

# *Extinguish the Sun vol. 2*



**FULMINATIONS OF THE  
*CYBERNETIC PUNK***

# FULMINATIONS OF THE *CYBERNETIC PUNK*

This is designed as a reskin or genre port of Lamentations of the Flame Princess to a near-future cyberpunk setting. In order to make full use of this issue of **EXTINGUISH THE SUN**, you should buy a copy of LotFP's **RULES & MAGIC** or download the free, artless PDF. These classes are supposed to replace the current classes, but you can mix and match if you want to cultivate a more science fantasy-esque game. It is the goal to expand upon this cyberpunk reskin in future issues of **EXTINGUISH THE SUN**.

For those of you who enjoyed **KNIGHTS OF THE ROAD** from the first issue, and are wondering why it is not being expanded on, and instead a cyberpunk reskin is presented in this issue, there is some good news! The content from **KNIGHTS OF THE ROAD** is being reworked and vastly expanded and will be published by Necrotic Gnome Productions under their **B/X ESSENTIALS** line. So look out for that if you want some more post-apocalyptic goodness in your B/X based game.

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**WRITING:** CHANCE PHILLIPS

**LOWLIFE CLASS:** FIONA MAEVE GEIST

SECTION I:  
*CHARACTER  
CLASSES*

**ATTENTION!**

**ALL FOLLOWING  
PEOPLE, ITEMS,  
AND IDEAS ARE  
REGISTERED  
PROPERTY OF**



# THE CYBORG

THOROUGHLY ENHANCED AND OPTIMIZED



**HIT DIE:** D8

**SAVES:** AS DWARF

**XP:** AS DWARF

YOU ARE PART MAN AND PART MACHINE. SOME SAY THAT THE MACHINERY MAKES YOU LESS WHOLE OR UNCLEAN, BUT YOU KNOW THE TRUTH. THE MACHINERY IS WHAT PROPELS YOU PAST THOSE WHO CRITICIZE YOU, WHO WOULD DRAG YOU DOWN TO THEIR LEVEL. IT GRANTS YOU POWER BEYOND WHAT THEY COULD EVEN IMAGINE AND IT IS A CORNERSTONE OF WHO YOU ARE. ONE DAY SOON, YOU WILL ASCEND BEYOND YOUR CRITICS, AND THEY WILL LOOK UP AT YOU AND FEEL ASHAMED.



Cyborgs are granted enhanced skills by their cybernetic replacements. They begin play with three skill points that they can divide amongst any of the five skills below. All five skills begin at zero and at each level, a cyborg gains another skill point to invest in a skill.

## **GUIDANCE**

Proper navigation in a well mapped environment, auto-matically creating a digital map of a new environment, etc.

## **KNOWLEDGE**

Encyclopedic knowledge (which anti-venom to use, approximate street value of illicit drugs, make and model of a car, etc.)

## **VISION**

Night vision, X-ray vision, thermal vision, etc.

## **MATHS**

Automatic calculation of mental maths—determining trajectories of missiles, probabilities of certain occurrences, etc. (must have sufficient data points)

## **STRENGTH**

Astounding feats of strength- lifting cars off of victims trapped beneath, bending solid steel bars, etc.

When using a skill, you roll a six-sided die and must roll equal to or less than the number of skill points you have invested in that skill. You can only have a maximum of six skill points in one skill.

# THE LOWLIFE

YOUR WORST FRIEND AND BEST ENEMY



**HIT DIE:** D6

**SAVES:** AS SPECIALIST

**XP:** AS SPECIALIST

**SKILLS:** AS SPECIALIST\*

*LOWLIFES ARE PERPETUAL HANGERS-ON. THEY KNOW THE GUY WHOSE BROTHER WILL SELL YOU PRIVATE SECURITY FORCES UNIFORMS THAT FELL OFF THE BACK OF THE TRUCK. THEIR COUSIN DID TIME WITH THE GIRL WHO WILL BUY BODIES FOR MEDICAL EXPERIMENTS, NO QUESTIONS ASKED. THEY CAN BE DETERMINED BARFLIES, ALMOST CELEBRITIES, VAPID SOCIALITES OR MALICIOUS GOSSIPS. THEY BECOME PART OF THE ENTERPRISE BECAUSE THEY CAN FIND A HOOKUP.*



To reflect this, they have the unique skills of **ACQUISITIONS** and **OFFLOADING**, starting at 1 out of 6.

