



THE FIRST **TFUETWSFEITTRPG**

Alpha 6.6

This is an Alpha version of the game,
so **everything** is subject to change, and **nothing** is final.
Please send any feedback to: 2080.feedback@hecatech.net
Or join our Discord server: <https://discord.gg/yQ4HkaHQP2>

WARNING!!

This is a very irreverent game (shit lots of swearing) and quite unapologetic about its violent nature and gameplay style. If you are not comfortable with reading lots of “fucks” and other insults, plus completely unnecessary and totally gratuitous references to violence, then I recommend you do not continue reading.



2080 – Alpha 6.6

Powered by **D12ZY**

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GLOSSARY

TFUETWSFEITTRPG

Totally **F**ucked **U**p **E**xtrremely **T**acky and **W**acky **S**ci-**F**i **E**ighties-**I**nspired **T**abletop **R**oleplaying **G**ame

TTRPG TECHNICAL TERMS

- **Actions** – A resource used during combat to trigger special Manoeuvres during a character's turn.
- **A Session** – Short for "a session of TTRPG gameplay". The average session lasts 3 to 4 hours, but it may vary depending on the group.
- **Attribute** – A defining characteristic of a character. There are 6 of them: Fortitude, Agility, Finesse, Grit, Intellect and Awareness.
- **Buffer** – These are points players can use to save the asses of their characters by mitigating damage.
- **A Roll** – Short for "a roll of the die/dice".
- **D4, D6, D8, D10, D12 and D20** – These are dice; a D6 is a six-sided die, a D12 is a twelve-sided die and so on. Dice rolling nomenclature:
 - D6+10: Roll a D6 and add 10 to it.
 - 6D10 - Roll six D10 and sum the results.
 - D6x10 - Roll one D6 and multiply the result by 10.
- **DC** – Difficulty Class (DC) represents the difficulty of performing a task, whether it is climbing a wall, attacking an enemy or defending against an attack.
- **DMG** – Shorten for Damage. Characters suffer and also inflict DMG points in combat.
- **GM** – Game Master, the director/referee of the game.
- **GRA** - Shortened for Grapple. Grapple indicates when a character suffering Hinder is due to a Grapple.
- **HIN** - Shortened for Hinder. Hinder points represent the level of hindrance/incapacitation a character is suffering.
- **Manoeuvre** - Special moves characters can use during a turn while in combat by spending Actions.
- **NPC** – Non-Player Characters (NPCs) are characters controlled by the GM. Some may be friendly to the PCs, some may be hostile (Enemies).
- **PC** – Player Characters (PCs) are the characters being role-played by players, aka the protagonists of the game.
- **Proficiency** – The level of expertise of a character in a given field. It's represented by a modifier that ranges from +1 (Amateur) to +4 (Fucking Legend).
- **Talent** – Special skills characters can use by spending certain resources.
- **Wackies** – These are points that the Players can use to do cool stuff.
- **Juice** – These represent the overall well-being of a character in terms of stamina, morale, and health. They can be used to gain Wackies.
- **Shit Points (SP)** – These are points the GM can use to make shit happen in the game.

INTRODUCTION

THE GAME

It is 2080, and the planet is on the verge of climatic collapse. Relentless droughts, devastating storms, rising sea levels, massive floods and tsunamis have killed hundreds of millions all over the planet; the world is seriously fucked. Governments have lost control, chaos flourishes, corporations and criminal organisations control everything in a world where money, greed and survival of the fittest are the law. But that's not the worst part, the worst part is that in 2080, the 80s are back!! In all their full, glorious tackiness and crazy wackiness. This is a dangerous, gaudy, high-tech, crazy, highly fucked up world where players play a bunch of tacky-looking mercenaries trying to make a living by taking risky (and sometimes seriously crazy) jobs.

EMERGENT FUN

2080 is not a serious game, but it should be played very seriously. Often, with non-serious games, players usually feel they have to do fun things and be hilarious all the time. This is impossible, quite tiring, and it will become quite frustrating eventually. Think of film comedies, especially old school ones like the Naked Gun series, where the protagonist is super mega serious about everything, even though the story is absolutely bonkers. Playing 2080 should be similar, play seriously, but when the fun appears, embrace it and empower it. The game is designed to be swingy and dramatic in its mechanics, which means the fun should emerge naturally within the narrative. Don't force the fun; let it happen. If nothing really crazy and hilarious happens in the game, that's fine; as long as everyone enjoys the adventure, that's what matters. But if something bonkers happens, then absofuckinglutely go for it.

BASIC RULES

DICE

This game is powered by the D12ZY (pronounced Dizzy) ruleset and is, unsurprisingly, a D12-based system. There will be occasions where you may need to roll up to 4 of them, so make sure there are enough D12s for everyone. Not as often, the game also utilises all the other dice, including D4, D6, D8, D10, and D20, so a full dice set will also be required.

MAKING ROLLS

When to Roll

As a general rule, the fewer times you roll in a session, the better. As a GM, it is easy to rely on dice rolls to drive the narrative, but this slows down the gameplay and interrupts the storytelling. Fewer rolls means a deeper, more fluid narration that considerably increases player immersion.

Don't make a roll if:

- There's no meaningful consequence for the outcome of the roll.
- The task is mundane or very easy for the PC.
- Failing the roll would get the players stuck in a no-solution situation.

Do roll if:

- There's a potential meaningful consequence for the outcome of the roll.
- The task at hand is more difficult than what the PCs are used to.
- The result of the roll may drive the narrative in different but meaningful ways.
- The task is unnecessary for storyline progression, but it could provide a benefit to the players.

Types of Rolls

Overall, there are two types of dice rolls in 2080: **Resolution Rolls** and **Save Rolls**.

- **Resolution Rolls (RR):** Resolution Rolls are made when a player wants to achieve a difficult/risky task or manoeuvre. They make a roll to see if their PC (Player Character) succeeds or not, and what the repercussions in the world of this action are. In a way, it can be said that the PC acts, and then the world reacts to it.
- **Save Rolls (SR):** A SR is the opposite; the world is acting against the PC, and they are trying to avoid it somehow, so the player rolls to mitigate the effect or action. So in a Save Roll, the world acts, and the PC reacts.
- **Resolution Rolls Vs Save Rolls:** In Resolution Rolls, the PC is the executor and something in the world is the target, and in a Save Roll, something in the world is the executor and the PC is the target. A very easy way to see the difference is in Combat Rolls, where players can make Attack Rolls or Defence Rolls:
 - An Attack Roll is a Resolution Roll as the player rolls to see how much damage they inflict on their Enemy.
 - A Defence Roll is a Save Roll as the player rolls to see how much damage they can mitigate from the Enemy's attack.
- All rolls are Resolution Rolls unless stated otherwise. If a roll is a Save Roll, it will always be clearly labelled as SR.

One of the most common types of Resolution Rolls is Ability Rolls.

ABILITY ROLLS

When a character wants to perform a difficult task, an Ability Roll is made using a D12. There are 2 values in an Ability Roll:

$$\text{Ability Roll} = \text{Natural Roll} + \text{Modifier}$$

- **The Natural Roll:** is the result the die produces before the Modifier is applied; these are referred to as “a Natural 1” or “a Natural 9”, but some more experienced players may use the shortened “Nat 3” or “Nat 8”.
 - **The Modifier:** is a value that is added to the Natural Roll; it can be positive or negative and is based on the PC's Attribute value. PCs have 6 Attributes: Fortitude (FOR), Agility (AGI), Finesse (FIN), Grit (GRI), Awareness (AWR) and Intellect (INT), each with a Modifier ranging from -1 to +2, representing their prowess level with that particular attribute. Ability Rolls are usually referred to by the Attribute Modifier they are affected by, as in an AGI Roll or a GRI roll.
 - **Proficiency Bonus:** All characters have at least one Proficiency bonus (some more) that can be applied when the Ability Roll is directly related to the Proficiency theme. If this is the case, they add their Proficiency Bonus to the Modifier.
-

For example, a GM requests a player who is trying to heal another PC using their First Aid Kit to make a Finesse (FIN) Roll. The PC's FIN is +1, but because they have a Medical Systems Proficiency bonus of +2, the Modifier becomes a +3, so when the player rolls a Natural 5, it becomes a FIN roll of 8.

- **External Bonuses and Penalties** – There are additional external bonuses and penalties granted by special statuses, or so-called Talents, that can also affect the Modifier. Modifiers can be identified because they appear in front of the Attribute they affect, abbreviated and in upper case: +1 AGI, +3 FIN, or -2 GRI. More broad Modifiers will be fully written, +2 Ability Rolls, -1 All Rolls, etc.

THE DIFFICULTY CLASS (DC)

The DC reflects both the difficulty of a task and any situational advantages or complications. It determines whether extra dice are rolled and which result becomes the **Natural Roll**. DC values always appear in brackets: [+2], [-1], [0], etc.

- **Positive DC:** An easy or favourable situation. Roll extra dice equal to the DC value and keep the highest (it becomes the Natural Roll). E.g. [+2] means rolling 3 dice total and keeping the highest.
- **Negative DC:** A difficult or unfavourable situation. Roll extra dice equal to the DC value and keep the lowest (it becomes the Natural Roll). E.g. [-1] means rolling 2 dice total and the lowest.
- **[0] (Even Roll):** No changes; roll one D12, and the result is the Natural Roll.
- **Cap:** No more than 3 extra dice (4 total) are ever rolled, even if the DC exceeds [+3] or [-3].
- **Opposing DCs cancel out:** E.g. a [-1] Ability Rolls combined with a [+3] FOR bonus results in a [+2] FOR Roll.

When speaking at the table, instead of saying "DC plus two" or "DC minus one", use standard industry terms: [+1] roll with Advantage, [-1] roll with Disadvantage, [+2] Roll with Double Advantage, etc.

DIFFICULTY CLASS		
Challenge Level	DC	Term
Piece of Cake	[+3]	Triple Advantage
Very Easy	[+2]	Double Advantage
Easy	[+1]	Advantage
Normal	[0]	Even
Difficult	[-1]	Disadvantage
Extremely Difficult	[-2]	Double Disadvantage
Fucking Ridiculous	[-3]	Triple Disadvantage

When assigning a DC to an Ability Roll, the GM has to consider the difficulty of the action or task at hand and what other external factors help or make things more difficult for the character. Then add all bonuses and penalties to get the resulting DC.

For example, a player wants to climb a large boulder, so the GM considers:

- The base difficulty is Normal [0], but the PC has climbed it a few times before, making it Easy [+1].
- However, rain makes the rock slippery [-1], and they're rushing [-1], adding up to [-2].

Combined, the result is [-1] — a roll with Disadvantage.

The Roll

So any Ability Roll looks like this:

$$\text{Ability Roll} = [\pm X] \text{ D12} + \text{Modifier}$$

For example, a player attempts to craft the antidote for a very specific type of poison. The GM assigns [-2] (Double Disadvantage) based on the fact that it's a very strange and rare poison. The roll is built as follows:

- INT Modifier: +1 + Medical Systems: +2 = Total Bonus: +3
- Roll: [-2] D12 + 3

The player rolls 3 dice and gets 10, 7, and 6. Since the DC is negative, the lowest result (6) becomes the Natural Roll. Adding the +3 bonus gives a final INT Roll of 9.

ROLLS' OUTCOME

The outcome of a roll is measured by the number of **Hits** it produces. Hits are determined in multiples of 4: a roll of 4+ generates 1 Hit, 8+ generates 2, and 12+ generates 3 Hits.

- 3 is the maximum number of Hits a roll can generate just by itself, but there are external factors that can increase that number.

Quantitative Interpretation

The number of Hits is useful when calculating amounts of damage, modifiers and other values that will be used mostly in Combat, but for Ability Rolls, when roleplaying, a more narrative interpretation is required most of the time.

Narrative Interpretation

Ability Rolls are primarily driven by narrative interpretation.

ABILITY ROLL THRESHOLDS		
Result	Hits	Narrative Interpretation
<4	0	Failure
4+	1	Glitch - Success with a Complication
8+	2	Success
12+	3	ASS - Amazing Screaming Success

- **0 Hits – Failure:** the PC doesn't succeed at their task.
- **1 Hit – Glitch:** the PC succeeds, but the GM (or the player) adds a complication. The GM has the last word.
 - **Creating Complications:**
 - Complications should be relevant and give the player/s a real problem.
 - The complication shouldn't render the roll irrelevant. The roll was a success, so the player should get the expected benefit out of it. Complications should not diminish the core action, but should add an external or indirectly related problem.
- **2 Hits – Success:** the PC just succeeds at their task.
- **3 Hits – ASS:** the PC absolutely nails whatever they were trying to do.

Narrative First

This should be used as guidance; it is up to the GM to change and modify the narrative interpretation of each roll on a roll-by-roll basis. For instance, a Roll with 0 Hits could be interpreted as a success with an extremely dramatic complication rather than a failure. The narrative is always more important than the rules, so if the rules get in the way, they should be changed on the go.

For example, a PC fails an AGI Roll to jump a chasm (0 Hits). Rather than letting them fall to their death, the GM allows them to make it across successfully but breaks their ankle on landing, dealing serious damage.

DRAMATIC ROLLS

Critical Success (Crit)

When a player rolls very high or very low with the die (or dice), they have a chance to make a Dramatic roll. There are 2 types, Crit and Flops.

Rolling a Crit: Whenever a player rolls a Natural 12, they roll a **Critical Success**, otherwise known as a **Crit** for short.

- This is always considered an **ASS** (3 Hits), even if a negative modifier brings down the result below 12.
- The player gains 1 Juice.

- **The Dirty 12:** When a player rolls something that, when added with the Modifier, results in a 12, for instance: rolling a 9 with a +3 modifier, to avoid confusion, as this result will not trigger a Crit, this is referred to as a "Dirty 12". This will generate an ASS, but not a Crit and therefore they won't gain the Juice.

Multiple Crits: Due to very high or low DC and special Talents, players can roll more than 1 Crit. For instance, with a DC [+2], if they roll two Natural 12s, they roll a Badass Crit; if they roll 3, then it's a Fuck Off Crit, and so on.

CRITS		
Crits	Outcome	Result
1	Crit	- PC gains 1 Juice. - Flawless and perfect execution of whatever the PC meant to do with an added benefit (when possible).
2	Badass Crit	- PC gains 3 Juice, recovers 2 Buffer and removes 1 DMG. - PC's allies in a Mid-Range gain 1 Juice. - Flawless and exceptional execution of whatever the PC meant to do, with a strong added benefit (when possible).
3	Fuck Off Crit	- PC gains 6 Juice. - PC's allies in a Mid-Range gain 3 Juice. - All PCs in a Mid-Range recover all their Buffer and remove 2 DMG. - Completely over the top execution of whatever the PC meant to do, with a huge added benefit (when possible).
4	Mother of all Crits	- PC gains 9 Juice. - PC's allies in a Mid-Range gain 6 Juice. - All PCs max out their Buffer and remove all DMG. - The PC absolutely nails whatever they were trying to do in the most unrealistic and crazy of ways.

