistol (ranged):** Range C, 1+🗡4, Burst, 1H, Close Quarters

SPECIAL ABILITIES
- **DIANA and Compubrain:** Dr Lagerstedt is equipped with a DIANA system and a Compubrain implant, following the normal rules for those implants. As a TIFF, he is also a regular user of XLR8 Mark 2.
- **Cybernetics Expert:** Dr Lagerstedt is a skilled creator of cybernetic implants, and his studies in the field are recommended reading for any other cyberneticist. He gains three bonus Momentum on all Sciences tests made to design, manufacture, implant, or repair a cybernetic implant, and on all Medicine tests to perform cybernetic surgery.
- **Weapon against The Darkness:** Dr Lagerstedt's work is vital in the continued battle for the survival and salvation of mankind. He has a Corruption Soak of 5 (including the bonus from his XLR8 dosage), and gains one bonus Momentum on all Mechanics, Sciences, and Medicine tests when examining or studying items or creatures created or altered by the Dark Symmetry.

volunteers is very high. The integration with the AI used by core members takes years. They anticipate each other's actions and, in turn, the actions of the rest of the group. Being a member of IGC is about as close to losing one's individual identity as things get in Cybertronic… so far as is known.

MARILYN SANCHEZ – FORMER IGC DRONE

Marilyn was part of APH before being recruited by IGC. Inside Cybertronic, it is seen as a step up, and sometimes it is. The burn out rate is deemed acceptable by many employees, as Cybertronic takes care of their families for two generations after.

IGC OPERATION

One of the previous 'volunteers' has survived the process with something less than her full mind intact. However, IGC does not realise that the former operative has not been cleansed of all the information she helped process. Normally this is easy to accomplish, but something went wrong. Now, a rival corporation is seeking this rare chance to get intel from inside Cybertronic's structure itself, and the Freelancers have been hired to find her.

Unfortunately, the woman is unstable. The information running through her mind is seeping into her personality and fragmenting her persona. She is hiding in the slums of Luna, one of any number of raving lunatics found there. Cybertronic is naturally sending its own team to recover her.

Dr Erik Lagerstedt was one of the finest minds of his or any generation. It was this remarkable talent that led to his recruitment by Cybertronic, where he could put his prodigious talents to work unlocking the secrets of cyber-implant technology. Dr Lagerstedt was no mere engineer though, what he produced were – in his mind at least – works of art. Each implant is carefully designed and developed with no two being exactly alike. It was this work he was engaged in, working in his laboratory deep inside a hidden ARD research facility somewhere in the Asteroid Belt. The limb he was working on belonged to an agent who had suffered catastrophic failure when his implants had been compromised by the Dark Symmetry.

Dr Lagerstedt ignored the growls coming from the possessed agent, who was securely-restrained. Instead he focussed his attention on the strange electronic growths in the cyberlimb. Carefully he applied a laser scalpel to one node and noted how the patient roared in rage and pain.

"Interesting, it appears that the Dark Symmetry has developed a cyber-aggression node on the endocrine regulators. For what purpose remains unknown, but I see it is cross-wired into the auxiliary thermal couplers and kinaesthetic actuators."

He sat back and considered the situation. Scratching his chin he turned to the possessed agent. "Well done, this really is the most useful experimental sample. I apologise that I ensured you would be infected, but such is the price of science. But I am not a cruel man, so I think it is best if we sever your brain stem and end your suffering, don't you?"

Thanks to Erik Lagerstedt.

The price may be high but, for many, it is the only way to ensure the care of a sick loved one, or the security of an extended family.

"What? No. Collate the data with that retrieved from Deimos and cross-reference with standard tables from AEM. I'm sorry. You were talking to me, weren't you? Ha ha. There's less of me to talk to every day. What? No, it's not Cybertronic drugs. I just let them use my brain to shift some data. I don't even remember why I did that anymore. Isn't that funny? I probably had a good reason, huh?"

AEM – ADMINISTRATION, ECONOMICS AND MANAGEMENT

LEGISLATION AND APPLIED JUSTICE [LAJ]

Known as The Scale inside LAJ, this division polices all Cybertronic territory. Internal security of a more clandestine nature is handled by IES. This group is broken into two further sub-divisions known as the Left and the Right. The Left is the army of lawyers who defend and prosecute for Cybertronic's benefit. The Right comprises the actual police and magistrates who dispense justice to Cybers, and any who are inside Cybertronic territory.

Unlike other police forces, The Right sees its task as one of preserving balance. They are not the aggressive, ham-fisted cops some corporations employ. These are highly trained men and women who possess a degree of mental discipline and philosophical indoctrination that sets them apart. They do not take their duties lightly. They protect the citizens of Cybertronic: the body, as they call them.

The Left's philosophy is more one of sophistry and manipulation. It studies the law in order to find ways it can be bent. Much like Cybertronic seeks to push the envelope of the human form, The

LAJ OPERATION

A drunken celebration by Bauhaus employees has led them to wander into Cybertronic territory where they are accused of a murder. It is unknown whether or not they are guilty, but Bauhaus wants them back regardless. Because of inter-corporate treaties, Bauhaus cannot send a team itself. It has therefore turned to Freelancers. The team must get inside Cybertronic territory, find the group, and retrieve them. What happens when the Freelancers hear the horrible crimes these employees are accused of? Horrific murders and sexual assaults are not what they signed on for. Do they ignore their own repulsion to extract the group. What if the whole thing is a frame job and, if so, why? Inside Cybertronic's domain there is little time to debate. The Freelancers have to get in and out before The Right comes down on them too.

Left is trained to push the boundaries of the law. However, it will not break the law. Law is one of the foundations on which civilization is built. Curiously the Left, so well trained to bend the law, is the least likely to break it. This often causes discord between The Left and other divisions. Such arguments are settled by internal magistrates known as Arbiters, though Alexander and the Board have the right to circumvent that process at any time. Every situation is weighed against the overall goals of Cybertronic. Often, 'the ends justify the means' is a tautological fall back for The Left when pressed with a quandary. In this way, it is not unlike most other corporations' legal arms.

HARLAN QUAIL – MAGISTRATE

Quail started as a lawyer for The Left and rose in the ranks. Upon becoming a magistrate, he entered the highest echelon of legal minds found in Cybertronic. His days are not spent merely meting out justice but considering the ramifications of his decisions on all of Cybertronic society. He is part thinker and part judge. Wrestling with hypotheticals is a common activity off-duty magistrates find 'entertaining'. Few outside the rarefied air of legalese can parse a thing they are saying.

"Yes, but you fail to consider the obligation of the social contract versus the utilitarian ideal of the greater good. The two are often confused. The law, insofar as it can, provides a guideline to separate the two, but we must never consider it a wall. It is only in the human mind, in understanding ontology, that we find the true solution. You see, the human mind is a glorious thing, but it is tempered by the heart. No words written down by any mind, great or not, can compensate for that simple capacity to feel. Wouldn't you agree?"

EDUCATION, TRAINING AND PUBLICITY [ETP]

Known as The Persona, ETP manages the training and education of all personnel. It is its duty to inculcate the Cybertronic recruit, citizen, or child into the society where they spend the rest of their lives. Being a Cyber is to understand, at some basic level, that the task of the company is greater than you. Your life is but a thread in the tapestry being woven for the future of the race. Often, these teachers are seen more as propaganda artists than actual educators by those on the outside.

This isn't quite the case. While indoctrination is the primary goal, the breadth of knowledge offered to Cybers is immense. From tactics to existential philosophy, to cutting edge physics, Cybers are among the best educated citizens of the corporate world. Cybertronic is not so high minded as to fail to realise that it also needs a less educated labour force, which would rather consume company drugs than ask too many thorny moral questions. There are therefore poorly educated Cybers as well.

At the top of the division is PR. Public Relations is the master of spin. Led by Sam Veranase, the team has specialists to speak for every division and sub-division imaginable. These smooth-talking men

and women could charm the feathers off a Martian seal. They are adept liars and, unlike the legal minds of The Left, have no problem manufacturing the truth, for lies are a part of the human condition as well, and to ignore them is to invite denial of the essence of self.

ETP OPERATION

A prodigy has been found among the working class schoolchildren. His single mother does not want him drawn into the ranks of Junior Executive Training and will do anything to keep him from that fate. She is not a believer in the Cybertronic way and believes the company is in league with the Dark Symmetry. She has saved every crown she can to hire the Freelancers. They must take her child and guide him to freedom off Cybertronic territory. This is a special child though, one in a generation. Cybertronic is unlikely to simply let this prodigy go.

JASON FELLINGHAM – TEACHER

Fellingham is one of many teachers who raise Cybertronic children from birth. While their parents participate in rearing the child, work often gets in the way. The children are therefore most often raised by teachers. Fellingham believes in his job. He believes that the future of humanity is more important than any moral quandary people have with indoctrination.

"Have you ever read ancient Earth books? No, you don't look like you read much. There was a book by a man called Huxley about an imagined future where children were decanted and raised by teachers. That's sort of what we do, minus the decanting part of course. It's my job to shape a young mind. Now, you might hear some pompous fool teaching for Bauhaus say that it's the educator's job to help find the shape the child's mind wishes to take. We're not against that, but our primary goal is to produce citizens and workers who will further the cause of the corporation. This isn't a game we're playing here. The Dark Legion will not stop until humanity is wiped out. There is no peace to be had. The undoing of our race is its single goal. Now, don't you think directing our youth toward fighting that is worthwhile? If not, what future will they have anyway?"

ADMINISTRATIVE BUREAUCRATIC CONTROL [ABC]

The most straightforward and chronological letters hide the most labyrinthine and complex division. ABC is known as The Maze by outsiders, but those inside call it The Line – for every maze is just a continual line. Purposefully Byzantine in organization, ABC's motto is "Bureaucrats Are the Unheralded Stewards of Civilization". It truly believes this. However, it also believes that the administrator has the keys to the kingdom, as it were. In paperwork, invoices, requests, and forms are every secret a corporation could ever hide. ABC's tactic is to obfuscate in plain sight.

Thus, only someone trained by Cybertronic's ABC division could possibly navigate the The Maze. A simple request for a replacement part may go through up to a dozen channels. Somehow, ABC keeps it all straight, but no one else does. ABC is the one division whose workers are without cybernetic upgrades beyond a basic inoculation implant against Dark Symmetry. Instead, their minds are trained to process minute and boring detail like a computer would. Alexander believes one branch must possess the secrets while not being wired in to the rest. It's a failsafe.

A dministrative
B ureaucratic
C ontrol

At ABC, we have a form for everything!

ARTEMIS CONET – VICE SECTOR CHIEF OF CLERKS FOR LEVEL TWO REQUESTS

Conet is an administrator. There is a proper way to do things, and that is the way things shall be done. In his mind, he's a spy. In the same way that IES is protecting corporate secrets, so is Conet. He might use a pen, but that doesn't mean he isn't doing his part. Officious and imperious, he is the master of his little fiefdom. What it is he oversees, or is vice overseer of, is hard to pin down. Finding out what a 'Level 2' request is could be a week's work in ABC.

"The pen is mightier than the sword. Have you heard that? Well, do not let my simple suit fool you. I, too, am a warrior. Yes. We all have our part to play. I am a cog, this is true, but without the cogs the machine does not run. Do you know what your problem is? You want to be that which you are not. It is the nature of life these days. All the gleaming and shiny products you are made to want, but why? What purpose do you serve? The cog knows its purpose and finds peace in it. Anyway, you had a request. Let me see your forms. No, no, no. These are requests for Level 2.5 and in a different sector. You see, you're dreaming of a new car while you ought to be finding out your place in the universe."

ABC OPERATION

Freelancers are hired for the simplest task: go fetch a package from a Cybertronic mail facility. This quickly turns into a Kafkaesque nightmare as they do not have the proper forms. Once they fail to produce these, they find themselves sent on a wild goose chase obtaining said forms. Along the way, they are accused of a crime for which there is no actual charge. They are put on trial and found guilty, or perhaps they shoot their way out. That's certainly a solution, but it won't get the job done. This operation is about pushing the players toward being patient and navigating the same sort of banal paperwork they'd find at the DMV. It's a comedy, though one they may eventually find is best resolved with the aforementioned gunfire. Run this as a light one-off to your regular, terrifying struggle against the Dark Symmetry. The only enemy here is the Freelancers' own patience and endless reels of red tape.

FINANCE AND ECONOMIC FORECASTING [FEF]

More than its name would imply, FEF covers much beyond economic forecasting. True, that is its bread and butter, but it is also in the business of Stochastic Prognostication. A complicated mix cyber-assisted maths and mysticism, the highest level executives inside FEF are known as Seers. At lower levels, two kinds of employees exist. Those who are networked via their SARaHs and those whose SARaHs are not connected. This provides a kind of control as Alexander realised the tendency of a connected network may sometimes lean toward subconscious agreement. Thus, all predictions by networked employees are subject to independent review by non-networked analysts. In this way, FEF preserves nd independent and unbiased method of forecasting.

At the higher levels, executives check each other. The mysticism used focuses on a forgotten, and quasi-religious, form of numerology tied to an ancient religious text. For a corporation steeped in technology and the future, this nearly superstitious reliance on the past would seem at odds, but it is the directive of Alexander. The enemy, after all, does not rely upon logic alone. The universe is more complicated than we can imagine, he says.

FEF OPERATION

Stochastic Forecasting has predicted a child will grow to become a threat to Cybertronic in the next few years. IES has sent an assassin to kill that child, but an independent analyst inside FEF could not stomach that. He's set out on his own, at the cost of his career and probably his life, to save the child. The Freelancers are paid to protect the child from IES assassins – no easy task. Yet, when they encounter the boy, they find he displays psychopathic personality traits. Forecasting may have been right. Do the player characters help protect a child who might potentially grow up to be a serial killer?

REM HARDASH – SEER

Hardash has the gift of foresight. This gift was recognized in him by teachers from ETP at the age of three. He was taken from his normal course of study and put into a FEF training program. Hardash was at first haunted by the things he saw, but the discipline of mathematics taught to him by FEF lent a cold logic to his nebulous visions. It is this union of the logical and the mystical that define Seers at FEF.

"They used to peer into crystal balls to divine the future. it seems silly to us now, but what if there was something to it? You don't think the Dark Legion is simply explainable by science do you? There is a place for logic. There is a place for intuition. I walk the line between them. Can I see the future? Or course not. No one can. It is unknowable. I see possible futures. I see a garden of forking paths that may lead to a specific gate. Probability defines what I recommend. My gut guides me. Odd to hear from someone in forecasting? That they use their gut? Well, Cybertronic may be on the technological forefront, but Alexander has not forgotten what has made us human… even if he himself slips away from that humanity for the good of our race."

Silent and sophisticated, a Cybertronic assassin is equal parts warrior and weapon.

A DAY IN THE LIFE OF SAM VERANASE

A personal one-on-one sit down with undoubtably the most influencial person within Cybertronic.

JOHN CHIANESE

BREAKFAST

I arrive early at Che Guava and find they have no breakfast menu... except today. This is the first in a long line of exceptions travelling with Mr. Veranase, or Sam as he insists, will offer. Che Guava doesn't even open for three hours. A skeleton crew is in the kitchen, and fidgety waiters hover around my table like nervous mothers at a gymnastics meet. Would I like more water? A mimosa? Have I any question about the menu?

Sure, I tell them. What is the menu?

Anything you'd like, and then one of them rattles off an array of dishes that sound as delectably unpronounceable as they do conspicuously expensive. Everything has that Old Earth feel. The antiquated language is beyond me, but I can tell the waiters have gone through special training to get the dialect right. I tell them I'll wait for Mr. Veranase but, as I do, he's coming through the polished wooden doors with two suits backing him up like bodyguards. Except, next to Sam, the bodyguards look like they'd have to lean on him in a fight. They flank either side of the doors and don't move. Like statues, they spend the next forty five minutes standing inhumanly

immobile, their eyes hidden behind mirrored sunglasses I only later realise are insets over their eyes.

Sam is five minutes early as is the reputation that inevitably precedes him. He doesn't go into any room without some whiff of scandal getting there a moment before him. Today, it's the stories in the tabloids linking a string of seeming random acts of violence across Luna to a certain executive firmware update. I don't bring that up until halfway through our meal. Quail egg omelettes with something or other.

Sam looks every bit the leading man he plays for Cybertronic. There could not be a more telegenic human being in the system. It's not simply the square cut of his jaw, or the symmetrically precise nature of his features—really, the Golden Ratio must be embedded in his DNA—Sam looks like he was born in Technicolor. The blue of his suit radiates a certain late-night

movie nostalgia, as if Sam himself might have stepped out of a world a century past. His haircut, too, is pleasantly retro—a smoothly slicked back wing of blond hair. He is immaculate. I expected nothing less.

His handshake is firm, and before our hands have parted, he's complementing me on my choice of suit. To be fair, wardrobe put the outfit together, I have about as much fashion sense as a horse. The wink Sam gives me as he finally sits lets me know he knows that too. That's another thing about Sam, he's always one step ahead of you.

It isn't until I bring up the scandal fifteen minutes later that I realise I've been subtly giving off body language and bits of my past as if I'm the one being interviewed. I feel like a rookie. Sam smiles as if reading my mind.

"You know what I like best about people? I mean the human race, not people on their own?"

I tell him I don't. He's not answering my question about the seemingly random murders and attacks.

"Pattern recognition," He says with that patented smile.

I tell him I don't follow.

"It's what we do, isn't it? We're that species that finds patterns. From the first days when man looked up at the stars and invented constellations, we've been finding patterns. In reality, we've been making them ourselves. That's what this sort of scandal is, a profound and atavistic need to order the world in a way that makes sense. A man dies on the line at one of our factories, another loses it and kills his family. Both of their psych reports showed strain going back months, but no one wants to hear THAT story. That story isn't a story, it lacks a pattern."

I'm digesting both what he's saying and the warm buttered toast I'm mopping up my eggs with when Sam

receives a call from his subdermal phone. He lays his napkin down slowly and smiles again.

"Well," he says. "I promised you a no holds barred look at what I do, didn't I? Patty Paige has just had an incident with Bauhaus law enforcement. Drug related." He stands up.

Yes, I played the Patty Paige subreality sex tape that leaked last year. Who didn't? I wonder now if that's something Sam put together. They say Cybertronic takes care of its own.

> ...WE'RE THAT SPECIES THAT FINDS PATTERNS. FROM THE FIRST DAYS WHEN MAN LOOKED UP AT THE STARS AND INVENTED CONSTELLATIONS, WE'VE BEEN FINDING PATTERNS.

LUNCH

Watching Sam deftly deal with Ms. Paige's troubles is like watching a concert violinist pull notes from the instrument you never thought possible. Bauhaus has dropped all charges. The incident will appear in no tabloids. Sam traded a favour with Bauhaus security. They never let the reporters get near the scene of the arrest, yet Sam's fine with letting me print it here. Why?

"I told you all access. I'm a man of my word." His smile is less reassuring this time. Somehow, I think the entire event might have been engineered for me. Paige flirted the whole time, batting her long eyelashes my way and smoking seductively. He wants me to trust him and, despite my better judgement, I find I'm beginning to.

His limo drops Paige off at her luxury con-apt. She slips a business card into

my palm as I give her my hand to help her out. I watch her sway evenly on lacquered red heels as the doorman lets her inside. There's one hundred floors of gothic architecture up there and any number of lives I will never understand.

"She's beautiful, but watch out," Sam says.

"Have you and she...?"

"A gentleman doesn't kiss and tell, John."

We're at the gates to Cybertronic territory minutes later. I have never seen anything like the security sweep they do to the limo. Even with Sam's presence, they do not seem to let up an inch. I jibe him about this.

"Same policy for everyone," he says, suddenly serious. "Always the same policies. Continuity, that's one of our founding Pillars."

"But I thought the Pillars were AEM, SWI and—

"Sure they are," He says and raises an eyebrow. This isn't the first time I've heard that Cybertronic's public face is different from the interior. Maybe I'll get to see something inside.

* * *

The factory is the size of three stadiums. Looking at the vanishing point is like looking into a never ending mirror. There are rows upon rows of Curaissiers extending infinitely on either side. The men and women who work the line wear overalls and chat with each other with that universal familiarity you find in workers at any corp.

They call Sam by name, and it's clear some of them know him. When we're out of earshot, he says, "You can never have enough friends. That's a mistake most executives make. You'll see what I mean tonight."

He turns without a further word and hands me a hard hat as we proceed down the line to where they're spot welding arms on to some of the skeletal-looking metal beasts.

"They look so different," I say.

"Haven't been chromed yet. That comes later."

Sparks fall like star showers around us, and I can smell the butane in the air. These men and women are professionals. Their face masks close over expressions of deep concentration. They take pride in their work, as I'll soon learn.

Lunch is in the cafeteria, with Sam and I eating the same meal as the line workers. Above, through a centimetre of high impact glass, we see the managers watching. They move robotically. Right before we start to eat, they all suddenly freeze like they've rehearsed a dance routine and this is the final move. Frozen that way, their eyes roll back into their head and little beads of drool drop from the corners of their mouths.

"Firmware update," says a rough-faced woman across from me. She sounds weary. "That means they'll have something new for us after we head back. A few others at the table groan in agreement.

"Can't you do anything about this, Sam?" she says. "We do good work already."

Sam sets his fork down without the delicacy he did at breakfast. Wiping his mouth with the back of his hand he says, "Comes right from the board. From there it trickles down like a cascade. As soon as they make decision, it permeates through the whole company. They're above me, Suzie. Nothing I can do about it."

"But you're a suit."

Sam smiles, "Yeah, but that's just my day job." He gives her a wink that is either flirtatious or means they've already been to bed together. He's working all the angles here. It occurs to me that Sam is not just the public face of Cybertronic, he's also the public face for the working man. I wonder how many roles he plays.

DINNER

"You didn't get a firmware update with the rest of them," I say in the elevator on the way up to the 200th floor penthouse where the party is being held.

"I'm not wired in that way." I can see his expression change for a fraction of a second in the mirrored door in front us. I wonder if he's preparing for a lie or the truth. "I'm not exactly part of the core. You see how the managers all froze. I can't afford inhuman moments like those. There are enough drones in the company as it is. We want to show that people are making the high level decisions."

"I got the impression you didn't like the executives much."

"Oh, I like them fine. In small doses." I'm not sure I believe anything he just said.

The doors open on a lavish party. You can see Luna glittering from behind the floor to ceiling windows. Classical music wafts like a pleasant scent from a small orchestra. Everyone, including me, is wearing tuxedoes or dark dresses. It's a convention of the pretty people, and I find myself lacking.

Conversation is plentiful here at the AEM end of quarter party. These are, Sam assures me, the most corporate of corporate types. I admit my disappointment that he didn't take me to the SWI party instead. "They don't have parties," he says with as serious a face as I've seen all day.

Pieces like these, puff pieces, they're aren't supposed to be about the reporter. You're reading this magazine because you want to know about Sam Veranase not me, but indulge me for a moment. Prior to working on stories like these, I did real investigative journalism. I was on the lines with the Blood Berets, an embedded correspondent. I know a story when I smell one, and SWI is it. Cybertronic is it. Everyone in the business knows there's more going on here than they let on.

But with Sam, you really believe they mean the best for humanity. I can't say if that's true or not. We're talking to a woman from Education, Training, and Publicity, Sam's division. She's nothing like Sam. The last ten minutes have been her talking about the future of Cybertronic being tied to the children it produces. She's got a very narrow view of who these kids should turn out to be. I get the feeling Sam doesn't want me to hear her go on, as he's tried to get her onto another subject all the while. She's had too much to drink. I count on moments like this.

"What I'm telling you, Mr. Chianese, is the children will determine the future of not only this corporation but the whole system. This isn't just a corporation it's a... it's a... it's a religion. That's what it is. You have to believe."

"Alright Debra," Sam says, putting a firm arm around her. "Let's go find you some coffee." He pulls her away while the other people in the group make careful eye contact with me.

"What did she mean, a religion?"

One of the men shrugs. He's a bureaucrat. "She's a teacher. She takes her job very seriously, but in the wrong way."

Another man from Administrative Bureaucratic Control nods in agreement. "Teachers are like artists here, only they paint with unformed souls."

The two men laugh. The first says, "That's something from their literature. They mean well. Hell, they may even be doing well, but it's ABC that keeps this company moving. Not everyone can have pie in the sky visions about tomorrow. Someone has to look after today."

"And someone," says an attractive brunette from Legislation and Applied Justice, "has to keep you running." The other two men scowl.

"We're like any other corporation, Mr. Chianese," the woman says. "Except when we're not" She smiles. "Ah, there's Sam."

She backs away slightly and offers her hand in goodbye. I've been handed off. Sam is friends with these people, or anyhow they respect his position. I'm not going to get a story here.

A NIGHT CAP

I haven't been to this neighbourhood since I was a stringer for a local sector rag. It's run down, but not too bad. It's not in Cybertronic territory, but two Chasseurs looking dressed up for the prom are outside watching.

Sam and I look out of place in our black finery. The long bar is washed in a fluorescent light from the neon ads for off-world beer. It's a dirty place, what they call a dive bar.

"Sam," the bartender nods as we sit down. She pours him something on tap—a Venusian ale and a shot of whiskey on the side.

"Sally," he says. "He'll have the same."

Our shot glasses clink as he offers a toast, "Cheers to the both of us."

"What was all that back there, with the teacher?"

He shrugs. "Part of corporate life, I'm afraid. The work leaks into your personal life until you don't have a personal life anymore. Right, Sally?"

"You still come here, Sam."

"Damn straight." He pulls out a pack of cigarettes I didn't know he carried. I haven't seen him smoke all day.

"I grew up three blocks from here," he says tapping the bar. "My old man drank himself to death here. Brought me when I was barely the height of the stools we're sitting on."

"You're not legacy Cybertronic?" That surprises me.

"No. I'm not from any family you'd have ever heard of. We didn't have any corporate ties. Grew up during the recession before last. Old man didn't have a job, my mother ran off when I was maybe six. Just me and my sisters." He's never talked publicly about his family life. I didn't know he even had a family.

"I don't get it. How did you wind up at Cybertronic?"

His eyes get wistful for a moment. "You ever take the train and see one of those card sharps or shell game kids?"

"I'm not following you."

"You know. The shell game. Sam upends three shot glasses. Under one of them, he sticks a nut. He begins to move them around quickly like a magician.

"Oh, that. Sure."

"I used to run those, or I'd be in the crowd. See, you always have a couple of shills with you. People who don't look like they'd know each other. An uptowner and a kid maybe. A working gal and a suit. The game is

to find the nut." He shifts the glasses around even faster.

"Where's the nut?"

"It's right there, Sam. They're made of glass. I can see it."

"Course you can." He lifts the glass and eats the nut. "You would have won twenty crowns."

"I still don't follow you."

"What a guy like you doesn't realise, what he can't realise, is that everyone on the train is part of the same game except him. You're the nut. They're fleecing your wallet, taking your credit, running your picture through any database they can to see if you're worth anything for ransom. Everyone on the train is part of the game but you. All my life, I wanted to have the train itself be part of the game too. I thought that would be the ultimate con."

He looks around meaningfully at the bar.

"What are you telling me, Sam? All of this is show? This bar? This whole day?"

He stands up, lays too much money on the bar and puts on his coat to leave. "You're not thinking big enough." He tips his hat to me on his way out. "The boys will see you get home safe."

I shout after him before he goes, "Hey, you really from around here, or was that all part of the con too?"

"Sure I am. Why not?" He winks as the door closes behind him. I'm left with my own reflection in the rain streaked window. I miss being a real reporter. I've lost my edge. These articles aren't supposed to be about us, the journalists, but this entire day was about me.

I have a nut. I drink my beer. I check to see if my wallet is still there.

THE TRUTH BEHIND CYBERTRONIC

ALEXANDER AND PETER

Cybertronic secrets lie with one man: Alexander Durand. Brother of Peter and Nathaniel Durand, Alexander is a veteran of the first Dark Legion War and other conflicts on which mortals may only speculate.

Despite all the conspiracy theories surrounding the founding of Cybertronic, it was Alexander alone who engineered the creation of the corporation. Certainly, he had confederates, but it would be a mistake to ascribe the existence of Cybertronic to anything other than his extraordinary will.

The impetus for the creation of Cybertronic was a long time in the making. It begins with Peter Durand, known as the Light. Little is known of the three Durand brothers, whose origins are lost to time. What is widely believed to be true is that the brothers are very, very old. They originated on Earth sometime in the distant path, and seek to guide humanity to defeating the Dark Symmetry. Peter and his brother, Alexander, were devastated by the loss of their brother Nathaniel. Not only had they lost family, but they had lost a crucial piece of their war plan against the Dark Legion. Wracked by grief they had not felt in centuries, the two brothers wandered for years until they settled on Venus inside an old Mishima cloning facility.

Their plan was desperate and born only of the grief that close relatives can know. They would clone their dead brother. Perhaps they were misguided, but who among us has not felt the wrenching desire to bring a lost loved one back at any cost? Still, the facility was old and the technology subject to the infestation of Dark Symmetry. The two brothers worked tirelessly trying to iron out the defects in the original cloning technology. They would not clone their brother until they were assured he would not be corruptible by the Dark Symmetry. As the centuries wore on, Alexander began to advocate that the surest path toward their goal was to implement cybernetics into the cloning process.

This was unthinkable to Peter, for that very technology had caused the Fall. Introducing such gizmos and computers into human flesh had led to the near demise of the race once before. In time, a rift formed between the two brothers. Alexander became less and less interested in cloning their dead brother and more and more convinced that cybernetics, coupled with cloning, would provide the incorruptible solider needed to fight the Dark Legion. There was little he could do on Venus and even less he could do to convince Peter. Alexander parted ways with his brother then, and headed into unknown territories of space.

Over years, perhaps decades, Alexander sought the lost technology he would need to fulfil his goal. He knew he needed one solid piece of functional pre-Fall cybernetics. Rumours and legends persisted about a great warrior lost in the long ago called The Immortal, and so Alexander returned to the past where his story had begun.

On the Asteroid Cyaneus, he retrieved the warrior known as The Immortal. The Immortal had been left behind for nearly a millennia when Alexander rescued him from his exile in space. Like Alexander, he was a man of the sword and the two bonded, for where Peter was the Light, Alexander was the Warrior. Indebted to Alexander, The Immortal swore his loyalty to him. Part man and part machine, The Immortal would provide the basic template for all of Cybertronic cybernetics in the years to come.

Cybertronic fights the Dark Legion as passionately as the other corporations do.

THE WARRIOR LOST

The first true hybrid of man and machine, The Immortal was left to wander the Asteroid Cyaneus after the Imperial Base fell there long ago. For over a thousand years he wandered, some kind of cybernetic Methuselah.

In that time, Alexander became aware of him and, after centuries, found him still on that asteroid. A survivor of numerous wars himself as well as an outsider, Alexander and The Immortal bonded. The two became fast friends. The Immortal had not had human contact for so long, he could barely remember what it felt like. In time, the first human he'd seen in a millennia would become less and less human. The Immortal would watch his old friend use the technology that made him impervious to the Dark Symmetry to build an empire. He would see his old friend integrate the new technology into his own body as he fused with the machines he sought to create.

The Immortal is a warrior first and foremost. He was bred for battle. In the many centuries he sat isolated on that asteroid, he came to know himself. He came to understand the nature of his cybernetic heritage and felt it was his punishment to be banished there for forsaking the body creation had given him. Such soldiers as he were expendable. They existed only to defend man, not to become him.

In the beginning, the two friends had that in common. As the years went on, Alexander seemed to lose that perspective. His friend was there to remind him, but Alexander is perhaps more machine than man himself now. A parting of the ways has come. The Immortal has not yet decided what to do, but he has decided something must be done. His friend is probably gone, lost to the advanced being he has become. Does Alexander think himself ready for apotheosis? Is he mad? Or, more disturbingly for The Immortal, is he right? Is he the future of the race? If so, what are they fighting for?

The Immortal bides his time. While time is what he has in ample supply, the world does not. He must act soon if he is to act at all. But how? Should he seek out The Brotherhood, Peter, or try to wrest control of Cybertronic from his saviour and friend? His choice may decide the fate of not only Alexander but all of Cybertronic. It may decide the fate of the war. It is not for a solider to make such decisions… and yet this old soldier may be the only one who can.

What happened after is unclear, though it is known that Alexander used the cybernetic technology which ran through the organic matter of The Immortal as basis for his research. Quickly, it became apparent that the funding necessary to properly reverse engineer and improve this technology was going to require capital on the scale of a corporation. It was then that Alexander decided to found Cybertronic.

The other corporations had centuries on him. What could he, a lone brother and warrior, do to catch up? He looked to war. Texts from Earth spoke of the greatest generals as those who, instead of charging into battle, fought only the battles they could wage on their terms. Alexander could use the very tactics of war to take what he wanted from the other corporations. It would require the single greatest manipulation of the stock market the world had ever seen, but it could be done. Moreover, if it could be done, it had to be done so swiftly that the heads of Bauhaus, Mishima, Imperial, and Capitol did not have time to react. It had to be done in a single day.

Alexander enlisted the help of families whose bloodlines he could trace back to the First Dark Legion War, families he trusted. He proposed his bold plans and the goals behind it to his allies. None refused. Some were already highly placed in the corporations. Others worked behind the scenes. All agreed to Alexander's plan to cause a "ghost crash" of the market during which he would use the venture capital the group had gathered to buy vast swaths of corporate stock and establish Cybertronic.

Everyone has heard of the Great Crash on Founding Day, and we will not recount the specifics here. Suffice it to say that Alexander was successful. Cybertronic was born, but it was a fragile infant of a corporation. Just a fifth in size and net worth to the other four, it was vulnerable, and all eyes were on it.

Fortunately, the holdings acquired during Founding Day provided some measure of temporary shielding against the wrath of the corporations. Alexander's allies supplied the rest. Each had been busy recruiting other high ranking executives, scientists, and generals for defection to Cybertronic. That such a large conspiracy never got out prior to its launch is nearly impossible to conceive. To this day, it is unclear whether something more than old friendships were used as leverage. Cybertronic, after all, is known to use drugs and manipulation of memory to keep its current employees faithful.

Who can say what Alexander did? It no longer matters. What matters is that hosts of defections occurred simultaneously with the acquisition of corporate wealth. Cybertronic not only had money, it had inside intel on the other corporations. It would take some while

for such security breaches to be overcome. In that time, Cybertronic pushed forward with its technological products to become the equal of the other corporations.

This, however, was but the first step in a very long plan. Alexander stood at the head of an empire of his own creation, but the empire was merely a means to an end. The Dark Legion would eventually overcome man if something was not done to stop it. Alexander, unlike his brother Peter, did not possess the virtue of patience.

THE LOSS OF THE FLESH

With the capital acquired through the release of cutting edge technological products – really little more than repurposed pre-Fall tech at this point – Cybertronic was already years ahead of the competition in terms of innovation. Yet none of that would

accomplish what Alexander needed. The tech was still susceptible to the Dark Symmetry, and Cybertronic could not proceed with mass production of cybernetics or AI without sealing them from any possibility of corruption.

Research funds poured into the putative ARD Pillar, but to no avail. The answers eluded them. It was at this time that Alexander decided he needed to know more about the Dark Symmetry in order to defend against it. Cyberopolis was established as a closed city on Mars. Here is where detractors say Alexander first stepped off the path of humanity and toward that of something decidedly other. While he was at this point free of cybernetics, Cyberopolis was a creation many say could only have come from a mind somehow inhuman. Alexander would no doubt argue it was a decision that could only be made by a veteran of war. Sacrifices are the wages of battle.

Dr 'John Burnham' looked down at his computer as it displayed a continuous stream of data far beyond the ability of any normal person to comprehend. But John Burnham was no normal person. He was more than human.

John Burnham was a happy man. He had the best job in the world, working as a leading light researcher in the RDM division of the best organisation in the universe: Cybertronic. He had not always done so, he was aware that he had been recruited from either Capitol or Imperial. It did not matter to him which one it was, as really they were both the same: mired relics of antiquity holding back humanity from achieving its true place in the universe. When he awoke after having his mind wiped in the tabula rasa process, Cybertronic had offered him a selection of names. John Burnham seemed most suitable – he was after all, a doctor – and Dr Burnham had a certain ring to it that he found appealing. His DIANA had agreed. Since then he had firmly established himself as a masterful researcher, once more confirming that Cybertronic had been correct to recruit him. When he finally had his original memories returned to him, he found his previous existence quaint and lacking, though he was amused to discover that the initials of his original name – as listed on the death certificate – had been J.B. It was just a shame that his former wife had not understood. She kept asking all the right questions in the wrong places and that was causing problems for his employer.

