

The year is 2001. The earth was rent in two by the long dead forefathers, too weak minded and weak bodied to see the future they set in motion.

The Real is not like what you once knew. It is now an endless series of feudal shanty towns, unified not by flag or history but by necessity. They choose to live in unity rather than dying individually. Groups like the U-State, The Outstretched Hand and Chin-Calyx Industries threaten to bring about the old ways with their zeal, paranoia and greed.

Webspace is the final culmination of everything you watched grow. From a telecommunication network to a sovereign ecosystem to its current form, a plane of reality that criss-crosses over the Earth like veins. The Webspace is controlled by the Sysop, who watches all and enacts it's will over all.

There are the few who walk in both worlds, never staying in one place or one dimension soon for too long. These ETHERNAUTS make their Tris as smugglers, hired muscle, liberators and assassins, taken wherever people need outside interference and the pay is right. That's you, by the way.

Basics

Ethernauts is a combat-focused tabletop roleplaying game set in a 2000s cyberpunk world where being more machine than man is normal and the internet is a real place. The nitty gritty of the lore is in your hands, all you need to know about the broad strokes of the world:

- No gods, no masters, no landlords, no ISPs
- The real world is split up anarchist communes, webspace is a digital theocracy.
- As long as two people are still left, someone's gonna want someone dead.

The main dice of the system is the humble D8, but other dice are required for specific damage rolls. A standard set of dice should be more than enough, but keep a digital dice roller handy just in case.

Identities

Your characters **Identity [ID]** can be compared to their race or ancestry in other RPGs. While all life in The Real and in Webspace can trace it's way back to humanity, significant deviations have lead to distinct forms of person manifesting, with their own cultures and dynamics with other Identities.

Human

The originals. Humans are the branching point for all other identities, and thus can appear the most plain; A more accurate word to use would be “versatile”. Humans have a clean genetic profile and generally great augment reception, allowing them to modify themselves any which way.

Mechanically, humans are a blank slate without advantages or disadvantages towards any real playstyle. They're designed to give their player as many options as they need and a flexibility you won't find with other Identities. Their main weakness is lacking any innate connection to Webspaces, requiring a Cyberdeck or specific augmentations to interface with the other side.

Stats:

Head [HEAD] - 6 (+1)[0]

Arms [ARMS] - 6 (+1)[0]

Legs [LEGS] - 6 (+1)[0]

Torso [TRSO] - 6 (+1)[0]

GUTS [GUTS] - 4

Total Wound Cap: $12 + 4 = 16$

Perk I: Adaptation - Humans throughout history have a reputation for being hard to kill. Roll advantage on being afflicted with or proccing status effects.

Perk II: Indomitable Will - Add your GUTS to your TRSO modifier when you have +5 total wounds.

Perk III: The Original - Humans are notoriously versatile. Replace this perk with an extra free genetic perk from the selection that you qualify for.

Mech

Humans past a certain threshold of augmentation and have become more machine than man. Mechs are physical specimens far outpacing the majority of their non-augmented counterparts, and have eliminated the need for food, drink or sleep. This evolutionary superiority leads to a common issue of reflexive apathy, colloquially called “Gearbrain”, that gives the group a bad

reputation. Mechs are not inherently malicious nor are they predisposed to evil, but in unshackling themselves from the common struggles of man they struggle to relate to other people.

On the tabletop, Mechs are combat powerhouses who can turn the tide of battle with their high wound caps and capacity for augmentation, but they sacrifice several things in this pursuit; Mechs will struggle with stealth unless they invest into it, and the Omnitor synthesizer will take up a majority of their Warez slots making it difficult to invest in that area. One could remove the synthesizer if they fancy footing the bill but it's generally inadvisable, and Mechs should instead either spec into getting more slots or find other avenues of preventing their augments from being hacked, such as killing everyone who looks at you funny.

Stats:

Head [HEAD] - 4 (0)[+2]

Arms [ARMS] - 10 (+2)[+2]

Legs [LEGS] - 10 (+2)[+2]

Torso [TRSO] - 10 (+2)[+2]

GUTS [GUTS] - 4

Total Wound Cap: $12 + 6 = 18$

Perk I: Loadbearer - Your body is designed to take augments easily, and swapping between them costs half as much as listed.