These are examples of 3 different scenarios: one PC finishing an NPC with a melee attack, another trying to hack a door open, and another trying to persuade an NPC that the lie they just made up is completely true.

CRITS

- **Combat** – The PC's Katana moves swiftly and precisely through the air as it cuts the enemy's head off cleanly and beautifully.
- **Hacking** – The PC wanted to hack a door and ended up taking control of the entire facility access system in the building. The PC can access all doors and areas.
- **Persuasion** - The NPC is bewildered by what you just told them; they've been wrong all this time, you've shown them the way, and they are thankful for it.

BADASS CRITS

- **Combat** – The PC's Katana cuts through the enemy's shield and cuts them in half from head to groin. Everyone in short range gets splashed with blood. All other enemies are unnerved by this brutal display, +1 to all combat player rolls until the end of the combat encounter.
- **Hacking** – The PC takes control of the entire system. They can access all security cameras, doors, and servers.
- **Persuasion** – The NPC doesn't just agree, they stand up mid-conversation, loudly interrupt whoever else is in earshot, and publicly disavow their previous position. They're not just convinced; they're embarrassed they ever thought otherwise, and they're making it everyone's problem.

FUCK OFF CRITS

- **Combat** – The PC's Katana moves so fast it's hard to follow with the naked eye. After the attack, the enemy looks intact, but their smirk disappears when they realise the body starts falling apart into perfectly square flesh cubes. Soon, there's just a pile of flesh, blood, organs and tissue. All the enemies that witness it freak out and run away.

- **Hacking** – The PC controls the entire freaking system. It can't be accessed or used by anyone but them. On top of that, they insert an AI that observes, predicts, and adapts to the players' actions to help them without the need for input.
- **Persuasion** – Midway through the PC's argument, the NPC bursts into tears, drops to their knees, and starts confessing every secret they've ever kept, unprompted, loudly, in front of anyone nearby. The PC didn't just win the argument; they cracked this person open like a piñata of classified information.

MOTHER OF ALL CRITS

- **Combat** – As the PC elevates their hands in the air and invokes, a massive portal appears above the enemies, and a dragon's head shows up from the portal, and with a massive blast of fire breath, it incinerates every enemy on sight to ashes. Then both dragon and portal disappear without leaving any trail.
- **Hacking** – The PC imbues its consciousness into the system, granting it absolute control of anything within the facilities. Security systems, servers, staff records, facility access, all of it.
- **Persuasion** – The PC casts a memory manipulation spell that allows them to manipulate and alter their memories as they experienced them for real.

If someone rolls a Mother of all Crits... fuck reality; the imagination is the limit. The player decides how it happens, but the GM has to approve it, as it shouldn't become a problem for the campaign or have world-changing, catastrophic effects.

Critical Failures (Flops)

Rolling a Flop: Whenever a player rolls a Natural 1, they roll a Critical Failure, otherwise known as a **Flop** for short.

- A Flop is always a Failure, even if the modifier makes the roll 4 or higher, and the GM can either:
 - **Add complication.**
 - **Subtract 1 Hit** if there's a progress bar involved or other quantitative outcomes.
 - **Gain 1 SP (Shit Point):** this is a last resort and should be used only when a complication or subtracting hits is not convenient or applicable. In this case, the roll fails normally.
 - **Multiple Flops:** Unlike Crits, Flops don't grow exponentially, and when a player rolls more than 1 Flop, only the first Flop creates a complication, and the others provide 1 SP each for the GM.

Complications

Complications should always be relevant, aka they should provide the player with some considerable trouble; otherwise, they will feel inconsequential and pointless.

- The best complications are narrative ones. Extra problems the players will have to face.
- Easy-fast (but not so good) alternatives:
 - **Damage:** The player falls, trips over, slips, etc, and they suffer True DMG.
 - **Hinder:** same as above, but instead they gain Hinder. This is only really punishing while in Combat or in situations where time is of the essence.

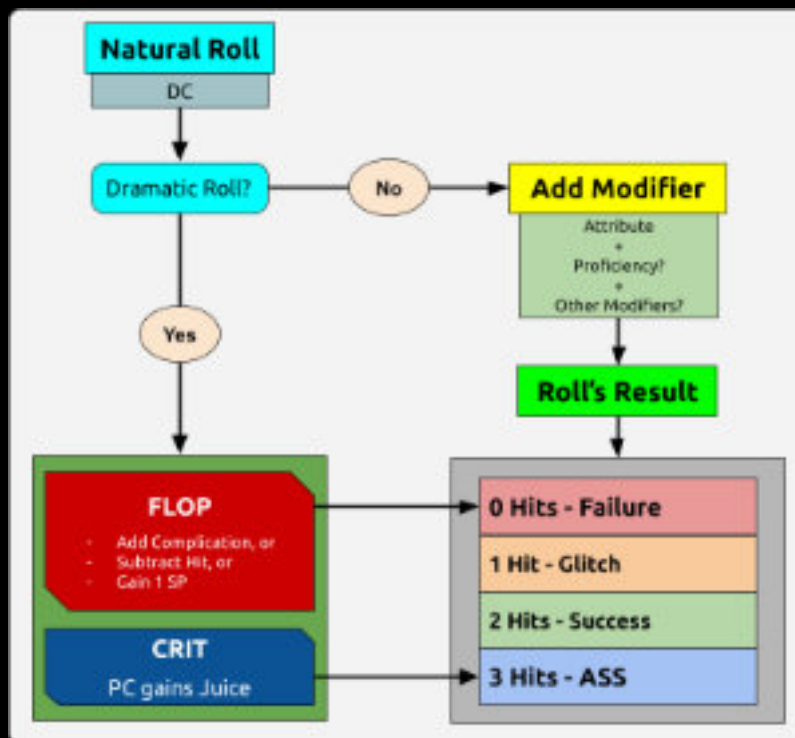
Ideally, the GM should always ask the players first, unless a convenient complication is on the GM's mind. Players can sometimes be quite harsh and creative with their own complications. If the player provides a weak or unsatisfying complication, the GM will have the last word.

Lots of Crits and Flops

Single Dramatic rolls will happen from time to time, double Dramatic rolls will be rare, but will happen. On the other hand, rolling a triple one (Fuck Off Crits or Flops) will be quite an extremely rare event; it will probably happen due to certain states or talents that increase the values you can Crit or Flop with, so a little celebration will be due if it happens.

Now, if you ever roll a quadruple dramatic roll, aka “The Mother of all Crits or Flops”... well, you better have good proof of it, and if you do... fuck me! The entire world should know! Celebrate it, share it with your friends, social media, send a picture/video or an email to us, at info@hecatech.net, relating the scene. We would love to know how and what happened.

DICE ROLL DIAGRAM



TEAM ROLLS

Team Rolls reflect the added value of working together, both the potential for greater Hit and more dramatic failure. These Rolls require a Leader and one or more Supporters.

- The Leader: The PC with the highest relevant Modifier (Attribute or Attribute + Proficiency) leads the roll and makes the main Ability Roll.
- The Supporters: All other PCs become Supporters, each making their own Ability Roll using a different approach to justify how they're helping. Their Hits are added together, and the total determines a Modifier bonus for the Leader.
 - Having 2 Supporters means that for every 2 Hits (added up among both supporting players), they provide a +1 to the leader up to a maximum of a +2 Modifier. If instead they have 5 Supporters, they'll provide a +1 for every 5 Hits, with a maximum of a +5 Modifier.
 - Fewer Supporters make it easier to give a Modifier, but it will be lower, while more supporters will make it more difficult, but there's a chance to get a higher modifier.

For example, 3 players are trying to set up a distraction while at a restaurant.

- The Leader: +2 Grit and Social Engineering +1, is starting a heated argument with a random customer.
- 2 Supporters:
 - Supporter 1: gets involved in the argument with an aggressive/intimidating attitude (Grit Roll).
 - Supporter 2: pretends to be trying to deflect the situation (Intelligence Roll).

Both supporters roll and get a total of 5 Hits, giving the Leader a +2 bonus.

- **The Advisors:** If the PC leader is using one of their Proficiencies in a Team Roll and there's another PC with the same Proficiency, instead of being a Supporter, that player can take the Advisor roll.
 - Advisors don't count as Supporters, and therefore, they don't add to their numbers.
 - For each Advisor, the PC Leader gains [+1].

Good Team Roll Situations

- **Infiltrating a building:** instead of making everyone roll and having the whole thing fail because one or the rolls went wrong, make the stealthiest player lead the roll and have the others help if they can.
- **Creating a Distraction:** whoever the GM thinks will have the biggest impact will be The Leader, or whoever had the idea in the first place.
- **Travelling:** It's a no-brainer.
- **Group Persuasion Rolls:** when the entire group is trying to persuade, intimidate, negotiate, or whatever. Get the entire group involved and the PC with the highest social skills to lead the roll. The Leader and Supporters will have to come up with a reason or argument (each) that they will use in the conversation. No reason or argument to use, no roll.

PROGRESS BARS

Progress Bars track ongoing tasks, countdowns, or events unfolding over time. Each bar has a set number of slots that must be filled to complete the goal or trigger an event.

With Ability Rolls

These Bars represent the progress of an Ability Roll. This is best used when the time taken to complete a task has meaningful consequences; if timing doesn't matter, a single Ability Roll will do. The length of the bar should reflect the stakes and difficulty involved. When rolling, for each Hit a player produces, 1 slot in the bar is filled up. Once all the slots are filled, the task at hand is successfully completed.

For example, a PC climbing a wall might be represented by a Climbing Wall Bar of 6 slots. If the character doesn't climb it within 3 turns, they will get spotted by security guards doing their night rounds.

DC [0] Climbing Wall (6)



- On the first AGI roll, they produce an 11 (2 Hits), so 2 slots are filled. The PC confidently climbed a third of the wall.

DC [0] Climbing Wall (6)



- Now they have 2 turns left and need to fill 4 more slots to finish the climb. On the next roll, they get 1 Hit only. The GM interprets it as the PC climbing and making good progress, but they lose a foothold and fall, but they manage to get a grip again, only after falling a few metres. Only 1 slot is added, so they need to fill the remaining 3 slots in the last turn, or they will be spotted.

DC [0] Climbing Wall (6)



Progress Bars are relevant when:

- Trying to fulfil a task against a timer.
- Making Ability Rolls in the middle of a Combat situation. E.g., try to hack and open a door while being assaulted by a superior force of enemies.
- Performing travelling rolls when the time of arrival or the length of the trip has consequences. E.g., not arriving in time to save a character or running out of food supplies.

When Tracking Events or Resources

Progress Bars can be used to track the progress of events or the use of resources. In this case, when certain conditions are triggered, slots are filled or removed. Some of this can be open (the players can see them), others can be used by the GM secretly to track certain events that the PCs are not aware of.

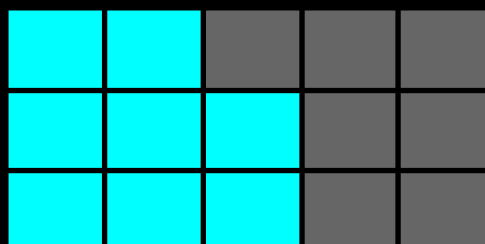
For example, the GM is tracking how many minions the PCs kill, and once they reach 10, the boss will get into a big rage state that boosts their stats.

BOSS RAGE: Defeated Minions (10)



If a very long Progress Bar is on the work, stack it up to make it easier to track.

Travel Supplies (15)



Progress Bars are good to track:

- **Time events.** E.g.: The secret lab is going to self-destruct in 12 turns, so better start running.
- **Resources spent** when travelling: E.g., Players crossing a desert have a Progress Bar to cross it, and another one for the food and water supplies.
- **Background events:** a zombie infestation will happen in 12 days from the beginning of the adventure.
- **Freaking out players:** add a Progress Bar that says “Total Doom” or “Massive Fuck Up” and let the players see it getting filled bit by bit.

DISTANCES

2080 uses an abstract unit of measurement called a Distance. One Distance equals 30 feet, 10 metres/yards, or 6 spaces on a grid. When a PC spends an Action to move, they move up to 1 Distance. Range is also measured in Distances. When playing theatre of the mind (without a map), the GM estimates distances by Range, no precision needed, just improvise.

RANGES		
Range	Distances	Spaces
Melee	Adjacent	Adjacent
Short	1	6
Mid	2	12
Long	4	24
Far	8	48
Too Far	9+	49+
1 Distance = 6 Spaces / 10m / 30 Feet		

Most of the combat in 2080 will take place within the Mid-Range, which makes Ranges less useful for Person-to-Person combat. So, unless the PCs are in a very big space, Ranges can be ignored most of the time. These will be useful for pursuits that will be explained further on.

Transport

As a general rule, the GM can improvise transport prices on the go, but if a reference table is needed, here's one. But keep in mind that global warming is going rampant, with massive supercell thunderstorms (storms 60,000 feet/20km high) that make flying extremely dangerous unless special (extremely expensive) high-altitude planes are used, which only the super-rich can afford.

PUBLIC TRANSPORT COST		
Distance (Miles)	Distance (Km)	Price
1-20	1-30	1
20-60	30-100	2
60-120	100-200	5
120-600	200-1000	10
600-1200	1000-2000	20
1200+	2000+	40
Trans Continental Flight		24000
For driving expenses, use half the price if the vehicle is electric, twice the price of its combustion engine.		

TIME TRACKING

Tracking time in an adventure is not always necessary, but it's a good way to add tension and thrill to a game by giving players a deadline to fulfil their mission; otherwise, they will fail, or things will get more difficult. The best way to do it is to use Shifts.

Shifts

A Shift is 6 hours of the day, and there are 4 of them:

- **Night** - 00:00 to 06:00 (12 am to 6 am)
- **Morning** - 06:00 to 12:00 (6 am to 12 pm)
- **Afternoon** - 12:00 to 18:00 (12 pm to 6 pm)
- **Evening** - 18:00 to 24:00 (6 pm to 12 am)

Think of Shifts as scenes, and each new scene takes in a different Shift. Sometimes players may have to wait for a few shifts for something to happen, or it may take them X amount of Shifts to achieve something.

