

THE BLACKSPOT.

Lifestyle Packages.

The following is a rule supplement designed for quick and easy implementation during character creation. It eliminates the need to work out your own details by allowing players to choose a lifestyle package. It includes living conditions, accommodations, utilities, food and fashion. Note that fashion does not include armour of any sort, not even armoured stockings... Included here is also a breakdown of the deals, so that the players can modify a deal if so desired (for a full fashion breakdown see Chrome Book 4, pg 66). And to help entice players into buying one of these package deals, each deal is significantly cheaper than if they constructed it themselves. Happy house hunting!!

Living Conditions

Per Month

Street Scum	none
Combat Zone	x1 cost
Moderate Zone	x2 cost
Corporate	x4 cost
Executive	x6 cost

Accommodations

Per Month

Shanty	none
Coffin	20 per day*
Cube	360 per month
Cubement	300 per month/per cube
House	150 per room/per month
Apartment	200 per room/per month
Condo	300 per room/per month
Penthouse	700 per room/per month

Utilities

Per Month

Cell Phone Service		100
Phone Service		30
CredChip Account	20	
Health Plan		1000
Trauma Team Account		500
Cable TV	40	
Net Access		30
Utilities (water, electricity, etc)		100

Food

Per Month

Kibble		200
Generic prepak		600
Good prepak		800
Fresh food		1200

Limitations

Shanties, Coffins will only be found in the poorer neighbourhoods and Combat Zones, with the exception being Coffin Hotels near Transit/Harbour/Airports. Occasionally found in Moderate Zones.

Cubes and Cubements can be found in Moderate Zones and below.

Houses and Condos are found in Corporate and Executive Zones.

Apartments are found everywhere except the Executive Zones.

Penthouses are only found in Executive Zones.

There are many exceptions to these guidelines, like the Penthouse found in the Combat Zone (the neighbourhood fell in disgrace). It's up to the referee to determine whether any living quarters like this are available to the players.

* This is for a basic coffin. For each luxury option, there is an additional fee of 10eb. The options are TV (in ceiling), radio, locks (electronic security diff 20), air conditioning, and Net access (-5 Interface due to low-grade circuitry).

Accommodation Descriptions

Shanty: So you're homeless?? Ah, then if u can cobble together some wooden shipping crates, tin plate, etc, then this is what you now live in. Unless you live under the overpasses, in stormwater drains or sealed off subway tunnels... Doesn't cost you anything but your self respect...

Coffin: One step above the homeless, coffins are the cheapest type of housing. Consisting of a room 2m x1.5m x1.5m, the floor is covered in a semi-hard plastic which is actually the bed. The more expensive the coffin, the better options it will have, TV (in ceiling), radio, locks and air conditioning. The usual Coffin Habiplex will usually hold thousands of them, but smaller ones are equally common. Often found near airports.

Cube: At around 3 cubic meters, the Cube is the next step up. This is what most people live in. In a cube, all of the furniture is folded into the walls, bed, sink, shower, fridge/freezer for the most expensive cubes. TV consists of a flat tube TV mounted in the wall. Enough room for two people (if you're close...) (Corban Dallas's cube out of The Fifth Element)

Cubement: A Cubement is an arrangement of several interjoining Cubes, where each Cube has an individual function, ie; Toilet/BathCube, KitchenCube, Living/EntertainmentCube, BedCube. May come with more than one BedCube if you're lucky...

House: A stand alone residence, though sometimes sharing a wall (town housing), this is the realm of the Beavers. Go into a beaverville and you can see these for miles. Makes Edgerunners brake out in a cold sweat. Houses cost less because they are usually not within the main part of town. People living here have to commute to work, whereas apartments are usually within city limits. Oh, you supply the furniture.

Apartment: A residence with more than one room! Usually the only other room will be the bedroom, however the more money you fork out, the more rooms you get. The most you will get will be the main room, two bedrooms (one single, one double), kitchenette, toilet/bathroom (way too small for both to be used at once). And you have to buy furniture....