Dr Burnham shrugged and stood, turning towards the operating table as he did so. He looked at the woman sedated on the table, lying face down and prepared for

the surgery that would make her post-human. She may not have understood previously, but soon she would. John Burnham hoped she would be as happy as he was. And who knew, perhaps one day they might end up having a relationship again.

Thanks to John Burnham.

Cyberopolis was never intended to be a profit-generating city. Instead, it was a Skinner Box. The Dark Symmetry had already shown interest in Cybertronic's attempts to create untouchable technology. Alexander decided to use that against it. The city was built to be self-contained. Nothing could get in or out without Cybertronic's, and Alexander's, express permission. Disinformation was leaked to dark heretical cults that suggested Cybertronic was testing incorruptible tech at Cyberopolis. The bait was set, the Dark Symmetry followed.

Once inside the city, the demons could not escape. They became trapped, prey where they thought themselves hunters. The entire city was an experimental chamber to see how the Dark Symmetry worked and how it infested technology. The results were stunning and disconcerting. There seemed no solutions. Technology was inherently susceptible to the Dark Symmetry, yet a light was found in the darkness. While no Earthly element seemed able to stop the corruption of logic gates and circuits, minuscule elements the Dark Legion had brought with it did. Cybertronic could use this new element against its enemy.

It was a crystal, used as talismans and trinkets by the beasts. The scientists at Cyberopolis sent the material out, and it was successfully integrated into logic gates and chips. These chips were then sent back to Cyberopolis and implanted into human beings. Those people were not corrupted.

What of the thousands who already had been lost in the search for a solution? What of the dead and insane whose minds had been laid bare for the purpose of Alexander's experiment? Was this the only fruit their sacrifice bore, a tiny amount of an element that could not be synthesised?

Alexander fell into a despair unlike any since his brother's death. He secluded himself away in Cybertronic Tower on Luna and did not leave for months. The Board ran things in his absence. So things might have remained had not Cybertronic IES agents intercepted a message from Nero.

A mission dispatched there had, among other things, discovered a nearly limitless supply of the crystal element in question. Alexander, through the hand of fate, was given a second chance. The deaths and madness in Cyberopolis would not be in vain. A secret mission was sent to the rogue planet, which brought back enough of the transparent crystal, now called Element 13, to fuel Cybertronic's machines for a century, or more, to come.

THE LOSS OF THE FLESH

Element 13 unlocked the gate that had barred Cybertronic from proceeding unhindered into reverse engineering and innovating pre-Fall tech. The years immediately following the mission to Nero saw the single greatest explosion of technology since The Fall. Not

The terror of corruption was once something that plagued all cybernetics.

surprisingly, those years also saw the rise of Cybertronic from upstart to dangerous rival. The technology coming out of Cybertronic was so far ahead of any competitor that it was a wonder they did not dominate.

Corporate dominance held no interest for Alexander. His only goal was to create a hybrid human who, with the assistance of cybernetics, could defeat the Dark Legion. Yet, even as he pursued this goal, he began to integrate the tech into himself. Or, perhaps more accurately, he began to integrate himself into the tech. Alexander became part of Cybertronic Tower. At first he was wired in by implants, but soon he was living inside a vat. The Tower and Cybertronic became an extension of his being. His eyes are the IES, his muscles the MRC. Alexander became indistinguishable from Cybertronic. This fusion of man and machine caused Alexander and The Immortal to drift apart. Where The Immortal saw the cybernetic soldier such as himself as a means to defeat the Dark Legion, Alexander began to see it as the future of the race.

Eradicating the Dark Symmetry was still Alexander's first priority, but he began to think about what came afterward. Who can say

To: [Encrypted]
From: [Encrypted]

DECODED BY PROXIMA MACHINE

March, 21, 1138 YC.

Report immediately to the Board and Alexander ONLY. Do not go through usual IES channels. This is a Board Level Secret.

A ship designated *H.S.S.S. Zephyr* was left in orbit above the planet known as Nero. The ship is a pre-Fall Imperial exploratory craft, registered to Clan Murdoch. It crew logs claim that it made contact with something which matches the description of the Dark Legion. The Zephyr's logs are garbled and incomplete, and only we were seemingly able to detect its emergency beacon.

Some catastrophe seems to have befallen the team that landed on planet. Two survivors were able to return to the ship, but they were unable to leave orbit. Intel from within Imperial suggests that the survivors sent a message back. Amongst the few intelligible things recovered from their ramblings were the mention of an expanding forest of the nearly invisible crystals. "They grew out of the damn sky!" Is a direct quote obtained by our operative.

The logs indicate the crystals are so transparent that only their facets can be detected when ample light reflects from them. The team evidently wandered into a razor field of these crystals. The results are best left to the imagination.

Trace samples of the crystal were found on the space suits of the two survivors. Imperial has been unable to identify the material from the analyses sent back. Given the description and the strong presence of the Dark Symmetry on Nero, I am confident this may be Element 13.

I am returning to discuss the matter directly with The Board. Should Alexander OK a mission to retrieve the crystals, IES will necessarily have to be on board. This could be it. This could be what we've been waiting for. Alexander must be roused from his melancholy. We may have redeemed our actions in Cyberopolis. If this is Element 13, God… I can only hope.

–The Column

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Valuable discoveries can be made in all manner of places.

how much of the wiring in his brain, the translation from a creature of blood to one of circuitry, influenced his thoughts? The Board members eventually died and were replaced by clones of Alexander. From the apex of the Tower through to the executives wired with DIANAs, the corporation was the extended nervous system of the man that had been Alexander.

Alexander now had two goals: the eradication of the Dark Symmetry and the foundation of a new race. Humanity would no longer be an organic creature. The fusion of man and metal was the future of humanity. Alexander could see that clearly now.

Always immensely secretive and secure, the outside world noticed only slight changes in the way Cybertronic operated. In the past, the Board had usually acted with a unanimous voice. Now, it was always unanimous.

Top executives at rival corporations took notice. There was no way a corporation could function with the single-mindedness of Cybertronic. It simply wasn't feasible. No matter how good one's executives, there was a fractious nature to a corporation, the business was always at war with itself. This was not the case with Cybertronic. The other four corporations, The Brotherhood and The Cartel held secret meetings.

Yet what could be done? Cybertronic's tech showed no hint of corruption. The company itself likewise. It was almost as if it was immune… or in league with the Dark Soul. This is when the rumours began. Quickly, frustrated executives and leaders settled on what they thought was the simplest answer – a conspiracy with the Dark Symmetry. Decisions made at this time continue to cost Cybertronic's rivals. They allowed fear and prejudice to influence their analysis. The few voices that spoke of other answers, even true answers, to Cybertronic's success were lost in the sea of people crying heresy.

CYBERTRONIC TODAY

In the space of only a century and a half, Cybertronic has become potentially the most powerful corporation in existence. Alexander has become Cybertronic, and Cybertronic has become him. For the first time in history a sentient being is, for all intents and purposes, also a corporation.

The Board of Directors are clones of Alexander, wired with the XANDER AI. This allows Alexander to download himself, or parts of himself, into any one of them and attain physical form again. He moves freely between the flesh and the networked world of subreality. However, to someone who can access the bodies of a million people, the minds of hundreds of thousands, one body proves limiting.

Alexander believes his transcendence is imminent. The Immortal thinks he seeks to become a god. The truth is known only to Alexander. Thus far, Cybertronic has not wavered from its goal of defeating the Dark Symmetry, but each new product cycle hints at something more.

Subreality, in particular, is of interest to The Immortal and the few who follow him. While there are numerous reasons why such a creation is valid in the war against the Dark Legion, there remains suspicion that subreality is more about what happens after the Dark Legion is defeated than it is about defeating it.

Alexander stands at a crossroads all humanity may one day face. Mostly free of his physical body, he is not yet purely consciousness. Still, few would argue he is entirely human anymore. His brother, Peter, has sided with his kin for now, but will this continue if Alexander drifts further away from what humanity has meant since the birth of the race? The Brotherhood, consequently, has a tacit agreement to let Cybertronic do its work, but one day, perhaps after the defeat of the Dark Symmetry, another war shall be waged. Humanity is never at peace. This, if nothing else, seems true about all our history.

Alexander is unknowable, at once connected to everything yet isolated from everyone, and none but his estranged brother truly knew the man he once was. Many within Cybertronic believe that Alexander seeks to overcome mankind's belligerence and aggression, because he fears that humanity will turn against itself once again when the Dark Legion is destroyed. Only this time, mankind will have the means to do what the Dark Legion could not: cause the end of human civilisation.

This is all premature for most people, however. The Dark Legion is stronger than ever. Some even say the war goes against us. For now any edge, however potentially dangerous tomorrow, is a tool that will be utilised in the war today.

Cybertronic: the symbiotic fusion of man and machine.

IN THE FIELD WITH DR. DIANA

JOHN CHIANESE

CLAN MURDOCH 888S shell our position in the forest each morning. It's reliable, a way to keep time because everyone's watches have frozen over in the cold. Well, everyone who isn't a Cyber. I guess that's just me.

I've been embedded with the 11th Chasseurs on this rock for twenty eight days. Twenty eight days of shelling followed by Murdoch charges that the Chasseurs keep pushing back. The problem is supply. Imperial has the orbit of this rock—Cygnus 412—locked up. We haven't been resupplied since I came down here from the south.

I'm here because of Dr. Diana. She's not what you'd usually see in the field, but she's the only thing keeping these Chasseurs alive. A clone, Dr. Diana is one of an unspecified number of "field medics" Cybertronic employs. Calling Dr. Diana a field medic is like calling the Cardinal a "fairly powerful man."

When the 888s come in, it's like the sky is screaming. You hear the whine, a kind of wailing of the soon-to-be-dead, before the shell impacts. When it does bare limbs are stripped from the trees like husks from an ear of corn. The same can happen to the men. We're dug in, but these foxholes only do so much against the impressive ordinance Imperial is fielding.

The men aren't dispirited though. Wide toothed grins light up faces caked in the dark earth of Cygnus-412. The asteroid has its own gravity, but only just. Consequently, those shells fly a lot farther. The Chasseurs were supposed to be backed up by a company of Cuirassier Scorpions, but the transport ship can't run the blockade. So, here they are, outnumbered and outgunned

but hanging on. It's how they're trained. "You're a Chasseur, you're supposed to be surrounded and outnumbered."

They hang on for three reasons. They're wired on Brain Grease, they are outfitted with

technology that would blow Clan Murdoch's mind, and they have Dr. Diana. Dr. Diana is only possible because of the aforementioned tech. Each Chasseur is twice as strong as a normal man due to muscle grafting. Their reflexes are boosted by circuitry you can trace along their

arms and legs if you get close enough. Their skeletons are bonded with metals and high impact polymers. Killing one of these boys is hard, especially if Dr. Diana is there.

Diana, or "doc," as they call her, is a small, unassuming clone. She looks, I presume, like all her sisters—sort of like the smart girl you had a crush on in primary school, if said girl had a spider's worth of extra artificial limbs. Her coat is loaded with hardware you've never seen outside the best stocked surgeries in the corporate enclaves. She can amputate a limb in the field without anaesthetics because she can interface directly with the computers implanted in the spines of the Chasseurs.

Sergeant DeVries was walking the perimeter late at night when the shells came in. He took a hit two meters in front of him and landed twenty meters away missing one leg. Had this happened to anyone but a Chasseur, he'd already have been bleeding out from his femoral artery, but that implanted computer staunched the flow of blood to the missing limb. I wasn't sleeping, but having a late night smoke with my new brothers in arms. I slid out of my foxhole and went straight for DeVries. His teeth were gritted when I got there, but Dr. Diana had already cabled a wire from her brain to his spine in order to shut off his pain receptors. A microsecond later he was all smiles, and she gave a command to his brain to flood him with endorphins just in case. She did all this with a blur of motion as her multiple limbs seemed to work independently of the mind that runs them.

The wound was a raw, bloody stump like something the butcher would throw away. She cauterised the wound with a device that looks like a welding torch. This was right after she sprayed it with a foam gel that sterilised the wound. Already, she told me, DeVries was out of danger.

"The limb won't be saved. You'll be outfitted with a replacement at no cost," she told him flatly.

"Thanks, Doc." DeVries replied. "Maybe I could get one of yours since you have some to spare?" She scooped him up. Only half his size, Dr. Diana was able to carry him easily.

We didn't take any fire the rest of the night.

* * *

Dr. Diana doesn't smoke. As near as I can tell, she has no vices. She's sexy, but I'm not sure she has any interest in sex.

"Your blood pressure is elevated. Are you experiencing shock from the bombardment?"

"No." I smile and blush. I smoke my cigarette.

"So, you ever do anything besides this?"

She looks at me. Her eyes are dark and brown and unblinking. "What else would I have done? I was cultivated for this. This is what I was trained for since I can remember."

"And you're boosted, like them?" I say, pointing to the sleeping Chasseurs in the trench next to us.

"Yes. Like them. I could fight if need be. I am trained in most small arms. My knowledge of the human anatomy allows, for example, six different methods I could kill or incapacitate you with one hand right now."

I wonder whether or not that is supposed to be a joke. Dr. Diana's aren't known for their humour.

"What about you, John Chianese?" She always uses my full name.

"What about me?"

"Have you ever done anything else?"

"I worked in a Bauhaus factory as a kid then restaurants in college."

"And then you become a journalist by choice?"

"Yes, of course."

She blinks, finally. "We have no choice. We simply are."

"You sound sad about it."

She turns away. "Sad? The company is not good at perfecting our emotions. Sad is not something I reliably feel."

"How about regret?" I can see Titan rising in the distance from here. It might even be romantic if we weren't on the front lines. I lean over to kiss her. I know, I'm supposed to be unbiased.

Her lips are warm but dry and cracked. She doesn't return any pressure.

"Do things like that make you happy?" she asks me.

"They can."

"I have never known this, happiness. Sometimes, I think we were made incomplete so that we might accomplish one and only thing. Like DeVries, we are forever missing a phantom limb. We are always looking for it."

"That sounds almost philosophical."

"We were required to ingest all remaining pre-Fall Earth philosophy as part of a program to boost our empathic responses. It failed. The program was discontinued."

She turns without a further word, walking down the wooden slats of the trench with those platform heels Dr. Diana's are given. Sexy, the brochure says, sexy nurses on the front line.

"Gives our boys an advantage," I say quietly to the dark. I guess I fell for it too.

SUBREALITY

HOW IT CAME TO BE

Subreality is one of the more unique products Cybertronic offers. It is also one of the most enigmatic. Currently available only to a select market, eager consumers huddle around news reports waiting for the affordable model to be released. To understand the nature of subreality, one best looks to its origins.

Cybertronic was not trying to develop a consumer product when subreality came into being. In fact, subreality is the amalgamation of two separate projects. The first was an intranet designed for workers in The Tower, and the second was a training program developed to quickly prepare recruits for Cybertronic's army.

The more connected proto-SARaHs and proto-DIANAs became, the clearer it became to Alexander that he needed a way they could all interface collectively. Enhanced efficiency and crowd-sourced solutions were being hampered by the two AIs' ability to link in large groups. Cybertronic needed a space in which all the AIs, and their hosts, could enter and interact. Inside The Tower, this intranet was developed.

Yet the primitive data sharing space had massive limitations. Alexander decided that visual-spatial representation of said data was necessary to facilitate the speed and connectivity he desired. Eventually, he wanted all employees in The Tower to be as accessible to him as his board of clones.

While CRI was beginning to implement primitive shapes in a 3D simulated space by accessing the brain's neural net directly, MRC was working along parallel lines to develop a simulated battlespace in which to train new troops.

Subreality is like a city built of information.

One of the company's main tenets is the idea that the Dark Legion will reach a pace of producing soldiers that humanity cannot match. These unnatural enemies have had unknown aeons to prepare for battle. The short life of a man allows for little in the way of such preparation. MCR's solution was to model a training so real that it would be akin to actual combat. Further, if it could simulate this training in the mind, it would be able to compress months or years of training into a fraction of real time. Better soldiers could be produced more quickly.

As these two projects progressed, Cybertronic realised that there might be utility in fusing them. The directive was given, and the first version of subreality were tested inside The Tower. At first accessible only to the highest level executives, Cybertronic quickly allowed lesser employees access, so it could observe what they might do with the virtual space. The commercial applications appeared rapidly and seemed limitless.

WHAT IS SUBREALITY?

Friends might have used it, the news might be talking about it, but what exactly is subreality? In short, it is a world that does not exist outside of the mind and the advanced computers inside The Tower. Subreality comes from 'substitute reality'. Initially a space to train troops and network ideas, Cybertronic learned these functions only limited the potential the product offered. As employees began to play with subreality, they naturally began to build things there. They built places to hang out, virtual clubs, and cafeterias. They built sports arenas and design workshops where prototypes required no physical component. They built vacation worlds on the shores of Venus for those who could not take the time to go themselves. Only their imaginations imposed boundaries on what they could design.

Alexander began to see an application beyond that which he had initially conceived. What Cybertronic had inadvertently created was a playground for human dreams. If more people were allowed access, the networking potential could be vastly increased. Imagine billions of minds sharing this space. What might Alexander be able to do with that? What might man become?

The first commercial-grade unit came in the form of a bulky helmet with circuitry reinforced with Element 13. Awkward, it was terribly expensive and initially only available in limited supplies. The first eager early adopters loved what they could do in subreality and an entire range of subprograms became available within a season. Still controlled by The Tower, these programs ranged from adult entertainment to educational materials designed to expand the human mind.

SUBREALITY TODAY

Now but a scant few years old, subreality has already grown to outpace the narrow limits of its creators. An entire world, in the form of an ancient Earth city, exists to be explored. Programmers realised that the human mind could naturally assimilate that with which it was already familiar. A city was a natural way of organising people and the places they visited. The look of old Earth came from a directive sent down directly by Alexander.

What an entrant finds upon first entering subreality is a city out of time. Looking approximately like mid-20th Century Europe, the sprawling conurbation has no natural limits. Transportation between locations is accomplished through familiar means. There are trams, subways, cars, and foot traffic. The city is populated at any time by the number of users logged in and the number of AI programmed to serve them. the AIs appear as 'characters' inside the program.

For most visitors, it appears to be a fully interactive world. Popular entertainment has begun to migrate to subreality. Where before people were forced to be content watching sports on TV, they can now sit in the stands and arenas during live play without leaving the house. The experience is, to quote Cybertronic, "Better Than Being There".

Likewise, interactive films have begun to spring up. In these, the audience no longer plays a passive role. Now, you can take on the role of your favourite character as you play through the action.

Wealthy youngsters congregate around fashionable clubs and hot spots inside the city. For those seeking vice, it is available in a clean package. The prostitutes of subreality carry no diseases, the drugs have no lasting side effects. There is building evidence that subreality itself may be addictive, however.

Realtime amateur combat can be had in areas like Crush:Kill:Maim. Executives by day become warriors after dark, taking on the Dark Legion, rival corporations, or just each other in free-for-all combat. Maybe you just like to watch, that is available too. Crush:Kill:Maim is one of subreality's most popular shows. For the celebrity obsessed, public appearances are often scheduled, and Patty Paige has just agreed to star in one of the interactive 'movies' subreality is becoming known for. It is an exciting time for an exciting technology.

THE TRUTH BEHIND SUBREALITY

The current line of subreality is achieved via implants directly in the brain. This provides a high fidelity representation of reality that the helmets cannot accomplish. The expense for either is enormous, and thus access is limited to the very wealthy. Cybertronic assures the public that they will get a less expensive model to market soon, but the public cannot get it fast enough.

Technological limits are only part of the reason that a cheaper product is not yet available. Cybertronic knows it has something more than an entertainment and information sharing medium on its hands. Alexander himself is said to infuse his essence into the city. What Cybertronic knows, and thus far no one else does, is that subreality connects minds on deeper levels than is first perceived.

Specially trained agents inside subreality are able to access the thoughts of those inside with advanced training and equipment. Not yet anything approaching a science, this method of information gathering is more like dowsing. Agents trained in the technique liken it to surfing another's dreams. The very best can dive beneath the wave and retrieve closely guarded corporate secrets, if they can differentiate between those thoughts and the host of personal secrets the average person acquires in his life.

This is a closely guarded secret amongst Cybertronic. If word got out, it could jeopardise all of subreality, as well as good will toward the corporation. Alexander has ordered shielding to prevent such spying in the future. Most of the execs privy to this information believe he's doing it in the interest of the product, the reality is quite different.

ALEXANDER'S VISION FOR SUBREALITY

Alexander has taken subreality as the potential answer to a problem only he, and the best of CRI, understands – there is a functional limit to how far the human body can be pushed. Integration with cybernetics cannot continue to advance at the rates currently seen without coming up against the wall of the human form. Simply put, humanity was not designed to integrate with machines. At a certain point, the subject ceases to be fully human.

But what if the essence of that individual could be inserted into a world like subreality? What if the minds of the entire species were connected? What power would such a collective have? Could even the Dark Symmetry stand against it? This is Alexander's vision for the future of humanity. He sees a race that can don and shed corporeal form at will – much as he can. He sees beings of pure thought connected so deeply as to become a single organism. He sees a future where mankind is united not in war against darkness, but in the expansion of its consciousness across the stars.

Some, like the Immortal, think he is mad. His vision of a humanity divorced from the physicality of being is not a future most want to imagine. Alexander would argue that this is the one way to save the race once the Dark Symmetry is defeated. He has seen too much war and knows it is ingrained in humanity as it now stands. A collective mind alone can attain lasting peace.

Further, he believes this collective mind can help overcome the Dark Symmetry. In the same way the Element 13 shields the individual mind, Alexander believes that he might be able to extend his essence through all the minds linked in subreality. This extended shield would theoretically protect the host of humanity from corruption. But the Dark Symmetry has already gained a foothold inside subreality, so Alexander may be woefully mistaken.

A POTENTIAL CONTAGION

The presence of Element 13 in most Cybertronic AI and cybernetics keeps the Dark Symmetry from corrupting users. This does not appear to be the case with all subreality units and implants. Though it is a small presence, that the Dark Symmetry is inside subreality at all is alarming to most of the company in the know. Alexander seems less concerned.

Alexander's apparent lack of alarm stems not from his growing separation from his physical body – though this may play a role – but the result of a long range plan. Like Cyberopolis, subreality is a Skinner Box, or parts of it are. Alexander's belief is that mankind can infect the Dark Symmetry in the same way it can infect us.

Whether this is true or not is a matter of some debate at the top of the Three Pillars. The science has not yet clearly come down on one side or the other, and opponents argue that the risk of exposure is too great compared to the potential reward. These protests fall on deaf ears. Alexander has an elite circle of AI and human minds conducting observation and experiments on the Dark Symmetry that infects subreality. There are sections of the city, of its sewers and slums, its back alleys and dilapidated buildings, where the Dark Symmetry grows like a second skin. In these places, Alexander and his team seek to find a way to either better insulate mankind from contagion without Element 13, or to allow the best minds in the world to alter the Dark Symmetry. Unfortunately, lives and minds are being sacrificed in the interim.

Once again, Alexander has made a bold, some would say reckless, move to turn the Dark Symmetry against itself. If he can somehow find a way to control a corrupted mind, he might be able to infiltrate the servants of the Dark Apostles. Of course, such an endeavour is a double edged sword. As the Dark Symmetry gains traction inside subreality, it threatens to spread at devastating rates. This is the primary reason that the consumer base for subreality remains limited. For the time being. Alexander is not so far gone as to expose the bulk of humanity to such contagion. The Immortal, and those who support him, are not at all convinced that this will continue to be the case.

The Dark Symmetry, for its part, is inscrutable. It grows in the minds of those exposed, sometimes quickly and sometimes slowly. People go mad – a fact IES keeps swept under the rug. There are areas of the city that just feel wrong. There are unnatural things in the sewers, if you believe the tabloids.

Even so, consumers are eager to explore subreality. The rumours of strange monsters and mind-wrecking malfunctions have not deterred the elite from buying the newest implants that have been released. Humanity has, after all, always been a species that privileges pleasure over caution.

PLACES TO GO AND THINGS TO SEE

As a fully functioning city inside virtual space, subreality offers a host of attractions, diversions, and sights. While this sourcebook cannot hope to cover all one can see and do inside subreality, the following entries should fuel the imagination of any GM who wishes to further expand this virtual world.

At the centre of the city stands The Tower. Like real world Luna, only the first ten levels are accessible to the public. The city radiates outwards from this central hub. Initially conceived like spokes around the hub of a wheel, the city has grown in strange and unexpected directions. Alexander has allowed such growth to continue unimpeded. Certain sectors are left for free form growth, while others are rigidly controlled by Cybertronic. An AI police force patrols the streets. Public transportation runs on time, and the city appears as one might imagine a major European city would circa the 20th Century.

However, almost anything can be found inside subreality. Like Luna itself, subreality is taking on both the best and worst aspects of its denizens. Art and culture run alongside base pleasures, all of them torqued slightly by the surreal nature of an unreal place.

THE ARENA
An open air stadium that serves as home to different sporting events, The Arena is a major attraction. Some events are amateur exhibitions between users, while others are professional games live from Luna or other worlds. A user can come to play or to watch.

The arena can seat thousands, and often does when a popular event has sold out. Sub levels allow for training, sparring, and the like. The Arena is vastly popular, but Crush:Kill:Maim Studios is quickly catching up.

CRUSH:KILL:MAIM STUDIOS
The Worlds Most Deadly Sport! Free form gladiatorial combat or rules heavy games to the death are just two of the products of this studio. A division of Cybertronic, C:K:M Studios has both professional and amateur events. Special programs allow for reduced risk of injury. Inside subreality, depending on one's settings, injury can take place just like in real life. The mind believes in the reality of subreality, and what happens there often affects the body as consequence. Cybertronic can mitigate this translation of the mental to the physical, but only to a point. Outside of controlled areas, there is little more to ensure a user's safety than that of a Luna citizen in a bad neighbourhood. The mind, it seems, has mysteries Cybertronic has yet to unlock.

For fans and participants of Crush:Kill:Maim, this is part of the attraction. Death sports must have the scent of blood. Amateurs usually start with safety settings on high, but quickly tire of the reduced fidelity that accompanies those settings. Fans have watched their favourite stars die bloody deaths right in front of them. More than one wealthy executive has died trying to find similar glory.

HAUS VATERLAND
Modelled on a real place formerly of Earth, Haus Vaterland offers entertainment and dining of all sorts under a single domed roof. The appearance of the facility is that of early 20th Century Berlin. Six floors host a variety of bars, odd museums, and, at the top under the dome, a vast dance hall. Here, on the grand stage, subreality stars are being born. The elite flock to nightly performances where they watch the birth of such stars. Done up in tuxedos and ballroom gowns, the dress code alone sets the place apart. Haus Vaterland is a wonder of Old Earth memories laid out for an easily bored rich caste all too familiar with modern things.

ZERO G
A nightclub that caters to the scions of the rich and elite who frequent attractions like Haus Vaterland, Zero G is home to the prodigal sons and daughters of some of the corporations' best and brightest executives. As such, it's a common place for IES dream surfers to come to try to discover ancillary information about the patrons' parents. It is also one of the most fashionable venues inside the city. If you're an up-and-coming pop star of any stripe, being seen here is a major coup for your brand. The latest mind drugs are also peddled here by dealers both legitimate and otherwise.

THE RIVER
A nameless river divides the city neatly in two. Boat rides are a common activity for couples on dates, and certain periods of time are designated for the river to freeze over and allow skating.

SKID ROW
A free from area that is enclosed, but not codified, by Cybertronic, Skid Row is an experiment with an unknown purpose. Skid Row is populated by the very poor and often homeless who have been given subreality gear – presumably by Cybertronic. Some theories maintain a rival corporation is knocking off the gear and trying to flood the city with undesirables.

Skid Row is not what it sounds like though. The homes here are nice but not lavish. The streets are clean. What Skid Row offers is that which is missing in the lives of the poor in Luna itself – space and dignity. These people do not have to be pariahs here. They do not have to be the underclass. They have their own walled and gated community

where they live out the sort of lives they can otherwise only dream about. You need a pass to get in, though juveniles often hop over the walls to tour the dreams of the average citizen. Why the place is allowed to exist at all is unknown. Perhaps it is a project of Alexander's.

MADAME XAVIER'S PLEASURE PALACE

A place to have your most decadent fantasies catered to and brought to life, Madame Xavier is whispered to be many things – an AI, a former Luna prostitute, a wealthy executive, and even a sick child. The truth is unlikely to be discovered. The popularity of the site is undeniable. No diseases are transmitted here. Secrecy is nearly assured. No one has to know you are here, because you are not, in fact, here at all. This draws executives from every corporation, and the corporate security of those corporations has noticed. In and out of the pleasure palace's revolving doors walk the very best that the corporations have to offer. Because Cybertronic has the technology, and the others do not, control is hard to maintain. Some corps have gone as far as banning employees from accessing Madame Xavier's, but there is little they can do to track them. Some of the men and women who will submit to your every whim are AIs. Undoubtedly, some are also IES agents.

THE SEWERS AND TUNNELS

A network of sewers and tunnels runs underneath the city. Being a virtual place, they serve no actual purpose, and yet they are there all the same. Some say they exist because they would otherwise be missed. Others argue they allow backdoors for Cybertronic to move between locations secretly. In any case, the sewers and tunnels are the spawning ground of legend. Some of it is tripe. Some of it is true. The Dark Symmetry does have a presence down here. Beasts from your worst nightmares can be found, but also just kilometres and kilometres of maze-like tunnels. The passages do allow travel without being seen by prying eyes above, but there is no guarantee of safety. Officially, the area is closed to all but authorised Cybertronic personnel.

THREE BROTHERS PARK

Located in a loop around The Tower, the park honours the Durand Brothers. A statue of each – Alexander, Peter, and Nathaniel – adorns the centre of the park. The three brothers raise up to a height of twenty meters, towering over a fountain atop of which spins a holographic picture of Earth as it was in antiquity.

Subreality can be just as dangerous as the real thing.

The park is a popular place for lovers and the lost alike. No graffiti can mark anything inside, though various juveniles have tried. People who come here report feelings of peace and serenity unknown in the outside world. Whether this feeling is a result of a program being run by Cybertronic or something mystical is unknown.

DREAM THEATRES

Located throughout the city, Dream Theatres offer a form of communion and entertainment previously unknown. The unique linking of minds allowed in the city affords places where people can go to really get inside each other's heads. These so-called Dream Theatres are *avant **garde***, controversial, and experimental. Patrons sit inside small booths and their thoughts mix and mingle with the other patrons. Each patron's booth is sealed by a curtain, so you never really know who you are imagining with.

Some groups create structures, plays, and art, while others cause conflict and engender bad dreams that carry into real life. There really is no way to predict what a given group will imagine here. The Dream Theatres are increasing in popularity though. There is said to be nothing like sharing mind space with a group of strangers. It is intoxicating, frightening, and exhilarating at the same time. Patrons report thinking thoughts not quite their own days or weeks after a communion. What's really happening inside these shared dreams is uncertain.

THE SUBWAY AND TRAMS

Conductors in crisp, blue uniforms guide, assist, and welcome travellers to the public transportation system of subreality. The city can, at times, be hard to navigate, and new users are advised to leave their travel plans to an established mode of transport. Walking aimlessly or driving one's own car quickly finds the novice lost amidst a city that, at least theoretically, has no boundaries.

The conductors are all expressionless and polite. They are meticulous in their duties but do not have sentience so far as anyone can tell. AIs with limited intelligence, they ensure the public transportation system is clean and runs on time. Police from The Right patrol the cars and stations themselves.

POLICE HEADQUARTERS

There is only so much Cybertronic can do to curb behaviour inside subreality. Given that Luna itself is often a bed of crime, it is unsurprising that subreality is home to some of its own. Illegal users operating on stolen equipment often play the roles of con men, thieves, and the like inside the city. Currency works just like it does in the real world, and the clever criminal can find a way to link back to your account from the 'cash' you carry inside the city. It is even thought an organised crime ring operates inside subreality.

Given all this, The Right takes an active role in policing the city. A special unit is trained and dedicated to working inside subreality.

Typical shifts are taken inside isolated beds within the actual police headquarters. An officer will slip into subreality there and 'wake' inside the Police Headquarters represented in the city. They then go about their beat as normal.

The police force here is smaller for now. Crime is not rampant and the streets in most areas are generally considered safe.

A STAR IS BORN

Patty Paige is the perfect example of how subreality has opened new avenues for celebrities to be discovered. Paige started out as a film and TV wannabe. She spent years in small roles trying to be recognised. She also spent lots of time trying to get noticed at Luna's hottest clubs – just like everyone else.

But Paige found a way around things. She was the first semi-famous person to make a subreality sex tape. Unlike the routine celebrity sex tape, which you can only watch, Paige made a tape with her boyfriend that allows a user to experience the boyfriend's end of the encounter. This immediately made her famous, or infamous, depending on your point of view. It also got her on a subreality program called Who's In The Water Closet? as well as two interactive films – one a noir mystery, the other a horror film showcasing the Dark Symmetry.

Paige is also in talks to host her own subreality talk night at Haus Vaterland. Her meteoric rise has been attributed largely to the sex tape, but some paparazzi think she is a creation of Cybertronic. If she is, she is likely only the first. Cybertronic has a lot of money invested in subreality, and making it the next great entertainment medium is essential to its business model

INTERACTING WITH SUBREALITY

For the most part, the experience of subreality is a simulation of real life. People interact with objects and other people in subreality in essentially the same way as they do in the real world; indeed, a person's presence in subreality is derived from his neurological makeup and his subconscious self-identity, so that their 'character' is much how they perceive themselves to be, albeit refined and perfected. A person is the best version of himself in subreality, without the flaws and problems that plague him in the real world. This, as much as anything, is seen as part of the reason subreality is regarded as addictive – it presents a preferable alternative to the world. Better still, any injuries a user suffers in simulated combat, or

the effects of drugs he takes in simulated vice dens are left behind and erased from his account the moment he disconnects. Even death is merely a temporary inconvenience, necessitating a short wait while the user's 'character' reboots and loads back into this substitute world.

For all normal activities with a character in subreality, use the normal rules, with the following exception. Being killed or rendered unconscious while in subreality causes the character to disconnect briefly, returning to the real world. Injuries, diseases, and other physical effects do not translate between subreality and the real world – real-world injuries have no effect on a subreality character, and subreal injuries vanish the moment the character disconnects.

However, properly-equipped and skilled users can do far more than the average person can. Reaching into the underlying technical foundations of subreality, a character can bend this simulated world to his desires, accessing hidden reservoirs of data and defying the 'laws' that govern interactions between characters and objects. This is commonly known as Hacking.

HACKING

Interacting with the underlying technology of subreality is reliant upon a network of nodes. Every person in subreality at any given moment, and every significant structure or location within subreality, is a simulation built around a node. Each node is connected to a virtually limitless number of devices – simulated objects and items that are dependent upon the node. For a combatant in an arena battle, the warrior's weapons and armour will be devices connected to his node, for example. For the majority of users, interacting with nodes directly is an occasional thing, done more for reasons of simple utility than for subversion.

To limit and discourage hacking, many nodes and devices are programmed with defensive software, with the most common form called a Firewall. A typical node – that of an ordinary person or a common public location – will have Firewall 1, while most common devices lack firewalls of their own, relying on the node they are attached to for defence. They are also protected by anonymity – nodes are concealed from the users of subreality by

layers of obfuscation and complex digital aliases that make it difficult to determine which node refers to which person, object, or location. This electronic obfuscation is known as Cloak, and all nodes have at least Cloak 1. The most important nodes are protected by potent Firewalls and extensive Cloaks.

It should be remembered that every character in subreality is interacting with the simulation via a node. A character has unlimited access to his own node, and to any non-person node he has been given permission to operate (such as an administrator running a particular location node), and may use its functions freely.

LOCATING A NODE

In order to attempt to hack a target Node, a character must find it first. This means overcoming its Cloak, and thus identifying which node is the one he is looking for. This requires a Sciences test with a difficulty equal to the Cloak rating, as a Standard Action. This basic difficulty applies to locating a node within Close range, and the difficulty increases based on the range to the target node: +1 difficulty for Medium range, +2 for Long range, and +3 for Extreme range.