For example, the players are tracking a murderer who will flee the city in 6 Shifts (1.5 days).

- They spend the Morning Shift investigating, but roll poorly, no leads, the Shift is wasted.
- In the Afternoon Shift, they roll well and uncover two leads. In the Evening Shift, they pursue one, but it's a dead end.
- They rest overnight and follow the second lead the next morning, but a full day is already gone.

With only 2 Shifts remaining before the murderer escapes the city, failure now means a much longer chase across the country.

If tracking time is not important, don't bother using Shifts, but be aware that some rules in the game where time is of the essence use Shifts as a measure of time. Most of the time, the game won't force the GM to track the time, except for the Exhausted Condition (explained in the Conditions section), as it requires a more accurate time tracking; otherwise, they are just there to give a sense of their duration.

PC CREATION

THE PC SHEET

NAME		AGE	HAIR VOLUME	Low	LEVEL 0
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EFFECTS (TR → Trauma Roll) <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="padding: 5px;">DMG (Damage)</th> <th style="padding: 5px;">HIN (Hinder)</th> </tr> <tr> <td style="padding: 5px;">1 ☐ Bruised</td> <td style="padding: 5px;">1 ☐</td> </tr> <tr> <td style="padding: 5px;">2 ☐ Beaten</td> <td style="padding: 5px;">2 ☐</td> </tr> <tr> <td style="padding: 5px;">3 ☐ Injured</td> <td style="padding: 5px;">3 ☐</td> </tr> <tr> <td style="padding: 5px;">4 ☐ Wounded: [-1] TR</td> <td style="padding: 5px;">4 ☐</td> </tr> <tr> <td style="padding: 5px;">5 ☐ Flatlining: [-2] TR</td> <td style="padding: 5px;">5 ☐</td> </tr> <tr> <td style="padding: 5px;">6 ☐ Zeroed</td> <td style="padding: 5px;">6 ☐</td> </tr> </table>	DMG (Damage)	HIN (Hinder)	1 ☐ Bruised	1 ☐	2 ☐ Beaten	2 ☐	3 ☐ Injured	3 ☐	4 ☐ Wounded: [-1] TR	4 ☐	5 ☐ Flatlining: [-2] TR	5 ☐	6 ☐ Zeroed	6 ☐	GRA (Grapple) ☐	BUFFER Max 4	CONDITIONS Depth P.	XP
DMG (Damage)	HIN (Hinder)																	
1 ☐ Bruised	1 ☐																	
2 ☐ Beaten	2 ☐																	
3 ☐ Injured	3 ☐																	
4 ☐ Wounded: [-1] TR	4 ☐																	
5 ☐ Flatlining: [-2] TR	5 ☐																	
6 ☐ Zeroed	6 ☐																	

JUICE					
Psyched 1 ☐ 2 ☐ 3 ☐	Normal 0 ☐	Stressed -1 ☐ -2 ☐	Exhausted -3 ☐ -4 ☐	Burnout -5 ☐ -6 ☐	Broken -7 ☐ -8 ☐
+1 Talent Cost			No Talents		No Healing

ATTRIBUTES 0 FORTITUDE 0 AGILITY 0 FINESSE 0 GRIT 0 AWARENESS 0 INTELLECT	Bonus PROFICIENCY (Crafting Allowance) +1	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="padding: 5px;">WEAPON</th> <th style="padding: 5px;">Effects (Range)</th> <th style="padding: 5px;">Modifier</th> </tr> <tr> <td style="padding: 5px;">- Hand-to-Hand</td> <td style="padding: 5px;">DMG or GRP (Melee)</td> <td style="padding: 5px;">+2</td> </tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> <tr><td style="height: 20px;"></td><td></td><td></td></tr> </table>	WEAPON	Effects (Range)	Modifier	- Hand-to-Hand	DMG or GRP (Melee)	+2																								
WEAPON	Effects (Range)	Modifier																														
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COMBAT 0 DEFENCE	TALENTS GENERAL x1 - SPANK IT Add 1 extra Hit to an ASS (3 Hits) or Boost a Manoeuvre. 0 - RISK IT Convert any Ability or Combat roll into a Risk roll. If already rolled (and not a Critical Failure), spend 1 Wacky; the new result replaces the original. CHARACTER
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PERSONALITY TRAITS Driven by: Loves: Hates: Flaw: Description: 	EQUIPMENT LOOT POINTS GEAR Com Shades
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Actions / COMBAT MANOEUVRE: Description
1 / Move: Move 1 Distance (6 Spaces / 10m / 30 Feet).
0 / Fast Interaction: Very Brief interaction with an object.
1-3 / Interaction: Not so brief interaction with an object, or a few brief interactions.
1 / Commit: [-1] to your next Combat Roll. Boost: [+2] instead of [+1].
2 / Attack: Attack a target within Range. [-1] for each consecutive attack. Boost: Spend only 1 Action instead of 2 to perform the Attack.
2 / Charge: Move 1 Distance in a straight line and perform an Attack.
2 / Heal: Heal a target within Melee Range. Gain Hinder 2.
1 / Recovery: Remove 2 Hinder. Boost: Remove 4 Hinder instead.
2 / Ungrapple: Make an Ungrapple Save Roll. Boost: Gain [+1].
0 / Overdrive: Spend 2 Juice, gain 1 Wacky, ignore all Status Penalties for this turn.

CREATING A PC

If you have already read all the information about PCs, **in Yellow and bold**, you have all the steps needed to create a Level 0 or Level 1 PC (Player Character), so you can skip everything unnecessary.

- If it's the first time the players are playing the game, get their PCs to start at Level 0.
- If they have already played the game, start at Level 1.

ATTRIBUTES

Choose:

- **1 Main Attribute: add a +2 Modifier to it.**
- **2 Secondary Attributes: Add a +1 Modifier to each.**
- **1 Weak Attribute: Add a -1 Modifier to it.**
- **The remaining Attributes get a 0.**

Description

Fortitude - FOR

Fortitude represents the PC's strength, might and resilience to endure hardship, resist harm and push through adversity. Good for athletics, brute strength, resilience, etc.

Finesse - FIN

Finesse represents the PC's craftiness, precision, dexterity, ability to focus, and control both body and mind when executing slow but detailed or demanding tasks. Good for stealth, crafting, repairing, etc.

Agility - AGI

Agility represents the PC's speed, reflexes, and quickness when reacting to changing situations. Good for acrobatics, dodging, jumping, etc.

Grit - GRI

Grit (Mental Fortitude) represents the PC's force of will, courage and nerve. Good when trying to push through hardships or trying to intimidate people.

Intellect - INT

Intellect (Mental Finesse) represents the PC's capacity to apply knowledge, solve problems, and use technical skills effectively. Good for applying knowledge, logic, reasoning, and investigation, but also for negotiating or outsmarting people.

Awareness - AWR

Awareness (Mental Agility) represents the PC's perceptiveness and ability to notice details, sense danger, and gather information from the environment, but also empathy, the capacity to read people, and notice social cues. Good for perception, orientation, tracking, charming/seducing people.

Using Attributes

Resilience and Endurance (FOR Vs GRI)

When testing a PC's resilience or endurance by doing a roll for overcoming adversity, there will be cases where Fortitude (physical) may be a better fit, or in other cases, Grit (mental/psychological) will be the better option. But sometimes they will be interchangeable; arguably, resilience is a combination of both, so if it gets blurry, the player decides which one they use (usually whichever is the highest).

Influencing NPCs (GRI Vs AWR Vs INT)

When trying to influence or manipulate NPCs, players can choose 3 options:

- **Grit** → **Threat/Intimidation**: the easiest (when in a position of power). Fear creates the strongest and fastest effects, but it can be a one-time solution; once used (successfully or not), the victim will mistrust and fear the perpetrators, and they may even become an enemy, which means any further social interactions will be at a serious disadvantage.
- **Intellect** → **Negotiation/Outsmarting**: not as easy or as fast as intimidation, but it doesn't create any after effects. With failure (as long as it wasn't a Dramatic Failure), there should still be chances for future reattempts or other interactions.
- **Awareness** → **Charm/Empathise**: the hardest and slowest of the three, but if there's no success, there's still a chance for future tries, and if there's success, then future attempts of influence or any type of interactions will be easier.

STATS

- Fill in the PC Stats values in the PC Sheet.

Max Buffer

The PC's Fortitude determines a PC's Max Buffer, as it represents their resilience and their ability to overcome the odds. When players receive damage, they can use Buffer points to mitigate it.

$$\text{Max Buffer} = (\text{FOR} + 4)$$

Defence

Defence is a combination of Awareness, which allows the PC to be alert in the combat field, read their attacker's intentions and predict their attacks, and Agility, their speed and reflexes.

$$\text{Defence} = \text{AGI} + \text{AWR}$$

PROFICIENCIES

- If you are making a Level 1 PC, choose a Proficiency, add a +1 Bonus to it and add the Crafting Allowance.

A Proficiency is a field in which the PC specialises, a bit like areas of expertise each PC has experience in. Whenever a player adds up a Proficiency, they start with a +1 Bonus, and as the player levels up, they will be able to either add other Proficiencies (to a maximum of 3), or level up one of what they already have, increasing the bonus they provide. There are 4 levels of Proficiency:

PROFICIENCY LEVELS	
Bonus	Experience Level
+1	Amateur
+2	Competent
+3	Boss
+4	Fucking Legend

- All Proficiencies have one base Attribute or more; if a PC has one of those Attributes as a Weakness (-1 Modifier), then they can't add that Proficiency.

Close-Quarters Engagement - FOR or AGI

The PC is an expert in Melee Combat, whether with melee weapons or without. This Proficiency allows the PC to use Martial Arts as a weaponless combat attack.

Covert Operations - FIN

Stealth, tracking, backstabbing, wall climbing, door opening mechanics and electronics, building structural knowledge (entrances, exits and security), etc.

Drive Engineering - AWR

Mechanical engineering and vehicle driving skills, fixing and overall knowledge about all types of vehicles. Also, navigation and identifying vehicle tyre tracks.

- Allows crafting Mechanical (MECH) items. Crafting Allowance of 120 (+40 per Proficiency Bonus).

Medical Systems - INT

How to heal with First Aid Kits, knowledge about physiology, drugs, poisons, chemistry, etc.

- Allows crafting Chemical (CHEM) items. Crafting Allowance of 100 (+25 per Proficiency Bonus).

Range Combat Systems - AWR

Use and knowledge of fire and thrown weapons.

Social Engineering - AWR or INT

The skill to move around in urban environments. Find things in a city, interact with people, convince people, haggle, deceive, seduce, etc.

Tech Engineering - INT

Hacking, modifying and repairing all weaponry, vehicles, gadgets, both at software and hardware levels.

- Allows crafting Tech (TECH) items. Crafting Allowance of 200 (+50 per Proficiency Bonus).

NOT YOUR PROFICIENCY

Whenever a character tries an Ability Roll that clearly belongs to a Proficiency they don't have, for instance, trying to fix a car with no idea of how to do it, always reflect that in the roll's difficulty ([-1] or [-2]). It's much easier for someone with basic knowledge than for someone without it. But sometimes PCs can extrapolate some Proficiency knowledge, for instance, someone with the Tech Engineering Proficiency may be able to use some of their knowledge to fix a car, even though it's not exactly their Proficiency, so the DC should reflect that ([0] or [-1]).

The only 3 Proficiencies that are a bit of an exception in this regard are Social Engineering, Close-Quarters Engagement and the Range Combat Systems Proficiencies. As we all have a certain degree of social experience, and all mercenaries have a degree of experience with all types of weapons, with or without Proficiency.

When playing a One-Shot or a Very Short Campaign, players must choose the right Proficiency that is going to matter in the adventure. For example, if there's no part of the adventure where the PCs use vehicles, having the Drive Engineering Proficiency won't be very useful for any player. The GM can outright ban or discourage certain Proficiencies. When doing Long Campaigns, the GM can adapt and add a bit of everything so all players have a moment to shine.

TALENTS

Talents are special skills players can use to make cool stuff, and there are two types of them.

Wacky Talents

These have a cost in Wackies that the player has to pay to gain their benefits. This can be identified because they have the cost in front of the name.

- Most Wacky Talents don't stack up, aka they can't be used multiple times in the same instance, unless their cost has an "x" in front of it. This means Players can spend extra Wackies to add up the benefits.

For example:

- **1 - Calculated Risk:** +3 to a Risk Rolls.
 - **x1 - Spank It:** Add 1 extra Hit to an ASS or Boost a Manoeuvre.
-

Passive Talents

These don't have any cost, and they are always active. This can be identified because they don't have the cost in front of the name.

For example:

- **Totally Ripped:** Gain [+1] to any brute strength-related roll.
-

GENERIC TALENTS

There are two main Talents all PCs can use:

x1 - Spank It

Add 1 extra Hit to an ASS (3 Hits) or Boost a Manoeuvre.

- **Add 1 extra Hit to an ASS (3 Hits)**

Whenever a player achieves an ASS, either by rolling 12 or higher or by landing a Critical Success, they can boost it by spending Wackies in the **Spank It** Talent.

If the roll was a Critical Success, the player immediately gains 1 Juice, which they can convert into a Wacky to boost their ASS. They can also spend any Wackies they already have, or convert additional Juice, to boost the ASS multiple times.

- **Boost a Manoeuvre.**

In the [Combat Manoeuvres](#) list, some of the Manoeuvres have a **Boost** option that can be activated using the Spank It Talent.

0 - Risk It

- Convert any Ability or Combat roll into a Risk roll. If already rolled (and not a Critical Failure), spend 1 Wacky; the new result replaces the original.

Players can use the **Risk It** Talent to transform their Ability or Combat Rolls into Risk Rolls. Risk Rolls are performed by making a roll with a D20, and the result will dictate what the Ability or Combat Roll's Natural value is.

- The only modifiers that affect Risk Rolls are DC bonuses or penalties, but they are converted into the corresponding Modifiers (additive or subtractive). For instance, a [+2] would become a +2 and a [-3] would become a -3.

There are 2 outcomes:

- If the Risk Roll is a 10 or higher (55% chance), the Natural Roll becomes a 12, and therefore a Crit.
- If the Risk Roll is a 9 or lower (45% chance), the Natural Roll becomes a 1, and therefore a Flop.

For example, a PC has [+1] in a FOR (Fortitude) roll, and they decide to Risk it. So they roll a D20+1. They get a Natural 9, plus 1 equal 10, which results in a Crit. They spend the Juice for extra Hits, so it becomes a Fortitude roll with 5 Hits.

The Risk It Talent also allows players to risk rolls after they have rolled them by spending 1 Wacky, as long as the roll is not a Flop. If this happens, the Risk Roll will overwrite the previous one.