Perk II: Brainbucket - Steel plating in your head gives you +3 to head wound cap. (-1 from your modifier)

Perk III: Talking Terminal - You can act as a Cyberdeck for your other party members, though it will necessitate skipping your turn.

Avatar

One of, if not the most popular augments on the market is the Secondskin; an open source Hardlight emitter that generates an AR model around the wearer. Halfway between a fursuit and a power armor, these brightly colored customizable outer layers often take the forms of either ultra-idealized humans or anthropomorphic animals, but could theoretically be designed to

display any bipedal creatures.

On the tabletop, Avatars are a half-way point in terms of real/webospace adaptability. Secondskin takes up all of your augment slots locking you into a specific subset that attach to the skin, but Secondskin itself provides a variety of bonuses including an intrinsic +1 head wound cap and a much easier time increasing your Warez cap; This makes Avatar the ideal Identity for those who wish to spec into hacking.

Perk I: Secondskin - Your augment slots are all permanently filled by Secondskin nodes. Unlike normal augments you will not need to take Omnitor, while reaping the intrinsic benefits of full augmentation. The tradeoff is that Secondskin can never be removed and is incompatible with a majority of augments.

Perk II: Infoverload - Start with +2 warez slots and 1 Rare ware of your choice.

Perk III: Elite Speaker - +2 MIND when in webospace and/or hacking. +4 if both apply.

Stats:

Head [HEAD] - 8 (3)[+2]

Arms [ARMS] - 6 (+1)[+1]

Legs [LEGS] - 5 (+0)[0]

Torso [TRSO] - 5 (+0)[0]

GUTS [GUTS] - 8

Total Wound Cap: $12 + 1 = 13$

Pixie

The most common form of human offshoot in the webospace, commonly known as the webborn, are the Pixies. Natural technopaths immediately distinguished by their orange/red skin tones and square irises, being born and raised in Webospace gives them a wholly unique culture to Realdwellers, while their natural affinity for software makes the rare few that stray outside of Webospace coveted or reviled. They see computers, technology and machinery the way the realdwellers view nature which can lead to a culture clash within realspace, particularly around augments and Mechs.

Pixie culture is not monolithic, and various different disciplines have different ideologies surrounding machinery and relation with the realworld.

Perk I: Affinity - Start with 1 extra point to invest in any stat you choose.

Perk II: Codetalker - Roll advantage on all dice when hacking. (note: Normally advantage would involve rolling twice and picking the higher numbers, in the case of hacking it simply means rolling twice as many dice as you normally would but picking the correct amount regardless of if the numbers are higher or lower)

Perk III: Antivirus - Enemies attacking you with virus damage roll disadvantage on the status chance.

Stats:

Head [HEAD] - 10 (+0)[+2]

Arms [ARMS] - 3 (+0)[0]

Legs [LEGS] - 3 (+0)[0]

Torso [TRSO] - 3 (+0)[0]

GUTS [GUTS] - 0

Total Wound Cap: 12 + 0

Gremlins

The digital footprint of a person will continue to exist long after they are gone, their imprint on webspace stagnating and, in a process scientists still don't quite understand, creating purely digital creatures out of this webspacial atomic shadow known as Gremlins.

Gremlins are hypothesized to be a manifestation of Webspace's "Immune System", compelled instinctually to purge foreign elements from Webspace. Some Gremlins give in to these instincts entirely and become feral, in a process known as "depersonalization", those that can avoid this fate will take on a distorted version of the personality of their progenitor, though it is important to note that a Gremlin is not a reincarnation or revived version of their progenitor; they are a jumbled memories, a puzzle put together incorrectly with missing pieces and duct tape. Gremlins are vaguely aware of their nature but don't put much stock into it, rarely curious of their progenitor's past and instead focused on protecting Webspace from threats outside and within. Of course, there are always exceptions.

On the tabletop, Gremlins are well-suited for wreaking mayhem in enemy lines. They're hard to hit, fast and can Meddle with devices to immediately disrupt them without going through the process of Hacking.

Perk I: Compressed - Gremlins are small. Ranged attacks against Gremlins roll disadvantage.