## **ACQUISITIONS**

Acquisitions deals with finding someone who will sell something. Whether it is a good or service, legal or illegal: this skill is used to have some connection to someone who can sell the thing you are looking for. This does not guarantee a fair price or a smooth transaction: it simply reflects the capacity to find the potential source. This is also used to find criminal employment [ideally there is some automatic success and this skill is used for looking for quick cash to fuel a campaign, i.e. the gear for a big job].

## **OFFLOADING**

Offloading is used to get rid of things. Whether it is by passing them to a fence or disposing with gear after a job, this is the skill that indicates you know the isolated location that is good for disposal or someone who is looking for exactly what you are looking to sell. Like **ACQUISITIONS**, this skill does not guarantee everything will be copacetic or that the transaction will be satisfactory; just that the meeting can be set up.

# THE MERCENARY

A GUN FOR EVERY PROBLEM

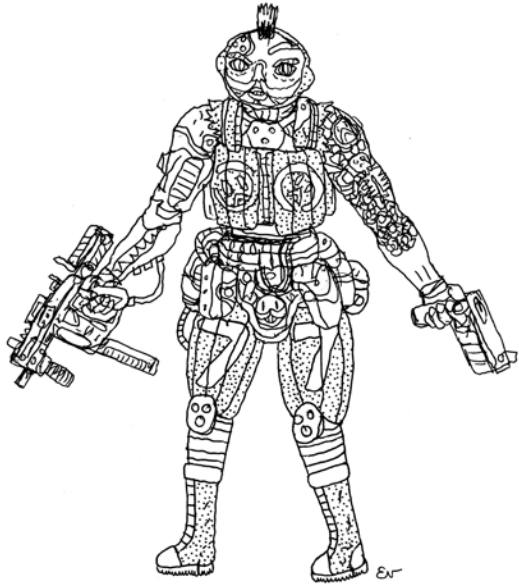


**HIT DIE:** D10

**SAVES:** AS ELF

**XP:** AS SPECIALIST

MERCENARIES ARE SOLDIERS OF FORTUNE, A USEFUL COMMODITY IN A WORLD WHERE CORPORATE ESPIONAGE AND STRATEGIC ASSASSINATIONS ARE SO COMMON. EVEN MEDIUM RANKING EMPLOYEES WILL OFTEN HIRE PERSONAL BODYGUARDS TO STOP MUGGINGS OR THE HITMEN SENT BY THOSE SCHEMING UNDERLINGS LOOKING TO ASCEND THE CORPORATE LADDER.



In their free time, mercenaries can accept odd jobs as private security. They get paid fifty dollars per level per day of work. For example, a level three mercenary working for four days would get paid six hundred dollars total. This accounts for jobs with minimal risk involved. A mercenary can get paid more if they accept a job where there may be danger. If they do, the Referee should run a brief encounter for them. This may lead to the mercenary dying on the job.

Mercenaries attended special colleges that each teach unique fighting styles and focus on different weapons. A mercenary picks from the following options:

**PRIMARY WEAPON**

Rifle  
Pistol  
Monosword

**SIDEARM**

Pistol  
Baton  
Combat Knife  
Unarmed

**SPECIAL**

Martial Arts  
Stout  
Skilled  
Savage

A mercenary has an attack bonus with their primary weapon equal to their level and has an attack bonus equal to one-half their level (round up) with their secondary weapon. For example, a level 5 mercenary would have a +5 bonus with their primary weapon and a +3 bonus with their secondary weapon. Mercenaries who choose unarmed as their secondary weapon deal 1d4 points of damage with their bare hands. Explanations of the various special bonuses are below:

### **MARTIAL ARTS**

The mercenary has been trained in a mix of various martial arts styles. If they have unarmed as their secondary weapon, they instead deal 1d8 points with their bare hands. Additionally, when they attack, they have a +2 bonus to their AC until their next turn.

### **STOUT**

The mercenary's training focused on taking blows and rolling with punches. They use a d12 as their hit die instead of a d10.