ATTRIBUTE TALENTS

- Choose an Attribute Talent and add it to your Talent list.

Some Talents require Wackies to be used; these can be identified because they have the Wackies cost written in front of the Talent's name. If there's no number in front of the Talent's name, then it is considered a Passive Skill, which means it is always active at no cost.

Fortitude

- **Totally Ripped** – Gain [+1] to any brute strength-related roll.
- **1 - Meatwall** – When you gain 2 or more DMG (non-mitigated), reduce it by 1.
- **Fucking Savage** – First time you Boost a Melee Attack's ASS, add 2 Hits instead of 1. Doesn't apply to consecutive boosts.

Agility

- **1 - Fast but not Furious** – Gain one extra Action that can be used as a Move, Interaction or a Recovery Manoeuvre only.
- **1 - Too slooow!!** – Gain [+1] to a Defence Risk Roll.
- **Jumpy Monkey** – Gain [+1] when doing Athletic or Acrobatic rolls.

Finesse

- **1 - Precise-ly** – Gain +2 to a FIN Ability roll or Combat roll. If the Roll is risked, the bonus adds to the Risk Roll.
- **1 - Chicken Parry Parry** – Gain +2 to a Melee Defence Roll.
- **Crafty** – Gain [+1] when fixing, modifying or hacking something physically. +30 Crafting Allowance per level.

Grit

- **1 - Stubborn As Fuck** – Reroll one Ability Roll (doesn't work with Combat Rolls).
- **Scary** – [+1] to all Intimidation Rolls.
- **2 - Fearless** – Gain [+1] to a Risk Roll.

Awareness

- **1 - Too Predictable** – Add 1 Hit to a successful Defence Roll.
- **Nosey Bastard** – Gain [+1] when trying to get information out of someone.
- **1 - Best Customer Ever** – Impress the salesperson and pay only the Craft price instead of the Buy price.

Intellect

- **1 - Calculated Risk** – +3 to Risk Rolls.
- **Cleverly Efficient** – +100 to your Crafting Allowance.
- **1 - Smartass** – Gain [+1] to a persuasion-related Ability Roll.

PROFICIENCY TALENTS

- If you are making a Level 1 PC, choose a Proficiency Talent from your chosen Proficiency and add it to your Talents list.

Close-Quarters Engagement

- **Let's Gooo!!!** – Whenever you Charge, gain a +2 Modifier.
 - **Upgrade** – Whenever you Charge, gain a +4 Modifier.
- **Relentless** – When you gain DMG, gain 1 Buffer. [+1] to trauma Rolls.
- **Get Out of the Way!** - Once per round, you can take the place of an ally being attacked within Short Range and suffer their attack for them.
 - **Upgrade** – Once per round, you can take the place of an ally being attacked within 1 Distance and suffer their attack for them. Attacker gains [-1]
- **Murder Hobo** – First time you kill an enemy each turn, gain 1 Wacky.
 - **Upgrade** – First time you kill an enemy each turn, gain 2 Wackies.
- **1 - Moody As Hell** – If you gain Injured Status or lower, gain the Rage 3 condition.
 - **Upgrade** – If you gain Injured Status or lower, gain the Rage 6 condition.

Covert Operations

- **1 - Spider Complex** – Gain [+1] to a Climbing or Acrobatic Roll.
 - **Upgrade** – Gain [+2] to a Climbing or Acrobatic Roll.
- **Adrenaline Rush** – Whenever you start to infiltrate one place, you gain 2 Juice. If the infiltration is cancelled, lose 2 Juice; if it fails, lose only 1 Juice.
- **Fucking Lethal** – Crit with a Natural 11 or 12 and gain +2 to Risk Rolls.
 - **Upgrade** – Crit with a Natural 10, 11 or 12 and gain +4 to Risk Rolls.
- **Fast Fingers** – Gain [+1] to all attempts of thievery or any sleight-of-hand-related tricks.
- **Unforgiving Bastard** – Gain +1 Attack for every Hinder or Grapple Point the target has.
 - **Upgrade** – Gain +2 Attack for every Hinder or Grapple Point the target has.

Drive Engineering

- **3D Printing Expert** – When crafting Mechanical gear, for every 50 Loot Points you spend, recover 10 Loot Points (spend 40 Loot Points instead).
 - **Upgrade** – When crafting Mechanical gear, for every 50 Loot Points you spend, recover 20 Loot Points (spend 30 Loot Points instead).
- **2 - Tuned Vehicle** – Spend 1 Week and the Selling cost of the Vehicle in Loot to improve it. Add the “Tuned” adjective to it, and it gains a +1 to its Handling Modifier.
 - **Upgrade** – Spend 1 Week and the Selling cost of a Vehicle in Loot to improve it. Add the “Tuned” adjective to it, and it gains a +1 to its Handling Modifier. Spend 1 Week and a half off the Selling cost of the Vehicle to “Super Tune it”. Add the “Super Tuned” adjective to it, and it gains an extra +2 to its Handling Modifier.
- **Badass Weapon** – Spend the Crafting cost of a Mechanical weapon in Loot to improve it. Add the “Badass” adjective to it, and it gains a +1 to its Attack Modifier.
 - **Upgrade** – Spend the Crafting cost of a Mechanical weapon in Loot to improve it. Add the “Badass” adjective to it, and it gains a +1 to its Attack Modifier. Do the same again and add the “Super Badass” adjective to it, and it gains an extra +1 to its Attack Modifier.

- **Freaking MacGyver** – Gain [+1] to all vehicle and mechanical-related rolls.
 - **Upgrade** – Gain [+2] to all vehicle and mechanical device fixing rolls.
- **1 - Let My Baby Take It** – If you receive Damage while driving, make a (driving) AGI Ability Roll; for each Hit, you can transfer 1 Damage you are receiving to your vehicle.

Medical Systems

- **Medical Eyes** – Always know how many DT and Buffer any character in a Mid Range has left. Gain +1 to all attacks against Enemies that have suffered some damage.
 - **Upgrade** – Always know how many DT and Buffer any character in a Mid Range has left. Gain +2 to all attacks against Enemies that have suffered some damage.
- **Lab Rat** – Increase your Crafting Allowance by 100.
 - **Upgrade** – Increase your Crafting Allowance by 200.
- **Obsessive Healer** – You can use as many First Aid Kits as you want, as long as you can pay their price in Loot Points.
- **Proud Doctor** – For each character you heal, gain 1 Wacky, and if you heal at least 4 DT, gain 1 Juice instead.
- **1 - Shit! I Forgot I Had Them!** – You can add up to 2 CHEM Items to your inventory. Pay the Purchase cost.
 - **Upgrade** – You can add up to 4 Common CHEM Items to your inventory. Pay the Crafting cost.

Range Combat Systems

- **Range Weapons Club Membership** – Pay the Crafting price when buying Range Weapons.
- **Point Blank** – Whenever you roll an ASS (without Risking the roll), gain 1 Wacky.
 - **Upgrade** – Whenever you roll an ASS (without Risking the roll), gain 2 Wackies.
- **1 - Suppressive Fire** – Your next attack deals Hinder 1 to a different character within Short Range of your target, with each Hit.
 - **Upgrade** – Your next attack deals Hinder 2 to a different character within Short Range of your target, with each Hit.
- **2 - Gunslinger Baby** – You can do multiple Fast Attacks in one turn without the DC penalty.
 - **Upgrade** – You can do multiple Fast Attacks in one turn without the DC penalty and with a +2 Modifier.
- **2 - In da face!!** – If you Risk a Range Attack Roll against a target at Melee Range, gain a +4 to the Risk Roll.
 - **Upgrade** – If you Risk a Range Attack Roll against a target at Melee Range, gain a +6 to the Risk Roll.

Social Engineering

- **Silver Tongue** – Gain [+1] to all your persuasion-related rolls made with Awareness (charm, empathise or seduction).
- **1 - Set the Mood** – Spend 1 minute preparing your team for what's about to come. All PCs in a Short Range gain 1 Wacky.
 - **Upgrade** – Spend 1 minute preparing your team for what's about to come. All PCs in a Short Range gain 2 Wackies.
- **Fucking Moral Support** – Spend 1 Shift counselling another PC while resting. Double the amount of Juice recovered. Can only be done once a day per PC.
 - **Upgrade** – Spend time counselling another PC while resting. Triple the amount of juice recovered. Can only be done once a day per PC.
- **Tactical Bossing Around** – Spend 2 Actions to "inspire" all Allies in Short Range to gain a +1 Modifier to their Combat Rolls for their next turn.

- **Upgrade** – Spend 2 Actions to “inspire” all Allies in Short Range to gain a +2 Modifier to their Combat Rolls for their next turn.

Tech Engineering

- **Multitasker** – You don’t get the [-1] modifier when doing Tech rolls in the middle of combat.
- **2 - Lucky Bastard’s Gadget Charm** – Spend 5 Loot Points, mitigate 2 Damage that is absorbed by a gadget (a made-up one, not from your equipment) you are wearing that will break. Can only be done once per turn.
 - **Upgrade** – Spend 5 Loot Points, mitigate 3 Damage that is absorbed by a gadget (a made-up one, not from your equipment) you are wearing that will break. Can only be done once per turn.
- **Recycling Master** – Break down any TECH item and recover its Crafting cost in Loot Points.
- **Therapeutic Crafting** – Whenever you craft items worth 100 or more Loot Points, you gain 1 Juice.
 - **Upgrade** – Whenever you craft items worth 50 or more Loot Points, you gain 2 Juice.
- **Weapon Booster** – Spend 1 Shift and 50 Loot Points to craft a Booster Attachment to one of your Tech weapons. Add the “Sonic” adjective to it. Whenever you spend 5 Loot Points to charge it, gain +2 Attack.

STARTING EQUIPMENT BY PROFICIENCY

➤ Write down your equipment

Covert Operations

- Standard Melee and Range Weapon
- Head Torch
- Grappling Hook Gun + 40m Rope
- Tech Tools
- Tracker
- Com Shades
- 50 Loot Points

Medical Systems

- Basic Range/Melee Weapon
- Chemistry Tools
- 3 First Aid Kits
- Com Shades
- 150 Loot Points

Social Engineering

- Basic Range/Melee Weapon
- Com Shades
- 100 Loot Points

Tech Engineering

- TECH Weapon
- Tech Tools
- Com Shades
- 100 Loot Points

Drive Engineering

- Standard Range and Melee Mechanical Weapon
- Mechanical Tools
- Tracker
- Com Shades
- 75 Loot Points

Close-Quarters Engagement

- Standard Melee Weapon
- First Aid Kit
- Adrenaline Shot
- Com Shades
- 75 Loot Points

Range Combat Systems

- Standard Range Weapon
- 2 Cheap Hair Volume Spray
- Com Shades
- 75 Loot Points

METACURRENCIES

JUICE

Juice represents the overall energy, health and morale of the PC. Usually, the type of conditions that affect Juice are things that affect the body that are not wounds and injuries. For instance, things that can reduce a PC's Juice are exhaustion, starvation, stress, physiological damage, diseases, etc. On the other hand, things like going on holidays, resting, eating good food, and achieving things can increase a PC's Juice.

- Juice can be tracked in the PC sheet, and each value comes with a Status associated with it.
- Each PC starts with 0 Juice, Normal Status.

JUICE										
Psyched			Normal	Stressed		Exhausted		Burnout		Broken
3 ○	2 ○	1 ○	0 ○	-1 ○	-2 ○	-3 ○	-4 ○	-5 ○	-6 ○	-7 ○ -8 ○
						+1 Talent Cost		No Talents		No Healing

As the Juice goes down, PCs will acquire special **Statuses**.

Statuses only take effect after the player has spent the Juice in whichever Talent or Manoeuvre/s they were using.

- **Psyched:** The PC's morale is high, and the energy levels are off the roof.
- **Normal:** the PC is just feeling normal.
- **Stressed:** The PC can feel the stress; it is not enough to hinder them, but it's there.
- **Exhausted:** An Exhausted PC has to spend 1 extra Juice to use any of their Talents (this doesn't include Passive Talents). Even if the Talent's cost was 0, now it's 1.
- **Burn Out:** The player can not use Talents.
- **Broken:** the PC doesn't heal, not by resting, nor by use of First Aid Kits.

If the Juice level reaches -8, whenever the PC loses Juice, instead, they gain 1 True DMG per Juice lost.

For example:

A player's Juice level is at -4 (Exhausted), and they decide to spend 2 Wackies on a Talent, but because they are Exhausted, they will have to spend 3 instead. They don't have any Wackies, so they spend 3 Juice, which puts their PC into Burnout (No Talents), so after sending those 3 Juice in a Talent, they won't be able to use more Talents until they recover Juice above the Burnout level.

Gaining or Recovering Juice

PCs can **gain** or **recover** Juice. The difference is:

- When a PC **recovers** Juice, its Juice can't go beyond 0. Recovering is to go back to your Normal Status (0 Juice).
- When a PC **gains** Juice, its Juice can go above 0.

PCs can **recover** Juice by:

- Resting

PCs can **gain** Juice by:

- Rolling Crits
- Pampering themselves (Check the Resting and Hospitality Services Tables).

Juice Excess

If a player gains more Juice than they can store (above 3), the excess is gained as Wackies (Wacky Points).

Spending Juice

- At any time, Players can spend any amount of Juice to gain an equivalent amount of Wackies.

Losing Juice

Juice is the PC's energy/moral status meter, so whenever they do something that should diminish it, their juice level should reflect that.

- **Drugs:** Some drugs allow players to gain Wackies, but they usually come with certain drawbacks in the form of Juice loss.
- **Combat:** Fighting is exhausting, which is why, after each combat encounter, the PCs should lose Juice depending on the difficulty of the encounter:
 - **Short/Easy Encounter** – Lose 1 Juice
 - **Average/Challenging Encounter** – Lose 2 Juice
 - **Very Long/Hard Encounter** – Lose 3 Juice
- **Tiredness:** if the PCs don't rest for more than 4 shifts in a row, they lose 1 Juice per Shift.
- **Extraneous Activities:** whenever the players do something very tiring, like climbing a mountain, carrying heavy equipment, or going a night without sleeping, they should lose Juice accordingly.
 - Challenging/Tiring Activity – Lose 1 Juice
 - Hard/Very Tiring Activity – Lose 2 Juice
 - Crazy Hard/Exhausting Activity – Lose 3 Juice
- **Morale Impact:** A PC's morale or mental state strongly affects their energy levels and ability to achieve goals. Hence, why things that affect the PC's morale affect their Juice.
 - Morale Hit– Lose 1 Juice
 - Big Morale Hit– Lose 2 Juice
 - Great Morale Hit– Lose 3 Juice

For example:

- A PC has died, so the other PCs' morale suffers:
 - PC1 was related to them, so they lose 3 Juice.
 - PC2 and PC3 were friends, so they lose 2 Juice.
 - PC4 was just an acquaintance, so they lose 1 Juice.
-

PCs are supposed to be strong-minded mercenaries that have endured quite a lot of hardships, and they have chosen the riskiest lifestyle a person can choose in the year 2080 (albeit a very rewarding one). This means the GM should only use Morale Impact penalties for very dramatic events only.

