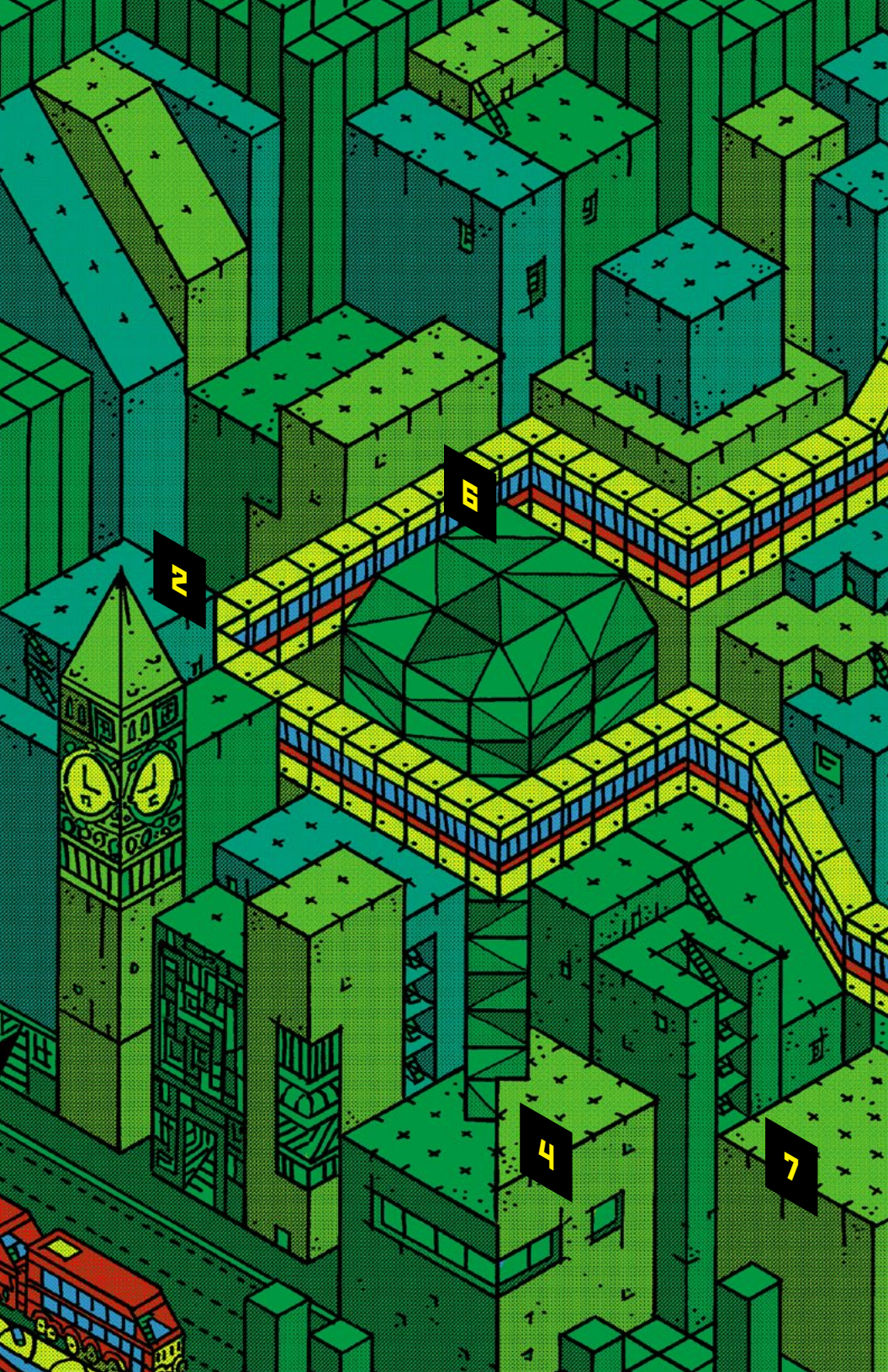




DANCING  
WITH  
BULLETS  
UNDER A  
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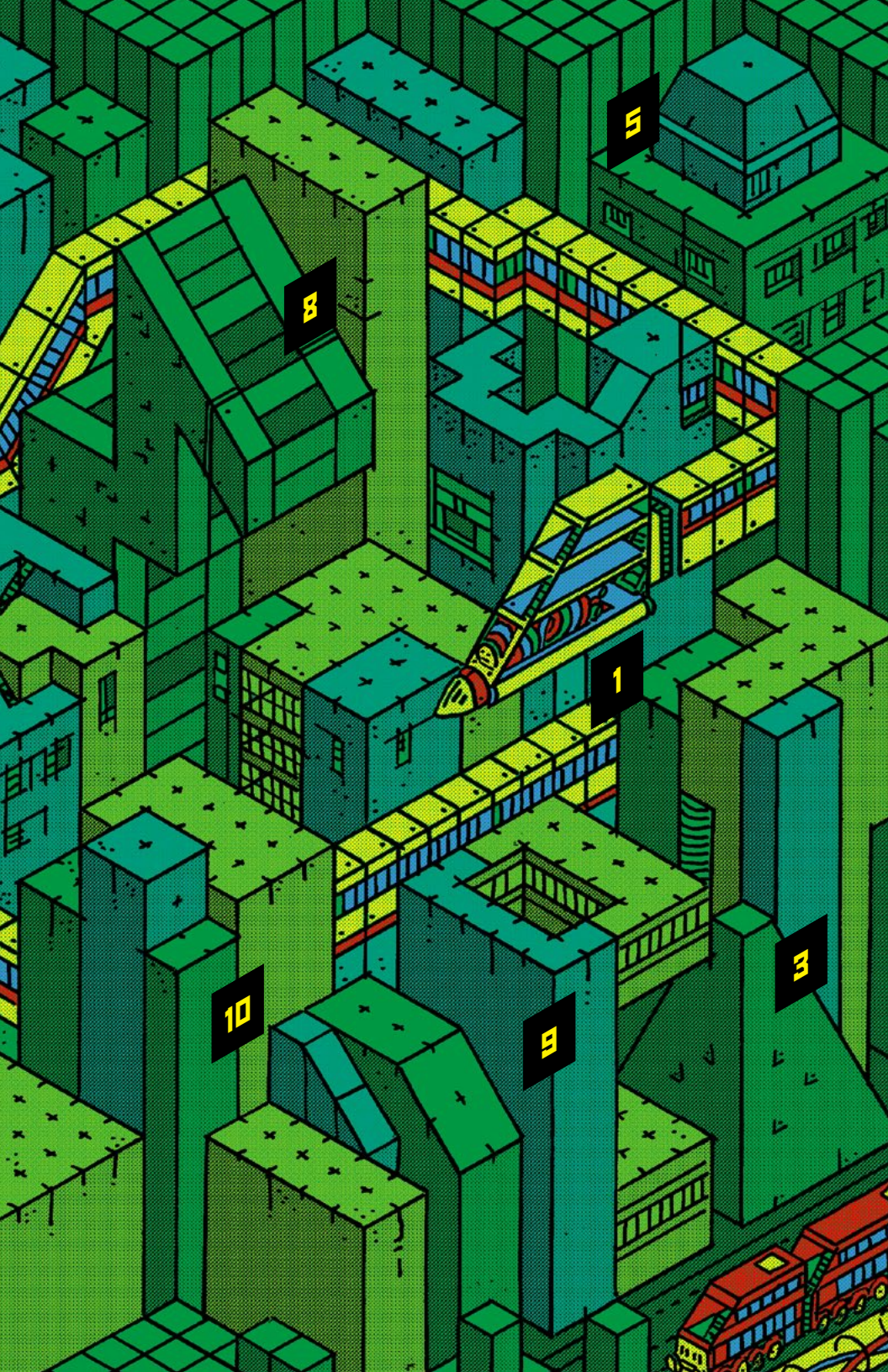
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5

8

1

3

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9



## CITY KEY

NO.	NAME	DESCRIPTION
1	The Dragon	The Dragon is a flying train without stations or safety measures that continually weaves through buildings on an obscure but seemingly repeating loop throughout the city. Not the best way to get anywhere, but will get you where you want to go... eventually.
2	Benjamin	Despite appearing to be a clocktower on the outside, Benjamin is the home of the Church of the Two-Faced—a sect whose constantly-worn masks resembling clock faces at 12:00, 3:00, 6:00, or 9:00.
3	The Pyramid	Once every seven months, the Pyramid unfurls like a flower into a massive concert arena in order to host a week-long festival. The rest of the year it is wholly inaccessible.
4	Duality	The Duality is home to two constantly-feuding gangs fighting for turf—the Hatfields and McCoys. Once inside the building, though, which side is which is hard to tell, with each gang's attire varying only slightly in hue and style.
5	The Penthouses	Ironically named, the Penthouses make up a tall, vertical slum where people who can't or won't work with the corporations live. It's somewhat self-sufficient, with UV grow rooms, a distillery, and a crematorium.
6	Prismatic	Illuminated solely by ambient light, each jagged edge of Prismatic collects faint scraps of sunlight and surrounding neon and feeds them throughout the building.
7	Redwood	One of a few such buildings scattered across the city, Redwood is a hollow shell containing a strange redwood forest. Some build tents amongst the branches.
8	The Aery	Floating high above the rest of the city, the Aery is a suspended collection of hydroponic farms and recycling plants.
9	Westerly	Designed to act as a hangar of sorts for hovertaxis, Westerly is now mostly abandoned. Technology and upkeep ended up being too expensive.
10	Smokestacks	Smokestacks is a factory of sorts, with the bottom floors repackaging 'new' decks to put back into the market. A central pipe rises above the rest of the building and constantly vents unexplained smog.





**DANCING WITH BULLETS  
UNDER A NEON SUN**

PHILLIPS + LEICHTY + GALLAGHER





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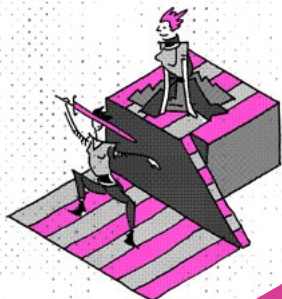
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This is a game set in a city. You were born in this city and you will die there, as your parents did and your kids will after you (if you have any). There isn't a way out—it's impossible.

Your goal is to grab as much cash as possible before the city's concrete jaws snap shut on you and your dreams.



## CHAPTER ONE

# WHAT IS THIS GAME?

**Dancing With Bullets Under a Neon Sun** is best run with four to seven players, one of them acting as the Admin.

The Admin controls the events within the city as well as any characters not controlled by the players (non-player characters or NPCs).

Throughout this book, dice are notated in the following form:  $XdY+Z$ . X is the number of dice to roll, Y is the size of the dice, and Z is the number to add to the sum of the dice. A standard set of polyhedral dice is a d4, d6, d8, d10, d%, d12, and a d20. Some specific rolls in this book may also call for a d2 or d3. A d2 can be a coin flip or an odds vs. evens die roll. To determine a d3, roll a d6: 1-2 is 1, 3-4 is 2, and 5-6 is 3.



# CHAPTER II WHAT IS THE CORE MECH- ANIC?

## Dancing With Bullets Under a Neon Sun's core mechanic is called a **check**.

When a player character (or PC) attempts something with a chance of failure, you roll a d20 and check to see whether the result is equal to or below a relevant attribute. If you try to break open a locked door, for example, your Admin might require you to make a Might check. Roll above your Might attribute score and the door stays closed; roll equal to or below and you manage to force your way through.

If you have an advantage in a given situation—like the door already being loose on its hinges—you roll a d6 as well, adding it to the ability score you are checking for the purpose of the check. If you have a disadvantage, however—like the door being rusted shut—you simultaneously roll a d6 and add it to your roll before seeing if the result is beneath the relevant ability score.

It's also the Admin's decision whether a situation calls for a roll at all. If a task is so extraordinarily hard as to be impossible, even a successful check won't overcome it. Likewise, if a task is so easy that a chance of failure would be unrealistic, the Admin can rule a success at any time without a roll at all.

## OTHER DICE ROLLS

Random tables and other specific situations often call for other dice rolls. For most random tables, simply roll the die specified in the table's top row and read the information marked in the row that corresponds to the die's result.



# CHAPTER III: HOW DO I MAKE A CHARACTER?

**You'll need a scrap of paper, a pencil, and a set of dice.** If you're feeling fancy, you may even print the game's provided character sheets beforehand. You should have at least one on hand to reference during character creation.

- 1. Roll 2d8** and assign the total value to one of the attributes below. Repeat this process until you've filled all six attributes. If you roll 15 or higher, roll 2d6+1 not 2d8 for the next attribute value.
  - a. Might:** Muscular strength and ability to resist physical harm
  - b. Agility:** Reflexes and manual dexterity
  - c. Charm:** Ability to convince others to listen to you
  - d. Intellect:** Logic, knowledge, and reasoning
  - e. Perception:** Ability to notice hidden or obscure things
  - f. Tech:** Experience interfacing with technology of any kind\*

- 2. Reference your Might and Intellect scores** to determine your hit dice. Your Might score determines your Physical hit die and your Intellect score determines your Mental hit die.

MIGHT OR INTELLECT SCORE	HIT DIE
3	d4
4-5	d6
6-15	d8
16-17	d10
18	d12

- 3. Choose a character class** and write down any special abilities.
- 4. Roll your character's starting resilience** as determined by their class.

- 5. Roll a d8 twice** to determine a character quirk and a special belonging.

- 6. Spend starting credits** as determined by your class on any equipment.

- 7. Choose a character name**, appearance, general personality, and history.

- 8. Work with the Admin to pick three goals** for your character.

\*Note: Tech applies only to interfacing with and understanding technology, not the dexterous use of tools. For example, aiming an electrogun would be an Agility check, trying to repair it before the people chasing you catch up would be a Tech check. Tech checks are called for when the main source of difficulty is interfacing with tech, like trying to hack a computer system.





WHAT  
ARE  
WE  
DOING  
HERE?



# CONTRACTORS



Ex-military or ex-police that have turned to more illicit freelance work, contractors are unfortunately increasingly common.

# MERCS



Untrained professionals, mercs make up for their lack of formal training with ample amounts of can do attitude.

# PHREAKS



Anyone can connect to the Net, but phreaks' skills are unparalleled—leagues beyond their competition and bordering on the supernatural.

# PUPPETS



The physical embodiments of distant AI called puppeteers, puppets come in a countless variety of shapes and sizes, customized to the puppeteers' aesthetic.

# SHARKS



Expert con artists, sharks can get anyone to trust them right up until they're robbed blind.

# SPIDERS



Spiders are burglars, muggers, and lockpicks, the first ones to see an advantage and the first ones to sneak out the back door when everything goes downhill.

