

A woman with long dark hair is shown from the back, looking over her shoulder. She has glowing blue tattoos of wings on her back and a small device on her ear. The background is a futuristic city at night with neon lights and a sign that says "PSYCHASE".

ALTERED CARBON™

THE ROLE PLAYING GAME

QUICK START GUIDE



ALTERED CARBON™

THE ROLE PLAYING GAME

Based on the Netflix adaptation
of the novel ***Altered Carbon***
by Richard K. Morgan

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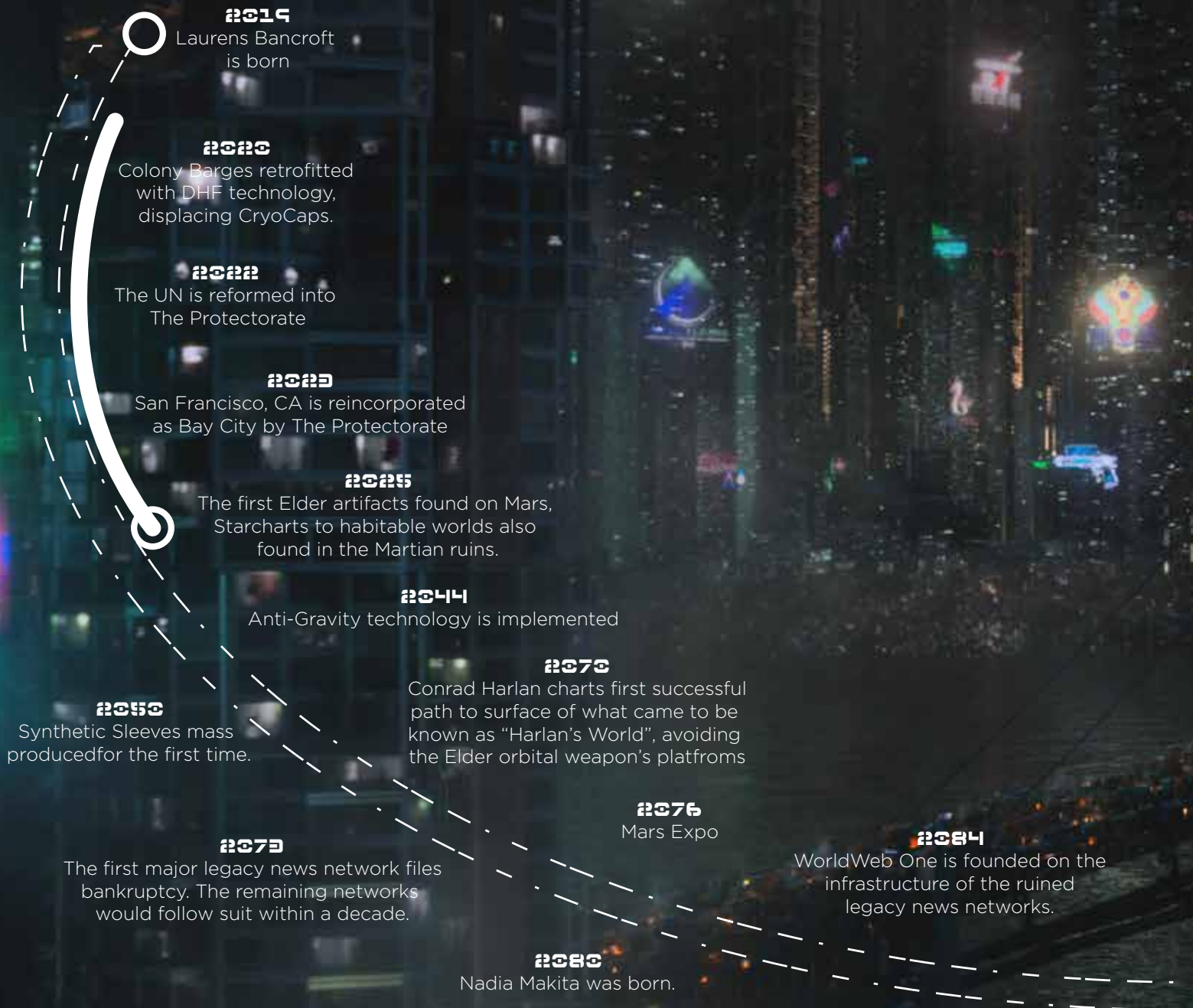
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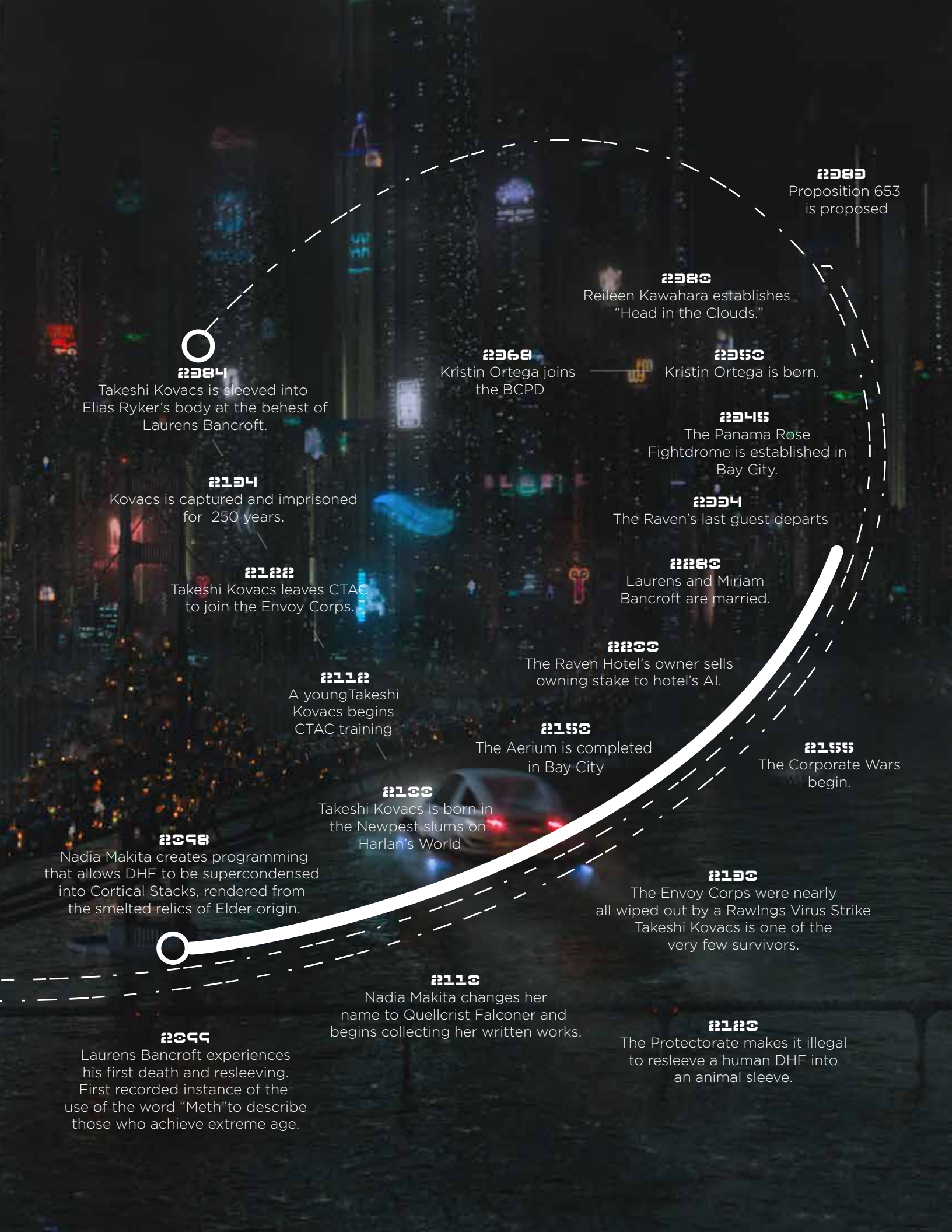
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TIMELINE OF ALTERED CARBON

A





2283

Proposition 653 is proposed

2280

Reileen Kawahara establishes "Head in the Clouds."

2268

Kristin Ortega joins the BCPD

2250

Kristin Ortega is born.

2254

Takeshi Kovacs is sleeved into Elias Ryker's body at the behest of Laurens Bancroft.

2214

Kovacs is captured and imprisoned for 250 years.

2245

The Panama Rose Fightdrome is established in Bay City.

2234

The Raven's last guest departs

2222

Takeshi Kovacs leaves CTAC to join the Envoy Corps.

2280

Laurens and Miriam Bancroft are married.

2200

The Raven Hotel's owner sells owning stake to hotel's AI.

2112

A young Takeshi Kovacs begins CTAC training

2150

The Aerium is completed in Bay City

2155

The Corporate Wars begin.

2100

Takeshi Kovacs is born in the Newpest slums on Harlan's World

2098

Nadia Makita creates programming that allows DHF to be supercondensed into Cortical Stacks, rendered from the smelted relics of Elder origin.

2130

The Envoy Corps were nearly all wiped out by a Rawlms Virus Strike
Takeshi Kovacs is one of the very few survivors.

2110

Nadia Makita changes her name to Quellcrist Falconer and begins collecting her written works.

2099

Laurens Bancroft experiences his first death and resleeving. First recorded instance of the use of the word "Meth" to describe those who achieve extreme age.

2120

The Protectorate makes it illegal to resleeve a human DHF into an animal sleeve.



INTRODUCTION

WELCOME TO BAY CITY

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WHAT ARE ROLE PLAYING GAMES?

SIMPLY PUT, A ROLE PLAYING GAME IS UN-like any other kind of game. Many video games and books will share the same title of “Role Playing Game” but even within the genre there are a lot of variants out there. For the sake of simplicity it is helpful to understand that in this games and other games like it, you are taking the role of a person in the fictional universe, in this case, *Altered Carbon*. As this character, you will interact with other player characters and explore the world and face dangers

unique to it. The storyteller, as it were, is called the Gamemaster. They are are generally the ones who organize these games and they are meant to be an impartial judge as to what the characters face and guide them when they are stuck on a plot point or a challenge as to what options they have to ultimately succeed (assuming it's even possible). Ultimately, as with any game, the goal is to have a good time; in this case you are having a good time pretending you are someone else immersed in this fictional world.

WHAT YOU NEED TO PLAY

BEFORE YOU GET STARTED, IT IS GOOD TO prepare with everything you'll need in order to play *Altered Carbon*.

- First and foremost, you need friends to play with, ideally 2-3 others in addition to yourself. If you are not a stranger to Role Playing Games, feel free to add more to the comfort level of that and your players.
- You'll need at least one copy of the rulebook you're holding for reference
- Each player should have a set of polyhedral dice, specifically a d4, d6, d8, d10 and d12. Multiples of each are recommended and in different colors if possible.
- Players will need copies of their character sheets and pencils and scratch paper to make notes.

: LINK ESTABLISHED :

PLAYER KNOWLEDGE VS. CHARACTER KNOWLEDGE

Note that for this guide, these concepts are going to be gone over in breakneck speed. It is assumed that some among you are at least somewhat familiar with the core concepts of the show and perhaps the novel series it is based on as well.

Once you've gathered all of this, you are ready to begin. But for those who are new to *Altered Carbon* it is good to go over some important concepts of the universe.

IMPORTANT NOTE

While you are playing in the world of *Altered Carbon*, it is helpful to understand that you, as a player are generally speaking **not** playing as the cast from the novels or show. In all likelihood, you will never even meet those characters. What you, as players, are experiencing, is your own adventure that can (and probably should), on occasion, reference the events from the story to give your own adventures some context. Be that as it may, it is truly helpful to consider the scope of the story of *Altered Carbon* in particular. The world's oldest (and presumably wealthiest) man buys the last member of a class of elite soldiers who was taken into custody nearly a century ago in order to solve his own murder. This is literally some of the biggest power-players of the entire universe converging into a single story. For every twist and turn that story takes, it is still but one of many of the countless billions that are told within the entire Protectorate and beyond. It is those stories that you will be telling and be a part of.

CORE CONCEPTS OF ALTERED CARBON

ALTERED CARBON IS AT ITS CORE, A FUSION of 2 clearly defined genres. Cyberpunk and Neo-Noir. Within that, there are themes of transhumanism and dystopian fiction. While this may seem pretty far down the 'rabbit hole' you will see that many stories have been told sharing, and working off of these themes over the years in popular culture. If you are unfamiliar with any of these genres or concepts, we'd like to take a brief moment to go over them for you.

CYBERPUNK

Cyberpunk is a postmodern genre; an astringent antidote to the wide-eyed wonderlands of science fiction from the likes of Jules Verne and H.G. Wells. In those stories, ordinary people are exposed to fantastic (and terrifying) technological marvels and go on astounding journeys. Cyberpunk's answer to this is to make technology banal and tawdry; an endless nuisance of electric hums and flashing lights that serve only as a sensory fusillade of advertising. Far from going on great voyages, the story rarely has the character leave any one of the interchangeable labyrinthine megacities that scar the planet. There is no longer any wonder or awe, there is only a desperate search for purpose in a bleak neon world; long since abandoning the hope that the next discovery will inject a sense of adventure into humanity's grinding existence. The nihilism will be so great that, in desperation, there will be an impulse to end humanity itself as we now know it, to escape the dread that comes with the fear of the nadir of the human race. In doing this one retreats into cyberspace, modifies oneself with cybernetics and genetic engineering into something greater than (and at the same time less than) a mere human... the transhuman. No longer a human, but a thing in vaguely human form; whose mind is digitized, feelings are synthetic and physique is augmented. Cyberpunk is high-tech, but at the same time oppressive, alienating and grim.

Cyberpunk In Popular Culture

Altered Carbon by Richard K. Morgan is one of the earliest cyberpunk novels in the genre, its earlier

literary predecessors being none other than the legendary Phillip K. Dick stories *Do Androids Dream of Electric Sheep* (later adapted into the film *Blade Runner*), *Minority Report*, William Gibson's *Neuromancer* and *Total Recall* to name a few. The adaptation of *Altered Carbon* for Netflix was a landmark, as it was one of the first live-action television series that explores cyberpunk with any kind of success. We would be remiss to forget mentioning the many great Japanese animation series and films have been produced in this genre over the past few decades, and the rich vein of manga and French bandes dessinées such shows and movies were inspired by are also a continual expansion of the genre and its storytelling potential. With groundbreaking titles like *Akira*, *Serial Experiments Lain*, and *Ghost in the Shell* (and its derived television series *Stand Alone Complex*) animation has provided no shortage of cultural milestones that explore the concepts of cyberpunk.

THEMES

So what makes cyberpunk, *Altered Carbon* in particular, distinct? Imagine that technology progresses at breakneck speed but none of these advances solve any of humanity's existential crises or search for meaning, in fact, they may inflict many more problems upon the human condition. This is precisely the world of *Altered Carbon*, where a person's body is no longer their property and their minds are shunted from one body (or sleeve) to the next, and the massive social upheaval that causes. This was the Faustian bargain made with The Protectorate for "immortality".

Neo-Noir

Stories of the Cyberpunk Noir tradition revel in the exploration of governmental overreach masquerading as benevolence, of tyranny, paranoia, corporate intrigue, and even simple, urban crime tales. The best cyberpunk storytelling tells a good crime tale, but highlighting this crucial element of the theme of *Altered Carbon* is essential to understanding its character. To the '*Altered Carbon*' player, it's helpful to consider that there are many

iconic character archetypes that whose adoption can enrich and inform the cyberpunk setting. And while in *Altered Carbon - The Role Playing Game* they do not have any mechanical benefit to speak of, they carry with them an abundance of inspiration and motivation that can help define what your character is in your story. Tropes like a hard-boiled detective, The Knight in Dirty Armor, The Femme Fatale/Black Widow, The Angel, The Boy Scout, The Kingpin, The Triggerman can be adapted to this setting as player characters or supporting NPC cast (if there is not already a direct parallel in *Altered Carbon* itself).

Transhumanity

Transhumanity is a form of new human that is altered from its original biological state to the extent that it is to change its very nature. A digitized consciousness in the form of DHF, a whole new body to occupy in the form of a “sleeve”, a bestial human hybrid with animal gene-splice augments, an enhanced sensory ability on reality by means of neurachem or even projection of the consciousness into an simulspace construct are all ways that one can be considered qualities of a transhuman.