Once a node has been located, it can be connected to as a Free Action at any point. Connecting to a node confers no particular benefits by itself, though it permits direct communication that cannot be intercepted, and the connection works both ways. A character may identify his own node, or one he is otherwise in control of, to other characters as a Free Action, allowing him to connect without needing to overcome the node's Cloak. Friends routinely reveal their nodes to one another, allowing them to communicate privately and instantaneously. New users are warned about revealing their nodes to strangers, as it is an easy way to expose yourself to attack.

A user may not connect to more than one node at a time. This limit can be increased with certain upgrades. He may attempt to connect to a node that already has its maximum number of connections, but this connection automatically ends at the end of his turn (unless he can forcibly disconnect another node to free up a connection before then). Maintaining connections with trusted friends is a common way of protecting oneself from intrusion, through the simple principle of strength in numbers.

LOCATING A NODE MOMENTUM SPENDS

BENETFIT	MOMENTUM	EFFECT
Widen Search	1+	Locate an additional node with Cloak X in the same zone as the initial target, where X is the Momentum spent. Multiple nodes may be located in this way, paying Momentum for each node.
Scan for Weaknesses	2+	For every two Momentum spent, ignore one point of one located node's Firewall or Shield.
Directory Search	1+	For each Momentum spent, identify one device or piece of software connected to one located node.

LOCATING A NODE MOMENTUM SPENDS

BENETFIT	MOMENTUM	EFFECT
Deeper Access	1+	Generate one additional Access per Momentum spent
Overwhelm	2+	Reduce the amount of free Access the target Node's user gains by one for every two Momentum spent
Intrusion Exploit	1	Re-roll all 🕇 from the attack software

REACHING A NODE

Once a character has connected to a node, the range of possible ways he can interact with it are limited – the Firewall prevents essentially any action other than communication. In order to do anything else, he needs to overcome the Firewall.

This cannot be done easily. Overcoming a Firewall requires attack software – packages that are designed for technological assaults. These programs come in a variety of forms, each with their own strengths, weaknesses, and specialised uses.

All attempts to breach a node – regardless of the software used – are a Sciences test, with a difficulty equal to the target node's Firewall. As with locating a node, this basic difficulty applies to locating a node within Close range, and the difficulty increases based on the range to the target Node: +1 difficulty for Medium range, +2 for Long range, and +3 for Extreme range. Lacking the proper software means that he increases the difficulty by a further +1.

All attack software has a rating, from 0 to 3. Attack software grants a number of additional d20s on the Sciences test to breach a node equal to the software's rating. Each attempt to breach a node consumes a single use of attack software – a failed attack leaves markers that make it easier to defend against in future, so a new iteration of the software is needed for each attack.

If an attempt is successful, roll to generate access. Each form of attack software rolls 🕇3, and grants a different benefit for each Dark Symmetry Icon generated – lacking the proper software means that you cannot attempt a breach. These represent the opportunities to take action created by the attack, and how much can be undertaken before the target node's natural security closes the breach. Roll 🕇3, account for any Dark Symmetry Icons generated by this roll, and note the total rolled. You may increase this total by +1 for each Momentum spent. This total can be divided up to create effects as listed on the Hacking Effects table. User access – such as each character has for his own node – allows the character to spend up to three points of Access for free as a Restricted Action, without requiring a Sciences test to breach the node.

The most common forms of attack software are as follows:

HACKING EFFECTS TABLE

ACCESS SPENT	HACKING EFFECTS
1	**Locate the node's physical location:** This determines where in the real world the controlling system or originating location of the target node can be found. In addition to the obvious uses, this reduces the difficulty to locate the node in future by one step.
1	**Disable Attached Device:** A single device attached to any node ceases to function. For example, this could cause a gun to become non-functional, or disable a simulated lock.
1	**Enable Attached Device:** A single device attached to any node resumes function, or is operated once. For example, this could cause a simulated gun to fire, or start the engine of a vehicle node.
1	**Disconnect:** You may disconnect one node from the target node.
1	**Reveal:** You may reveal the presence of the target node to one other node per Access Spent.
1	**Repair Defences:** Every point of Access spent restores one point of Shield to the node, up to the node's normal Shield rating.
2	**Secure or Hide the Node:** Every two Access spent increases the node's Firewall or Cloak by one temporarily. If the node had already been located, then increasing the Cloak means it must be located again by unconnected nodes. This effect ends after one hour.
3	**Crash:** The node is completely disabled, and shuts down. It can be reactivated from its source (by its intended user, for example, at the controlling system or originating location) without difficulty.
4	**Lockdown:** The node's user is locked out of the target node's functions, and he must hack to gain access.
4	**Claim Access:** The character gains user access to the target node, and may use its functions freely.
X	**Backlash:** The target node's user must pass a Willpower test against mental assault, with a difficulty equal to the Access spent.

- **Spike** programs are the most common and versatile of attack software. Spike generates one additional Access for the character for each Dark Symmetry Icon generated.

- **Blitz** programs are brute-force approaches, unsubtle but effective. Blitz has Access ⚔3, and reduces the target node's Shield rating by one if one or more Dark Symmetry icons are generated.

- **Whisper** programs are subtle, careful forms of software, extremely difficult to detect and defend against, but lacking in raw power. If one or more Dark Symmetry Icon is generated, then the Whisper program is not expended on that attack.

DEFENDING A NODE

There are two ways to defend against a breach attempt. The first and most common method is the use of defensive software – Firewall, and Shield. Firewall rating is discussed above, and increases the basic difficulty of breach attempts. Shield software bolsters this defence, limiting the amount of access an intruder can obtain. For each point of Shield rating a node has, a successful breach generates one fewer Access, to a minimum of zero.

Alternatively, a skilled user can defend his node manually. As a Response Action, the owner of the target node may turn the attacker's breach attempt into an opposed test, with the defender making a Sciences test of his own. If the defender wins, he may spend one Momentum to act against the attacker – either using three Access to operate his own node (such as to disconnect the attacker's node), or to use attack software of his own to breach the attacker's node, rolling to generate Access immediately.

SUBREAL EQUIPMENT

Equipment in subreality comes in two forms: simulated replications of real-world objects, like cars, guns, clothes, drugs, etc., and software that interacts with the fundamental architecture of subreality itself.

Simulated items are relatively easy to obtain, purchased using a form of currency that exists only within subreality. This currency is traded within subreality's own internal economy, using a digital equivalent to real-world currency (specifically, the Cybertronic piastre). In essence, items bought in subreality still cost real money, though these items cost far, far less than their real counterparts do. Purchasing a subreal version of an item that exists in the real world has a Restriction Rating two lower than the real item, and its Cost is only half that of the real item.

Software is another matter entirely. Altering the way a character interacts with subreality on a fundamental level, and equipping oneself with the tools to breach other's nodes and defend against such breaches, is an expensive and challenging prospect. Access to this kind of software is heavily restricted, and the software itself is costly, but the rewards can be worth the expenditure in the right hands.

SUBREAL EQUIPMENT

ITEM	RESTRICTION	COST
Standard Node (1 connection) with Cloak 1, Firewall 1, Shield 0	–	–
Enhanced Node upgrade (5 connections)	2	5
Greater Node upgrade (10 connections)	3	10
Cloak 2 upgrade	3	8
Cloak 3 upgrade	4	12
Firewall 2 upgrade	3	8
Firewall 3 upgrade	4	12
Shield 1	2	6
Shield 2	3	8
Shield 3	4	10
Shield 4	5	12
Oculus 1 software	3	8
Oculus 2 software	4	11
Oculus 3 software	5	14
Spike 0 attack software (per use)	2	4
Spike 1 attack software (per use)	3	5
Spike 2 attack software (per use)	3	6
Spike 3 attack software (per use)	4	8
Blitz 0 attack software (per use)	3	4
Blitz 1 attack software (per use)	4	5
Blitz 2 attack software (per use)	4	6
Blitz 3 attack software (per use)	5	8
Whisper 0 attack software (per use)	3	4
Whisper 1 attack software (per use)	4	5
Whisper 2 attack software (per use)	4	6
Whisper 3 attack software (per use)	5	8

A **standard node** is the default level of software presence found in normal locations and operated by ordinary users in subreality. It's included with the standard Cost and Maintenance rating of a Linkcouch and subreal access (page 268 of the *Mutant Chronicles* core book).

Enhanced nodes and **greater nodes** are intended to allow several simultaneous connections at once, and is normally favoured by hard-core users, particularly those participating in team sports or other activities requiring close cooperation between small groups of individuals. Inexperienced users are warned against acquiring enhanced or greater nodes, as the greater number of connections make it harder to secure yourself by connecting to friends.

Cloak upgrades, as noted above, provide additional protection from being located by hostile parties. **Firewall upgrades** similarly increase the basic difficulty of breach attempts against a node. **Shield software** heightens a node's resistance to intrusion by reducing the amount of Access an attacker can generate.

Oculus software is a series of routines and protocols designed to sift through large amounts of 'background noise' data and aid a hacker in locating a hidden node. Oculus software reduces the difficulty of a Sciences test to locate a node by an amount equal to the software's rating. This may remove the need for a test.

The three forms of **attack software** – **strike**, **blitz** and **whisper** – are described above. Different ratings provide a quantity of bonus d20s on the breach attempt equal to the rating. Attack software is purchased on a per-use basis – each purchase provides a single iteration of the software good for a single breach attempt.

A sufficiently skilled character may wish to try to program these kinds of software upgrades himself. This is entirely possible, but takes time and effort. The basic difficulty on the Sciences test is equal to the Restriction Rating, taking one day of work per point of Cost. Each point of Momentum spent may reduce the time taken by one day.

Thanks to Luca Meregalli.

The noise of Luca Meregalli exploring the old derelict was the only sound for kilometres. Luca loved the spaceship graveyard on Luna. So what if most people thought the whole area was haunted? He felt comforted surrounded by all these machines. He understood them and they understood him. He was a Tech Archaeologist and it was his job – and passion – to search the mothballed, discarded and hidden technology of the past, from the time back before the Dark Symmetry had infected society. The quietly rusting hulks contained technology so far advanced from everything a normal person would understand. So much was lost. But Cybertronic understood their value. They understood and valued him. They unlocked the secrets of the technology and found new ways to bring it once more to life, free of the taint of the Dark Symmetry.

The bulkhead ahead of him was suddenly torn open and a necromutant charged out of the darkness at him, roaring with inhuman fury. Luca's eyes narrowed, and faster than most humans could respond and he brought up the assault rifle and unleashed a concentrated burst of mercury tipped rounds into the necromutant's forehead. The bullets exploded inside the creature's skull, liquefying it. The creature took three more paces before its body finally realised it was truly dead and collapsed at his feet. Luca shook his head, pulled out a white phosphorous grenade, set the time for 30 seconds, dropped it on the corpse, and moved on.

He might be alone out here, but he was far from unprepared.

CYBERTRONIC IN A CAMPAIGN

THE CYBERTRONIC MILITARY

Cybertronic is secrecy. Even its military operations use some of the clandestine guerilla tactics of smaller forces. It rarely makes big, overt moves. When it does, other corporations take note.

Hosting a military whose technological prowess far surpasses other corporations allows Cybertronic to work with a leaner, more highly specialised force than is typically found elsewhere. It has been said that Cybertronic has no traditional units; every unit in Cybertronic's arsenal is a form of special forces. Thus, the closest it gets to the average "grunt" are the legions of robots it employs. Cybernetic soldiers, when fielded, are highly trained, highly prized, and highly valued.

Often referred to as the Mirrormen due to their chrome plated armour, Cybertronic's forces are, in fact, not all hulking metal monsters. There are plenty of those to be sure, but many more forces are cloaked in sophisticated camouflage implanted beneath the skin, as well as a host of other uniforms. There are obsessed military hobbyists who specialise in nothing but the enigmatic array of Cybertronic rank and insignia. To date, no complete collection of all unit patches has been found. To put it simply, no one knows exactly what Cybertronic has in its arsenal.

Cybertronic often finds itself outnumbered on the battlefield. Even so, it usually holds its own. It was Bauhaus that first said, "One Cyber is worth five of ours." The sergeant who said that was quickly executed. While that quote may be an exaggeration, it is true that Cybertronic can do far more with far less. Their Chasseurs have Heads Up Displays broadcast right onto their cybernetic retinas. This system interfaces with the latest satellite intelligence, field conditions, friendly unit statuses, and enemy unit suspected or confirmed positions. Where a typical force suffers from the fog of war, Cybertronic can see right through that fog as with thermographic goggles – something their cyber eyes also include.

Just try killing one of them. Their bodies are wired with cybernetic polymers stronger than many weapons that hit them. Failing that, their cadre of Dr. Dianas provide what is simply the best field surgery available. Chasseurs have fought with missing limbs for the rest of an engagement... and won.

If a soldier does manage to kill one of them, Cybertronic also has a resurrection program. Like some special ops Lazarus, certain Cybertronic vets are brought back from the dead to fight again.

Mirrorman vs Nepharite.

The moral and spiritual implications of this do not appear to bother Cybertronic, but they do bother its enemies in the field. More than one soldiers from a rival army has compared fighting a Cyber to fighting the Dark Legion; neither is completely human.

MORE THAN HUMAN

If there is one thing that sets Cybertronic apart, it is the fact that at least half of its employees and citizens are more than human. Of course, rival corporations label them as less than human. There's a host of jokes floating around Freelancer bars with punchlines poking fun at Cybertronic's machine infested cadres.

The Cybers take this with pride. Being human, to them, is something lower on the evolutionary chain. An organic soldier is a throwback, a hominin in the evolutionary chain. This outlook cannot be overstated. All Cybers evidence some level of superiority in their demeanour. Even the lowly worker without cybernetic augmentation

possesses a pride in those who have such advantages. For those more fully integrated with the new technology, the arrogance can be overwhelming. Cybertronic really believes it is the "the future of mankind". It takes its slogan seriously. It would be funny to others if it wasn't starting to appear true. Cybertronic troopers often perform better against the Dark Legion than any others. There is a growing envy and suspicion within the ranks of other corporations. The new kid on the block has matured and seems poised to become the bully.

Yet corporate doctrine at The Board level does not seize this opportunity. Cybertronic waits. The smartest rival analysts have realised that conquest of the solar system is not its goal. While it rose from nothing, like Capitol, it does not have the same impulse to expand its empire. To some, this is a relief. To others, it is cause for even more concern. If Cybertronic's immediate goal truly is the defeat of the Dark Legion, what are its aims once the enemy is gone?

Conversely, rumours abound that Cybertronic is in league with those very legions. A Cyber may find himself a kind of pariah outside his corporate enclaves. Not everyone looks kindly on a half human, especially when that cyborg might be working with the Dark Symmetry.

While these rumours aren't commonplace, they can influence the interaction between a Cyber player character and those he meets.

PLAYING A CYBER

Taking on the role of a Cybertronic player character – whether a former or current operative – can be a challenge. The nature of being integrated with machines changes a person's outlook. The player is free to take this as far as he wishes, but some aspect of alienation from a purely organic form is suggested. A Cyber really is both more, and less, than human.

Specific notes on role-playing iconic roles are given below. Each has its own outlook, needs, and goals. A player should never feel constrained by these. They exist as archetypal guidelines. There is nothing to prevent a player from assuming the role of a Pinocchio-like Attila who wishes the flesh around his metal endoskeleton were real.

A CYBERTRONIC FOCUSED CAMPAIGN

A campaign can focus on Cybertronic in two ways. The first is to have all player characters be active members of Cybertronic. The second is for the bulk of scenarios to revolve around the cloak and dagger dealings Cybertronic is known for.

CYBERTRONIC AGENTS

Choosing any corporation as the default background for the player characters provides a natural unity to the group. For a Cybertronic

campaign, the characters can come from any of the 12 Divisions, though some cohesion is suggested. A military style campaign would have room for MRC personnel alongside IES. Likewise, an intelligence gathering campaign could include muscle in the form of an Attila.

Some of the other Divisions are less likely to appeal to the combat focused gamer. There is, ostensibly, little for a bureaucrat to do in most gaming sessions. A short one-off session spent trying to navigate that world might prove an interesting diversion for a night's entertainment.

Because Cybertronic fields only elite units, a small group of player characters makes sense. They could be a team noted for their ability to get things done. The GM can direct them from mission to mission merely by issuing them orders. This shifts much of the burden of player character motivation off the player and GM both. It can be awfully frustrating to plan an entire campaign only to have your players decide chatting and brawling in the local bar is much more fun. A military campaign solves that problem for you. A note of caution: discuss this sort of campaign with your players prior to launching one. The military life can be a railroad style of play; the team gets its orders and then are off to complete its mission. Some players chafe under this style of play. Assess your group and decide.

FREELANCERS EMBROILED IN CYBERTRONIC PLOTS

This style allows a great deal of freedom for the player characters while allowing the GM to build an overarching plot revolving around one of the Cybertronic conspiracies. A group of Freelancers could find themselves working for Cybertronic one session only to be hunted by it the next. A corporation of such vast secrets tends to protect them well. Cybertronic knows the value of a Freelancer, but it also feels part of that value lies in being expendable.

Player characters in this style of campaign can be drawn from any background, though having one of them originating from Cybertronic could prove interesting. The GM should decide whether the team will be consistently hired by Cybertronic, or merely work around its various operations, sucked in unwittingly to its machinations.

Cybertronic is perhaps best understood as an onion. Each layer, once peeled back, reveals another. At the heart of it lies Alexander and his long range plans. A group may never learn of Alexander, content to explore the upper skin of our metaphorical onion. Mystery is key. You don't want your players reading the full contents of this book if you wish to keep them guessing. Part of the fun of Cybertronic, and *Mutant Chronicles* 3rd Edition in general, is the vast amount of secret history. Certainly, a GM is free to discard any of this history and move in his own direction. Samples of what one might focus on for canonical revelations follows.

THE DARK LEGION CONSPIRACY

The truth behind Cybertronic is a closely guarded secret. The rumours that the company is in league with, or controlled by, the Dark Symmetry are more commonly known. A campaign can play off this by laying clues that seem to point toward the assumption the rumour makes. Cyberopolis, for example, could be seen as the base of operations from which the Dark Symmetry controls Cybertronic.

The course of the campaign would follow a group of Cybers or Freelancers investigating the rumours. Each adventure could lead them further down the path of believing the rumours, or away from that conclusion. In the Subreality chapter, we provide a case where the Dark Symmetry has actually infiltrated some of Cybertronic, though not to the degree assumed by conspiracy theorists.

This sort of campaign works best if the GM likes a big mid-point reversal in his game. In typical screenplays, one can expect the entire goal of the narrative to shift about midway. Something changes, some aspect of what the protagonists thought they knew is unravelled, and it leads them down a new path in the rest of the film.

This works well in a campaign as it gives fresh motive at the point at which many players begin to sag in their enthusiasm. Pursuing what they think is a vast conspiracy, they eventually find out the truth behind Cybertronic. That can be both welcome and frightening depending on their point of view. Also, truth itself is always a point of view inside a company like Cybertronic. Nothing or everything might be real.

THE TRUTH

This campaign dives head first into the true nature of Cybertronic. The full picture may not be visible at first, but the player characters will gradually gather fragments of the puzzle. Alternatively, they could be high ranking members of IES who know much of the specifics of the company's real goals. This works well for a group composed of nothing but Cybers.

The conflict in this campaign can come in three forms. The first is the external threat of other factions such as The Brotherhood. While there is, at the highest levels, some understanding between the two entities, The Brotherhood has historically seen Cybertronic as a threat. Trying to fight it while keeping the corporation's secrets is no easy feat. Any other faction could provide a similar campaign nemesis. The players may be Cybers who have secretly infiltrated another organisation, and the entire gameplay can revolve around discovering what that entity knows about Cybertronic and then sabotaging it.

The second enemy in this campaign may come in the form of the Dark Symmetry. The adventure included in this book hints at this style of play. The players are working against the infiltration of the Dark Symmetry into subreality. They may know what subreality is really for, or may discover it along the way. Their primary goal will be to thwart that dark conspiracy. This works best for an intrigue mode of play, while allowing the GM some surreal terrain and encounters inside and out of subreality.

One Cybertronic soldier is worth several enemy combatants.

TRUE BELIEVERS...

HEY, THERE! IT'S YOUR OLD UNCLEZEPH COMING TO YOU FROM PARTS UNDISCLOSED TO TALK TO YOU AGAIN ABOUT CYBERTRONIC. OF COURSE, WITH CYBERS YOU NEVER KNOW JUST HOW 'UNDISCLOSED' ANYTHING IS, DO YOU? I'VE BEEN GRINDING THROUGH MY SOURCES ONCE AGAIN AND CAME ACROSS A TIDBIT THAT WILL BE OF INTEREST TO ALL OF US WHO STILL VALUE TRUTH OVER LIES.

A MAN ON THE FACTORY LINE, WHO SHALL REMAIN NAMELESS, JUST HIPPED ME TO A NEW CORPORATE DOWNLOAD HIS EXECUTIVES PROCESSED. THE USUAL DROOLING ASIDE, MY SOURCE SAYS HIS FOREMAN WENT NUTS. HE GRABBED A WRENCH AND CAVED IN TWO PEOPLE'S SKULLS. BET THAT DOESN'T APPEAR IN THE DAILY CYBER, HUH?

SURE, THAT COULD BE AN ISOLATED INCIDENT, BUT I HAVE A REPORT FROM A "WORKING GIRL" HERE IN LUNA WHO SAYS AN EXEC GOT HIS UPGRADE RIGHT IN THE MIDDLE OF WELL, YOU KNOW. ANYWAY, HE FREAKED OUT AND ATTACKED HER. SHE ONLY GOT AWAY BECAUSE SHE CARRIERS A STUN GUN MADE BY, YOU GUESSED IT, CYBERTRONIC.

YOU REMEMBER THAT TRIPLE HOMICIDE IN SECTOR 4? WELL, I HAVE A SOURCE INSIDE THE RIGHT WHO SAYS IT'S RELATED TO THE SAME THING. THE EXEC UPGRADE MADE THE PERP GO SIDEWAYS. HE LOST IT AND CARVED UP HIS FAMILY RIGHT BEFORE HE CARVED THE TURKEY. WHAT IS ALL THIS? RUMOUR, SMOKE ON THE WIND?

MAYBE I'M JUST OLD FASHIONED, BUT I REMEMBER WHEN WE WERE AT LEAST DEALING WITH PEOPLE AND EVENTS WE COULD UNDERSTAND. NOW, WE AREN'T EVEN DEALING WITH PEOPLE. DO YOU WANT CYBERTRONIC TO BE THE FUTURE OF YOUR BODY? ARE YOU ONE OF THE UNWASHED MASSES LINING UP TO GET THE NEW SARAH IMPLANT? YOU THINK THOSE DEVICES WON'T BE SPYING ON YOUR BRAIN WAVES? THEY'LL BE ABLE TO EXTRACT YOUR THOUGHTS FROM THE AIR, MAN! YOU THINK ALEXANDER IS JUST ANOTHER CEO? HAVE YOU SEEN MY COMPARISON PHOTOS? HE LOOKS SLIGHTLY DIFFERENT IN EVERY PUBLIC APPEARANCE. THERE IS NO ALEXANDER. HE'S A FRONT FOR ONE OF THE DARK APOSTLES.

CYBERTRONIC IS TURNING ITS BACK ON THE BODY AND SOUL THE CREATOR GAVE US. WE WILL BECOME THE VERY PUNISHMENT WE DESERVE. PRAY, MY FRIENDS, PRAY VERY HARD. ASK YOURSELF WHAT IT WAS THEY FOUND ON NERO. LOOK INSIDE YOUR HEARTS... WHILE YOU STILL HAVE THEM.

PARDON MY SCREED, BUT WITH OLD UNCLEZEPH YOU'RE USED TO IT. I JUST CAN'T STOMACH WHAT CYBERTRONIC IS DOING TO US. IT'S A FRONT. PLANS WITHIN PLANS. THE GEARS ARE TURNING AND, SOON, THEY'LL GRIND ALL OF US INTO A THIN PASTE THOSE DAMN CYBORGS WILL USE AS FUEL FOR THE FUTURE DEMONS THEY'RE CREATING EVEN NOW!

I HAVE TO GO. CAN'T SPEND TOO MUCH TIME ON ANY ONE LINE. I'LL BE BACK SOON. COUNT ON IT. THE TRUTH CAN NEVER BE SILENCED BY LIES.

-UNCLEZEP

The third, and perhaps most interesting enemy, could come from within Cybertronic itself. Alexander's goals are not necessarily compatible with other factions or even some inside Cybertronic. The Immortal has already begun to ruminate on what he will do to disrupt Alexander's plans. Player characters could find themselves on any side of this struggle. Whether they are tasked with stopping Alexander by another faction, or are working for Alexander against his enemies – real or imagined – this can provide an entire campaign's worth of secrets to unravel.

TICKER 2.0

To: Angela Richthausen
From: BauChemicals Research & Development
RE: Ticker Trials

Monosodiumortobensaliumononitrile-4, or "Ticker 2.0" has passed clinical trials. This executive summary serves to inform the Board of Directors of the results of the trial and our conclusions.

First, a little history on Ticker. Some of you may not not know about the side effects Ticker previously had. While the drug enhanced neural processing speeds, a supplementary drug dubbed 'Blueberries' were required to counteract the automatic nervous system defects caused by the Ticker. Moreover, the drug did not have the full range of psychotropic effects desired on the decision centres of the brain. This made conditioning an issue. Mostly, Ticker was applied in laboratory environments, and we never exploited the military and espionage potential we felt it possessed.

Eventually, we had some luck, and captured a shipment of Cybertronic cognitive stimulants. Experiments continued. Based on Cybertronic's "Brain Grease", the reformulated Ticker 2.0 had the desired effect. Not only was resistance to the Dark Symmetry increased, the neurotransmitters began to act as a net upon which we could directly place commands. We have killed two birds with one stone. Conditioning is now easier because Cybertronic's formulation appears designed to organise synaptic and neural pathways while lubricating them with trace elements found in Cybertronic-sourced components. In time, we may be able to fully insulate a human mind with nothing more than the drug. Early trials produced encouraging results, but without a proper method of regulating dosage, the subjects went mad.

In simulated battlefield conditions, situational awareness and target recognition were massively accelerated. The connective paths of the nervous system were significantly enhanced. Calculations were moving at double the normal rate. The possibilities beyond mere augmentation are innumerable. For the moment, the trials are continuing to see if battle stress affects the cohesion formed in any negative way. Some test subjects have reported powerful flashbacks that seem to be unbidden replays of things previously experienced.

The distressing part of this report is that while we have found a way to reduce side effects and improve functionality, we have inadvertently stumbled onto a major flaw in the formulation. The nets created by the organisational properties of the new formulation appear to allow the influence of the Dark Symmetry through alternate means.

It is best to understand this not as the kind of infestation and spiritual corruption we've seen before, but rather as analogous to a machine fault. Because the brain of a Ticker user is organised along principles closer to that of a computer, we have opened up the human mind to corruption by coding. In layman's terms, brains with enough Ticker 2.0 lubricating their pathways can then be corrupted as technology can, rather than spiritually. We have seen this in three cases within our trial groups.

While we can shut down any further trials, the broader implications are staggering. Should our trials see ultimate fruition, the brains of millions or billions would be not dissimilarly organised. It is possible, though unlikely, that widespread degeneration could afflict the minds of Ticker users through technological sources.

We already have a team of biochemical engineers at work to further alter the structure of Ticker 2.0 to prevent such a possibility, or at least significantly reduce the risk, but it will require a massive investment of time and resources. Please advise the Board of your assessment.

Gene Unbutu

Gene Unbutu – Vice President, BauChemicals Research & Development

CREATING A CYBERTRONIC CHARACTER

Cybertronic characters can be created using the variant rules in this chapter rather than those in the core book. Some of the differences are essentially superficial – providing details more appropriate to Cybertronic characters – but this section also provides replacement Lifepath sections specific to those of Cybertronic origins, including options representing the different departments and divisions of the Fifth Corporation, as well as options for synthetic characters like Cuirassiers. Obviously, these options are only available to characters who come from the Cybertronic Corporation.

TYPES OF CYBERTRONIC CHARACTER

Unlike the other corporations, Cybertronic is not divided among social castes, but among practical ones. The majority of employees are referred to as VACs, and seen as single-minded drones by many outside the corporation. Above them, with the natural force of will and presence to endure the Darkness unaided, are the TIFFs, who receive better gear, better assignments, and who embody the union of mechanical efficiency and human ingenuity. The very best TIFFs are candidates for the Diamond program, who are trusted absolutely to do what is best for Cybertronic.

Distinct from these two groups are Cuirassiers – Thinking Machines housed in compact, durable computer cores, which can be loaded into a range of different machines as pilots. They are most visible as vehicle operators and as the lumbering Attila war-robots, but the small size of a Cuirassier's 'core' means they can operate in a wide range of environments.

VACS – VOLUNTEER ASSOCIATE CITIZEN

VACs are the 'drones' of the corporation, if Cybertronic can be said to have such people in its ranks. To outsiders, VACs seem like brainless cogs, more like machines than people: faceless, emotionless, and interchangeable. Nothing could be farther from the truth.

True, the life of a VAC is usually far from exciting, but only in the sense that the lives of countless millions of people across the solar system are not exciting. VACs are the people who get things done at Cybertronic. They do all the work that does not require any particular creativity or insight, but their skills, and the clarity and focus provided by XLR8, ensures that they do these jobs exceptionally well.

Playing a VAC may not seem particularly interesting – they are not typically the kind of people who get involved in the sorts of adventures that player characters usually find themselves in. However, the idea of a character who emerges from relative obscurity to save the day, or one who is caught up in circumstances beyond his control, is a potent one, and it can be a fun challenge to play a VAC who gets embroiled in dark conspiracies and corporate intrigue.

EMPLOYEE OF CYBERTRONIC (CITIZEN TALENT)

All Cybertronic characters automatically receive this talent during character creation. Possessing this talent marks the character as a trusted and inducted member of the Cybertronic corporation. The character is one small part of the grand machine of Cybertronic society, with all the advantages and responsibilities that accompany it.

When legally purchasing any item manufactured by the Cybertronic corporation, you may reduce the Restriction Rating and Cost by one. You are routinely issued with doses of the drug XLR8, sufficient to maintain your clarity of focus and protect you from the Darkness. You also have full rights to access subreality at any point (though not in such a way as would interfere with your duties).

CYBERTRONIC REWARDS ITS OWN

Cybertronic characters tend to be surprisingly well equipped, considering the normal prices of Cybertronic equipment. The truth is, while Cybertronic does pay somewhat higher salaries than the other corporations, the implants and items carried by common Cybertronic employees are often gifts and compensation for services rendered. It is entirely feasible for an expensive implant to be gifted to an employee at the completion of a mission. Many soldiers grievously wounded in battle tend to be given advanced prosthetics as simple compensation for injuries suffered. In truth, this is because Cybertronic regards such gifts as an investment – a soldier with a missing arm is a damaged asset, and one where the simple expense of a Cyberlimb is sufficient to keep the soldier at peak efficiency.

Where a Cybertronic character performs a task for Cybertronic itself – as the main thrust of an adventure or as part of a secondary objective undertaken during other missions – the GM is advised to offer implants or other equipment as a reward in place of (or even in addition to) the normal compensation for a job completed.

VACs are issued with regular doses of Mark 1 XLR8, which is explained on page 76. However, because of the shift in their brain chemistry caused by use of this drug, a VAC's Intelligence is increased by one, and his Personality is reduced by one.

TIFFS – TRANSFERRED IN, FATALITY/FOREIGN

TIFFs are Cybertronic's top employees. While the VACs might be the people who do the day-to-day work, it is the TIFFs that really make the corporation shine. As a TIFF, you are outfitted with the latest cybergear, often given exclusive access to prototypes and experimental equipment, and are pretty much given free rein to pursue the company's agenda on your own terms. Cybertronic has a lot of faith in human ingenuity, and it prizes its top people above all else. Most TIFFs are drawn from other corporations in secret, often reclaiming the near and recently dead from battlefields and other violent confrontations. Others are synthetic people, cloned or engineered in laboratories for specific purposes – the Doctor Diana combat medics are a fine example of this. In either case, they have no memory of a life outside of Cybertronic.

Playing a TIFF is the path of least resistance for player characters – they are on the top of the Cybertronic world, they get the most respect, and they are frequently in the most danger. They live their lives on the bleeding edge of their profession, and that is where the excitement and adventure is.

TIFFs are issued with regular doses of Mark 2 XLR8, which is explained on page 76. In addition, all TIFFs are implanted with subreal receptors and a cellular link – as maintaining contact with the corporation's systems is vital for these elite employees.

CUIRASSIERS – BATTLEFIELD THINKING MACHINES

Cuirassiers are Cybertronic's last line of defence. Engineered killing machines, few things can stand before a properly-equipped Cuirassier. When loaded into an Attila chassis, a Cuirassier can knock aside opponents like toys and dismiss gunfire as if it were rainwater.

Life as a robot is not for everyone, and it is not suited to every kind of game. As a result, the option to play as a Cuirassier is only available with the GM's express and considered opinion, and such it is not available on the random tables listed in this chapter.

Cuirassiers are not issued with any form of XLR8 – they do not need it, as they are technology rather than people. In their natural form, Cuirassier characters are small, egg-shaped devices, fitted with a number of interface ports and a simple infrared sensor. Their ability to interact with the world physically is dependent upon the type of chassis they are using.

NEOCLONES – BESPOKE HUMAN BEINGS

Made famous by the advertising campaign surrounding the 'Dr Diana Field Medic', Neoclones are artificial humans, created from cloned tissue and engineered genetics, mixed with extensive cybernetic and technological implants. These beings are human at their heart, but they were never born, nor did they grow naturally. Like TIFFs, they are trained in subreality across a compressed timeframe, and their neurochemistry has been painstakingly designed to make them well-suited to particular tasks.

In theory, any TIFF player character could actually be a Neoclone – it is a perfectly viable 'real background' for a TIFF character. However, later in this chapter, we present three common examples of Neoclones as fully-formed player characters – the Dr Diana, the Ms White, and the Mr Johnson. These Neoclones have already had all the choices about their Pillar, Environment, Education, and Career chosen for them, representing the 'factory default' settings of a given model of Neoclone. However, like all player characters, they are able to grow and learn naturally, spending experience freely to improve themselves: like natural-born people, Neoclones learn and grow as a natural part of living, turning identical beings into something more akin to siblings.
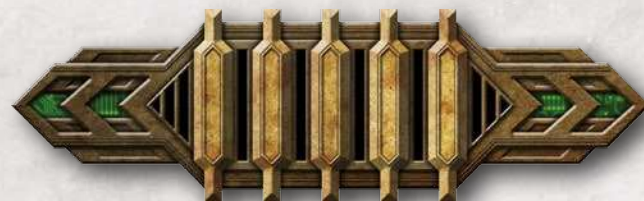
DECISION THREE, PILLAR

Unlike the other corporations, Cybertronic is divided along practical lines rather than ones of wealth or birth. In place of the normal Decision Three (Social Status), roll 1d6 on the Pillar Table. You may choose to spend one Life point before rolling to pick any VAC result, or two Life points to pick any TIFF result, instead of rolling.

Because of the breadth of each Pillar, a character receives a choice of skills for the Pillar rolled or chosen. You must choose one of the two skills, and gain a single rank of training in that skill. Earnings within Cybertronic are determined more by aptitude than standing, so each Pillar has a randomly determined Earnings Rating. Each Dark Symmetry Icon generated on the 🜂 rolled to determine Earnings grants the character two assets, but does not increase Earnings Rating.

Based on your initial Earnings Rating (determined at this stage, before any later modifiers), you receive items on the Cybertronic Starting Equipment Table. Whether your character maintains this standard of living, or moves up in the world, is dependent upon the campaign you are playing in and the achievements of your character. See **Chapter 24: Belongings** in the *Mutant Chronicles* core book.