# CONTRACTORS

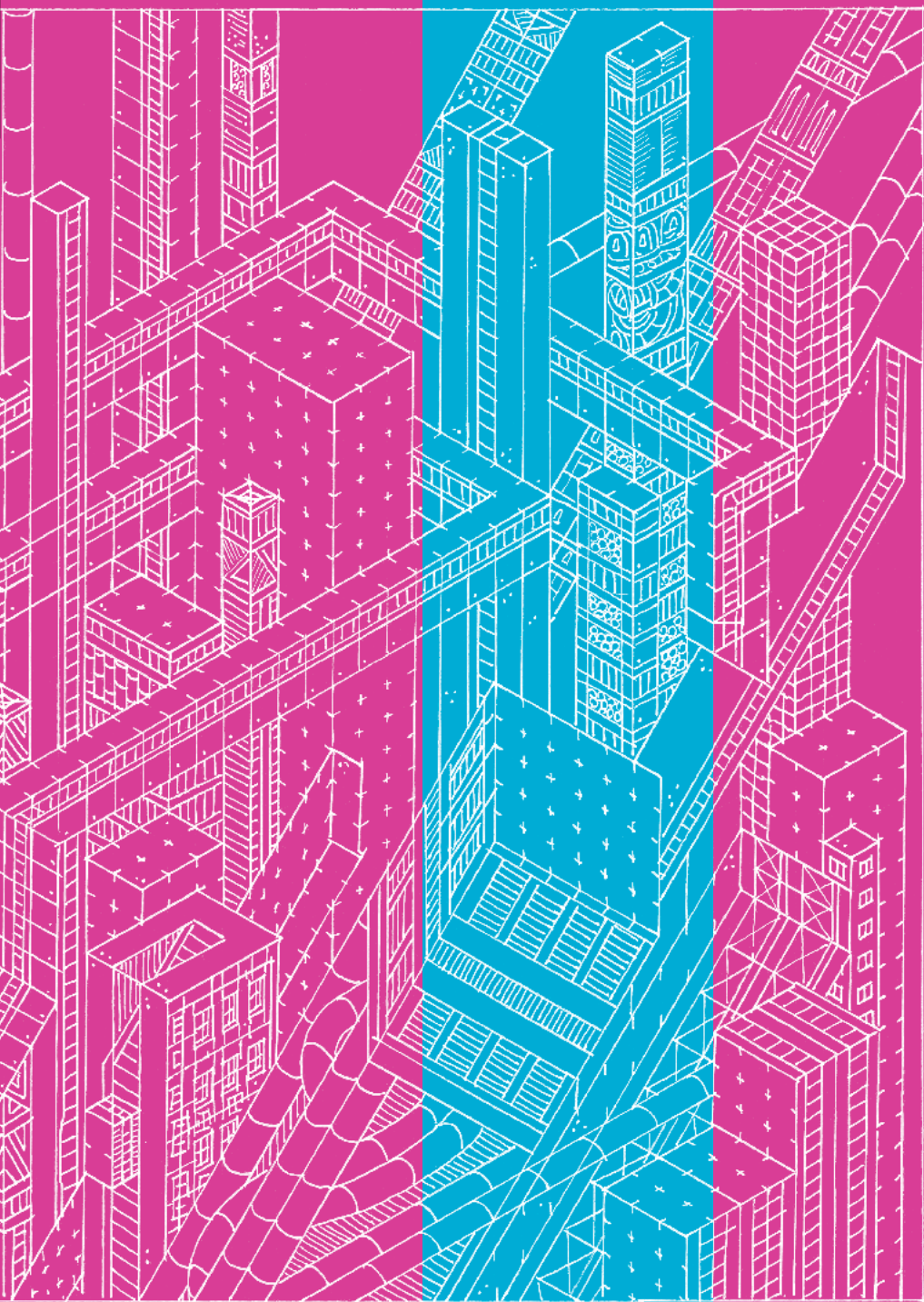
**Starting Resilience:** 1d4

**Starting Funds:** 1d8×10 credits

**Special Ability:** If a contractor successfully attacks an enemy while bloodied, roll the enemy's hit die twice.

1D8	QUIRK	BELONGING
1	You killed your old boss after he dumped thousands of gallons of waste into the slum you were born in. Now some want the bounty on your head while others admire you.	An ancient, cartridge-based gaming system repurposed as a cheap deck. All visuals are rendered in low poly 3D.
2	Years of protecting clients from assassination attempts has left you jumpy and untrusting.	A stylish pen that when twisted becomes a razor-sharp stiletto.
3	You listen to retro dubstep whenever you're not under immediate stress.	Mirrored sunglasses that provide a basic heads-up display of publicly available data on your surroundings.
4	Your heart is an antique artificial replacement and has seen better days. Every heartbeat is accompanied by a faint grinding noise.	A cybernetic eye, constantly assessing your surroundings for signs of potential danger.
5	A while back you decided to only wear one specific outfit. You have ten identical sets.	A small, metallic scroll that when unfurled becomes armor padding.
6	You were alive before the creation of the Net and your brain has been transferred through a dozen generations.	A well-worn autobiography of a local revolutionary. All copies were supposedly burned decades ago.
7	You replaced your fingernails with telescoping razor blades (treat as monomolecular dagger).	A lifetime, all-you-can-eat membership card for a local chain of food vending carts.
8	You have a photographic memory and are an excellent artist.	An important corporate secret engraved on the inside of a golden ring in microscript





# MERCS

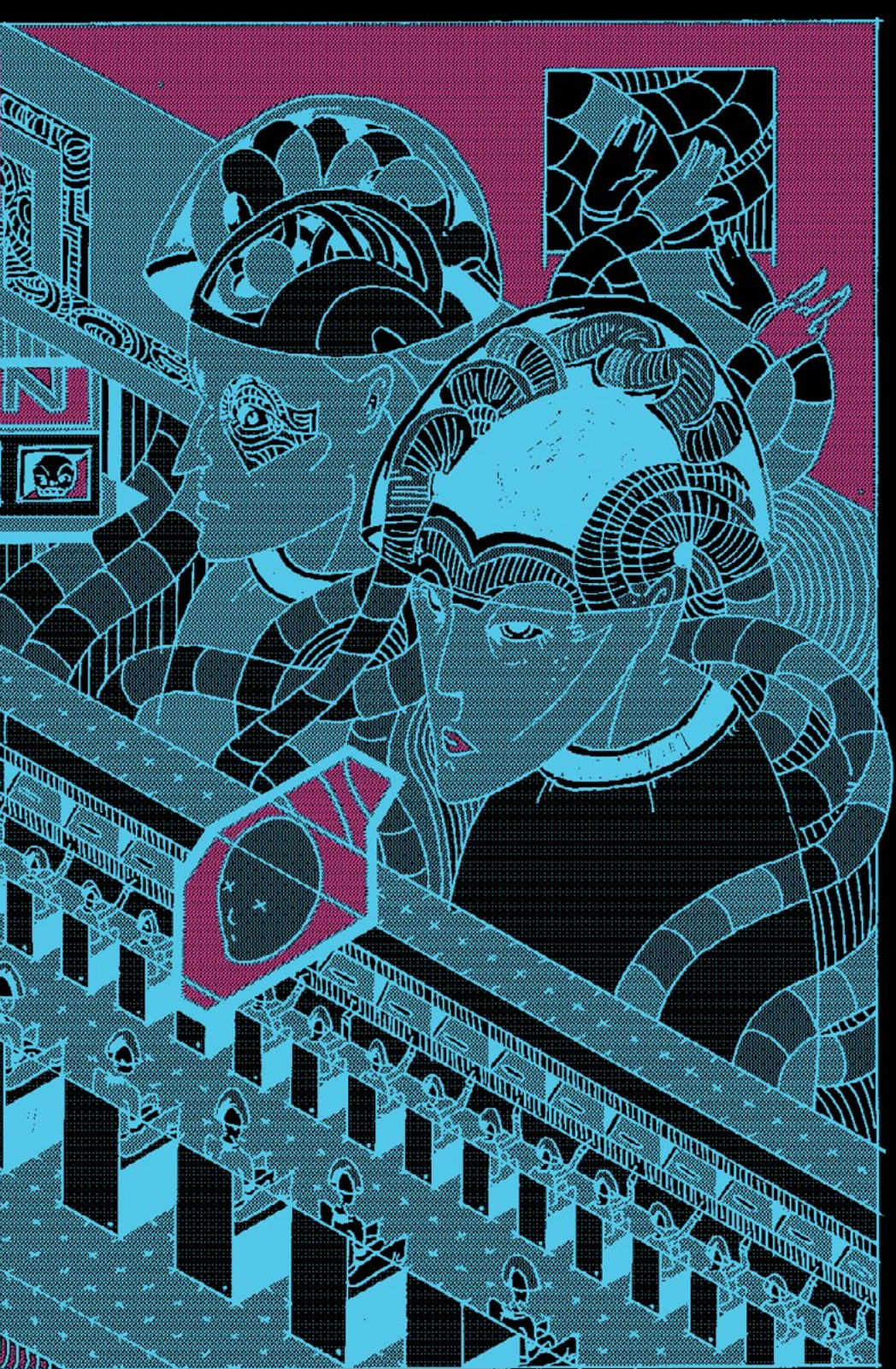
**Starting Resilience:** 1d6

**Starting Funds:** 1d6×10 credits

**Special Ability:** Mercs move their hit die up one step whenever they roll the highest possible result (an 8 on a d8, a 4 on a d4, etc.) but must reroll using their new hit die. If they roll the highest result on their new hit die, they do *not* increase the size of their hit die again. This cannot increase their hit die above its normal size. It is possible to increase your hit die a size and then instantly move it back down again.

1D8	QUIRK	BELONGING
1	You're deeply in debt (1d20×50 credits) to (roll 1d4): 1. The corporation that ran your birthing vat, 2. The cult you barely escaped, 3. Your bookie, who also happens to be your uncle, 4. The surgeon who saved you after a rough scrape.	A network of scars that create a map to an old stash.
2	You're friends with a top-notch accountant who can render your financial dealings untraceable for only 5% of the sum transferred.	An antique, non-magnetic firearm that doesn't need to verify your DNA before you use it.
3	You were raised by a mercenary group and there's a percentage chance equal to your Charm score that one will help you whenever you're in <i>serious</i> trouble. This chance decreases 1% after each assist.	A well-forged law enforcement charter.
4	You're extremely squeamish.	A false identity that resists all but the most in-depth examination.
5	Your hair is a mottled grey and fiery red. It resists all dye and other attempts to disguise it.	A small, single-shot pistol that can easily be concealed.
6	You have a favorite type of weapon that you use exclusively (pick during character creation).	A light, malleable armor that can be concealed under clothing.
7	A number of your teeth have been replaced by tiny containers, each holding a lethal dose of poison.	A digital skeleton key that has a 45% chance of instantly opening any standard lock.
8	Your eyes are mechanical implants. They creak and grind as your gaze swivels.	A small, pewter statuette of an ancestral deity. Very lucky.







# PHREAKS

**Starting Resilience:** 1d2

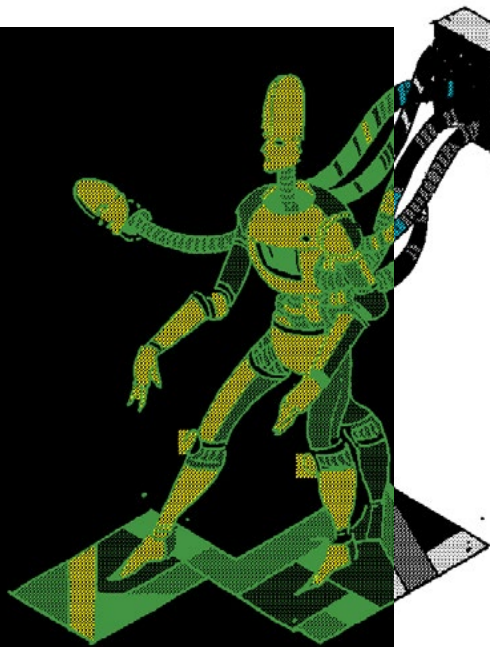
**Starting Funds:** 1d4×10 credits

**Special Ability:** Phreaks can burn points of their ability scores in order to perform extraordinary acts online; read *Chapter V: Navigating the Net* for more information.



1D8	QUIRK	BELONGING
1	Your skin has a metallic sheen. This is a conscious choice so you look more like the machines you love.	A gold-flecked crystal in the shape of a human brain.
2	Your skin is always damp and cold. Local children are convinced you're actually a zombie.	A well-worn paperback containing a variety of calming meditations.
3	Your eyes are too large for your skull. They bulge outwards, giving you a distinct appearance.	A pair of antique sunglasses that block out AR advertisements.
4	You compulsively hoard knowledge, reading and watching anything that comes your way. You have a 1-in-20 chance of knowing any trivia.	A tattoo that contains a simple circuit (tells time, lights up, etc.).
5	You belong to the Cult of the Electric God, a society of like-minded anarchist phreaks. You can call upon them for help, but only in life or death situations.	A small sensor that tracks the source of data flowing through wires.
6	You are physically addicted to the Net. Going a full day without connecting causes a 1d4 cumulative deduction from your Might. This penalty goes away when you next plug in.	A ratty backpack with a dozen hidden pockets and compartments.
7	You require complete silence to use the Net effectively and carry noise-cancelling headphones.	A well-worn and well-sharpened pocket knife hidden in a jacket lining.
8	Emboldened by your skill on the Net, you have undue confidence in real life. This often gets you into trouble.	A set of spectacles with telescoping lenses that can magnify anything up to twenty times.





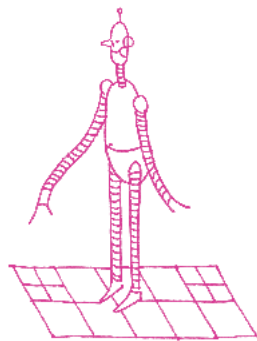
# PUPPETS

**Starting Resilience:** 1d2

**Starting Funds:** 1d4×10 credits

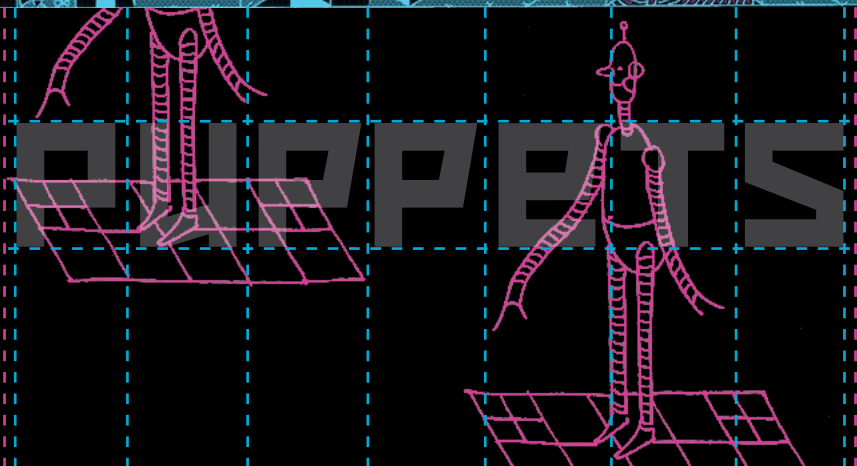
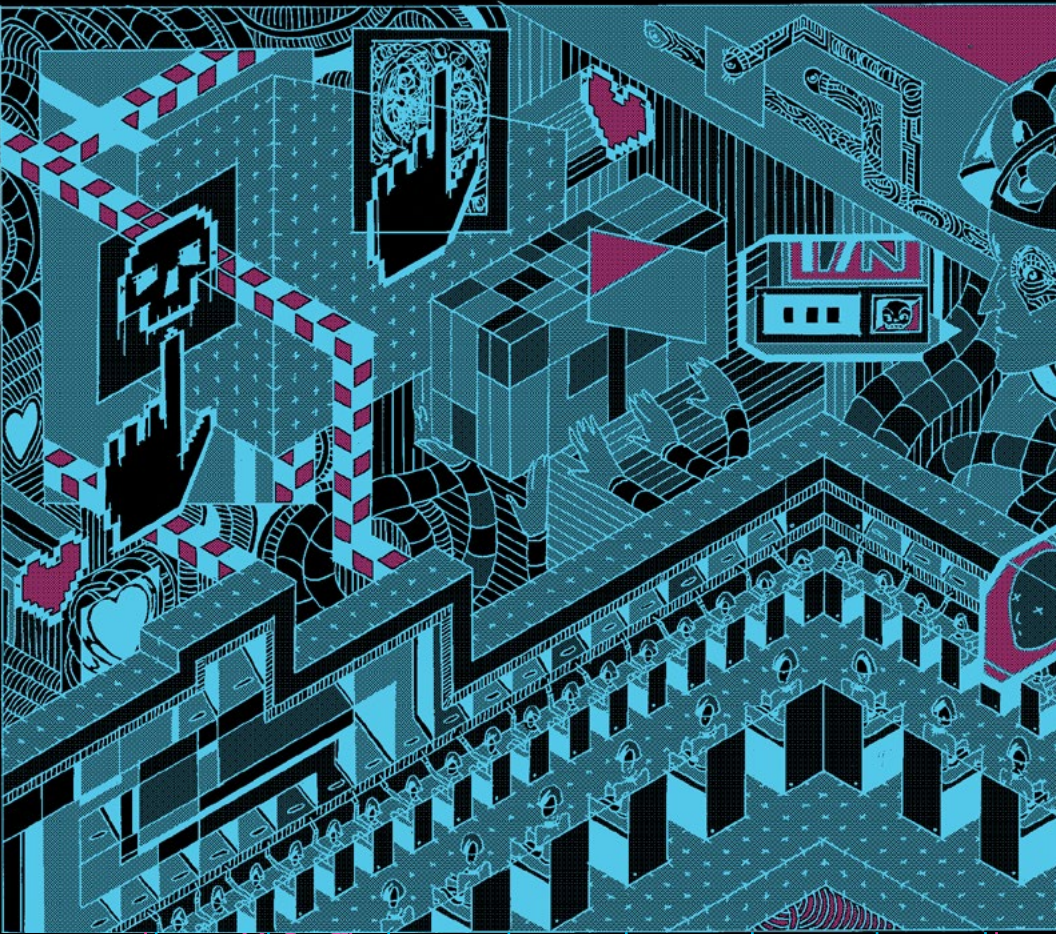
**Special Abilities:**

- Puppets don't have to make Tech checks to interface with unsecured technology.
- Puppets don't require decks to access the Net. Read *Chapter V: Navigating the Net* and pick two modes that your puppet has access to.