### **SKILLED**

The mercenary's training didn't solely focus on combat. They have four points that they can spend on skills from the specialist's list. They cannot spend these points on the lowlife's **ACQUISITIONS** or **OFFLOADING** skills.

### **SAVAGE**

The mercenary's humanity was stripped away during their training. They no longer see their targets as people and have let go of any remorse they once might have had. They increase the size of any damage dice they roll by one step (d6 to d8, d10 to d12, etc.). A d12 damage die is increased to 1d12+1d4.

# THE PHREAK

*PHUCKIN' WITH THE PHREQUENCY*



**HIT DIE:** D4

**SAVES:** AS MAGIC-USER

**XP:** AS CLERIC

*PHREAKS ARE THOSE WHO ARE CAPABLE OF HARNESSING THEIR LATENT PSYCHIC ABILITIES TO TAP INTO THE MATRIX, A VAST INTERCONNECTED WEB OF ELECTRICAL AND NEURAL CONNECTIONS. BECAUSE OF THIS, PHREAKS ARE ABLE TO NAVIGATE COMPUTER SYSTEMS AT A RATE THAT COULD NEVER BE MATCHED BY A MUNDANE PROGRAMMER OR HACKER.*



*PHOTO UNAVAILABLE*

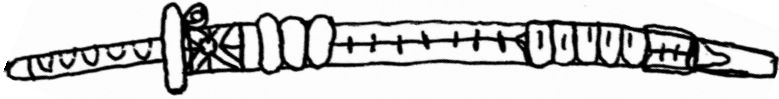
In order to connect to the Matrix, a phreak needs a data jack and a cable. Data jacks are often located at the base of the skull on the neck and requires delicate surgery to implant. Cables must be compatible with the phreak's data jack and plugged into any modern terminal.

While jacked into the Matrix, a phreak is immobile and unresponsive to real world stimuli. However, if they take damage, they are forcefully disconnected and take 1d3 additional points of damage due to the shock. It takes ten minutes to disconnect from the Matrix without suffering from shock.