PILLAR TABLE

ROLL	TYPE, PILLAR	ATTRIBUTE BONUS	SKILLS (PICK ONE)	EARNINGS RATING
1	VAC, AEM	+1 Intelligence +1 Mental Strength	Education Lifestyle	1+ ⭫ 2
2	VAC, RDM	+1 Agility +1 Strength	Mechanics Resistance	1+ ⭫ 2
3	VAC, SWI	+1 Awareness +1 Physique	Observation Athletics	1+ ⭫ 2
4	TIFF, AEM	+1 Intelligence +1 Personality	Lifestyle Persuade	3+ ⭫ 1
5	TIFF, RDM	+1 Intelligence +1 Personality	Persuade Sciences	3+ ⭫ 1
6	TIFF, SWI	+1 Agility +1 Coordination	Close Combat Ranged Weapons	3+ ⭫ 1

CYBERTRONIC STARTING EQUIPMENT TABLE

EARNINGS RATING	ITEMS OF INTEREST (PICK ONE)	APPAREL	ACCOMMODATION
1	Collection of songs from a popular subreality musician, season pass for public transit, chrome pin of the Cybertronic emblem, mini-torch	Basic, practical work clothes	A small room with a worker's dormitory in a Cybertronic facility
2	Old work goggles, a photograph of someone you knew before you joined Cybertronic (VACs only), a half-filled request form to transfer to another facility, a basic repair kit, a book of discount coupons, a poster of a celebrity or pin-up	Smart work clothes in good condition	A small apartment in a quiet tenement
3	Employee performance reward (two assets), chrome collar pin or cufflinks with Cybertronic logo, lifetime subscription to an entertainment node in subreality, mini-torch	Several smart, but unremarkable, suits	A modest apartment in a decent part of the city
4	VIP access to an exclusive club within subreality, collection of memory-recordings from subreal celebrities, a new model of a CW400 sword or P1000 pistol obtained weeks before release	A range of smart, utilitarian suits in a distinctive Cybertronic style	A large comfortable apartment in an higher-class complex
5	A portrait or sculpture from another corporation, producer credits on at least three subreality productions, piece of recovered ancient technology (inoperable)	An extensive wardrobe of bespoke Cybertronic-styled clothing	An extensive suite in an exclusive complex reserved for top Cybertronic employees.

DECISION FOUR, ENVIRONMENT

Determine the character's Environment normally. The Cybertronic Environment Table provides a number of additional examples for what each type of environment may be for a Cybertronic character.

VAC characters are openly recruited from other corporations, head-hunted for their skills. Choose or randomly determine the character's original heritage – the character only joined Cybertronic in later life. Re-roll any results of Cybertronic – all VACs are recruited from elsewhere.

TIFF characters have no knowledge or memory of their lives before Cybertronic (if they even have one), and should roll on the Environment Table to determine the environment of their earliest memories. This determines the location of the Cybertronic facility they awoke within, and where they received their new Cybertronic education.

DECISION FIVE, EDUCATION

Education for a Cybertronic character depends more on Pillar than anything else. The majority of the Education results used for this can be found in the **Mutant Chronicles** core book.

For VAC characters, this represents their education before they joined Cybertronic – their schooling and background determine where they will be of most use to Cybertronic. In this sense, the rules represent the reverse of reality – an RDM VAC is what he is because he was a skilled engineer (for example), rather than having technical training because he is in RDM.

For TIFF characters, the character's life and skills are being established or re-established in secure pockets of subreality, allowing them to learn in months what traditional training methods would take years to impart. The education rolled determines the kind of training the character receives, though they do not actually go to a school (some subreality training regimes may, however, emulate real-world schools, albeit in an accelerated fashion).

CYBERTRONIC ENVIRONMENT TABLE

RESULT	TIFF ENVIRONMENT
Luna City	The Cybertronic Building
Heritage World	Ganymede or Ceres Base
Heritage Foothold	Roll for original faction on Heritage Table, and then determine an environment from that faction. This still confers the normal skills and attributes for a Heritage Foothold.
Heritage Hotspot	Roll for original faction on Heritage Table, and then determine an environment from that faction. This still confers the normal skills and attributes for a Heritage Hotspot
Orbital/Minor Heritage Location	Secret Trojan location or Asteroid facility
Sequestered	Cyberopolis, Mars

Cybertronic characters should roll on the Cybertronic Education Table instead of the table on page 42 of the **Mutant Chronicles** core book. All of the results are used unchanged from the core book.

CYBERTRONIC EDUCATION TABLE

Cybertronic characters ignore the Career entry of an Education; they use the Primary Career rules described later in this chapter instead, which determine a character's career by his Pillar.

Cybertronic characters pay the normal Life Point costs if they wish to pick their Education; most careers cost one Life Point, but Managerial Education, Post-Graduate Technical, Creative Education, and Officer Trained all cost two points instead.

CYBERTRONIC EDUCATION TABLE

D6 ROLL	AEM	RDM	SWI
1	Clerical Education	Technical OTJ Training	Clerical Education
2	Clerical Education	Rural/Colonial Education	Teenage Draft
3	Technical Pre-Career Training	Technical Pre-Career Training	Teenage Draft
4	Managerial Experience	Creative Pre-Career Training	Military Academy
5	Managerial Education	Post-Graduate Technical	Military Academy
6	Post-Graduate Technical	Creative Education	Officer Trained

TIFF ORIGINS

While VACs know their history, and have voluntarily left their pasts behind to join Cybertronic, TIFFs do not know – and seldom care to know – their past. Some of them do not even have a past outside Cybertronic.

The GM is encouraged to determine the history of a TIFF character, which is kept secret from the player. It is possible to simply say that the TIFF was found dead in an alley and rebuilt, and that even Cybertronic has little idea who the person originally was. Alternatively, you can use the TIFF Origin Table to help inspire a backstory for a TIFF to stumble upon during his adventures. Roll for Faction, Planet, and Reason For Joining Cybertronic.

The same table could be used to determine a VAC's background, though obviously it would not be generated in secret.

TIFF ORIGIN TABLE

D6 ROLL	FACTION	PLANET	REASON FOR JOINING CYBERTRONIC
1	Bauhaus	Luna	Recruited and mind-wiped
2	Capitol	Luna	Killed by corporate agents and reclaimed
3	Imperial	Mars	Recovered post-mortem after a battle
4	Mishima	Mercury	Recovered post-mortem from a hospital
5	Cybertronic	Venus	Clone: genetics taken from faction donor (willing or otherwise)
6	Brotherhood or Whitestar	Asteroid Belt	Re-educated Heretic

TIFF ADOLESCENT EVENT TABLE

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
2	**XLR8 Intolerance:** Your brain chemistry did not respond to Brain Grease in the correct way, at least not at first. You were locked away for years while they worked to correct the problem. Your implants still do not work quite right, but you have learned to live with it.	Firmware Glitch	Whenever you suffer Dread, you gain one more Dread than usual.
3	**Genetic Defect:** For whatever reason, your genes have produced a bizarre quirk that marks you out as different.	Scientific Scrutiny	What strange little thing can you do? It should not provide any Skill benefit. The defect increases the difficulty of Command, Lifestyle and Persuade tests amongst people who have seen your bizarre quirk. See the Mutants & Heretics handbook for expanded rules.
4	**Maimed and Rebuilt:** Whether because of the circumstances that brought you to Cybertronic, or some accident during your recovery, you are not intact. You had the injury corrected with a cybernetic, but it has never quite felt right.	Prosthetic Dissociation Disorder	You have a Cyberlimb - roll a d6: 1-3 Arm, 4-6 Leg. However, you have one fewer Mental Wound than normal due to Prosthetic Dissociation Disorder (PDD).
5	**Diseased:** An illness or other malady forever plagues you.	Sickly	The illness is treatable, but incurable. You have one fewer Serious Wound box and one fewer Critical Wound box than normal..

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
6	**Bad Reputation:** You are a devoted employee, but you do not always act as your superiors would like, and have gained a reputation for poor discipline and insubordination	Bad Reputation	Increase the repercussion range by one for any Command, Lifestyle, or Persuade test made to interact with another Cybertronic employee.
7	**Financial Incentive:** Problematic signs in your aptitude testing result in you being given a poorer work placement.	Low Expectations	Reduce your Earnings Rating by one
8	**Isolated Node:** For reasons nobody has ever quite explained, you do not interact well with other people.	Doesn't Play Well With Others	You gain one bonus Momentum on all skill tests outside of combat, but cannot use Momentum from the group pool.
9	**A Lot of Fights:** Violence is a universal language, and you are fluent in it. You know that most fights are won before the other side knows it has even started.	Violent	During the first round of a combat, so long as the enemy does not have surprise, you may take an Exploit Weakness action as a Restricted Action.
10	**Unknowing Infamy:** You did something in your life before Cybertronic, or you look like someone who did, and people tend to recognise you for it. It is quite inconvenient.	Recognisable Face	You increase the repercussion range by one of any Command, Lifestyle, or Persuade test made to interact with non-Cybertronic characters.
11	**Allergic Reaction:** Your body is intolerant of a number of chemical substances.	Industrial Hay Fever	All Resistance tests for artificial substances are increased by one level of difficulty. Coagulant provides no bonuses to Treatment or Medicine tests when used on you.
12	**Devoted Employee:** Almost from the moment you awoke, you worked hard and helped to support Cybertronic.	Workaholic	You may re-roll 1d20 on any Lifestyle test made to acquire an item, but increase the repercussion range of all untrained skill use by one.
13	**Ferocious Demeanour:** Your manner is harsh and unsettling, too cold and hard to be entirely human, and too cruel to be entirely machine	Intimidating	On a successful Persuade test when attempting to intimidate someone, you may spend one Momentum to inflict one Dread on the target. However, Persuade tests to befriend or calm others increase in difficulty by one step.
14	**Sleep When You're Dead:** Because of some quirk of your recruitment, or some experimental process or implant used on you, your sleep patterns are erratic. However, you have learned to cope by taking countless impromptu microsleeps during downtime.	Light Sleep	You may re-roll one d20 when making a Resistance test against sleep deprivation.
15	**Unforeseen Connection:** Your subreality link initially gave you strange visions of a man trapped in Cybertronic Tower, calling out to you. The next software update put an end to the visions, and you have been under quiet scrutiny ever since.	Being Observed	You are extraordinarily wary; when you make an Observation or Insight test, and roll within the skill's Focus range, you generate three successes instead of two.
16	**Humourless:** You have little patience for, or understanding of, the mirth of others. You are always focussed on the job at hand, with no time for frivolity.	Relentlessly Serious	You increase the difficulty of Persuade tests made outside of formal situations by one step. However, you gain one more Mental Wound than normal.
17	**Sick of the Brotherhood:** You have reacted strongly and violently to learning of the Brotherhood's oppression of your fellow Cybers, and are actively intolerant of them, rather than merely disdainful.	Anti-Religious	You increase the difficulty of Command, Lifestyle, and Persuade tests when dealing with members of the Brotherhood and those you know to be devout cathedral-goers.

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
18	**Subreality Beta Test:** You have been involved in trialling pre-release versions of subreality systems, and have a mild addiction to the experience of subreality.	Tech Addict	You may re-roll one d20 on any test made in subreality. However, you must pass an Average D1 Willpower test each day you do not use subreality; failure indicates that you suffer one Dread. The difficulty of this test increases by one for each successive day without subreality use.
19	**Contact Network:** Perhaps in anticipation of some future mission, your education contained an in-depth understanding of the local criminal underworld. Under the guise of a freelancer, you have cultivated ties with these people. Cybertronic gives you the freedom to maintain these connections as you see fit.	Friends in Low Places	You gain one bonus Momentum on Stealth or Thievery tests to pass yourself off as a freelancer or criminal. You are often called upon to perform favours – no questions asked – for 'a mutual friend', but you can ask for a favour in return for any favour you perform.
20	**Philosophical Insight:** You were one of a test batch of TIFFs given an intensive course on ancient philosophy and spiritualism in an effort to aid social development.	Frequently Cryptic	You gain one bonus Momentum on Insight tests, but increase the repercussion range of Insight tests by one as well – you are good at reading people, but do not always read the signals right.
21	**Gifted Student:** Your talent at your studies have brought you to the attention of Cybertronic's academic community	The Jealousy of Others	You gain an ally in the form of a leading academic in a particular field you excel at, and may freely choose the Academic Primary Career. However, you also gain a rival in the form of someone jealous of your accomplishments.
22	**Revealed a Traitor:** Your actions – deliberately or inadvertently – revealed a traitor or the plans of another faction.	An Enemy's Revenge	Randomly determine a faction to be the one behind the traitor's activities. Gain someone in that faction as an enemy. Your success means you get better job opportunities than most, increasing your Earnings Rating by one.
23	**Superb Senses:** You have got extremely sharp senses, and have a knack for spotting trouble.	Cautious	When determining surprise at the start of a combat, you may re-roll 1d20 on your Observation test.
24	**Strong-Willed:** Unending disputes with your employers or your customers have hardened your determination.	Stubborn to a Fault	You may re-roll 1d20 on any Willpower test
25	**Obsessive Fan:** You know way too much about something.	Obsessive	Gain one Momentum on Education tests to know things about your obsessive topic.
26	**Internal Calm:** You have extremely good control over your mental state, able to compartmentalise and shut away your anxieties when threatened.	Detached and Dispassionate	Gain one bonus Momentum on the Willpower test attempted on a Shake It Off Action.
27	**Blind Obedience:** Your devotion to Cybertronic's senior management is unswerving. You follow orders from your superiors to the letter, to the detriment of critical thinking or self-preservation.	Loyal to a Fault	You may re-roll 1d20 on any Willpower test to resist coercion or influence from another – even from supernatural sources. However, you increase the difficulty of Education skill tests by one due to your blind adherence to your managers' dogma.
28	**Cartel Briefings:** You were thoroughly prepared and instructed on the nuances of Cartel politics, and you know how to work the system… to the frustrations of others when your negotiations move with all the speed of glaciers.	Bureaucratic Obstruction	You gain two bonus Momentum on all Persuade tests made when dealing with characters from other corporations. However, you also increase the time taken to make those Persuade tests by one step.

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
29	**Secretive:** You do not share what you know, unless it is absolutely necessary, and even then only reluctantly.	Secretive	You gain one bonus Momentum on Stealth tests, but increase the difficulty of Persuade tests by one step.
30	**High Performance Expectations:** You are placed in high-importance positions due to promising aptitude testing. There is a lot of pressure, but the rewards make up for it.	Stressful Work Environment	Increase your Earnings Rating by one.
31	**Chasseur Preparation:** During your training regimen, you were given additional basic combat drills to test your suitability for SWI. You demonstrated a particular knack for inflicting harm.	Merciless	Your familiarity with violence increases your melee or ranged bonus damage by +↑1
32	**Extremely Promising:** You were highly proficient in your studies, which makes you highly desirable in a number of roles.	Egotistical	You may roll twice when determining your Primary Career and choose either of the two results. If you are using entirely point-buy character creation (no random rolls whatsoever), you may reduce the Life point cost of your first career by one, to a minimum of zero.
33	**Addiction:** There is something you cannot get enough of. What is it? You will take risks to satisfy your craving.	Addict	Availability tests for procuring your addiction are Difficulty 1.
34	**Foil a Plot:** You managed to prevent harm coming to Cybertronic, and received an additional stipend as a reward.	Noteworthy	Gain five assets.
35	**Influential Patron:** You have been noticed by a powerful and well-connected executive. This patron has connections everywhere, and is willing to use them on your behalf.	Name-Dropping	You may roll twice when determining your Primary Career and choose one of the results. If you are not using entirely point-buy character creation (no random rolls whatsoever), you may reduce the Life point cost of your first career by one, to a minimum of zero. Further, because you get a better job than most, increase your Earnings Rating by one.
36	**No Fear:** The synthetic nature of subreality skewed your perceptions, and you seldom regard even deadly peril with the fear such situations should warrant.	Reckless	You reduce the difficulty of Willpower tests against mental assaults by one.
37	**Experimental Subject:** You volunteer for a complex experiment that you do not entirely understand. You came out the other end with a top-of-the-line implant, and tend to take success in stride… to the point where you are more than a little obnoxious about it.	Obnoxious Gloating	Gain a single implant with Cost of 20 or less.
38	**Minor Mutation:** There is something quite cool you can do, but it got you in trouble a few times before you learned to hide it. What is it? Why did your parents tell you never to tell anyone about it? You try not to use it much as you get killer headaches afterwards. Mutants are subject to Persecution.	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability; however, you take a D2 mental assault afterwards from the pain it causes. Describe how your mutant heritage allows you to do this. See the Mutants & Heretics Handbook for expanded rules.

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
39	**Hardened by the Frontier:** A life on the edge of civilisation can be hard, and you had the worst of it where you came from. The punishing life has given you a strong body.	Unsympathetic to the weak	Take your wounds from the next best row in the wounds table.
40	**Significant Mutation:** You are changing, and you can feel it. There has been something going on inside your body since you were a kid; you have these odd dreams, and you're afraid people will think you are corrupted or something. What one thing about you is different from other people that you have to hide? Mutants are subject to Persecution.	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability. Describe how your mutant heritage allows you to do this. See the Mutants & Heretics Handbook for expanded rules.

ADOLESCENT EVENT TABLE

The TIFF Adolescent Event Table applies to TIFF characters, representing things they faced in subreality, experimental variations in training regimes, and decisions made during the character's formative years within Cybertronic. VACs roll on the normal Adolescent Event Table in the **Mutant Chronicles** core book, as their adolescences were not within the Cybertronic corporation.

DECISION SIX, PRIMARY CAREER

Cybertronic's careers are arranged and handled differently to those in the **Mutant Chronicles** core book. Each Pillar provides careers based on the divisions within that Pillar – two each for each division, one for VAC characters, and the other for TIFFs. On the Cybertronic Primary Career Table, the individual divisions are identified by their three-letter abbreviation, and the character enters whichever career for that division is marked for VACs or TIFFs, respectively. In subsequent phases, a character may choose to repeat his first Primary Career, or he may choose or roll any other Primary Career for his Pillar.

PRIMARY CAREER TABLE

ROLL	AEM	RDM	SWI
1	LAJ	ARD	MCR
2	LAJ	EPD	MCR
3	ETP	EPD	IES
4	ETP	EPD	IES
5	ABC	CRI	APH
6	FEF	EDA	APH

When you reach this decision, roll a d6 on the table, using the column appropriate to your character's Pillar. You enter one of the careers for the listed division, determined by whether your character is a VAC or a TIFF. You may spend one Life point to choose from this table instead of rolling.

AEM – ADMINISTRATION, ECONOMICS, AND MANAGEMENT

Characters within AEM are the grease in the corporate machine, ensuring that the work of Cybertronic goes smoothly. They make sure that everything gets done, serving as the equivalent to the 'white collar' workers of other corporations, and handling matters of law, finance, and business. Working in AEM is commonly a 'desk job', but it is no less important than the work of RDM or SWI.

LAJ VAC

VACs within the Legislation and Applied Justice division are collectively known as the Right, maintaining peace and order with rigorous discipline and flawless logic. They are not the aggressive policemen of other corporations, with a serene demeanour that makes them all the more intimidating when they pursue a suspect.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	2	0	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	3	0

Mandatory Skills: Education, Observation, Willpower.
Elective Skills: Ranged Weapons, Insight, Sciences.
Signature Skill: Education, Observation, Ranged Weapons, Willpower.
Talents: Select one talent from Mandatory Skills.
Equipment: P1000 handgun, light civilian shoulder pads, bulletproof nylon uniform, EYE-Tronic, basic forensics kit.
Earnings Rating: 1

LAJ TIFF

TIFFs working within LAJ are collectively known as the Left, studying the laws of Cybertronic and of other corporations in intricate detail and determining ways to bend and manipulate them to the corporation's advantage. To these individuals, the ends justify the means, so long as the ends do not involve actually breaking the law; laws can be bent and twisted, but never broken.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	0	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	2

Mandatory Skills: Education, Command, Persuade.
Elective Skills: Linguistics, Insight, Lifestyle.
Signature Skill: Education, Command, Linguistics, Persuade.
Talents: Select one talent from Mandatory Skills.
Equipment: SARaH system with personal education library, smart corporate-quality clothing.
Earnings Rating: 3

ETP VAC

VACs within the Education, Training, and Publicity division are frequently teachers, instructors, journalists, and media producers. Their responsibility is to guide, inform, and educate both the people of Cybertronic and it's customers. Only in Cybertronic can you find producers who specialise solely in subreal media, giving the corporation a monopoly on information and education within that simulated reality.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	2	2	2

Mandatory Skills: Education, Linguistics, Science.
Elective Skills: Mechanics, Observation, Persuade.
Signature Skill: Education, Linguistics, Mechanics, Science.
Talents: Select one talent from Mandatory Skills.
Equipment: SARaH system with personal library (linked to any Mandatory or Elective skill), subreal link, media kit.
Earnings Rating: 2

ETP TIFF

TIFFs working within ETP are commonly advertisers, propagandists, entertainers, and investigative journalists; the lines between these professions are blurred within this division. Cybertronic's all-important public relations department, which speaks on behalf of each division, sits at the top of ETP, and is masterful at manipulating the perceptions of the public. These individuals are high-profile, and frequently asked to use their positions to gather information.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	3

Mandatory Skills: Education, Observation, Persuade.
Elective Skills: Command, Linguistics, Insight.
Signature Skill: Command, Education, Observation, Persuade.
Talents: Select one talent from Mandatory Skills.
Equipment: SARaH system, media kit, bespoke fashionable clothing, subdermal armour.
Earnings Rating: 4

ABC VAC

VACs within the Administrative Bureaucratic Control division are administrators and bureaucrats. Theirs are the minds that permit and restrict access to the workings of the corporation, giving them absolute control over the flow of resources and information.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	3	0

Mandatory Skills: Education, Lifestyle, Willpower.
Elective Skills: Observation, Sciences, Stealth.
Signature Skill: Education, Lifestyle, Observation, Willpower.
Talents: Select one talent from Mandatory Skills or Observation.
Equipment: Personal computer, media kit, smart corporate-quality clothing.
Earnings Rating: 1

ABC TIFF

TIFFs working within ABC are rare, as the Line does not require a great deal of intuition, empathy, or creativity. Those few who do serve in policy-making roles, establishing the protocols and regulations that the ABC operates under.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	3	1

Mandatory Skills: Education, Lifestyle, Willpower.
Elective Skills: Education, Observation, Sciences.
Signature Skill: Education, Lifestyle, Observation, Willpower.
Talents: Select one talent from Mandatory Skills.
Equipment: Personal computer, media kit, smart corporate-quality clothing.

Earnings Rating: 3

Special: ABC TIFFs do not possess the normal cell-link and subreal receptor implants – no employee within ABC has any cybernetics.

FEF VAC

VACs within the Finance and Economic Forecasting division are financiers, bankers, accountants, and speculative traders, handling the wealth and economy of Cybertronic. Their efforts, guided by implants and honed by their use of XLR8, allow them to manipulate the financial world more deftly than all but the most gifted analysts and traders.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	0	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	3	2	0

Mandatory Skills: Lifestyle, Observation, Sciences.
Elective Skills: Education, Lifestyle, Willpower.
Signature Skill: Education, Lifestyle, Observation, Sciences.
Talents: Select one talent from Mandatory Skills.
Equipment: SARaH system, comptograph, three assets.
Earnings Rating: 3

FEF TIFF

TIFFs working within FEF are chosen from the most gifted of abstract thinkers, individuals who are able to collate and interpret information in unusual ways and discern patterns that few others may notice. Using implants and exotic techniques to guide them in their predictions, they can forecast economies – and other trends – with remarkable precision.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	3	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	1

Mandatory Skills: Lifestyle, Sciences, Willpower.
Elective Skills: Observation, Insight, Mysticism.
Signature Skill: Lifestyle, Observation, Sciences, Willpower.
Talents: Select one talent from Mandatory Skills or Mysticism.
Equipment: SARaH system, mathemantic sequencer, five assets.
Earnings Rating: 4

RDM – RESEARCH, DEVELOPMENT, AND MANUFACTURING

Focussed upon knowledge and creation, RDM characters tend to be the most technically-adept of Cybertronic characters. Their skills are invaluable in terms of securing Cybertronic's wealth and market share, as they are the ones designing, manufacturing, and distributing Cybertronic's creations.

ARD VAC

VACs within the Advanced Research and Development division are labourers and laboratory technicians, providing the utility and support work necessary to allow their superiors to make the discoveries and progress that is vital for Cybertronic's future.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	0

Mandatory Skills: Education, Mechanics, Observation.
Elective Skills: Athletics, Sciences, Survival.
Signature Skill: Education, Observation, Mechanics, Survival.
Talents: Select one talent from Mandatory Skills.
Equipment: Basic repair kit, survival kit.
Earnings Rating: 1

ARD TIFF

TIFFs working within ARD are researchers, designers, and academics. Their efforts are spent unlocking the secrets of ancient technology, and turning those secrets into practical uses.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	2	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	0	0

Mandatory Skills: Education, Mechanics, Sciences.
Elective Skills: Linguistics, Observation, Survival.
Signature Skill: Education, Mechanics, Observation, Sciences.
Talents: Select one talent from Mandatory Skills.
Equipment: Advanced analytical kit, CX-Multitool.
Earnings Rating: 2

EPD VAC

VACs within the Execution, Production and Distribution division are factory workers, warehouse staff and delivery drivers, serving as the chain between an idea and the finished product.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	2	0	1

Mandatory Skills: Lifestyle, Mechanics, Pilot.
Elective Skills: Athletics, Resistance, Space.
Signature Skill: Lifestyle, Mechanics, Pilot, Resistance.
Talents: Select one talent from Mandatory Skills.

Equipment: CX-Multitool, cell-link.
Earnings Rating: 1

EPD TIFF

TIFFs working within EPD are salesmen and customer services representatives. They are often armed, if only to prevent thieves and other criminals from trying to steal their products.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	3

Mandatory Skills: Education, Observation, Persuade.
Elective Skills: Insight, Lifestyle, Ranged Weapons.
Signature Skill: Education, Lifestyle, Observation, Persuade.
Talents: Select one talent from Mandatory Skills.
Equipment: SARaH system, urban survival kit, P1000 handgun.
Earnings Rating: 2

CRI VAC

VACs within the Cybernetic Research and Implementation division are technicians, medical researchers, and engineers. CRI is a small, elite division focussed on the development and application of cybernetics and the integration of technology with humanity.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	0

Mandatory Skills: Mechanics, Sciences, Treatment.
Elective Skills: Insight, Medicine, Observation.
Signature Skill: Observation, Mechanics, Medicine, Sciences.
Talents: Select one talent from Mandatory Skills or Medicine.
Equipment: CX repair tool, basic medkit.
Earnings Rating: 3

CRI TIFF

TIFFs working within CRI are pioneering experts at the top of their field, driving the research and development of their peers with their creativity and grand ambition. The VACs they work with are extremely capable when it comes to the technical side of CRI's work, but they lack the imaginative spark that allows them to drive development.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	1	2

Mandatory Skills: Mechanics, Sciences, Treatment.
Elective Skills: Insight, Medicine, Observation.
Signature Skill: Observation, Mechanics, Medicine, Sciences.
Talents: Select one talent from Mandatory Skills or Medicine.
Equipment: Personal computer, basic repair waldo or automed.
Earnings Rating: 4

EDA VAC

VACs within the Engineering, Development, and Application division are coordinators, assistants, strategic administrators, and technical managers. They are seeded through the other divisions of RDM to guide their activities and ensure that their projects are in line with the grand design.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	2

Mandatory Skills: Education, Lifestyle, Observation.
Elective Skills: Insight, Mechanics, Sciences.
Signature Skill: Education, Insight, Lifestyle, Observation.
Talents: Select one talent from Mandatory Skills.
Equipment: SARaH system, cell link, personal computer.
Earnings Rating: 3

EDA TIFF

TIFFs working within EDA are Cybertronic's big-picture thinkers, interpreting the dictates of the Board and turning them into a strategy for development and production. They have an iron will, and insight into elements of the corporation's strategy and role that few others share.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	3	1

Mandatory Skills: Education, Observation, Willpower.
Elective Skills: Insight, Mysticism, Sciences.
Signature Skill: Education, Mysticism, Observation, Willpower.
Talents: Select one talent from Mandatory Skills or Mysticism.
Equipment: DIANA system, personal computer.
Earnings Rating: 4

SWI – SECURITY, WARFARE, AND INTELLIGENCE

Simultaneously well-known and highly secretive, employees within SWI are responsible for protecting Cybertronic from external threats. Their public activities are lauded, much as the militaries of the other corporations are showered with praise and glory, while their covert activities are shrouded with Cybertronic's customary secrecy.

MCR VAC

VACs within the Military Conflict and Resolution division are commonly known as People's Volunteers, or simply PV. These militiamen are used to guard sensitive locations and to support front line forces. In spite of their status as a militia, the PV are closer to the standard soldiery of the other corporations in practical terms than to part-time defence forces, and when not deployed in the field they spend every day training. Their routine dose of XLR8 makes them impervious to boredom, while their implants help render them impervious to pain and fear.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	0

Mandatory Skills: Close Combat, Ranged Weapons, Willpower.
Elective Skills: Acrobatics, Pilot, Observation.
Signature Skill: Close Combat, Observation, Ranged Weapons, Willpower.
Talents: Select one talent from Mandatory Skills.
Equipment: AR3000 assault rifle, ballistic nylon military uniform, pair of medium military shoulder pads, neural filter implant.
Earnings Rating: 2

MCR TIFF

TIFFs working within MCR are well-known across the solar system as Chasseurs, Cybertronic's front line cybernetically-enhanced infantry. These soldiers are unremarkable in their capabilities, but unique in that their armament and equipment are closely integrated into the warrior's body – a Chasseur's wargear is an extension of his body, and it is difficult to mistake a Chasseur for anything else. Celebrity Chasseurs like Vince Diamond are extensively augmented and highly recognisable.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	0

Mandatory Skills: Acrobatics, Ranged Weapons, Willpower.
Elective Skills: Close Combat, Pilot, Unarmed Combat.
Signature Skill: Acrobatics, Ranged Weapons, Unarmed Combat, Willpower.
Talents: Select one talent from Mandatory Skills.
Equipment: AR3501 assault rifle, electric fists, titanium plate implants, neural filter implant, EYE-Tronic.
Earnings Rating: 3

IES VAC

VACs within the Internal and External Security division are relatively few in number, for their dispassion and atrophied creativity prevent them from becoming truly excellent operatives. In practical terms, VACs are better for short-term missions, particularly assassinations, as they can rely more upon planning than improvisation to succeed.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	1	0

Mandatory Skills: Observation, Ranged Weapons, Stealth.
Elective Skills: Close Combat, Education, Thievery.
Signature Skill: Observation, Ranged Weapons, Stealth, Thievery.
Talents: Select one talent from Mandatory Skills or Thievery.
Equipment: Subdermal armour, decent fake ID, P1000 with silencer, garrotte, disguise kit.
Earnings Rating: 3

IES TIFF

TIFFs working within IES are the division's top agents, turned into living instruments of the corporation's will. Their skills are superlative, and only the most paranoid will realise they are subject to IES attentions until it is too late. Their talent for infiltration allows them to enter the trust of others as easily as an ordinary person may pass through an open door.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	3

Mandatory Skills: Observation, Persuade, Stealth.
Elective Skills: Education, Linguistics, Thievery.
Signature Skill: Education, Observation, Persuade, Stealth.
Talents: Select one talent from Mandatory Skills or Education.
Equipment: Subdermal armour, flawless fake ID, automask.
Earnings Rating: 4

APH VAC

VACs within the Analytical Processing and Hypothesis division are analysts, logisticians, and combat statisticians, utilising vast networks

of information and complex formulae to determine the likely outcomes of military operations before they happen. Their analysis gives SWI operations a great degree of focus and clarity in practice, as countless variables have been mapped and analysed long before a shot is fired. A few APH VACs operate near the front lines, handling logistics and communicating the latest data back to headquarters.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	0

Mandatory Skills: Education, Sciences, Willpower.
Elective Skills: Linguistics, Pilot, Ranged Weapons.
Signature Skill: Education, Ranged Weapons, Sciences, Willpower.
Talents: Select one talent from Mandatory Skills or Ranged Weapons.
Equipment: Personal computer, SARaH system, mathemantic sequencer.
Earnings Rating: 3

APH TIFF

TIFFs working within APH craft the battle plans and operations engaged in by SWI forces. Their minds are augmented and shaped so that they can devise effective stratagems for life-and-death situations, and these strategists are trained to regard life and death as the results of an equation, distancing them from the lives that are lost because of a plan engineered in a command centre far from the battlefield. They are fitted with implants that suppress their emotions, in order to keep them from dwelling on the human cost of their decisions.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	2	1	3

Mandatory Skills: Education, Sciences, Willpower.
Elective Skills: Linguistics, Persuade, Command.
Signature Skill: Education, Ranged Weapons, Sciences, Willpower.
Talents: Select one talent from Mandatory Skills or Ranged Weapons.
Equipment: Personal computer, SARaH system, neural filter implant.
Earnings Rating: 3

NO IGC CHARACTERS?

The Intelligence Gathering and Collating division is not particularly suitable for player characters – the characters would not really have much time or opportunity for adventures, and the heavy toll placed on their minds and bodies by their work burns them out quickly. This is all before you consider that there are only two dozen members of IGC at a time, and that their self-identity is almost entirely eroded by the process of integrating into the division's AI network.

All in all, an IGC player character is an idea that comes with numerous difficulties for very little reward.

CAREER EVENTS

After every Primary or Iconic Career phase you must roll 2d20 to determine if there were any notable events. You may use a Life point to re-roll or, with GM approval, pick an event. If you extend your career you must roll again on the Career Events Table for each extension. If you roll the same event as a previous career event, simply re-roll. The Cybertronic Career Events Table replaces the Career Events Table found in the *Mutant Chronicles* core book for Cybertronic characters.

CAREER EVENT TABLE

ROLL	CAREER EVENT	GAME EFFECT
2	**Contamination:** You were poisoned by some horrific toxic or radioactive contaminant during a scientific or industrial accident.	The treatment will cost fifty assets and until then you count as having wounds equal to one level lower on the Wounds Table (page 71).
3	**Industrial Accident:** You were badly injured in an accident in a factory or research facility, but narrowly survived with just a scar. What were you doing there and what happened?	Gain a Trait: Ugly Old Scar.
4	**Brotherhood Scrutiny:** The Brotherhood has identified you as being connected to a major Heretic cell in some way, but your place within Cybertronic prevents it from getting too close.	Gain an enemy in the Inquisition.

ROLL	CAREER EVENT	GAME EFFECT
5	**Financial Repercussions:** The section you work for suffered great losses during the financial year, and your pay was cut as a result.	Reduce your Earnings rating by one.
6	**The Past Catches Up:** Some element of your pre-Cybertronic past has caught up with you, and even with the protection of the corporation, you are struggling to avoid the consequences.	Gain one enemy in another corporation, and the Trait: Pursued by an Old Foe.
7	**Blackmail:** You have received a folder filled with photographs of you in a compromising position or engaged in dubious actions. Whoever sent the folder is making demands, or they release copies to the public.	Gain your blackmailer as an enemy, and reduce your Earnings Rating by one.
8	**Battered:** You were lynched during a period of anti-Cybertronic sentiment, and suffered serious injuries that have never completely healed.	Reduce your Serious Wounds by one.
9	**Rivalry:** You have an intense rivalry with a colleague in the same department. Who are they and how does your rivalry manifest?	You have a rival within your faction with whom you have a conflict.
10	**Red In The Ledger:** You killed someone and left his body rotting in an alley. You managed to avoid investigations and unwanted scrutiny, but you are certain that the higher-ups in Cybertronic know of your actions and are keeping quiet for some sinister reason.	Gain a Trait: Paranoid.
11	**Fraudulent Activities:** You were connected to an attempt to defraud Cybertronic and subjected to the judgement of LAJ. You do not speak of that time.	Add d6 years to your age, reduce your Earnings rating by one, and gain the Trait: Unspeakable Punishment
12	**Black outs:** You are prone to blackouts of up to twenty four hours. When you awake you have no knowledge of what you did during that period but you are terrified it is something terrible.	Your uncertainty and dread reduce your Mental Wounds by one. You also gain one enemy and one ally, both of whom know the truth.
13	**Demoted:** You made the wrong call or were the victim of politics, but whatever the reason you got demoted, and spent years working to reclaim your old position.	Reduce your Earnings Rating by one, and increase your age by two.
14	**Foreign Travel:** You had the opportunity to travel to a distant human settlement. Where did you go and what made you come back home?	Roll 1d6 and half the result, rounding up. Gain that many contacts in other corporations, and an equal number of enemies in those corporations.
15	**Pollutants:** You have spent too much time around bizarre chemicals and strange minerals, and have acquired a persistent cough. Annoying, but rarely fatal.	You are easily winded by physical exertion, and increase the Repercussion Range of Athletics tests by one step. This penalty is removed if you gain Artificial Lungs.
16	**Criminal Activities:** You have been involved in some highly lucrative criminal acts – laundering money, insider trading, car theft, counterfeiting, or something similar. It has brought in a lot of money, but no illicit act goes unnoticed forever, and there is a particularly tenacious investigator on your trail.	Increase your Earnings Rating by one, but gain an enemy in LAJ.
17	**Oathkeeper:** You suffered greatly in order to preserve your honour. What was your sacrifice?	Gain the Trait: Honour At Any Cost.
18	**Progress At A Cost:** You volunteered to take part in a secret medical experiment that succeeded… well, almost.	Gain trait: Unforeseen Side-Effects. In addition, you may choose to suffer ⭮4 Mental Wounds as a Free Action in order to gain a Chronicle point.
19	**Shadowed:** Someone is following you, but you do not know who or why.	Your continual paranoia makes you particularly cautious; you may re-roll one d20 on Observation tests made to determine Surprise at the beginning of combat.
20	**Serious Transgression:** You made a major mistake, revealed some vital secret to an outsider, or otherwise broke the corporation's trust in you. Cybertronic does not fire people, but it does have ways to punish transgressors.	Add 1d6 years to your age, and reduce your total Mental Wounds by one. Gain the Trait: Unspeakable Punishment.