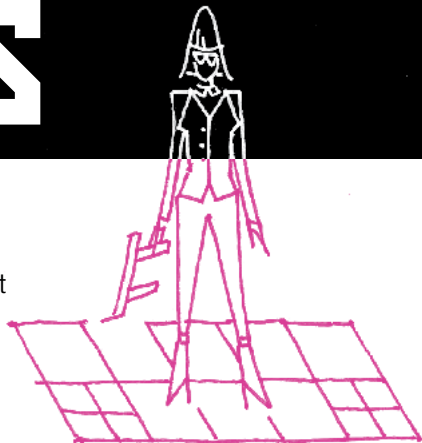


1D8	QUIRK	BELONGING
1	You require regular transfusions of blood to lubricate your delicate, mechanical innards.	A tiny, pewter oil can that can hold up to three cups of fluid.
2	Your servos and actuators gnash together, causing you to cough up sticky, black fluid regularly.	A neat, silver locket with a long-faded portrait.
3	If you stay out in the cold for too long your joints seize up, ceasing all movement.	A microchip from the computer that created you.
4	You can never stop moving. If you do, your mechanisms wind down and leave you inert.	A proprietary screwdriver that is necessary to open you up.
5	Your eyes see spiritual—not physical—reality. You see everyone as they truly see themselves.	A pocket-sized copy of a robot-oriented religious text.
6	You are certain that you lack a soul and feel empty as a result.	A glass sphere containing precisely one million grains of sand.
7	Your mind is a copy of your creator's and you are unused to your mechanical body.	An external storage device containing all of the data that makes up your personality.
8	You long to experience life as an organic being—to feel, to touch, to taste, to smell.	A piece of scrap derived from a foe you bested long ago.





# SHARKS



**Starting Resilience:** 1d3

**Starting Funds:** 1d12×10 credits

**Special Ability:** Once per session, Sharks can attempt a d100 roll equal to or below their Charm score to calm an enemy or befriend an acquaintance. If they roll above their Charm score, however, they escalate the situation or alienate their acquaintance instead.

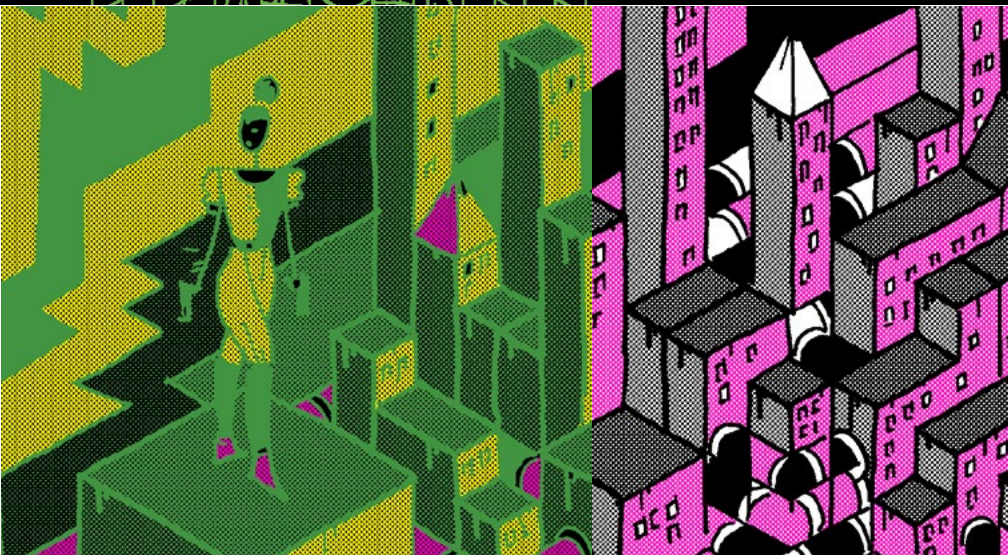
## 1D8 QUIRK

- 1 You *need* to be loved by everyone you meet and are easily offended when corrected.
- 2 You still have “friends” at your old corporate job and call on them once in a blue moon.
- 3 Back when you were flush with cash, you developed a drug habit that you now can’t kick.
- 4 You siphoned and squandered thousands of credits from your employer, got caught, and fled. They’re still hunting you.
- 5 You are accustomed to opulence and disgusted by anything cheap.
- 6 You have managed to keep your skin soft and supple, not cracked and weathered like many people’s have become under neon lights.
- 7 Your accent and speech patterns are noticeably upper-class.
- 8 You’re a textbook egomaniac, valuing yourself above all others.

## BELONGING

- 1 A master key card to your old workplace. It can be traced back to you and disabled if used unwisely.
- 2 A lifetime supply of Octopus Trust branded cigarettes thanks to a fully-redeemed punch card booklet.
- 3 A journal with a gold cover and gilded pages.
- 4 A revolver encrusted with synthetic diamonds and other precious gems.
- 5 A collection of finely-crafted gloves in various colors and styles.
- 6 A souped-up lighter with an enamel painting of your face on the side.
- 7 A pair of silver, half-moon spectacles with ornate frames.
- 8 A collection of ancient vinyl records. They’re slowly degrading over time.





# SPIDERS

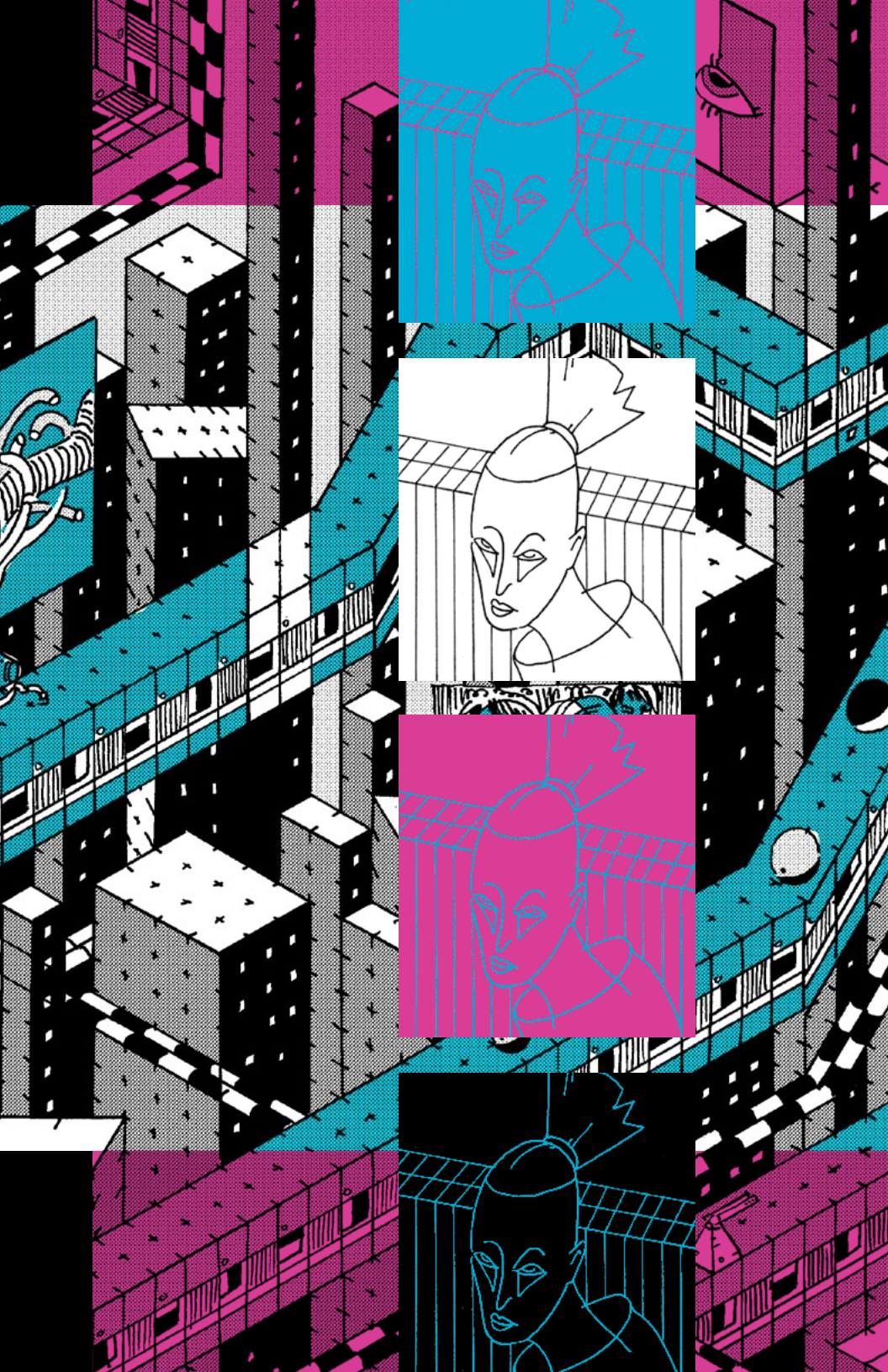
**Starting Resilience:** 1d3

**Starting Funds:** 1d6×10 credits

**Special Ability:** Spiders can roll a Charm check once per session to contact a dealer, a fence, or some other such underground resource. This contact will agree to help them, but only if a price is paid or a favor granted. Any debts arranged will eventually be collected.

1D8	QUIRK	BELONGING
1	When stressed, you instinctively begin looking for an escape route, even if not in physical danger.	A tattoo marking you as a member of a long-defunct gang.
2	You'd never seen the sun until a few days ago and can't stop sneezing when outside.	A pair of shades that highlights anyone looking in your direction.
3	Your eyes are different colors, one a burnt umber and the other a brilliant blue-green.	A vial of accelerant that allows you to light almost anything on fire.
4	You had your fingerprints surgically removed a few years ago and still pick at the scars.	A necklace made of old, metal coins with strange engravings.
5	You were part of a literal crime family but had a falling out. Most of your contacts are relatives.	A leatherbound book detailing an obscure religion.
6	You get a new tattoo for every successful job you pull off. Your skin's fairly empty, though.	A ratty, golden jacket that is more hidden pockets than overcoat.
7	You're devoutly religious and justify your crimes through that lense.	A copper box with a biometric lock assigned to someone else.
8	Your father was an infamous criminal and you seek to live up to your family name.	A faulty, forged credits chip that works 15% of the time.





## PICKING GOALS

Goals are what motivates your characters, what keeps them going after they've been knocked down three times already and are getting up for a fourth. Achieving those goals are also significant benchmarks in your characters' growth.

During character creation, pick three goals for your character. Two goals must be external—tasks to be performed for someone else—and one must be internal—something the character wants for themselves. All goals must be approved by the Admin and should include a brief explanation of why that goal is important to the character.

# CHAPTER IV

## HOW DO I FIGHT?

### INITIATIVE

When a fight starts, first ask yourself if either side is being surprised. If so, whichever side is doing the surprising gets a bonus turn before you determine initiative.

To determine initiative, every player must roll an Agility check. Any player that passes their check takes an action before the enemies do. Any player that fails their check goes afterward the enemies have completed their turn.

#### MECHANICS IN PLAY: INITIATIVE

Alex's character Path, Jack's character Alco, and Kim's character Jane are ambushed in an alley by a group of mercs. Because they are ambushed, the mercs get a bonus turn, which luckily all three characters survive.

Alex rolls an Agility check—they get a 7, under their Agility of 18, so Path will go before the mercs. Jack rolls and gets a 12, over his Agility of 9, so Alco will go after the mercs. Kim rolls and gets a 14, under her Agility of 15, so Jane will go after the mercs.



## ACTIONS, ROUNDS, AND TURNS

A **round** is a unit of time equal to about one minute. During one round, every single character involved in combat has a chance to participate.

A **turn** is a smaller unit time based on initiative. There are **three turns every round**—one for PCs who passed initiative, one for NPCs, and one for PCs who failed initiative, in that order.

An **action** is a single operation a character can carry out during combat. Typically, barring extraordinary circumstances, every character can take **two actions during a round**. Here are some examples of what constitutes an action:

- Attacking with a melee weapon
- Moving a short distance (about fifty feet) safely
- Moving a long distance (about one hundred feet), leaving yourself open to attacks
  - If you get attacked after moving a long distance and fail your Agility check in response, you must spend two resilience to avoid rolling a hit die rather than one
- Grabbing a piece of equipment near the top of your inventory
- Performing most tasks that would be resolved with a single check (cracking a lock, scaling a fence, etc.)

### MECHANICS IN PLAY: ACTIONS, ROUNDS AND TURNS

Alco is in the middle of a gladiator-style duel with his nemesis. He moves a long distance with one action and then attacks with his other action, rolling a successful Might check but failing to kill his opponent. When his nemesis attacks him that same round, though, Alco fails his Agility check. Because he moved a long distance in this term, Alco has to spend two resilience instead of the normal one if and still wants to avoid rolling and potentially reducing his hit die.

## WEARING ARMOR

Armor grants you additional resilience points you can spend to avoid rolling your hit die. If you are wearing armor and have depleted its granted resilience, you can choose to have the armor destroyed in lieu of spending a point of character resilience or rolling your hit die.

### MECHANICS IN PLAY: **ARMOR**

Monty's character Joseph has just been attacked by a mugger and hit with a carbon steel blackjack; he failed his Agility check. As a result, and because Joseph's hit die is only a d4, Monty chooses to try to avoid rolling it. Joseph is wearing a projective jacket but Monty has already spent both the resilience granted by the jacket and Joseph's resilience, so Monty instead chooses to have the jacket be destroyed so he doesn't have to roll the hit die.

## HITTING AND BEING HIT

When a player is trying to attack someone else, they should roll an Agility check if they are using a ranged weapon and a Might check if they are using a melee weapon. If they succeed on the check, the Admin should roll the enemy's hit die.

When a non-player character is attacking a player character, the player character must roll an Agility check. If they fail, the character takes damage.

### MECHANICS IN PLAY: **BEING HIT**

Kim's character Jane is running away from an e-cafe fracas, but the bruiser she insulted hurls a knife at her. She rolls an Agility check and gets a 16, over her Agility of 15, so now Kim has to determine if her character takes damage.



## PLAYER CHARACTERS TAKING DAMAGE

All characters have two **hit dice**. For most, this is a d8. When a player's character is hit, they roll the hit die that the Admin says is more relevant. On a 1 or a 2, they decrease the size of their hit die by one step (d8 to d6, etc.). If they roll a 1, they also roll again on the new, smaller die. If a 1 or 2 is rolled on a d4 hit die, that character dies. This means it is possible (but not likely) for a character to die with one hit.

Characters also have an expendable resource called **resilience** which is determined by their class and by the armor they're wearing. A character can avoid rolling their hit die by spending a point of resilience.

Characters' resilience scores only recover after a night's sleep. The Admin may require you to reroll a character's total resilience when it's recovered. Keep in mind, however, that this can just as easily result in a lower resistance score as it can a higher one. Admins may also require this reroll mechanic in situations where a restful sleep or full recovery is unlikely.

### MECHANICS IN PLAY: MENTAL VS. PHYSICAL HIT DICE

Every character has two different hit dice: Mental and Physical. When fighting in the physical world (i.e. outside of the Net) you will primarily use your Physical hit die. The Physical hit die represents actual damage to your body. The Mental hit die is typically used in the Net, but can also reflect non-physical attacks in the physical world, such as direct sonic or neural attacks.

## NON-PLAYER CHARACTERS TAKING DAMAGE

Non-player characters die whenever a one is rolled on their hit die, and decrease the size of their hit die by one step every time they are successfully attacked, regardless of what they roll. Non-player characters very rarely have resilience and only have one hit die, reflecting both Physical and Mental damage.

### MECHANICS IN PLAY: TAKING DAMAGE

Jack's character Alco has a d10 hit die and has already spent their resilience. A greaser they double-crossed catches them by surprise and Jack has to roll Alco's hit die. His first roll is a 1, so he moves Alco's hit die down one size to a d8 and has to roll again. On the second roll is a 2. He moves Alco's hit die down another size to a d6 and roleplays a fairly serious injury as a result.

## BEING BLOODIED

Any character is considered bloodied when their current hit die is a d4. When bloodied, a player adds a d6—a bloodied die—to any check their character makes. If an enemy is bloodied and rolls a 1 on an attack roll, they attack with their last breath. Any damage is still dealt but the enemy dies in the process.

Being “bloodied” may not actually mean losing blood in the game’s fiction. A bloodied character is always on the edge of total failure, though, and they know it.

### MECHANICS IN PLAY: BEING BLOODIED

Alex’s character Path is bloodied, is being chased, and is desperately attempting to bypass a warehouse lock to hide. They roll their standard d20 for the Tech check as well as the bloodied die, a d6. The d20 comes up an 8, but the bloodied die rolls a 6.  $8 + 6 = 14$ , over their Tech score of 12. They fail the check and will need to keep running to try and find another refuge.