For more information on being in the Matrix, see **SECTION III: THE MATRIX.**

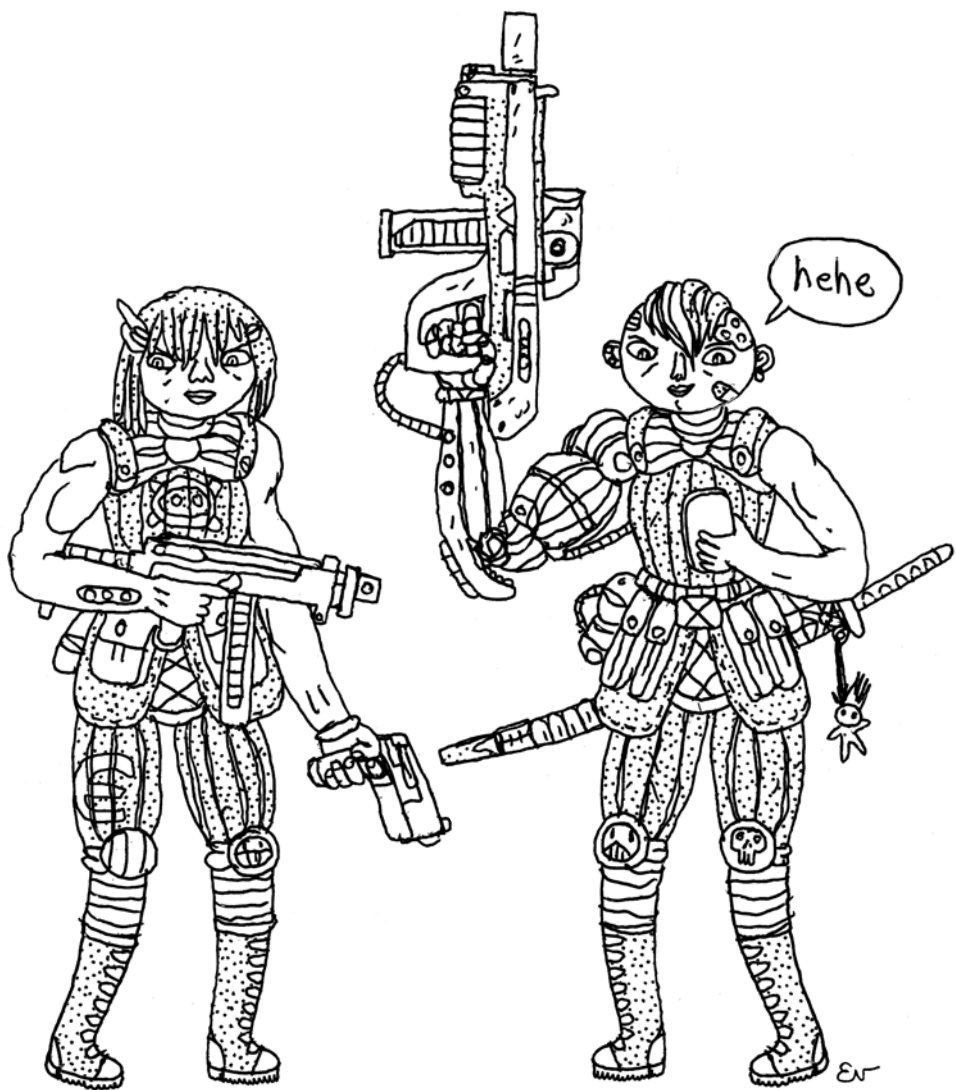


## SECTION II: *EQUIPMENT*



RECENT ADVANCES IN TECHNOLOGY HAVE HEAVILY FOCUSED ON WEAPONRY INSTEAD OF LIFESTYLE PRODUCTS. AS SUCH, WHILE MONOMOLECULAR BLADES AND LASER FIREARMS HAVE BEEN INVENTED, DOMESTIC LIFE HASN'T IMPROVED VERY MUCH. IF ANYTHING, IT'S GOTTEN GRADUALLY WORSE AS PEOPLE ARE FORCED TO SUBSIST ON RAPIDLY SHRINKING WAGES.

<b>MELEE</b>	<b>COST</b>	<b>DAMAGE</b>			
Axe, fire	\$450	1d10			
Bat, baseball	\$100	1d6			
Baton	\$200	1d4			
Brass knuckles	\$75	1d3			
Crowbar	\$250	1d8			
Hatchet	\$400	1d6			
Knife, combat	\$125	1d4			
Knife, hunting	\$50	1d3			
Monoblade	\$2,000	1d12			
Monodagger	\$1,000	1d6			
Pipe, lead	\$10	1d8			
			<b>RANGE</b>		
<b>RANGED</b>	<b>COST</b>	<b>DAMAGE</b>	<b>SHORT</b>	<b>MEDIUM</b>	<b>LONG</b>
Flamethrower	\$4,000	1d20	<25'	<50'	<75'
Missile launcher	\$5,000	2d12	<500'	<5,000'	<7,500'
Pistol	\$500	1d8	<75'	<750'	<1,250'
Pistol, laser	\$2,500	1d10	<150'	<750'	<1,250'
Railgun	\$10,000	2d8	<750'	<7,500'	<10,000'
Rifle	\$750	1d10	<100'	<1,000'	<1,500'
Rifle, laser	\$3,000	1d12	<200'	<2,500'	<3,000'
Shotgun	\$1,000	1d12	<20'	<40'	<60'
<b>ARMOR</b>	<b>COST</b>		<b>BASE AC</b>		
Reinforced leather	\$500		14		
Police body armor	\$1,500		16		
Flak jacket	\$2,500		18		
Ballistic jacket	\$1,000		+3		
Riot shield	\$250		+2		



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<b>EQUIPMENT</b>	<b>COST</b>
Batteries	\$2
Binoculars	\$15
Bug jammer	\$50
Canteen	\$5
Cell phone jammer	\$75
Comlink	\$200
Flashlight	\$10
Gas mask	\$100
Hiking boots	\$25
Holophone	\$60
Hospital visit	\$100-\$10,000
Lie detector	\$400
Netbook	\$250
Plane ride	\$100-\$1,000
Printer, portable	\$300
Shortwave radio	\$175
Signal encryptor	\$500
Skin	\$1,000
Smart phone	\$300+\$50 per month
Taxi ride	\$5 per mile
Tent, 2-person	\$250
Tent, 4-person	\$500
Tent, 6-person	\$1000
Terminal	\$5 per hour
Toiletry kit	\$10
Tool kit, generic	\$15
Radar, portable	\$750
Rations, 1 day	\$1