ROLL	CAREER EVENT	GAME EFFECT
21	**Generous Patron:** You have a wealthy and pliable benefactor.	Increase Earnings Rating by one whilst he is still your patron, but also gain the Trait: Patron's Agenda.
22	**Stopped a Plot:** You foiled a foreign plot on your own or with a group of friends. Why didn't you report it to management?	Gain an enemy in another corporation. Gain five assets worth of 'liberated equipment'.
23	**Survivor:** You were one of just a few survivors from an enemy raid, in which many people died. You lost something in the collapse, and brought something out with you. What were they?	Something terrible happened, but you survived. You gain one favour from a useful contact, one enemy made during the disaster, and one asset as compensation for the trauma. You also have an issue with enclosed spaces, gaining the Trait: Claustrophobia.
24	**Promoted:** Your actions have not gone unnoticed and you have been promoted and commended for your performance.	Increase your Earnings Rating by one.
25	**Judicial Connection:** You have a personal connection to a member of the LAJ, who you helped to solve a particularly challenging case or issue.	You have an Ally in LAJ.
26	**SWI Contacts:** You have developed contacts within SWI, and have acquired security clearance. What Department are your contacts in?	You have an ally in SWI, within a Department chosen by the GM.
27	**Foreign Contact:** You know someone outside of Cybertronic – maybe they are an old friend, maybe they are a new acquaintance.	Randomly determine another faction. You have a contact within that group who owes you a favour.
28	**Dangerous Connection:** You know, or knew, someone who has been identified as a Heretic. The Board has asked that you maintain the relationship while SWI gathers intelligence on him.	Increase your Earnings Rating by one. Further, you gain two allies – the Heretic, and the IES agent assigned to the operation. The Heretic ally will become an enemy when SWI carries out its operation.
29	**Captured and Retrieved:** You were captured by the Brotherhood and subjected to a long period of incarceration and interrogation beneath a cathedral. You held out, but when you were rescued, you returned different.	Gain a member of the Inquisition as an enemy, and the IES agent who rescued you as an ally. Gain the Trait: Nervous Around the Brotherhood. Increase your age by 1d6 years.
30	**Olive Branch:** You worked alongside an agent of the Brotherhood on a mission with the Cartel against the Dark Legion, and you saved each other's lives in spite of your differences. The Board has encouraged this unusual bond.	Gain the Brotherhood agent as an ally, and increase your Earnings Rating by one.
31	**Suspicious Object:** You stumbled upon someone's secret hideout. Whose was it and what did you discover there?	Gain a single item worth no more than five assets. This item is distinctive and missed by its owner. Gain the item's owner as an enemy.
32	**Lucky Find:** You lucked upon a rare or unique item that had been lost. What is it?	You have a single item worth fifteen assets.
33	**Performance Bonus:** Because of your hard work, you and your colleagues received a bonus, in both hard currency and shares in the corporation.	Gain five assets.
34	**Deeply Persuasive:** You have a knack for getting people to back down, whether in the boardroom or on the streets.	All Command and Persuade tests you attempt while negotiating have their difficulty reduced by one, which may remove the need for a test.
35	**Cartel Appointment:** You have been called to serve as a consultant to some division of the Cartel, giving you considerable access to the other corporations, and many opportunities for insight into foreign cultures.	You may reduce the difficulty of Education tests by one (to a minimum of 1) when dealing with information about other corporations.
36	**Minor Subreality Star:** You became a minor celebrity on subreality; your exploits are followed and noted, whether or not you want it.	While in subreality, gain one free Momentum on successful social skill tests, but all Stealth tests to go unnoticed in a populated area increase in difficulty by one step. This has no effect outside of subreality.

ROLL	CAREER EVENT	GAME EFFECT
37	**Maimed in service:** You suffered a serious injury in the line of duty. Your determination to continue on has increased, but you are less able than you once were.	All movement-related skill tests increase their difficulty by one step, but all Willpower tests reduce their difficulty by one step. Being fitted with a Cyberlimb (leg) will remove this penalty.
38	**Asteroid Base:** Somehow, you have been granted a base or research station in the Asteroid Belt. Fully equipped with life support, this is an ideal base.	You now own a facility in the Asteroid Belt, about ten hours flight from Ceres Base.
39	**Startling Nightmares:** You have recurring dreams relating to a traumatic event in your past. Nightmarish or benevolent, you often must take time to distinguish dream from real events when you awake.	Gain the Trait: Vivid Dreams.
40	**Diamondisation:** You have gained the highest status available to any employee of Cybertronic, earning the respect and trust of the Board. You are a celebrated hero of Cybertronic, and your deeds are held in high regard. More than that, you receive access to the finest equipment and virtually limitless freedom to pursue the corporation's goals.	Increase your Earnings Rating by two, and gain a contact on the Board. In addition, if you do not already possess one, you gain a DIANA system implant, which replaces any SARaH or DIANA system you already possess. This system is more closely integrated, and allows you to re-roll one d20 on any skill test that the DIANA possesses training in.

DECISION SEVEN, ICONIC CAREER

ENHANCED CHASSEUR

With the standard Chasseur units having become a prominent and established element of Cybertronic's armed forces, the corporation looked to expand its early successes. The Enhancement Program is the means by which the most effective and promising Chasseurs are improved upon, with these augmented soldiers upgraded even further to capitalise on the warrior's aptitudes. Successful candidates for enhancement are submitted to a punishing regime of training and surgical augmentation, bolstering them in every conceivable way.

To a man, they are larger and stronger than they once were, and fitted with advanced armour and an array of costly upgrades; Enhanced Chasseurs serve as elite strike and reconnaissance forces in support of their less-advanced brethren.

Prerequisites: Cybertronic, MCR TIFF only
Difficulty: 3
Mandatory Skills: Observation, Ranged Weapons, Resistance.
Elective Skills: Athletics, Heavy Weapons, Mechanics.
Signature Skill: Heavy Weapons, Observation, Ranged Weapons, Resistance.
Talents: Two talents from Heavy Weapons, Observation, Ranged Weapons, or Resistance.
Equipment: CAW2000 SMG, IA3000 integrated armour suite with IAS3100 blink generator, skeletal reinforcement, mitochondrial infusion, synth-blood transfusion.
Earnings Rating: 3

SPOKESPERSON

Calm, confident, and as comfortable with deception as most people are with breathing. The image of a Cybertronic spokesperson is a pervasive one, and so effective is Cybertronic's public relations department that even when everyone knows the stereotype, these spokespeople are still extraordinarily persuasive. Normally hailing from ETP but assigned to every division, their valuable skills help apply a human face to a corporation that is otherwise driven by logic and bereft of emotion.

Prerequisites: Cybertronic, AEM TIFF, Education Expertise 1, Persuade Expertise 2
Difficulty: 3
Mandatory Skills: Command, Education, Persuade.
Elective Skills: Linquistics, Persuade, Willpower.
Signature Skill: Command, Education, Linguistics, Persuade.
Talents: Three talents from Command, Education, Linguistics, or Persuade.
Equipment: Emotives control system, media kit, bespoke fashionable clothing.
Earnings Rating: 5

EXPERIMENTAL PSYCHOLOGIST

While the pursuit of technology is vital to Cybertronic, machines are only half of the equation. Study of the human condition is an essential element of Cybertronic's work, and thus there are numerous specialists who study the intricacies of human and AI psychology in order to understand better how they might interact peacefully. These specialists can come from a range of different fields, and the applications of their studies vary depending on whether they are from RDM or AEM.

Prerequisites: Cybertronic, Persuade Expertise 1, Sciences Expertise 2
Difficulty: 2
Mandatory Skills: Persuade, Sciences, Treatment.
Elective Skills: Psychotherapy, Sciences, Command.
Signature Skill: Command, Persuade, Psychotherapy, Sciences.
Talents: Two talents from Persuade, Psychotherapy, or Sciences.
Equipment: DIANA System.
Earnings Rating: 3

Jansen slammed the door of the cab as he got out. Lt had been a difficult morning, and it showed on him. Not enough time to take a shower or shave, he had to rush into his clothes and down to a cab, just because the alarm didn't go off. Halfway to work, he realized he had forgotten his briefcase as well, containing all the papers necessary for the Nelson deal. He couldn't turn back and get them, or he would be in even more trouble.

He quickened his pace as he approached the security zone, fishing in his pockets for identification and security papers.

"Halt! Who goes there?"

The familiar challenge of the Cybertronic security guards didn't stop him, and he approached the two men posted outside the gate. He recognized one of them.

"Morning, Joe. Nice to see you. Just hang on a second. I'll get my papers out."

He was interrupted by the guard, who raised the muzzle of his automatic weapon.

"Identify yourself or leave this area!"

Jansen paused in his frantic attempts to find the papers and threw a surprised glance at the man.

"Hey, Joe, you remember me, Jansen. You worked under me at Research. Two months ago."

"Present your identification or leave the area. This is the last warning."

The coldness of the guard irritated Jansen. He started searching his pockets again when it suddenly hit him.

"l left it at home. It's on my kitchen table. But let me just call Dr. Thompson, he'll -"

The heavy rattle of the automatic weapon interrupted Jansen and threw him several yards backward, his chest riddled with bullets. His face was frozen in agony and surprise.

As he slumped against a lamp post, one of the guards approached the body, weapon ready to fire.

"Unidentified intruder neutralized at entrance B45. Failed to produce identification. Requesting clean-up. Returning to duty. Over and out."

REAVER

Since its formation, Cybertronic has been beset with predators who wish nothing less than its complete dissolution. The Brotherhood has been one of the most destructive of these, responsible for a sizeable proportion of Cybertronic's battlefield casualties. To help counter these threats, Cybertronic devised specialised soldiers to help oppose the mystical capabilities of Brotherhood forces.

Reavers are recruited exclusively from those employees who have a history of being persecuted by the Brotherhood. These experiences fuel the Reavers' rage, and this fury is stoked and encouraged throughout their training and conditioning.

Prerequisites: Cybertronic, SWI only, Close Combat Expertise 1, Ranged Weapons Expertise 1
Difficulty: 2
Mandatory Skills: Close Combat, Ranged Weapons, Willpower.
Elective Skills: Heavy Weapons, Mysticism, Unarmed Combat.
Signature Skill: Heavy Weapons, Mysticism, Unarmed Combat, Willpower.
Talents: One talent from Willpower or Mysticism, one talent from Heavy Weapons or Unarmed Combat.
Equipment: SSW4100 LMG, IA3000 integrated armour suite with IAS3400 metaphysical disruptor
Earnings Rating: 3
Special: Reaver characters gain the Brotherhood as an enemy.

THE SILENT

Criticism and speculation about Cybertronic abounds across the solar system, but one thing is held to be true by all – Cybertronic is adaptable. In the early decades of defending itself from the other corporations and the Brotherhood, Cybertronic learned well the hard lessons delivered by its rivals – he who rules the skies rules the battlefield.

The Silent are Cybertronic's answer to units like the Martian Banshees, Bauhaus Blitzers, and Imperial Rams. Clad in state-of-the-art integrated armour, the Silent are air-dropped from modified Sky Witch II helicopters into warzones requiring their specialised skills. The Silent get their name from the peculiar phenomena associated with them – in battle, they are perfectly silent, with their weapons, their anti-grav harnesses, and even the impacts of enemy bullets upon their armour making no sound whatsoever.

Prerequisites: Cybertronic, SWI only, Ranged Weapons Expertise 1
Difficulty: 2
Mandatory Skills: Pilot, Ranged Weapons, Unarmed Combat.
Elective Skills: Close Combat, Willpower, Stealth.
Signature Skill: Pilot, Ranged Weapons, Stealth, Unarmed Combat.
Talents: One talent from Pilot, Ranged Weapons, Stealth, or Unarmed Combat.
Equipment: AR3000 assault rifle. CSA200 power fist, IA3000 integrated armour suite with IAS3200 anti-gravity harness, skeletal reinforcement, sonic dampeners.
Earnings Rating: 3

SHOCK TROOPER

Cybertronic's small size means that it must marshal its forces carefully. Where the fifth corporation cannot pre-emptively end a conflict with a single bullet, it employs guerrilla tactics and lightning assaults to destroy an enemy before it knows a battle has begun. The troops who perform these duties are known as Shock Troopers.

Equipped to deploy from airborne transports in small groups, Shock Troopers favour close range weaponry to dispatch their foes as quickly as possible. To increase the fear these warriors inspire, they sometimes employ weapons and techniques that are frowned on or even banned by the Cartel, such as chemical weaponry. Lacking the sheer numbers of other corporations, Cybertronic chooses to employ tactics that are ethically questionable but highly efficient, relying on a lack of surviving witnesses to maintain the secret.

Prerequisites: Cybertronic, SWI only, Ranged Weapons Expertise 1
Difficulty: 2
Mandatory Skills: Acrobatics, Pilot, Ranged Weapons.
Elective Skills: Close Combat, Resistance, Survival.
Signature Skill: Acrobatics, Pilot, Ranged Weapons, Resistance.
Talents: One talent from Acrobatics, Pilot, Ranged Weapons, or Resistance.
Equipment: SA-SG7200 Shotgun, 3× G450 Gas Grenades, IA3000 integrated armour suite with IAS3200 anti-gravity harness, artificial lungs.
Earnings Rating: 4

AI PROGRAMMER

The science associated with artificial intelligence was, for a thousand years, lost to humanity. Cybertronic has resurrected the technology and the lore associated with it, sculpting expert systems and eventually giving birth to new thinking machines. Specialised programmers develop the underlying architecture of AI systems; for simpler Expert Systems like the SARaH, this is sufficient. For true thinking machines, such as DIANA systems and Cuirassier cores, this initial programming soon gives way to an education, teaching and guiding the development of these technological marvels.

Prerequisites: Cybertronic, RDM only, Sciences Expertise 2
Difficulty: 2
Mandatory Skills: Mechanics, Psychotherapy, Sciences.
Elective Skills: Education, Linguistics, Treatment.
Signature Skill: Education, Mechanics, Psychotherapy, Sciences.
Talents: Two talents from Education, Mechanics, Psychotherapy, Sciences.
Equipment: DIANA system, personal computer, AI programming suite.
Earnings Rating: 4

TECHNOSEER

The highest ranking operatives of FEF, Technoseers – often just referred to as Seers – employ a blend of ancient mysticism and higher mathematics in order to create statistical models of the future. Their use of superstitious methodologies is regarded by many as being at odds with the technology-minded Cybertronic, but the very existence of supernatural forces like the Light and the Dark Symmetry is held up as evidence to prove that the universe does not function on logic and mathematics alone.

Technoseers are unnerving beings to encounter. Their minds are constantly processing the information they receive using algorithms derived from ancient numerology and mathemancy, allowing them to predict likely outcomes of any situation they witness with a remarkable degree of accuracy.

Prerequisites: Cybertronic, AEM only, Observation Expertise 2, Sciences Expertise 2
Difficulty: 2
Mandatory Skills: Observation, Sciences, Willpower.
Elective Skills: Lifestyle, Mysticism, Insight.
Signature Skill: Insight, Mysticism, Observation, Sciences.
Talents: Two talents from Insight, Mysticism, Observation, or Sciences.
Equipment: Compubrain, DIANA system, EYE-Tronic, Sonicator Receptor System.
Earnings Rating: 4

ARBITER

Arbiters are charged with overseeing conflicts between the needs of Cybertronic and the corporation's laws. It often seems unlikely that the corporation's own laws would impede its best interests, but it has ever been the case in human civilisation that law and technology evolve at different rates.

Arbiters are given complete freedom to seek out and resolve disputes, stepping aside only at the discretion of the Board. They are some of the few beings with anything approaching a 'big picture' perspective of Cybertronic, and they frequently consult with one another in subreality to ensure that all Arbiters are adhering to the same united vision.

Prerequisites: Cybertronic, AEM only, Education Expertise 2
Difficulty: 2
Mandatory Skills: Education, Linguistics, Persuade.
Elective Skills: Command, Observation, Sciences.
Signature Skill: Command, Education, Linguistics, Persuade.
Talents: Two talents from Command, Education, Linguistics, or Persuade.
Equipment: DIANA system, two personal libraries (Education, Linguistics).
Earnings Rating: 5

SUBREALITY STAR

You have made it big, and got in on the ground floor of the next revolution in human entertainment. You are one of the stars of this new enterprise, the face and/or voice of the new medium. You are diverse in your talents, active in your celebrity, and growing more widely recognised by the day.

However, that is not all you are. You are an observer in the synthetic world, watchful for threats and signs of corruption. You are well-versed in hacking techniques, both to defend yourself in Subreality, and to crack open the secrets of others. You wield your popularity like a weapon, inviting others to flock to you so that you can discern their true intentions.

Prerequisites: Cybertronic, AEM TIFF only, Observation Expertise 1, Persuade Expertise 1, Sciences Expertise 1
Difficulty: 2
Mandatory Skills: Observation, Persuade, Sciences.
Elective Skills: Insight, Lifestyle, Willpower.
Signature Skill: Insight, Observation, Persuade, Sciences.
Talents: Two talents from Insight, Observation, Persuade, Sciences.
Equipment: Three uses of 'Whisper' attack software, greater node upgrade, Firewall 2, Shield 1.
Earnings Rating: 4

MIRRORMAN

Depicted by propaganda as Cybertronic's 'Shining Knights', Mirrormen are an exclusive and elite force within SWI, equipped with some of the finest equipment available. Specialising in close assault and covert operations, Mirrormen epitomise the nature of SWI – a shining and glorious beacon for the corporation to rally behind, and yet also a hidden blade in the darkness, unseen and unheard until it is too late.

It is falsely believed that Mirrormen are AI, similar to Cuirassiers. In truth, they are a rare variant of Enhanced Chasseurs, smaller and sleeker but no less deadly, drawing the finest recruits from across SWI.

Prerequisites: Cybertronic, SWI only, Close Combat Expertise 2, Stealth Expertise 1
Difficulty: 3
Mandatory Skills: Acrobatics, Close Combat, Stealth.
Elective Skills: Athletics, Ranged Weapons, Willpower.
Signature Skill: Acrobatics, Athletics, Close Combat, Stealth.
Talents: Two talents from Acrobatics, Athletics, Close Combat, or Stealth.
Equipment: P1000 pistol, CSA400 Sword, IA3000 integrated armour suite with IAS3300 Mirrorshard camouflage system, EYE-Tronic with telescopic and night vision capabilities, DIANA system, mitochrondrial infusion, neurokinetic repeaters, tronic-reflexes.
Earnings Rating: 4

CYBERSURGEON

The specialised field of cybersurgery is one of vital importance to Cybertronic, given the sheer number of cybernetic implants the corporation manufactures and employs. Using a proprietary blend of engineering and advanced internal medicine, cybersurgeons are experts in the union of man and machine.

Prerequisites: Cybertronic, RDM only, Treatment Expertise 1, Sciences Expertise 2
Difficulty: 2
Mandatory Skills: Medicine, Sciences, Treatment.
Elective Skills: Mechanics, Medicine, Psychotherapy.
Signature Skill: Mechanics, Medicine, Sciences, Treatment.
Talents: Two talents from Mechanics, Medicine, Sciences, or Treatment.
Equipment: Experimental waldo (suit-mounted), basic automed (suit-mounted), SARaH system.
Earnings Rating: 4

CUIRASSIER AND NEOCLONE CHARACTERS

Due to their artificial nature, Cuirassiers and Neoclones do not follow the same character creation rules as normal player characters. Their manufactured nature makes them considerably more uniform in their capabilities, as each one of a given series will be created to a set of standards. Differences between models exist where they have been in service for a time, as experiences of the worlds around them will shape even an artificial worldview.

CUIRASSIERS

A Cuirassier is unlike any other player character in *Mutant Chronicles*, for it is not a human being, but a thinking machine designed for combat. In truth, Cuirassiers do not even have a humanoid form: their default state is an egg-shaped core about 30cm long. While it has a single infrared sensor for wireless data, a core has no real ability to perceive or interact with the outside world. It is a computer, and its utility comes as much from the body it is housed in as from the intellect within the core.

PARTNERS

All Cuirassiers are partnered with a living employee of Cybertronic (this can be another player character, or an NPC) at all times. This partner may change from mission to mission, or even more frequently than that, but there must always be one. While Cuirassiers can operate without a partner, they generally lack the sense of self-determination and abstract reasoning necessary to be truly autonomous for long periods.

Under some circumstances, it is possible for the Cuirassier's partner to be distant, overseeing matters from a remote location and communicating via a cellular link. Also, if need be, a Cuirassier can be handed off to a non-Cyber for short periods – never longer than 24 hours without express approval from the Board – though this is normally only done in life-or-death situations or other urgent circumstances.

Without contact from a designated partner, the Cuirassier's programming reverts to its emergency routines. The first priority is to ensure the safety of any Cybertronic personnel in the immediate vicinity and then to contact the nearest SWI outpost by the most expedient means possible. This is normally a phone call using the Cuirassier's cell-link (Cuirassier calls are priority-directed to personnel trained for these circumstances), at which point a temporary partner will be assigned, and new orders will be given. Often, these orders will be to fall back and *rendezvous* with a support team, or to report in for debriefing.

FOLLOWING ORDERS

While they have sufficient intelligence to solve problems and analyse situations, they lack the autonomous reasoning ability needed for longer-term operation. As with any computer, they will do as they are told, to the absolute letter – interpreting the spirit of an order, or discerning the intent of their partner's commands, is a task beyond their capacity. A Cuirassier's partner must be careful when giving orders of any kind, as this can have disastrous effects if a mistake is made. Experienced partners are almost as valuable as Cuirassiers themselves.

When a situation arises in which (in the GM's estimation) the Cuirassier could misinterpret an order, the Cuirassier should attempt a Challenging D2 Intelligence test. If this roll succeeds, then the Cuirassier has managed to interpret the orders correctly (often using the experiences of past orders as a precedent). Otherwise, the Cuirassier must follow the orders to the letter; the player is welcome to invoke the Voluntary Failure rule with this test, but must accept the consequences. Cuirassiers do not suffer from guilt or shame, and thus cannot regret their mistakes.

THE CORE

The common image of a Cuirassier is of powerful, nigh-invulnerable android killers carrying heavy weaponry. This is, in fact, only the outer shell of the Cuirassier – a body adopted for a particular situation, as consequential to the Cuirassier within as a living soldier's weapons and armour are to him.

As noted above, the true Cuirassier is a thinking machine contained within a nigh-indestructible egg-shaped core about 30cm long. This core is normally mounted near the body's heavily-armoured sensor array (the head, on the humanoid bodies). An inactive Cuirassier can be switched on by pressing the button on the base, while deactivating an unwilling Cuirassier requires a coded wireless

signal – a special signaller device can do this, as can a cell-link. Willing Cuirassiers can deactivate themselves.

The core can be fitted into a variety of different bodies. It requires about ten minutes to install a core into a new body, and another five minutes to uninstall the core from a body. The most popular bodies are the Attila series of combat androids, but there are others as well. The larger and more complex the body, however, the greater the demands on the core's processing power, and thus the more stupid it tends to be in practice. A core inside a Mark I Attila is fairly intelligent, able to adapt to different circumstances quite effectively. The same core inside an Eradicator Deathdroid is taxed by the greater system requirements the body has, and thus has less processing power left over for such niceties as reasoning and problem-solving.

For this reason, powerful bodies are only issued to Cuirassiers with experienced partners. Otherwise, Cybertronic would be risking having a Cuirassier run amok, and the Board frowns on such uncontrolled usage.

ROLEPLAYING A CUIRASSIER

Playing a Cuirassier can be a real challenge. They are emotionless, coldly logical, and interpret orders literally. Cuirassiers are programmed with a limited personality that allows them to interact with people in a basic way. Like most other computer interfaces, it has its good and bad points.

Cuirassier players must be careful to follow their orders literally and not just do what they want to. For instance, if told by its partner to guard a corridor, a Cuirassier will do so until it is told to leave. Of course, it can be given new orders by remote through a cell-link, but until that happens, it is bound to fulfil its old orders.

Smart partners will work with a Cuirassier to program all sorts of contingency orders into it before leaving for a mission. The player may wish to write these orders down and present them to the GM before the mission begins. In any case, the orders should be as specific as possible, leaving little room for misinterpretation. If this partner is an NPC, things get even easier, as having the NPC observing remotely and providing instructions via a cell-link essentially splits the character in two: the Cuirassier in the field, and the partner operating from behind the scenes. However, even this should come with some drawbacks, as a remote NPC partner will not necessarily have the same up-to-the-minute information as someone in the field, and getting a clear signal over a cell-link is not always guaranteed.

In any case, the GM may wish to take the player aside and suggest a literal interpretation of his orders, which may not mesh with his own. The GM is encouraged to use Complications – from Repercussions and from spending Dark Symmetry points – to put a Cuirassier in an awkward situation because of unclear programming.

PROGRAMMING A CUIRASSIER

A Cuirassier character is split into two parts: the core, and the body. The core provides mental attributes (Coordination, Intelligence, Mental Strength, and Personality) as well as skills and talents, which collectively represent the software element of the Cuirassier. The body provides physical attributes (Agility, Awareness, Physique, and Strength), armour, wounds, weapons, and other 'hardware' elements, as well as imposing a penalty on the Cuirassier's Intelligence.

A standard, factory default Cuirassier core has Coordination 10, Intelligence 12, Mental Strength 16, and Personality 4. It also has 6,000 experience points that may be spent on skills and talents. The only skills (and associated talents) that cannot be purchased are Animal Handling, Command, Lifestyle, Mysticism, and Persuade. These initial experience points cannot be spent on increasing attributes, though experience earned during play can be spent on raising any of Coordination, Intelligence, Mental Strength, or Personality (the other attributes are provided by the Cuirassier's body, and thus cannot be improved by spending experience).

These experience points, and any others earned during play, can be re-allocated freely, requiring a day of work, a Daunting D3 Sciences test, and an AI Programming Suite. The Cuirassier can reallocate its own skills without the need for an AI Programming Suite, but this increases the difficulty by one step, and it cannot reallocate any ranks in Sciences (as it is using them for the reprogramming). It is common to reprogram a Cuirassier's skills when it is being loaded into a radically different body – a Sky Witch helicopter has no use for Acrobatics, for example.

As Cybertronic technology, a Cuirassier is immune to the effects of Corruption – it cannot be corrupted either as equipment or as a character. Cuirassier player characters still have Chronicle points as normal, but they only start each session with one Chronicle point.

CUIRASSIER BODIES

The following are a range of common Cuirassier bodies. If a Cuirassier's body is destroyed, the Core (and thus the character) remains intact and can be placed within another body. It may take some time for a replacement body to be issued and delivered, so the core will be of limited use until it can be installed elsewhere.

The attacks listed below for each distinct body already include bonus damage for a high Strength or Awareness.

ATTILA MK. I

The standard 'security' Attila model, the Mk. I is employed in support of SWI operations in urban areas – they are often called to support IES and LAJ raids – and their metal bodies are covered in synthetic skin to conceal their mechanical nature from a cursory examination. They are huge – around two metres tall – and always wear a dumb grin. Most people dismiss them as moronic giants until they take a closer look, but anyone who has any knowledge about Cybertronic can spot a Mk. 1 Attila without much difficulty, fake skin or not.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13	13	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
*	−2	*	*

WOUNDS:

- ◀▶ **Head 5**
- ◀▶ **Arms 6**
- ◀▶ **Serious 8**
- ◀▶ **Mental** Equal to Mental Strength
- ◀▶ **Torso 10**
- ◀▶ **Legs 8**
- ◀▶ **Critical 5**

SOAK: Armoured Chassis: (All 5)

ATTACKS:

- ◀▶ **Cybernetic Fist (melee):** 1+🗡6, 1H, Armour Piercing 1
- ◀▶ **CAW2500 Enhanced SMG (ranged):** Close, 1+🗡6, Automatic, Unbalanced, Ammo (Armour Piercing 1)

SPECIAL ABILITIES:

- ◀▶ **Robot:** An Attila is not a living being, being constructed of steel and superconducting fluids rather than flesh and blood. It is immune to all environmental conditions – extremes of heat or cold, vacuum, and suffocation – as well as all poison and disease effects. It cannot be healed by regular means or recover wounds naturally, and cannot be affected by abilities, attacks, and effects that only work on living creatures. Any attempt to repair an Attila requires Mechanics, in place of Treatment or Medicine.
- ◀▶ **Synthedermis:** It takes an Average D1 Observation test to correctly identify a Mk. I Attila.

ATTILA MK II

Larger and heavier than the Mk. I, the Mk. II was built for dedicated combat operations. Early versions were fitted with the same Synthedermis as their predecessors, but the greater size of the Mk. II made it an unconvincing disguise at best. Their size, strength, and durability makes them extremely difficult to bring down, and thus ideal for brutal close-quarters combat where enemies cannot bring heavy weapons to bear against them.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
15	15	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
*	−4	*	*

WOUNDS:

- ◀▶ **Head 5**
- ◀▶ **Arms 7**
- ◀▶ **Serious 9**
- ◀▶ **Mental** Equal to Mental Strength
- ◀▶ **Torso 11**
- ◀▶ **Legs 9**
- ◀▶ **Critical 6**

SOAK: Armoured Chassis: (All 6)

ATTACKS:

- ◀▶ **Cybernetic Fist (melee):** 1+🗡6, 1H, Armour Piercing 1
- ◀▶ **CAW2500 Enhanced SMG (ranged):** Close, 1+🗡5, Automatic, Unbalanced, Ammo (Armour Piercing 1)

SPECIAL ABILITIES

- ◀▶ **Resonant Field:** The Mk. II Attila is fitted with an RF366 Resonant Field Generator
- ◀▶ **Robot:** See above

'ULTRA' ATTILA MK III

The current favoured model of front-line Attila, the Mk. III is a statuesque, three-metre tall chrome killing machine. Their size makes disguising their nature impractical, so instead these androids are flaunted as the marvellous war machines they are. Individual Ultra Attilas are terrifying to behold in battle, able to fight toe-to-toe with some of the deadliest creatures the Dark Legion is able to produce. Their biggest drawback is that their hardware consumes so much of the Cuirassier's processing power, meaning that they require constant monitoring by their partners.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
16 (+1)	16 (+1)	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
*	−6	*	*

WOUNDS:

- ◀▶ **Head 7**
- ◀▶ **Arms 9**
- ◀▶ **Serious 11**
- ◀▶ **Mental** Equal to Mental Strength
- ◀▶ **Torso 13**
- ◀▶ **Legs 11**
- ◀▶ **Critical 8**

SOAK: Armoured Chassis: (All 6)

ATTACKS:

- ◀▶ **Cybernetic Fist (melee):** 2+🗡7, 1H, Armour Piercing 1

- **CAW2500 Enhanced SMG (ranged):** Close, 1+⚔5, Automatic, Unbalanced, Ammo (Armour Piercing 1)

SPECIAL ABILITIES
- **Resonant Field:** The Mk. III Attila is fitted with an RF366 Resonant Field Generator
- **Robot:** See page 72
- **Supernatural Physique 1**
- **Supernatural Strength 1**

MOUSER

The city of Luna is covered with rodents, and where there are rodents there are cats. Some of these cats are not exactly what they seem; they are, in fact, robotic facsimiles created by Cybertronic to act as its eyes and ears across human settlements. Few people take notice of a stray cat wandering around, and Mousers – fully-automated pseudo-felines – take advantage of this to get into places and reach locations that conventional spies could never access. Some models, such as the one described below, are able to accept a Cuirassier core in place of their conventional control systems.

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
4	4	14(+1)	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
*	*	*	*

WOUNDS:
- **Head 2**
- **Torso 5**
- **Forelegs 2**
- **Hind Legs 3**
- **Serious 4**
- **Critical 2**
- **Mental** Equal to Mental Strength

SOAK: None

ATTACKS:
- **Claws (melee):** 1+⚔2, 1H

SPECIAL ABILITIES
- **Night Vision**
- **Robot:** See page 72
- **Supernatural Agility 1**

NEOCLONES

Playing a Neoclone is very similar to playing an ordinary character, with the differences mainly existing within character creation. Neoclones, as artificially-engineered humans, are created for specific roles, and they undergo specially-designed training regimes that perfectly suit their physical and mental capabilities.

The practical result of this is that a Neoclone player character is identical to every other Neoclone of the same type, at least initially – they will grow and change independently as they earn and spend experience points, representing individual Neoclones learning and changing with their experiences.

Three forms of Neoclone are listed here, representing the three models most frequently . Each entry lists the attributes, skills, talents, and equipment that every character of that model possesses as standard. These entries are fully-formed player characters.

DR DIANA (RDM FIELD MEDIC NEOCLONE)

Developed from the genetics of former Imperial citizen Cynthia Diana, the 'Dr Diana' series of Field Medic Neoclones were the first Neoclones developed, and they are a common sight on the battlefields of the solar system. These clones are primarily employed as combat medics for Chasseur units, utilising both their talent for medicine as well as their skill with advanced technology, but a number of them are found serving alongside Cartel forces, or even assisting civilian emergency services within Cybertronic. Most recently, the RDM has loaned a pair of Dr Dianas to Luna PD as paramedics.

Dr Dianas are extremely capable medical and technical personnel, and their appearance is one well-suited to propaganda campaigns ("sexy nurses on the front lines"), but the truth of their presence is a little more unpleasant. Chasseurs do not much care about a medic's demeanour, but other corporate soldiers tend to find the cold and detached 'bedside manner' of a Dr Diana to be unsettling.

TRAITS: Cold and Dispassionate

CHRONICLE POINTS: 2

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	8	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	13	8	6

SKILLS:
- **Close Combat** Expertise 1, Focus 0
- **Education** Expertise 1, Focus 1
- **Lifestyle** Expertise 1, Focus 0
- **Mechanics** Expertise 2, Focus 2
- **Medicine** (Signature) Expertise 4, Focus 3
- **Observation** Expertise 1, Focus 1
- **Pilot** Expertise 1, Focus 0
- **Ranged Weapons** Expertise 1, Focus 0
- **Sciences** (Signature) Expertise 3, Focus 3
- **Stealth** Expertise 1, Focus 0

- ◄► **Treatment** (Signature) Expertise 4, Focus 1
- ◄► **Willpower** Expertise 1, Focus 0

DAMAGE BONUSES: Ranged (+⬚1)**, Melee** (+⬚2)

WOUNDS:
- ◄► **Head 3**
- ◄► **Torso 8**
- ◄► **Arms 4**
- ◄► **Legs 6**
- ◄► **Serious 6**
- ◄► **Critical 4**
- ◄► **Mental 8**

SOAK: Subdermal Armour: (All 1).

ATTACKS:
- ◄► **P1000 Pistol (ranged):** Close, 1+🗡4, Burst, 1H, Close Quarters
- ◄► **CSA600 Weaponised Autoinjector (melee):** 1+🗡5, 1H, Toxic 3, Vile

TALENTS:
- ◄► **Employee of Cybertronic** (TIFF)
- ◄► **First Responder** (Treatment Talent)
- ◄► **Ration Meds** (Treatment Talent)
- ◄► **Operator** (Sciences Talent)
- ◄► **Physician** (Medicine Talent)
- ◄► **Isn't She Lovely** (Unique Talent)**:** A Dr Diana is engineered to look like an attractive twenty-something woman, the perfect image of the stereotypical 'sexy nurse' that lingers in the imaginations of solders across the solar system. Between this, and a general reluctance to harm medical personnel, people are reluctant to attack a Dr Diana. Characters attempting to attack a Dr Diana character increase the difficulty of their attacks by one step. This does not apply against Dark Legion creatures, which have no such compunctions against killing medics.