WACKIES

Wacky points, or Wackies, represent the PC's level of adrenaline or excitement and allow players to use their Talents and to pull Wacky Moves. Wackies come and go very quickly, so the best way to track them is by using tokens, or players can use a die (the Wacky Die) to keep track of them.

Gaining Wackies

- **Spending Juice:** players can spend one Juice to gain one Wacky at any time.
- **Using drugs:** Some drugs allow players to gain Wackies, but they usually come with some drawbacks and side effects.
- **PC's Talents:** Some Passive Talents (Check the PC Creation & Progression section) allow players to gain Wackies in certain situations.

Spending Wackies

- Wackies can be spent on Talents and Wacky Moves.

Losing Wackies

- Wackies are lost at the end of a Combat Encounter or after resting for 1 Shift (6 hours).

WACKY MOVES

Wacky Moves are special narrative moves that players can use by spending wackies.

- Wacky Moves are not rolled; they just happen.
- They are especially useful when trying to recreate actions that can not be performed with the game's rules, or when they just outright break the rules. But they can also be used as a way to ensure that something very risky or crazy happens, even though it could be attempted using the standard rules.
- Wacky Moves can not be used to make characters succeed at something they have already failed at, unless they use a completely different and very original approach for the same action.
- All Wacky Moves have to be approved by the GM. If they deem it to be too overpowering, game-breaking or unnecessary, they can call it off.
- Wacky Moves have a cost in wackies, given by the GM, that varies depending on the severity of the move and how beneficial or rule-breaking it is.
 - **1-2 Wackies:** considerably beneficial or rule-breaking move.
 - **3-4 Wackies:** strongly beneficial or highly rule-breaking move.
 - **5-10 Wackies:** crazy beneficial or rule-destroying move.

For example:

GM: The thug jumps from the helicopter onto your balcony.

Player: Can I throw him a chair to hit him mid-air and stop him from reaching the balcony?

GM: You are not in your turn, so that would be a Wacky Move, and it would mean 1 Enemy down instantly, so that would cost you 3 Wackies, and you'll lose 2 Actions from your next turn, or I can allow it without losing Actions for 4 Wackies.

Player: I'll sacrifice my Actions.

GM: OK, spend the Wackies and narrate how it happens.

- If a player objects to a Wacky Move from another player, it shouldn't be allowed. Conflict or antagonism between players is always resolved by rolling the dice or by the GM's discretion.
- If they have been agreed by the GM and the price has been paid, once they happen, Wacky Moves are absolute. They can't be countered, avoided or minimised; the desired outcome or effects happen fully.
 - Always make sure that the expectations are set on what the consequences are for a Wacky Move. Spending lots of Wackies in a Wacky Move can be very disappointing and upsetting if something makes the whole move irrelevant a few moments later.

Group Wacky Moves

Multiple players can engage in the same Wacky Move. This allows groups to pay for expensive Wacky Moves, as the cost is spread out, but for this to happen, each player has to justify how their PC takes part in the Wacky Move in a meaningful way.

SHIT POINTS (SP)

The world of 2080 is a harsh and unfair world where shit happens all the time. So, GMs gain SP to do exactly that, make sure shit happens to the PCs.

Gaining Shit Points

- At the beginning of a Session, the GM gains 1 SP per player on the table.
- When a player rolls a "Failure with a complication" (Flop) or a "Success with a complication" (Glitch), if the GM can't find a suitable complication, they can instead decide to gain 1 SP.
- During a Combat Encounter, at the beginning of each round, the GM gains SP equal to half the number of Players (rounded up).

Spending Shit Points

Shit Moves

Shit happens all the time, especially in the world of 2080; for that purpose, GMs can do Shit Moves. A Shit move is the equivalent of a Wacky Move for players, but instead, it is the GM the one who pulls it off. These allow the GM to add complications for the players. Shit Moves should only be used to add complications that the players can't avoid; if they can avoid it, then it's not a Shit Move.

- All Shit Moves have a cost in SP. The GM should be fair (towards generous) when assigning a cost to their Shit Move.
- Like with Wacky Moves, it's always important to very clearly convey to the players the expectations of the outcome of the Shit Move. Otherwise, players will try to stop the complication from happening, while the whole point of a Shit Move, like Wacky Moves, is that they can't be avoided. When shit happens, it just happens, and there's nothing you can do about it.

A bad example:

- GM: I'm going to spend 2 Shit Points to make a Shit Move. The kidnapper is going to jump out of the window, get into the car, and run away.
- Player 1: I shoot him while he jumps out of the window.
- Player 2: I throw my Shock Grenade at the car.

A good example:

- GM: I'm going to spend 2 Shit Points to make a Shit Move. The kidnapper is going to **successfully escape unscathed**. He's going to jump out of the window, get into the car, and run away.

- **Players: Shit!!**

Enemy Talents

- Like the PCs, Enemies have Talents that can be used only by spending SP, but there's also a list of general talents that can be used with all Enemies during combat.

GENERAL ENEMY TALENTS	
SP	Talent
1	Reckless: Force a Combat Roll into a Risk Roll.
1	Brutal Attack: Player gains [-1] to their Defence Roll..
1	Rush: Enemy gains one extra Action that can be used only as a Move, Interaction, or Recovery Manoeuvre.

Losing Shit Points

- SP are lost at the end of a Session. Wasting SP is considered extremely poor GMing. Players shall suffer the consequences of their mistakes; you shall have no mercy!! lol

COMBAT

Combat is the most rule-heavy part of the game, but it's designed to be fast and dramatic, so it's fast on the rules but quite swingy, which allows players and NPCs to beat the shit out of each other in style and with lots of drama.

- **Combat Encounters** begin when one or more characters engage enemies and end when the opposing force is defeated, surrenders, or no one is willing to fight.
- A Combat Encounter is divided into **Rounds**, with every PC and Enemy taking a **Turn** each **Round** before the next begins. At the start of a Combat Encounter, Initiative is determined to decide which side acts first.
- **Combat Rolls** are all rolls that trigger from using Combat Manoeuvres (more info below).

INITIATIVE

Who starts first?

- By default, Enemies have the initiative and act first, unless the players Surprise or Ambush the Enemies.
- If the players have the initiative, then they choose who attacks first. If no one wants to take the spotlight, go clockwise. If multiple players want to go first and can't agree, they roll AGI; the highest goes first.
- Whoever attacks first, they all attack together. For instance, first, all Enemies deal their attacks, then all players, and so on. This simplifies the rounds and allows the Enemies to make at least 1 attack before they are decimated by the PCs, as long as the Enemies have initiative.

Surprise

- A surprised group is one that knew where the attackers were but didn't expect the attack.
- If the PCs surprise the NPCs, they gain Initiative.
- If it's the NPCs that surprise the players, then the order is the default.

Ambush

- An ambushed group had no idea where the attackers were when combat began.
- If one group manages to ambush the other:
 - If the ambushers are the PCs, then they gain the Initiative and gain **[+1] Combat Rolls** for the first turn.
 - If the ambushers are the Enemies, then the PCs gain **[-1] Combat Rolls** for the first turn.

ROUNDS

Once the Initiative is assigned, the first Round starts. Each round, all able PCs and NPCs have a turn, and once all characters have had their turns, another round starts until one group is defeated or surrenders.

At the beginning of each round:

- The GM earns half the number of players (rounded up) worth of SP.

TURNS

Update Phase

At the beginning of each turn, start with the Update Phase. This is when any Conditions or Effects get updated and have their effect on the character. For example, if a PC is Grappled and suffering damage from it, they will take 1 Damage in the Update Phase.

Action Phase

Now characters have 3 Actions they can spend to execute different Action Combat Manoeuvres:

ACTION COMBAT MANOEUVRES		
Actions	Manoeuvre	Description
1	Move	Move 1 Distance (6 Spaces / 10m / 30 Feet).
0	Fast Interaction	Very Brief interaction with an object (e.g., grabbing a weapon, opening a door).
1-3	Interaction	Not so brief interaction with an object, or a few brief interactions.
1	Commit	[+1] to your next Attack Roll. Boost: Add an extra [+1].
2	Attack	Attack a target within Range. [-1] for each consecutive attack. Boost: Spend only 1 Action instead of 2 (minimum cost is 1 Action).
2	Charge	Move 1 Distance in a straight line and perform an Attack.
2	Heal	Heal a target within Melee Range. Gain Hinder 2.
1	Recovery	Remove 2 Hinder. Boost: Double the amount Hinder removed.
2	Ungrapple	Make an Ungrapple Save Roll. Boost: Gain [+1].
0	Overdrive	Spend 2 Juice, gain 1 Wacky and ignore all Status Penalties for this turn.

Fast interaction Vs Interaction

Opening a door is a Fast Interaction; breaking through one is an Interaction. If something requires an Ability roll, it is generally speaking an Interaction, and if something is too mundane to roll for, then it is a Fast Interaction. But there will be exceptions to this rule. The GM has the last word when deciding what's what.

Non-combat Manoeuvres in combat

A non-combat Manoeuvre is any other type of action that is not combat-related, like hacking a door, searching for an item, climbing a wall, etc. Whenever a player decides to do a Non-Combat Manoeuvre or action in the middle of a Combat Encounter, it is up to the GM to decide how many Actions it requires.

- All Non-Combat Manoeuvres should gain a [-1] while done within a Combat Encounter due to the added stress and tension, and tendency to hurry up and rush in, but there will be exceptions; the GM has the last word.

Overdrive

This Manoeuvre allows PCs to ignore all Status Penalties; these are the penalties that both Damage and Juice provide when they are very low.

Some examples of good Manoeuvres combinations:

Combo 1 - Powerful Attack

- 1st Action: Commit (gain [+1] to the next Combat Roll)
- 2nd Action: Commit (gain [+1] to the next Combat Roll)
- 3rd Action: Boosted Attack (only takes one action).

Gain [+2] to the attack, only spending 1 Wacky to boost the Attack. One of the Commit Manoeuvres can be boosted as well to get a [+3] if desired.

Combo 2 - Multi Attack

- 1st Action: Boosted Attack (only takes one action)
- 2nd Action: Commit (gain [+1] to the next Combat Roll)
- 3rd Action: Boosted Attack (only takes one action).

Because both Attack Manoeuvres are separated by one Commit Manoeuvre (it could be any other Manoeuvre for that matter), the attacks are not consecutive, and therefore they don't get the [-1] penalty. The Commit Manoeuvre can be boosted for a [+2], but that would make it a 3 Wackies combo.

ATTACK ROLLS

Whenever a player uses an Attack Combat Manoeuvre, they make an Attack Roll.

- **Attack Rolls** are Resolution Rolls. These work the same way as Ability Rolls, but instead of adding an Attribute Modifier, the corresponding Attack Modifier is added.
- **The Attack Modifier** is the weapon's base Modifier plus the relevant Attribute Modifier:
 - Ranged weapons use AWR for aiming.
 - Melee weapons often support two Attributes. For example, a Tactical Knife (1+AGI/FIN) lets the player use either their AGI or FIN Modifier (not both), added to the weapon's base of 1.
- **Difficulty Class (DC)**: Some enemies have a DC modifier that represents how hard they are to hit. Smaller, faster enemies are harder to target and will have higher DCs, while larger, slower ones are much easier to hit and have lower DCs. Most humanoid-sized Enemies don't have a DC modifier, so rolls will be even [0].

$$\text{Attack Roll} = [\text{X}\pm] \text{D12} + \text{Attack Modifier}$$

EFFECTS (DMG, HIN & GRA)

When an attack lands on a target, it can produce 3 different Effects depending on the weapon or attack used: **Damage (DMG)**, **Hinder (HIN)** and **Grapple (GRA)**.

- Effects can be **doubled** (2DMG, 2HIN or 2GRA) or **halved** (½DMG, ½HIN or ½GRA). When halved, every 2 Hits inflicts only 1 point of that Effect.

For example, if a weapon deals ½DMG and the player rolls 3 Hits, the Effect will be 1 DMG, and 4 Hits would deal 2 DMG.

Optional Effects

If a weapon or attack has two Effects separated by “or” (for instance: DMG or HIN), whoever is controlling the attacker can decide which one to use. For example, attacks with hand-to-hand combat or martial arts can either use DMG (Damage) or GRA (Grapple).

Added Effects

If a weapon has two Effects, it is represented by the Effects added as a sum, for instance: DMG+HIN or DMG+GRA. This means the weapon or attack generates both at the same time. If a DMG+HIN Attack roll produces 5 Hits, this would generate 5 Points of Damage and 5 Points of Hinder, while if the Effects were DMG+½HIN, they would generate 5 Points of Damage and 2 of Hinder.

- All Effects are tracked in the PC's Sheet Effects section:

EFFECTS (TR -> Trauma Roll)			
DMG (Damage)		HIN (Hinder)	
1 ☐ Bruised		1 ☐	
2 ☐ Beaten		2 ☐	
3 ☐ Injured		GRA	3 ☐
4 ☐ Wounded: [-1] TR		(Grapple) ☐	4 ☐
5 ☐ Flatlining: [-2] TR			5 ☐
6 ☐ Zeroed			6 ☐

DAMAGE (DMG)

Abbreviated DMG, it's the most common Effect. When Damage is inflicted, the defender can mitigate it by spending Buffer, but if they decide not to, or if they run out of it, then one Damage is added (ticked) on the PC Sheet as seen above.

Buffer

Buffer Points, usually just referred to as Buffer, represent anything that would save a PC's ass, whether it is plain luck, armour, a protective shield, or a PC's defensive skills. Narratively, this can be described as a bullet hitting a metal pendant, or a PC barely dodging a decapitating blade swing. If the PC has a shield or some type of armour, this can be used narratively to mitigate the damage as well.

For each Buffer you use, you can mitigate 1 DMG.

- Buffer can never go above its Max value or below 0, but some Talents or items can increase the Max value.
- A PC's Buffer resets at the end of each Combat Encounter or after one night's sleep.