Perk II: Meddle - In place of hacking, Gremlins can spend 5 ACT to meddle with a device, bypassing a Hack and destroying it outright. This can have adverse consequences when used improperly, so be careful!

Perk III: Space Invader - Gremlins within Webspaces roll advantage on all combat rolls against non-webspace enemies, but roll disadvantage on webspace entities.

Stats:

Head [HEAD] - 4 (-1)[-1]

Arms [ARMS] - 3 (+0)[0]

Legs [LEGS] - 3 (+0)[0]

Torso [TRSO] - 0 (+0)[-2]

GUTS [GUTS] - 5

Total Wound Cap: $12 - 1 = 11$

Elves

A divergence from a halfway point between Humans and Pixies, Elves are renowned across both planes for their natural aptitude with machinery; They build a lot of the infrastructure within Webspaces, the best weapons and cyberdecks often come from Elf workshops, and as the legend goes the most elite of elves work under St. Nicholas in the last natural landmark, the North Pole. Often seen as “halfbreeds” by more haughty Pixies, Elves rebelliously incorporate more realworld elements into their culture, and are the easiest source of illegal Cyberdecks and Augments within webspace.

On the tabletop Elves specialize in equipment, primarily guns and cyberdecks. They can be specced as either great support players, particularly for hacking-oriented players, or damage powerhouses who provide the best arsenal to their team.

Perk I: Masterworker - For 500 Tris you can swap parts from one gun to another or one cyberdeck to another. This cannot be done in combat.

Perk II: Rebel Yell - Elves within the Real roll advantage on all combat rolls against webspace enemies, but roll disadvantage on realdwellers.

Perk III: Holiday Punch - You have natural cryo damage on your unarmed melee strikes.

Head [HEAD] - 3 (3)[0]

Arms [ARMS] - 6 (+1)[+1]

Legs [LEGS] - 5 (3)[0]

Torso [TRSO] - 8 (+1)[+2]

GUTS [GUTS] - 3

Total Wound Cap: $12 + 3 = 15$

Combat

Initiative

The first thing the party must do upon entering combat is decide the initiative order; The initiative is isolated between the party and the enemies, and the group that goes first is whichever instigates combat.

On your turn you are given 10 Action Points, or ACTs. ACTs are used to perform actions whether it be Basic Actions such as moving, attacking, reloading, hacking, utilizing your character's traits, augments or warez or any other kind of action your WM deems worth an ACT. Most actions can be assumed to cost 2 ACTs, and will specify if they require more. ACTs do not carry over after your turn ends.

During your enemy's turn, immediately after any given action, you may have the option to perform a reACT, the performance of which will subtract an ACT from your next turns in exchange for performing any one basic action such as movement, blocking or attacking. Certain weapons, augments and warez with the <reACTive> keyword may also be used.

Damage Types

Before going into the various types of weapons, let's discuss what they deal; Damage is split into 3 categories handled by different kinds of weapons with different effectiveness depending on what it is being dealt to. These are **Material**, **Chemical** and **Digital**.

Material Damage

Most weapons deal these in some form. It is the most direct form of damage but will be stopped by Armor.

- **Bludgeon**: Blunt force. Dealt by blunt melee weapons, most improvised weapons, and your own two hands.
- **Slicing**: Carving. Dealt by sharp melee weapons, some improvised weapons and certain attachments to ranged weapons.
- **Puncture**: Stabbing. Dealt by sharp melee weapons and is the primary physical damage type seen with ranged weapons.

Chemical Damage

Dealt primarily by energy weapons and some physical weapons. Instead of direct damage each one comes with a status effect that can sustain damage over time.

- **Fire**: Incendiary. Setting enemies aflame will roll against all of their limbs until it deals a wound of damage.
- **Acid**: Corrosive. Corroding enemies will roll against all of their armor until one is damaged.
- **Cryo**: Freezing. Icing enemies will prevent movement and aiming until the effect is removed.

Digital Damage

Dealt primarily by Webforged Weapons and some augments. Doesn't deal damage at all, just unique status effects.