Digital Human Freight (DHF)

The person of the *Altered Carbon* universe is not the body they inhabit, but rather the mind that inhabits the body. The body is considered nothing more than property. The transference of a person’s mind to another body (or “Sleeve” as it is called) is done by means of the Cortical Stack and a digital copy of the person’s consciousness contained within. This super dense data is called Digital Human Freight. Being reduced to data, DHF can also be transmitted by means of encrypted signals using a vast broadcast network of satellites. Known as “needlecasting,” the density of DHF data is tightly packed and allows people to safely transmit their consciousness across space into Sleeves waiting in other countries, even other worlds light years away. The integrity of this data is paramount, and its damage or corruption can lead to “Real Death”.

Cortical Stacks

While the technology for cortical stacks is not, strictly speaking, new, its adaptation as a means of transfer of DHF is a relatively recent development. The programmer and explorer Nadia Makita first pioneered the transfer protocols using a new kind of cortical stack made from raw materials derived from Elder artifacts. This allowed the cortical stack to do two things it previously could not: 1. Act as a repeated medium of transfer for DHF and 2. Have the higher functions of a brain be overridden by the DHF of a Cortical Stack.

Previously, DHF and Cortical Stack technology was put in place to allow a DHF stored in the memory banks of a colony barge to be transferred to a waiting clone sleeve shortly after arrival on a new planet. The Cortical Stacks made from the alloy from melted down artifacts of an advanced alien civilization provided a way to condense data enough for storage and transfer to other Cortical Stacks. The new process takes mere seconds as opposed to spending days or weeks transferring DHF to the waiting sleeve from data vaults.

LORE NOTE

DHF technology predates the use of Cortical Stacks by centuries and it was originally developed for long-range colony ships.

Sleeves

The body a DHF inhabits is called a “sleeve” and it can take a variety of forms. It can be gestated and grown naturally as humanity always has done (a “natal” sleeve), or it can be a product of genetic science, lab grown and manufactured or cloned (at tremendous expense). It can also be an artificial construct, a synthetic (or “synth” sleeve) that is little more than a machine with a human mind as its pilot. While synthetic sleeves are a popular way to handle the growing ratio of DHF to available sleeves, most synthetics are cheap and have a variety of issues to contend with.



BAY CITY

SETTING

BAY CITY

The majority of the events of *Altered Carbon* take place in what was formerly called San Francisco. Bay City is now one of the many megalopolises that have consumed all surrounding towns and suburbs into identical vast urban sprawls. Only a few ancient landmarks can distinguish one skyline from the next with the Golden Gate and Bay Bridges being the ones that distinguish Bay City in particular, although even those have become host to sprawling hab-blocks as their needs as traffic thoroughfare over the bay rapidly became obsolete with the introduction of aircars and other related technology.

The Aerium

The network of skyscrapers called “The Aerium” are the domain of the meths exclusively. Their towers pierce the sky by several times in height the normal skyscrapers of Bay City. Each tower has the luxury of not only supporting a multitude of sprawling estates within it, but are free from the need to see the rabble below, with the underclasses toiling under what seem to be under permanent cloud

cover. Only specifically registered air vehicles and police aircars are permitted to fly anywhere near this complex. The much vaunted Suntouch House is part of this complex.

The Twilight

A razor thin middle class serves as administration, managers, and highly skilled technicians to service the various technological marvels of the society as well as the endlessly expansive bureaucracies. Most citizens, if only to search for some form of existential purpose, turn to crime, often of the white collar variety. You’ll scarcely find a programmer that isn’t moonlighting as a “Dipper” or at least someone who knows exactly how to do it. Everyone else isn’t far removed from the criminal world as well, either by close relation or as an occasional contractor through one of their shell corporations. These skilled individuals are said to inhabit The Twilight, somewhere between the darkness of grounder society and the dazzling brightness of the lifestyle of the meths.

SOCIETY

Grounders

The underclass, called “gounders” so named for their inability to inhabit the skyscrapers as either residents or for employment, soars in numbers. Grounders are satiated with automated dispensed foodstuffs, public housing, and a neon soaked parade of carnal pleasures. On paper, the features of the city seem almost Utopian but the empty grinding existence of the majority serve only as cheap labor for the vast bureaucracies of the Protectorate and the Meths whose own lives are glittering paradises, and not just by comparison to the greater population.

Meths

The upper strata of transhuman society is made up of the “meths,” so named for Methuselah as recorded in the book of Genesis, who is said to have lived nine hundred sixty nine years. The meths are made up of those who are wealthy enough (and who are removed enough from the human experience) to have their DHF resleeved with far greater frequency and with far less ill effects as time goes on. To the extent that this is a matter of money, the meths are able to afford higher quality sleeves that better emulate the experience of their own “birth sleeve,” and often maintain a stable of literal clones of their birth sleeve, so resleeving seems as natural as waking up in the morning. The rest of society risks being spun up into a cheap synth sleeve with all the flawed sensory apparatus that degrades the ability of the DHF to interact with the world in a way they are familiar with. To the extent that this is not a matter of money, the meths view themselves as a more advanced form of human, possessing a Nietzschean willpower to extend their lives far beyond what the human mind has any business experiencing. It is a personality type, as much as it is a social class.

SUNTOUCH HOUSE





CHARACTERS

PART 1

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CHARACTERS

IN *ALTERED CARBON* - THE ROLE PLAYING, AS in many Role Playing Games, character creation can be very specialized in order to best reflect the character you want to play. Do you want to play a Knight in Dirty Armor who has recently lost their badge and is out for revenge? Or a well known politician who has learned a terrible secret, and now has to take justice into their own hands? You could even play a 100+ year old meth who has deleted all of their backups and has decided to dive head-first into adventure just to feel the rush of 'maybe' experiencing real death?

For the purposes of this quick start guide, we'll be giving you the basics of character creation, as well as a few example characters to show you the

diversity of characters that can be played in *Altered Carbon - The Role Playing Game*.

The Steps of Character Creation

- Generate Starting Attributes
- Pick a Character Archetype
- Pick a Character Age
- Assign Ego, Stack, and Influence Points
- Roll on the Baggage Table
- Use remaining Stack Points to choose Traits or further increase Attributes.

ATTRIBUTES

A CHARACTER IN *ALTERED CARBON*: THE Role Playing Game has six primary Attributes that are used to determine what their character is able to do. They are **Strength, Perception, Empathy, Willpower, Acuity,** and **Intelligence**. Two of these stats have to relate to the body (or sleeve) of the character, while the other four relate to the DHF (stack) of the character.

STRENGTH

Sleeve Attribute

The physical power and resilience of the character's sleeve. It covers things like the ability to lift and pull as well as endurance over time. This also covers a character's ability to withstand pain and other physical trauma.

PERCEPTION

Sleeve Attribute

The keenness of the senses, speed, and reaction time. In *Altered Carbon*, it is also the complexity and depth of information the sleeve is capable of perceiving. This data is largely neutral in nature, only able to observe things strictly as they appear

to be or exist. The underlying nature or cause of these observations are what Acuity is used for.

EMPATHY

Stack Attribute

The relatability of a character to the human experience. How the character will relate to other people, which is required for building relationships. Multiple re-sleeving can result in erosion of Empathy, and eventually become so detached that they seem utterly alien to others.

WILLPOWER

Stack Attribute

This is a character's force of personality and their ability to withstand mental trauma and stress. This is the part of the character's ego that takes the most punishment when resleeving, so high Willpower means the character's ability to withstand multiple re-sleeving.

ACUITY

Stack Attribute

This is a measure of a character's perspicacious nature, wisdom, intuition, and investigative prowess. While Perception can spot something or hear something, Acuity gives the observations meaning and connects the dots abstractly to see hidden purpose or make inferences about something that would be missed by others.

INTELLIGENCE

Stack Attribute

This is a character's knowledge. It is more textbook or abstract than practical, but in many cases, this technical understanding is the only way possible to interact with certain technological advances or understand scientific concepts. This covers a character's ability to learn languages, do mathematics, or understand certain sciences and other similarly academic fields of study. Rote knowledge of history and cultures will also fall under this Attribute.

ATTRIBUTE BONUSES

Many derived values in the game use the Attribute Bonus, which is the 10s digit of the indicated attribute. For example, a character with 20 Strength, will have a Strength Bonus of 2 (SB for short), this is the same for all other attributes and their abbreviations (PB, EB, WB, AB, IB).


STARTING ATTRIBUTES

A character starts with Attributes based on the type of Sleeve they choose. A character can then use Stack Points to improve their base Attributes from their starting level.

- All Sleeve Attributes start at the minimum of the Sleeve Type
- All Stack Attributes start at 20, which is very low average


Improving Stack Attributes

(Empathy, Acuity, Willpower, Intelligence)

Each Stack Point ( 1) spent will allow an increase of d3.

Improving Sleeve Attributes

(Strength, Perception)

Improving Sleeve Attributes costs the same as improving a Stack Attribute, but if the character is in a synthetic sleeve there may be associated monetary costs or modification slots that need to be occupied (represented by Tech Points (), which will be gone over later). In some instances, if the upgrade is due to an implant or a cybernetic graft, there would be no Stack Point cost associated at all.

Sleeves will alter certain stats further, either adding bonuses or incurring penalties, depending on the quality and specialization of the model.

Some Sleeves cannot be upgraded without also buying physical hardware or software upgrades, so there will be a Price Level with certain kinds of advancements.

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ATTRIBUTE CAPS

There is a limit to what a Sleeve is able to be upgraded to without a DHF knowing how to handle the nuances of what is essentially "piloting" a new body. So while each Sleeve has Attribute Caps to how high they can be improved, there are many ways to increase it by means of DHF training.



SLEEVE UPGRADE AND MARKET VALUES

INFORMATION CHART 01.01

SLEEVE TYPE	MIN. STR.	MIN. PER.	TECH PTS.	UPGRADE COST	HEALTH POINTS	MARKET PRICE LV.
Birth/Natal	20	20	0*	None*	~Strength	Free
Synthetic (Low Quality)	20	10	3	Price Lv.1+1 per	~Str. - 10	Price Lv.3
Synthetic (Mid. Quality)	25	15	4	Price Lv.2+1 per	~Str. - 5	Price Lv.4
Synthetic (High Quality)	30	20	5	Price Lv.3+1 per	~Strength	Price Lv.5
Clone	**	**	**	Price Lv.5 +2 per	~Strength	**

* A sleeve that is purely organic can accept any upgrade that is classed as an Augment or a Cybernetic, so long as the entry indicates that it does not need Tech Points to be used up either.

** A Clone of any quality is an exorbitant cost, far greater than Price Lv.5 would indicate. The procurement and use of such a valuable sleeve (much less a luxury one from, say, the famed Nakamura Labs) would likely be more of a story point than a purchase as one would make any other equipment. Simply put, the Price Level of a clone would basically put any player character (even a Meth) into Deferral for at least a decade or more, save for the highest echelons of Meth society.

CHARACTER RESOURCES

THERE ARE MANY CHARACTER RESOURCES that allow players to give additional modifiers to their characters or procure some equipment, information etc. Some resources are stores of vitality and will represent the health, both physically and mentally of a character. Others are a measure of material resources and the depth and breadth of their social network and influence.

These resources and all Attributes and Skills will be pointed out in the character sheet diagram later in this section.

DAMAGE THRESHOLD

A character's Damage Threshold is equal to their Strength. So any Attribute increase to Strength will likewise increase Damage Threshold. This is the number of Wounds a character can take before they begin to lose Health Points.

HEALTH POINTS

A character has a certain amount of Health Points that determine how many Wounds the character can take before they die. Each Wound taken when a character's Damage Threshold reaches 0 will cause a character to lose a Health Point. If characters lose all their Health Points then they suffer Organic Damage and their Sleeve dies and it will be very likely that they are RD'd if they allow their Health Points to get that low.

Health Points are determined by the Sleeve's qualities, but are related to the Strength attribute.

Organic Damage

If the character's sleeve loses all the Health Points or has been killed, a character can still have their cortical stack retrieved or have their DHF otherwise extracted. This event is called Organic Damage. If the character's sleeve expires in this way, the Cortical Stack doesn't take any further damage unless it is attacked while the body is Prone or the Stack or DHF itself is extracted extremely poorly.

When a character has lost at least 1 Health Point, a player can declare that their character's sleeve has expired. The player then makes a Save Throw


for Real Death, with the hopes that their remaining Health Points will allow their stack to be recovered and resleeved.




Real Death

Real Death in the world of *Altered Carbon* means the irrecoverable loss of a player's DHF, to where they cannot (or should not) play the character anymore. Real Death is a result of a Save Throw using **{Toughness}**, set with a **TR** of 1 per Health Point remaining with a 1 Difficulty Penalty for each Injury they have. If this check passes, then the character Sleeve suffers severe Organic Damage and the sleeve is either severely damaged or killed, but the Cortical Stack and DHF contained within is otherwise unharmed. If the check fails, then the character's Cortical Stack has been severely damaged or destroyed and the character is RD'd.

If a character's sleeve expires but their remaining Health Points are equal to or greater than their Sb, then the Sleeve is not killed, but suffers severe damage that must be treated medically very quickly. A character in this case must test for Dying, but even if they die in this way specifically, their Cortical Stack will remain unharmed.


STACK POINTS

Characters have a starting pool of Stack Points, represented by the () symbol. This is used on everything from character development to getting a small boost in a character's chance of success at dramatically appropriate moments. Players are advised to use them wisely, as they are slow to earn. Stack Points can be spent to do the following:


- Allow a character to increase a core Attribute ( 1 = permanent advancement of d3)
- Upgrade a skill level die by paying the appropriate cost
- Purchase new Traits from their allowed Trait Trees
- Roll a Bonus Die (max +3 Bonus Dice)
- Restore Influence Points () or Ego Points ()

Stack Points are awarded by the GM after sessions of gameplay or major milestones in the story. They serve as both “Experience” and a resource to recover other even more sparse spendable resources like Influence or Ego Points.

INFLUENCE POINTS

This represents the strength of a character’s social and professional contacts. A character can spend Influence Points () on granting bonuses to various **{Skill Checks}** depending upon their network or on a number of different kinds of favors, called Requests. In order to make any kind of Request, a character must spend at least one of their Influence Points.


Influence Points are spent in order to call in favors from various networks or it can be used to move the story forward when the character’s investigative efforts have reached a standstill. In general, these represent the largest potential for storytelling in that a player can essentially use Influence Points as a pass to get them out of their current situation. There will be a number of options unique to certain Traits that allow a character more ways to use Influence Points, but it is generally acceptable for a player to concoct on the spot the nature of their request or the network they are seeking assistance from and creativity in this is definitely encouraged.

A character can also use  in order to obtain specific equipment that may be rare, illegal, or experimental. Some gear in particular may be so rare or so wildly illegal that a cost in obtaining it may include Influence Points instead of merely using money.

Things like getting an unregistered weapon, A.I. obliterating computer viruses, bioweapons, chem weapons, CTAC equipment for one’s own use, etc. would (or very much should) all carry with them some Influence point cost to obtain.


EGO POINTS

A character’s body is an interchangeable thing in the world of *Altered Carbon*. As such, the body and its physical health is only an immediate concern. The larger concern is what happens to the mind being so completely disassociated with the body. This

disassociated entity is the DHF, and its structure is defined by Ego Points (). After repeat resleeving, the mind runs the risk of splintering and their core identity becoming lost; fragmented across the sleeves they have left behind. The more divergent the new sleeve is from the birth sleeve the greater the chance of having damage to the Ego.

Ego Points are nearly impossible to fully recover once lost. When all Ego Points are lost, the character has effectively lost the will to live and will accept Storage or even Real Death willingly upon death of their current sleeve, they have become so mentally damaged that they no longer function as a cognitive human no matter what sleeve their stack is put into or how much psychosurgery the person undergoes.

TECH POINTS

Any gear, (Sleeves included) that have Tech Points () have been hardwired to accept a certain amount of modifications. It should be noted that what is listed is general across a category. Certain manufacturers are known for having increased

A SLEEVE FROM PSYCHASEC



options, especially the “luxury” models. The tradeoff is that they are often only able to accept modifications from their own brand, whereas cheaper or generic models will be able to accept a wide variety of aftermarket upgrades.

Modification and Tech Points will all be gone over briefly Technology and Gear section, but is introduced here because it's an important factor when choosing a starting sleeve, especially if the character is considering using a Synthetic Sleeve.

WEALTH LEVEL

In scenarios where money is a medium of exchange, characters are able to buy certain items with some frequency, but must pace their spending when buying things that are at or above their means. This is done by comparing a character's Wealth Level with the Price Level of things they want to buy.

Wealth Lv.1 - Poor

This character lives practically hand to mouth. They do not have any home to speak of, having to rely upon public housing, couch surfing, or living in squalor. A character at this level is able to get food and can afford public mass transportation. Their appearance will be noticeably destitute as well, even if efforts are made to conceal their social status.