# SECTION III: *THE MATRIX*



*THE MATRIX IS A VIRTUAL REALITY ONLY ACCESSIBLE BY PHREAKS OR THROUGH VERY CLUNKY INTERFACES KNOWN AS SKINS. DUE TO THEIR NATURAL ADVANTAGE, IN THE MATRIX, PHREAKS ARE LIKE SHARKS, WHILE EVERYONE ELSE IS MORE LIKE A PARTICULARLY CLUMSY GOLDFISH.*

*IN ORDER FOR A PHREAK TO ENTER THE MATRIX, THEY JUST NEED A CABLE COMPATIBLE WITH THEIR DATA JACK. A NORMAL USER REQUIRES A SKIN AND A TERMINAL OR A NETBOOK. SKINS ARE PROPRIETARY PIECES OF SOFTWARE THAT MIMIC THE ABILITY OF A PHREAK TO CONNECT WITH THE MATRIX. EACH SKIN ALLOWS FOR A AVATAR WITH LIMITED CUSTOMIZATION AND HAS A UNIQUE USER INTERFACE. SOME USERS HIRE FAMOUS DESIGNERS TO CREATE BOUTIQUE AVATARS, WHILE PHREAKS' AVATARS MIRROR THEIR PERCEPTION OF THEMSELVES.*

The Matrix is separated into interconnected 'nodes'. Each node resembles a room of the owner's design. Different nodes may vary in opulence, time period, decorations, and size. Data is represented as books, scrolls, or even very intricate paintings, while access to other nodes is through doors. Some nodes host simulations or digital games- ranging from accurate gladiatorial combat sims to science fantasy games. Node security is represented in the Matrix by keypads, padlocks, fingerprint scanners, or even vault doors. Gaining access may involve bypassing ruthless firewalls or antiviruses, depicted as monsters or deadly traps.

Most of the Matrix is a winding sprawl of rooms, a true digital metropolis, but secured sectors are more like dungeons, protected by digital dragons and spectres. For this purpose, it is recommended to run the Matrix exactly like you would run a dungeon environment.

It is very difficult to obtain equipment in the Matrix. It is normally only possible to travel through the Matrix in your avatar, and equipment must be smuggled through a backdoor. Equipment in the Matrix costs as much as the same equipment in real life, but if you replace an item you bought for use in the Matrix, you cannot sell that item. A regular user can only have a maximum of four items, but a phreak can have up to six items. However, you can use items you find in a node, until you leave that node.

In the Matrix, phreaks are in their natural environment. Their hit die is effectively a d12 and they have an attack bonus equal to their level. Regular users have a hit die based on the quality of their skin, from d4 for the cheapest skin to d10 for the most expensive.

Most activity in the Matrix is illicit, whether that means stealing corporate blueprints or customer lists, purchasing the latest strain of hallucinogen, or just trying to have a private conversation without your boss listening in. The most common activity for the player characters, however, will most likely be corporate espionage. It pays well and not all corporate networks are as well-secured as they ought to be. Many phreaks looking for a job will meet with top executives from one company one day, and then executives from their competition the next.

# SECTION IV: *THE SETTING*

A HEIST IN THE MATRIX IS THE REPLACEMENT FOR THE DUNGEON, BUT WHAT WILL THE PARTY DO WHEN THEY AREN'T BREAKING OPEN THE BEST DIGITAL SECURITY SYSTEMS MONEY CAN BUY? THE WORLD IS CORRUPT AND ROTTING. THE SIMS ARE JUST NEON LIGHTS, DRAWING ATTENTION AWAY FROM THE MOLD GROWING ON THE STREETS AND THE WALLS. CORPORATIONS ARE PRACTICALLY SOVEREIGN, RAMRODDING LEGISLATION THROUGH THE CORRUPT GOVERNMENT, CAPABLE OF WAGING WAR ON THEIR COMPETITORS SO LONG AS THEY PAY OFF THE RIGHT PEOPLE. THESE DAYS, A CORPORATE EMPLOYMENT CARD IS REQUIRED TO RENT AN APARTMENT, SHOP AT THE STORE, OR CHECK OUT THE LATEST HOLO. THE UNEMPLOYED ARE DISCARDED, WORTHLESS TO SOCIETY. IF THEY WANTED BASIC HUMAN RIGHTS, THEY WOULD JUST HAVE A JOB. NO MONEY, NO SERVICE. MEANWHILE, THE EXECUTIVES ARE KINGS OF THEIR OWN LITTLE EMPIRES, CONTROLLING MILLIONS OF PEOPLE AND BILLIONS OF DOLLARS.