- **Malicious** - Malicious damage applies Malware to one of your augments or warez randomly, forcing you to roll your respective limb stat to use it.
- **Spiteful** - Spiteful damage applies Spyware, making you take 1 extra wound when ever you are successfully attacked.
- **Adversarial** - Adversarial damage applies Adware, which delays any Warez usage by 1 turn.

Weapons

Weapons in Ethernauts are highly customizable and randomly generated from a series of parts and keywords. The first and biggest divide is that between ranged weapons and melee weapons.

Ranged weapons have 3 primary actions: Aiming, Shooting and Reloading.

- Aiming [2 ACT] - If you fire on the same turn you have Aimed, you add your HEAD modifier to your accuracy roll.
- Shooting [2 ACT] - Your main attack, rolling the accuracy dice of your weapon + your ARMs modifier
- Reloading [3 ACT] - Must be done when you expend your weapon's held ammo. Costs 1 ACT if done before ammo is empty, and some weapons have different reload systems outlined in their parts.

Melee weapons have a different 3 primary actions: Light Attacks, Heavy Attacks and Reloading.

- Light Attack [1 ACT] - A quick attack using the first set of damage dice your weapon provides.
- Heavy Attack [2 ACT] - An attack with an extra tile of reach using the second set of damage dice your weapon provides.
- Blocking [2 ACT] - Immediately ends your turn but will defend against the next incoming attack, including reACTIVE ones.

Switching weapons occurs in between turns in most instances, and can only be done between your three actively equipped weapons.

The various different parts that make up each weapon are as follows:

Ranged Weapon Parts

- **Manufacturer:** There are three kinds of manufacturer that determine the nature of the weapon.
 - **3D Printed (PNT)** - With the prevalence of steel-infused filament and an always-growing variety of weapon part STLs online, the easiest way to get a weapon is to print it yourself. Printed weapons are the standard fare; No especially crazy upsides or downsides.
 - **Junkers (JNK)** - JNK weapons are built from spare parts and jury rigged equipment, known for their unusual effects but for also being fragile and prone to breaking. After every attack roll 1d100, if you roll 90+ your weapon has broken, at which point you roll an effect from the JNK breaking table.
 - **Tektech (TEK)** - Hi-tech precisions armaments made by the last arms manufacturer on the planet. TEK guns are expensive but provide high accuracy and damage, as well as being the most common source of energy and digital weapons. Their main weakness is that they can be hacked, making them more of a detriment against certain enemy types.

- **Rarity:** There are 6 rarity levels that weapons fall under, which determine the quality of parts available to them.

- **Common**
- **Uncommon**
- **Rare**
- **Legendary**
- **Cursed**
- **Ethereal**

- **Note:** Cursed and Ethereal weapons are more specialized and will have their own section later in the rulebook.

- **Chamber:** Determines the kind of ammo your weapon takes, which in turn determines what you roll for damage. The ammo types are as follows:
 - **Lite Bullets:** Small calibre. Roll 1d10 and deals puncture damage.
 - **Medi Bullets:** Reasonable calibre. Roll 1d8 and deals puncture damage
 - **Quig Bullets:** Compensating for something. Roll 1d4, penetrates armor.
 - **Shells:** A highly customizable platform for projectile propulsion. The different shell types include:
 - **Buckshot:** The standard shell fare. Fires in a cone maxing out at 5 tiles wide and rolls 1d6 with a -1 modifier from every tile between you and the enemy. Can hit multiple enemies if they are within the cone. Deals puncture damage.
 - **Fletcherette:** Shells filled with small steel arrows. Similar to buckshot with a 3 tile wide maximum. Roll 1d8. Deals puncture damage.
 - **Slug:** Fires one large projectile. Rolls 1d4, can penetrate 1 tile walls, can penetrate enemies and armor. Deals puncture damage.
 - **Incendiary:** Easily ignited ammo. Identical to Buckshot but rolls 1d12-3. Deals puncture and flame damage.
 - **Gunkshot:** Shells filled with fragile orbs filled with acid. Identical to Buckshot but rolls 1d12-3. Deals puncture and acid damage.
 - **Fletcherills:** Shells filled with nitrogen-tipped arrows. Identical to Fletcherette but rolls 1d8-3. Deals puncture and cryo damage.
 - **HE Round:** A shell-shaped explosive. Deals 1d8 damage in a 3x3 area around where the round lands.
 - **Rockets:** Expensive, Explosive, Expletive-inducing rounds. Deals 1d4 damage in a 3x3 area around where the round lands. Half the ammo capacity of the weapon.
- **Barrel:** The type of barrel determines the weapon's effective range. Shooting an enemy 1 tile outside of your effective range, closer or further, forces you to roll disadvantage, with a -1 modifier for every tile further from the effective range they are.
 - **Snub Barrel:** Effective range is 1-3 tiles away.
 - **Short Barrel:** Effective range is 2-5 tiles away.
 - **Rifle Barrel:** Effective range is 4-8 tiles away.
 - **Long Rifle Barrel:** Effective range is 6-14 tiles away.