Wealth Lv.2 - Working Class

This character has a roof over their head and can afford decent food. They own actually very little, as even their home, vehicles and other big-ticket items they may have are either rented or under a very restrictive lease. Characters can afford commercial travel by means of their own leased or rented vehicles or by purchasing tickets on transportation. Most of their necessities can be purchased with little thought and they can even support a minor hobby or vice (or two) without a noticeable dip in their quality of life.

Wealth Lv.3 - Middle Class

Someone who is Middle Class is one of any disciplined careerists or skilled technicians who've busied themselves with a profitable enterprise or are mid to high level bureaucrats who've insulated themselves in layers of protective legal procedures or union rules that makes their jobs almost unassailable. They

may own a home or vehicle or a high-end rental and think little of their actual necessities of food, water and so on. They can indulge a vice or pastime and can share some of this with others. They can afford a few low end luxury goods, gadgets and clothes.

Wealth Lv.4 - Wealthy

Being wealthy means wanting for nothing in regards to base material needs. They can purchase common things without any issue and can support a very expensive pastime such as high-stakes gambling and often own their home as well as other homes and commercial spaces that they rent out. The Wealthy may have substantial material assets like a fleet of aircars, small buildings in their name, and multiple sleeves and whatnot, but such assets are generally tied specifically to their commercial enterprises and not their personal fancy. The majority of Meths will know who a person is at this level, since they keep a close eye on people who would be a threat to them and their cloistered deviance or who would be a value asset to add to their ranks.

Wealth Lv.5 - Rich

The smallest percentage of people is by far the Rich. They obviously have all their material needs met and indulge in extremely expensive hobbies whose price tag would stagger the minds of the working and lower class. They not only have substantial business assets but they maintain personal assets that often are the scope of an entire enterprise of someone who is Wealthy. Someone who is Rich can even have substantial contacts to get things that are either illegal or quite rare with little risk to them personally.

Wealth levels beyond Rich

The status of many Meths often extends beyond what one could consider 'Rich', into the absolute extreme. Most characters will fall into these 5 levels, but know there is no real cap on how much money and power someone can have in the world of *Altered Carbon*. This kind of wealth will likely be unattainable by a player character.

ARCHETYPES

AFTER A SLEEVE HAS BEEN CONSIDERED, players should pick one of the 6 major Archetypes, which we'll look over briefly in this Quick Start Guide. More details will be provided in the core rulebook.

LIST OF ARCHETYPES

An Archetype is a path that your player character has taken in their lives up to the point where you actively play them in-game. These divergent backgrounds are not mutually exclusive, as characters from all walks of life can still cross paths and share many mutually beneficial goals.

Alternatively, all players in one group could choose similar Archetypes, but specialize in different things. In *Altered Carbon - The Role Playing Game* every character can develop their own unique personal history and develop new contacts and skills over time, Traits, Specializations, and Gear all allow similar Archetypes to all feel and play differently.


CIVILIAN

A Civilian is any number of the diverse multitudes involved in business, corporate life and entertainment.

Pros: The most diverse possible set of character paths, no real public accountability and operates easily under the radar

Cons: Generally the lowest social standing with the least ability to exercise influence over others, save for a few corporate executives

Starting Features

- Default Sleeve: Birth
- Wealth Lv. 1
- +d6 Ego Points ( +d6)
- Choose one additional Trait Tree that is Uncommon to become Common

SOCIALITE


AA Socialite is a single-minded social climber with contacts in high places. A socialite could be from several different backgrounds; being born to a prestigious family or a valued corporate asset who

frequently mingles with the likes of high society, even Meths.

Pros: High starting resources, broad social network

Cons: Easily outmaneuvered by people less caring of their own social standing, vulnerable to Scandals

Starting Features

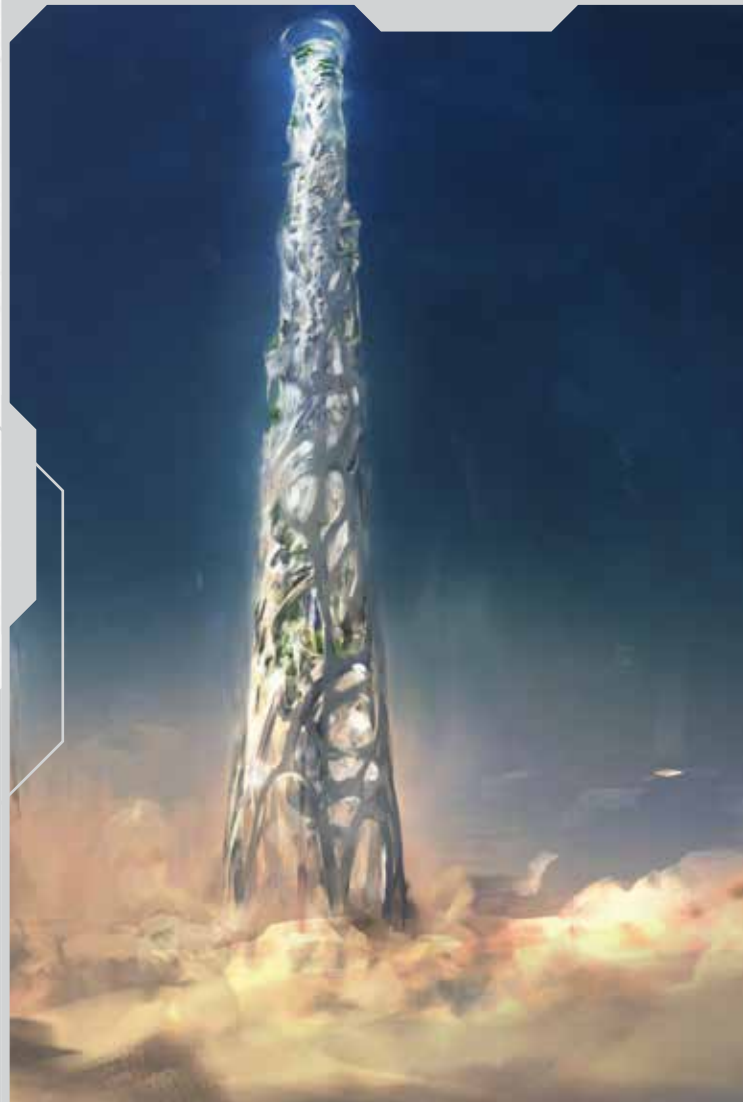
- Default Sleeve: Birth/Natal
- Wealth Lv. 2
- +2 Influence Points ( +2)

OFFICIAL

An Official is a Protectorate worker, either police, bureaucrat or politician.

Pros: Wide variety of possible character development paths, excellent network of surveillance and information with access to top of the line equipment

THE AERIUM, HOME OF THE METHS



Cons: Restricted in their available intel, exercise of power, and use of certain equipment by force of law or bureaucratic process

Starting Features

- Default Sleeve: Birth/Natal
- Wealth Lv.1
- **Requisition:** ● ○○○
- +1 Influence Point (● +1)
- Count their employer's Organization as being a professional contact

CRIMINAL

A Criminal one of the many hired guns and sellers of illegal or hard-to-find wares.

Pros: No accountability to the law, only the social codes of the various criminal enterprises they work with gives their behavior any meaningful check

Cons: Many social and legal consequences should their safety net of informants or security become compromised

Starting Features

- Default Sleeve: Med. Synth
- Wealth Lv. 1
- +d8 Ego Points (● +d8)
- Choose one Sleeve Augment or upgrade that is ●● or less for free

TECHNICIAN

A Technician is a person whose job it is to maintain the infrastructure of society. This can either be data technician or a skilled scientist, craftsman, or laborer. Either way, they are vital and generally in high demand, but may still moonlight, selling their skills to private interests. It is their unique and expert handle on technology that allows the complex society to function.

Pros: Highly skilled and technically apt. Strong support with essential skills for navigating high tech societies

Cons: Reliant on others for physical protection



LYING IN WAIT

Starting Features

- Default Sleeve: Med. Synth
- Wealth Lv. 1
- Upgrade any starting gear and/or Sleeve Augment for free by at least ●●● combined

SOLDIER

A soldier is one of the many re-sleeved fighters for corporations or The Protectorate who have likely died many deaths in any number of combat-ready sleeves.

Pros: Most effective in combat and suffer the lowest psychological trauma when resleeved

Cons: Repeat death gives a large disassociation with human experience, narrowest range of possible paths for character development

Starting Features

- Default Sleeve: Med. Synth
- Wealth Lv. 1
- **Requisition:** ●● ○○○
- +d10 Ego Points



CHARACTER AGE

After choosing an Archetype, it will be time to decide how long your characters has been alive (in one sleeve or another). This will determine both how many Stack Points a character starts with as well as how many times they have to roll for the “Baggage” of past sleeves and lives.

Characters that are still making use of their birth sleeve will have the fewest Stack Points to use, but they will be free from the chance of the past coming back to haunt them in any serious way.

Conversely characters whose age stretches into the centuries may have a wealth of experience and knowledge, but likely have made some powerful enemies or have been mired in problems possibly decades in the making.

Note: While it's possible to have a mix of character ages in play, it helps to start with characters are not very old. This way a new player can learn how to play with only a few modifiers to the core rules and expedite character creation in general.

Age will assign players their Stack Points, Ego Points, Influence Points, and can be found in the *Altered Carbon - The Role Playing Game* core rulebook.

Baggage

Once a player has determined an age and archetype for their character, they must roll on the Baggage table to see what sort of past may be haunting them. It is encouraged that a player roll this secretly in the presence of the GM, since a character's past may put them at odds with other player characters and it might be beneficial to keep them from public knowledge.

The complete baggage table can be found in the *Altered Carbon - Role Playing Game* core rulebook.





TRAITS

Once an Archetype has been chosen, a character is further customized by means of Traits, which are a large catalog of special abilities that a player can choose from and can be found in the *Altered Carbon - The Role Playing Game* core rulebook. Many Archetypes have crossovers in traits they can take. So it is very likely that a player can pick and choose from among their available Traits to make a truly unique character.

Traits go up to Tier 5 in a category and are organized into groups.

THE CHARACTER SHEET

The character sheet is presented for ease of reference during gameplay. Here is the legend for those parts:

1. **Character Portrait:** The appearance of the character's current sleeve
2. **DHF Name:** The name of the DHF
3. **Sleeve Type:** The type of sleeve the DHF currently occupies
4. **DHF Planet of Origin:** The planet the character's Birth Sleeve was birthed
5. **Archetype:** The category of character being played
6. **DHF Age:** The age of the DHF. This informs how many starting Stack Points, Ego Points and Baggage a character can have.
7. **Campaign:** The name of the campaign (if any) that a character is associated with. Some characters have additional rules or benefits when they are part of the campaign.
8. **Stack Points:**  The remaining Stack Points a character has to improve Attributes, Skills and provide Bonus Dice in a pinch.
9. **Influence Points:**  The strength of a character's social network and professional contacts.
10. **Ego Points:**  The integrity of a character's DHF.
11. **Wealth Level:** This is a character's ability to purchase goods and services and how frequently they generate surplus money.
12. **Sleeve Attributes/Skills:** These are Attributes tied to a character's Sleeve. The Attribute scores are changed whenever a character re-sleeves, but Skill Levels will remain unchanged.
13. **Stack Attributes/Skills:** These are Attributes and Skills tied to a character's DHF. This will remain unchanged from sleeve to sleeve.
14. **Traits/Abilities/Specializations:** These are Traits and Abilities that a character has. This is also a list of Specializations that a character can avoid taking Specialization penalties when using certain kinds of equipment.
15. **Networks/Contacts:** A list of the character's contacts and networks they can call upon for some kind of support.
16. **Sleeve Biometrics:** These are the vital statistics for a character's current Sleeve.
17. **Tech Points:** The available Tech Points () a character can use to modify their current sleeve. The first number is how many were spent the second number is the maximum number of Tech Points a Sleeve can have without serious upgrades.
18. **Damage Threshold:** The number of Wounds a Sleeve can sustain before it starts to lose Health Points.
19. **Special:** Any special rules associated with the Sleeve and its ability to resist damage and any relevant upgrades.
20. **Health Points:** The number of Health Points a Sleeve can stand to lose before the cortical stack is in serious danger of being damaged or destroyed and the DHF lost.
21. **Wounds:** The number of Wounds a character's Sleeve has sustained.
22. **Injuries:** The number and kind of Injuries a character's sleeve has taken.
23. **Baggage/Scandals:** The background of a character that gives context to their current motivations and whatever rules that a character has based on their history.



DHF PROTECTORATE CITIZENSHIP RECORD

	2	DHF ID	KENJI "KEN" MORITA	3	SLEEVE TYPE	NATAL (CYBERNETIC)
	4	DHF PLANET OF ORIGIN	EARTH	5	ARCHETYPE	OFFICER BAY CITY POLICE
	6	DHF AGE	72	7	CAMPAIGN	BAY CITY CONFIDENTIAL
	8	STACK POINTS	40	9	INFLUENCE POINTS	2
		EGO POINTS	33	10	WEALTH LEVEL	LV.2

12 SLEEVE ATTRIBUTES

STRENGTH 40

ATHLETICS — d12 MELEE COMBAT — d12
 BRAWL — d10 TOUGHNESS — d12
 ENDURANCE — d12

PERCEPTION 42

DETECTION — d6 SEARCH — d6
 D. ENERGY WPNS — d10 STEALTH — d12
 FIREARMS — d8 THROW — d12

13 STACK ATTRIBUTES

EMPATHY 30

DIPLOMACY — d10
 EXPRESSION — d8
 READ PERSON — d8

WILLPOWER 51

COMPOSURE — d10
 DISCIPLINE — d12
 INTIMIDATION — d10

ACUITY 65

DATA ANALYSIS — d10 MECHANICS — d12
 DATA ENGINEERING — d12 NAVIGATION — d10
 DIGI. NETWORKING — d10 PILOT — d10
 INVESTIGATION — d6 SURVIVAL — d12

INTELLIGENCE 55

BUREAUCRACY — d8 SCIENCE — d12
 CULTURES — d8 MEDICINE — d12
 HISTORY — d12

TRAITS/ABILITIES/SPECIALIZATIONS: MARTIAL ARTS TRAINING: Unarmed combat is only {Brawl -1}. SMALL ARMS TRAINING: {Firearms - Pistol +1}. BASIC LAW (BAY CITY): Knows local ordinances and laws without needing to make {Culture} checks. CLASS B PERMIT (POLICE AIRCAR): Is allowed to pilot a police aircar. REQUISITION (SQUAD AIRCAR): Character can Requisition an Aircar without spending Influence Points. REQUISITION (SMALL ARMS): Character can Requisition Small Arms. TRAINING RANGE: Character never takes penalties for not having Specialization for requisitioned Small Arms.

NETWORKS/CONTACTS

- BAY CITY POLICE DEPARTMENT (professional)
- CULTURAL NETWORK (JAPANESE)
- KEVIN HASTINGS (Friend, co-worker)
- LUTHER HEIDELBERG (Meth, Media Mogul)

BAGGAGE/SCANDALS

- CORRUPTION - Character is haunted by the ongoing investigation into the BCPD. Interacting with anyone outside of the BCPD will have a penalty of {Diplomacy, Expression, Intimidation, Bureaucracy -2}.

SLEEVE BIOMETRICS

TECH POINTS: 0 / 0

DAMAGE THRESHOLD: 40

SPECIAL: ONI (CYBERNETICS)

HEALTH POINTS: 40

WOUNDS:

INJURIES:



PART 2

GAMEPLAY

87
9361
64816
889
3
487
201
37
3487
8614
264
96
075
12634
3790

DICE

Skill Check Dice

In *Altered Carbon - The Role Playing Game* dice will be used to test a player's aptitude in certain fields: Stealth for sneaking around, Digital Engineering for building or hacking software, or Melee Combat for wielding a stun baton. All of these are called Skill Checks, which is based on a character's skill. Ultimately, success in a die roll is due to rolling low, as a result, the dice with smaller amount of faces will represent better chances for success.

A "Skill Check Dice" (such as **{Athletics}** for example), is rolled by the player and will use the following to determine its result.

Skill's Die (d12, d10, d8, d6 or d4)

+ **Luck Die (optional)**

+ **Bonus Die (optional)**

The result of the dice or Skill Check Result, is then compared to the Target Result (**TR** for short).

Types of Skill Check Dice

Below is a list of the dice used in Skill Checks, and the Skill Level they represent.

SKILL LEVEL 1: AWFUL (D12)

The worst die a character can be required to roll. It has the greatest chance of failure by a large margin, but also less likely to generate a Catastrophe. This represents a character knowing something is not their strength and withholding taking actions that would risk catastrophe.

At Skill Level 1, a character does the following:

- Rolls a d12 for a **{Skill Check}**
- Can choose to automatically pass unopposed checks for narrative reasons if the **TR** is 20 or higher.