EQUIPMENT (Earnings 4)

Smart, utilitarian clothing in a distinctive Cybertronic style, a large comfortable apartment in a higher-class complex, P1000 pistol, subdermal armour, basic automed, experimental waldo, SARaH system, artificial organs, CSA600 Weaponised Autoinjector, Mitochondrial Infusion (included), Neurokinetic Repeaters (included).

MS WHITE (SWI WETWORKS NEOCLONE)

Medics and engineers are relatively easy to engineer; their training is entirely in hard skills, technical knowledge that is easy to implant into a mind. It is a very different prospect to program a being with social skills. However, after countless generations of clones and many hundreds of thousands of iterations of training protocol, RDM eventually produced the first working model of the Ms White pattern Neoclone.

Much like their medic predecessors, the Ms White is engineered to look like an attractive twenty-something woman. They have platinum-blonde hair as standard, but specific details frequently vary as these Neoclones are designed to be skilled in the arts of disguise and deception. They are deadly killers, with prowess seemingly inconsistent with their slender and fragile-seeming forms, but they seldom need to engage in combat – a typical Ms White operation is a 'honey trap', luring unsuspecting targets into making themselves vulnerable.

TRAITS: Femme Fatale

CHRONICLE POINTS: 2

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	9	11

SKILLS:
- ◄► **Close Combat** Expertise 2, Focus 0
- ◄► **Education** Expertise 3, Focus 2
- ◄► **Lifestyle** Expertise 1, Focus 0
- ◄► **Linguistics** Expertise 2, Focus 0
- ◄► **Observation** (Signature) Expertise 3, Focus 2
- ◄► **Persuade** (Signature) Expertise 3, Focus 2
- ◄► **Ranged Weapons** Expertise 2, Focus 1
- ◄► **Sciences** Expertise 1, Focus 0
- ◄► **Stealth** (Signature) Expertise 4, Focus 3
- ◄► **Thievery** Expertise 1, Focus 1
- ◄► **Willpower** Expertise 2, Focus 0

DAMAGE BONUSES: Ranged (+⬚1)

WOUNDS:
- ◄► **Head 3**
- ◄► **Torso 7**
- ◄► **Arms 4**
- ◄► **Legs 5**
- ◄► **Serious 6**
- ◄► **Critical 3**
- ◄► **Mental 9**

SOAK: Subdermal Armour: (All 1).

ATTACKS:
- ◄► **P1000 Pistol (ranged):** Close, 1+🗡4, Burst, 1H, Close Quarters
- ◄► **Adamantine claws (melee):** 1+🗡3, 1H, Armour Piercing 1, Hidden 3

TALENTS:
- ◄► **Employee of Cybertronic** (TIFF)
- ◄► **Charismatic** (Persuade Talent)
- ◄► **Naturally Charming** (Persuade Talent)

- ◄▶ **Scout** (Stealth Talent)
- ◄▶ **Disguise** (Stealth Talent)
- ◄▶ **Impersonation** (Stealth Talent)
- ◄▶ **Assassination** (Unique Talent): A Ms White is a deadly killer, and she is at her deadliest when the victim's defences are down. When she makes an Exploit Weakness action, her next attack gains +3d20 on the attack roll and +🗡3 on the damage roll, instead of the normal bonus.

EQUIPMENT (Earnings 4, Influence +◻3)

Smart, utilitarian clothing in a distinctive Cybertronic style, a large comfortable apartment in a higher-class complex, P1000 pistol, several outfits of high-quality fashionable clothing, flawless fake ID, automask, subdermal armour, adamantine claws, Mitochondrial Infusion (included), Neurokinetic Repeaters (included).

MR JOHNSON (AEM LIAISON NEOCLONE)

The newest widespread model of Neoclone, and the only male one, the Mr Johnson is a middle-aged man in a smart suit. The specific details of a Mr Johnson's appearance vary between accounts, for their appearance has been carefully engineered to leave no lingering impression – they are nondescript to the point of blandness.

Mr Johnsons serve as a point of contact between the Cybertronic corporation and freelancers, acting as anonymous representatives of their creator without personal bias or individual motive. They are enigmatic and careful to give out only the most vital information to the freelancers they are hiring. However, most of a Mr Johnson's job is in observation and analysis, rather than interaction. It is their responsibility to determine if a given freelancer is suitable for employment, as well as to collate and analyse intelligence pertaining to missions, to determine which information is necessary for the freelancers to know. An experienced Mr Johnson will also use news and rumours from amongst the freelance community as an additional source of intelligence, ensuring that other parts of Cybertronic are well informed.

TRAITS: Enigmatic Gentleman

CHRONICLE POINTS: 2

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	8	12
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	10	10	10

SKILLS:

- ◄▶ **Command** Expertise 2, Focus 2
- ◄▶ **Education** (Signature) Expertise 3, Focus 2
- ◄▶ **Insight** Expertise 2, Focus 1
- ◄▶ **Lifestyle** Expertise 2, Focus 1
- ◄▶ **Linguistics** Expertise 1, Focus 1
- ◄▶ **Observation** (Signature) Expertise 4, Focus 2
- ◄▶ **Persuade** Expertise 2, Focus 2
- ◄▶ **Sciences** Expertise 1, Focus 0
- ◄▶ **Stealth** (Signature) Expertise 1, Focus 1
- ◄▶ **Willpower** Expertise 2, Focus 0

DAMAGE BONUSES: Ranged (+◻3)

WOUNDS:

- ◄▶ **Head 3**
- ◄▶ **Arms 3**
- ◄▶ **Serious 5**
- ◄▶ **Mental 10**
- ◄▶ **Torso 7**
- ◄▶ **Legs 5**
- ◄▶ **Critical 3**

SOAK: Subdermal Armour: (All 1).

ATTACKS:

- ◄▶ **P1000 Pistol (ranged):** Close, 1+🗡6, Burst, 1H, Close Quarters

TALENTS:

- ◄▶ **Employee of Cybertronic** (TIFF)
- ◄▶ **Sharp Senses** (Observation Talent)
- ◄▶ **Disciplined Student** (Education Talent)
- ◄▶ **Sense Memory** (Observation Talent)
- ◄▶ **Newsmonger 2** (Education Talent)
- ◄▶ **Gathering Intel** (Unique Talent): A Mr Johnson is extremely good at analysing and interpreting information, forming connections between seemingly unrelated data points to produce valuable conclusions. After a successful Insight or Observation test he may spend one or more Momentum to discern secrets: for each Momentum spent, he may ask the GM to reveal a single secret about the location or one of the characters present. The GM chooses what secrets are revealed, but they must be absolutely truthful and at least slightly relevant to the scene.

EQUIPMENT (Earnings 5, Influence +◻2)

Smart, utilitarian clothing in a distinctive Cybertronic style, a large comfortable apartment in a higher-class complex, P1000 pistol, DIANA system, Sonicator Receptor System (included), Myelin Ironisation (included).

EQUIPMENT AND GEAR

"These are the finest products in the system. Rival corporations attempt to reverse engineer the secrets of Cybertronic's success but rarely succeed. From cybernetic limbs to armour, Cybertronic is making the fusion of man and machine a reality.

CYBERTRONIC PRODUCTS

Some simply replicate the effectiveness of the original organic limb, while others enhance strength and speed" to "Most simply replicate the effectiveness of the original limb, while a few prototypes enhance strength and speed.

XLR8 'BRAIN GREASE'

RESTRICTION 0 (CYBERTRONIC ONLY), COST 0

A ubiquitous Cybertronic creation, XLR8 – also known as Brain Grease – comes in two varieties: Mark I, and Mark II. Both forms heighten focus and concentration, as well as making the user extraordinarily resistant to the influence of the Dark Symmetry. It is also highly addictive, and a necessary element of the interface between biology and Cybertronic technology. Mark I is issued routinely to VACs, and it works mainly by suppressing the emotional and creative parts of the brain. This gives VACs their customary dispassionate logic and mechanical efficiency, and ensures that they are virtually immune to the Darkness. Mark II, issued to TIFFs, is more refined – it leaves the users' creativity intact, giving them a potent blend of logic and imagination – but does not give quite as much protection against the Dark Symmetry.

A daily dose of XLR8 is required, and is self-administered via an injection into the neck. Employees are issued with twenty eight doses at a time, in a small aluminium case filled with ceramic vials. Every day the drug is not taken inflicts a single level of Fatigue, and a single point of Dread for every implant the character has. A character using Mark I is entirely immune to Corruption. A character using Mark II increases his Corruption Soak by two. A character using any form of XLR8 reduces the difficulty of Willpower tests against mental assault by one step, which may remove the need for a test.

CYBERNETICS

ADAMANTINE CLAWS

RESTRICTION: 3   COST: 6

The subject's hands have been augmented to include razor-sharp claws, which emerge either from the fingers or from the knuckles – knuckle-claws are longer, being stored in the forearm, while finger-claws are smaller and more delicate. These blades are constructed from an extremely durable alloy that maintains an edge almost indefinitely, and is extremely difficult to break. People with these claw implants can often be identified by the tiny scars on their hands, the result of the claws breaking the skin to emerge.

Adamantine Claws are counted as a Knife with the Hidden 3 quality. A character with Adamantine Claws cannot be disarmed – the claws are part of him.

ARTIFICIAL LUNGS

RESTRICTION: 3   COST: 8

The character's respiratory system has been replaced with a more efficient system. The character is immune to the effects of all harmful gases (such as poisons and diseases). Further, he need only take a Resistance test to resist drowning, suffocation, or vacuum exposure once every hour, rather than once every round.

ARTIFICIAL ORGANS

RESTRICTION: 3   COST: 8

The character's internal organs – heart, stomach, intestines, liver, and kidneys – have been reinforced, upgraded, or entirely replaced, to make them more efficient. The character reduces the difficulty of Resistance tests against Starvation and Thirst by two, which may remove the need for a test. The base difficulty of these tests should be calculated before applying this reduction. Further, the character reduces the difficulty of all Resistance tests against poisons and diseases by two, which may remove the need for a test.

CYBERNETIC SURGERY

Having cybernetics fitted is not a simple matter – it requires hours of complex and invasive surgery performed by skilled cybersurgeons. When purchasing any cybernetic implant, the character must undergo surgery in order to have the implant fitted. The time this takes is equal to the Restriction of the item in hours – the rarer the technology, the more complex the procedure. Further, the invasive procedure crosses off all of the character's Light Wounds to the implant's location, and all of the character's Serious Wounds, which must be recovered normally. Needless to say, these sorts of procedures are not something to engage in if you happen to be in a hurry.

Player characters wishing to perform cybernetic surgery require some familiarity of both the sciences and medicine. The procedure requires a Medicine test and a Sciences test, each with a difficulty equal to the implant's Restriction rating, and each taking a number of half-hours equal to the item's Restriction. Each Momentum spent may reduce the time taken by half an hour, or recover one of the patient's Serious Wounds.

AUTOMASK

RESTRICTION: 3   COST: 8

The character's skin is fitted with tiny pigment glands, and his face is underlain with a network of tiny motors and pseudocartilage that shifts to alter its shape and appearance. The character gains one bonus Momentum on Stealth or Persuade tests made to disguise himself as someone else.

CELL NEOGENESIS ACCELERATION

RESTRICTION: 3   COST: 9

A series of micro-injectors are implanted into the character's body, delivering trace quantities of proprietary growth accelerants and cellular stimulants that enhance the body's natural healing. The character gains two bonus Momentum on Resistance tests for natural healing, and grants two bonus Momentum to any Treatment or Medicine test used on him to recover wounds.

COMPU-BRAIN

RESTRICTION: 4   COST: SPECIAL

Using technology similar to that of a Cuirassier's core, only implanted in a human body, Compu-brains are highly-regulated technology, reserved only for the most valued of employees. Involving complex and invasive neurosurgery, part of the character's brain is replaced with a highly-efficient computer. This computer can override control of the body's autonomous biological functions (heart rate, hormone production, etc.) and can do a superior job of sorting, storing, and analysing sensory information – sense memory is greatly enhanced, as memories can be compared precisely to new sensory inputs.

Firstly, the character increases his Intelligence attribute by one, to a maximum of sixteen. This change is permanent – the changes can never be undone. Further, the character can substitute a Sciences test for any Resistance test (representing computer control of autonomous functions) or Observation test (representing computer analysis of sensory information) he is called upon to make.

A DIANA system, if connected to a compu-brain, can assume direct control over the character's body. Security protocols mean that a DIANA will only assume control over the body of an unconscious host. SARaH systems have the technical capacity to control a compu-brain in this way, but their software is not sophisticated enough to control a human body, except to withdraw the body from danger. If a SARaH takes control of the character's body while unconscious, it can only take movement actions, and must withdraw to safety as quickly and safely as possible.

The Cost of a Compu-Brain is equal to three higher than the character's current Intelligence attribute.

CYBERLIMBS

RESTRICTION: 3   COST: 12

Cybertronic offers a range of replacement limbs. Some simply replicate the effectiveness of the original organic limb, while others enhance strength and speed. Major sports authorities are currently debating whether or not to allow enhanced players into the games. Soldiers with amputations can be back in the fight in mere hours.

All Cyberlimbs replace the character's normal number of Light Wound boxes on that limb – a normal Cyberarm has eight Light Wound boxes, while a Cyberleg has nine Light Wound boxes. In all other ways, the default Cyberlimb functions exactly as the character's original limb did, providing no additional benefits. However, wounds suffered to a Cyberlimb do not heal naturally – rather, they must be repaired manually. This takes a Daunting D3 Mechanics test, or a Challenging D2 Science test, and restores one Light Wound box, plus one per Momentum spent.

DERMAL MIRRORSHARDS

RESTRICTION: 3   **COST: 8**

Micro-fragments of a photo-adaptive polymer are implanted into the character's skin. They are powered by neuro-electric pulses, and can be set to shift colour to conceal the character's presence. The character gains one bonus Momentum on all Stealth tests to remain unseen.

DIGITAL OPTICS

RESTRICTION: 3   **COST: 8**

Tiny fibre-optic cables and optical feeds are implanted in the tip of the index and middle finger of each hand, providing the character with additional ways to survey an area without exposing his head or body. The paired cameras on each hand maintain depth perception and give greater control over the field of vision. The character may look around obstacles and similar obstructions using only his fingertips. This allows the character to re-roll one d20 on an Observation test made when hidden.

ELECTRIC FISTS

RESTRICTION: 4   **COST: 8**

A common enhancement on Chasseurs, this implant reinforces the character's hands and mounts electro-shock contacts across the knuckles. In battle, the character can strike with these enhanced fists, delivering high-voltage shocks with every blow. The character replaces his normal unarmed strike attack with the following profile.

ELECTRIC FISTS

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
–	1+⬆3	–	–	1H	C
QUALITIES	Stun, Vicious 1				

EMOTIVES CONTROL SYSTEM

RESTRICTION: 4   **COST: SPECIAL**

A network of nanostimulators and neural switches is laced into the character's facial muscles and trachea, giving him conscious control of his vocal inflection and microexpressions. This allows the appearance of the character's mood and truthfulness to be carefully directed. The character increases his Personality attribute by one, to a maximum of sixteen. This change is permanent – the changes can never be undone – and affects all stats that derive from Personality (Influence bonus).

The Cost of an Emotives Control System is equal to the character's current Personality attribute.

FEMORAL ENHANCEMENT

RESTRICTION: 3   **COST: 10**

The bones and muscles of the character's leg are reinforced with carbon nanotubes, greatly heightening his ability to run and jump. The character gains two bonus d20s on Athletics tests made to run at high speeds or over long distances.

KINAESTHETIC GYROSCOPES

RESTRICTION: 4   **COST: SPECIAL**

A series of networked microscopic gyroscopes are implanted into the character's joints, giving a perfect sense of the relative positioning of his limbs, and greatly enhancing his hand-eye coordination. The character increases his Coordination attribute by one, to a maximum of sixteen. This change is permanent – the changes can never be undone.

The Cost of a Kinaesthetic Gyroscopes is equal to the character's current Coordination attribute.

MATHEMANTIC SEQUENCER

RESTRICTION: 4   **COST: 20**

The character's brain has an additional layer of synapses and a high-powered microprocessor designed to collate and process patterns, numerical information, and statistics. The character gains three bonus Momentum on tests made to perform mathematical calculations. Further, the character may attempt a Daunting D3 Sciences test as a Restricted Action; if this succeeds, then the character gains the benefits of the Exploit Weakness action.

MITOCHONDRIAL INFUSION

RESTRICTION: 4   **COST: SPECIAL**

Using similar procedures to Cell Neogenesis Acceleration, the character's musculature is significantly enhanced. This improves not only the strength and quantity of muscle fibres, but augmenting their ability to self-repair, allowing the character to push himself harder without causing damage. While it is expensive, it is popular not only amongst Cybertronic soldiers, but also amongst freelancers and mercenaries.

The character increases his Strength attribute by one, to a maximum of sixteen. This change is permanent – the changes can never be undone – and affects all stats that derive from Strength (wounds, and melee damage bonus).

The Cost of a Mitochondrial Infusion is equal to the character's current Strength attribute.

MYELIN IRONISATION

RESTRICTION: 4   **COST: SPECIAL**

The character's neurons are sheathed in an iron alloy with high electrical resistance. This process helps maintain the integrity of

the neurons, heightening the speed of nerve impulses, reducing neurological damage, and accelerating neuron regeneration. The character increases his Willpower attribute by one, to a maximum of sixteen. This change is permanent – the changes can never be undone – and affects all stats that derive from Willpower (Mental Wounds).

The Cost of Myelin Ironisation is equal to the character's current Willpower attribute.

NEURAL FILTER IMPLANT

RESTRICTION: 3   COST: 16

The character's central nervous system is fitted with a series of implants that control and regulate pain responses. The character may activate the implant as a Restricted Action with a Challenging D2 Willpower test, or it may be activated for him by an ally within Reach as a Standard Action with an Average D1 Sciences test. For one round (or minute, if out of combat), plus a number of rounds equal to the Momentum spent, the character may ignore any status effects and conditions caused by injury or Dread (including death) – both those he already possesses, and those he may suffer while this implant's effects remain.

The injuries still remain, and he can still suffer damage as normal, but the penalties and hindrances caused by those injuries are suppressed while this implant is in use. This implant's effects also render the character immune to any powers or effects that are reliant upon pain or other sensation.

NEUROKINETIC REPEATERS

RESTRICTION: 4   COST: SPECIAL

The character's central nervous system is fitted with a system of microscopic signal repeaters that augment and heighten the neural signals that travel from the brain to limbs and back again. These devices provide greater speed of response and clarity of motion, and give the character enhanced motor control. The character increases his Agility attribute by one, to a maximum of sixteen. This change is permanent – the changes can never be undone.

The Cost of Neurokinetic Repeaters is equal to the character's current Agility attribute.

QUADRIPLEGIC RETRO-ENHANCEMENT

RESTRICTION: 4   COST: 10

The character's spinal column is severed and cybernetically re-attached. The implanted connection has filters that greatly reduce pain feedback. The character gains two bonus d20s on Acrobatics tests to jump or reduce damage from falling.

SKELETAL REINFORCEMENT

RESTRICTION: 3   COST: 12

The character's skeletal structure has been laced with impact-resistant polymers and high-density ceramics that massively increase the strength of his bones, and thus his ability to exert strength and support weight without causing himself harm. This enhances his ability to support large weights and high-recoil weapons. The character always counts as Braced when wielding Unwieldy weapons, and may use Two-Handed or Unbalanced weapons one-handed without any penalty.

SONICATOR RECEPTOR SYSTEM

RESTRICTION: 4   COST: SPECIAL

The character's skull is fitted with an array of microsensors that detect and map sound waves, heightening his spatial awareness and giving him a clear three-dimensional image of the surrounding area, as well as a far greater ability to discern subtle variations in sounds. The character increases his Awareness attribute by one, to a maximum of sixteen. This change is permanent – the changes can never be undone – and affects all stats that derive from Awareness (ranged damage bonus).

The Cost of a Sonicator Receptor System is equal to the character's current Awareness attribute.

STINGER IMPLANT

RESTRICTION: 4   COST: 14

Officially known as the CP1800, this implant is designed for covert or concealed defence. The forearm is rebuilt around a short-ranged pulse generator, concealing the emitter in the character's wrist. By bending the hand away from the wrist – upwards or downwards at the character's discretion prior to implantation – the emitter of the weapon is revealed and the weapon's safety is unlocked. The weapon can then be fired by neural impulse. The weapon cannot be fired frequently, as its power supply is the character's own body.

STINGER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+🗡5	Munition	–	1H	C
QUALITIES	Close Quarters, Hidden 3, Stun, Vicious 1				

INTERNAL: A Stinger Implant cannot be discovered during any conventional search, as it is concealed entirely within the wielder's own arm. Only an extensive search with a metal detector or other sensory equipment will identify the presence of a Stinger Implant. The weapon has a single Reload included, and cannot carry any more. It takes six hours to charge the weapon after use, generating a new Reload.

SYNTH-BLOOD TRANSFUSION

RESTRICTION: 4   COST: SPECIAL
An implant is added to the character's kidneys that alters his blood chemistry, increasing its efficiency with a cocktail of drugs and synthetic versions of the normal component of human blood. The character increases his Physique attribute by one, to a maximum of sixteen. This change is permanent – the changes can never be undone – and affects all stats that derive from Physique (wounds).

The Cost of a Synth-Blood Transfusion is equal to the character's current Physique attribute.

TRONIC-REFLEXES

RESTRICTION: 4   COST: 25
With these enhanced reflexes a soldier moves faster than anything else on the cbattlefield. The hyped nature of the reflexes are accompanied by neural implants to control them; the human brain simply does not process data fast enough for the innovation that has come out of Cybertronic labs.

Previous models sometimes, after some years, left users with what was known as 'the shakes'. This has since been corrected.

A character with Tronic-Reflexes gains an additional Response Action each turn, though this additional Response Action costs a Dark Symmetry point as normal.

WEAPON CYBER-LINK

RESTRICTION: 3   COST: 12
A coordinated connection between the optic nerves and a weapon interface built into the character's hand allow for precise control of a weapon. When using a Cybertronic weapon (which are all equipped to handle a cyber-link), the character may take the Exploit Weakness action as a Restricted Action by paying a Dark Symmetry point.

ARMOUR

IA3000 INTEGRATED ARMOUR

Rather than conventional powered armour, as is once again becoming commonplace amongst the armed forces of the system, Cybertronic elite troops employ harnesses of armoured components that integrate with the wearer's existing cybernetic implants, allowing them to be operated seamlessly as if they were an extension of the wearer's own body.

Rather than augment the wearer's strength and speed – Cybertronic has far more efficient ways of making such enhancements to its soldiers – this Integrated Armour serves as a platform for additional systems, some of which are experimental. Most famous is the reactive chrome plating that the notorious Mirrormen are named for, able to shine brightly when serving in defensive roles, or seamlessly mimic their surroundings to conceal them from all but the most determined search.

MK. V ARMOUR

FACTION		SOAK		
	HEAD	TORSO	ARMS	LEGS
Cybertronic	5	5	4	4
ENCUMBRANCE	RELIABILITY	RESTRICTION		COST
10	5	5		25

Integrated Armour may incorporate one of a number of supplemental systems. These are described below. Acquiring Integrated Armour requires cybernetic surgery, in order to fit the implants and connection points necessary to operate the armoured suit.

INTEGRATED ARMOUR SYSTEMS

Cybertronic's elite troops are frequently equipped with highly sophisticated support systems, which enable them to operate in ways that their rivals in other corporations cannot match. These systems are closely-guarded secrets, and are designed to self-destruct when tampered with by anyone who cannot interface with the device properly. Doctor Diana engineers and other properly-equipped cyberscientists are able to disable these self-destruct systems.

IAS3100 BLINK GENERATOR
RESTRICTION: 3   COST: 28
"They came out of nowhere" is a common testimonial from survivors of battles against Armoured Chasseur response teams. The IAS3100 is the reason why. A surprisingly compact personal teleportation system, the Blink Generator has no equivalent beyond the Art of the Brotherhood and the Gifts of the Dark Symmetry, permitting the user to cross distances instantaneously. On any given turn, a character equipped with a Blink Generator may use one of the following options: Blink or Power Blink, both of which are described below.

BLINK: Under normal operation, a character using a Blink Generator can move to any point in the same or an adjacent zone as a Restricted Action. This move ignores all intervening terrain – that is, any terrain that would hinder movement into or out of a zone. Ending this move in difficult or dangerous terrain requires a Sciences test at the normal difficulty for that terrain; failure means the user suffers 1+ 🗡2 damage to the Torso, ignoring armour, as the systems strain to compensate for an awkward re-entry.

POWER BLINK: As a Standard Action, the character may move to any point within Long Range, treating terrain as for the Restricted Action 'Blink' above. This longer-ranged move comes with a risk. Roll 1d20 after the move is completed, on a 17 or higher, the character takes 1+⚔2 damage, ignoring armour.

IAS3200 ANTI-GRAVITY HARNESS

RESTRICTION: 3   COST: 24

Retro-engineered from ancient aviation technology, these complex devices bend the fundamental force of gravity, allowing the wearer to jump greater distances or even fly. Certain specialist assault troops, such as Shock Troopers, use these harnesses to deploy from airborne transports or to redeploy swiftly. On any given turn, a character equipped with an Anti-Gravity Harness may use one of the following options.

JUMP: The character gains two bonus Momentum on all Acrobatics tests made to jump, leap, or to avoid falling damage.

FLIGHT MODE: The character is able to fly, moving through the air freely. While airborne, the character uses the Pilot skill, instead of the Acrobatics skill, to perform the Dodge Response Action and to avoid obstacles. He may move through empty zones 'above' the battlefield that normal characters cannot reach. In combat, the character moves at normal speed (using controlled bursts of power), but out of combat he can manage a top speed of a hundred miles per hour for ten minutes.

IAS3300 MIRRORSHARD CAMOUFLAGE SYSTEM

RESTRICTION: 5   COST: 35

Extremely difficult to manufacture, and virtually priceless, the IAS3300 Mirrorshard Camouflage System is the definitive gear of Cybertronic's elite Mirrormen. At first, it appears unremarkable – a matte grey surface without markings or detail. When active, however, its appearance shifts until it mimics the surroundings so perfectly as to render the wearer almost invisible. At a signal from the wearer, this effect can be reversed, turning from invisible to shining chrome in a moment. A character using an IAS3300 can switch between the two modes below as a Free Action. Only one may be active on any given turn.

CHAMELEON MODE: The character gains two bonus Momentum on all Stealth tests to move unseen, and increases the difficulty of all ranged attacks against him by one step.

MIRROR MODE: The character is clearly visible, drawing all attention to himself. All enemies within Medium range increase the difficulty of Observation tests against anything but the character by two, and gain one bonus Momentum on ranged attacks against the character.

IAS3400 METAPHYSICAL DISRUPTOR

RESTRICTION: 4   COST: 26

Containing specially-shaped cells of Element 13, the means to produce the IAS3400 Metaphysical Disruptor are difficult to obtain. These cells contain hollows and resonating chambers, responding to particular frequencies of sound by generating a field that dissipates and disrupts the coherence of mystical energies nearby.

Supernatural abilities – the Art of the Light, Dark Gifts, Ki powers, Rune Magic, etc – which are used within Close range of, or targeted at, a character equipped with a Metaphysical Disruptor, have their difficulty increased by two steps. Further, the character gains an additional ⚔2 Soak against damage inflicted by supernatural abilities.

WEAPONS

AR3501 'CHAIN CARBINE' ASSAULT RIFLE

RESTRICTION: 3   COST: 13

An evolution of the AR3500, the AR3501 lacks the underslung grenade launcher, but is a far superior assault weapon. Using proprietary high-density flechette ammunition, it has a far larger capacity than its small size might suggest, and does not sacrifice range or stopping power. Indeed, the ammunition used is superior to most standard corporate rifle rounds at overcoming personal armour.

AR3501

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+⚔5	Burst	5	Unbalanced	C
QUALITIES	Ammo (Spread 1), Armour Piercing 1				

CAW2500

RESTRICTION: 3   COST: 11

A heavier version of the CAW2000, the 2500 series is commonly carried by 'Attila' Cuirassiers, whose heavier construction can control the vicious recoil. A CAW2500 has a significantly higher rate of fire than its predecessor, and is capable of overcoming light armour through little more than sheer mass of shots.

CAW2000

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+⚔4	Automatic	4	Unbalanced	C
QUALITIES	Ammo (Armour Piercing 1)				

HEAVY RECOIL: For its size, the CAW2500 has extremely heavy recoil. Unless the wielder has a Strength 9 or higher, attacks with the weapon increase their difficulty by one step.

CSA200 POWER FIST

RESTRICTION: 4   COST: 16

These oversized servo-assisted gauntlets are a potent weapon for a skilled wielder, able to deliver crushing blunt force trauma from a combination of high-impact ceramics, strength-augmenting negative-feedback motors, and a fast-discharge magnetic field generator that emits a concussive blast upon impact.

Power Fists use the Unarmed Combat skill.

CSA200 POWER FIST

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
–	2+🗡4	–	3	1H	C
QUALITIES	Knockdown, Vicious 2				

CS350-SERIES BUCKLERS

RESTRICTION: 3   COST: 11 (CS350)
RESTRICTION: 3   COST: 13 (CS358)

Composed of a combination of metallic alloys and high-impact plastics, Cybertronic's engineers have managed to create a lightweight, compact personal shield. Although it is too small to be of much use against ranged attacks, it is still a valuable tool in melee.

The CS358 Electrobuckler is a progression from the basic CS350 design, fitted with additional electrodischarge circuitry on the outer surface. This makes the shield more useful offensively, as even a glancing blow can leave an enemy reeling and disoriented.

CS350

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
–	1+🗡2	–	2	1H	C
QUALITIES	Duelling, Parry 2				

CS358

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
–	1+🗡3	–	2	1H	C
QUALITIES	Duelling, Parry 2, Stun				

CS450 SHIELD

RESTRICTION: 3   COST: 13

The CS450 is a full-sized combat shield designed to ward off attacks at close and long range. The durable, lightweight construction is reinforced with a magnetic field similar to that generated by the Brotherhood's Guardian power shields, though the advanced Cybertronic design gives it considerable repelling force when used offensively.

CS450 SHIELD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
–	1+🗡3	–	3	1H	C
QUALITIES	Full Defence 2, Knockdown				

CSA600 WEAPONISED AUTOINJECTOR

RESTRICTION: 3   COST: 13

This pistol-like device is similar to the autoinjectors found in most medkits, but significantly reinforced and ruggedised to allow it to withstand the rigours of battle. These injectors are typically loaded with potent toxins, hyper-allergens, and similar debilitating substances. The injection itself inflicts little damage, but the quick-acting contents of the weapon more than compensate for this. It is advised to avoid using the CSA600 for delivering medicine without being properly cleaned, as cross-contamination of the injector nozzle could cause complications.

CSA600 AUTOINJECTOR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
–	1+🗡3	–	3	1H	C
QUALITIES	Toxic 3, Vile				

CY-AW4400 MULTI PURPOSE COMBAT ASSAULT RIFLE

RESTRICTION: 3   COST: 13

This modular weapon will soon replace the individual small arms used by Cybertronic troops. The CY-AW4400 can be outfitted and customised as individual users see fit. Scopes, laser targeting systems, links for cybernetics, and a multitude of other options can be attached to this weapon. The CSB606 Slaughtermaster chainsaw bayonet can be attached to the underside, or one can opt for the new combat shotgun mini version of the old SG7202.

CY-AW4400 – RIFLE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+🗡5	Burst	5	2H	C
QUALITIES	–				

CY-AW4400 – SHOTGUN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+🗡5	Semi-Automatic	–	2H	C
QUALITIES	Knockdown, Spread 1				

CHAINSAW BAYONET

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
–	1+🗡5	–	–	1H	C
QUALITIES	Vicious 1, Reach				

CUSTOMISABLE: A given CY-AW4400 can be fitted with either an integrated shotgun or a chainsaw bayonet, as well as a number of additional attachments. It takes one minute for any character with Mechanics Expertise 1 or more to add or remove an attachment, without the need for a test.

CYBERTRONIC GRENADES AND MISSILES

RESTRICTION: 4   COST: 9 (G350 SONIC GRENADE)
RESTRICTION: 5   COST: 20 (G550 GAS GRENADE)

Cybertronic has developed numerous advanced munitions that can be deployed as hand grenades or from a launcher. These devices are potent demonstrations of Cybertronic's technological superiority.

Sonic grenades, known under the designation G350, are employed by security personnel and shock assault troops to subdue enemies. Each one contains a small but potent power source connected to a sonic generator that generates several brief, intense blasts of sound across a range of frequencies at random. The sudden, intense, and erratic stimulus is painful and disorienting, disabling targets for a brief time.

Cybertronic does not acknowledge the existence of the G550 series of gas grenades. This is because the lethal neurotoxin they contain is highly illegal under Cartel law, and would result in the immediate sanction of every Cybertronic facility even suspected of manufacturing the substance – a chemical dubbed 'Agent 44'. The gas is fast-acting, and deadly when inhaled or absorbed through the skin. It destroys the electro-conductivity in the victim's nervous system, and is virtually untraceable when it breaks down.

The profile below is for a grenade thrown by hand, and will be modified if used in a rocket launcher, as described on page 230 of the *Mutant Chronicles* core book. Each acquisition provides three grenades Each acquisition provides three grenades.

G350 SONIC

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	–	Munition	1	1H	C
QUALITIES	Blast (Close)				

G550 GAS

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+🗲6	Munition	1	1H	C
QUALITIES	Blast (Close), Dreadful, Toxic 4				

G350 SONIC: Every creature struck by a G350 Sonic Grenade must pass a Daunting D3 Resistance test or become Perplexed. Braindead creatures are immune to this effect. Any character that purchases or is equipped with G350 Sonic grenades is also issued with earplugs that render him immune to the effects of the grenades.

FT199 MAGMASCORCHER

RESTRICTION: 5   COST: 30

The 199 series of flamethrower was originally designed for the Eradicator Deathdroid, though variants fitted for emplacements and other vehicles have been developed since the FT199 was first deployed. The weapon has multiple redundant firing mechanisms, which are cycled between when operating temperatures grow too

high, allowing it to continue firing without compromising reliability. The Magmascorcher can generate temperatures sufficient to compromise vehicle armour, and can be set to project long-range fireballs as well as close-range torrents of flame.

FT199 ERUPTION MODE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+🗲6	Munition	35	Mounted	C
QUALITIES	Armour Piercing 2, Blast (Close), Incendiary 5, Vicious 2				

FT199 TORRENT MODE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	2+🗲6	Munition	35	Mounted	C
QUALITIES	Armour Piercing 2, Incendiary 5, Torrent, Vicious 2				

MOUNTED: The weapon is always mounted on a weapon platform or vehicle, and cannot be operated without one.

PR4000

RESTRICTION: 4   COST: 15

Inspired by the armaments of the Immortal, Cybertronic has always sought to produce potent plasma weaponry, and while early versions are large-scale support weapons, there has long been a push for personal plasma weaponry. The 4000 series of plasma rifles are high-energy weapons that use magnetic containment to direct bolts of incandescent plasma. An integrated computer system maintains the complex function of the weapon, allowing it to be operated safely and maintain a high rate of fire without fault.

CAW-2000

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+🗲6	Burst	5	2H	C
QUALITIES	Incendiary 2, Vicious 2				

SSW4100 LIGHT MACHINE GUN

RESTRICTION: 4   COST: 22

A refinement of the 4000 series, the SSW4100 is an exceptional light machine gun. Slightly bulkier than its older counterpart, the 4100 houses the barrels in a cooling system that uses a nitrogen-based cryogenic fluid to keep the weapon from overheating. It is also fitted with combat software and diagnostic electronics, making it a favoured weapon of the corporation's most deadly combatants.

SSW4100

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+🗲6	Automatic	7	2H	C
QUALITIES	Spread 1				

NITROGEN-COOLED: The SSW4100 is extremely reliable, and allows its wielder to ignore the first Repercussion generated on any Heavy Weapons test to fire it.