- **Valkyrie Barrel:** Comes with <Suppressor> keyword for free, effective range is 6-7 tiles away.
- **Receiver:** Determines how ammo is loaded and what kind of firing mode your gun has by default. Semi-automatic weapons can fire once per turn and get a +1 to accuracy when firing in their effective range, automatic weapons cost -1 ACTs to fire, can fire multiple times per turn, but with a stacking -1 to accuracy every time.
 - **Magwell:** Takes magazines of any size, semi-automatic.
 - **Auto-Magwell:** Takes magazines of 20 rounds and above capacity, fully automatic.
 - **Tube Mag:** Internal tube magazine that allows you to load 8 shots one at a time, fully automatic.
 - **Six-Shooter:** Revolver cylinder that allows you to load 6 shots one at a time, semi-automatic
 - **Belt Feeder:** Takes 120+ round belts, costs +2 more ACT to reload. Fully automatic
 - **Break-Action:** Takes 2 rounds, fires twice instead of once. Semi-automatic.
 (Note: Magazine capacity range from 10-100.)
- **Accessories:** Every tier of rarity unlocks 1+ accessory slot, maxing out at three.
 - **Suppressor:** Roll advantage on shooting and damaging enemies who are not engaged in combat with you (yet).
 - **Scope:** +2 to effective range in either direction if you've Aimed this turn.
 - **Foregrip:** Aiming costs -1 ACTs.
 - **Bump Stock:** +1 to Accuracy if you've fired this gun at least once this turn or the last. Does not stack.
 - **Spare Ammo Storage:** Can store an extra magazine in the stock by reloading twice, next reload costs 0 ACTs. On weapons that reload one at a time, store equivalent amount of held ammo in the stock instead.
 - **Aimbot:** Firing costs +1 extra, automatically aim for free every turn.
 - **Quick-Action Slings:** Swap to this weapon mid-turn for 3 ACT.

Melee Weapon Parts

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which point you cannot use it as a weapon anymore.

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- **Note:** Cursed and Ethereal weapons are more specialized and will have their own section later in the rulebook.

- **Head:** The part you hit the enemy with.
 - **Short Blade:** roll 1d10. Light attack deals slash damage and heavy attack deals puncture damage. Critical hits grant +1 ACT.
 - **Medium Blade:** roll 1d8. Light attack deals slash damage and heavy attack deals puncture damage.
 - **Bastard Blade:** roll 1d4. Heavy attack costs +2 ACTs but reaches 1 extra tile. Light attack deals bludgeon damage, heavy attack deals bludgeon and puncture damage.
 - **Laser Blade:** roll 1d8-1. Light attack deals slash damage and heavy attack deals puncture damage. Rolls above 3 also deal fire damage.
 - **Cold Fusion Blade:** roll 1d8-1. Light attack deals slash damage and heavy attack deals puncture damage. Rolls above 3 also deal cryo damage.
 - **Hammerhead:** roll 1d8. Light attack deals bludgeon damage and heavy attack deals bludgeon damage and covers a 1x3 horizontal space in front of you regardless of range.
 - **Speartip:** roll 1d10. Light attack deals puncture damage and heavy attack deals puncture damage. Light attack has +1 range and heavy attack has +2 range.
- **Grip:**
 - **Short Grip:** 1 tile range.
 - **Long Grip:** 2 tile range.
- **Accessories:** Unlike firearms, melee weapons always have only one accessory.
 - **Crossguard:** -1 to attack cost upon a successful block/deflect.
 - **Pommel:** Roll 1d10-1 for bludgeon damage on a successful block/deflect.
 - **Serrated Edge:** +1 to any attack or block roll that lands under half.
 - **Flameberge:** On a heavy attack crit, roll an additional 1d10 fire damage.