True Damage

There are types of damage that can not be mitigated using Buffer; this is called True Damage. For instance, if a PC is grappled and is being squeezed like a lemon, this will deal True Damage as the PC can't move out of danger due to the grapple. For instance, a disease or a poison would generate True Damage as well, as they can not be mitigated. This doesn't mean it can't be healed, or a Save Roll can't be done to minimise it, but once the damage is done, it can't be avoided.

Damage Modifiers

When something provides a Damage Modifier (e.g., +1 Damage, -2 Damage), this gets added to the amount of DMG:

- Only if the Attack is successful.
- And always **after** the Hits have been calculated into the Effect.

For example:

- If a weapon's Effect is 2DMG and they use a Talent that gives +1 DMG, if the player rolls 3 Hits, the total would be $(2 \times 3) + 1 = 7$ DMG.
- If a weapon's Effect is $\frac{1}{2}$ DMG and they use a Talent that gives +1 DMG, if the player rolls 3 Hits, the total would be $(\frac{3}{2} \text{ rounded down}) + 1 = 2$ DMG.

Damage Status

As players gain DMG points, their Status changes, and they may gain a Status Penalty. This penalty affects all Ability and Combat Rolls.

Statuses:

- **Bruised:** Minor damage, nothing to worry about.
- **Beaten:** Painful but manageable.
- **Injured:** Significant damage, but the PC can handle it.
- **Wounded [-1] Penalty** – Critical damage, a serious wound or a few injuries that drastically incapacitate the PC. A Trauma Roll is done.
- **Flatlining: [-2] Penalty** – Brutal damage, the PC is nearly dead and struggling to remain standing. A Trauma Roll is done.
- **Zeroed:** Dead, or looking quite dead at least.

Trauma Roll

Whenever a PC reaches the Wounded or Flatlining Statuses, they make a Trauma Roll (TR). Trauma Rolls are FOR Rolls with a DC [+2].

Trauma Roll outcomes:

TRAUMA [+2] FOR ROLL	
Hits	Outcome
-1	Gain the Unconscious and the Nearly-Dead Conditions.
0	Gain the Unconscious Condition and make a new Trauma Roll every 10 minutes.
1	Gain the Incapacitated Condition and make a new Trauma Roll every hour.
2	Gain the Incapacitated Condition.
3	You keep going on.
4+	Gain the Rage 3 Condition.

If a PC is Wounded, they get a [-2] to all Ability and Combat Rolls, but due to the DC [+2] players get when making Trauma Rolls, the Trauma Roll would be an Even Roll. But if they are Flatlining, they'll roll the Trauma Roll with a [-1].

For example, a PC in a Beaten status (2 DMG) PC receives 3 further DMG, they spend their last Buffer to mitigate one, so they suffer 2 DMG. So they mark their Injured and Wounded tick boxes and proceed to do a Trauma Roll.

HINDER (HIN) & GRAPPLE (GRA)

Hinder represents how incapacitated or hindered a PC is. Hinder can represent many things: being distracted, stunned, slowed down, frozen, or even shocked. The amount of Hinder a PC suffers is tracked in the PC's Sheet in the Effects Section.

HIN (Hinder)

1 ☐

2 ☐

GRA (Grapple)

☒

3 ☐

4 ☐

5 ☐

6 ☐

For instance, in a melee fight:

- Hinder 1 could mean a character that is off balance with a knee on the ground.
- Hinder 2 could be a character that landed in their ass but is still facing their opponent.
- Hinder 3 could be a prone character, but still able to react.
- Hinder 4 could be a character who is prone and stunned for a few seconds.
- Hinder 5 and 6 is a character who's been knocked out for several seconds.

- For each Hinder Point, the target suffers a [-1] to all their Ability/Combat Rolls.
- Hindered characters can't perform any Manoeuvres other than the [Recovery Manoeuvre](#). Each Recovery Manoeuvre mitigates 2 Points of Hinder, unless 1 Wacky is spent to boost it, then it mitigates 4 Hinder instead.
- If Hinder becomes 4 or higher, the target suffers the [Vulnerable Condition](#) (Conditions are explained further on).

Grapple (GRA)

Grapple is a form of Hinder that is harder to remove, as it requires Fortitude rolls to be removed.

- When a PC suffers a GRA Effect, it's added to the Hinder section, but then the Grapple tick box is marked. This means the hindrance the PC is suffering is due to a Grapple.
 - If the PC already had some Hinder Effect on them, it gets added up, and it all becomes GRA.
- Recovery Manoeuvres **don't** work when a PC is Grappled.
- When Grapple is 4 or Higher, the target gains 1 True DMG every turn and gains the Vulnerable Condition.
- While Grappled, players can use the [Ungrapple](#) Manoeuvre (2 Actions) to make an Ungrapple Save Roll. For each hit, one Grapple point is mitigated.

REACTIONS (DEFENCE AND COUNTER ATTACKS)

While in their turn, both players and the GM can spend Actions to use Combat Action Manoeuvres, players with PCs and the GM with NPCs or Enemies, but outside their turns they can only use Combat Reaction Manoeuvres.

- Unlike Action Manoeuvres, Reaction Manoeuvres don't require spending Actions; instead, they trigger as reactions to certain events.

REACTION COMBAT MANOEUVRES		
Manoeuvre	Trigger	Description
Defend	Being attacked	Defend from Attack (make a Defence Save Roll). Boost: Gain [+1].
Counterattack	Mitigate all DMG with a Defence SR	Spend 1 Wacky and perform one free attack against the aggressor.

Defence Rolls are Combat Save Rolls where a PC attempts to mitigate the Effects of an incoming attack. Defence Rolls work by mitigating the Effect of the Enemy's **Attack Power** value with each Hit they produce.

- **Attack Power:** Enemies' attacks have a fixed Effect value called the Attack Power; so a Defence Roll aims to generate as many Hits to mitigate the Attack Power value.
- **The DC** represents how easy or difficult it is to defend against that particular attack, and it applies to the Defence Save Roll as it is.
 - A **positive DC** means a slow attack that is easy to dodge or block; a **negative DC** is the opposite, a very fast and hard-to-dodge attack.
 - If there's no DC, it means an Even Roll. Most attacks have no DC unless they are really slow or really fast.
- **Enemy Attacks** are displayed as follows: **Weapon_Name** __ [DC] Range __ [Attack_Power] Effect.
 - If the DC is [0], then it won't appear.

For example:

- An average Mercenary's attack:
 - Revolver __ Long __ 3 DMG
- A very strong and slow melee attack of a mech (easy to dodge but deals lots of damage):
 - Giant Sword __ [+2] Short __ 6 DMG+HIN
- A fast attack from a small but fast-moving drone (hard to dodge but doesn't deal much damage):
 - Stungun __ [-1] Mid __ 2 HIN

Defence SR

Whenever you defend from an Enemy attack, the Defence's DC dictates how you roll your dice, and you add your Defence Modifier to the result. Calculate how many Hits you generate, and for each Hit, you can mitigate the Attack's power by 1.

$$\text{Defence Roll} = [X\pm] \text{ D12} + \text{Defence Modifier}$$

For example, a PC with a Defence Modifier of +3 is defending from the following Attack from a huge Mech:

- Giant Sword __ [+2] Short __ 6 DMG+HIN

Rolls three D12s, and the highest result is 8 (plus 3), for a Defence Roll of 11, which generates 2 Hits. So the player reduces the 6 DMG+HIN power by 2, which means the PC suffers 4 DMG and 4 HIN.

CONDITIONS

Incapacitated

- While Incapacitated, a character can only crawl (1 Square/1.5 Meters/Yards per turn) and communicate with characters around them.
- Being healed to the **Injured** level or above removes the Incapacitation.

Marked for Death

- When a PC is Marked for Death, they gain the **Unconscious** condition.
- The PC can't use Wackies or XP (not even to level up).
- At the end of the session, the PC dies. This can be added to the game's narrative, or otherwise, the PC instantly self-combusts and dies once the session ends.

Nearly-Dead

The PC will die in 2D4 turns unless First Aid is applied.

Rage X

While in Rage:

- You lose X juice and can not gain or lose Juice until the Condition is removed.
- The PC ignores all Status Penalties (both from Damage and Juice), but they still suffer Trauma Rolls.
- All combat rolls become Risk Rolls, and you must do an Attack action every turn (if possible and as long as there are Enemies).
- Every Flop increases the Rage Condition by 1; every Crit reduces it by 1.
- +X To all Risk Rolls
- The Condition ends when the Combat Encounter finishes, or the PC reaches Rage 0.

The Trots X

The character has a strong urge to shit X times.

- Make a [+1] FOR roll, and for each Hit, the character manages to hold it for 1 turn.
 - For each further roll after the first one, the character gains [-1].
- While holding it, players can unload; it takes 2 turns, and they gain Hinder 3 while doing it. If the Unload happens, they reduce the Condition by 1.
 - If the Condition is 1 or higher still, then, the DC to hold it becomes [+1] again and another roll is made.
- If failure, they shit themselves and reduce the Condition by 1, and they gain the Loaded 1 Condition.
- The Condition ends when it reaches 0.

Loaded X

The character's pants get heavier, making them very uncomfortable and embarrassed.

- Gain [-X] to all rolls.
- Both Allies and Enemies within Short Range can smell the load and gain -X to all their rolls.

Unconscious

While Unconscious, a character can not perform any Manoeuvres or Ability Skills, and they gain the **Vulnerable** Condition. A successful Healing action would remove the condition. While in a Combat Encounter, a PC that falls Unconscious would be ignored by the Enemies, who will focus on the still active and highly dangerous PCs.

Vulnerable

A Vulnerable character is a character that can't defend itself, either because it is completely paralysed, knocked out, or not aware that it is being attacked.

- While a character is Vulnerable, they can be arrested, subdued, or even killed at Melee Range without having to make any Roll.
- Ranged attacks against a Vulnerable character deal 2xEffects.

BACKSTABBING

Killing an unaware character from behind (Vulnerable Condition) with a melee weapon is an easy task for any mercenary, so there's no need to roll for it; it just happens. Now, doing it without making any sound or the victim screaming, that's a different thing. These are Finesse rolls, and it's up to the GM to judge the roll and decide if the player alerts other characters or not and how it happens.

- If the backstabber doesn't have the Covert Operations or the Close-Quarters Engagement Proficiencies, then it's considered a Difficult [-1] Ability Roll. If they have any of those Expertise, then it's a Normal [0] Ability Roll.
- If the backstabber doesn't have a Knife or any small weapon with a blade, then add a further [-1] to the roll.
- If the backstabber is not approaching the target from behind and instead is jumping from above, then add an extra [-1].

Unless they Flop the roll, the target NPC will die, but it's up to the GM to decide how much noise they produce before dying, depending on the number of Hits.

- If they don't care about making noise or alerting others, they don't roll. Their target is killed, and that's it.

ACCIDENTS

Accidents are situations that damage characters but are not considered Attacks or Combat Rolls. Accidents work the same way as Defence Rolls, but instead of having an Attack Power value, there's an Accident Power value. Like in attacks, this value represents the amount of Damage, Hinder or both that the accident will generate.

- Only create Accident situations if there's a chance (even a small one) that the PC will survive it. For instance, if a PC falls off a skyscraper or is inside a house that is being blown away by explosives, the PC should die instantly.
- If there's a chance for the PC to mitigate the damage of the accident, then a DC is assigned, and the player can do a Save Roll and mitigate the Accident's Effects. If the PC has no chance to mitigate the damage anyhow, then no DC is necessary, no Save Rolls are done, and the PC will suffer the full Effect of the Accident.
- Accidents deal True Damage by default, unless the GM rules it out. Which means the only way to mitigate damage from an Accident is if the GM allows a Save Roll.
- Accidents are not Ability nor Combat Rolls and therefore can't be Risked. Players have no control over how the accident happens, but the GM could if they think there's something that could drastically reduce or increase the damage. For instance, falling from a 6th floor with a swimming pool at the bottom could be an Accident Save Roll converted into a Risk Roll, because falling inside or outside the swimming pool would make a massive difference.

How to do an Accident

- When an Accident happens, first the GM should choose a severity: Light, Moderate, Severe or Lethal.
 - Each Severity grade comes with a default DC value, but this can be changed by the GM depending on the situation and the type of accident. As a general rule, the more dramatic and harmful an accident is, the fewer chances there are to mitigate the damage. But there are always exceptions.

ACCIDENTS		
Severity	DC	Power
Light	[0]	2
Moderate	[-1]	4
Severe	[-2]	8
Lethal	[-3]	12

- Can the damage be avoided? Aka, can the PC do something to minimise the consequences of the accident? If the answer is yes, then an Accident Save roll is done, the power is mitigated, and effects are applied.

For example, a PC gets run over by a car. Because the car was not driving too fast, the GM decides it is a Moderate Accident (Power of 6) with both DMG and HIN.

Had the PC not seen the car, they would have suffered 6 Points of Damage and Hinder 6, but because they saw it coming, they had a chance to mitigate some of the damage, so an Accident Save Roll is made with a DC of [-1] using AGI (Agility). The player rolls and gets 2 Hits, which means they will suffer 4 Points of True Damage and Hinder.

DEATH

In 2080, players can avoid the death of their PCs by spending Death Points. PCs can start with 0 up to a maximum of 3 Death Points, depending on the type of adventure (more information in the Running 2080 section). Ultimately, the GM has the last word on how many Death Points can be used.

If the PC has Death Points, the player can spend one to avoid death, unless the PC suffers an Absolute Death or a Wacky Death.

Absolute Death

Being cut in half by a giant saw, falling from a skyscraper, or accidentally detonating a nuclear bomb are things a PC can not survive. If something like this happens, the PC suffers an Absolute Death. This can't be avoided, so the player should make a new PC.

Wacky Death

If the player chooses it, they can have a Wacky Death, as long as it suits the narrative and the GM agrees. If they do so, they get to do a Wacky Move for free. The PC will inevitably die during or right after the Wacky Move ends.

Hollywood's Cheap Death Trick (HCDT)

If the PC hasn't suffered an Absolute or Wacky Death, has 1 or more Death Points, and there are still sessions ahead, the player can spend a Death Point on an HCDT.

The PC appears lifeless; no breath, no pulse, very pale. After their colleagues exhaust their desperate attempts to resurrect the PC and everyone gives up, convinced of its complete demise, tears are shed, and words to honour the PC are spoken. It is only at this moment, when everyone totally believes undoubtedly that the character is absolutely, completely and definitely dead, that they miraculously come back to life. If a Combat Encounter is still ongoing, the PC remains 'dead' until the Combat Encounter ends, and then the whole HCDT plays out.