Everything is owned by five companies now, ubiquitous across the globe:

**G. PATTERSON REAL ESTATE**

Apartment buildings, hotels, houses, industrial lands, mining, etc. If you want somewhere to live, you have to contact them.



**MCARTHUR INDUSTRIAL FOODS**

Farming, food processing and packaging, restaurant and food mart operation, etc. Have a vertical monopoly on everything from birth of a cow to purchasing of the burger.

**QUESINBERRY INDUSTRIES**

Armaments, home appliances, vehicles, etc. Anything that isn't covered by another one of the companies, is probably made at Quesinberry.



**SNAPDRAGON RESEARCH LABS**

Technology research, product development, data jacks, etc. The Snap-dragon Netbook is the most common computer across the world.

**UNDERCURRENT SECURITY**

Mercenaries, digital security systems, surveillance, data mining, etc. Exclusively hired by the rich but often offer juicy jobs to subcontractors.





While there are some independent businesses, they are just middlemen or street side vendors. After all, Snapdragon can't help every fool that drops their phone, their money can be spent better elsewhere, and there's always someone selling meat on a stick to anyone who can't stop at a McArthur restaurant. Of course, the meat is all sourced from McArthur owned farms, and the phone repairmen need overstock tools bought, or stolen, from Snapdragon stores.

When you accept a job from one of the five megacorps, you are effectively entering a lifetime of indentured servitude. In reward for your service, you get a corporate employment card, effectively a credit card and ID. And as your performance at work worsens, so do the terms of your credit and the number of places your ID lets you go begins to drop.

If you aren't employed by one of the Five, you're a societal outcast and a third-rate citizen. Your funds are harder to access, it becomes harder to travel, and there are next to no legal jobs left. You can either beg for scraps at a small resale or repair company or you can work for the companies, just off the books. This is the decision most make, making a living as a hitman or thief, doing the stuff that the megacorps don't want to be traced back to them, tainting their money. This is the group of people that the players are expected to belong to, outcasts, but ones recognized as a necessary evil. Necessary, but still not the type of people your average, upstanding employee would have coffee with. These soldiers of fortune normally receive freelancer cards, which function as corporate employment cards, but with their abilities limited based on current employment and how much the freelancer was paid recently. And of course, they also serve as trackers, in case any one free agent gets too uppity or ends up in possession of too many dirty little secrets.

In summation, the world isn't friendly and life is cheap. Everything is divided into five domains and employees have become numbers, static and reliable but without any free will or creativity. The players are the exception to the rule, mercenaries who take jobs from the corporations, not out of loyalty, but out of necessity. Maybe they serve as counter-cultural terrorists, or they're just in it for the cold, hard cash. It doesn't matter. The only bonds between the party members are bonds forged from necessity, of needing someone watching your back when you're too busy pointing a gun at your next check to watch your own. Who knows, maybe they'll find enough trade secrets to bring down a megacorp and start their own, or dismantle the entire system, brick by brick. But probably not. Enjoy adventuring in the not-so-distant future.

# CONFIDENTIAL

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Interview with **DANIEL SELL** of the **MELSONIAN ARTS COUNCIL**:

*WHAT WAS YOUR FIRST EXPERIENCE WITH ROLE-PLAYING GAMES, AND HOW DID IT AFFECT WHAT YOU WRITE AND HOW YOU PLAY THEM NOW?*

My first was Dragon Quest when I was 8 or 9. I read the booklets over and over, forced my family to humour me running the game for them. I remember dictating custom scenarios to my father. A frost giant and fire giant were fighting over who got to live there, and all their minions were scattered about the dungeon before the party arrive to the wrestling match and pick who to side with. From there I found a copy of Dungeoneer and plowed in to that, supported by having fully absorbed all of the Fighting Fantasy oeuvre. FF makes no sense, so I didn't have too. Also, shopkeepers in dungeons, very important.