Damage, Wounds and Armor

Rather than a traditional health bar system, damage in Ethernauts is tracked by a limbs-based wound system. At 0 wounds you are the picture of health, and every wound afflicted is reflective of a substantial amount of damage done to your body.

Your total wound cap is comprised of the wound cap of your limbs, which in turn correlate to your stats; Every 2 points put into a stat gives you 1 more wound you can take on that limb with the exception of the HEAD; the HEAD maxes out at 3 wounds, and any additional wound is instead a Warez slot.

When you attack an enemy, you roll your weapon's attack die (determined by it's ammo + any modifiers that may be applied), if it's above half then it will succeed. If it is the highest roll possible on that dice then it crits, adding an extra wound.

a d8 is rolled to determine where the wound lands.

- 1: head
- 2: arms
- 3: arms
- 4: legs
- 5: legs
- 6: torso
- 7: torso
- 8: torso

The wound is then added to that limb, and by extension the total wounds. If you exceed the wound cap of your arms and legs by 2 wounds one of the limb is **severed** (decided by a coinflip, heads = left, tails = right), incurring a massive penalty to your modifier and necessitating a replacement out of combat; either in the form of an augment or a cloned replacement.

When you gain 3 HEAD wounds, or exceed your total wound cap, you will be **Downed**. While you are down, you are not out; You lose access to all actions besides movement, and can be revived by a teammate if they can spend enough ACTs to match your total wounds taken. If you take damage while downed, your character will perish.

There are two ways to mitigate wounds besides not getting shot at and dumb luck; GUTS and Armor. GUTS is your 5th stat, and does not contribute to the wound cap nor does it have its own wounds. Instead, you can permanently remove a point of GUTS to increase your total wound cap by 1 during the current combat encounter, keeping you in the fight a little longer.

Armor is a temporary secondary layer of health that comes from a variety of sources, mainly augments and items. If a wound were to be taken on a limb with armor, the armor is broken

instead. Any augmented limb will always have at least 1 armor on it that regenerates at the start of every combat encounter if broken, and items may provide temporary sources of armor.

Certain types of damage (i.e. Quig bullets and Slugs) will break the armor *and* deal a wound of damage.

Cyberdecks and Hacking

The ability to hack is an important one in a world ruled by technology; everything from opening doors to re-directing unmanned turrets to disabling the gun in an assassin's hands can be accomplished through this method. But before you hack, you'll need a cyberdeck (or an augment/ware that can also hack, but Cyberdecks are the easiest and most versatile method for performing hacks. If you want to hack, you will need to equip your cyberdeck instead of your weapon on your turn, then pick your hacking target as a free action.

Hacking

Upon initiating a hack, the hacker will be locked out of all other actions not related to hacking; If they have no hacking-related augments or warez, they will only have the ability to Reroll for 1 ACT.

The first thing that will be done when a hack starts is the DM will roll an amount of d8 based off the **Security Tier** of what you are hacking. The tiers range from 1-5. If your hack dice (a number of d8 determined by your HEAD modifier) is lower than the security tier, you cannot hack that target. The rolled dice are then added to form the **Encrypt**.

Your goal with hacking is to roll your hack dice and, by adding or subtracting, use any combination of the rolled numbers to bring the Encrypt to 0. If you cannot do so with the dice you have rolled, you must Reroll and try again with a new set of dice. Upon successfully completing the hack, you can choose what kind of hack to apply to the device, with varying costs and results.

- **Activate:** 1 ACT. Activates the device. (i.e. opening a door, making a gun fire, turning on a computer)
- **Deactivate:** 2 ACT. Deactivates the device. (i.e. turning off a turret, removing a firewall from a computer, stopping a vehicle.)
- **Suborn:** 3 ACT. Take control of the device for 3 turns, being able to spend your ACT to perform actions through it as if it was an extension of your player character. Can spend

+1 ACTs to add an extra turn to the counter, but only on the same turn you activate Suborn.