COMBAT SOFTWARE: The SSW4100 contains a Basic Targeting Computer, as described on page 85. This grants one bonus Momentum on all Heavy Weapons tests the user makes with the weapon, and allows the weapon to operate independently, taking a Heavy Weapons test rolling against a Target Number of 10.

THE MARCH OF PROGRESS

Cybertronic's technology is in a state of continual evolution. Superficially, this is little different to the continual churn of new products manufactured by the other corporations, but there is one meaningful difference. The technological base of Bauhaus, Capitol, or Mishima, has not substantially changed in the last 1,300 years, and the biggest developments of recent years have been spurred by competition from Cybertronic. The model of Capitolian car released in 1265 is fundamentally the same as the one a decade or a century before, with relatively minor aesthetic changes and secondary features to distinguish between them. The retro-engineered 'dumb' armaments of the First Dark Legion War are functionally little different to the modern weapons produced in arms factories today.

This is not the case with Cybertronic. Its willingness to embrace advanced technology and the relative youth of the corporation ensure that it does not sit upon its successes, but rather is continually pushing for the next development. The SWI force of today barely resembles one from a generation ago, and modern Chasseurs are only superficially similar to the first of their kind.

As a result, Cybertronic equipment can vary considerably in function, with new batches of items each year that differ from their counterparts in years before. Further, there are handfuls of items that are still in the developmental stages, prototypes in need of practical testing before they can be put into widespread production.

WEAPON MODIFICATIONS

The following options can be added to a weapon when it is being purchased. Each entry below lists an increase in Restriction and/or Cost that is applied to a modified weapon. A weapon may only have three modifications from the list below. Modifications that replace the grenade launcher are limited only to weapons that already possess an underslung grenade launcher, and only one such modification may be applied.

BIOMETRIC SAFETY
RESTRICTION: +0   COST: +1
This safety uses a combination of genetics, an implant-link, and a microprocessor analysing the wielder's biometric signature to determine if it is being held by its owner. A weapon with a biometric safety cannot be operated by any character other than its legal owner.

GUNCAM
RESTRICTION: +0   COST: +1
A Guncam is a miniaturised video camera that records whatever the gun is targeting. It can be linked to the wielder's SARaH or DIANA system, or record to an internal storage device. As standard, it will record while the trigger is being touched, providing footage of combat from the moment before a shot is fired. A DIANA system can, obviously, override this and record whenever it chooses.

A Guncam provides no immediate game benefits, but it is often useful to record footage of a firefight, particularly against unidentified foes.

SAFE TARGET SYSTEM
RESTRICTION: +0   COST: +2
A safe target system minimises the chances of accidentally shooting a 'friendly' target. The basic system consists of an Identify-Friend-or-Foe (IFF) system and a safety that disengages the trigger. The presence of a SARaH or DIANA system, a Cell-Link, or an IFF tag (a radio transmitter clipped to a uniform) on a target prevents the weapon from firing, even accidentally. When attacking a target within Reach of an ally marked as a 'friend' (by one of the methods mentioned above), Repercussions generated cannot be used to inflict damage upon the 'friend'.

SG7010U UNDERSLUNG SHOTGUN
RESTRICTION: +0   COST: +1
A compact shotgun design, the SG7010U is a replacement for the GL2000 and GL2500 underslung grenade launchers found on a range of Cybertronic weapons. The SG7010U is intended to provide soldiers with close-range firepower without compromising their mid-range utility.

SG7010U

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+🠕5	Semi-Automatic	–	Unbalanced	C
QUALITIES	Knockdown, Spread 1				

FT130U UNDERSLUNG FLAMETHROWER
RESTRICTION: +1   COST: +3
These compact flamethrowers are a replacement for the GL2000 and GL2500 underslung grenade launchers found on a range of Cybertronic weapons. The FT130U is intended to provide soldiers with the ability to incinerate several nearby targets, and incendiary weapons are highly valued against the Dark Legion.

FT130U

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+⌖4	Munition	–	Unbalanced	C
QUALITIES	**Incendiary 2, Torrent**				

GL2850U PROXIMITY AIRBURST LAUNCHER

RESTRICTION: +1   COST: +3 (MODIFICATION)
RESTRICTION: 3   COST: 6 (RELOADS)

The GL2850 is designed to allow the wielder to circumvent the challenges posed by dense terrain. A few moments of aiming allows the internal computer to gauge the range to the target, calculate the distance needed to bypass the cover, and set the shell's fuse. The weapon replaces any existing grenade launcher fitted into the weapon.

Each acquisition provides three Reloads, rather than only one.

GL2850U

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+⌖4	Munition	–	Unbalanced	C
QUALITIES	**Blast (Close), Unforgiving 1**				

AIRBURST: The weapon is designed to circumvent the benefits of cover, and thus attacks with it ignore cover Soak.

COMBAT SOFTWARE: The GL2850U contains a Basic Targeting Computer, as described below. This grants one bonus Momentum on all Ranged Weapons tests the user makes with the weapon, .

REMOTE TRIGGER

RESTRICTION: +1   COST: +1

The weapon is fitted with a cell-link receiver that allows it to be triggered remotely by a wielder with a cell-link of his own and the right contact number. The weapon cannot be moved or aimed by itself – it is still an inanimate object – so it can be difficult to find a good shot, increasing the difficulty of these remote attacks by one step. Further, the character cannot see out of the gun unless this implant is combined with a Guncam and the character has an Eye-Tronic or some other means of displaying the footage (in which case, it transmits the footage back through the cell-link).

TARGETING COMPUTER

RESTRICTION: +1   COST: +5 (BASIC)
RESTRICTION: +1   COST: +10 (COMPLEX)
RESTRICTION: +2   COST: +15 (INTUITIVE)

Targeting computers are a resurgence of old AI technologies, and are a Cybertronic version of ancient Expert Systems. These systems are not enabled for independent action (a security feature), but grant assistance to the wielder of the weapon when he attempts Ranged Weapons or Heavy Weapons tests (as appropriate to the weapon). A Basic system grants one bonus Momentum on tests to use the weapon, a Complex system grants two bonus Momentum, and an Intuitive system grants three bonus Momentum.

MARKSMAN MODIFICATION

RESTRICTION: +0   COST: +3

The weapon has been manufactured to higher standards of precision, and is fitted with burst limiters to contain recoil and minimise ammunition wastage. A weapon fitted with a Marksman Modification reduces its Mode by one step (from Automatic to Burst, from Burst to Semi-Automatic, Semi-Automatic weapons are unaffected), and gains the Unforgiving 1 quality. This modification may not be applied to weapons with the Spread X quality or a mode of Munitions.

PROTOTYPE EQUIPMENT

H101 'MIRAGE GENERATOR'

RESTRICTION: 4   COST: 20

Entrusted to squad leaders and specialists in SWI, Mirage Generators are combat-toughened holographic projectors, able to be deployed at a moment's notice to distort and obscure surroundings.

It takes a Standard Action to deploy a calibrated Mirage Generator anywhere within Reach. The generator activates immediately, and creates a holographic distortion across that zone. Any Observation test or ranged attack made from outside that zone against any target within the affected zone increase in difficulty by one step. The generator can be targeted by attacks, requiring a Daunting D3 Ranged Weapons (or Heavy Weapons, or Gunnery) test. The generator has four armour Soak, and six wounds.

RF366 RESONANT FIELD GENERATOR

RESTRICTION: 3   COST: 18

Certain models of Attila contain a generator that makes their armour resonate at a particular frequency. This particular frequency has no particular effect on the Cuirassiers' own structure, or on alloys used in Cybertronic armour, but it has an odd effect that compromises the armour of others nearby. A Cuirassier can activate or deactivate this generator as a Free Action. While active, any attack against an enemy within Close range of the Attila gains the Armour Piercing 1 quality (or increases any Armour Piercing quality it already possesses by one). This effect is cumulative, if multiple Attilas are present in the same zone.

This device can only be used by an Attila.

PERSONAL SHIELD GENERATOR

RESTRICTION: 4   COST: 24

This handheld device can generate a potent barrier of energy for short periods of time. Its power supply is long-lasting, but the shield generator can only sustain the barrier for a short while before it needs to cool down. A character may activate the field

generator with a Standard Action and an Average D1 Sciences test. The field will remain active for one round, plus another round per Momentum spent. While active, all characters in the zone receive an additional 🟆4 cover Soak against attacks from outside. For each Dark Symmetry Icon generated on these 🟆, the character receives an additional point of Soak.

NANOTECH MEDKIT

RESTRICTION: 3   COST: 15

This advanced piece of medical equipment is an exceptional technological achievement, using recovered ancient technology and the arcane science of the Immortal's self-repair system. While it is useful for patching up injured soldiers in battle, it can do far more.

A nanotech medkit counts as all the tools necessary to perform a Treatment or Medicine test, and contains five doses of Coagulant. Further, by expending two doses of Coagulant (which do not grant their usual benefit), and attempting a Daunting D3 Medicine test, the character can revive a character who has died within the last ten minutes, so long as the body is intact.

LR5000 LASER RIFLE

RESTRICTION: 5   COST: 21 (WEAPON)
RESTRICTION: 3   COST: 3
ENCUMBRANCE: 3 (RELOADS)

An alternative form of directed energy weapon, and one still many years from widespread deployment, the LR5000 is the first practical field model of personal laser weapon. The LR5000 has been designed as a long-ranged anti-materiel weapon, equivalent to a high-powered sniper rifle in many ways, as this allows the inconvenience of the bulky power supply to be minimised. The weapon's beam is bright and visible for a few fractions of a second, and the super-heating of the air creates a sharp 'crack' of displacement, meaning that the weapon's stealth capabilities leave something to be desired.

LR5000

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	3+🟆6	Munition	8	Unwieldy	C
QUALITIES	Incendiary 4, Unforgiving 3				

SD99 SONIC DAMPENER

RESTRICTION: 3   COST: 9

These items are relatively compact devices, used to aid stealth in a range of conditions. They receive and process nearby sounds, then broadcast a counter-frequency that cancels it out. A character may activate or deactivate a Sonic Dampener as a Free Action, though he may only do one or the other on any given turn. While active, the character carrying the Sonic Dampener cannot make any sound – willingly or not, as all sound within Reach of him is cancelled out entirely. He may still communicate by other means, including by cell-link (which relies on vibrations transmitted through bone, rather than air, and is not affected by the Sonic Dampener's effects). This

grants the character two bonus Momentum on all Stealth tests to go unheard, but also increases the difficulty of Observation tests based primarily on hearing by two steps.

VEHICLES

THE NOVA – A.K.A THE CHROMEBIRD

RESTRICTION: 5   COST: 65
MAINTENANCE: 6   RELIABILITY: C

The Nova is a fast attack fighter craft with stealth capabilities. Enemies do not often see this bird coming. Also employed for air support, the silent arrival of the Nova is heralded by a firestorm of missiles. Cybertronic troops refer to them as 'fast movers', and call them in when the enemy needs to be burned out of their positions.

QUALITIES	Agile, Aircraft, Enclosed		
CRUISING SPEED	965 kph	COMBAT MANOEUVRABILITY	2
CREW	1 commander 1 AI	CARRYING CAPACITY	None
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	7	5	3
MOTIVE SYSTEM	5	5	3	2
WEAPON	3	4	3	1
IMPACT DAMAGE	3+🟆8			
ARMAMENTS	• Twin SSW4200 Heavy Machine Guns: L, 2+🟆6, Automatic, Armour Piercing 1, Spread 2 • Twin SSW6000 Multiple Rocket Launcher: L, 2+🟆5, Burst, Armour Piercing 2, Spread 4, Vicious 1 • GO2000 Missiles: L, 3+🟆6, Munition, Unforgiving 3			
NOTES	Twelve Reloads for SSW4200 Machine Guns. Eight Reloads for each SSW6000 Multiple Rocket Launchers. Ten Reloads for GO2000 Missiles. *Stealth Aircraft:* A commander operating a Nova gains one bonus Momentum on all Stealth tests attempted to avoid being detected, which increases to three bonus Momentum at night. The commander may use his Stealth skill instead of his Pilot skill when making an Evasive Action Response Action. *Chromebird:* The pilot may disable the Stealth Aircraft rule to activate the Chromebird rule, or vice versa, as a Free Action. The craft's hull gleams with sunlight on chrome, drawing all attention to itself. All enemies within Medium range increase the difficulty of Observation tests against anything but the vehicle by two, and gain one bonus Momentum on ranged attacks against the vehicle. *Cuirassier Mount:* The AI position on a Nova is a Cuirassier mount. A Cuirassier mounted in this vehicle reduces its Intelligence by four.			

AI CREW

Many of the vehicles and starship in this section have Crew entries containing the role 'AI'. AI 'crewmen' are a role unique to Cybertronic's vehicles, fulfilled by a Cuirassier core fitted into a mounting cradle. The Cuirassier connects directly to the craft's onboard systems, operating them directly without need for control mechanisms. Cuirassiers normally crew vehicles in conjunction with a living pilot.

In game terms, an AI may perform actions exactly as a commander. However, an AI crewman is always contained safely within the vehicle (even if the vehicle is Exposed, or a Bike) and cannot be targeted by attacks. Where a vehicle has both ordinary crew and an AI, the AI will always defer to its living colleagues.

An Attila chassis for a Cuirassier makes a powerful war machine.

RAVEN

RESTRICTION: 5   **COST: 88**
MAINTENANCE: 6   **RELIABILITY: C**

The Raven is a high-tech stealth bomber piloted by a Chasseur/Cuirassier team. Weapons are deployed from retractable blisters that cover the bottom of the plane. Its armoured skin is made of the same materials as the armour of Mirrormen, meaning that it can shift from gleaming chrome to virtually invisible at a moment's notice.

QUALITIES	Agile, Aircraft, Enclosed			
CRUISING SPEED	950 kph	COMBAT MANOEUVRABILITY	2	
CREW	1 commander 1 AI	CARRYING CAPACITY	None	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	6	8	6	3
MOTIVE SYSTEM	5	6	4	2
WEAPON	4	5	3	1
IMPACT DAMAGE	3+⊤8			
ARMAMENTS	• Quad SSW4200 Heavy Machine Guns: Long, 2+⊤6, Automatic, Armour Piercing 1, Spread 3 • 2× Triple SSW6000 Multiple Rocket Launcher: Long, 2+⊤5, Burst, Armour Piercing 2, Spread 4, Vicious 1 • GO2000 Missiles: Long, 3+⊤6, Munition, Unforgiving 3			
NOTES	Twelve Reloads for SSW4200 Machine Guns. Eight Reloads for each SSW6000 Multiple Rocket Launchers Twenty Reloads for GO2000 Missiles *Stealth Aircraft:* A commander operating a Raven gains one bonus Momentum on all Stealth tests attempted to avoid being detected, which increases to three bonus Momentum at night. The commander may use his Stealth skill instead of his Pilot skill when making an Evasive Action Response Action. *Mirrored Monster:* The pilot may disable the Stealth Aircraft rule to activate the Mirrored Monster rule, or vice versa, as a Free Action. The craft's hull gleams with sunlight on chrome, drawing all attention to itself. All enemies within Medium range increase the difficulty of Observation tests against anything but the vehicle by two, and gain one bonus Momentum on ranged attacks against the vehicle. *Cuirassier Mount:* The AI position on a Raven is a Cuirassier mount. A Cuirassier mounted in this vehicle reduces its Intelligence by four.			
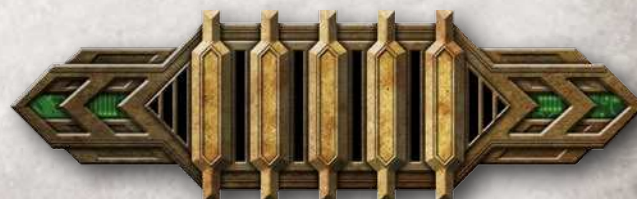
THE ARMADILLO II – HOVER TANK

RESTRICTION: 4   **COST: 60**
MAINTENANCE: 5   **RELIABILITY: C**

Now featuring a copula capable of rotating 360 degrees, a recoilless rifle and cannon are mounted on this innovative design. The hover tank can negotiate any sort of terrain via the improved air cushion which lifts it above the topography of the battlefield. Heavy armour with electromagnetic ablative plating ensures only the very best tanks fielded by a rival corporation can punch a hole in this beast's hide.

QUALITIES	Enclosed, Hover			
CRUISING SPEED	125 kph	COMBAT MANOEUVRABILITY		3
CREW	1 commander 1 AI	CARRYING CAPACITY	10 passengers/450 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	12	8	6
MOTIVE SYSTEM	8	8	6	4
WEAPON	6	6	4	3
IMPACT DAMAGE	3+⇑3			
ARMAMENTS	• AV7000 Titan Megablaster Autocannon: L, 2+⇑8, Burst, Armour Piercing 2, Spread 3, Vicious 1 • Twin SSW4200 Heavy Machine Guns: L, 2+⇑6, Automatic, Armour Piercing 1, Spread 2			
NOTES	Six Reloads for AV7000 Autocannon. Twelve Reloads for SSW4200 Machine Guns *Cuirassier Mount:* The AI position on an Armadillo II is a Cuirassier mount. A Cuirassier mounted in this vehicle reduces its Intelligence by four.			

AUTOCAB

These are unstaffed cabs, the likes of which can be found across Luna, and in limited quantities on San Dorado. They are unmanned vehicles controlled remotely from a central dispatcher's office in a Cybertronic facility. While they are not always trusted by the devout, those who are willing to trust the technology find it preferable to a traditional taxi, as an Autocab cannot rob its customers.

Autocab service is expensive – two or three times as costly as conventional cab fare – and it is hard for the average person to get one. Cybertronic employees get priority service over other potential customers.

RESTRICTION: 3   **COST: 26**
MAINTENANCE: 5   **RELIABILITY: C**

QUALITIES	Exposed, Wheeled			
CRUISING SPEED	160 kph	COMBAT MANOEUVRABILITY		10
CREW	None (Remote)	CARRYING CAPACITY	6 passengers/180 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	5	3	1
MOTIVE SYSTEM	1	4	2	1
IMPACT DAMAGE	1+⇑6			
ARMAMENTS	None			
NOTES	Passengers have ⇑2 cover Soak. Vehicle is remotely controlled from HQ, all pilot tests taken on a Target Number of 12			

A squadron of Armadillo hover tanks on patrol.

SCORPION CHASSIS

RESTRICTION: 3 **COST: 26**
MAINTENANCE: 3 **RELIABILITY: C**

Manufactured in the depths of Ceres Base, the Scorpion is a recent innovation designed for covert infiltration and elimination objectives. These machines can wait in silence beneath the ground for days at a time, waiting for their target, before erupting from the earth to ambush unsuspecting prey. The earliest prototype Scorpions were piloted by Cuirassier cores, but the latest versions are employed by Chasseur pilots, who receive a range of additional implants and have their organic legs replaced in order to operate these vehicles. When not using the vehicle, a Chasseur pilot dons a pair of cyberlegs.

QUALITIES	Exposed, Walker			
CRUISING SPEED	20 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander	CARRYING CAPACITY	None	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	4	5	3	2
MOTIVE SYSTEM	2	4	2	2
WEAPON	2	3	2	1
IMPACT DAMAGE	1+🗡6			
ARMAMENTS	• RB12-19v "Venom" Dart Cannon: C, 1+🗡5, Automatic, Armour Piercing 1, Toxic 3, Vicious 1 • Pneumatic Claws (melee): 2+🗡6, Armour Piercing 2, Knockdown, Vicious 2			
NOTES	Twelve Reloads for Dart Cannon. *Pilot Augmentation:* Attacks that hit the crew cannot strike the commander's legs – his legs have been removed to connect him to the Scorpion. All hits against the Commander's legs strike the vehicle's Hull instead. *Burrowing:* A Scorpion may tunnel beneath the battlefield, entering subterranean zones unreachable except by another burrowing creature or vehicle. At the start of each turn the vehicle is burrowed, the Commander may attempt an Average D1 Mechanics test as a Free Action, regaining one Surface Damage on a success, plus one for each Momentum spent. *Force Shield:* The Scorpion gains 🗡4 cover from its force shield, and counts each Dark Symmetry Icon generated on these 🗡 as an additional point of Soak.			

PARASLIDER

RESTRICTION: 3 **COST: 28**
MAINTENANCE: 3 **RELIABILITY: C**

This is a single-person craft that skims along on a cushion of air rather than a set of wheels. The system of fans is so complicated that it can only be operated by a Cuirassier or DIANA system. To overcome the Cuirassier's tactical limitations – they are not particularly imaginative or spontaneous – they are normally piloted by a Chasseur or other TIFF, who syncs with the vehicle via his Subreal Link. Parasliders are normally armed with twin rocket launchers, one on each side.

QUALITIES	Agile, Bike, Hover			
CRUISING SPEED	1500 kph	COMBAT MANOEUVRABILITY		3
CREW	1 commander 1 AI	CARRYING CAPACITY	None	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	4	5	3	2
MOTIVE SYSTEM	2	4	2	2
WEAPON	2	3	2	1
IMPACT DAMAGE	1+🗡5, Vicious 2			
ARMAMENTS	• SSW6000 Multiple Rocket Launcher: Long, 2+🗡5, Burst, Armour Piercing 2, Spread 3, Vicious 1			
NOTES	Crew have 🗡2 cover Soak *Cuirassier Mount:* The AI position on an Armadillo II is a Cuirassier mount. A Cuirassier mounted in this vehicle reduces its Intelligence by two.			

SHRIKE

RESTRICTION: 4 **COST: 18**
MAINTENANCE: 2 **RELIABILITY: C**

Not really a true aircraft, the UAV1080 Shrike is a small unmanned aerial surveillance craft, sometimes nicknamed the 'Sky-Eye'. Disguised as ordinary hawks and other birds of prey, these Cuirassier-controlled craft circle high above city streets and other sensitive locations, gathering information. The existence of these machines is highly-classified.

QUALITIES	Agile, Aircraft, Enclosed			
CRUISING SPEED	320 kph	COMBAT MANOEUVRABILITY		3
CREW	1 AI	CARRYING CAPACITY	None	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	0	1	1	1
MOTIVE SYSTEM	0	1	1	1
IMPACT DAMAGE	1+🗡4			
ARMAMENTS	None			
NOTES	*Tiny:* The small size and agile flight of the Shrike make it extraordinarily difficult to hit. The difficulty of all ranged attacks against a Shrike increase by two steps. *Surveillance:* A Shrike is fitted with an EYE-Tronic with telescopic and thermal imaging capabilities. *Cuirassier Mount:* The AI position on a Shrike is a Cuirassier mount. A Cuirassier mounted in this vehicle reduces its Intelligence by two.			

SKY WITCH II

RESTRICTION: 5   **COST: 49**
MAINTENANCE: 5   **RELIABILITY: C**

No longer a 'dumb' craft, the Sky Witch II features an integrated pilot cybernetic system. Pilots literally plug-in to the Sky Witch II and can control the helicopter with mere thought.

As with the previous model, the Sky Witch can be outfitted for reconnaissance or guerrilla combat. An array of sensors, missiles, and heavy machine-guns are available to put down Cybertronic troops in a hot LZ, or extract agents from the deadliest of missions.

The Sky Witch II is larger and heavier than the original version, which still sees use as a scout craft, and contains space for half-a-dozen warriors in the back. With no space taken up by a human pilot, the aircraft can maintain a compact profile even with a transport compartment.

QUALITIES	Agile, Aircraft (VTOL), Enclosed		
CRUISING SPEED	290 kph	COMBAT MANOEUVRABILITY	3
CREW	1 AI	CARRYING CAPACITY	6 passengers /180 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	6	4	3
MOTIVE SYSTEM	3	5	3	1
WEAPON	2	3	2	1
IMPACT DAMAGE	2+🜚6			
ARMAMENTS	• Twin SSW4200 Heavy Machine Guns: L, 2+🜚6, Automatic, Armour Piercing 1, Spread 2 • GO2000 Missiles: L, 3+🜚6, Munition, Unforgiving 3			
NOTES	Twelve Reloads for Machine Guns. Ten Reloads for GO2000 Missiles. *Cuirassier Mount:* The AI position on a Sky Witch II is a Cuirassier mount. A Cuirassier mounted in this vehicle reduces its Intelligence by four.			

SPACECRAFT

Cybertronic's fleet is actually two fleets. The civil fleet is an unremarkable collection of standard trading vessels belonging to AEM. The technology it uses is top of the line, and while the vessels are a model of efficiency, governed by advanced computer systems and dedicated, hard-working crews, they are otherwise not particularly noteworthy.

The other fleet, however, is spectacular… and secret. Operated entirely by SWI, the military fleet is fast, silent, and advanced. The individual vessels are lightly-armoured and lightly-armed, but fitted with stealth systems that allow them to avoid detection as they move. Their unique Vortex drives are extremely effective, producing a storm of crackling lightning around the ship. This storm is a side-effect of the space-folding effect that the drives produce, derived from unique properties of Element 13, and while it may be extremely visible up close, the energy it emits is almost entirely invisible to conventional sensor systems – which simply are not calibrated to detect these emissions.

TEMERAIRE-CLASS INTERCEPTOR

RESTRICTION: 4 **COST: 44**
MAINTENANCE: 3 **RELIABILITY: C**

These stealth voidfighters are a natural evolution of the technology found in the Shrike and Nova aircraft, using the same Mirrorshard stealth technology also found on Mirrormen. Owing to their larger size than atmospheric craft, they can employ more potent weaponry than ground craft are fitted with. They are crewed by a pair of Cuirassier cores, removing the need for life-support system, and reducing the space needed for a crewman, and in turn allowing more room for weapons and manoeuvring systems. It also allows them to operate for protracted periods on low power, giving them a far greater operational range than most voidfighters.

| QUALITIES	Light Craft, Agile		
INTERPLANETARY RANGE	15 days	COMBAT MANOEUVRABILITY	0
CREW	2 AI	PASSENGERS	None
DAMAGE	SOAK		DAMAGE
	1		4
IMPACT DAMAGE	2+🗡2	FUEL LOAD	3
ARMAMENTS	• PC8500 Plasma Cannons (C, Burst, 1+🗡3, Incendiary 1, Close Quarters) • STSM2100 Ship-to-Ship Missile (M, Munition, 2+🗡4, Armour Piercing 2, Vicious 1).		
NOTES	Six Reloads for Plasma Cannons. Four Reloads for Missiles. Due to its stealth systems, the Temeraire-class gains one bonus Momentum when taking an Electronic Counter Measures Response Action, and increases the difficulty of all Observation tests to spot it until it attacks.		

TONNANT-CLASS CORVETTE

RESTRICTION: 5 **COST: 110**
MAINTENANCE: 12 **RELIABILITY: C**

These stealth craft are designed primarily to insert MCR forces into hostile territories undetected. Smaller than comparable corporate frigates, and relatively lightly armed, these craft cannot easily engage in a stand-up fight, but are extremely difficult to detect or track, allowing them to move unseen past defensive cordons and patrols. The crew is relatively small, supplementing living crewmen with Cuirassiers, all networked into a ship's computer consisting of twelve networked DIANA systems.

QUALITIES	Agile, Ship, Rugged			
INTERPLANETARY RANGE	30 days		COMBAT MANOEUVRABILITY	2
CREW	1 commander (Crew 2), 2 gunners (Crew 2), 3 AI		PASSENGERS	32
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	4	4	4	2
	HULL	4	5	4	3
	WEAPON	2	3	2	1
IMPACT DAMAGE	3+🗡4		FUEL LOADS		5
ARMAMENTS	• 2× AC7000 Autocannon Battery (Range Close, Automatic, 1+🗡3, Point Defence, Close Quarters) • MD100 Mass Driver (Range Medium, Burst, 2+🗡6, Armour Piercing 2, Vicious 1) • STSM2300 Ship-to-Ship Missile Rack (Medium, Munition, 2+🗡4, Armour Piercing 2, Spread 1, Vicious 1).			
NOTES	Twelve Reloads for Autocannons. Ten Reloads for Mass Driver. Six Reloads for Missile Rack. Due to its stealth systems, the Tonnant-class gains one bonus Momentum when taking an Electronic Counter Measures Response Action, and increases the difficulty of all Observation tests to spot it until it attacks.			

SUBREALITY BYTES

OVERVIEW

Subreality Bytes is an introductory adventure focusing on Cybertronic. Taking place largely inside subreality, the player characters will experience a world both familiar and strangely removed from the one they know. The team is hired by Imperial (or any other rival corporation) to find one of its intelligence agents who disappeared while investigating the technology behind subreality. Imperial does not know what its agent found, but only that she was in deep cover inside CRI (Cybernetics, Research and Implementation).

The agent, Marta Jasmina, has not sent a report for one week. Imperial has been unable to locate her. Given the sensitive nature of corporate espionage, they want the investigation run by a third party. The objective appears straightforward but will prove to be anything but. In Luna, the team will trace Jasmina's last known steps in the physical world. This leads it into the illegal underworld of pirate subreality parlours and eventually to subreality itself.
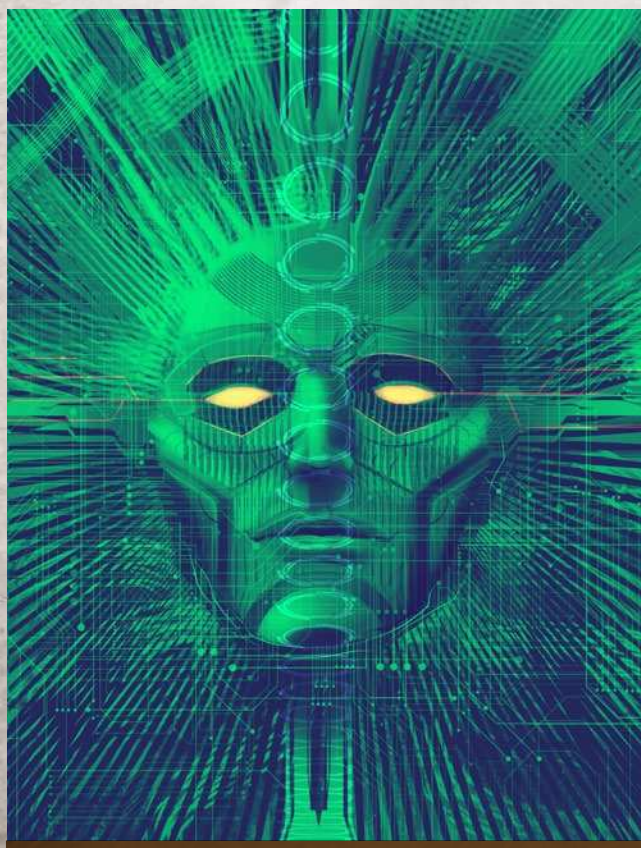
Subreality: Like the Real Thing But Better!

The more she explored it via CRI, the more Marta Jasmina became enthralled with subreality. While initial suspicion for her disappearance may logically fall on Cybertronic, it is only tangentially responsible. Cybertronic did discover Agent Jasmina's status as an Imperial Spy, but it is not behind her disappearance.

Rather than arrest Jasmina for espionage, Cybertronic decided to get her addicted to subreality in order to see how it affected a rival agent (Its newest implant shows signs of addictive properties). It is Cybertronic's goal to break conditioning of rival agents and soldiers while preventing the same for themselves. Since Jasmina had not found any truly important intel, IES decided to shunt her case off to a sub-division specialising in counter intelligence. All was going well. Jasmina was getting more and more hooked on subreality, and she had begun to lose sight of her mission. Then, IES lost track of her inside subreality and began to discover that Jasmina had run off with its implant and its secrets.

Jasmina is dead. She was not killed by Cybertronic, the Dark Symmetry, or Imperial. While all these factions play a role in her disappearance, her murder came down to nothing more than chance and the boredom of the scions of the wealthy and powerful.

A group of friends attending an elite Luna prep-school catering to the children of corporate executives have been abusing subreality. This latest toy failed to satiate their jaded tastes until they found a way to hack the implants. Cybertronic wants to know how they did this.

The latest interactive movies being produced by Cybertronic allow you to not only participate in a film, but to literally become someone else. Using Persona Overlay Programs (POPs), actors and participants can inhabit the mind of someone else. This leads to not only the experience of the genre you like best, but to becoming the hero (or villain) you've always dreamed of. The POPs are mostly harmless, though some residual side effects have been noted. However, the prep-school students took these programs and tweaked them. They used the modified POPs like a drug. Each of the three friends, Tyler, Inger, and Dominick, became other people for the duration of the programs. Eventually, Tyler ran the POP of a notorious serial killer and things went sideways.

The kids left a trail of chaos in their wake. Going to Dream Theatres, they experimented with personas so foreign to normal people that the dream sharing sent several patrons to seek psychiatric help. They interrupted a performance their parents were watching at

Haus Vaterland and, ultimately, became killers themselves. Now, they are hiding as the POPs degrade their metal integrity.

Cybertronic is interested in finding the modified POPs for possible weaponisation or commercialisation – with Cybertronic it's often the same thing. The Dark Symmetry, which lurks in the corners of subreality, has taken notice of these kids whose minds are so very similar to the corrupted minds of heretics. What if the Dark Apostles could use the POPs to circumvent Cybertronic shielding?

Finally, Cybertronic PR wants the entire thing kept quiet, so IES has authorisation to terminate anyone found meddling. The team will have to navigate the uncaring social circles of the corporate elite while avoiding IES and powerful teenage killers. What started out as a simple missing persons case may turn out to be the biggest mission of the players' lives.

GETTING STARTED

Player characters may come from various backgrounds for this adventure. As such, the requirements of the mission may need to be subtly tweaked. Should the group be composed of only Freelancers, the adventure can be run as-is. If one or more of the characters is a Cyber, then the GM will need to inform that player (or players) what they know in private. Remember, Cybertronic is a very secretive corporation. It is entirely feasible that players may be assigned to this mission without realising another Division is also on the case. Further, the Cyber could be a spy set amongst the Freelancers to assess how Freelancers operate in the new environment of subreality.

If the characters are composed of rival agents, the GM may simply switch the corporation from Imperial to another appropriate candidate. If they represent multiple corps, the entity that hired such a diverse team would no doubt be The Cartel. In either case, Jasmina changes from an Imperial to the faction of your choice.

PART ONE: THIN ON THE GROUND

This initial portion of the adventure takes place in Luna. The player characters are tasked with finding Marta Jasmina. Imperial will give them her address inside Cybertronic territory. From there, they will assemble clues leading them to a local club and then an underground subreality parlour.

JASMINA'S APARTMENT

Jasmina was unable to penetrate the higher echelons of CRI. At a certain level, it is nearly impossible for an outside agent to gain access. Therefore her apartment is nice but not extravagant. Inside, a thorough search will uncover a few clues. The first is a napkin with

a man's phone number written on the back. The man is a dead end – just someone who tried to pick her up – but the napkin is from Let's Bolt, a techno-industrial club on the fringes of Cybertronic territory.

The second clue is contained in the form of a diary. Marta Jasmina began keeping a journal to record her experiences inside subreality as is protocol for beta testers. This journal was never supposed to leave The Tower, but Jasmina kept a duplicate as she became more obsessed.

Both items have been scanned, but purposefully left, by IES. Any Cyber in the group will be able to tell the others that it is highly unlikely that IES did not arrive here first, or that they missed these clues. IES is content to let the team investigate for now. It may be to Cybertronic's advantage.

HANDOUT: DIARY ENTRY

He's only a kid, and yet I feel something for him. Am I losing my mind? Has subreality corrupted me that much? I haven't submitted a report to my superiors in over a week. Is it his charisma, or merely the fact that he has what I need? I don't know. I feel like schoolgirl. I want to go back inside. The pirate rigs are not the same as the implants, but mine only works in The Tower. Tyler has a friend though. If she could figure something out… I dream about there now. I don't have dreams about my past or my future. I dream I'm there. Sometimes, I find myself talking to someone in the mirror only to realise it isn't me. I had a job to do, but I just don't care anymore….

LET'S BOLT

This isn't the sort of club one would expect a spy to frequent. In fact, Jasmina started hanging out here because she heard rumours at work that pirate subreality dealers could be located at the club.

The club is dark, cut with laser lights over the dance floor. The pounding base of the techno-industrial music washes out all but the closest conversations. If the player characters show a picture of Jasmina, one of the patrons – a shaven head goth-looking fellow – will point them to the back room. There they will find Rudder Tranh, a

MARTA JASMINA – IMPERIAL INTELLIGENCE

An Imperial Security Command Murders & Acquisitions Agent, Jasmina was sent to discover any secrets she could regarding Cybertronic's subreality. While many people are using it, only select Cybertronic employees have access to the new implants. These new chips make the difference between subreality and reality indistinguishable. As Jasmina found out, they can also lead to addiction.