When a PC is 'reborn' by an HCDT, the PC:

- Removes 1 Death Point.
- Loses half their XP and half their Loot Points (rounded down).
- Their Damage becomes 5 (Flatlining). No Trauma Roll is performed.
- Their Juice becomes -6.
- They gain the Incapacitated Condition.
- Their Buffer resets to Maximum.

The End

- If the death happens in the last session of your campaign (or you are playing a One-Shot adventure).
- Or the PC has no Death Points.

Then Death Point can't be used and the PC dies.

Keep Playing

If this happens early in the session (considering it's a 3 to 4-hour session), you can make amendments to allow the player to keep playing.

- If there are any ally NPCs, the player should take control of one of them if possible.
- If there are no NPCs the player can use, as a last resort, if the GM agrees, the player can keep using their PC, but with the **Marked for Death** Condition (Check the Conditions section).

Dying

When the PC finally dies:

- Due to the trauma of losing a friend, all the other PCs lose Juice according to their relationship with the victim, unless the player was able to choose a Wacky Death, in which case, the epicness and wackiness of their death counters the trauma and no Juice is lost.
- All PCs gain 3 XP.
- If it happens during a Combat Encounter, all PCs witnessing the death gain the Rage 3 Condition. Players can embrace the Rage or try to mitigate it. Those who want to placate it do an INT Save Roll with a DC modifier according to how important the victim was for them, and for each Hit, they mitigate 1 Rage Point.

Managing Deaths

The amount of starting Death points can be changed by the GM to adapt it to the campaign circumstances. The lower the starting amount, the fewer chances to survive the PCs will have. The GM should consider how long the campaign is going to last and how unforgiving they want to be. Shorter campaigns may benefit from more restrictive use of the rule, while longer ones may benefit from a more relaxed or even full use of the rule. It's up to the GM to decide what's most suitable for the game. For more information, check the **Running 2080** section.

There are a couple of things that should be avoided:

- **Lack of sense of threat or risk:** Don't let players take their safety for granted. The thrill of death always makes games more exciting and interesting than a game where everything feels too safe. Even though players prefer to feel safe when they play, the levels of satisfaction and joy a player experiences when they finish quite a deadly and risky adventure are drastically higher than in an easy and safe one.
- **A thousand PCs:** When your players die a lot, it stops becoming something scary or thrilling, and it just becomes a cycle of creating new PCs and repeating. It doesn't allow players to grow and evolve with their PCs; it will end up trivialising death, and players grow detached from the narrative due to the lack of consistency of their PCs.

The good thing about the way this system works is that whenever a PC dies, if they use the HCDT:

- It reminds the player that they can die, that safety is not granted, adding to the thrill and sense of threat.
- But it stops them from dying, and the sadness and disappointment this can bring to the player, while allowing them to keep using their PC.
- It creates a lot of anticipation and dread when the PC loses their last Death Point and gets closer to their inevitable and final death.

For this system to work properly, especially if you decide to use it fully (3 Death Points), make sure your players die from time to time.

DOWNTIME

When players are not adventuring, and they are in an urban area, they are in Downtime. While they are in downtime, they can just skip it and go adventuring again, or they can do some Downtime activities. To engage in these activities, they have to spend at least 1 Shift doing so.

Recovering vs Gaining

When a PC **recovers** Juice, they return to the normal state, that is, 0 Juice. So a PC can not go above 0 when **recovering** Juice.

When a PC **gains** Juice, it can go above 0 and potentially reach a maximum of 3 Juice.

RESTING & HEALING

Resting

- PCs rest when they either sleep or do nothing productive, which means Downtime activities don't count as resting.

RESTING		
Activity	Duration	Description
Night Sleep	1 Night Shift	Recover 1 Juice.
Long Rest	1 Day	Recover 2 Juice and remove 1 DMG.

Players can also take advantage of the services the hospitality industry provides, as long as they are happy to spend their money on them.

HOSPITALITY SERVICES		
Service	Description	Purchase
Accommodation (Per Person and Night)		
Normal Accommodation		10
Luxurious Accommodation	Recover 1 extra Juice.	20
Healing (Once per day only)		
First Aid (10 min)	Remove 3 DMG.	10
Full Hospitalisation (1 Shift)	Remove all DMG.	20
Leisure (Once per day only)		
Body Massage (1 Hour)	Gain 1 Juice.	12
Spa & Massage (1 Shift)	Gain 2 Juice.	20
Premium Spa Experience (1 Day)	Gain 4 Juice.	35
Weekend Spa Break (2 Days)	Gain 8 Juice.	65
Repairs		
Repair items or weapons		Sell Price
Repair Vehicle	Per DMG repaired	60

2080 has a slightly more realistic approach to resting and recovery, aka, PCs recover very slowly. The idea behind this is to force players to pay for healing and leisure services whenever they need to recover fast.

Healing

PCs can heal in two ways: by resting or being healed by another character (either a PC or NPC).

Resting

- For every Long Rest (1 whole day), PCs remove 1 DMG. This works even if they don't add them because they've reached 0 Juice.

For example, a player has -2 Juice and 3 Damage. They rest for 1 whole day in a Good Accommodation, which means they recover (2+1) 3 Juice and 1 DMG. Which means they end up with 0 Juice and 2 DMG.

First Aid Kit

Whenever a character uses a First Aid Kit, they make a Healing Roll:

- They heal (remove) 1 DMG per Hit.
- If Flop is rolled, the target suffers 1 Damage.
- PCs can only be healed once per day.

Without a First Aid Kit

- They heal 1 DMG per 2 Hits.

No Proficiency

- Any attempt at healing without the Medical Systems Proficiency is done with [-1].

PURCHASING EQUIPMENT

In most TTRPGs, there's usually a shop with a vendor, and there's a list of the items they have in stock. This requires a certain amount of prep from the GM and can be quite time-consuming.

2080 uses a more abstract prep-less shopping system that represents the PCs going around town and looking for the best prices and availability. This process takes 1 Shift. Sometimes, the narrative may require a purpose-created shop with an NPC. If that's the case, ignore this system; otherwise, this can save a lot of time. Just hand in the equipment list and let them buy whatever they want with their hard-earned Loot Points.

An even better system is to do this while not in-game, in between game sessions. This will save even more time, and the GM will be able to focus on the adventure instead of player-driven consumerist practices.

CRAFTING EQUIPMENT

Players can also craft items. Due to really advanced 3D printing techniques, crafting is much faster in 2080 than it is nowadays. Each PC has an allowance of Loot Points they can expend in crafting equipment equal to their Crafting Allowance. When crafting, players pay the Crafting Price instead of the Purchase Price, which is approximately 30% cheaper. This allowance resets every day.

Players can spend 1 Shift to craft equipment with a Crafting Price above their Crafting allowance by creating a Crafting Project. The player adds the item to the equipment list with the word Project in it, and once per day, if they have some downtime, they can spend any amount of Loot Points within their Crafting Allowance in their Crafting Project. These will add up until the full amount is gathered, and then the project becomes the item itself.

- To craft an item, the PC must have the Proficiency and Equipment Tools necessary for the job.

LOOT & EQUIPMENT

EQUIPMENT TYPES

PCs start with some Common Equipment (check the PC Creation section), and as they progress through their adventures, they gain Loot Points that they can use to purchase or craft weapons. As PCs level up and increase their reputation as mercenaries, they gain access to better tiers of equipment.

Equipment is divided into 3 tiers, with each tier having some recommended PC Levels. This doesn't mean PCs outside that level can not access those types of items:

Common Equipment

- Levels 0,1 and 2.

This is the most basic equipment, available in most areas (to a degree), and it should be the bread and butter for the first levels.

Fancy Equipment

- Levels 3 to 4.

This is a more powerful and high-tech version of Common Equipment with some special items added for extra fun. These types of items can only be purchased in big cities or specific trade centres.

Garish Equipment

- Level 5 to 6

Some games have legendary equipment, others have magic equipment, 2080 has something far better and superior, GARISH EQUIPMENT!!! The wackiest and tackiest equipment in the entire universe, and therefore, more powerful and devastating than anything you've seen before. The more garish they are, the more powerful, as simple as that. This type of equipment can not be purchased; it is found or rewarded.

EQUIPMENT PRICES

PCs use Loot Points to pay for all their expenses. When paying for services, there is just one price, but equipment can be sold or crafted, so there are 3 different prices for it.

Buy

This is the price to purchase the item outright.

Sell

This is what the PCs get if they sell the item.

Craft

This is the cost in Loot Points to craft an item if they have the required Proficiency.

There are 3 types of items based on their crafting type: Chemical (CHEM), Mechanical (MECH) and Technological (TECH).

PCs can craft CHEM, MECH and TECH items if they have the Medical Systems, Drive Engineering or the Tech Engineering Proficiencies, respectively.

EQUIPMENT LISTS

Common Equipment

COMMON EQUIPMENT						
Name	Description	Buy	Sell	Type	Craft	
Drugs and Medicines						
Adrenaline shot	Lose 1 Juice and gain 2 Wackies; lose 4 Juice and make a Trauma Roll if used more than once in a Combat Encounter.	10	2	CHEM	7	
Hair Volume Spray	Gain 1 Wacky. Only has effect once per Day.	3	1	CHEM	2	
First Aid Kit	Removes 1 Damage per Hit. Only has effect once per Day.	5	1	CHEM	4	
Energy Drink	(Mild Synthetic drug) Gain 1 Damage and 2 Juice; Double Damage gain for each extra consumption within 1 day.	1	1	CHEM	1	
Rocket 1.5	(Synthetic drug) Lose 1 DMG and gain 2 Wackies. Side effects: gain The Trots 1 Condition. Double the Trots Condition effect for each extra consumption within 1 Shift.	5	1	CHEM	4	
Heaven 69	(Synthetic drug) Gain 1 True DMG and 2 Wackies. Double the DMG penalty for each extra consumption within 1 Shift. Side effects: very strong aphrodisiac effect for 2 Shifts.	10	2	CHEM	7	
Hilah V2	(Synthetic drug) Lose 1 DMG and 1 Juice each Shift for the next 3 shifts. Can't gain Juice while it's working. Double the Juice spent for each dose within 1 day from first use.	5	1	CHEM	4	
Gear						
Climbing Rope	Can bear 2 Tons. The price is per 20m of rope.	5	1	MECH	4	
Grappling Hook	Gun with "Sticky" Hook that adheres to all surfaces. Comes with 20m rope.	5	1	MECH	4	
Mechanical Tools	Allows crafting MECH equipment and repairing vehicles, using the Drive Engineering Proficiency.	7	2	MECH	5	
Chemistry Tools	Allows crafting of CHEM equipment with the Medical Systems Proficiency.	10	2	MECH	7	
Gadgets						
Com Shades	Allow voice communication and video sharing with Allies.	40	8	TECH	28	
Tech Tools	Allows crafting, repairing and modifying TECH equipment with the Tech Engineering Proficiency.	25	5	TECH	18	
Tracker	Small adhesive GPS tracker device.	4	1	TECH	3	
Head Torch	Illuminates in front of the PC up to Long Range.	4	1	TECH	2	

Hair Volume Spray: This is a scam; they don't really add more volume to your hair, but users feel better after using it, but it's all self-suggestion. Is the placebo effect that gives people that extra Wacky point.

Weapons Modifier

In the Common Weapons table (down below), the Modifier column sometimes shows more than one attribute: **0+FOR/AGI** or **+1+AGI/FIN**. If this is the case, then players get to choose which Attribute they add to the weapon's Modifier.

COMMON WEAPONS								
Weapon	Modifier	Effects	Range	Description	Buy	Sell	Type	Craft
Weaponless Combat								
Hand-to-hand	0 + FOR/AGI	DMG or GRA	Melee					
Martial Arts	+1 + FOR/AGI	DMG or GRA	Melee	[+1] to Grapple Attacks and Save Rolls.				
Basic Melee Weapons								
Pocket Knife	0 + AGI/FIN	DMG	Melee		7	2	MECH	5
Brass knuckles	0 + FOR	DMG	Melee		4	1	MECH	3
Nunchucks	0 + AGI/FIN	DMG	Melee		7	2	MECH	5
Regular Melee Weapons								
Tactical Knife	+1 + AGI/FIN	DMG	Melee		10	2	MECH	7
Baton	+1 + FOR/AGI	DMG	Melee		5	1	MECH	4
Baseball Bat / Hockey Stick	+1 + FOR/AGI	DMG	Melee		12	3	MECH	9
Climbing Ice Axe	+1 + AGI/FIN	DMG	Melee		25	5	MECH	18
Machete	+1 + AGI/FIN	DMG	Melee		12	3	MECH	9
Bo Staff	+1 + AGI/FIN	DMG	Melee		5	1	MECH	4
Electric Guitar	-1 + FOR	DMG+1	Melee	Built-in Amp.	60	12	TECH	42
Shock Baton	+1 + FOR/AGI	DMG or HIN	Melee		50	10	TECH	35
Basic Range Weapons								
Shurikens	0 + AGI/FIN	DMG	Short		5	1	MECH	4
Small Revolver	0 + AWR	DMG	Long		40	8	MECH	28
Stun Gun	+3 + AWR	HIN	Mid		100	20	TECH	70
Regular Range Weapons								
Pistol	+1 + AWR	DMG	Far		80	16	MECH	56
Uzi	+1 + AWR	DMG	Long		150	30	MECH	105
Wave Shotgun	-1 + AWR	DMG+1	Mid		100	20	TECH	70
Pulse Rifle	+2 + AWR	DMG	Far		250	50	TECH	175

Fancy Equipment

FANCY EQUIPMENT						
Name	Description	Buy	Sell	Type	Craft	
Drugs and Medicines						
Fancy First Aid Kit	[+1] Healing Rolls. Removes 1 Damage per Hit. Only works once per Day.	20	4	CHEM	14	
Verbosy	(Synthetic drug) Lose 2 Juice. Gain +2 to all Social Interaction Rolls for 1 Hour. Can't gain or recover Juice while it's working. Double the Juice lost for each dose within 1 Shift.	15	3	CHEM	11	
Einstainer	(Synthetic drug) Lose 1 Juice. Gain +1 to all INT Rolls for 1 Shift. Can't gain or recover Juice while it's working. Double the Juice lost for each dose within 1 Shift.	15	3	CHEM	11	
Super Rocket 2.3	(Synthetic drug) Lose 2 DMG and gain 3 Wackies. Side effects: gain The Trots 3 Condition. Double the Trots Condition effect for each extra consumption within 1 Shift.	25	5	CHEM	18	
Dragon's Blood	(Synthetic drug) Lose 3 Juice, gain [+1] to all rolls for 10 Minutes. Double the Juice cost for each extra consumption within 1 Shift	30	6	CHEM	12	
Gear						
Protective Gilet	Gives 2 temporal Buffer. Once spent, the clothing is damaged and cannot be used again.	5	2	MECH	5	
Gadgets						
Tech Boots	Spend 2 Loot and 1 Shift to charge them. They can adhere to any surface for 10 minutes.	200	40	TECH	140	

Weapons Modifier

In the Common Weapons table (down below), the Modifier column sometimes shows more than one attribute: 0+FOR/AGI or +1+AGI/FIN. If this is the case, then players get to choose which Attribute they add to the weapon's Modifier.