- **Delay:** 0 ACT. If you don't have enough ACT for the type of hack you want to utilize, you may instead remain in the system for an extra round to complete the hack on your next turn, though your next turn will automatically end after completing the hack.

On more high priority hacking targets you may also run into an additional obstacle, **Software Armor Protocols**, or **SAPs**, are anti-hacking measures that will make your job harder. They come in four forms of escalating rarity:

- 1 - **ASH** (Adversarial Security Heater): Your hacking device of choice starts to overheat, after 2 turns you will take fire damage every turn.
- 2 - **APPL** (Advertisement Program Placing Logician) : 1 of your rolled numbers is infested with adware, and you must spend 1 ACT to remove it, occurs every reroll.
- 3 - **BIRCH** (Breach Identifying Restrictive Closed Hardware): Disabled 1 random hacking-related ware you have.
- 4 - **PINE** (Polarizing Inversion Negation Electronics): When the Encrypt is rolled, all the numbers are subtracted instead of added.

Leveling and Traits

Your character will level up when they fill their 4 Experience Pips. The way you get these pips is up to your WM's discretion: It can be after winning a combat encounter, a major moment of personal growth for your character, or just at the completion of a successful session. If your new level is an odd number, you'll get 3 stat points to distribute among your 5 stats however you see fit. If it's an even number, you get one Trait Point, which can be put towards buying a trait. You don't have to buy it right away, but you cannot buy traits during sessions.

Here is a list of traits. Some have other prerequisites, but can still be purchased; they will be "deactivated" until the other prerequisites are reached.

Operator: Gain access to three extra firearm-related actions:

- **Ghost Load:** 1 ACT. Can only be done on weapons with Tube Mags. Load an extra round into the chamber, giving an effective +1 to clip size.
- **Controlled Burst:** 4 ACT, can only be done on fully automatic weapons. Fire a controlled 3-round burst, equivalent to firing 3 times in a row with no rolling penalty. You cannot fire that gun for the rest of your turn.
- **Peek Shoot:** Same cost as firing your weapon. Fire your weapon around a corner, as if you are 1 square to your left or right. Aiming does not apply to this shot.

Pugilist: Gain access to three extra melee-related actions:

- **Suckerpunch:** 1 ACT. Perform an unarmed melee attack 1 tile in front of you in addition to your normal melee attack.

- **Parry:** 3 ACT, reACTive, can only be done on bladed weapons. Roll against an incoming attack. If you succeed, you have the option to perform 1 light or heavy attack for free. If you fail, lose -2 ACTs.
- **Lunge:** 2 ACT. Move forward 1 tile and perform a light attack in front of you.

Freerunner [8 LEGS]: The first time you move during your turn is free.

Firestarter: Roll advantage on any fire status chance rolls.

Vendetta [5 GUTS]: Roll advantage on shooting an enemy if they've successfully attacked you in the last or current round.

Junkyard Dog: When a JNK Weapon you wield breaks, you create 1d4 improvised weapons around you.

Tektech Gold Membership: TEK Weapons have one random SAP automatically installed when you acquire them.

Street Doctor: Medical items heal an additional wound when you use them on teammates.

Inspire [8 GUTS]: You can use a 4 ACT action on any downed players a max of 3 tiles away from you to attempt to inspire them to instantly revive by rolling 1d8 with your MIND modifier.

Augments and Warez

Augments and Warez are two different kinds of buyable enhancements available to players. They have overlapping functionality with each other and with traits but ultimately are different ecosystems with their own rules. Augments and Warez can be bought any time between sessions or during downtime, but you are limited on slots for both; Your augments correlate to your body, meaning you can only equip one on your torso, 2 in your arms and 2 in your legs of their respective categories, while your room for Warez is determined by your HEAD modifier.

A list of available Augments, separated by limb type, is below:

Augments

Torso

- **Watchsetter:** A temporal adjuster attached to the brain stem. Doubles the amount of ACT you have on this turn but gives a stacking -1 to all stats that lasts 2 turns.