SKILL LEVEL 2: LOW (D10)

This die represents a low chance of success, but not outside the realm of possibility. This represents a

character who is doing something they have done at least a few times before, but it is hampered by lack of practice. Premium gear can offset this.

At Skill Level 2, a character does the following:

- Rolls a d10 for a **{Skill Check}**
- Can choose automatically pass unopposed checks for narrative reasons if the **TR** is 15 or higher.

SKILL LEVEL 3: MODERATE (D8)

This is something that a character is well practiced in, and has a decent chance of success but is not exemplary.

At Skill Level 3, a character does the following:

- Rolls a d8 for a **{Skill Check}**
- Can choose automatically pass unopposed checks for narrative reasons if the **TR** is 12 or higher.

SKILL LEVEL 4: HIGH (D6)

This represents a high chance of success, representing a high degree of training and plenty of practice.

At Skill Level 4, a character does the following:

- Rolls a d6 for a **{Skill Check}**
- Can choose automatically pass unopposed checks for narrative reasons if the **TR** is 10 or higher.

SKILL LEVEL 5: MASTER (D4)

This represents a character's consummate skill in a task which is almost guaranteed to result in success and would take a fluke beyond the character's control to result in failure.

At Skill Level 5, a character does the following:

- Rolls a d4 for a **{Skill Check}**
- Can choose automatically pass unopposed checks for narrative reasons if the **TR** is 8 or higher.

SKILL CHECKS

As mentioned above, *Altered Carbon - The Role Playing Game* features dice that are relative to your characters experience with a skill. The object is to roll low, so dice with smaller numbers of faces (D4) indicate greater experience and less of a chance of failure than dice with a larger number of faces (D12).

A success in a skill check is indicated by a Skill Dice Result that is equal to or under what the game refers to as a Target Result (**TR** for short).

TARGET RESULT (TR)

A Target Result (**TR**) is a number that is often between 1-12 with 12 being easy tasks, and 1 being the most difficult.

The Base **TR** is determined by the GM or by scenario notes, **but can be modified by players** or other factors in play. Once the total **TR** is determined a character must roll **equal to or under** to be successful. If not indicated in scenario notes, **TR** can be generated using:

Base TR or Relevant Attribute Bonus

+Gear Bonuses

+Training Bonuses

Only one bonus of a category can apply at any given time, so a character cannot have two different Gear Bonus or two different Training Bonuses, but they can have one of each.

Adding elements such as Gear, Training, and Abilities will increase the number of the **TR**, which will aid in the character rolling equal to or under.

If the character rolls equal to or under the **TR** with a **{Skill Check}**, the check is considered successful.

Example: *Charlie has to been told by the GM to make a check with a **TR** of 5 as indicated in the scenario guide as **{Firearms 5}**.*

*Charlie's skill dice for firearms is (low) and has to roll a D10, so his odds aren't great. However, his gear and training give him a decent bonus **{Firearms +2}**, which will increase his meager **TR** of 5 into a much more manageable*



INVESTIGATING A SCENE

{Firearms 7} - *pretty good for a D10 to roll under.*

Base Target Result Range

The following guide can be used by the Game Master as a baseline to determine how difficult an Action is based on the situation. The Game Master is, of course, free to set the **TR** to be anything they want and add or remove bonuses and/or penalties so long as it is justifiable by the story

- 15+ Trivial
- 10-14 Easy
- 9-10 Normal
- 7-8 Tricky
- 5-6 Challenging
- 3-4 Complicated
- 0-2 Nearly Impossible



ACE

A character that rolls a natural 1 on their Skill Check Die (not Bonus Dice) will count the check as being successful automatically. This automatic success is called an Ace.

BONUSES

IMPORTANT NOTE

It is acceptable for a character to take the Skill Check Result, and subtract their Attribute Bonus, Gear Bonus, Training Value and any other bonuses before comparing it to the **TR**. This concept of “moving the goalpost” will be mechanically identical to having a higher **TR** provided by these bonuses, so it's strictly a matter of preference.

Attribute Bonuses

There will be times that the GM may want to issue a check based on the competence of the Character, rather than the situation at hand or what is in the scenario guide. In those circumstances the GM will ask the player to provide the characters Attribute Bonus, which is rated on a 1-10 scale (more on that later). Players will treat this number as their base **TR**.

In general, ‘rolling low’ may feel odd to players who are more familiar with other RPGs, and the concept of celebrating a ‘1’ may seem out of place. Just keep in mind this only applies to Skill Checks. Otherwise, high stats are comparable to low difficulty as the above indicates, as we like to say ‘Stat High, Roll Low’.

For Example: Charlie has been told by the GM to make a **{Detection}** check again. But the GM based it on his Perception to see if he can pick out the noise around him. His perception is 34, so his **TR**

is considered a 3 for this roll. Sleeve upgrades like Neurachem enhanced sense could aid in setting the **TR** higher.

Gear Bonuses

A Gear Bonus is one that is provided by equipment carried or certain upgrades to a character's sleeve, if they are not fully integrated into the nervous system of the character to be used strictly as an impulse.

Training Bonus

This is a bonus generally provided by Traits that indicate practice with certain forms of Skill or with certain kinds of equipment.

Multiple Bonuses

If there are different bonuses for the same rule, then the best of all the available options are used. If any of them are +X, then that number is added to the highest other X similar value available or is taken as a value all by itself. So, if a character has a Gear Bonus of 4 and 2 will only use the 4. If the character gets a Gear Bonus of 4 and +2 then the Gear Bonus will be 6.

: LINK ESTABLISHED :

BONUSES

Only one bonus from a category can apply at any given time. A character cannot have two different Gear Bonuses or two different Training Bonuses, but they can have one of each, choosing the highest one from each category to determine the overall bonus.

BONUS DICE

There are many situations in which gear and abilities will aid a player in their tasks. This is often in the form of a Bonus Dice, which can be of any dice type (D4, D6, D8, D10, D12). When rolling Bonus Dice, **players may pick the die with the most favorable Result.**

LUCK DICE

Characters, no matter how prepared they are, often face a tremendous element of chance to what it is they are doing. As a result, when making {Skill

Checks} a Luck Die is called for by the GM, and can be of any die type (d12, d10, d8, d6, or d4), and **is added** to the Result of the Skill Check Die, or the best result in the case of bonus dice.

Which Die to Use as a Luck Die

Luck Dice are unique in that they reflect factors outside of a character's control. In addition, Catastrophes and Strokes of Luck are based on the results of Luck Dice. This means that dice with small numbers of faces will more likely result in either a Stroke of Luck or Catastrophe. For this reason, below is a guide to determine Luck Die are applied when issued by the GM.

- **A d12 Luck Die:** The chance of accomplishing a task is quite low, but attempting the check doesn't carry with it too much lasting consequence one way or the other, except perhaps to waste a character's time. It's understood and implied that whatever is being attempted is a long shot.

► Example: Dumpster diving for some specific item behind a random store.

- **A d10 Luck Die:** The chance of accomplishing this is slim, but it also doesn't have much of a chance of making things far better or far worse for attempting.

► Example: Requesting a process be expedited in a bureaucracy outside of normal channels, trying to locate foraged food that is somewhat out of season

- **A d8 Luck Die:** As far as luck goes, this is a fairly median task, with it maintaining a decent chance of failure but only a slightly increased chance that failure results in something truly bad.

► Example: Trying to keep a low profile in public where you are only casual acquaintances with a few people in town who could blow your cover.

- **A d6 Luck Die:** This is a risky situation with a very good chance that it will result in something uniquely good or uniquely bad.

- ▶ Example: After being fired from your job and being escorted from the building, you realize you left something of great importance in your desk, and must return to the workspace unseen.

■ **A d4 Luck Die:** This is a desperate situation that either completely works or completely doesn't, and there's not a lot of room for results in between. Either way, this low-face Luck Die largely defers to the skill of the character as to whether or not such a desperate gambit is successful at all.

- ▶ Example: A character, frustrated with repeated attempts to pick a lock tries to force the mechanism open with brute strength and applied pressure. This will either break the lock and allow it to open, or it will break the mechanism in such a way that even the proper key will no longer be able to open it.

A GM can weigh Luck Die results based on if the Skill Check was a success before the Luck Die is applied. Since many Skill Checks are passed with relative frequency, it is possible that the Luck Die will simply turn what is a success into a failure... albeit, a minor one.

This may not seem very "Lucky" but keep in mind that there are both good and bad luck, and the Luck Dice that are assigned are often factors that are

: LINK ESTABLISHED :

LUCK DICE AND DIFFICULTY

Difficulty does NOT apply to skill checks made with Luck Dice, as often Luck Dice can often be used instead of Difficulty should the narrative call for it. That said, if you want to have a variable Difficulty, you can use Luck Dice in order to increase a character's Result by a certain amount. This means that d4 to d6 will be commonly used, and the remaining ones all the way up to d12 are generally impossible to accomplish. So some care is needed when using this approach.

outside of players or GM control. It is not meant to simply force a failure on a player

Stroke of Luck

If a player both rolls a 1 on the Skill Check die (an Ace) AND a 1 on the Luck Die, then the character benefits from a tremendous stroke of luck. Not only will a character's check be successful, they will have benefited from generosity, a tremendous oversight, or mishap of others that will have broader positive impact on what a character is attempting.

Catastrophe

If the character **both** fails their Skill Check by rolling the highest face possible and the Luck Die is the highest face possible on the die used, then the Skill Check fails and has some much broader impact on the failure beyond the attempt the character was making.

IMPORTANT NOTE

It's possible to roll the highest Result possible on a Skill Check die and the Luck Die and have it not result in a Catastrophe. The check also has to fail. While failure is almost certainly going to happen in situations like this, if the character is particularly well skilled or the **TR** of the Skill Check is easy enough, it's possible to pass the check, even when rolling the highest face possible on the dice required.

It should be noted, however, that in these circumstances a Skill Check shouldn't even be considered unless Difficulty is applied to make failure possible.

MAKING SKILL CHECKS

SKILL CHECK NOTATION

In the entries and in campaign notes, the Target Result needed from one or more Skill Checks will be abbreviated in this way:

{Skill Check Name #}

Skill Check Name indicates the appropriate Skill Check (or range of more than one possible Skill Checks applies).


The # indicates the **TR** or the Bonus/Penalty to the **TR** should a +/- be present.

If displayed as simply **{Skill Check Name}** then it describes the need to use that particular Skill Check and the **TR** is up to the GM to set or use the Attribute Bonus of the character.

If the notation is **{“Attribute”}** it refers to any and all Skill checks that are under that Primary Attribute.

For Example:

- **{Diplomacy}** indicates that a Diplomacy Skill Check needs to be made, but since it has no **TR** assigned to it, it's either the Attribute Bonus of the character or set by the GM or scenario notes.
- **{Athletics 8}** indicates that an Athletics Skill Check needs to be passed with a base **TR** of 8
- **{Firearms, Throw 4}** indicates that a Firearms or Throw Skill Check needs to be passed with a base **TR** of 4
- **{Navigation 3, Survival 6}** indicates that the same situation can be successfully resolved by passing either a Navigation Skill Check with a **TR** of 3 or a Survival Skill Check with a **TR** of 6.
- **{Investigation +2}** indicates that a character will get a +2 bonus to the **TR** when making an Investigation Skill Check.
- **{Data Engineering -3}** indicates that a character will be required to take a 3 Difficulty penalty to their **TR** for Data Engineering specifically.

- **{History ** indicates that this bit of historical knowledge is only accessible if the Skill Check rolls 3 Degrees of Success or more.

- **{Perception -2}** indicates that all Skill Checks with Perception as a Primary Attribute will take a penalty of 2 Difficulty.

SPECIALIZATIONS

Some circumstances arise that require more than just a general knowledge of something in order to succeed. These are Specializations and not having them means that a character is at a disadvantage when attempting the skill check. A good example of this is that some very complicated or unique equipment will require special training for normal usage.

Specializations will be noted as **{Skill Check - Specialization #}**. This can be either noted specifically or it can be GM discretion. If a character does not have the specialization, then the GM is encouraged to either prevent them from doing the action, or at least penalize the Skill Check with Difficulty.

For Example:

- **{Athletics - Climb, Jump 10}** will allow either a Specialization of Climb or Jump with a **TR** of 10. If a player does not have Climb or Jump, Athletics in general can still be used, but with a penalty as determined by the GM, since none is indicated specifically.
- If a situation calls for **{Athletics - Swim 8 (-2)}** then characters without “Swim” as a specialization will include a penalty of 2 Difficulty when making Athletics in this situation, effectively reducing the **TR** from 8 to 6, hence the -2.

A character with the proper Skill Check Specialization simply ignores any penalties, and does not add any bonuses. A GM can, if they want, grant an additional narrative benefit for specialization, but is only the lack of one that penalizes a character.

SKILL CHECK SUMMARIES

The following is a list and short description of the Skill Checks used throughout the game. It is important to note that a lot of these have much more expanded rules for their use and nearly all of them have several “Specializations” that allow particular uses of Skill Checks to be made without penalties for being untrained.

STRENGTH SKILLS

ATHLETICS

A character’s ability to perform various feats of strength, endurance, stamina and dexterity are covered by this skill.

BRAWL

This is a character’s ability to fight with bare hands or with knuckle weapons. Martial Arts fall under this category as well.

ENDURANCE

This is a character’s ability to maintain constant motion without tiring. It is also used to metabolize poisons and drugs in a character’s system. This also includes the ability to withstand extreme temperatures and will allow characters to operate in such environments should they pass the skill check.

MELEE COMBAT

This is a character’s ability in combat with a variety of melee weapons. This ranges from simple clubs, knives, blades and so on to more advanced varieties of such weapons, such as force weapons and enhanced cutting weapons.

TOUGHNESS

This is a character’s physical resilience to damage and their ability to recover from being harmed.

PERCEPTION SKILLS

DETECTION

This is a character’s ability to observe things primarily by sight and sound. This is augmented severely by the ability of a character’s sleeve and any upgrades or implants they may have to magnify what they see selectively, filter audio and even detect things using different wavelengths of light than what is normally possible by humans.

DIRECTED ENERGY WEAPONS

This is a character’s ability to use ranged directed energy weapons such as blasters, beam weapons, particle weapons and some plasma weapons.

FIREARMS

This is a character’s ability with firearms and hybrid energy weapons that fire solid projectiles (such as rail weapons).

SEARCH

This is a character’s ability to thoroughly search locations for things that are deliberately hidden or require a concerted effort to find. This generally applies to finding things in physical space, but a character can use this in simulspace as well to detect things in the virtual space.

STEALTH

A character’s ability to remain hidden or hide objects from view is encompassed in the use of this skill. This does not protect against electronic surveillance or sweeps, only a character’s ability to pass unnoticed by people. Although a character can possibly augment their ability to be stealthy by means of technology to scramble signals, bend light and so on.

THROW

This is a character’s ability to accurately throw objects. This can cover a variety of throwing weapons but it often also include grenades and other such weapons.

EMPATHY SKILLS

DIPLOMACY

This is a character's ability to negotiate with organizations in terms of their relationship with other organizations.

EXPRESSION

This is a character's ability to convey a desired emotion or message. This can be as innocuous as acting, seduction or entertaining or it can be as nefarious as lying and conning a target.

READ PERSON

This is an ability to read body language, syntax, posture, facial ticks and queues that will alert a character to subconscious activity that reveals some hidden information. This can also be used to detect sleeve quality or aspects of a sleeve that could reveal hidden qualities about it or something about the person sleeved in it.

WILLPOWER SKILLS

COMPOSURE

This is a character's ability to maintain their senses in the face of danger or stress.

DISCIPLINE

This is a character's focus on a long term goal or task. This allows a character to undertake projects that involve time to complete and a meticulous attention to detail. This also allows a character to manipulate digital constructs (including one's own avatar) in Virtual.

INTIMIDATION

This is a character's ability to break the will of another by finding a psychological weakness and exploiting it for information or some other kind of compliance with the character. The methods for doing this vary tremendously.

GOING THROUGH BCPD ARCHIVES



ACUITY SKILLS

DATA ANALYSIS

The sheer amount of data and metadata that exists is incomprehensible. Incalculable levels of dense information cannot be easily comprehended. Being able to cut through the noise to discern meaning from otherwise impenetrable amounts of data and metadata is what this skill represents. At its most simple, it's performing search queries in databases and the most complicated, it's multivariable analysis and drawing meaningful inferences derived from correctly processing raw datasets. This also allows a character to analyze DHF in a cortical stack to determine certain properties without engaging with it directly in simulspace.

DATA ENGINEERING

Making or altering programs is a valuable skillset. It allows a character to create and alter things in simulspace as well as write programs and writing command prompts in program language for characters to monitor or perform some task in the digital space. While this can be used to make something comparable to software on the market, that would be exceptionally tedious. It's more likely that a character would use this to modify something that exists or make something simple and quickly with blocks of code they've prepared in advance or have purchased and have handy.