## THE UPPER HAND

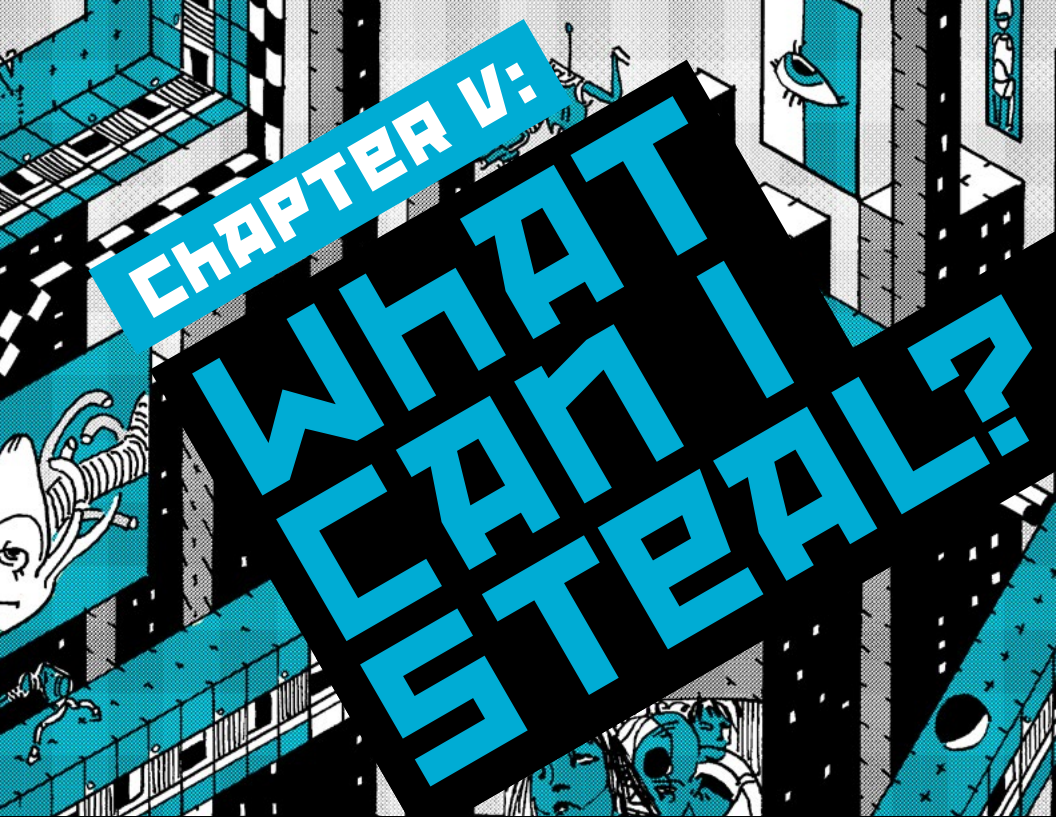
In the city, you won’t be fighting for long if you aren’t willing to fight dirty. Advantages can come from a variety of sources—cover, ambushes, research, or even taking an adrenaline shot. Any boost that could make a difference in success vs. failure can count as an advantage. Likewise, however, any poor positioning can be counted as a disadvantage.

When you have an advantage, roll a d6 and add it to the attribute score you’re checking against. When you have a disadvantage, roll and add a d6 to your d20’s attribute check.

### MECHANICS IN PLAY: UPPER HAND

Monty’s character Joseph is laying down on a rooftop, taking his time to carefully prepare his sniper rifle to knock off the Heaven Motors president, so he has an advantage on this attack. His Agility score is 13, so he rolls a d6 and gets a 5, which means for the purpose of this attack it is now an 18. Rolling to attack, he rolls a 15 so successfully makes his shot!





There are countless companies in the city building the latest in security, the healthiest superfoods, the best neural interfaces—and it's all out there for the taking. Or, you could buy it too, I guess.

## EQUIPMENT MANAGEMENT

Every character has three main items they always have on them and can always access unless they've specifically been taken away (e.g. they were captured and searched). These three items are 1) their weapon, 2) their armor, and 3) their deck. Each character also has seven or more additional equipment slots, depending on their Might score. Reference your character sheet to determine how many slots you have. These equipment slots can hold additional weapons, back-up decks, additional armor, and any miscellaneous gear a character has picked up.

On your character sheet, each equipment slot also has a number next to it. This represents the number of actions it will take to dig that piece of gear out of your inventory in a high stakes situation. This loosely represents how a character has stashed items on their person and is meant to encourage inventory management, keeping some items in your inventory closer at hand than others.

## WEAPONS

It's safe to assume that almost everyone in the city has a weapon somewhere on them. Professionals have entire arsenals strapped to their backs, though, swapping as necessary depending on the scenario. 1 in 10 weapons have a drawback—Admins may call for you to roll a d10 to see if yours is among them. Weapons are classified as either heavy or light. Heavy weapons deal damage if a 1, 2, or 3 is rolled on the hit die, not just a 1 or 2. When an NPC is struck by a heavy weapon, they will die on a 1 or 2, not just a 1. Ranged weapons have effective ranges. If you are aiming at a target outside of this range, you suffer disadvantage on your attack rolls.

WEAPONS					
ID12	NAME	RANGE (FEET)	COST (CREDITS)	HEAVY OR LIGHT	SPECIAL
1	Carbon steel blackjack	-	20	Light	-
2	Back-mounted gatling gun	50/300	1,000	Heavy	Rolls of 1 causes a misfire
3	Flamethrower	15/60	500	Heavy	Rolls of 2 causes an explosion (roll user's hit die)
4	Assault rifle	200/400	300	Heavy	-
5	Monomolecular dagger	-	400	Light	Can be easily concealed (advantage on rolls to hide weapon)
6	Submachine gun	50/75	200	Light	Roll hit die twice and use worse result
7	Revolver	40/60	250	Light	-
8	Automatic handgun	40/60	400	Light	Roll hit die three times and use worst result
9	Monomolecular katana	-	1,000	Heavy	-
10	Autoshotgun	10/25	750	Heavy	If you roll a 2 on a hit die, roll the hit die again like a 1 was rolled
11	Sniper rifle	250/750	600	Heavy	Razor-sharp cast off from the ammunition cause another hit die roll a round later
12	Mispec laser	300/600	3,000	Heavy	Range halved through rain, smoke, or heavy dust

## WEAPON DRAWBACK

### 1D6 DRAWBACK

- 1 Ammunition has been stockpiled by a greedy organization and is nigh impossible to get your hands on. Costs 1d8 credits per shot. Does not apply to katanas or daggers.
- 2 Replacement parts aren't sold anymore or were never made in the first part. If the user of the weapon rolls a 20 on an attack roll using it, it becomes scrap.
- 3 The weapon has restrictive safety protocols and a password must be entered before every use. It can only be used every other round.
- 4 There's a tracking chip incorporated into the weapon that cannot be removed. It can be tracked by anyone with access to the manufacturer's Net presence.
- 5 Blinking neon lights adorn the weapon. It is almost impossible to hide.
- 6 Roll twice and combine results.

## ARMOR

A good suit of armor can be the difference between a successful job and needing scrubbed off the concrete. 2 in 10 pieces of armor have a drawback that must be dealt with.

### ARMOR

1D8	NAME	GRANTED RESILIENCE	COST	SPECIAL
1	Steel micromesh	1	1,000	Can easily be incorporated into or under everyday clothing
2	Ceramic plating	3	3,000	-
3	Protective jacket	1	2,000	-
4	Steel exoskeleton	4	10,000	Increases Might by three points, but reduces Agility by four points
5	Padded clothing	1	100	Can be ordered to resemble any style of regular clothing
6	Gel cladding	2	400	Audibly sloshes in response to sudden movement
7	Glass-steel armor	1	1,000	Practically invisible due to bending of light
8	Nanobot injection	3	5,000	-



## ARMOR DRAWBACK

### 1D6 DRAWBACK

- 1 The armor is only effective against one type of attack (roll a d100, 01-49: melee, 50-98: ranged, 99-100: explosions)
- 2 The armor requires regular charging, roughly two hours of charging per hour of use. Without charge, lose all granted resilience.
- 3 The armor is ineffective against firearms registered under law enforcement or a private security firm.
- 4 The armor's protective technology leads to it stiffening during intense situations. Wearing it halves the user's Agility score during combat.
- 5 The armor includes an overly-helpful personal assistant. The difficulty of any task that requires heavy concentration is increased by two, but gain advantage on any task where a combination calendar-calculator-HUD would help.
- 6 Roll twice and combine both results.

## DECKS

Decks are how you interface with the Net—mechanical spinal cords connecting organic brains to digital bodies. The kind of deck someone uses says as much about them as any other fashion choice, if not more. All decks have stock as a mode option unless otherwise noted. Reference *Chapter VI: Navigating the Net* for more details.

### DECKS

1D8	DECK	COST	MODES	SPECIAL
1	Tapedeck	300	Dancing	Time in the Net must be accompanied by a persistent soundtrack
2	The Diamond	1000	Ardent, Feral	-
3	Razor	500	Feral	This deck does not have a stock mode option
4	Splitter	900	Fractal	User's view is distorted and confusing but still passable
5	555 Deck	700	Overclocked	A ticking emanates from the deck, compromising stealth
6	Grandfather	600	Overclocked, Dancing	-
7	Vender	250	Stock	1-in-12 chance of breaking after use
8	Fusebox	300	Ardent	-

## GEAR

Gear is anything else you lug around in hopes that it'll help you out of a tight spot. In the city, it's always best to be prepared.

GEAR		
ITEM	COST	DETAILS
Adrenaline shot	100	Disregard any effects of being bloodied (does not work on puppets; includes positive effects)
Blast foam	150	A silver canister of a chemical that, when sprayed, expands 10 times in size before hardening
Blowtorch	150	Starts fires
Camera drone	100	About the size of a submarine sandwich and can quasi-accurately scan a large room in 10 minutes
Decoy projector	500	A small orb on wheels that projects a perfect holographic duplicate of its owner for 1d100 seconds
Digital presence	300	An exceedingly simple and shallow second identity
Digital thumb-print	80	A forged digital signature that can be used to frame someone for Net activity
Electromagnetic charge	2,500	Emits a directional EMP in a short cone that can brick a relatively small device, including puppets
Fabricator membership card	100/month	Membership to a tinkerer clubhouse with a fabricator able to manufacture/duplicate almost anything
Gas mask	125	Protects the user from tear gas and other potentially harmful substances
Grease	5	Render one small item or object (door knob, gun, patch of floor, etc.) nigh unusable
Heat-wicking paste	75/use	Disguises the user's heat signature almost completely
Holofilm goggles	75	Cheap VR tech intended to view cheap movies but can be altered to play any video
Inflatable disguise	75	A set of balloons that when inflated help disguise your body shape
Mirrored foundation	35/application	A silvery, fractal makeup that confuses facial recognition technology
Musk spray	10	A strong-smelling substance that disorients scent-based tracking

## GEAR (CONTINUED)

ITEM	COST	DETAILS
Net nook	100	A small, aluminum cube that expands into a coffin-sized cranny someone can use the Net in
Pet robotwolf	3,000	A chrome duplicate of a gray wolf that's perfectly loyal to its owner (dreams of electric sheep)
Plasticks	250	A small glob of explosive, sufficient to blow through a cheap lock or make an unseemly hole in a wall
Puppeteer housing	5,000	A nearly-indestructible titanium cube with enough processing and storage to store one puppeteer
Rations	3	A cheap, disgusting source of protein and carbs that provides one day's sustenance
Revolutionary mask	5	A common symbol of dissent used by protestors as to hide their identity
Short-range radio set	60	Enables short, encrypted communique between compatriots within 600 feet of each other
Signal relay	200	Used to send short-range radio broadcasts an additional 100m and comes with adhesive backing
Skeleton pass-code	200	Simple, off-the-shelf code that can bypass any super-simple electronic locks, door or otherwise
Smoke bomb	25	Creates a giant smoke cloud that roughly fills a 10' by 10' by 10' area
Softlight pen	5	A pen that releases single-use nanobots to allow the user to write in the air with colored light
Sonic grenade	80	Provokes a Might save against a hit dice roll or single point of resilience within a 10' radius
Spikes	10	Steel spikes and quick-bonding polymer used to impede ground vehicles
Stun light	450	Provokes a Might save against being stunned for one turn
Thermal goggles	400	Shows any visible thermal radiation
Toy revolver	25	When fired, a bright red BANG flag pops out
Viral spider	500	A small, code-carrying robot that can transmit a viral package through any gap large enough for an insect (must remain within 50 feet of operator)
Voice modulator	100	A flesh-toned patch that, when applied to your neck, renders your voice unrecognizable as your own

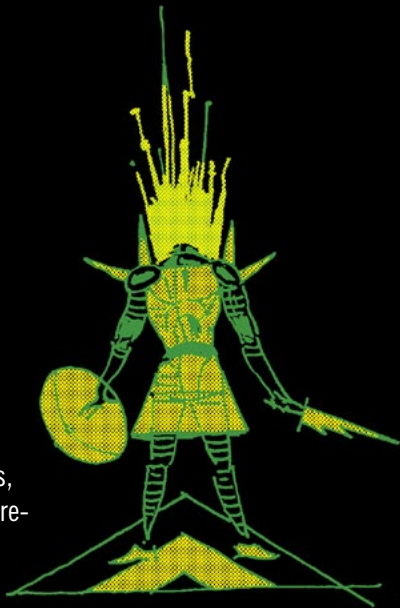


# CHAPTER VI

## NAVIGATING THE

# NET

The Net is one part marketplace, one part community, and a whole lot of electric heaven. Its technicians are as much scientists as shamans, conducting metaphysical energies across empire-an channels to commune with the Net without infinite loops or deadends. Using the Net is a transcendent experience that far surpasses any of its technological forebears. It doesn't just contact far-off servers, it uploads your soul to the cloud, with all that entails.



Phreaks swim through the Net like fish while others doggy-paddle along. They can create programs essentially on the fly, instinctively writing code like a masterful jazz musician.

### CAN I DIE IN THE NET?

Technically, outside of some incredibly nasty bugs and security systems surrounding the most classified secrets, you can't actually die in the Net. That doesn't mean you can't get messed up by the experience. If your digital self gets destroyed whilst in the Net, your consciousness immediately gets shunted back to your own body, where you are now in a comatose state for 1d6-1 hours. If you don't have any traps, defenses, or sympathetic allies set up to defend your physical self, you are left defenseless.

### WHAT ARE MODES?

While in the Net, you aren't bound by the constraints of your body, but rather the limitations of your mind. Net users can also specialize in one of several possible options, or modes. These modes are typically determined by what deck you're using, although phreaks can access multiple modes and puppets have a small number of modes that they consistently have access to. Phreaks can change modes once at the beginning of each turn, while puppets must pick one of their available modes prior to entering



the Net (puppets do not necessarily have access to the stock mode).

**Stock:** There are no advantages or disadvantages to using this mode—your body in the Net is essentially the same as your physical body.

**Dancing:** Your body in the Net is ethereal. You have an advantage on any Agility rolls, but if you have to roll your hit die from an attack, increase the range that you decrease your hit die when you roll it by one. For example, if you have a d8 hit die, a 1, 2, or 3 will reduce the size of your hit die to a d6.

**Ardent:** Increase your Mental hit die by one size while in the Net (a d12 hit die will become a d20 hit die). Halve the distance that you can move with a single action, however. Successfully retrieving any item from your inventory also takes two actions.

**Feral:** Processing power prioritizes attacking routines over self-defense. You gain advantage on any attack rolls but cannot spend resilience to avoid taking damage.

**Fractal:** Your consciousness is divided across multiple digital fragments; a number of 1d6 hit dice equal to one half your Intellect, rounding down, replace your normal Intellect hit die. Each subroutine must be destroyed before your consciousness is shunted off of the Net. Roll all hit dice simultaneously when you are attacked.

**Overclocked:** Your brain activity is accelerated but loses precision as a result. You have three actions per turn but suffer disadvantage on all rolls.

## PHREAK ABILITIES

Phreaks are able to temporarily sacrifice abilities in order to improve their performance in the Net. They can “burn” points from any ability score other than Intellect to decrease their roll on a check in a one-to-one ratio. If the phreak burns more than six points to improve a check, they automatically succeed. For every two points burned, a phreak must also roll their Mental hit die. When a phreak gets the equivalent of a full day’s rest, roll 1d4 and recover that many burned ability points.

### MECHANICS IN PLAY: PHREAK ABILITIES

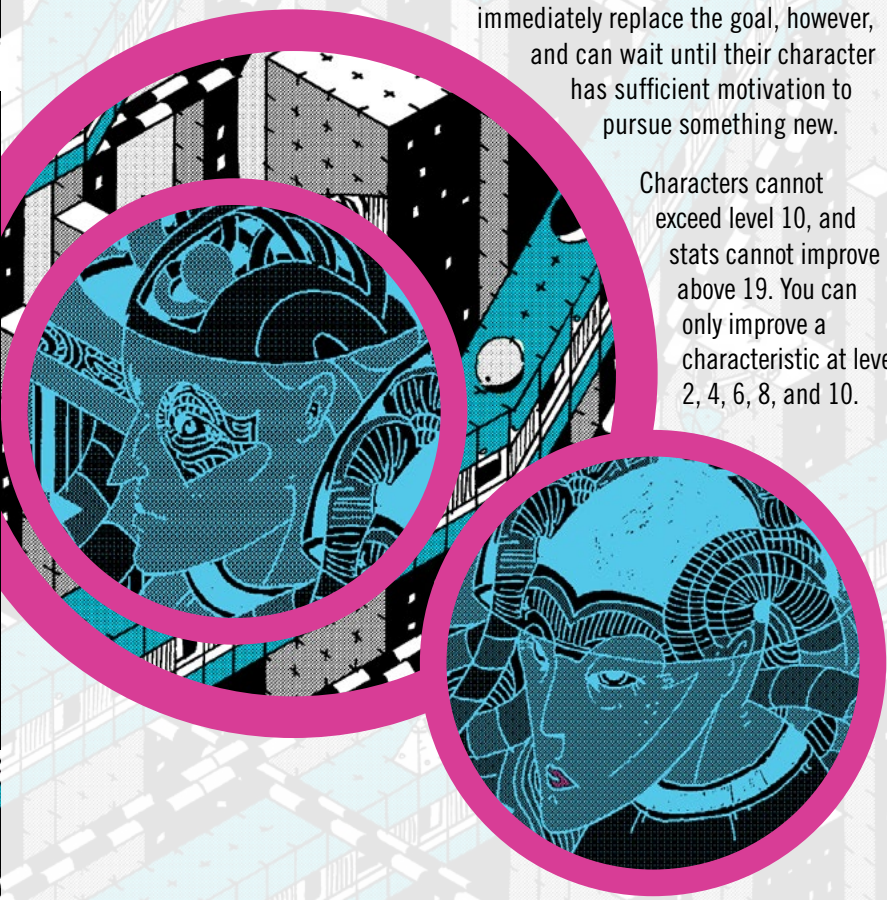
Jane is a phreak who is attempting to bypass a password lock. She makes a Tech check and rolls a 17, 4 higher than their Tech score of 13. In order to succeed she decides to burn ability points. She burns two Agility points, one Might point, and one Perception perception. She then rolls her Mental hit die twice because she spent four ability points. She rolls a 3 and a 4, so luckily does not have to decrease her hit die size.