- **The Knocker:** A homemade internal defibrillator design characterized by the loud thump it emits upon successfully firing. Once per combat encounter, while downed, you can roll your TRSO modifier and, upon a roll above 7, be instantly revived. The amount of ACTs you have on the turn The Knocker goes off will be the amount of randomly chosen wounds removed.
- **Expansion Stack:** An external Warez slotter that attaches to the spinal cord. Adds +4 Warez slots.
- **RUBAGLOO Chasis:** A kinetic redistribution unit that crosses over the upper body. Every attack that successfully lands on you grants a stack of Kinetic Energy; every stack of Kinetic Energy you have when landing a melee attack will add an extra wound, and a tile of knockback to the target.

Arms

- **Choperator:** The most popular open-source arm-mounted blade weapon online. Acts as a Medium Blade/Short Grip/No Accessory blade weapon that's always equipped and can attack in addition to whatever weapon you're holding.
- **Barricadence:** A sonic inhibitor mounted into the arm that projects a 1x3 space in front of you; any attacks that would pass through that space from friend or foe are negated. Has a 3 round cooldown.
- **Thinkpalm:** Replace your hand with a computer! Acts as an always-equipped Cyberdeck.
- **Buzzer:** Like one of those novelty prank devices that shocks people when they shake your hand, but overclocked to hell and back. Apply 1d4 shock damage to a successful unarmed strike.

Legs

- **Air Northrops:** Blast plating in a comfortable and ergonomic boot shape attached to the leg. Allows the wearer to attack themselves with an explosive to launch themselves 1d6 in any direction, flipping a coin to determine if they take damage or not (heads = no damage, tails = oh shit), if there is one in each aug slot then it is guaranteed no damage.
- **Bunny Bouncers:** Powerful mechanical digitigrade legs. Half the total cost of ACTs spent on movement in a turn and add the refunded amount to next turn's total. If two are equipped, then it only costs
- **Quickholster:** A thigh-mounted gun holster; allows you to swap weapons mid-turn at the cost of 2 ACTs. If two are equipped, then it only costs 1 ACT.
- **Leadfoot:** Replace your unarmed melee with a kick from a remarkably heavy metal boot, dealing 1d4 bludgeon damage that deals 2 tiles of knockback. Cannot move after performing an unarmed attack.

A list of available Warez is below:

Warez

- **False Dealer:** Pick a number between 1 and 8. That number is now stored in your False Dealer. During a hack, you may replace one of your rolled numbers with the stored number. You cannot change the stored number without buying a new False Dealer.
- **Sap Tapper:** For 2 ACT, disable a SAP on the device you're hacking for the duration of the hack.
- **PHD Flipper:** Gain +1 armor to the head upon a successful hack.
- **Peyeback:** If using a ranged weapon to attack an enemy who dares to damage you, you also Aim automatically for free.
- **Owl Oculars:** After aiming, your weapon's effective range extends +2 tiles further.
- **Numbskull:** +3 armor to HEAD, -2 to HEAD stat.

Items

Items are disposable, single-use and handy in a pinch. Some of them heal, some of them serve as alternate sources of armor or wound removal, some of them are buffs. Using an item costs 1 ACT by default.

The most important kind of items are ammo, the fuel fed into ranged weapons that allows them to harm your foes; if your weapon has an internal magazine then ammo is consumed upon reloading, while Magwell, Auto-Magwell and Belt Fed guns require the ammo to be combined into Magazines/Belts; this cannot be done in the middle of combat, making scavenging ammo more fortuitous for certain kinds of guns. Pay attention to the kind of ammo your guns take, and what your enemies have on their bodies when you're rummaging through their bloodsoaked pockets.

Other items are listed below:

Life Cigarettes: They're like cigarettes but they're good for you. Smoking one will remove a random wound on your next turn.

Acellagel: A paste that accelerates the healing process of an area, removes 1 wound of your choosing.

Doctor's Bag: Costs 2 extra ACT to use (3 total), removes 4 random wounds.

Ballistic Vest: +3 armor to your chest, permanently breaks upon full usage. (Note: Item-derived armor takes priority over armor from other sources.)

Helmet: +2 armor to your head, permanently breaks upon full usage.