DIGITAL NETWORKING

This skill is what allows a character to navigate information networks. Things like social media, ONI networks, message boards can be identified and utilized. It is not unlike Data Analysis, but Digital Networks is far less a matter of data as it is knowing and understanding online communities and resources. This also allows a character to understand security systems and company intranets that are not, strictly speaking, online but use a familiar set of protocols that this skill will allow a character to know how to navigate them.

INVESTIGATION

This will be used in order for a character to make connections by examining evidence. The nature

of this evidence can be both physical and digital but all of it requires a character to read between the lines and make educated inferences as to the relationships among various points of data that may, at first, seem unrelated.

MECHANICS

This allows a character to perform maintenance and repairs on existing devices. It also allows a character to upgrade such things using upgrade kits, software patches and modules.

NAVIGATION

This is a character's ability to use landmarks and find their way around environments. Most cities are laid out in understandable grids, so this will likely be used in more natural settings. However a useful application for this skill is to know the patterns and layouts of streets and traffic to minimize travel time and circumvent roadblocks and evade pursuit.

PILOT

The numerous kinds of vehicles that a character can pilot are covered by this skill. Most people only have the ability to pilot personal craft or aircars at the very most, but more advanced iterations of this skill will have the ability to pilot more advanced craft like space vessels or more archaic modes of travel, such as by sailboat.

SURVIVAL

This is a character's ability to live off the land, track animals, make simple tools and being able to find food, water and shelter from the elements. While it's implied that this skill is meant to mean wilderness survival, this can easily apply to an urban setting in the way of finding sustenance and shelter in the dark underbelly of a city.

INTELLIGENCE SKILLS

BUREAUCRACY

This is a character's ability to navigate the often labyrinthine regulations that dictate the majority of most people's lives by means of large bureaucracies or other government organizations. This will allow a character to know how to most efficiently request information and services from government agencies and large corporations. This also covers due process for legal proceedings.

CULTURES

This is a character's knowledge of cultures, including taboos and underlying philosophies, slang and languages. This can be a regional culture, an ethnic culture, a social culture, a company culture, a gang culture or a religious culture. This will allow a character to avoid social blunders in mixed company or how best to flatter or maximize offense (if you are looking to antagonize).

ENGINEERING

This is a character's ability to fabricate devices from raw materials. This can be physical objects or it can be an electronic gadgets with spare parts and basic program commands. This can also apply to gene-cultures and biotech to allow a character the understanding to vat-grow various things, up to and including organs or even clone sleeves.

GEOGRAPHY

This is a character's understanding of geography, including the names and relative locations of important areas as well as cities and towns within regions. This also includes off-world locations.

HISTORY

This is a character's rote memory in regards to important dates and people. They can infer and make connections between events in the past, but this is largely meant to be a means of recalling information that happened in the past for the benefit of context in the present.

SCIENCE



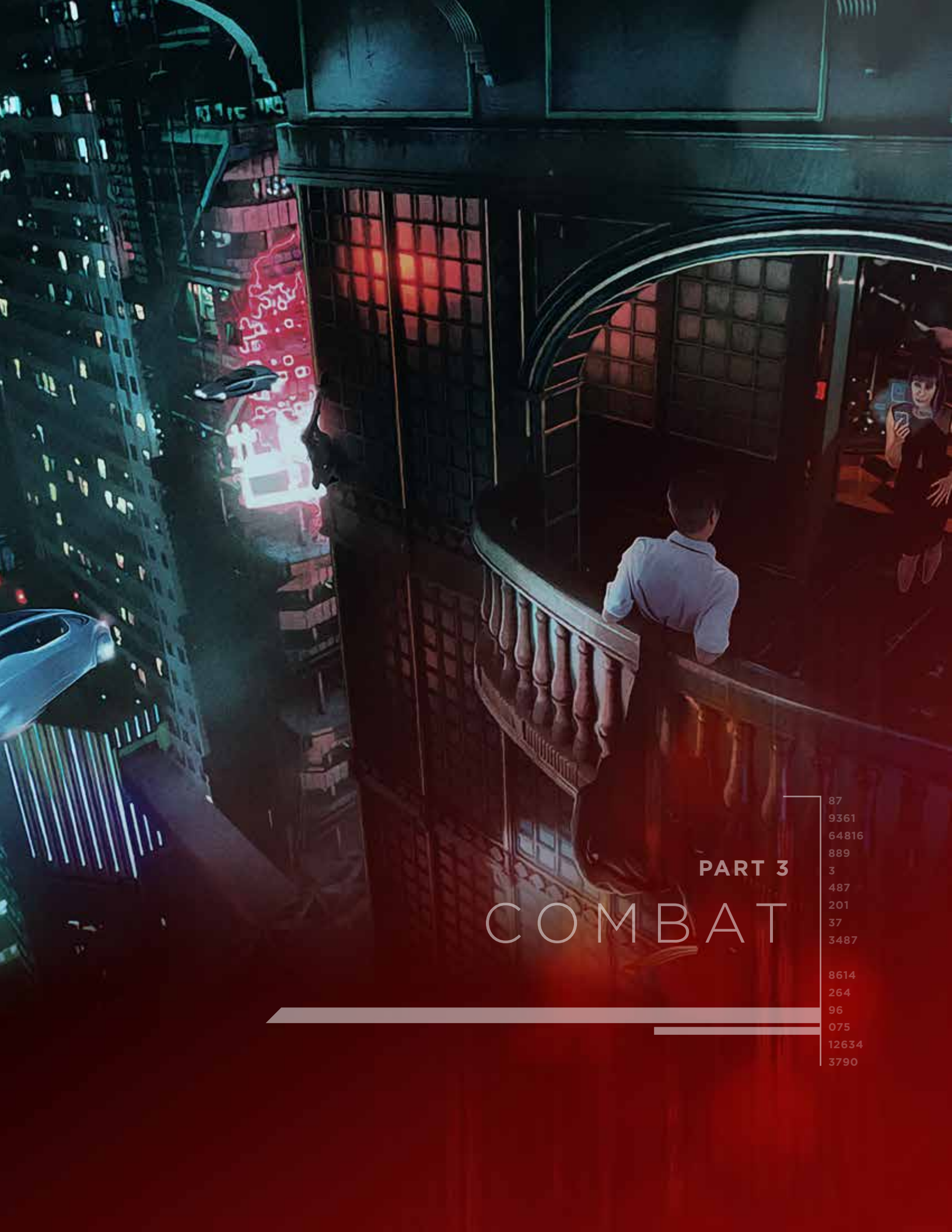
"HE'S A REGULAR AROUND HERE"

This is a character's understanding and application of the scientific method. There are numerous branches that this can apply to and while the fields of study may vary tremendously, the underlying process of discovery remains understandable and (if it is to be science) repeatable. This can be used as a way of applying existing knowledge to a situation the characters are in or it can be used investigatively in order to extract some meaning from data the characters happen across or gather.

MEDICINE

This is a character's understanding of biology to the extent that characters can prescribe drugs or perform surgery in such a way to minimize harm and facilitate healing either by hand or, more frequently, with the aid of med-tech machinery. This also allows a character to treat injuries and implant cybernetics and graft vat-grown biological materials and implant and perform surgeries.





PART 3

COMBAT


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IT IS COMMON THAT COMBAT IN MANY RPGS reduce the 'pacing' of gameplay, turning seconds of a melee to minutes if not hours of strategic discussions and rule lockups. We wanted to see if we can redefine what combat means in an RPG as the world of *Altered Carbon* is both fast, deadly, and often chaotic - however reactions times are quicker, and sometimes entire routines can be completed in the blink of an eye.

Combat in the *Altered Carbon - The Role Playing Game* is tactical and fast. Those seem at odds, but we've found other games (such as board games) accomplish combat without slowing down pacing. As a result, we've borrowed some elements of resource management and dynamic turn orders to showcase combat in this game. As a result the rhythm of a 'Turn' means that characters can support each other and often find creative and cooperative resolutions. So while a character may have a few reliable tricks up their sleeve, there is ever the opportunity to expand the scope of their skill applications as well as the use of their equipment.

I.C.R. (INTENT, CHECK, RESOLUTION)

The *Altered Carbon - The Role Playing Game* uses a unique form of combat titled "ICR" for Intent, Check, Resolution. Where all players discuss their actions before 'locking' them in. All Speed Dice () a character is allowed to use during the turn are rolled simultaneously with all other players and opponents.





Intent

All characters declare what equipment what they hope to accomplish this round, this includes using any equipment and declaring targets if attacking, but descriptions can, and should be general since the events can change as the Turn unfolds. Some deliberation is also allowed among players, but it's encouraged (especially in combat) that characters act based on the knowledge that everything is happening at the same time. Characters and opponents build their Dice Pools based on these choices.

COMBAT SUMMARY

Combat is broken down into the following sequence.








INTENT (ALL PLAYERS)

1. Players choose actions for their characters
2. Remove any  due to penalties Resolve any Triggered Effects that only cost 
3. Roll Remaining  in full view of all players and the GM. Hide them afterwards (if you wish).
4. Choose one or more of the  to become 'Active' for next phase
5. All reveal the Result of the Active Speed Dice to determine who is the Active player (character or opponent with lowest Active Speed Dice Result).



CHECK (ACTIVE PLAYER)

- ▶ 6. Active Player (or GM) rolls their {Skill Check} dice pool. ◀

RESOLUTION (ACTIVE PLAYER)

7. Resolve any  or  generated by the {Skill Check},  or  can be saved for use later in the Turn if a character wishes.
8. Opponents targeted may resolve a  of their choice to make a {Save Throw}
9. The Active Player counts their Active Speed Dice as Resolved and removes them
10. Move on to the next character or opponent in Round order.
11. Once all Active Speed Dice have been resolved. The Round Ends, and players choose new Active speed dice and determine a new Active player.
12. If no more Speed Dice remain, the Turn ends and all remaining  and  are Resolved without further effect.

Players can often decrease Difficulty or grant bonuses or special rules as a result of resolving speed dice in particular ways. This can be a great way to 'use your time' if you're unsure of what to do in a Round since these kinds of options carry bonuses until used or until the end of the Turn.


All characters roll Speed Dice and resolve as many  as they wish on Triggered Effects that only require  to be resolved (those are typically called Sustained Actions) however, there will be times when they're required by the GM. The rest of the Speed Dice are saved. The Results on any Speed Dice used on Sustained Actions will add to the Result of the first "Active Speed Dice" used during the Resolution phase, so characters using a lot of Speed Dice for various perks during the Check and Resolution phase will often go last during the Round or will be helpless as their opponents may have far more Speed Dice to resolve than the characters do.

All players and opponents MUST make at least one Speed Die Active before the Check Phase if they are able.



Example: Anubis, Carlos, and Victoria are currently engaged with BCPD, they are pinned down and several aircars are starting to circle to their rear. After a brief discussion, the players decide to run in separate directions to split the pursuit.

After the Intent is declared, each player grabs their speed dice. Carlos has a Perception of 35 so he grabs 3D6, Victoria has 42, and grabs 4D6, and Carlos has 28 so grabs 2D6.

Everyone rolls their dice and lays the results out in front of them (Victoria 1,3,5,6), (Carlos 1,5), Anubis (3, 4, 6).

Victoria and Carlos grab a "1" Result for their first round, wanting to ensure they get the jump on their opponents  Anubis decides to settle on a "4" result for his first Check Phase.

Check

The Active Player roll **{Skill Checks}**, and then calculate the  or  they generated. This is the

'resource generation' phase of combat, which will be spent during the Resolution Phase.



Characters making multiple Attacks will get a penalty of **{-1}** per previous Attack made this turn. This penalty only applies to Skill Checks and not Depletion checks, Save Throws or other compulsory checks.

Note: Speed Dice are revealed and made Active at the beginning of the Check phase secretly, but this is recommended, not a requirement. It is absolutely acceptable for all players and the GM to see what the Results are for the Speed Dice of all characters and Opponents as they are rolled initially.



Example: Back during the Intent Phase, Carlos declared his desire to head north towards a low-lying fence. The GM sets a **TR** against his Strength (48), and asks him to make a **{Athletics}** Check.


Carlos passes with  thanks to his neurachem reflexes.


Resolution

The Active Player may resolve one or more of their own  or one or more of their opponents  from previous Rounds. These Degrees are used to utilize Triggered Effects. Once a Triggered Effect is used, characters apply the result indicated in the entry immediately.

Example: The GM reveals a '3' result for BCPD. Victoria and Carlos both have a '1' and can decide between them who to go first. The Party decides Carlos should go first.

Carlos tells the GM he wants to spend a  to hop the fence with ease. and decides to save a  for another round. Victoria would go next, then BCDP, then Anubis.

A Speed Die can only be used to Resolve a single Triggered Effect, so characters wanting to use multiple Triggered Effects must Resolve at least  per Triggered Effect from their Active Speed Dice.

All Triggered Effects will require at least  to be resolved when used in combat unless otherwise noted.

Ending a Round and a Turn

- Once all players and opponents have Resolved their Active Speed Dice, the Round is over.

- Once all players and opponents have Resolved all their Speed Dice, the Turn is over.

SPEED DICE

During Combat, determining how many actions a player has in a Round is indicated by Speed Dice. The base amount a character or opponent can roll is 🎲 per Pb. However, certain Traits, weapons and special rules will frequently alter the number of dice rolled. For instance, a character declaring they are using a cumbersome weapon or one that requires it to be braced and aimed before using have the Special Rule “Heavy”. So Heavy 2 will cause a character to roll 🎲🎲 less. A character can never be forced to roll less than 🎲 in a Turn.

While Speed Dice are rolled near the end of the Intent phase, Triggered Effects may allow a character to roll additional Speed Dice in other phases, such

as the end of the Check phase or even during the Resolution phase.

When awarded, these dice must be rolled immediately for use in this Round unless explicitly stated otherwise.

You get one 🎲 per Perception Bonus.

RESOLVING SPEED DICE

At the end of the Intent Phase, characters and opponents secretly take one (or more) of their Speed Dice and reveal it.. These revealed dice are considered “Active” and are the only ones that

FIREFIGHT





can be used until all other Active Speed Dice are Resolved. The player with the lowest Active Speed Die total goes first as the “Active Player” and the remaining go in order from lowest to highest. Ties go to the character or opponent with the highest Perception, or simply roll-off with the dice used to see who rolls lowest in order to act first. It is with these “Active” Speed Dice that a character can resolve Triggered Effects this round. A character cannot have any more Speed Dice Active until all other characters and opponents have Resolved their own Active Speed Dice.


Example: *Using the Example Earlier Anubis only has 3 Speed Dice available to him which means he can really only ‘activate’ his character in combat a maximum amount of three in a Turn. With a 3,4,6 the GM won’t know which round he’ll likely get to go early (3) or resolve last (6) each round. There is also a chance he could spend more than one dice to do Triggered Effects such as Aim, or look for hidden enemies.*

Any remaining (Inactive) Speed Dice can be kept to use in later Rounds. Subsequent Rounds reveal Speed dice in this way until all Speed Dice are used.


Speed Dice and Triggered Effects


Triggered Effects (explained later), are actions that grant bonuses to your character for the cost of a Speed Dice and often a  . A Speed Die can only be used to Resolve a single Triggered Effect, so characters wanting to use multiple Triggered Effects


IMPORTANT NOTE

There are several attacks and special rules that force a target to Resolve Speed Dice without performing any Actions. Many “Stun” attacks fall into this category. Attacks that inflict damage and cause  will require a character to Resolve however many Speed Dice indicated, but in all of these cases it will be up to the targeted player as to which Speed Dice of theirs they Resolve in this way.

More often than not, players will Resolve the Speed Dice that are not revealed yet and as such are “inactive”, since a character losing all of their Active Speed Dice will not be able to act this round. At the very least, resolving the inactive Speed Dice will be less of a disruption of what the player wants their character to actually do this Turn.

must Resolve at least  per Triggered Effect from their Active Speed Dice.

All Triggered Effects will require at least  to be Resolved when used in combat unless otherwise noted.




Example: *Anubis used  to successfully escape to the rooftop, but midflight he decides to take a parting shot with his beam weapon into one of the BCPD aircars.*

COMBAT SKILL CHECKS


A CHARACTER HAS A FEW SKILL CHECKS that are unique to combat. They function exactly the same as any other Skill Check, as in, they still draw from the same Skill Check list and rolling low is still better. Combat Skill Checks will just feature Speed Dice, Damage, Injuries and other combat-specific events.

DEGREES

The difference between the **TR** and the Result of the check will result in “Degrees” and it will be these that determine the result of any combat.