## CHAPTER VI:

# GAINING EXPERIENCE

Characters advance by achieving the goals they chose during character creation. Every time a character achieves a goal they 'level up'. After achieving their goal they may add a new one, internal or external, as long as the Admin approves it. They don't need to immediately replace the goal, however, and can wait until their character has sufficient motivation to pursue something new.

Characters cannot exceed level 10, and stats cannot improve above 19. You can only improve a characteristic at levels 2, 4, 6, 8, and 10.





CHAPTER VII:

# ADMIN ADVICE



When running a game of *Dancing with Bullets Under a Neon Sun*, you should try to keep the following core tenets in mind:

**1: Tech is not practical. It's super bulky, unreliable, easily broken, or insanely expensive (at least two).**

Tech isn't just players' gear and their weapons, it's the flying hovercab that drops from the air like a stone, the Net interface causing hallucinations, the electronic lock that lets them in before they even attempt to pick it. A new piece of tech should never be the easiest solution to a problem. Or maybe a skeleton key code works, but it also leaves a signature, linking heists back to your gang. Don't make everything malfunction or break, but tech use should steer players towards hard decisions, not bypass them.

**2: Money is precious, but wallets are loose. Everyone is grifting.**

*Everyone*—from a netblind beggar on the corner to a Hydra Genetics CEO—is working an angle. No one should be trusted implicitly. That kind-faced shopkeeper could be planting your fingerprints on every crime scene for fifty blocks. Don't make the players too wary of every person they meet either, though. Most people are just people, but when players start digging into a specific NPC, there should almost always be some dirt under the surface.

**3: Creating and altering technology is ritual, an arcane science known only to a few.**

Megacorps pump out new products day after day, but it doesn't take the sharpest knife in your back to realize that most are the same product with a new coat of paint. Actual, radical advances in hardware come from a scant few savants, making them the subjects of constant corporate espionage and asset acquisition.

**4. Science and technology are arcane and inscrutable to the average person.**

To an outsider, a scientist is nigh indistinguishable from a magician or alchemist. Anti-static clothing looks like a sorcerer's robes, complex circuit boards like summoning symbols. As technology has continued to advance, the lines between arcane ritual and actual scientific practice have blurred to the point that they're nigh nonexistent. When encountering new technology, try to describe it to the party as if it were dark magic that none of the party truly understood.

These tenants are meant to permeate through every level of gameplay.

## CREATING INTERESTING NPCs

Most NPCs will only be briefly interacted with before disappearing from the story, but it's important to give them some depth nonetheless. To add some texture to the setting, try to give each NPC at least a single notable trait, whether physical or behavioral. Physical details can include interesting tattoos, missing body parts, cool cybernetics, neon hair, etc., while social traits include accents, obsessions, pets or partners accompanying them, or even just a notably different attitude from the last few NPCs the party has addressed.

## PARTY ADVANCEMENT

There are many ways for the party to advance, or “gain experience,” without leveling up! Players can work to gain allies, create bulwarks against corporations, or use spoils from their exploits to assist people who have it worse than them. Establishing a home base also allows a party to store supplies for future missions, provide shelter for allies, and even carry out some subroutines while the party is away.

Here are a few other ways the party can advance narratively without leveling:

- Create a gang or collective
- Win back estranged friends or family from characters' backstories
- Cache favors they can call on later
- Collect and protect an arsenal of specialized equipment

## USING ADVENTURES FROM OTHER SYSTEMS

Here are a few basic tips for adapting an adventure or dungeon from another game into a corporate network:

- Every room is a Net site
- Hallways are the equivalent of web rings containing links to related sites or databases
- Intelligent enemies are real people in the Net
- Unintelligent enemies are antiviral crawlers and active firewalls
- Traps are, well, traps
- Treasure chests and the like are data caches
- Value in gold pieces and similar currencies translate to credits one-to-one
- An enemy's translated Hit Die increases one magnitude for every 10 maximum hit/health points:

1-10: **d4**

11-20: **d6**

21-30: **d8**

31-40: **d10**

41-50: **d12**

51+: **d20**



## MANAGING CHARACTER GOALS

Character goals are a major mechanic in this game—they're how characters level up and are meant to be a major role-playing element in the game. As such, every goal should be approved by you, the Admin, before it's made canon. Here are a few guidelines for handling goals:

- Every goal should be a long-term endeavor. Make sure that any goal will take at least a couple sessions worth of preparation and execution. Balancing pacing also falls on you as the Admin, though. Don't be reluctant to place roadblocks in front of the goals as long as they're interesting complications, but try not to go more than a few sessions without someone achieving a goal. The most important thing is balancing character development across the entire party.
- Goals should be fun! Think of every goal as a potential plotline for an interesting film or TV episode. Heists, revenge quests, and even pursuing awards can all make awesome goals!
- Encourage players to wait some before deciding on a new goal after they level up. Resist the pressure to fill that blank on their character sheet immediately and empower them to discover something emotionally resonant enough to become a new goal through play instead.
- Occasionally subvert player expectations. If a character's goal is to get revenge on an entire company whose tainted medicine that killed a character's fiancé, maybe the medicine was actually tampered with by a specific individual. Try not to do this when too much emotional investment has been built up in the current vision of a goal, though. If a player is enthusiastic about the backstory they've built into a goal or conflict, work with them to really bring that story to life at the table, don't work against them.
- Accomplishing a goal should be the result of a well executed plan by a player or by the party as a whole. Ask your players for specifics on what they're planning so that you can work together towards an engaging narrative, even if the plan itself falls apart.
- Most importantly, goals are meant to be compliments to play and to the story, not detrimental. If it's hurting your game, feel to award experience as you see fit, leveling up in the same increments when a "level" is achieved.

## CHAPTER IX: RANDOM TABLES

### I SEARCH THE BODY Roll d100

01	Smiling Buddha head	Actually an SSD housing a vocal, but manipulative, puppeteer
02	Chromed dog tags	Neurochip emulation of a deceased, and very confused, contractor
03	Blood plasma bag	Half empty, labelled "O RhD negative," from a children's clinic
04	Blue neo-millipedes	Clear box of d6 bio-modified, hallucinogen-excreting bugs
05	Plastic statuette	Small, 3D-printed Nelson Mandela healing a blind woman
06	Roll of fine tools	Well-maintained breaking and entering toolkit
07	Worn gunmetal tube	Dented telescoping baton that's seen better days
08	Red polymer disk	Key commonly used in capsule hotels labeled Pod #242
09	Spool of fine cord	Light, durable spider-silk rope of exceptional quality
10	Small wooden box	Contains a resin block of rich-scented incense
11	Black cigarillo	When smoked, gain prophetic glimpses of possible futures
12	100ml camo spray can	Aerosol-delivered anti-laser mist for disrupting beam weapons
13	Roll of glo-stickers	Variety of self-adhesive and glowing animated emojis
14	Black 250ml bottle	Flask of Moskovskoya vodka, only half full
15	Baggie of pink hex-pills	d6 doses of a potent Hyperdex (+1 to Perception checks)
16	Onyx cell phone	Can only contact those who've died in the net
17	Stolen, silver credit card	Not the same name as the holder (2d6 uses remain)
18	Bulky camo goggles	Military-grade smart goggles, can toggle through visual spectrums
19	Okuda mood console	Triggers any desired emotional state via a plastic electrode 'tiara'
20	Matte-black lozenge	Palm-sized audio/visual drone (requires new charger)
21	Small bodycam	Memory reveals meeting with prominent shark just hours ago
22	Plastic envelope	Keycard and address for very private, very hidden cyber clinic
23	Pad of Post-its	Luminous paper daubed with kanji script to ward off evil spirits
24	Neon yo-yo	Comes free with a Zippy Meal, plays the Zippy jingle when used
25	Police ID	Same name and face as body but an expertly crafted forgery
26	Hypodermic needle	With three vials of insulin and one vial of an opiate derivative
27	Human eyeball	In a clear, climate-controlled jar, with an address printed on label
28	Mirrorshades	Built-in AR filters and thermal-imaging option (looks bitchin')

29	Handcuffs	With electro-mag locks and charges that explode if tampered with
30	DeStress Xpress	d6 anti-anxiety capsules laced with tracking nanotech
31	Hive patches	d6+1 sticky-glands that access a hive-mind network when worn
32	Wad of receipts	For an expensive neural backup, uploaded just yesterday
33	Foil sachet	DNA-eating nano-gel designed to destroy forensic evidence
34	Visitor-access chip	For a dome-covered gated community (good for next d3 days)
35	Durable glass vial	Contains a live, venomous arachnid and eggs (not a natural breed)
36	Necklace	Silver chain strung with cybernetic fingers, each one numbered
37	Cosmetics kit	Wild, gaudy palette of makeup that confuses facial recognition
38	Kawaii plastic doll	Cutesy geisha figurine, good conversationalist, sings softly
39	Gun Jesus rosary	Worn prayer beads with a 7.62 bullet in place of the crucifix
40	Quivering wet organ	Fleshy, pulsing protuberance that can shoot barbed bone shards
41	Battered e-cig	Liquid well contains 5ml of a previously unknown narcotic
42	Cheap De Santo phone	Disposable cell phone, still shrink wrapped (10 uses)
43	Wristwatch	Prohibitively expensive, bespoke craftsmanship, easily traced
44	Cigarettes	Two-thirds of a pack of Octopus Trust Lights and a Zippo lighter
45	Power bank	Worn universal charging device, initials JRS in sharpie
46	Blister pack of pills	Half-empty medication for virulently contagious skin condition
47	Antique data-goggles	Holds the ghostly form of a knowledgeable online spirit-guide
48	Penlight	Small torch held together with tape and bible verses
49	Hefty plastic cowl	Crude emitters project a devilish holo-mask over the wearer's face
50	Thumb-sized fob	Emits an agony-inducing dog-whistle effect on puppets
51	Dragon-handle knife	Chrome dragon handle with a glass-steel blade (+1)
52	Oversized monocle	Eyes-up display projecting a targeting reticule (+1 to hit)
53	Electric golden whistle	Sends a beacon to all nearby transportation (incl. the Dragon)
54	Digital tarot console	Animated and semi-sentient device the size of a VHS cassette
55	Plastic atom model	Emits low-level heat, enough to boil water if submerged
56	Aluminium pot	Nano-infused hair gel that allows color and style changes (d8 uses)



- 
- 57 Unlabelled data disk Coded with a gunjacker routine for smart-weapon hacks
- 58 Shabby tantric interface Attaching electrodes during yogic meditation gives +1 to hacks
- 59 Worn notebook Handwritten ramblings on sacred geometry and mutable realities
- 60 Nine batteries Standard AA batteries, each painted with a different Nordic rune
- 61 Bronze ball Golf ball-sized sphere housing a neophyte digital familiar
- 62 Shower-in-a-can Aerosol of soapy water for hygiene on-the-go (d6 uses remain)
- 63 Sparkling popcorn bag Corn that when popped forms the shape of human faces
- 64 Plastic flavoring canister Contains chemicals that drastically improve any food's taste
- 65 Yellow plastic pistol Boxy with a uranium core, commonly called a 'cancer gun'
- 66 Silver cufflinks These expensive-looking cufflinks are fitted with holo-emitters
- 67 Fist-sized egg Revealed to be a dinosaur egg if incubated or candled
- 68 Balled-up fabric Morphwear fabric configurable to any cut/style
- 69 Rusty old spoon Will reshape itself to users' desire (different utensil, etc.)
- 70 Magni-goggles Unwieldy blue, plastic goggles with up to 1000x zoom
- 71 Incendiary capsules Releases volatile fuel and accelerants when thrown, pill-sized
- 72 Cumbersome gloves Wired gloves that allow the wearer to feel textures in the net
- 73 Perfume spritzer Delicately ornate and contains powerful pheromones
- 74 Clear-vinyl garment Rain poncho from a vendomat with some minor tears
- 75 Thin blue gloves Programmable textures mimic any DNA sequence
- 76 Foam beads Ziplock baggie containing colorful disposable ear plugs (4 pairs)
- 77 Foil unicorn Origami mythical beast made from thin tinfoil
- 78 Large bullet Laser-etched with the full name of one of your compatriots



79	Playing cards	Feature animated images of people with uncollected bounties
80	Sapphire monocle	Allows wearer to see the ebb and flow of electromagnet currents
81	Tin dunce cap	Carefully-targeted electrostimulation grants +1 Intellect
82	Communion wafer	Placed on the tongue, triggers a backdoor Net link to Shadowland
83	Silver polyhedral	Compact data storage medium holding an outraged digital ghost
84	Violet lipstick	Once applied, kiss a target to deliver a powerful neurotoxin
85	White ceramic ring	Summons a ghostly holo-guide linked to a city tourism database
86	Ten chrome fingertips	Placed on fingers, delivers an electrical charge (roll hit die)
87	SMG magazine	Holds d10 Haunt-branded explosive rounds (roll hit die twice)
88	Pale, wet, sinewy cord	Organic universal-interface cable that morphs to fit any port
89	Smiley-face contacts	When worn, allows wearer to see streams of data in the real
90	Technical grimoire	Digital tome jam-packed with detailed, searchable machine-lore
91	Smooth white eyes	Once implanted allows visual predictions of opponents' intent
92	Single white glove	Supercooled to -200°C, runs on body heat
93	Methusaleh pack	Application brings someone back from the dead (once, with PTSD)
94	Silver wire loop	Used as a garotte, razor sharp and functionally unbreakable
95	Building blocks	Each is a simple circuit that when combined can form machines
96	Leatherbound deck	Functions as a standard OTC deck but decorated with occult runes
97	Jumpstart rig	Applied to puppets, allows a post-damage reboot (once only)
98	Branding kit	A blowtorch and metal insignia used to induct gang members
99	Ancient data tape	Contains a virus from the early days of the Net
100	Jar of metallic liquid	Becomes a silky cotton fabric when exposed to UV radiation



## CITY LOCATIONS Roll d100

01-02	Office block	Rentable spaces for small start-ups and shady commerce
03-04	Media village	Sweatshop conditions; racks of coders and meme-omancers
05-06	Mega-hotel	Ancient & crumbling, sleek & hi-tech, or sleazy and worn
07-08	Car park/Sky dock	Tiered concrete maze of poorly lit vehicle bays
09-10	Nanorganic growth	Writhes skyward, it's original purpose long forgotten
11-12	Religious structure	Mosque, temple, Dataorthodox Church, or Gun Jesus cult
13-14	Gated community	Hyper-secure, old money keeps the masses out
15-16	Suspension bridge	Road bridge slowly subsumed by makeshift homes
17-18	School stack	Corporate education-as-industry; elite indentured learning
19-20	Rusting tenement	Corroded and rain-streaked, they say people still live here
21-22	Gallery/Museum	Floor after floor of corporate approved arts and culture
23-24	Luxury apartments	Elegant and oft engaged in a cold war with a nearby block
25-26	Multi-mall	A consumertopia where anything can be found (for a price)
27-28	Recycling block	Re-purposes plastics and water reclaimed from organics
29-30	Sky mansion	Spacious grand manner and gardens built atop a skyscraper
31-32	Prison pylon	Inmate population toils for pitiful company credit
33-34	Laboratory	Alchemic-techs create mad science for the highest bidder
35-36	Vertical warehouse	Company product stored in labyrinthine distribution towers
37-38	Arcology pyramid	Secure company ziggurat that employees need never leave
39-40	Leisureplex	Gyms, cinemas, arcades, and theatres cradled in neon
41-42	Trashtopia	Scavenger families mine this toxic blight for reclaimables
43-44	Factory block	Relic industry sustained by generational maintenance clans
45-46	Underslum	Compact shanty towns epoxied beneath roads or skywalks
47-48	Sleek stratoscraper	Mirrored and angular or a shard wreathed in video screens
49-50	Pocket park	Walled garden with fountains/statues that crowns buildings