Condo: Simply the best you'll find on the ground. Consisting of the same package as the Apartment above, but with bigger rooms and more of them.

Penthouse: Usually the entire top floor of an apartment block, although sometimes broken down into sections. This represents the top rung of housing. Plush carpets, gold finished appointments, real leather furniture, huge kitchen, you name it. Hope you've got a few spare millions....

Example Package Deals

The Pavement Palace;

Living Conditions : Street Scum
Accommodation : Shanty
Utilities : None
Food : Kibble
Fashion# : Sub-Average Generic Chic,
sometimes Average.
Cost per Month@ : 300 / 200

The Nomad Wanderer;

Living Conditions : None
Accommodation : None
Utilities : None
Food : Generic Prepak,
occasionally Good Prepak
Fashion# : Average Edgerunner,
occasionally Good.
Cost per Month@ : /
(Remember, the Nomad typically moves around
lots, money usually spent here typically
goes to vehicles)

The Edgerunner Pad;

Living Conditions : Combat Zone
Accommodation : Cube
Utilities : Cell Phone,
CredChip Account, Trauma Team Account, Cable
TV, Utilities
Food : Generic Prepak,
occasionally Good Prepak
Fashion# : Good Edgerunner,
occasionally Very Good
Cost per Month@ : /

The Beaverville Bunkhouse;

Living Conditions : Corporate
Accommodation : House
Utilities : Phone, Cell Phone,
CredChip Account, Health Plan, Cable TV,
Utilities
Food : Good Prepak,
occasionally Fresh Food
Fashion# : Very Good Businesswear,
with Very Good Urban Flash for Nightclubbing.
Cost per Month@ : /

The Corporate Condo;

Living Conditions : Corporate
Accommodation : Condo
Utilities : Phone, Cell Phone,
CredChip Account, Health Plan, Cable TV,
Utilities
Food : Fresh Food
Fashion# : Very Good Businesswear,
occasionally Designer.
Cost per Month@ : /

The Executive Penthouse;

Living Conditions : Executive
Accommodation : Penthouse
Utilities : Phone, Cell Phone,
CredChip Account, Health Plan, Cable TV,
Utilities
Food : Fresh Food
Fashion# : Designer Businesswear,
sometimes Superchic.
Cost per Month@ : /

The Supa-Models Parlour;

Living Conditions : Corporate
Accommodation : Condo
Utilities : Phone, Cell Phone,
CredChip Account, Health Plan, Cable TV,
Utilities
Food : Fresh Food
Fashion# : Designer High Fashion,
sometimes Superchic.
Cost per Month@ : /

The Edgerunners Retreat;

Living Conditions : Combat Zone.
Accommodation : Cube.
Utilities : Utilities.
Food : Kibble,
occasionally Generic Prepak.
Fashion# : Good Edgerunner,
occasionally Very Good.
Cost per Month@ : /
(this represents that emergency crashpad...with
some supplies).

The Average Smoe's Apartment;

Living Conditions : Moderate
Accommodation : Cube
Utilities : Phone, CredChip
Account, Cable TV, Utilities.
Food : Kibble,
occasionally Generic Prepak.
Fashion# : 6 Average Generic Chic and
2 Leisurewear.
Cost per Month@ : 1700 / 1160

The Fashion listing is for x number of clothing sets, x being listed for each package deal. A set of clothes assumes pants, long-sleeve shirt, belt, shoes, jacket for men, or dress or skirt and blouse, belt, shoes, jacket for women. OR the equivalent. It also covers for one trenchcoat or similar per package. Note that the Fashion listing is payed only once, not each month.

@ The first number for when purchasing during character creation, the second is the monthly upkeep.

So all u have to do now is work out which package deal suits you, pay the cash and note down on your character sheet which deal you've bought. And remember to make each monthly payment. Simple.

Oh, and when you've found a place to live, invite us round for a house warming so we can trash the joint. :)