- If the best Skill Check result is LOWER than the TR, then the Degrees will be **Degrees of Success** .
- If the best Skill Check result is EQUAL to the TR, then it counts as a **single** Degree of Success .
- If the best Skill Check result die rolled is HIGHER than the TR, then the Degrees will be **Degrees of Failure** .
- A character or opponent can have no more than 5 Degrees of any kind to resolve in

a Round of Combat as a result of Skill Checks.

Any Degrees of Success that a character has can be used on any number of Triggered Effects available to them. Any remaining are lost at the end of the turn (e.g. when all Speed Dice are resolved), but a GM can allow a narrative benefit or some situational mechanical advantage to use the remaining  should they exist.

: LINK ESTABLISHED :



PERSISTENCE OF DEGREES

Degrees of Success and Degrees of Failure persist from round to round and an opponent can use the Degrees of Failure of their opponent's as Degrees of Success in their own round.

Example: a **{Melee Weapons}** check against a **TR** of 6, with a Skill Check Result (roll) 3, would result in Three (3) Degrees of Success.

OPPOSED SKILL CHECKS

Characters that are rolling opposed checks will roll the dice appropriate to their Skill Check level and their opponent rolls the same Skill Check at their own Skill Check level in contest (or some different Skill Check as a Save Throw). The side that passes their Skill Check with the greatest number of Degrees of Success will win. Ties go to the side with the highest tested Attribute.

- The side that passes their Skill Check with the greatest number of  will win. Ties go to the side with the highest tested Attribute.
- If both sides fail, the side with the least number of  will win.

Difficulty and Opposed Checks


Difficulty applies to Opposed checks normally, reducing the **TR** needed as normal.

Luck Dice and Opposed Checks



Luck Dice are almost never rolled as part of Opposed Skill Checks, since both sides rely on luck in the same situation about equally.




Save Throws

A character is able to make special Skill Checks called Save Throws. A Save Throw can be any kind of check and it is always an Opposed Check. The kind of Skill Check to use is based on the reality of the situation. What differentiates it from other Skill Checks is that they are generally done outside of a character's declared Intent, and thus will either be penalized with Difficulty or will require a character resolve some of their Speed Dice in order to use it. They otherwise function exactly the same way as any Skill Check.




*Example: Carlos is attempting to dodge some incoming fire from BCPD, it's far enough away from them that the GM will allow a **{Athletics}** Save Throw if Carlos resolves a  (which he does). The GM assigns a fairly difficult **TR** 5,*

*The GM also decides to give Carlos a penalty of 1 Difficulty since BCPD has laser sights, so it is now **{Athletics 4}**.*


*Against the odds, Carlos manages to get  which negates the one  BCPD earned in their own **{Firearms}** check, which means Carlos dodged out of the way completely.*

A Save Throw that is successful by at least as many  as that of their opponent, the Save Throw will negate whatever the saving character is targeted with. A GM can, if they wish, have the  in a Save Throw cancel out the  of their opponent, even if the Save Throw is not as successful as the Skill Check being saved against. So it's possible that a Save Throw can succeed in mitigating a harmful effect, so long as the Save Throw is successful at all.

TRIGGERED EFFECTS


With the available  a character is able to use a multitude of Triggered Effects, provided by their equipment, Abilities, or by the very nature of the Skill Check itself. These take effect immediately once any required cost is paid for, which will typically be one or more  but can include  or other costs as well.

Example Triggered Effects

Here is a selection of Triggered Effects that are provided from various sources. This is a small sampling of what can be available in the *Altered Carbon*  The Role Playing Game. Other examples can be featured on the example character sheets.

...Provided by Skill Checks made




DETECTION



- **Detect:**  Remove “Hidden” status from a target within the same Zone.



In this example, a character using {Detection} will be able to remove the “Hidden” status from a target within the same Zone. Note that if the target is aware of the character’s effort to find them, then they will get a Save Throw.

...Provided by Equipment used

BLADE

- **Armor Piercing:** ( or ) Attacks against a single target get “Armor Piercing” for this round.
- **Hit:**  Inflict Damage against the Target. Accuracy.


This option a character has is a Triggered Effect that can be resolved with a couple different options. The character can either resolve an additional  or a  after {Melee Combat - Blade} was made

The same weapon can also be used to resolve  to inflict whatever is in the “Damage” entry of the weapon. The “Accuracy” rule will allow the character to use other Triggered Effects to support this further to inflict more damage or have other effects. In this case, it is possible to resolve  from the same {Melee Combat - Blade} Skill Check on both “Armor Piercing” and “Hit” with the same attack if the Skill Check is successful enough.


...Provided by Apparel



CTAC PRAETORIAN ARMOR

- **Scan:**  {Detection +2} this Turn

This armor has a unique Triggered Effect that will allow the wearer to engage its scanner in the helmet. If the character resolves a  then the character can get a significant bonus to a Skill Check... in this case, a +2 bonus to {Detection}.

DEPLETION CHECKS



The Depletion Points () will accumulate with each Use of the equipment making its exhaustion more likely the more it is used.

- Depletion checks are the same as the Skill Check used, so it helps to have a different color die.
- The base **TR** is the **Capacity** entry of the equipment with a penalty of 1 Difficulty per .
- If the check fails, this is the last Round that this Equipment can be used in before it is “Exhausted”.
- If the amount of  accrued is equal to the Capacity, then the gear is automatically Exhausted... which makes sense as it would make the **TR** for the Capacity check 0, which is impossible to pass.


Depletion Check Notation

The notation for a Depletion check is as follows:

{“Skill Check” # = “Capacity” entry -1 per  }

Example: During her Intent, Dani declares she is using her 9mm Sidewinder (Capacity: 10) to fire at some hitmen who are pursuing her. She’s used the pistol in two subsequent Rounds, generating 2  already so she’s in danger of running out of ammunition each time she uses it. Her {Firearms} skill level is d10, so when she declares she’s using the Sidewinder again, she adds another  to her total. She rolls a different


colored d10 along with her other Skill Check die in order to roll them both simultaneously.

Each  adds Difficulty (in this case, 3), and the **TR** is the Capacity of the weapon (in this case, 10), so she makes the **{Firearms 7}** using her normal Skill Check die of d10 and rolls a 9. As she fires from behind cover, her stomach drops as the gun reports were replaced abruptly by empty clicks. She'll have to Reload if she wants to use the weapon again in another Round (but gets to use it this Round still).

CTAC PRAETORIANS



DAMAGE






Most Triggered Effects in combat will cause Damage when certain amount of D+S are used with weapons. This will either be a flat amount or a random die total... although even when random die totals are presented, an average is given in parenthesis as an option. Better hits will often open up options for deadlier Triggered Effects or will allow the same Triggered Effect to be resolved repeatedly until there are no more  to Resolve.

BEAM RIFLE










{Direct Energy Weapon - Beam Rifle (-2)}

Damage: d8+  (4+ ) 

Triggered Effects

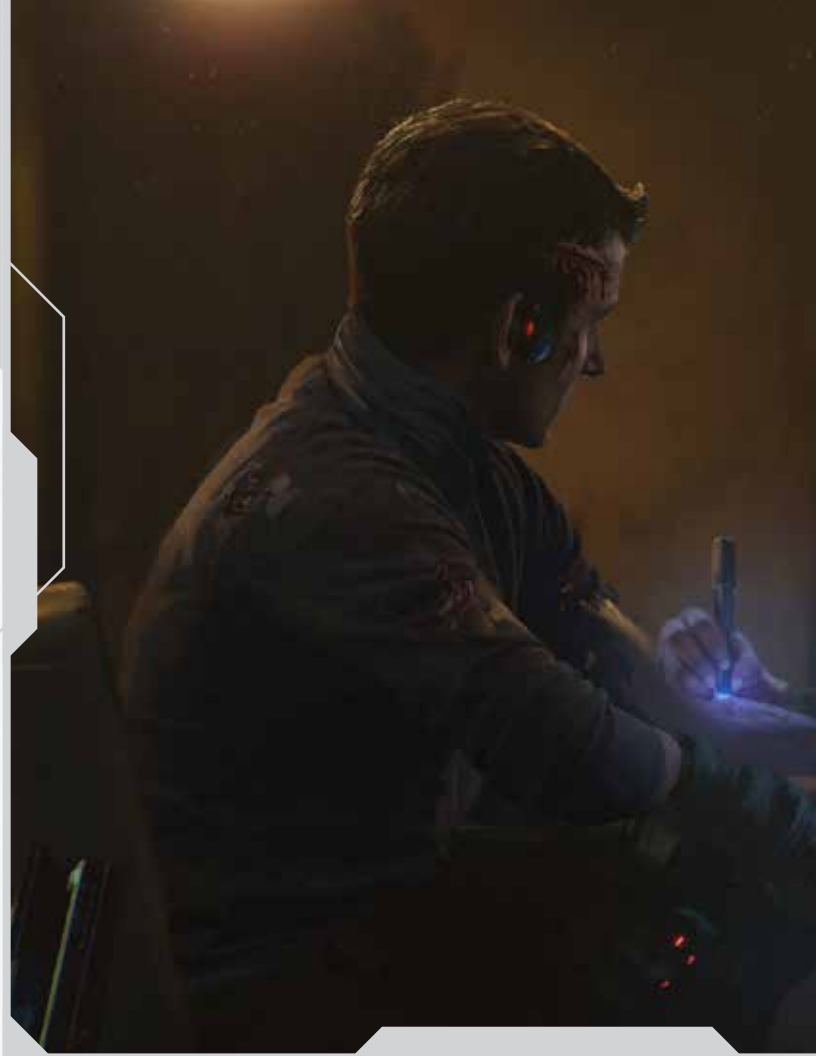
- **Hit:**  Roll Damage. Accuracy.
- **Sever:**     The beam is so intense that it severs a limb. Roll Damage 3 times. If the Damage inflicted is 15 or greater, a limb is severed.

Example: See the above profile summary and refer to the example below.

A character using a Beam Rifle will be able to resolve any number of  with "Hit" due to the Accuracy rule. Each  will allow an attacker to roll Damage; so resolving   will allow a character to roll 2d8 and add their  twice. If a character has     however, there is an option to have the beam sever a limb as opposed to punching through and merely incinerating its target.

When anyone takes Wounds, the damage persists until healed. If a character takes more damage than their Damage Threshold, then they will begin to lose Health Points instead. Losing Health Points will also cause Injuries and are much harder to heal.

Example: Wayland had the misfortune of being struck by a Particle Blaster... Which does quite a bit of Damage: d10+PB (5+PB) with a successful hit. The attacker opts to use the average damage and with his Perception Bonus of 4, comes out to 9 damage... it could have been much worse. Thankfully, the attack missed vital organs but seared through his sleeve. He



TISSUE WELDING

has a Damage Threshold of 30, so he has to take 21 more Wounds until he begins to lose Health Points.

Protection

Any rule that is labeled "Protection" will reduce all incoming Wounds from the Round against the character by the amount indicated. This can, at most, reduce incoming Wounds to 1 per round. Frequently, this protection only extends to specific Damage types.

Example: Sgt. Damien was ambushed and has taken a few shots from hidden shooters. Thankfully Sgt. Damien was at least wearing a standard issue flak vest, which absorbed much of the impact. The vest provides Protection: 2. Damien took 6 Wounds, but it is reduced to 4 due to Protection. So he still takes damage, but it is mitigated somewhat. He finds cover, draws his pistol and prepares for a counterattack.



Injuries

A character takes Injuries each time they lose Health Points from an attack. Each Injury will add penalties to Skill Checks of some kind until a character restores at least one Health Point.

An Injury will be a **Bone Injury**, **Flesh Wound**, or **Poison** and each will have a different penalty to a character that has it until treated and healed.

There are far more ways to be injured than these three, but most sustained injuries will have redundant set of rules for what in-game effect they have, so will ostensibly count as one of these three injury types.

: LINK ESTABLISHED :

INJURY CATEGORIES

There are far more ways to be injured than these three, but most sustained injuries will have redundant set of rules for what in-game effect they have, so will ostensibly count as one of these three injury types.



PART 4

EQUIPMENT

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THE EQUIPMENT USED IN *ALTERED CARBON* - The Role Playing Game represents a staggering range of high-tech wonders. With hand held weapons that can bore holes through ferrocrete to neurachem enhancements that gives the user the reaction time several times the normal human range, it is difficult to know where to begin.

CHASSIS

In this game, variants on the chassis of equipment are represented with Tech Points, gone over a few times here already. But it is here you will get to see the application of such a useful resource. Some items will have a built in amount of Tech Points that can be used for upgrades, but some characters, like Technicians can apply Tech Points to gear and add their own customizations.

Creative players are also allowed some leeway in inventing their own modifications and equipment, because we're playing in a world where your mind can be copied into an object the size of a coin... chances are, if you can think of it, then it is likely plausible within the in-game world... but a GM would need to mediate, of course.

All equipment, regardless of the chassis it uses, will follow the same general format:

NAME

Description of the chassis or equipment.

{Skill Check} needed to Use

Capacity: The **TR** for this when making Depletion checks to see if it becomes Exhausted.

Damage: How many Wounds are inflicted if used successfully (and an average amount of damage it can inflict).

Tech Points: How much this factory model can be upgraded

Price Level: The cost to procure this item relative to a character's Wealth Level. Other considerations and restrictions could potentially apply; such as by Character Archetype or by licensing.


Special

Any special rules, either referencing a list of universal special rules or are ones wholly unique to the chassis.

Triggered Effects

Any Triggered Effects using this Equipment will provide.

Upgrades

Any upgrades a character can spend  on to improve or alter the chassis to better suit their needs.

WEAPONS



Here's an example of a common weapon, and you'll note that even for something as simple as a slug-throwing pistol, there are upgrade options.

BCPD SIDEARM .357 MAG

Standard issue for most police departments the trusty .357 magnum. Bay City is no exception. Its standard issue firearms have respectable stopping power but its greatest value to law enforcement is that there are models that can fire plasma rounds,

which are good for maximizing organic damage but pose a lesser risk to a cortical stack.

{Firearms – Pistol (-2)}

Capacity: 6

Damage: d6+ (3+)

Tech Points:

Price Level: Lv.2 (Restricted to Officials)

Special

Pistol: Only usable against targets in Shared or Adjacent Zones. Attacking a target in an Adjacent Zone will incur a penalty of {Firearms – Pistol -4}. Can be used when in a Grapple, but only capable of using “Point Blank Shot” as a Triggered Effect.

Carbine: Can be “Deployed” like a Long Gun with the use of a Stock upgrade.

Magazine: The weapon is magazine loaded. Adds “Reload” Triggered Effect.

Standard Issue (Bay City Police)

Triggered Effects

- **Hit:** Target takes Damage. *Accuracy.*
- **Reload:** Use extra loaded magazine to remove all from the weapon. Can be loaded with special ammunition with the proper upgrades.
- **Suppressive Fire:** Targets making use of Cover will have to resolve immediately.
- **Focus Fire:** {Firearms +2} and add +2 to Damage.
- **Deploy:** Count as Deployed until a character takes a Move action. Requires “Stock” upgrade.
- **Point Blank Shot:** Add **Deadly 3d6** Special rule. Only usable in Grapple range.

Upgrades

- **Thermal Shielded Barrel:** The firearm can now fire Armor Piercing and Plasma Rounds.

- **Extended Magazine:** Increase Capacity by 2.

- **Sight, Laser:** Using against a target in a Shared Zone will grant a Gear bonus to {Firearms – Pistol +1}. This feature is Powered.

- **Stock:** Gain the “Deploy” Triggered Effect. Roll a Bonus Die if Deployed, and the target is in a Shared or Adjacent Zone. Requires both hands to use.

RULES NOTES

Standard Issue (Organization)

Similar to Requisition, something that is Standard Issue is commonly distributed to officers, employees, or associates of an organization. The following special rules apply with Standard Issue items. If the named organization is part of a character’s Professional Networks.

- **Issuance:** Any gear marked Standard Issue will be obtainable from the organization in parentheses without making a Request of the organization or spending on it.
- **Reprimand:** While the character has custody and can make full use of standard issue equipment, they do not own it and cannot sell it or modify it by using (unless that modification is itself is Standard Issue) or give it away for someone else to use without fearing reprimand. Doing this or having something standard issue that is stolen or destroyed in a way that is not purely accidental will cost a character 1.
- **Tracking:** Something standard issue is cataloged as being issued to the character specifically in the organization’s records. Depending on the sophistication, the gear may also possess recognition software that will prevent anyone else from using it.



APPAREL

FROM HIGH FASHION TO POWER ARMOR, THE variety of apparel that a character can potentially find and use is simply staggering. The “Apparel” category of equipment encompass anything that is worn as clothing or protection.