51-52	Slum-stack	Precarious squatter-filled favela-tower growing skyward
53-54	Capsule hotel	Rows and rows of compact, rentable pods; sometimes clean
55-56	Nightclub	Myriad levels of perma-raves; the fun goes all the way up
57-58	Hydroponic project	Entire buildings given over to wild, verdant greening
59-60	Police precinct	Oppressive, fortified cylinder looming over the district
61-62	Senior citadel	Elderly enclave that's part nursing home, part fortress
63-64	Drone hive	Thin honeycombed towers host the city's maintenance bots
65-66	Low-rent depthscraper	Subsurface habitation funnels that descend for miles
67-68	Gigamarket	Anodyne shelf-maze of gaudy food packaging and muzak
69-70	Canal/Drainage	Deep channels of frothy filth, coated in trash; bitter stench
71-72	Necropolis	Skyscraper of the dead; row-upon-row of digital memorials
73-74	Bunker network	Vast conflict-proof dungeonscape for a war that never came
75-76	Hospitality spire	Neon-drenched shard of bars, restaurants, vircades, casinos
77-78	Skywalk	Pedestrian walkways between buildings, drenched in neon
79-80	Storage modules	Racks of rentable storage spaces served by freight elevators
81-82	Monorail station	Elevated rail network held up by other buildings
83-84	Commercial hub	Car showrooms, chic fashion houses, bespoke fabricators
85-86	Militia barracks	Brutalist garrison keep designed as a defensible bastion
87-88	Autonomous manufactory	Tireless robotic assembly lines with little human oversight
89-90	Fuller dome	A geodesic covers the district but no-one remembers why
91-92	Data haven	The entire structure is a powerful server tower
93-94	Farm cylinder	Crops and livestock entombed in a climate-controlled spire
95-96	Scrap yard	Vast swathes of old technology piled high and forgotten
97-98	Power station	The puppeteer-controlled beating heart of this city district
99-100	Government monolith	Secure, ominous, and featureless home to secrets and lies

## WHAT'S NOTABLE ABOUT THIS BUILDING?

Roll d100 (or roll twice and combine results)

- 01-02 There's a hidden puppet commune within this structure
- 03-04 Home to a powerful Contractors' Guild
- 05-06 Conceals a hidden Church of the Holy Carcinogen cancer cult
- 07-08 A back rooms serve as a base for an illegal puppeteer dealer clique
- 09-10 The structure is tightly controlled by a criminal syndicate
- 11-12 In the basement you can find a group of gun whisperers—talented weapon-tech-adepts
- 13-14 This building is dominated by an insane puppeteer with its own agenda
- 15-16 An ancient and venerable clan of spiders lives and operates within the walls
- 17-18 There's a self-aware arcade machine that works as a powerful shark hidden here
- 19-20 Rumours claim a revolutionary phreak collective can be contacted here
- 21-22 A group of elite, wealthy mercs operate a Condottieri Club in the basement
- 23-24 Stitchers—illegal medtechs—work out of a former 'Zippy' fast food franchise inside
- 25-26 There are smuggler tunnels running between this and the neighbouring building
- 27-28 The upper and lower levels seem to be at war with one another
- 29-30 Some brave souls have erected a precarious tent city high on the side of the building
- 31-32 The building is adapting itself against perceived threats and holds the populace captive
- 33-34 Prone to power outages and vertical riots, while those at the top live in luxury
- 35-36 Rotting, with a terrible mold problem; even the residents are infested with fungi
- 37-38 Most people here practice free love, but divergence in thought is prohibited
- 39-40 The building is a null zone, regularly dropping out of the Net to residents' despair
- 41-42 Death's Head—a multi-limbed puppet warlord—claims this place; visitors must pay tribute
- 43-44 Festooned with prayer flags, but nobody knows who's doing adding them or why
- 45-46 Heavily guarded by white-uniformed Paladin Security goons for unknown reasons
- 47-48 The lines between the Net and the real here are dangerously blurred
- 49-50 Constructed from building blocks, the structure likes to 'redesign' itself at random



- 51-52 Swarming with camera drones who play games with the occupants' lives
- 53-54 Puppet-housing baroque statuary protects this space, animating against threats
- 55-56 The Dragon passes through a narrow passage cut into the centre of the building
- 57-58 Synthetic beings are deathly afraid of something residing within the structure
- 59-60 An experimental hierarchy of patricians, templars, and lowly serfs plays out here
- 61-62 A spirit trap—stairs lead nowhere, doors don't open, floors pitch, and corridors alter
- 63-64 A deep hum sends vibrations throughout the structure; some posit meaning in the sound
- 65-66 This building craves attention and will wake residents or distract anyone at work
- 67-68 Occupying multidimensional space, it's bigger on the inside than the outside
- 69-70 Poorly illuminated, the occupants live a troglodyte-like existence
- 71-72 Built from vat-grown organics, you swear you can hear its heart beating
- 73-74 Everything is grey—the walls, the windows, the people, the light... everything
- 75-76 Despite its outward appearance, this place is a vast library staffed by ancient cyborgs
- 77-78 The building's superintendent is obsessively protective and armed to the teeth
- 79-80 The air here is heavy and oppressive, causing rapid fatigue
- 81-82 Bathed in bright neon inside and out, you can't escape its maddening colours
- 83-84 An infestation of insects here is actually the bot distribution of a single puppeteer mind
- 85-86 Due to be redeveloped into corporate apartments regardless of the occupants' wishes
- 87-88 So large that motorized bubble-carts are needed to travel the vast interior
- 89-90 Faulty air-conditioning keeps the place at subtropical temperatures and smells delightful
- 91-92 There are only children here, what has happened to all the adults?
- 93-94 The Duct 33 Cognitive Collective (self-aware nanotech dust) rules with an iron fist
- 95-96 The interior is a labyrinth of pipes and wires; people say they see them move
- 97-98 This building can be sealed completely and possesses its own microclimates
- 99-100 Haunted by intrusive and bothersome pixel-ghosts who demand to be avenged



## SAMPLE NAMES BY CLASS Roll d20

Roll	Contractors	Mercs	Phreaks
01	Dominique Ryland	Mayumi Ito	nROM
02	Abel Kane	Joe Panzer	i_am_root
03	Katya Kaiser	Solitaire Pope	False Protocol
04	Vikram Grierson	Omar Hurricane	Krypter
05	Eden Crawford	Monica Shears	Count Hackula
06	Antonio Paradiso	Caleb Moth	Edit
07	Phoenix Garrison	Redd Mercy	The Glitch Witch
08	Dugan Nash	Zahid Khan	Blank Doussant
09	Rosa Montero	Clarissa Blitzkreig	Interrupt
10	Hunter Vandervoort	Saigon	Random Mao
11	Echo Fox	Zaneta Zone	Slick Meta
12	Tracer Dayden	Boomzilla	Comrade_A.I.
13	Alicia Denard	Origami Coil	Difference Babbage
14	Curtis Takahashi	Nagamasa the Demon	ANOM4LY
15	Lorelei McKee	Fury Weyland	Infojunky
16	Aiden Odel	Volkovoy	Kabuki Hashtag
17	London Winter	Naomi Helix	Suboptimal von Meh
18	Milo Tully	Trent Steelneck	[default_user]
19	Amber Vance	Connie Splinters	Versace Tamagotchi
20	Elias Barnes	Ramirez Noname	Komprodat

<b>Roll</b>	<b>Puppets</b>	<b>Sharks</b>	<b>Spiders</b>
01	Cassandroid	Clarity Jones	Maria Blaze
02	Hydraulic Dave	Lucian Goboy	Brother Oni
03	Five	Natasha Black	Lacey Shade
04	Plastic Bertram	Matteo Salazar	Dr Rizla
05	011010011	Bizi Boratsu	Cherry Colletti
06	Svetlana-9	Karoshi Burn	Skullboi
07	Numan	Olivia Go	Pixie Pak Ma
08	Sad Robot	Nathan Zero	Dante Tatters
09	Meep	Autumn Black	Innocent Nagata
10	Mao Tse Tungsten	Johnny Yen	Kontakt X
11	Gilgamesh	Equity Bennett	Vanity Von Glow
12	Sorayama Chrome	Jesus Chimera	Low Rez
13	Pixelgeist	Alexa Slant	Aurora Salvador
14	Killface	Benson Benson	Kafka Icon
15	Lady Probability	Nubia Ceesay	Jane Glitches
16	Atom Hammer	Papa Dlamini	Eezee Moné
17	Karl Sparx	Kaela Yu	Opus Jackson
18	Gigaton	Angel Michael	Chico Nightshift
19	Valentine Neon	Piper Van Der Meer	Cypher Washington
20	Shelley Prometheus	Twisted Victor	Romeo Cola

## PUPPET GENERATOR Roll d10

### Roll Frame

01	Spideroid - Multi-limbed; unnerving, alien movements	Traits Former espionage unit, cunning
02	Brick Head - Humanoid; head like a sensor-rich block	Hyper-aware, over-stimulated
03	Chromer - Elegant; a durable mirrored shell	Coldly logical, red neon eyes, vain
04	Plastibot - Cheaply molded frame; brightly coloured	Scuffed, worn, has a fixed grin
05	Microcephalic - Massive body, tiny head; intimidating	Combat veteran, gruff, humourless
06	Automata - Exquisite craftsmanship; etching, clockwork	Pompous, condescending, fragile
07	Big-Dog - Energetic quadruped; bulky	Fast, high-endurance, eager to please
08	Rubber Dummy - Fake skin, endoskeleton; unconvincing	No sense receptors, clammy, smells
09	Manga-Mek - Flashy, boxy; dynamic, dramatic voice	Honourable, athletic, likes swords
10	Doll - Artificial plaything; wide-eyed and chipper	Adorable, cynical, has bad habits

## PUPPET QUIRKS Roll d20

01	Extra arms	11	Degraded logic processors
02	Surprisingly political	12	Faulty actuators, moves spasmodically
03	Hates other puppets	13	Mistrusts people
04	Wheels/tracks/jump jets	14	Houses multiple conflicting puppeteers
05	Covered in charms and wards	15	Developed a single emotion only
06	Twitches, sparks, or smokes	16	Glitchy behavioural inhibitors
07	Makes unreliable prophecies	17	Spirit vision
08	Depressed	18	Unreliable sensors
09	Has a hidden agenda	19	Piloted by a much smaller puppet
10	Hidden weapon suite	20	Philosophical genius



## CORPORATIONS Roll d100 twice (or roll once and read across)

01-02	Falcon	Holdings	51-52	Sword	Security
03-04	Cherry Blossom	Incorporated	53-54	Mallory	Transnational
05-06	Exordium	Biotechnologies	55-56	Lazarus	Society
07-08	Haunt	Armaments	57-58	Octopus	Foundation
09-10	Dojigiri	Solutions	59-60	Kuang	Intercontinental
11-12	Hydra	Global	61-62	Ameron	LLC
13-14	Echo	Industries	63-64	Ghost	Defence
15-16	Cortex	Enterprise	65-66	Zippy	Foods
17-18	Numan-Lloyd	Group	67-68	White Circle	Engineering
19-20	Heaven	Communications	69-70	Akashinga	Collective
21-22	Phoenix	Petrochemicals	71-72	Van Haastrecht	Manufacturing
23-24	Oracle	Motors	73-74	Entropy	Syndicate
25-26	Modus	Matrix	75-76	Cobra	Associates
27-28	Nexus	Genetics	77-78	Okuda	Corporation
29-30	Asterion	International	79-80	Bianchi-Wu	Partnership
31-32	Horizon	Medical	81-82	Spirit	Factory
33-34	Matsushira	Cybernetics	83-84	Virtuality	Trust
35-36	Osprey	Combine	85-86	Wagner	GmbH
37-38	Solaris	Aerospace	87-88	Manticore	Robotics
39-40	Duanzhao	Multinational	89-90	Black	Sector
41-42	Slide	Applications	91-92	Abdullahi	Shipping
43-44	De Santo	Orbital	93-94	Advanced Theory	Cooperative
45-46	Sagal-Carr	Systems	95-96	Maskirovka	Banking Clan
47-48	Charon	Complex	97-98	Monarch-N'kosa	Optics
49-50	Equation	Intelligence	99-100	Shinatobe	Energy

## FUNKY NET SITES Roll d100

- 01-02 The Akashic Regency - Users relax, play God, and hold ancient knowledge hostage
- 03-04 Vircade - Online gaming for real world stakes styled like an 80s arcade
- 05-06 Kernel Panic - BBS messaging system used by puppets confused by the ways of people
- 07-08 The Solitude - A virtual sensory-deprivation and meditation space of light and shadow
- 09-10 Hypernode - By-the-nanosecond celebrity gossip and entertainment news
- 11-12 The Glass Castle - Exclusive meeting place for ambitious sharks and executives
- 13-14 Flower Demon Sanctuary - Run by a criminal syndicate dealing in 'procured' goods and gambling
- 15-16 Sword Lord VII - Ancient MMO dominated by 1337 teens and monetised through dubious sponsors
- 17-18 Mere Anarchy - Grimy virtual tunnels frequented by anti-establishment rebels who want to burn it all down
- 19-20 tertiary\_infektion - Meeting place for phreaks with dubious links to the state apparatus
- 21-22 ReminEssence - Virtual environment where you can upload and experience memories in a central database
- 23-24 The Maker's Cult - A forbidding virtual underworld for a handful of religiously zealous puppets
- 25-26 The World - The online home and hiring hall for many recently discharged contractors
- 27-28 FreeNet - Open-source software and abandonware share-site
- 29-30 Counter-couture - Download the latest fast-fashion designs for easy fabrication
- 31-32 The Black Ziggurat - Oil-black rooms and labyrinthine corridors with esoteric software for sale
- 33-34 Moddy Body - Lively forum for body modification enthusiasts
- 35-36 Groovy Voodoo - Retro-70's meeting place for lonely hearts and emotionless hook-ups
- 37-38 CNH - City News Hub: the finest, most aggressive corporate propaganda under the neon sun
- 39-40 Inner Temple - Payments in cryptocurrency or personal data buy an audience with an algorithmic augur
- 41-42 Moodify - Users can experience any emotion or psychological state imaginable
- 43-44 FINDR - Puppeteer-driven search engine where they dig up what they think you want to see
- 45-46 Elastic Reality - Decadent, baroque playground for the rich and powerful where anything goes
- 47-48 The Water Cooler - Inane chatroom hangout for corporates and other wage-slaves
- 49-50 Molly's - A hiring hall, hangout, and arms dealer for mercs with an industrial-chic overlay
- 51-52 The Salt Traders - Art Deco hotel simulation dealing in trade secrets and creative accountancy



- 53-54 Life/Echo - Digital memory insurance brokers and recycling centre
- 55-56 Proxyland - Slick, members only VPN hub with rentable Net ids
- 57-58 The Jade Palace - A great place to find obscure, technological knowledge at a cost
- 59-60 Third Eye - New site that trades in counter-propoganda, hoax-busting, and identifying media manipulation
- 61-62 Tru-U - Social-bubble media site where users' deepest secrets and fears are revealed
- 63-64 The Road- An atomics-scarred wasteland hellscape of rumours, tall tales, esoterica, and apocrypha
- 65-66 Pixelpedia - Popular online encyclopaedia with a reputation for aggressive edits and trolling
- 67-68 The Winter Market - Well-protected, black-market commerce popular with spiders
- 69-70 Echo Chamber - Members vent into the digital ether and everyone else agrees with them
- 71-72 The Ministry of Cognitive Cultivation - State-sponsored education and cultural indoctrination
- 73-74 Geppeto's - Online parts exchange for puppets and techno-wizards
- 75-76 Shadowland - The preeminent online nightclub for phreaks, "bring your wildest avatar"
- 77-78 The Neurocropolis - Upload the soon-to-be deceased and revisit them after they've passed
- 79-80 Trance - The best-known visual media hosting site
- 81-82 Gardens of Ynn - Sumptuous, metaphysical, virtual wild space where users sometimes disappear
- 83-84 Spirit Mill - Amateur puppeteer coders upload their latest work for upticks
- 85-86 The Nix - A net space so thoroughly encrypted, and for so long, that no-one knows what it is anymore
- 87-88 GigShare - Looks like a run-down, 20th-century railway station, buy and sell freelance services
- 89-90 Apex Union - Fractal art and living sculpture fill halls where sharks do deals and build alliances
- 91-92 Johnny Self's - Glitchy, pixelated trailer park selling new and exquisitely detailed identities
- 93-94 The Valley of the Kinks - Ancient Egypt-themed virtual sin-shop where anything goes
- 95-96 SagaTown - Perma-streamed virtual soap opera embedded with hidden algorithms to subdue the masses
- 97-98 NeoDelphi - An ancient temple of contributive knowledge housing strange curators and living programs
- 99-100 The Datasea - A well-coded oceanscape haunted by ancient and inscrutable puppeteers