I suppose the lasting influence is an enjoyment of not knowing the context or meaning of anything and as a result making it all up. That sense of mystery around a game is precious and entirely lacking in most cases. I write to create a bit of wonder or surprise in the reader, and I play looking for the same thing. I'm insufferable otherwise.

*WHAT ARE THE THREE MOST INFLUENTIAL BOOKS TO YOUR STYLE OF WRITING, AND YOUR CONTENT?*

**BOOK OF THE NEW SUN/WIZARD KNIGHT** by Gene Wolfe, **THE INCAL** by Joderowsky/Moebius, and **THE ISLAND OF BALI** by Miguel Covarrubias.

*WHAT FIVE PEOPLE IN OR OUTSIDE OF THE RPG INDUSTRY WOULD YOU LIKE TO WORK WITH IN THE FUTURE, THAT YOU HAVE NOT WORKED WITH BEFORE?*

Alejandro Jodorowsky, Alan Moore, Russ Nicholson, John Blanche, and Paul Bonner.

*WHAT RPG PROJECT ARE YOU MOST EXCITED FOR, THAT IS NOT YOUR OWN?*

I generally don't get excited ahead of time for RPG stuff. Sometimes things turn up and shock me with their goodness, like **WONDER & WICKEDNESS**, and that's comforting.

*WHAT ARE THE BIG TWO (PAIZO AND WIZARDS OF THE COAST) DOING WRONG, AND HOW ARE YOU DOING IT CORRECTLY?*

They are using their effectively endless resources to make uninspired popcorn trash with no interest in posterity. In 20 years no one will give a shit about all the adventure paths and variant monsters they've made while still excitedly talking about Planescape and Tekumel.

*HOW INCLUSIVE DO YOU THINK THE OSR COMMUNITY IS AS COMPARED TO TABLETOP ROLE-PLAYING GAMES AS A WHOLE?*

It's inclusive for sure, but compared to games as a whole I have no idea. As a rule I don't engage in the broader community; I'm already too busy and I don't need to deal with rubes on top of that. I work with more trans and queer people that not, and am openly gay myself, but I don't seek them out. Most people I work with come to me with their projects in hand, or I find them because I know I'll enjoy working with them.

*HOW WOULD YOU DEFINE OR EXPLAIN THE DIY/OSR MOVEMENT TO AN OUTSIDER WHO HAS NEVER PLAYED AN OLD SCHOOL GAME BEFORE?*

I am a terrible teacher. The OSR is a movement within RPGs that accounts for less than a hundred creators and most of the awards. The OSR is taking a breather and remixing things already at hand. The OSR is RPGs done by people with art degrees. The OSR thinks you've got this.

*HOW HAS THE MELSONIAN ARTS COUNCIL PERFORMED COMPARED TO YOUR EXPECTATIONS WHEN YOU FOUNDED IT?*

I had no expectations and it still disappoints me. I can always do more, but I don't and that frustrates me. Sometimes I look at the latest RPG kickstarter that making enough money to fund the Council for a decade just to make myself sad.

*WHAT WOULD YOU SAY YOUR LARGEST 'STEPPING STONE' HAS BEEN, IN PUBLISHING OR IN WRITING?*

**CRYPTS OF INDORMANCY.** I had to learn how to make actual books when that turned up.

For writing I don't feel any big steps, it's all iterative. Although sometimes something comes along and tells you that "hey, you can write things like this", and I have permission to do something new. I think my answers to question two are examples of this.

*WHAT ADVICE DO YOU HAVE FOR NEW WRITERS WHO WOULD LIKE TO WORK IN RPGS?*

Read fewer RPGs and more books. Copy everyone. Mix everything together. Write a lot. Don't be afraid to charge money; anyone who tells you you don't have the right to eat has it impossibly better than you and should be ignored. Finished is better than perfect. Be good.



**END OF  
INTERVIEW**





LAMENTATIONS  
*of the*  
FLAME PRINCESS  
WEIRD FANTASY ROLE-PLAYING  
**COMPATIBLE PRODUCT**