This follows the same format of any chassis, but there is an additional consideration of body slots, as there are only so many places you can wear such equipment on your body.

Body Slots

The body slots are as follows: **Head, Chest, Waist, Arms, Hands, Back, Legs, and Feet.**

There is some consideration made for “Layering”, as there are some kinds of Apparel that can be worn on the same body slot simultaneously.

Defense

Defense adds the indicated penalty to all attacks made against the wearer of the apparel and reduces incoming Wounds. A character does not get Defense if they are surprised or are dead-to-rights. This only applies in combat where a character is aware of their opponents.

Example: A Defense of 2 will have **{Throw -2}** for opponents trying to use Throwing weapons against them or **{Firearms, Melee Combat -2}** and so on. It also reduces incoming Wounds by

the same amount like Protection, but the two do not combine. Rather the highest of the two values is used to see how effective the apparel is at absorbing Wounds the character takes.

Armor

Armor is a unique feature of apparel in that it is not a rating or a number, but it is a set of properties that apparel has against all attacks that are not “Armor Piercing”. If a character is struck with an attack that is Armor Piercing while wearing apparel with an Armor entry, then all rules nested under the Armor entry are ignored for that attack. The most common rule provided by Armor is Protection, so being struck with an Armor Piercing attack would prevent a character from reducing the damage by the amount they are normally used to.

Here is an example of a piece of protective gear that a character can wear as well as modify to better suit their needs:


FLAK COAT

Personal protection is common. What is even more common is that protective taking the appearance of normal clothes. There are numerous companies that specialize in this sort of apparel that are greatly favored by everyone from street thugs to corporate executives who wear their favored clothes while

enjoying a modicum of protection from the elements and attacks.

Tech Points:  



Defense: 0

Price Level: Lv.1 +1 per additional  (max. +2)




Special

Armor: Protection 1 [Bludgeon, Slashing]

Concealment 1


Pockets: Can confer “Concealment +1” on anything   or smaller hidden inside of it.



Upgrades

- **Ablative Plating:**  Increase Protection provided by Armor by +1 against Bludgeoning damage.
- **Broadcast Blocker:**  The character has passive protection from AI intrusion and reduced visibility when scanning via civilian ONI searches. Attempting to locate this character with scanner sweeps will incur a penalty of **{Detection, Digital Networking -1}**.
- **Environmental Repulsor:**  The character has a hidden button or command prompt that projects a weak repulsor field that can repel rain, snow and flying debris from wind. This effectively makes tolerating bad weather easier, so it adds a Gear bonus of **{Discipline +2}** when forced to endure inclement weather.

RULES NOTES

Concealment (X)

A character makes use of gear that is easily hidden. The character can add **{Stealth +X}** as a Gear Bonus in order to conceal the existence of or properties of gear. Some things can confer this ability to other, smaller articles of gear. If the object has a Concealment rating higher than the  of a target, then it passes inspection completely without requiring a Skill Check at all.

- **Rigid Fiber:**  The cloth can become rigid from an electrical current that temporarily makes the fabric as durable as many layers of carbon fiber. The first time a character is struck with an attack that used **{Melee Attack}** then increase Protection provided by the Armor rule by +1 for the duration of this Round.
- **Hidden Pockets:**  The pockets are actually compartments that are hidden with either clever folds in the fabric or microtech seals undone by command words or physical prompts. It is commonly concealed further from scanning by being lined with a Faraday mesh. This will increase the Concealment bonus conferred to items held in Pockets to Concealment +3. This property itself will have an increase to Concealment 3 as well as opposed to the normal Concealment 1 of this apparel.

DEVICES

A DEVICE IS ONE OF MILLIONS OF OBJECTS that exist that serve some practical function, but still are not sophisticated enough (or are impractical to) incorporate passively as mere upgrades or features to a Sleeve or other equipment. As such, they take up enough space as to warrant separate entries and often make up for the inconvenience of their size with a broad range of upgrades of their own.

Here is an example of such a device; in this case, a potent energy cell capable of reloading high-energy weapons.

BATTERY PACK, D.E. POWER CELL


These are specially designed to provide a reload to Directed Energy Weapons. Unlike normal Battery Packs that can recharge such weapons in a pinch, this is designed specifically for the high-energy

demands of D.E. Weapons and can rapidly bring such a powerful weapon to full charge by changing out the exhausted power source with this one, much like a magazine of solid slug ammunition does for a firearm.

Tech Points:  (+  per Price Level)

Price Level: Lv.1 (may vary based on weapon)





Special

D.E.W. Compatible: This can be used with any Directed Energy Weapon it has enough Tech Points to reload that particular weapon category. Without any upgrades, it can remove  2 from any Direct Energy Weapon.










Powered: While inert until used, effects that target or otherwise effect Powered gear will be able to target this device.

Recharge: These can be recharged and reused.

Triggered Effect

- **Reload:**   Remove all  from a Direct Energy Weapon. This will often require that this device has been given the proper  upgrades to provide energy for specific categories of D.E. Weapons.

Upgrades

- **Magazine Configuration:**  Reload only needs to Resolve  to use.
- **D.E.W. Reload, High Energy:**   Remove all  from a Plasma Bolt, Arc, Cryo, or Force Directed Energy Weapon only with a Reload.
- **D.E.W. Reload, Particle:**    Remove all  from a Particle Beam Directed Energy Weapon only with a Reload.

GADGETS AND ACCESSORIES

THE TECHNOLOGY LEVEL PRESENTED IN *Altered Carbon* is extremely advanced. As such, normal pieces of jewelry, trinkets or baubles can carry several hidden properties that will allow the wearer to take advantage of hidden additional features. Similar to clothing, these additional properties do not immediately draw attention to themselves and often avoid detection by all but dedicated security measures. There are military and police grade accessories as well and they are typically less ornate and more austere in their appearance but they are not as noticeable as Armor is, so it doesn't carry with it the stigma that Armor would when worn around civilian areas. Military grade will still be identifiable as such.



Layering

Gadgets and Accessories generally only provide a special rule or two to the wearer and generally allows "Layering" without penalty due to their smaller size. Whatever space this takes up or body slot this occupies will be gone over in the entry.

The following is an example of a gadget:

DATA STORAGE

There are no shortage of storage mediums for various programs and some are even robust enough to store DHF. Although in this case, this is literally a matter of storage and not meant for implantation into a sleeve. Only cortical stacks are designed to do this. Smaller storage mediums are meant to hold programs or drivers for discrete, wireless transport. They are generally inert, so they require no power of their own, relying instead on a deck or bio-phone jack.


Tech Points:   (+   per Price Level)

Special

Requirements: Requires a Device that is capable of being Linked and/or with network interface in order to recognize the data stored in this device.




Powered: The data can only be accessed from a device that is "Powered".

Concealment 1


Storage: Each  spent on Storage will allow one Program to be fully loaded into this or be able to hold the information of one large database.

DHF: Each  spent on Storage will allow a complete copy of someone's DHF to be transferred to it. Note that there are many Protectorate laws that cover the storage and transfer of DHF and that storing DHF in anything but a licensed secure database or a cortical stack is in violation of several laws.

Upgrades

- **Encryption:**  All {Digital Networking, Data Engineering} checks trying to access data from this storage device gets a 1 Difficulty penalty per additional  spent to a maximum of 5 Difficulty.
- **Server:**  The storage device can be enabled as a server for remote access. Any character or person given a passkey (or passing a {Digital Systems 5} to break in)

will be able to access all data stored in the device.

- **Storage:**  See "Storage" special rule.

LORE NOTES






The density of storage in this setting is so great that most image files, video files, audio files and other forms of data we traditionally store on things like flash drives will be done with incredible ease in *Altered Carbon*. Consider that a person's entire memory and personality fits in a storage device the size of a cigarette butt or a silver dollar (as per the novel and series adaptation, respectively). As such, even cheap data storage will be able to store more files than any character has a need for. "Storage" in this sense means entire databases worth of material from a Protectorate or corporate network.

VEHICLES

EVEN IN A SETTING WHERE IT'S POSSIBLE TO literally "needlecast" one's DHF to another world light years away, the reality is more conventional modes of transportation are utilized. Needlecasting is actually a rare and ludicrously expensive occurrence, often needing the financing of a corporation, Meth or at the behest of the Protectorate. Considering high altitude and short space jumps are common and such travels will allow planetwide transportation in a matter of a couple hours, it is generally not difficult to travel. For context, it is helpful to consider that needlecasting to a colony world is possible, but both costly and infrequent. Such to the extent that many fading experia stars will sometimes take such an expensive journey, knowing that they will be given instant media coverage in skullwalk magazines upon their return.

The most obvious purpose of a vehicle is to transport the pilot and one or more passengers and cargo to a destination. The speed by which a vehicle can travel will be largely abstracted as transportation even across the globe with short hops into space

or by cruising the upper atmosphere is extremely common, making what was once a couple day's worth of air travel a few minutes to an hour or two. Likewise many personal craft will allow for a reasonable rate of travel within the same district or town. Even the lowly grounder class have access to metro passes that allow for cheap transportation between various districts within Bay City within several minutes to an hour or so.

An entry for a vehicle will have how many passengers and how many  worth of cargo it can carry. Cargo can displace a passenger in the amount of     per passenger displaced.

Note: Some freighters and larger vehicles will be able to carry literally several tons of cargo, but those are generally part of an industry and not the concern of player characters other than perhaps how much money certain cargo translates into when transported.

All vehicles use the {Pilot} Skill Check but will almost always require a Specialization or they



CIVILIAN AIRCAR OVER BAY CITY

will have massive penalties with their use. Further complicating this, most forms of vehicle require some form of licensing or registration. And with the entrenched surveillance state of Bay City (and indeed, most Protectorate cities), it is unlikely that an illicitly piloted vehicle will remain undetected for long. There are various Traits that will allow a character to legally pilot vehicles in and around major cities, Bay City very much included.

LORE NOTES

Some freighters and larger vehicles will be able to carry literally several tons of cargo, but those are generally part of an industry and not the concern of player characters other than perhaps how much money certain cargo translates into when transported.

VEHICLES IN ENCOUNTERS

Most encounters featuring the use of vehicles, such as high-speed chases and the like, it helps to not focus on their proximity to the earth or specific locations, but instead use the distances as relative to all other vehicles involved. For this reason, it is unlikely that a character on foot, or even one with a grav-harness will factor into encounters involving vehicles and vice versa. The possible exception are motorcycles and airbikes, which can maneuver and slow down enough to interact with other characters on foot.

Velocity


This value is the distance a vehicle can travel or the degree of turn it can make when resolving a 🌀 on a Move action. These can all be combined into a single action, but often a **{Pilot}** will be necessary for such advanced maneuvers and the combined total on the

Speed Dice will still determine turn order during a Resolution phase.

Note: An average velocity will be provided for narrative purposes, but in encounters with vehicles it's really only the speed relative to each other that matters in any practical sense. Consult the Travel section to see about how long a journey takes with a certain kind of vehicle.

Fuel

It is not necessary to gauge fuel use too closely, but refueling vehicles will often require a price tag that can be extremely hefty. The larger vehicles will require greater amounts of fuel, so the cost will increase. Fuel has a base Price Level of 1 per Size, but exotic or specialized fuel sources may cost more. A character will only need to refuel once per Travel option taken. Use during encounters is generally inconsequential by comparison.

Characters can use Depletion of the vehicle and make Depletion check using **{Pilot -1 per  }** to see if a character is able to Travel without depleting the fuel source.

Crew

The number of crew necessary to pilot a vehicle. There will be three values, labeled X/X/X where which are Skeleton/Crewed/Fully Crewed. Operating with Skeleton Crew will impose an additional **{Pilot -1}** per difference between the "Skeleton" and "Crewed" values and will also only have half of the Speed Dice normally allowed. Operating Fully Crewed will discount Size when piloting a Vehicle.

Note: This means that most smaller Size 1 vehicles are single seat will be fully crewed with only the single Pilot.



Size

The greater the Size of a vehicle, the harder it is to pilot in general. Each Size will have a penalty of **{Pilot -1}** when piloting this vehicle or using any of its on-board systems. A "Fully Crewed" vehicle will ignore this penalty.

Speed

This will be how many Speed Dice a vehicle gets. Note that the whole vehicle shares the Speed Dice

pool generated in this way but many Traits and vehicle upgrades will allow for extra Speed Dice under certain circumstances.

Speed Dice for Vehicles are used like any other Speed Dice during Encounter, only there is a restriction on how many  can be resolved on any one kind of Action. These will be due to the limitations of the vehicle itself, but skilled pilots can offset this and add bonus  when piloting certain kinds of vehicles.

Handling

This will be the number of Speed Dice that can be resolved on Move actions and Save Throws while in Vehicles during any given turn. A character can also use this rating to determine if they are able to fire their own weapons "from the saddle" in addition to or instead of any vehicle's on-board weapons. This can be reduced to a minimum of 1 and remain functional. If Handling is ever reduced to 0, the vehicle is not destroyed, but it is effectively immobilized... which if you're piloting an aircar or some hover vehicle, is still very bad.

Fire Control

If the ship has any on-board weapons, this value will be the number of Speed Dice that can be resolved on combat actions using the vehicle's weapons during a single turn. A character's own weapons do not qualify for use with Fire Control. Fire Control can be reduced to a minimum of 0 and are lost when weapon systems are damaged or destroyed, often represented by Structure damage.

Durability

If a vehicle takes more Wounds during a single turn than their Durability rating, then the vehicle will lose a point of Structure. If an attack or incidental damage does not exceed Durability, then no Structure damage is taken.

Structure

Each lost point of Structure will reduce both Maneuverability and Fire Control by 1. A vehicle reduced to 0 Structure is destroyed or irreparably damaged.

TRAVEL

The rate by which the vehicle can travel will be broken down as follows:

Human Powered Conveyance (HPC)/Riding

Animals: These are archaic modes of transport like bicycles that still find some use in grounder society. They can allow travel within the same district without interfering with a character's plans for that day.

District: The vehicle can transport all its passengers and cargo to another district within the same city at least once in a day without interfering with a character's plans for that day. This includes satellite cities and suburbs of the city itself. In Bay City's case, that means Oakland to Licktown or South Bay City can be traveled to in this way. Traveling to a different City as described in "City" will take at least 1 full day. Traveling to a location further than this will be impractical but is still possible if done in between sessions or if the span of time of several days to months is accounted for.

City: The vehicle can transport all its passengers and cargo to a neighboring city (not suburb, which would count as a District for purposes of travel). Traveling to a different Region as described in "Region" will take at least 1 full day.

Region: The vehicle can transport all of its passengers and cargo to another region, which would amount to differing countries of Europe or states in the United States. Traveling to a neighboring continent (assuming it's possible based on geography) will take at least 1 full day.

Planetary: This vehicle can literally drop passengers and cargo anywhere on the planet. Vehicles of this kind are environmentally sealed and can do short space jumps or spend a few days in space if need be.

Space: This vessel is capable of traveling between colonized worlds. It's included here mainly for completeness since even short travels between such worlds can be a journey that is in the decades. Cryocaps and various suspended animation and time dilated simulspace environments for DHF are common.

Sea Travel: It should be noted that sea travel is fairly rare outside of large shipping vessels as there are simply too many associated hazards and far

cheaper and faster modes of transportation, so travel by sea is done more or less simply for the adventure of it. There are some places where sea travel is still common. Places like Harlan's World which is mostly ocean and where air and space travel is restricted heavily to the equatorial region because of the ancient Elder weapons platforms shooting anything flying too high off the surface of the planet. Even in these circumstances, many ships are simply atmospheric craft that can also be used as ships to save on fuel or for tactical reasons in military engagements. In this case, such craft can skim the surface of the water and even take off into the atmosphere during rough weather. The span of time for sea travel should be considered a few days to places nearby along the same coast or couple weeks to months to cross a whole ocean, depending on the size and the propulsion system.

A CHARACTER'S SLEEVE IS ALLOWED tremendous leeway in what they are able to add to it. The upgrades range from cybernetics and implants to cultured genetic pseudo-organs that serve a number of beneficial functions. In this sense, it is quite accurate to consider a character's sleeve to be a piece of gear in nearly every respect.

NATAL/CLONE SLEEVES

A Natal and a Clone sleeve share much in common, which is why they share a category. The obvious disparity in price is the largest distinction (as a person's natal sleeve is ostensibly free and a clone can cost more than a person makes in a lifetime). The similarities, as far as upgrades are concerned, require a higher degree of technology and genetic engineering in order to have an upgrade interface with biological nerve impulses from the brain.

Upgrading a Natal Sleeve

Since a natal sleeve is one that has human parents, there are no upgrades that come with the sleeve by default. Furthermore, there is no upgrade that can be made that doesn't require either a steep

cost to make a cybernetic upgrade interface with a human nervous system or will actually require ❶ to be spent if the modification is deliberately or by happenstance dehumanizing in some fashion.