## OPERATION GENERATOR: PERSONS OF INTEREST Roll d100 four times

Roll	Client	Desire	Action	Target Person
01-02	Gang member	Wants to...	Kill...	Programmer
03-04	Corporate aristocrat	Needs to...	Maim...	Ex-con
05-06	Pimp	Must...	Deliver to...	Priest/cultist
07-08	Thug	Plans to...	Protect...	Cyborg
09-10	Prostitute	Forced to...	Intimidate...	Scientist adept
11-12	Shark	Wants to...	Escape...	Bounty hunter
13-14	Priest/cultist	Needs to...	Monitor...	Techno-wizard
15-16	Business owner	Must...	Smuggle...	Contractor
17-18	Mercenary	Plans to...	Find...	Spider
19-20	Phreak	Forced to...	Blackmail...	Artist
21-22	Scientist adept	Wants to...	Steal from...	Performer
23-24	Cop	Needs to...	Collect from...	Media
25-26	Mobster	Must...	Pay...	Designer
27-28	Smuggler	Plans to...	Assist...	Unemployed person
29-30	Bounty hunter	Forced to...	Modify...	Child
31-32	Syndicate boss	Wants to...	Record...	Driver
33-34	Concubine	Needs to...	Threaten...	Financier
35-36	Techno-wizard	Must...	Kidnap...	Shark
37-38	Contractor	Plans to...	Own...	Fanatic/extremist
39-40	Scavenger	Forced to...	Defeat...	Courier
41-42	Agent/Spy	Wants to...	Ruin...	Smuggler
43-44	Doctor	Needs to...	Control...	Celebrity
45-46	Drug Dealer	Must...	Save...	Clone
47-48	Celebrity	Plans to...	Submit to...	Cop
49-50	Puppeteer	Forced to...	Entrap...	Junkie

51-52	Artist	Wants to...	Con...	Prostitute
53-54	Spider	Needs to...	Flee with...	Uplifted animal
55-56	Media	Must...	Employ...	Forger
57-58	Nomad	Plans to...	Marry...	Gang member
59-60	Puppet	Forced to...	Sell out...	Thug
61-62	Driver	Wants to...	Extract...	Puppet
63-64	Child	Needs to...	Kill...	Business owner
65-66	Financier	Must...	Deliver to...	Corporate aristocrat
67-68	Unemployed person	Plans to...	Blackmail...	Agent/Spy
69-70	Clone	Forced to...	Modify...	Mobster
71-72	Programmer	Wants to...	Escape...	Pimp
73-74	Designer	Needs to...	Ruin...	Phreak
75-76	Homeless person	Must...	Steal from...	Mercenary
77-78	People trafficker	Plans to...	Kidnap...	Concubine
79-80	Revolutionary	Forced to...	Protect...	Puppeteer
81-82	Psychiatrist	Wants to...	Find...	Homeless Person
83-84	Cyborg	Needs to...	Escort...	Nomad
85-86	Uplifted animal	Must...	Deliver to...	Revolutionary
87-88	Courier	Plans to...	Save...	Doctor
89-90	Image consultant	Forced to...	Collect from...	Syndicate Boss
91-92	Forger	Wants to...	Flee...	Psychiatrist
93-94	Ex-Con	Needs to...	Kill...	Scavenger
95-96	Fanatic/extremist	Must...	Sell out...	Drug dealer
97-98	Performer	Plans to...	Investigate...	Image consultant
99-100	Junkie	Forced to...	Submit to...	People trafficker

## GUNS FOR HIRE Roll d20

01	Porsche Doubledown	Submachine gun	Ceramic plating	Vinyl trench coat, facial tattoos
02	Gunshi Frame	Twin revolvers	Micromesh vest	Golden mask, black suit
03	Mister Stompenato	Assault rifle	Padded clothing	Uplifted mandrill, suit, fedora
04	Arabella Strange	Milspec laser	Micromesh sleeve	Smoked-glass face, LED skull
05	Big Shaun Crowley	Large automatic	Padded clothing	Blue camo jacket, jeans, sneakers
06	Krash Kaufman	Submachine gun	Gel cladding	Neon green eyes, pastel leisure suit
07	Miss Who	Mono-katana	Nanobot injection	Black robes over leather catsuit
08	The Scandinavian	Gatling gun	Steel exoskeleton	Double denim, beard, braids
09	Rebel Weaver	Sniper rifle	Protective jacket	Big hair, tiger-stripe leggings
10	Elijah Snow	Auto-shotgun	Glass-steel shell	Sharp chrome teeth, white hair
11	Kali Shrike	Mono-daggers	Gel cladding	4 silver arms with mono-thorns
12	Electric Gibson	Roboclaws	None	Dragon design jumpsuit
13	Jackson Carver	Platinum revolver	Padded clothing	Gold lamé tuxedo
14	Salvador	Chainsaw	Ceramic plating	Faux full-plate armor
15	Charles XXX	Submachine gun	Nanobot injection	Teardrop tattoos on eyes
16	Honest Ivory	Gatling gun	Micromesh sleeve	Holographic lion mask
17	James Caster	Blackjack	Protective jacket	Steel-spiked vest
18	Killer Orc	Mono-katana	None	Silver pigment implants
19	Jack Addams	Garrote wire	Micromesh vest	Synthetic fur cloak
20	Brightlight	Bare hands	Gel cladding	Subdermal LED floodlights



## POP-UP STREET VENDORS Roll d20 three times

Roll	Trader	For Sale	Display Method
01	Harem pants, glo-tattoos	Cigarettes, smart cosmetics, porn	Colorful plastic crates
02	Dreads, bulky goggles	Brick vid-phones, insect drones	Lining oversized raincoat
03	Pink mohawk, gold teeth	Puppet pets, tentacle prosthetics	In a filthy three-wheeled van
04	Bulging eyes, sweating	Bio-modified narcotic flowers	Arrayed on rugs and carpets
05	Geriatric, mirrorshades	Cyborg monkeys, bootleg hooch	Cart pulled by twin puppets
06	Polythene coverall, do-rag	Armor, Net familiars, drugs, art	Salvaged ice cream truck
07	Heavily-armed, obese	Talismans, runes, sigils, totems	In gaudy neoprene hexayurt
08	Looks exhausted, smokes	Nootropic sodas, tantric interfaces	Inside mismatched suitcases
09	Unwashed, army fatigues	Ammo, spiritual realities, hats	Overloaded electric tuk-tuk
10	Impressive afro, friendly	Colorful hallucinogenic molds	In metadimensional rucksack
11	Eye patch, flowery skirt	Adorable pocket-shoggoths, food	Repurposed fish tanks
12	Alopecia, thin cyberarms	GMO fruit, weed, city maps, toys	Filthy plastic hazmat drums
13	Leather apron, grumpy	Spiritware, soulcorders, cassettes	In rusty wire-mesh baskets
14	Looks sick, cowboy boots	Medicines, organs, eyes, glands	Series of portable fridges
15	Painted respirator, shorts	Smart tattoos, swords, morphwear	Hover-junk descends to street
16	Atrophied limb, quick wit	Pixeltrips, synthetic personalities	Piled high in a shopping cart
17	No legs, day-glo rainwear	Filter masks, EMP mines, books	Pair of motorized prams
18	Designer coat, well-groomed	Stolen Oni™ Praystations®	Nets suspended from drones
19	Buddhist robes, nose ring	Mood consoles, bongos, guns, teas	Trailer attached to a bicycle
20	Half-starved, vest, shifty	Neon umbrellas, tents, raincoats	On a top-heavy back-frame

## OPERATION GENERATOR: DESIRABLE ITEMS Roll d100 four times

Roll	Client	Desire	Action	Target Item
01-02	Gang member	Wants to...	Destroy...	Satellite
03-04	Corporate aristocrat	Needs to...	Copy...	Vintage booze
05-06	Pimp	Must...	Deliver...	Photograph(s)
07-08	Thug	Plans to...	Protect...	Antique 'yestertech'
09-10	Prostitute	Forced to...	Sell...	Narcotics
11-12	Shark	Wants to...	Steal...	Weapon
13-14	Priest/cultist	Needs to...	Destroy...	Identity
15-16	Business owner	Must...	Smuggle...	Jewelry
17-18	Mercenary	Plans to...	Locate...	Hidden vault
19-20	Phreak	Forced to...	Hide...	Security passcard
21-22	Scientist adept	Wants to...	Steal...	DNA
23-24	Cop	Needs to...	Collect...	Cyber-deck
25-26	Mobster	Must...	Receive...	Offline digital files
27-28	Smuggler	Plans to...	Control...	Hard drive
29-30	Bounty hunter	Forced to...	Modify...	Designer disease
31-32	Syndicate boss	Wants to...	Locate...	Attaché case
33-34	Concubine	Needs to...	Destroy...	Data- or vid-chip
35-36	Techno-wizard	Must...	Ransom...	Video game
37-38	Contractor	Plans to...	Own...	Vehicle
39-40	Scavenger	Forced to...	Flee with...	Esoteric research
41-42	Agent/Spy	Wants to...	Spoil...	Computer virus
43-44	Doctor	Needs to...	Control...	Cybernetics
45-46	Drug Dealer	Must...	Save...	Synthetic brain
47-48	Celebrity	Plans to...	Upload...	Taped confession
49-50	Puppeteer	Forced to...	Protect...	Spiritual interface



51-52	Artist	Wants to...	Use...	Cloning vat
53-54	Spider	Needs to...	Flee with...	Map/schematic
55-56	Media	Must...	Sell...	Blood
57-58	Nomad	Plans to...	Steal...	Nano fabricator
59-60	Puppet	Forced to...	Flee with...	Heirloom
61-62	Driver	Wants to...	Locate...	Explosive device
63-64	Child	Needs to...	Destroy...	Antidote/medicine
65-66	Financier	Must...	Copy...	Human eye/thumb
67-68	Unemployed person	Plans to...	Steal...	Puppeteer
69-70	Clone	Forced to...	Hack into...	Cybernetic eyes
71-72	Programmer	Wants to...	Escape with...	Beta trial software
73-74	Designer	Needs to...	Destroy...	AWOL puppet
75-76	Homeless person	Must...	Protect...	Operating system
77-78	People trafficker	Plans to...	Locate...	Tablet device
79-80	Revolutionary	Forced to...	Design...	A digitized memory
81-82	Psychiatrist	Wants to...	Buy...	Server
83-84	Cyborg	Needs to...	Protect...	Holdall of cash
85-86	Uplifted animal	Must...	Own...	Biological implant
87-88	Courier	Plans to...	Steal...	Augmented pet
89-90	Image consultant	Forced to...	Hide...	Chemical
91-92	Forger	Wants to...	Sell...	Human Organ(s)
93-94	Ex-Con	Needs to...	Deliver...	Patient in cryo tank
95-96	Fanatic/extremist	Must...	Save...	Work of art
97-98	Performer	Plans to...	Copy...	Drone
99-100	Junkie	Forced to...	Steal...	Laptop



## STREET GANGS Roll d10 three times (or roll once and read across)

Roll	Trader	For Sale	Display Method
01	Narco-dependent	Death cult	Punks
02	Nihilistic	Techno-fetishist	Goths
03	Cannibalistic	Orthodox	Moto-cultists
04	Radical	Data-socialist	Skinheads
05	Synthaphobic	Bio-supremacist	Eco-activists
06	Primitive	Neo-tribal	Luddites
07	Militant	Cognitive libertarian	Mod revival
08	Ethical	Humanist	Puppets
09	Bourgeois	Neo-Victorian	Guardians
10	Cabalistic	Survivalist	Street kids

## GANG NAMES Roll d20 three times (or roll once and read across)

Roll	Part 1	Part 2	Schtick
01	Unplugged	Demons	Garish and showy polymer devil masks
02	Nightside	Nephilim	Over 7ft tall, always net-connected, coldly serious
03	Jelly	Men	Suspended inside enormous armour-gel sleeves
04	Mach	Dogs	Well-maintained and fetishised motorcycles
05	Neon	Ninjas	Flamboyant, colourful karategi and sneakers
06	Midnight	Desolation	Bunch of pyromaniacs and bombophiles
07	Thunder	Tyrants	Actually a pack of cognitively-enhanced dogs
08	Silk	Ravens	Bio-sculpted to look like famous vid stars
09	Warlock	Blades	Wealthy and bankrolled by mysterious benefactors
10	Atomic	Angels	Regularly-irradiated, hardcore cancer-cultists
11	Kinetic	Servants	Consider themselves at war with the entire city
12	Polymer	Vampires	Harvest blood to fill their crude rejuvenation tanks
13	Orbital	Saints	Each member is a poorly-made clone of the founder
14	Mirrored	Serpents	Elaborately-decorated respirators and goggles
15	Obsidian	Power	Emblazoned with variety of corporate sponsorships
16	Durasteel	Disciples	They fuse studded-metal plates to their faces
17	Diamond	Samurai	All have day jobs in the same factory complex
18	Hypnotic	Monarchs	Led by a mysterious and prophetic cyborg monk
19	Inhuman	Society	Disassociated war veterans bonded by trauma
20	Basilisk	Eclipse	The world is a video game, believe they'll respawn

## ENCOUNTERS IN THE CITY Roll d100

### Roll Result

- 01-02 A kaleidoscope of holographic butterflies explodes into the space and fly through the crowd
- 03-04 A gang of geriatrics with boxy SMGs and holdalls attempt to rob a local pharmacy kiosk
- 05-06 The police seem to be rapidly locking down this sector with a heavy show of force
- 07-08 The PCs are being followed everywhere, for some reason, by a trash-eating sani-drone
- 09-10 "Remember me? You killed me in Sector 3, Sector 16, and on 224th Street. Now it's my turn!"
- 11-12 A puppet in a business suit is recruiting protesters against the tech that made it obsolete
- 13-14 Three bloodied mercs burst onto the street firing back into the building they've just left
- 15-16 A swirling black hole has opened in an alleyway and is sucking up its contents
- 17-18 There's a skinny, catatonic phreak in a phone booth hooked up to a smoking OTC deck
- 19-20 A large, yellow construction frame strides down the street, piloted by drunk gang members
- 21-22 Residents of two neighbouring habitats open fire at one another, with everything they've got
- 23-24 The Dragon deposits four men in suits with assault rifles and they're heading for the PCs
- 25-26 Several credit chips, thumb drives, and a sneaker fall from a window high above the group
- 27-28 A team of contractors is snatching someone condemned to a new life in a factory-prison
- 29-30 A sobbing child's parents haven't returned from work, indentured until their debt clears
- 31-32 Sickly-looking cancer cultists are handing out fistfulls of free cigarettes to passers-by
- 33-34 An old man inside an upturned plastic barrel offers to tell your fortunes for pocket change
- 35-36 A clown-faced delivery drone carrying a polymer shipping crate is losing altitude fast
- 37-38 A rave suddenly breaks out in a packed laundromat, bass shaking the area's windows
- 39-40 All lights go out across the area
- 41-42 A swift increase in the numbers crowding the streets indicates the start of rush hour
- 43-44 Known mobsters leave a dance studio, chatting happily about what a great session that was
- 45-46 A flamboyant group of fashionistas mock the PCs' look; not hostile, just crushingly hurtful
- 47-48 Animated advertising holos screaming for their attention won't leave the PCs alone
- 49-50 Someone begs for help claiming they're being followed, but the PCs don't see anyone



- 51-52 A man missing both legs, an arm, and an eye, raves about the inherent evils of augmentation
- 53-54 The painted runes and sigils are strewn through the district but people won't look at them
- 55-56 A small boy in a red raincoat is selling bespoke curses recorded on reused audio cassettes
- 57-58 A renowned local politician is assassinated in the street with the same gun as one of the PCs
- 59-60 Utility workers set up subsurface access point and then wander off for their break
- 61-62 A 'Net influencer' wants to hang for 24 hours and live-stream the PCs' experiences
- 63-64 Everyone in view appears to be followed silent, digital ghosts
- 65-66 A man with dual eye patches has nailed himself to a database and is chanting incessantly
- 67-68 For a few brief moments, the hustle and the bustle of the city coalesces into beautiful song
- 69-70 A group of soldiers in neon spandex march through the street, poor mimics of pop culture
- 71-72 Buildings and people are slightly offset by stereoscopic blue & red copies
- 73-74 A discount hospital on wheels, surrounded by crowds of the needy, is parked here
- 75-76 Nanobots fly from building to building spraying offensive graffiti on every open inch
- 77-78 Mutagenic goop pools in the streets giving off noxious fumes and a thick haze
- 79-80 Piles of incredibly fine ash and gray dust fall from the sky without a visible source
- 81-82 Thirteen men in satin robes and plague doctor masks are wielding monomolecular scythes
- 83-84 A massive angel-shaped float crowds the street, impeding access to buildings and travel
- 85-86 A booth offers free plastic surgery with all patients emerging with the exact same face
- 87-88 A sect of puppets' physical bodies take liberal inspiration from famous muppets
- 89-90 Rival flocks of avian drones divebomb each other above your heads
- 91-92 A mob assembles to mock and deplatform an anti-puppet protestor
- 93-94 Death metal cultists armed with autoshotguns rampage through the street in skull make-up
- 95-96 Feuding food cart operators are taking potshots at each other from behind their carts
- 97-98 An EMP generator pulses every five seconds, taking out tech and puppets alike
- 99-100 Roll twice—both events are happening simultaneously in a horrid cacophony