This beta testing is the job she's supposedly doing for Cybertronic. The company has begun to realise the addictive properties of its alternate world and is deciding what to do about that. Jasmina is supposed to report her findings to her handler at Imperial but has not done so for over a week. When he attempted to make contact, he failed to find her.

She's fallen in something like love with a rich, entitled young man named Tyler Prescott. Jasmina herself is only 20 but the boy is 17. Tyler has a friend, Inger, who is able to activate Jasmina's implant outside of The Tower. Of course, once the kids realised she had secret Cybertronic gear they wanted, they killed her. The players are hired to find Jasmina, but she is already dead when the adventure begins.

former Mishima worker turned subreality middle man. Tranh doesn't have access to the equipment, but he knows a parlour where stolen subreality is used. He can tell the team that Jasmina was seeking such an illegal place or, if the GM wishes to add a wrinkle, he can imply she might have been supplying the illegal hardware.

During the course of events, the team will undoubtedly attract attention if it is not being clandestine. This is a club where unfamiliar faces stand out. Tranh has much to lose if exposed. He will attempt to signal some heavies if they have not already taken notice of the team. The two heavies will want to rough up and interrogate the Freelancers. This encounter is designed purely as a warm up. As trained and experiences Freelancers, the player characters should make quick work of mere punks.

INDUSTRIAL PUNKS ⬠

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	8	8	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	7	6	6

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	–	1	–	–	–	–	–	1	–

WOUNDS: 3

SOAK: **Leathers:** (Torso 1, Arms 1, Legs 1)

ATTACKS:
- ◄► **Ronin handgun (ranged):** Close, 1+🗡3, Semi-Automatic, 1H, Close Quarters
- ◄► **Brass Knuckles (melee):** 1+🗡4, 1H, Vicious 1

SUBREALITY PARLOUR

Like a modern day crackhouse, this place isn't much to be proud of. It lays in the crumbling slums between two corporate enclaves. The area, belonging to no authority, has become a lawless zone. Here, the poor and displaced have gathered and built a sprawling mass of buildings that forms a strange cube-like pattern. This is one of, if not the most, densely packed places on Luna. The alleys are so deep and tight that no light reaches them from above. There are ten to fifteen stories per building, and each floor is a maze of improvised architecture. Waste and water tubes run the length of all hallways, both sometimes dripping below. The roof is a forest of antennas, discard tricycles, toys, lawn chairs, and various unidentifiable rubbish.

This place is a slum like the player characters have likely never seen. The subreality parlour is located in building nine on the ninth floor between an unlicensed dentist and a bodega. The cramped quarters go up three additional levels. Sprawled on couches, bean bags, and the floor are people zoned out on pirated subreality. This is likely the first time the players will have encountered this new technology, and the GM can use the Subreality section of this book to provide some atmospheric details.

The parlour is controlled by one of the slum's local gangs – The Green Gang. These thugs are not as easily overcome as the punks in Let's Bolt and are armed. The team can make enquiries as it wishes but must be careful. If they bribe the local gang leader, they will avoid being attacked by the gang. The leader has no loyalty to people who reside outside the slum, and Jasmina is just another corporate to him.

He will inform the team that Jasmina came to the parlour three or four times a week. She frequented Crush:Kill:Maim at first – he heard her talking about it. Afterwards, she seemed to get lost in something else, but he didn't pay much attention. What he really remembers, and what really pisses him off, is that she stole one of his helmet rigs. He's sure it was her because he's beaten everyone else he suspects. Where she took it he can't say, but he does have a method of tracking her physical location from inside subreality. The
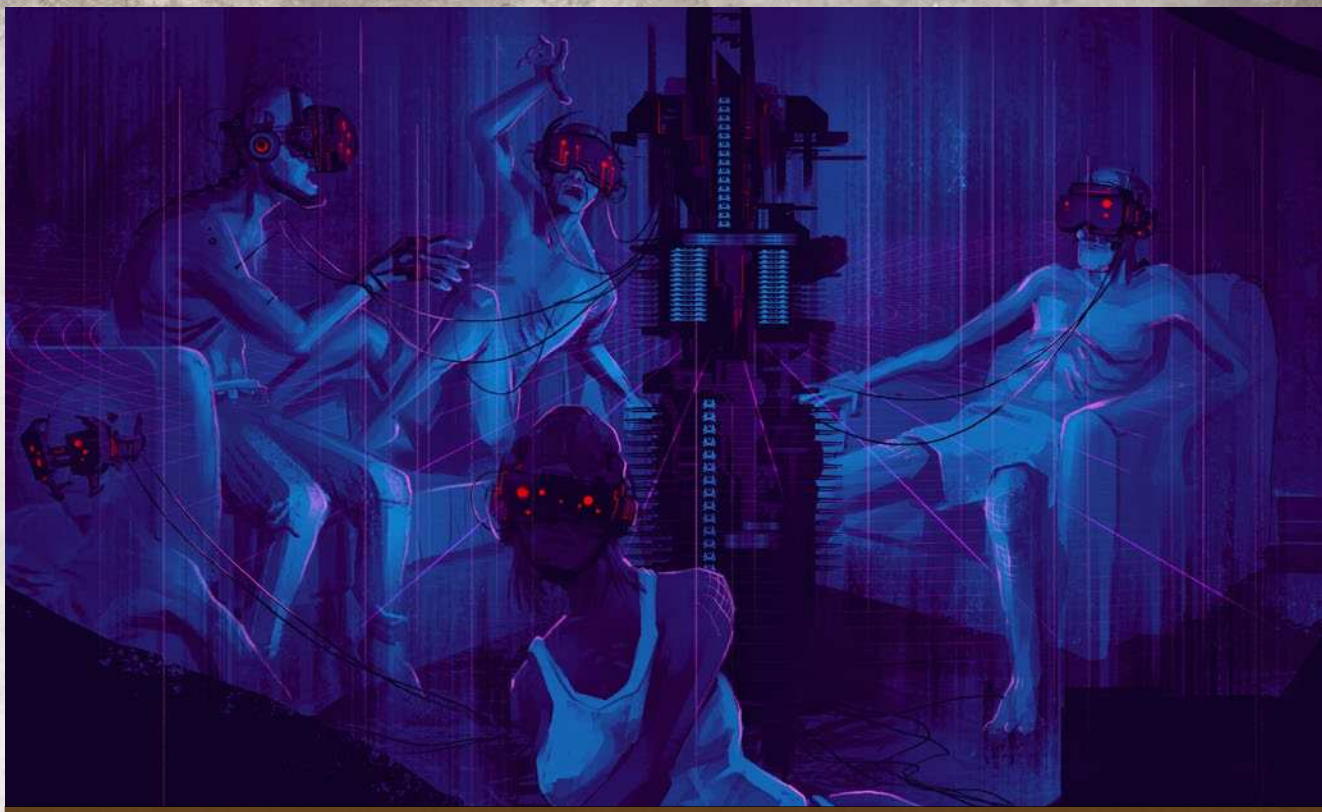
Connecting to Subreality.

catch is, the player characters need to find her in subreality first. The gang leader will supply the method for a fee.

He believes Cybertronic knows of operations like his and allows them to continue. He doesn't want to make any trouble, and thus will not venture inside to find Jasmina. If asked, he will say he does not know why Cybertronic would allow him to operate, but its methods are strange after all.

The rigs are set for four hour sessions. The Green Gang can cut this down to two. At the end of a session, the users wake back in the parlour. If the players want to be inside longer, that can be provided. The rigs have no way to wake users prior to the timers; these are early models.

WHERE TO GO NEXT?

The players are at a dead end in the real world. The GM can allow whatever follow-up investigation in Luna he sees fit, but ultimately the players have to venture into subreality to find out what happened to Marta Jasmina. In order to find her real location, the Green gang tells them they first have to find her in subreality and then trace that signal back. If they physically have her, they will be able to do this. While Jasmina is dead, Tyler Prescott and his friends are not. The team may wind up tracking them back to their prep-school.

They can rent subreality rigs from the Green Gang if they've not burned their bridges there. If they have, it's easy for the slums to contain a rival subreality parlour. Regardless of where the player characters enter subreality from, they start at a great train station once inside. This is the default starting location for the kind of rig they are using.

PART TWO: INTO SUBREALITY

THE TRAIN STATION

The belching of great steam engines greets the players as they enter the unfamiliar world of subreality. Giants of a forgotten industrial age pull in on columns of steel. Waiting commuters gather around, all looking dapper in their period-inspired clothes. The station is a work of Victorian grandeur, and the entire city has the feel of being out of time.

Conductors in blue uniforms see passengers embark and disembark in a timely and orderly fashion. It is unlikely the team has seen anything like this outside of films. The city and everything in it represent a vanished world. The accuracy is questionable given that The Fall wiped out many records, but it has the atmosphere of a surreally imagined version of the past.

Any of the conductors can direct the characters to where they wish to go. Likely, C:K:M Studios. IES habitually monitors subreality entry

points for illicit users. If they haven't been trailing the player characters previously, they will start doing so now.

The team arrives as all people do to the city – in dark, tasteful clothes from the era and without weapons. They retain all their skills and knowledge, but none of the weapons on which they usually rely. It's going to be a tough mission.

When the team consults the tracking device given to it, it finds it is not working. This is because the user is dead, though they will not know this. If the GM wishes to abbreviate any encounters, he may allow someone to jury rig the device to show where the user had previously gone. This will allow you to skip ahead of the next encounter and go directly to Haus Vaterland or The Dreaming Theatre.

Simulated Blood Berets in virtual Venusian jungle.

CRUSH:KILL:MAIM STUDIOS

The train can take the team to a tram stop opposite the studio. The studio looks like a huge series of Quonset hut airplane hangars. It could easily be mistaken for a military facility if not for the sign over the front gates.

The facility is patrolled by special branch members of The Right. The team can gain access via a tour – along with an annoying AI tour guide – or by purchasing a ticket for one of the events. The current slate offers Mark Hazzard vs. The Blood Berets in the jungles of Venus. Upon entering that hut, the team is immediately immersed in the fetid, hot swamps of Venus where they run alongside a mercenary sergeant and his elite team. This battle took place long ago, but Mark Hazzard is a C:K:M fan favourite. He is top ranked in three different bloodsports. This historical recreation is known as Team Skirmish Deathmatch.

TYLER PRESCOTT ☠

Tyler is a born leader but, in the struggle of nature versus nurture, his father has pushed him too far. A hard man, Mr. Prescott has raised a sociopath. Tyler has grown up having to answer to no one but his old man. Consequently, he does not believe the rules apply to him. How does one discipline a future executive? Tyler and his peers are on another level than those who shepherd them at school. Teachers, deans, even police are beneath the status these children already possess, to say nothing of the statuses they are expected to attain.

Since using the last POP – that of the serial killer – Tyler has lost any remaining moral compunctions he had. After attaining what he needed from Jasmina, he killed her. In so doing, he attracted the attention

DOMINICK FISK ☠

A thug, Dominick would have been pressed into one of the corporate armies if his parents were not wealthy. Now he will become a corporate executive – one of the rigid-minded lunks who manage through fear and take credit for others' work. He is his father's son.

Dominick gets off on the power he wields as a brute at school. That's nothing compared to what he's garnered in subreality though. Always of fan of old crime movies, Dominick fancied himself a gangster prior to Inger's innovations. Now, he actually is running a gangster POP. He's brutal with his "Chicago Typewriter" machine-gun, and loves painting the town red. His instability is only heightened by the program.

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	9	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	7	8	9

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	1	–	1	1	2	1	2	1

WOUNDS:
- ◀▶ Head 4
- ◀▶ Arms 5
- ◀▶ Serious 7
- ◀▶ Mental 8
- ◀▶ Torso 8
- ◀▶ Legs 6
- ◀▶ Critical 4

SOAK: None

ATTACKS:
- ◀▶ **Tommy Gun (ranged):** Close, 1+🗡6, Automatic, 2H, Spread 1
- ◀▶ **As Club (melee):** 1+🗡5, 2H, Stun

SPECIAL RULES
- ◀▶ Fear 1
- ◀▶ Feed Upon Fear
- ◀▶ Inured to Pain

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of the Dark Symmetry. Minds like his are useful to the Dark Apostles, especially because of the technology he and his friends are utilising.

In subreality, because of the POP he is using, Tyler is far more powerful than a 17-year-old would be otherwise.

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	12	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	7	6	9

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	2	2	1	2	2	1	1	1	–	3	2

WOUNDS:
- ◀▶ Head 4
- ◀▶ Arms 6
- ◀▶ Serious 8
- ◀▶ Mental 6
- ◀▶ Torso 9
- ◀▶ Legs 7
- ◀▶ Critical 5

SOAK: Sports Padding and Mask: (Head 1, Torso 2, Arms 1, Legs 1)

ATTACKS:
- ◀▶ **Blood-Soaked Chainsaw (melee):** 2+🗡7, 2H, Dreadful, Vicious 3, Vile
- ◀▶ **Massive Hand Cannon (ranged):** Close, 1+🗡6, Unbalanced, Close Quarters, Knockback, Vicious 1

SPECIAL RULES
- ◀▶ Dark Presence
- ◀▶ Fast Healing 2
- ◀▶ Fear 1
- ◀▶ Inured to Pain

DARK SYMMETRY SPEND
- ◀▶ **Caught the Eye of Algeroth:** Tyler's rage and cruelty have drawn the attention of the Apostle of War, and he has thus been blessed with power. Tyler has the Dark Gifts Heightened Prowess and Painless.

Because they're using illegal and outdated rigs, the player characters will have no safety mechanisms in place. They've essentially stepped into the middle of a firefight. Any other "audience" members around them have safeties on and will not be hurt.

The player characters, however, are in the middle of a Venusian battlefield. As they trail after Hazzard and his team, they will take incoming fire. Returning fire is the natural instinct, but the player characters are likely without weapons.

There are twelve members on a side. Stats for the 'Blood Berets' are below. Should the player characters engage in combat, the 'game' comes to a halt. Immediately the Venusian jungle disappears to be replaced by the nearly empty Quonset hut. Only the two teams, and any audience members, are inside. The Right is on its way. The team needs to make a quick exit.

Hazzard remembers Jasmina. Given the nature of this sport, fans get closer to the players than they ever would in person. Hazzard can

INGER SANJA ☻

A technical genius, Inger has had little desire to apply her abilities at school. While she easily surfs through her classes, the sort of cybernetic work she is capable of understanding is not found in the classroom. So it was that she jumped at the chance to work with experimental Cybertronic tech. Inger's father works for Imperial. She's going to work for Imperial. Her family has always worked for Imperial, but she wants to go to Cybertronic.

When she began to play with the current implants, she realised she could tweak them to give her and her friends expanded capabilities inside subreality. The problem was that she couldn't figure out how until she found a shortcut – overlay a POP onto a person's implant. By running the POP, the person gains the attributes of the persona being used. Given enough time, Inger could probably invent a way to program any abilities she likes into an implant. For this reason, she would be very valuable to any corporation.

Inger, like Tyler, is an entitled brat. She has everything but wants more. While not a classic sociopath, Inger is selfish and attuned only to her own needs. She is the epitome of the teenage condition – solipsistic and emotional – but she has the mind to back it up.

Inger has recently activated a POP based on an old comic book. She's given herself super-powers. Her strength is greatly increased, and she has the ability to fly. Unfortunately, the character she's using is prone to fits of uncontrollable rage. If the players do not find Inger on their own, one of her outbursts could lead them to her. She turns a dark purple when her rage strikes, and her muscles burst out of her school uniform.

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14(+2)	11	8	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	12	7	7

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	3	2	2	2	1	1	1	–	4	3

WOUNDS:
- Head 6
- Arms 8
- Serious 10
- Mental 7
- Torso 11
- Legs 9
- Critical 7

SOAK: Superheroic Form: (All 3)

ATTACKS:
- **Invulnerable Fists (melee):** 3+⚔6, 1H, Dreadful, Vicious 3, Vile

SPECIAL RULES
- **Flight:** Inger can fly, at the same speed she moves on the ground, and may move through empty zones above the battlefield.
- **Inured to Pain**
- **Supernatural Strength 2**

DARK SYMMETRY SPEND
- **Berserker Rage:** By spending one or more Dark Symmetry points, Inger enters a terrible rage. While in this state, she gains two additional Momentum on a successful melee attack. This rage lasts for a number of rounds equal to the number of Dark Symmetry points spent. However during this time, she suffers one Mental Wound at the end of any round she does not inflict or suffer damage.

relate that Jasmina flirted with him on occasion and invited him to a Dreaming Theatre. He will provide the exact location if pressed. He is unlikely to be friendly if the team's interference in the game has caused an injury or death on either side. Hazzard can also tell the team that he saw less and less of Jasmina the more she hung out at the Dreaming Theatres. That's just not his scene. He likes games where death is on the line, not where kids hang out.

SCORING SOME FIREPOWER

It's likely that the enterprising Freelancer will be looking to score some firepower upon realising they have come to the party lacking. This is no small feat inside subreality. It isn't the sort of city where one can simply buy weapons in the open. The player characters will have to get their noses to the ground and look for some disreputable types. If they come up with a reasonable plan, the GM should allow them access to limited period weapons. They can also go for the police's guns if they like. Those also appear period. The relevant stats for existing weapons can be substituted. Remember, subreality is cloaked in a mid 20th Century skin, but the underlying technology is very much modern.

BLOOD BERETS ⭐

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	7	8	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	3	2	2	3	2	2	1	1	–	1	1

WOUNDS: 7

SOAK: Mk II Medium Combat Armour: (Head 3, Torso 4, Arms 3, Legs 3)

ATTACKS:
- ◄► **Combat Knife (melee):** 1+🗡5, 1H, Armour Piercing 1, Hidden 1
- ◄► **Mk. XLIII Plasma Carbine (ranged):** Range M, 1+🗡7, Burst, 2H, Ammo (Blast [Close], Vicious 1)

SPECIAL ABILITIES
- ◄► **Special Forces:** A Blood Beret may re-roll up to two 🗡 when making a damage roll for a ranged or melee attack. Further, when making a Close Combat, Ranged Weapons, or Stealth test, a Blood Beret may roll an additional d20 after scoring one or more success.

A clique of three prep-school kids are responsible for the madness leaking out of subreality as well as the deaths of Marta Jasmina and others. All three kids are running POPs taken from popular interactive films. Tweaked by Inger Sanja, these POPs have become the kids' personalities. The degradation of each of their psyches is becoming irreversible. It's alright. They weren't good people to begin with.

THE DREAMING THEATRE

The players will have likely learned of the Dreaming Theatre from Hazzard, but other scenarios are possible. Since the team has picked up an IES tail, it may have jumped the agents and interrogated them. It is also possible that the players found a clever way, such as jury rigging the tracking device, to arrive here. Depending on how they arrived, they probably don't have much information other than the fact that Marta Jasmina came here. The diary does mention Tyler by name, but there's no description of him.

It's shared dreaming that really became Jasmina's addiction. While subreality itself was already drawing her in, this new form of entertainment/enlightenment became her central fix.

Dreaming Theatres are explored in more detail in the Subreality chapter of this sourcebook. The GM should familiarise himself with that section before running this adventure.

The Dreaming Theatre attracts a young, artistic crowd up for some controversy. It isn't banned by most corporations, but security at most corps isn't comfortable with its executives sharing personal unconscious space with rivals. Still, the popularity of these places is only growing.

People come for the unique experience the theatres provide. For the first time, people can enter a communion of minds. It isn't necessarily directed, more like an impressionistic painting. In fact, art is often created as a by product of these dreaming sessions. The images people share can be manifested by projectors on the ceiling. If a good group finds itself together during a session, it can sculpt new shapes, landscapes, and even worlds. The sessions are inevitably short, and the public has still not figured out what to do with them. In truth, neither has Cybertronic. They maintain these locations as places where collective ideas can manifest. It's a direct order from Alexander that they remain open despite the controversy and potential problems.

When the player characters arrive, a session will be about to begin. If they wish, they may participate. Should they choose to do so, they will each be shown to a booth by one of the "ushers." Inside, they will find a device not unlike the head rig they used to enter subreality. Putting that on will connect them to the group consciousness as it forms.

At first, the consciousness will appear as a kind of green mist in the centre of the room. People aren't actually asleep, but dreaming regions of the brain are being induced with theta waves that replicate aspects of a dream. The mist will then resolve into something the group, or the most powerful minds therein, imagines. This is how the three friends were able to scare, scar, and psychologically damage the groups they infiltrated. The foreign, often psychotic, personalities they ran overloaded others' dreams. The kids purposefully used their power to assault the minds of peers and betters alike.

Clever characters will no doubt think of using the theatre as a means of interrogating the patrons. Indeed, this is designed to be the case. Any character who wishes to project images related to the three friends will immediately see an unconscious echo appear from a booth on the second tier above them. There, a relative outsider to the group continues to dream.

He is Simon Merovingian, the son of a Bauhaus vice president and schoolmate of the group. Simon was a hanger-on to the clique. They tolerated him because every group needs a whipping boy, but they weren't really his friends. No matter, Simon knows what happened. He can direct the players toward the group's hideout, but only if they manage to get to Simon before IES does.

As soon as the team figures out where the echoes of its images are coming from, IES makes its move. It tries to nab Simon, but he runs just as its agents approach his booth. Simon exits from the back door if he can. If not, he'll get out through an aperture in the roof. From there, he'll jump atop the tram car as seen below.

3 IES AGENTS ⭐

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	7	5

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	–	2	–	2	1	1	–	1	–

WOUNDS: 6

SOAK: Subdermal Armour: (All 1)

ATTACKS:
- ◄► **Silenced P1000 (ranged):** Close, 1+🏹4, Burst, 1H, Close Quarters
- ◄► **Cudgel (melee):** 1+🏹3, 1H, Stun

SPECIAL ABILITIES
- ◄► **Two Shots, Centre Mass:** When making an attack with a ranged weapon, the character gains the Vicious (1) quality.

THE TRAM CAR CHASE

The object of the chase is to nab Simon. The team is up against three IES agents and the moving tram. The entire roof is about the size of a city bus. Two agents will attempt to block the team while one secures Simon. If the two agents are dispatched, the third will retreat.

The tram car doesn't move at great speeds but, in the midst of a battle, any speed is risky. The GM should have the characters make appropriate rolls as he deems necessary. The goal is to make the scene exciting rather than needlessly deadly. The real threat is still IES. Don't forget that the tram can pass low-hanging stoplights, telephone wires, and the like, which must also be avoided.

The team will hopefully wind up in possession of Simon. It should also be concerned about Cybertronic if it was not already. Having made a move, IES is likely to act quickly to track and shut down the player characters' rigs at the source – back in the slums. Make them feel as if they are on a countdown from here on. If they tarry too long, IES can raid the slums while they are still under.

WHAT SIMON KNOWS

Simon knows the kids' current location: Pleasure Palace. He can direct the team there. He can answer most of the background questions necessary to complete the adventure. In his own words, he will say something like the following:

"We were just having fun. That's what Tyler said. I didn't tell them no. They're the popular kids, not me. I go along with what they say. Weren't you ever my age? I didn't realise the people in the Dreaming Theatres were starting to lose their minds and for sure didn't know Tyler was actually killing people. I didn't even know that was possible here! Look, he's not Tyler anymore. He's that old serial killer. The one they made the movie about. He was always crazy, but now he's flat out nuts. The headmaster is going to kick me out of school over this. How am I supposed to explain that to my parents?"

Despite his witnessing of the horrors inflicted by the kids, Simon is still unable to really process what it means. It's his own butt he's worried about. Play Simon, and the other kids, like the privileged elite they are. They feel they are above morality and the law.

HAUS VATERLAND

A time capsule and museum, Haus Vaterland is a window into the imagined past of a vanished age. While the whole of the

Battling across the top of a tram… a risky proposition.

city is a macroscopic look at the past, Haus Vaterland holds such entertainment as an "Old West" saloon and a 1930s dance hall.

Haus Vaterland is a popular spot for wealthy executives to retreat and drink, see and be seen. They come in tuxes and tails and fully immerse themselves in the age of the city. It's a hot trend right now, and it's one their kids scoff at.

Getting in will be tough. Tuxedoed guards stand outside the main entrance where tickets are purchased. The player characters do not have access to their bank accounts because they are tied-in through illegal subreality rigs only. They are unlikely to have enough cash to buy their way in unless they resort to stealing. In the absence of being able to buy a ticket, they will have to find another way to gain entrance.

Distracting the guards is possible, as is scaling the outside of the building – though the facade is lit up like a Christmas tree. If they go through the front, they will need to take the elevator up to the top floor where the ballroom sits.

The team may have been drawn here by asking around. Many of the well-to-do users of subreality know that something happened at Haus Vaterland. What happened was Tyler, Inger, and Dominick caused havoc during a live performance. They "killed" several people – all had their safety circuits engaged – and generally terrorised their parents and their parents' friends. Some of the patrons that night are recovering from the trauma of their "deaths," but the kid's parents are mostly just angry. They of all people should realise just what sort of children they raised.

The parents can provide information only in a vague way. They know what they saw – a gangster, a purple mutant, and a serial killer, along with their geeky friend Simon – but they have no idea what it means. They can hazard a guess that the bright girl, Inger, might have devised a way to hack subreality. The parents are outraged at the betrayal more than they are concerned about what their children are actually doing. Play them like the corporate cogs they are. Their fine evening was ruined, and their kids have caused a scandal. Anything else the team may bring to their attention is not worth considering. Other patrons may have a much different view. After all, not everyone in the corporations acts like these people.

WHERE THE KIDS ARE IN SUBREALITY

Because their psyches are deteriorating, and because they have caused so much trouble, Tyler and his friends have been forced to hide out inside subreality until they can get a handle on things. In the interim they are also trying to attend classes in the real world, but for the purposes of this adventure assume they are in subreality when the adventure requires that they are present.

MADAME XAVIER'S PLEASURE PALACE

This virtual brothel is run by the enigmatic Madame Xavier. She is a beautiful woman who appears in her early 40s. Some think she's actually an AI. The service she provides is one of fantasy and discretion.

Being subreality, the fantasy portion is limitless. The sort of things that go on here are best left to the imagination. Suffice it to say that any and all privations are made available to player characters with money. A sleazy, but still rarefied, air permeates the place. While everything is clean – unless you specify otherwise – no one is meant to act out the worst of their fantasy life.

Madame Xavier cannot be cajoled or bribed, so the team will have to find another way of discovering what room the kids are in.

The building is an amorphous blob of a thing, rather like a gel implant beginning to sag. The walls are see-through, but only from the inside. From the outside, random couplings are thrown like shadows against a screen. Gaudy letters and music announce the place's name.

Room to room fighting against Cybertronic's Chasseurs.

Given the structure, it's difficult to tell how many stories are on the inside. In fact, the Pleasure Palace expands and contracts to fit what is needed. Currently, Tyler and his friends are on the tenth floor.

Madame Xavier is prepared for trouble. Several special task force police from The Right are present, though not in uniform. They are chosen for their discretion and dedication to furthering Cybertronic's technological goals. Their presence is inconsistent with some of their peers' philosophy on the law, but Cybertronic always finds a way to get what it wants.

Use the stats provided earlier for the police. As many as ten can be summoned to hassle the team when it inevitably starts a fight with Tyler and his friends. Tyler and said friends will fight viciously. They are not in sane states of mind, and they have powers impossible in the real world. If two of them are killed or defeated, the third will automatically eject from subreality. Even dead, the team can briefly track the real world location of the students. This does not apply to Jasmina who has been dead for some while.

This scene can play quite cinematically as walls are blown open by gunfire, thus revealing private chambers where more licentious behaviour is on display. A run and gun from the tenth floor to street level may ensue. The team needs just enough time to track one of the kids to the prep-school. Once the players have the location, they can hide out until the rigs wake them at the prearranged time. Of course, the team does not know that its efforts to hide will be successful.

BACK IN THE SLUMS

Whether by necessity of time or because their mission is complete, the team must return to the real world as it left it – the slums. If it has yet to complete its mission, or if the GM wishes to add another combat encounter, Chasseurs show up just after the

characters "wake" from subreality. If this is the case, the Chasseurs come in with precise, measured fire from their weapons. They are here to take prisoners for IES interrogation. Because the slums belong to no corporation, Cybertronic has no authority there. The inhabitants do not take kindly to corporate incursions and will react with force. The team must hold off the Chasseurs long enough that they are forced to retreat.

The Green Gang will defend their territory but not to the death. For every player character, there should be one Chasseur. Add two more Chasseurs to deal with the Green Gang. Their stats can be reused from earlier in the adventure, but they aren't going to be able to offer much resistance. Only the masses of people swamping the Chasseurs, or excellent tactics by the team, will cause their retreat.

Again, as with the Pleasure Palace, the player characters may decide discretion is the better part of valour and retreat to the ground floor. If so, the Chasseurs will chase them until forced to retreat. Plenty of stores, residences, and bystanders will be found on the way down. Imagine an old Hong Kong style firefight, and you have the feel this scene needs to convey. All hell is breaking loose!

CHASSEUR ⭐

The nearest thing to line infantry that Cybertronic possesses, Chasseurs are cybernetically-enhanced soldiers trained for guerrilla tactics and raids, and augmented to be better than the soldiers of other corporations.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	6	10	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	2	2	1	2	–	–	1	1

WOUNDS: 7

SOAK: itanium Plate Implants: (Head 2, Arms 2, Torso 2, Legs 2)

ATTACKS:
◄► **Electric Fists (melee):** 1+🗡5, 1H, Stun, Vicious 1
◄► **AR3501 Assault Rifle (ranged):** Range M, 1+🗡6, Burst, Unbalanced, Ammo (Spread 1), Armour Piercing 1

SPECIAL ABILITIES
◄► **Inured to Pain**
◄► **Light Infantry:** Whenever a Chasseur makes an Acrobatics or Athletics test to enter, cross, or leave difficult terrain, reduce

the difficulty of the test by one step. This may remove the need for a test.
◄► **Cyborg Soldiers:** A Chasseur may re-roll up to two 🗡 when making a damage roll for a melee or ranged attack.

PREP-SCHOOL

The best ending for the player characters is to get to the prep-school and kill or capture Tyler while securing Inger and her hacked subreality gear. Getting into a school with the sons and daughters of the elite is not easy. There are guards around the clock. When the team arrives, Tyler and the rest are in their dorm. The player characters will likely stand out on campus and must devise a clever way inside. How they do this is up to them, but any reasonably interesting plan should work. The climax is not about fighting guards, but about fighting the IES agents who have been sent to grab the kids.

Because this is a school, and one where all the corporations have students, Cybertronic cannot simply send in the Chasseurs like it would in the slums. Instead, it sends a number of IES agents equal to the number of player characters. These are highly trained, discreet agents. They will attempt to waylay the characters by first directing security their way. The last thing they want is a firefight inside the school, but their orders are to retrieve Inger and her hacked tech. All other considerations pale in comparison.

What that boils down to, of course, IS a firefight inside the school. Unless the team somehow extracts the kids without incident, the kids themselves will defend against anyone trying to grab them. They don't have their powers here in reality, but they can cause a scene. It will be very difficult to keep the wraps on any kidnapping attempts.

Depending on what the team has decided to do, given that its primary target is dead, it may have little regard for Tyler, Inger, and Dominick. Likewise, the three have no regard for anyone but themselves. IES will fight to the point that they risk being captured. At that point, any surviving agents will retreat.

In the background, the team will notice a pair of suspicious men watching the fray. They do not appear to be guards. If they are teachers, they give off a very bad vibe. These two are Heretics of Semai. They have been dispatched to recover Inger and her tech. They do not care at all about Dominick, but would like to secure Tyler if possible. Both men are more than willing to fight to the death. They will intervene when the other two sides have already caused damage to each other.

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	7	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	9	7	11

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	1	1	–	1	1	2	2	1	–

WOUNDS: 5

SOAK: Light Civilian Shoulder Pads: (Arms 1, Torso 1)

ATTACKS:

◄► **MP-105 Pistol (ranged):** Range C, 1+🗡6, Mode 2, Unbalanced, Ammo (Spread 1), Close Quarters

◄► **Ritual Dagger (melee):** 1+🗡3, 1H, Armour Piercing 1

SPECIAL ABILITIES

◄► **Naturally Charming:** The Heretic of Semai is skilled at ingratiating himself with his targets. A successful Persuade test yields one additional point of Momentum.

DARK SYMMETRY SPEND

◄► **Dark Gifts:** The Heretics of Semai has been empowered to employ three Dark Gifts: Obfuscation, Snare the Unwilling Mind, and True Fear.

ENDING THE ADVENTURE

During the course of their investigation, the player characters determined their primary goal was unattainable – Jasmina is dead. Imperial understood this was a possible scenario and gave the team the secondary goals of finding out what happened to her and what she discovered. While they have no way of knowing this from the outset, the team's best option is to recover Inger and the programs she overlaid onto the implants. If they can recover the beta Cybertronic implant that Tyler is using, so much the better.

This leaves of number of possible scenarios when dealing with Imperial. They will pay based on their satisfaction [see sidebar].

LOOSE ENDS

Regardless of the outcome with Imperial, the player characters have interfered with Cybertronic. Cybertronic is not a vengeful corporation, but it is unwise to be on the radar of IES. Being methodical, Cybertronic will assess the situation carefully. If the team recovered the beta implant, it will be very concerned. If it also secured Inger, IES will have a double breach – both its new tech, and possible hacks to that tech, are now in the possession of Imperial. In this case, the team will be under constant surveillance by IES.

It will likely have also exposed the Dark Symmetry's interest in subreality. While it has no proof that the Dark Symmetry has infected subreality, it can logically suppose they meant to do precisely that. In fact, the Dark Symmetry is already inside subreality as noted earlier in this book. This is a plot thread that can easily picked up and woven into a larger campaign.

Subreality has been revealed to the player characters as something strange and potentially exploitable. If a student like Inger found a way to push the bounds of what's possible inside subreality, it's likely Cybertronic has a problem. In fact, Cybertronic sees the revelation as fortuitous. Subreality can offer more than it first thought. These POPs may have applications elsewhere. Think of what Cybertronic could do by recruiting people via subreality implants. Could they also make people become assassins without their prior knowledge just by downloading the right persona? Clearly, the player characters were hurt inside subreality, does Cybertronic have an override on the safety features that prevent injury and death while inside? Much is possible.

Finally, The Immortal and those loyal to him have taken note of the events in subreality. They see the product as a possibly fatal Achilles' Heel in their fight against the Dark Apostles. The Immortal may eventually send a trusted friend to talk with the player characters about working for him. Inside Cybertronic his hands are often tied but, with Freelancers he can trust, he might be able to make a move. The team could become involved in an internecine war for control of Cybertronic. That could encompass the scope of an entire campaign.

WHAT IMPERIAL PAYS

Imperial will compensate the player characters with Cardinal Crowns based on the goals achieved. How this equates to in-game rewards (assets) is listed in parenthesis after each value.

◄► **DISCOVERING INGER'S FATE:** 5,000 crowns (five assets)

◄► **RETRIEVING THE IMPLANT:** 7,000 crowns (seven assets).

◄► **TURNING OVER INGER:** 10,000 crowns (ten assets).

◄► **TURNING OVER ONE OF THE OTHER KIDS:** 3,000 crowns (three assets).

◄► **PROOF THAT DARK SYMMETRY IS INTERESTED IN SUBREALITY:** 4,000 crowns (four assets).

Cybertronic is ready to stand against the impending darkness.

INDEX

STEALTH AND STEEL

The youngest and smallest of the corporations, Cybertronic is less than a century old. Few know much about this enigmatic, technologically-advanced new player on the scene, but they have quickly made a place for themselves in the Solar System. Cybertronic's methods are secretive, but highly efficient, and many do not trust this newcomer, for they dabble in technologies that were long-ago banned…

◄► **Human Resources:** What kind of person would embrace Cybertronic? Discover the mysterious structure and culture of the Fifth Corporation, and the employees that work within it… both human and machine.

◄► **Secret Origins:** Uncover the secrets of Cybertronic's founding, and the hidden purpose of the corporation.

◄► **Technology:** Explore the sophisticated technology of Cybertronic, which allows their employees to be both more – and less – than human.

◄► **Character Creation:** Expanded rules for the backgrounds and professions unique to Cybertronic, as well as options for AI and Neoclone characters.