There are also several non-invasive to minimally invasive cybernetics that can allow even a natal sleeve a generous amount of upgrade options. These include neural jacks, magnilens, photomultiplier eyes, and any number of synthetic organs to filter out harmful materials or to augment metabolism with neurachem enhancements.

Upgrading a Clone Sleeve

The ludicrous expense of upgrading a clone sleeve is similar in process to a natal sleeve. However those who can afford a cloned sleeve will rarely deliberately mar the sleeve with clumsy bionics. The more desirable method of upgrades are those where modifications are seamlessly integrated into the biology of the cloned sleeve and are accomplished by genetic engineering. This makes detection of modifications almost impossible, but the price becomes astronomical.

HIGH QUALITY SYNTHETIC SLEEVES



SYNTHETIC SLEEVES

A synthetic sleeve (or “Synth Sleeve”) is a range of artificial bodies to supply the ever-increasing demands of sleeves. Due to mass production, most synthetic sleeves have a recognizable range of model variants. Some low quality sleeves are even more obviously artificial. The important thing to note that while “Synthetic” means artificial, it does not always mean purely mechanical. In fact, it rarely means that. A synthetic sleeve can contain a high percentage of vat-grown cultured organs from the various gene stocks of the company that made it. So a synthetic sleeve can still be mostly biological. The cheapest models are ones that are mostly mechanical and are woefully poor substitutes for a natal sleeve and do not even attempt to pass as human in any way. The sensations to the DHF will all seem processed and muted so the nuances of sensation like the flavors of food, scents and even facial details will all be pale approximations and will register poorly. While it is cheaper, it is precisely for this reason that such sleeves contribute to the erosion of a DHF’s Ego by lower social classes by distancing it from reality. Strangely enough, the highest quality sleeves will also be largely mechanical, but will feature nanites and synthetic blood (that is blue in color) to mimic the restorative properties of biological material. But such synth sleeves will also be maximized for ease of transfer and accuracy of sensation as opposed to vat-grown organs stitched together in bags of synthetic skin.

The middle market of synthetic sleeves will be largely organic, but have built into them ports or adapters to accept cybernetics or upgrades of various kinds, should they be desired. Larger companies have a wide range of off-the-shelf upgrades that are specifically designed to use their ports, to both improve sales and to discourage generic, off-brand upgrades from being utilized. Such sleeves are popular among technicians and researchers, who utilize various processors and tools in order to complete their jobs faster by having physical tools or processors embedded in their sleeve somehow or (more frequently) they have access to data and neurachem to increase their focus and skill in a task. Having either of these features either extremely compatible with or as built-in features of the sleeve itself is hugely beneficial. Combat sleeves form



the highest quality of this category and feature many means to interface with a central command structure and their own weapons systems. And this is nothing to say of combat sleeve’s penchant for including strength and perception augments by their buyers.

All this said, there are a few variants of synthetic sleeve that are higher still in quality and will have many unusual features that are simply not possible in a natal or clone sleeve. Predictably, they are expensive, but not unreasonably so. Although the main difference between the highest quality Synthetic Sleeve and a decent quality one is rarely more than an increased number of Tech Points available to the more advanced models.

LORE NOTES

In the Protectorate, a human does not legally own their own sleeve, even if they are born into it. Incarceration by DHF storage carries with it a distinct possibility that a person’s sleeve, natal or otherwise, will be confiscated unless an onerous lease be paid by their family, loved ones or bondsman. Without this, a person can be outbid by others for a desirable sleeve or the sleeve will go into circulation as part of the guarantee the Protectorate has to supply the victims of accidents or sleeve death with a replacement.

Upgrading a Synthetic Sleeve

Upgrading a synthetic sleeve is no more complicated than upgrading a computer with new parts. All upgrades to a Synth Sleeve will carry with it a Price Level cost, but extensive ones will require a  be used as well, especially if the upgrade displaces an organ or limb. These will likely be built into the cost of the sleeve itself, but models with remaining  can take after-market upgrades as well as having improved factory settings.

The distinction between the biological and mechanical upgrades are largely narrative. A GM can decide if the upgrade a Tech Point represents is better represented as a biological or mechanical

augmentation but practically speaking they will have the same in-game effect.

RULES NOTES

Neurachem

Many Sleeve upgrades fall under the category of “Neurachem”. This is a complex system of biochemical feedback with digital processors augmenting the sensory experience in some extraordinary way. Because it works in tandem with normal sensory processes, its use is as subconscious as an iris contracting with increased exposure to light.

Any Attribute bonus provided by an Upgrade with “Neurachem” will not need to be specifically declared in its use as part of a character’s Intent... they always have the ability to use the increased Attribute as if it were their normal Attribute score.

Sample Sleeve Upgrades

OPTIC AUGMENT

This neurachem augment will give a normal eye the ability to treat their iris as a camera lens, allowing them to see great detail from even a long distance. It has quite a range of options at different prices.

- **Neurachem**
- **Photomultiplier/Magnilens:** Characters must resolve  in order to take advantage of any of the **{Skill Check}** bonuses the Optic Augment provides.
- **Price:** Consult the following entries for the additional rules provided by this upgrade at different Price Levels.

Price Level 1

- **{Detect, Search +1}**






















Price Level 2

- **{Detect, Search +1}**


- Perception +10

SAMPLE SLEEVE UPGRADES


INFORMATION CHART 04.01

AUGMENT	TECH PTS.	EGO PTS.	PRICE LV.	PREREQUISITES/SPECIAL
Optic Augment		 d6	special	Different features at different Price Levels
Carbon Fiber Skeletal Structure		 d6	Lv. 1	Synth Sleeve/Localized Bionics Only
Cybernetic Limb	 	Special	Lv.2	The Ego Point cost is  2d6, or  d6 if added as part of live-saving medical treatment
ONI Implant		 d6	Lv.1	none
Biojack		 2d6	Lv.1	Synth Sleeve Only
Reinforced Dermis		 2d6	Lv. 2	none
Bestial Dermis		 3d6	Lv. 2	none
Concealment		 2d6	Lv. 2	Synth Sleeve/Localized Bionics Only
Bestial Appendage		 3d6	Lv.1	none
Bestial Upgrade	 	 4d6	Lv. 2	none
Polymorph, Lesser	 	 5d6	Lv. 2	Synth Sleeve Only

Price Level 3

- {Detect, Search +1}
- Perception +15
- A character can see in other light wavelengths.
- Additional cost of  1d6
- Freak Augment

Price Level 4

- {Detect, Search, Throw, Firearms, Direct Energy Weapons +1}
- Perception +20
- A character can see in other light wavelengths.
- A character can record visual data
- Additional cost of  2d6
- Freak Augment

CARBON FIBER SKELETON

A character's sleeve has bones that have been replaced with (or are constructed in) carbon fiber. This has different properties if it is part of a localized bionic replacement or if it is part of the construction of the skeleton itself as a synthetic sleeve.

As part of a Synth Sleeve

- +5 Damage Threshold
- Defense +1
- Protection +3 vs Bludgeoning damage
- Add "Parry" to a character's available Triggered Effects, even when Unarmed.
- +2 Damage when making {Brawl} using fists and elbows and will not take penalties for being Unarmed.

As part of a localized bionic

- **Arm/Hand**
 - ▶ Add "Parry" to a character's available Triggered Effects, even when Unarmed.
 - ▶ +2 Damage when making {Brawl} using fists and elbows and will not take penalties for being Unarmed.

- **Leg**
 - ▶ Add {Athletics – Swim, Jump +1}
 - ▶ +2 Damage when making {Brawl} using kicks or knee attacks and will not take penalties for being Unarmed.
- **Rib Cage/Spine**
 - ▶ +2 Damage Threshold



CYBERNETIC LIMB

One limb is replaced with a cybernetic enhancement due to replacing an accidental loss or deliberately upgrading a sleeve.

- {Brawl, Athletics, Melee Combat +1}
- +2 Damage when making attacks with melee weapons or when Unarmed.
- Do not take penalties for being Unarmed.
- The limb itself can take augments or bionics that restricted to "Localized Bionics" so long as the augment or bionics are localized to that specific appendage.





ONI IMPLANT

A character can interact remotely with any database or network that they are normally allowed access to via terminals or data processors.

- **Powered**
- Gain the following Triggered Effects
 - ▶ **Netrunning:**  {Digital Networking, Navigation, History +2}
Note that some character types have this bonus altered based on their level of access to various networks.
 - ▶ **Comm:**  Be able to communicate with someone in another Zone (or beyond) so long as they too have an ONI system or communications device.
- This can be enabled or disabled at will. Keeping this active will make a character detectable, so this cannot be used if a character wishes to stay off the grid.

BIOJACK

A character has a port in their Sleeve that can feed data cables directly into their ONI or any other processor native to their Sleeve.

- A character is able to use their own DHF and Sleeve as a data processor for Linked Devices, Weapons and so on and can interface with them without requiring any  from the Linked object.
- Plugging into a terminal directly will grant **{Digital Networking, Digital Systems, Data Engineering +2}** but a character cannot perform any Move actions.
- A character can transfer their DHF without using another transfer medium. This takes  in order to accomplish and a character can do nothing else.
- A character can replenish power from normal terminals. This will removing all  from any Concealed device or weapon that is Powered with a Long Rest or a single  with a Short Rest.

SUBDERMAL PLATING

A character has rigid plates beneath the skin in sensitive or vulnerable areas.

Increase Protection by +1 against all damage types. This can Layer with other bonuses provided by Apparel.

BESTIAL DERMIS





This dermal upgrade looks rough and warty like an animal hide. This makes it very durable. This does not specifically have to look like an animal skin, but it will be noticeably different, mainly in thickness.

- Freak Augment
- Protection +2. Can combine with bonuses provided by Apparel
- **{“Empathy” -1}**

CONCEALMENT

The character's synthetic sleeve or bionic either has compartments for storing small devices discreetly

or has a built in device that can be deployed with a quick command. Either way, this upgrade is designed to pass a casual inspection.

- Up to  worth of gear gets **Concealment +3**.
- This concealed gear or upgrade will still appear on sophisticated scanners and security checkpoints
- If this is an integrated weapon, the weapon must also use a  in order to be accepted into the augment. An integrated weapon has the following additional rules:
 - ▶ Linked
 - ▶ Quick Draw: The character does not need to resolve any  in order to arm themselves with the integrated weapon and can withdraw the weapon without resolving any  either.
 - ▶ Hardwired: An integrated weapon cannot be removed from the sleeve without precise tools and training and an **{Engineering}** check
 - ▶ The weapon cannot be targeted with Disarm, but it can still be damaged.

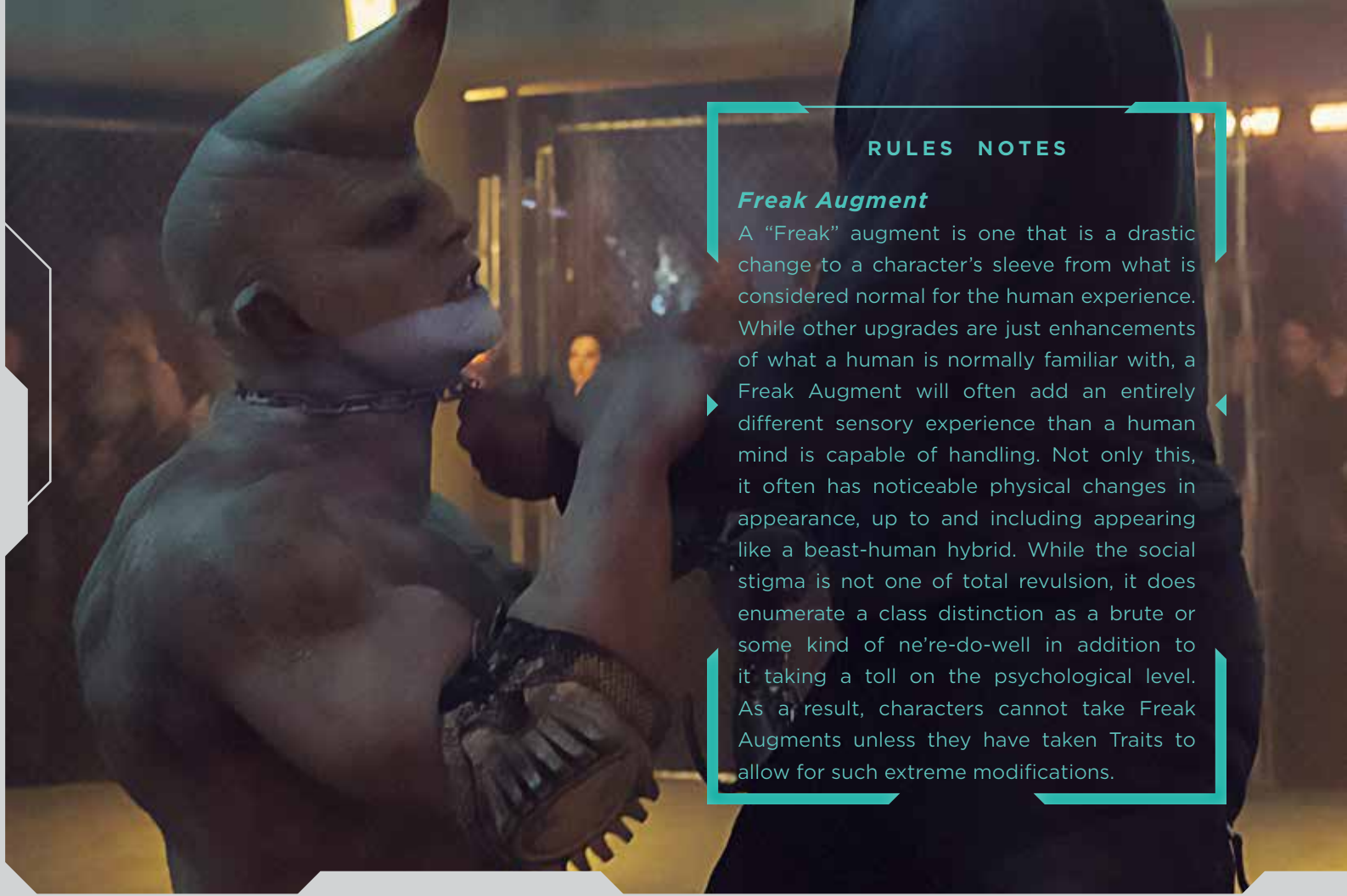
BESTIAL APPENDAGE

The character has a graft or limb that is bestial in nature and has the ability to inflict severe damage with it. The animal being used as a reference will vary by the tastes of the character, but are rarely discreet.

- A character's Unarmed attacks will not suffer penalties for being Unarmed
- Increase Damage dealt from **{Brawl}** by 3
- Deadly 1
- **{“Empathy” -1}**
- Freak Augment

BESTIAL UPGRADE

Eschewing the human form altogether, the character has undergone massive amounts of bestial augmentations. The extent of this is so extreme that



PANAMA ROSE "FREAK FIGHTS"

RULES NOTES

Freak Augment

A "Freak" augment is one that is a drastic change to a character's sleeve from what is considered normal for the human experience. While other upgrades are just enhancements of what a human is normally familiar with, a Freak Augment will often add an entirely different sensory experience than a human mind is capable of handling. Not only this, it often has noticeable physical changes in appearance, up to and including appearing like a beast-human hybrid. While the social stigma is not one of total revulsion, it does enumerate a class distinction as a brute or some kind of ne're-do-well in addition to it taking a toll on the psychological level. As a result, characters cannot take Freak Augments unless they have taken Traits to allow for such extreme modifications.







they essentially look like bipedal versions of said animals.

- Freak Augment
- Add +15 to Strength and Perception.
- {Intimidation +1}
- {"Empathy" -2}, does not combine with penalty for Bestial Dermis or Appendage.

POLYMORPH, LESSER

A character can change their sleeve's appearance subtly at will in order to have an altered physique. They will not be able to change anything drastic or into anyone specific, but they can exaggerate or change an existing physical feature to evade initial detection or to make oneself more appealing.

A Sleeve with Polymorph, Lesser adds the following rules:

- Being reseleeved into a Synth Sleeve with this upgrade will reduce  damage by 1d6 to a minimum of 1d6.
- Altered Sleeve Biometrics
 - ▶ Damage Threshold -2
 - ▶ Health Points: -5
- Gain the following Triggered Effects:
 - ▶ **Polymorph, Minor:**   Change or exaggerate a physical feature. This has the practical benefit of gaining bonuses to either {Expression, Intimidation, Stealth +2}. Maintaining this change for more than a day will cause a character to lose  equal to 1d6- 
 - ▶ **Revert:**  Undo the effects of Polymorph.