## A GANG'S MODE AND MODUS Roll d20

### Roll Result

- 01 Trade in Shiver Consoles, devices utilizing captured digital ghosts to spoof surveillance tech
- 02 Build their own crazy, unreliable weapons and armor from stolen and salvaged machinery
- 03 Adapt common chemical compounds into dangerously-unstable explosives and drugs
- 04 They're the secret paramilitary arm of a well-respected corporation and are very well paid
- 05 Homeless, each night they stage a different home invasion for somewhere to crash and eat
- 06 Exceptionally-talented propagandists and meme-creators, no-one knows how they do it
- 07 Puppet-jacking and grand theft robo are their central kicks as well as creative refurbishing
- 08 Hunt and root out suspected adherents to the Cult of the Electric God, but who's paying?
- 09 Sideline in data harvesting from Tru-U and selling those secrets to the highest bidder
- 10 Adrenaline junky street artists of some renown, actively courted by several rival gallerists
- 11 Steal prescription opioids from medicentres and care homes and cook 'em up for the street
- 12 Organise and stage prohibited raves in wildly inappropriate or heavily-secure locales
- 13 Kidnap kids to bolster their numbers, selling the problematic ones to just about anyone
- 14 Run an underground puppet fight circuit with bouts taking place in a new location each time
- 15 Hire themselves out as guides, intimately familiar with the city's more unsavoury aspects
- 16 Invested heavily in a string of co-operative agribusinesses years ago, which they must protect
- 17 Are currently involved in printing counterfeit money and poor attempts at laundering it
- 18 Operate a network of safe houses and stash vaults they rent out at exorbitant rates
- 19 In the process of setting up their own pirate broadcast channel for the sweet ad revenue
- 20 Have a fleet of motorised sewer barges they use to smuggle illicit goods around the city



## SPECIFIC INFLUENCES:

### TTRPGs:

- Apocalypse World
- Super Blood Harvest
- MÖRK Borg
- Mothership: Sci-Fi Horror RPG
- Gathox Vertical Slum
- Veins of the Earth
- Palladium Games' RIFTS
- Barbarians of Lemuria

### Movies:

- Repo Man
- Speed Racer (2008)
- Wolf Guy

### Books and Comics:

- Grant Morrison's *Invisibles*
- Jack Kirby's *OMAC*
- Terry Pratchett's *Going Postal*, *Making Money*, and *Raising Steam*
- 2000AD
- Jules Verne's assorted works
- Dune
- China Miéville's *The City & The City*

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# DANCING WITH BULLETS UNDER A NEON SUN

NAME

CLASS

PHYSICAL HIT DIE

LEVEL

MENTAL HIT DIE

RESILIENCE

MIGHT

AGILITY

CHARM

INTELLECT

PERCEPT

TECH

WEAPON

NAME

LT/HVY

ARMOR

NAME

AR

RESILIENCE

DECK

NAME

EQUIPMENT

ACTIONS

MIN. MIGHT

MODES

EFFECT

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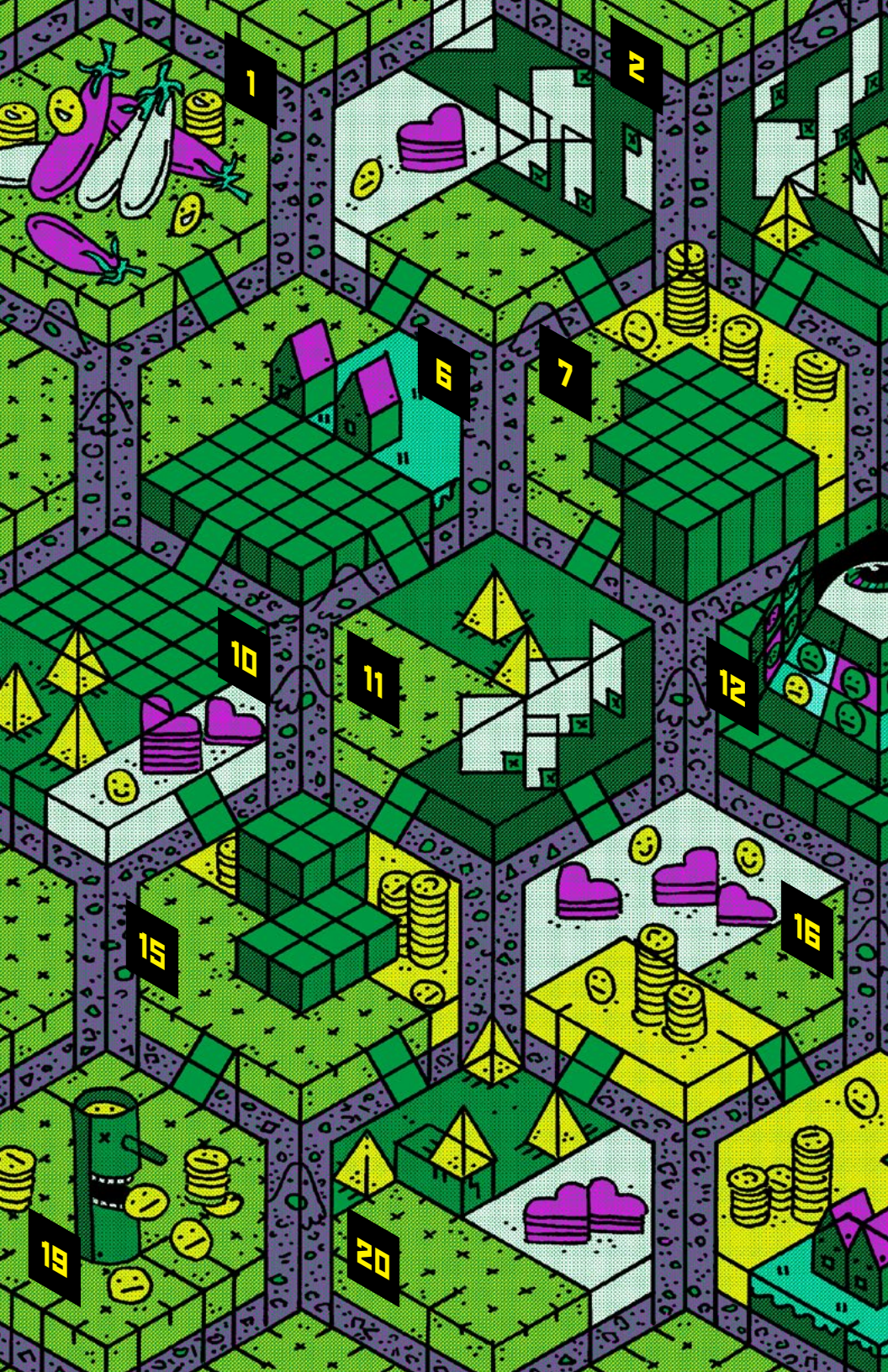
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GOALS

## NET KEY

NO.	NAME	DESCRIPTION
1	bac.chan.a1	A neverending virtual feast where visitors can indulge any desire without health ramifications.
2	WWWE	A testing ground for overconfident phreaks, the WWWE hosts the most visually appealing wrestling.
3	Soldier's Dozen	A virtual design lab for customized weapon shells and paint jobs.
4	Cubeland	Torture perfect duplicates of your worst enemies.
5	Pharmacy	Download drugcode from talented biohackers for the latest in synthetic highs.
6	The Catskills	Enjoy the luxury of a fantastic spot at an unblemished natural beach—now featuring rainbow sand and a hot chocolate ocean!
7	Prism.net	Perfectly randomized and only slightly traumatizing films are screened around the clock.
8	DIGI	A home for puppeteers, phreaks, and others who prefer to reside in the Net 24/7.
9	The Factory	Dozens of phreaks trapped in the Net and forced into labor tirelessly assemble code for digital mood enhancers.
10	POP1-NG	Yellow monuments spread out across the Net serve as beacons and relays for communication, able to seek out specific signatures on any site with a pyramid; this is their hub.
11	UNINET	A collection of amateur historians and philosophers endlessly debate the minutiae of long lost academia.
12	Panopticon	A streaming service where people congregate to watch the real world, altering it with invisible drones.
13	ICEE	Simulated sleep here is designed to stimulate users' minds and keep them alert so they don't have to leave the Net.
14	asylum	A talent agency of sorts, asylum represents some of the greatest minds and muscle for hire, but takes payment in kind— usually a hit for a hit.
15	1,000,000	Experience an entire (albeit quite bland) lifetime in a single hour!
16	Golden Road	Browse the visual media of yestercentury, recently uploaded to the latest in interactive holofilm tech.
17	heaven	Create and play in simulated worlds featuring near human level intelligence (one civilization at a time to save on processing power).
18		A rare site where no logs are kept and a high-level program obscures all incoming or outgoing signatures.
19	Godhead	A digital incinerator that disposes of any stray code fragments, including the remnants of advanced security system victims.
20	Duh. Ants.™	You're an ant in a colony where dancing is outlawed! Rebel against the queen! Cause lasting change!
21		There's no site here. You must be misremembering.
22	StorageSPACE	A Net-based collection of storage units for unfinished programs as well as highly specific, seldom-used ones.
23	FOUNTAIN	A hypnotising abyss lures unprepared minds deeper and deeper into ancient recesses of the Net.





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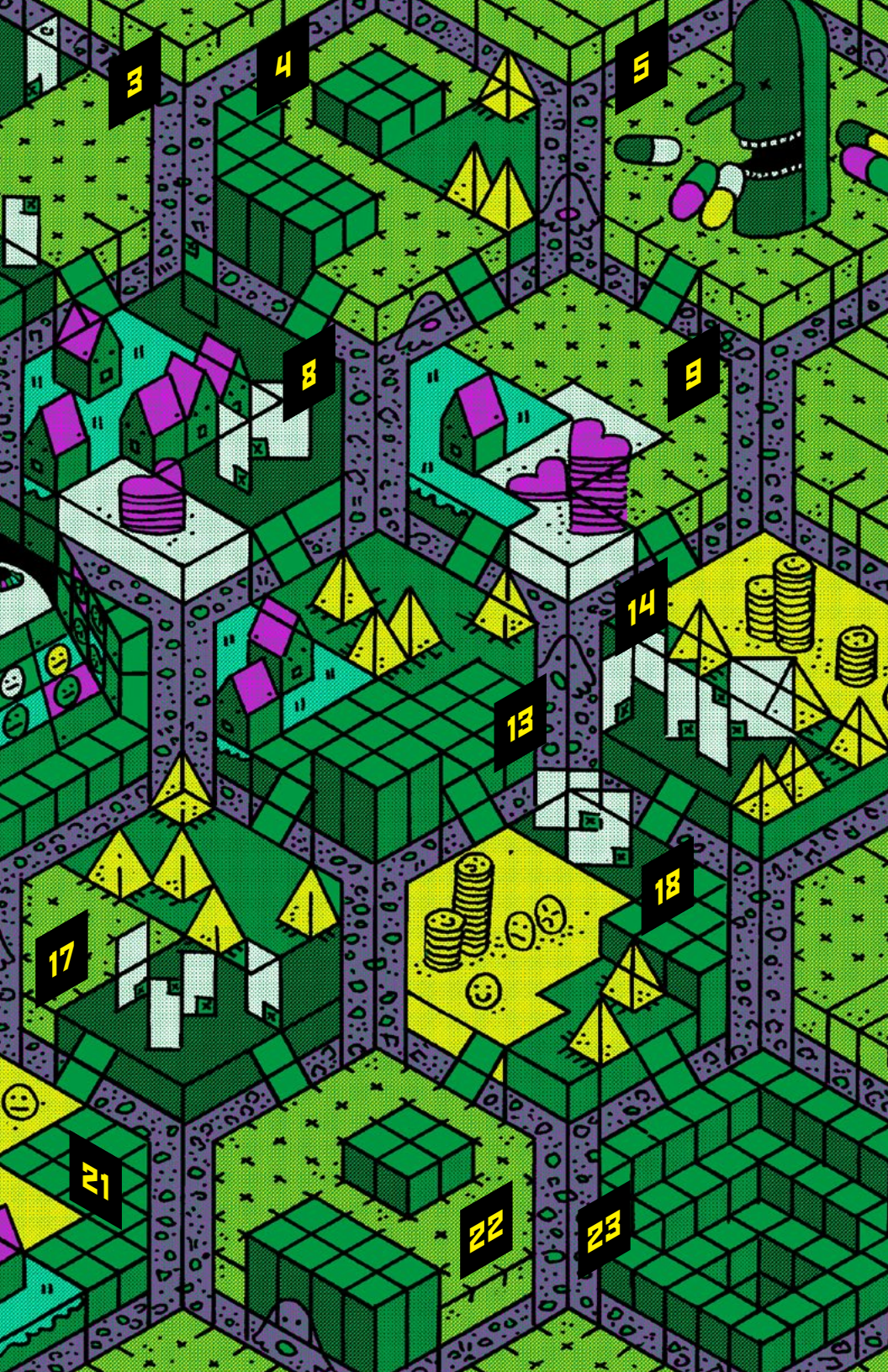
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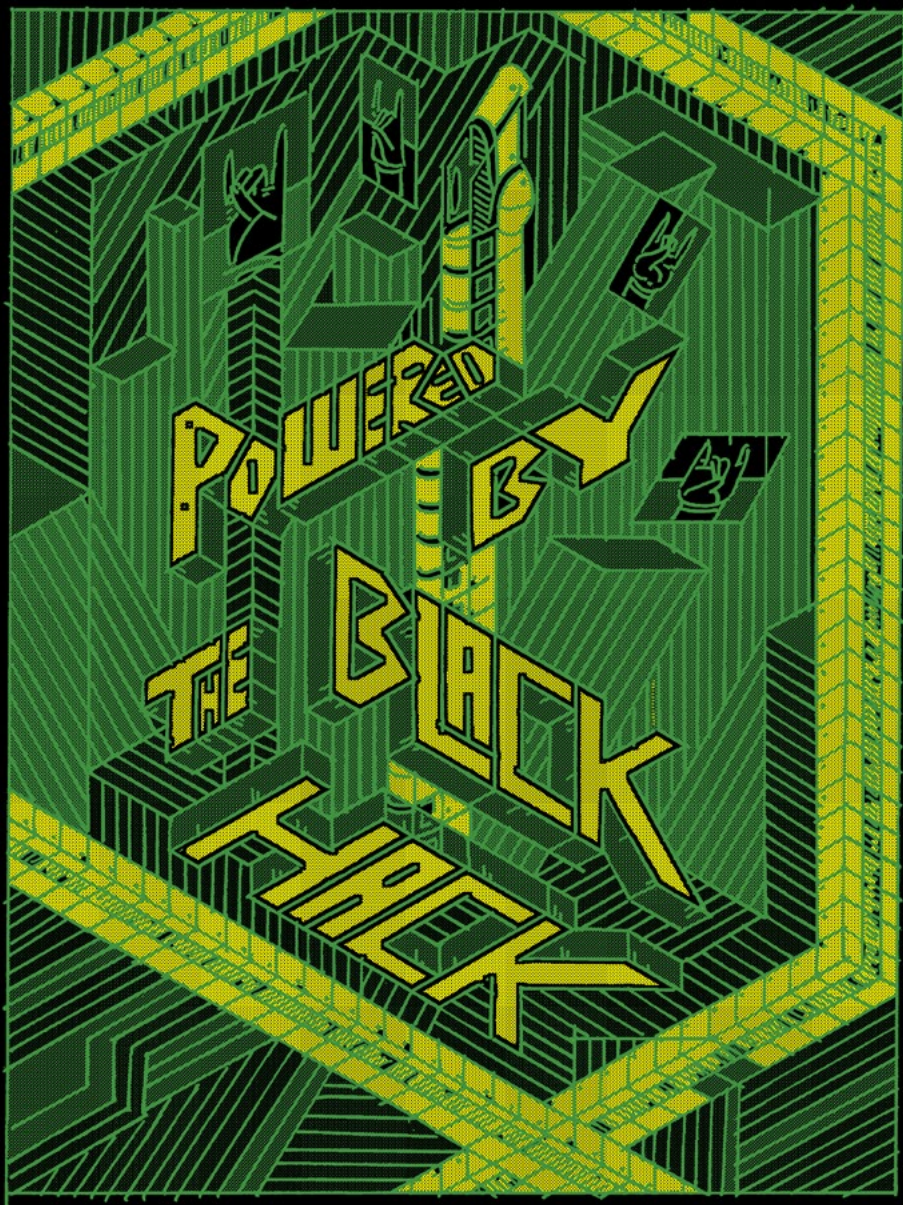
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EXALTED  
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