FANCY WEAPONS								
Weapon	Modifier	Effects	Range	Description	Buy	Sell	Type	Craft
Fancy Melee Weapons								
Shock knuckles	+1 + FOR	DMG+½HIN	Melee		110	20	MECH	75
Katana	+2 + AGI/FIN	DMG+1	Melee		580	115	MECH	400
Dual Short Swords	+3 + FOR/AGI	DMG	Melee		280	55	MECH	195
Mega-electric Guitar	+1 + FOR	DMG+2	Melee	Built-in Amp. Charge it for 1 action, shoot 1 energy pulse at Long Range.	430	85	TECH	300
Kinetic Bo Staff	+2 + FOR/AGI	DMG or HIN	Melee		245	50	TECH	170
Fancy Range Weapons								
Superheated Shurikens	+2 + AGI/FIN	DMG	Short		50	10	MECH	35
Dual Golden Pistols	+2 + AWR	DMG	Far	Automatic	560	130	MECH	455
Blaster Pistol	+1 + AWR	DMG+1	Far		320	65	TECH	225
Shotgun Blaster	0 + AWR	DMG+1	Mid	Spend 1 action to charge it and add 1 DMG.	440	85	TECH	310
Blaster Rifle	+3 + AWR	DMG	Too Far	Automatic	1050	210	TECH	735

Garish Equipment

Work in progress...

LOOT POINTS

Loot Points are an abstract representation of the overall wealth accumulated by the PCs along their many adventures. As players do jobs, they will earn Loot Points that they will be able to use to purchase or craft gear. There are 2 main ways players can gain Loot Points:

Finding Loot

When a player is in a situation where they could obtain loot from their environment, such as a stockroom, dead enemies, a safe, etc, it's up to the GM to decide if the players find specific items or get some Loot Points, or a combination of both. If Loot Points are awarded, the GM can give a fixed amount to the players, or they will do a Find-Loot roll, and the result is the amount of Loot Points each player gains. Depending on the place and the situation, the GM has to judge the Wealth Level of that area or subject/s, or in other words, how much potential Loot the players can get out of that situation and then roll accordingly.

- Not all areas should have loot.
- All Enemies should have at least a Meagre level of Loot or more, depending on their level as Enemies.

FIND LOOT		
Wealth Level	Amount	Situation
Meagre	D6	- A single poor NPC - A place that has nothing important or has been ransacked already
Low	D6x5	- An Easy Combat Encounter or an average NPC. - An unimportant place with a low level of wealth or equipment.
Average	D4x20	- A Normal Combat Encounter or a wealthy NPC. - A fairly relevant place with a decent level of wealth or equipment.
High	D4x100	- A Difficult Combat Encounter or a Small Boss. - A quite important place with a good level of wealth or equipment.
Holy Shit!	D4x500	- An Extremely Difficult Combat Encounter or a Big boss. - An extremely important place with great levels of wealth or equipment.

Higher amounts can be rewarded on special occasions, aka, robbing a bank, stealing from a billionaire, or a trillionaire, etc. But also the opposite can happen too, killing a big boss in the form of a giant alien mutant cyber pig may not provide any loot at all, while killing some experienced and well-equipped group of mercenaries should provide a good reward.

Rewards

Whenever the players complete a job, they get a reward in the form of Loot Points. Here is a table that can be used as a guide to judge how much to pay each player for a job.

- First, the GM has to consider what kind of job it is, how dangerous and how long it will take the players (more or less) to finish it. And based on these two factors, get a Job Threat Level score.

JOB THREAT LEVEL			
Number Sessions	Low Danger	Mid Danger	High Danger
1-4	1	2	-
5-10	3	4	5
10-15	-	6	7
16+	-	8	9

Low Danger Jobs: Few and easy Combat Encounters with no bosses / Jobs against individuals.

Mid Danger Jobs: Several challenging Combat Encounters with 1 boss / Jobs against small organisations.

High Danger Jobs: Lots of challenging Combat Encounters, with a few bosses / Jobs against big organisations.

- Choose a Patron Type:

REWARDS (By Player)			
Job Threat Level	Patron Type		
	Stingy (2-11)	Fair (12-19)	Generous (20)
1	300	400	600
2	450	600	900
3	900	1200	1800
4	1200	1600	2400
5	1500	2000	3000
6	2100	2800	4200
7	2400	3200	4800
8	3000	4000	6000
9	3300	4400	6600

These figures are a guide; the GM can adjust them depending on whether the job is going to take a long time or requires lots of travelling, requires special equipment, etc.

FINDING EQUIPMENT

When the players decide to loot a place or NPCs, the GM can either prepare some gear in advance, improvise it, or award them Loot Points. Loot Points are the easier and faster way, but they are meant to be used only while in Downtime to purchase or craft equipment. This is done for the purpose of speeding up gameplay, but if the GM doesn't mind spending some gameplay time for the players to be able to use their Loot Points on the go, as a way of finding equipment they can use immediately, then the GM can allow them to "purchase" items only with the Loot Points they just found.

For instance, if a Find-Loot roll is 200, players will be able to spend 200 Loot Points to get gear at that very moment, and the rest goes to the stash. When doing so, it would be a good practice to ask the players to describe and narrate how they find the loot they've just acquired in the area; otherwise, this practice can feel like instant loot teleporting itself into the PCs' hands. Any loot "found" this way should make sense within the environment and the narrative. The GM has the last word on what can be found, or not.

This can be quite time-consuming as players will try to maximise how much they get with the given amount of Loot Points. We only recommend this when it's strictly necessary, aka: if the PCs are far away from civilisation and need some urgent resupplying.

VEHICLES

Due to the climatic disaster the world is suffering, in 2080, 98% of all vehicles are electric. Driving a vehicle with an internal combustion engine is heavily, very heavily, frowned upon; to the point that sometimes people can get a bit violent towards such drivers. Electric drive trains have improved a lot, batteries are extremely lightweight and cheap to manufacture, but electricity prices are outrageously high due to corporate greed.

Vehicles Stats

- **DT:** These represent the amount of DMG a vehicle can take before it stops working.
- **Handling:** This modifier reflects the vehicle's performance and how well it responds to the driver's input.
- **DC:** All vehicles have a DC modifier that represents how easy or difficult they are to drive in urban areas, compared to other vehicles. For instance, motorbikes can drive through traffic much more easily than any other vehicle, while trucks or buses are the complete opposite.

VEHICLES						
Type	DT	Handling	DC	Seats	Buy	Sell
Bikes						
Small Bike	1	-2	[+1]	2	200	40
Average Bike	2	0	[+1]	2	750	150
Sport Bike	2	+2	[+1]	1	1300	260
Cars						
Small Car	4	-1	[0]	4	2,000	400
Average Car	5	0	[0]	5	2,500	500
Average SUV	6	0	[0]	5	3,000	600
Premium SUV	8	0	[0]	5	5,000	1,000
Sports Car	5	+1	[0]	5	4,500	900
Super Car	4	+2	[0]	2	30,000	6,000
Vans						
Small Van	5	0	[0]	2/6*	2,500	500
Regular Van	6	0	[0]	3/9*	3,500	700
Big Van / Mini Bus	7	-1	[-1]	3/18*	4,000	800
Buses & Trucks						
Bus	16	-2	[-2]	50+	20,000	4,000
Small Truck	10	-1	[-1]	2	4,000	800
Truck	15	-2	[-2]	2	7,500	1,500
Big Truck	20	-3	[-3]	2	13,000	2,600
*Depending on whether it's a Passenger Van or a Cargo Van with only front seats.						

Fixing the Vehicles

Players can have their vehicles fixed during downtime by a mechanic (an NPC). To do this, they can:

- Pay a garage to fix it for them (75 Loot Points per DMG fixed)
- Try to fix it themselves by spending 60 Loot Points and doing a Vehicle Repair Ability Roll. The Drive Engineering Proficiency and Mechanical Tools (equipment) are required to perform a Vehicle Repair Roll.

Vehicle Repair Rolls

First, the GM should do a progress bar representing the full repair.

- Each DMG point received by the vehicle is 2 slots in the Progress bar.
- PC pays 60 Loot Points to make a repair roll.
 - For every 2 Slots filled in the progress bar, the Vehicle clears 1 DMG.
 - A Flop means something gets broken and the vehicle gains 1 DMG.

For example:

A player is fixing their car that has 3 DMG. Because they have 132 Loot Points, they can only afford 2 Repair Rolls.

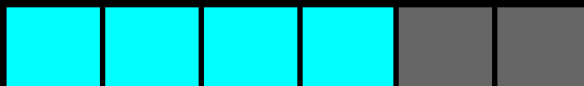
So the GM creates a Vehicle Repair Progress Bar with 6 slots (1 per DMG):

DC [0] Car Fixing (6)



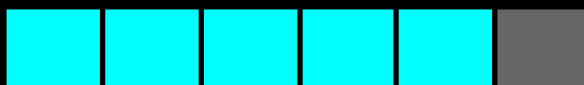
The player spends 60 Loot Points to do one Repair Roll and they get an ASS (3 hits) and spend 1 Wacky with the Spank It Talent to increase to 4 Hits.

DC [0] Car Fixing (6)



That's at least 2 DMG fixed. But the player decides to spend another 60 Loot Points to do another Fix Roll, and they Roll 1 Hit.

DC [0] Car Fixing (6)



This means they get to clear 2 DMG from the vehicle (the last Hit is wasted).

DRIVING ROLLS

Driving rolls are Ability Rolls using AWR. Awareness is the attribute that allows PCs to judge distances, speeds, and gaps, and it also represents the overall navigation and orientation skills needed to drive a vehicle. Players should only make driving rolls when they are trying to achieve something dangerous, or if they are doing a long trip, they can make a roll to decide how long it takes them to get to their destination. Otherwise, when they are just moving around or commuting to places, they shouldn't have to roll.

PURSUIITS

These rules for pursuits are done with road vehicle chases in mind, but can be used for running pursuits, bicycle ones, boats, shopping trolleys, spaceships, whatever.

When creating pursuits, the GM should think of a Success option and a failure option. What happens when the bad guys catch up with the players who were trying to run away? And what happens if the players manage to run away? The GM can always rig things a bit to try to incline the balance one way or another; there's nothing wrong with the NPCs having extremely skilled drivers, or the opposite, very useless ones; or just keep it even, whatever fits the narrative of the game best.

In every pursuit, there is a Runner and a Pursuer; the Runner is the target that is being pursued, and the Pursuer is... well, self-explanatory.

Steps to set up a pursuit:

- First, establish the distance of the Pursuer from the Runner in a Range:

Short Range ↔ Mid Range ↔ Long Range ↔ Far Range

- When doing pursuits, Weapon Ranges become more important as PC or NPCs will be able to shoot each other or not, depending on how far or close they are.
- Then choose a **Pursuit Power** value that represents how good the NPCs are at either running away or pursuing.

PURSUIT POWER VALUES		
Skill Level	Value	Difficulty
Amateur	1	Easy
Competent	2	Challenging
Pro	3	Very Difficult
Genius	4	Nearly Impossible

Pursuing Rolls

Pursuits like Combat Encounters are set up in Rounds. Each Round, the players get to do a Pursuit Save Roll against the Pursuit Power Value.

- If the Pursuing roll is higher than the Pursuit Power, for each Hit above the Pursuit Power, the players get one Range closer, if pursuing, or one Range further, if running away.
- If the number of Hits is the same as the Pursuit Power, the distance remains the same.
- If the Pursuing roll is lower than the Pursuit Power, for each Hit below the Pursuit Power, the players get one Range further away, if pursuing, or one Range closer, if running away.
- Pursuing Rolls can be Risked if the players justify how and what kind of risk they take.

If Short Range is reached by the Pursuers, then they can attempt to do an Intercepting roll against Pursuit Power to catch them and end the pursuit.

For example, a PC is being pursued by 2 mercenaries at Long Range. The GM assigns the mercenaries a Pursuit Power Value of 2 (Competent), so in the first Round, when the player rolls 3 Hits (1 Hit above the Power Value), the mercenaries fall behind and move to Far Range with the PC.

- The GM narrates this as the player being better at dodging people at the busy marketplace.

In the second Round, the player rolls 0 Hits. Which means the Mercenaries get 2 Ranges closer to the PC, which puts them at Mid Range.

- The GM narrates this as the PC tripping over and falling.

-
- When the Pursuer goes beyond the Far Range, they lose track of the runners.
 - When the Pursuer reaches Short Range, they can try to Intercept the Runners.

Intercepting

Once the Pursuer is in Short Range, they have a chance to make an Intercept Save Roll. This represents the Pursuers trying to stop the Runners. An Intercept roll is the same as a Pursuit Roll, AGI for on-foot pursuits, AWR for driving pursuits, and against the Pursuit Power Value, but the outcomes are different.

Intercept roll is successful:

- On foot: the runner gains the Hinder condition (Grapple for Crit Rolls) for each Hit above the Pursuit Power.
- On vehicles: both vehicles gain 1 Damage, and the runner is either forced to stop or have an accident. It's up to the GM to interpret the result.

If caught up, Runners can always try to run away again. Depending on the situation and how the Pursuers interact with them, it is up to the GM to dictate how hard it is for the Runners to attempt another runaway, but before that happens, the pursuers should have a chance to attack or interact with them before they try to escape.

Size Matters

The above rules assume that both vehicles are of a similar size. But a bike can't ram a car into a stop, and a car can't ram a truck into having an accident. This is when weapons and other tactics will have to be employed by the PCs or NPCs. But if the size difference is not massive, like a small car ramming an SUV, or a van ramming a small car, then DC modifiers should be assigned to the Intercept Save Roll by the GM, depending on the size difference.

Shooting

While in a pursuit, pursuers can attempt to shoot the runners every turn as long as they are within range.

- Range attacks while pursuing are done with [-1], unless the pursuer decides to stop for a bit to shoot. If this is the case, the pursuer falls behind 1 range, but they can attack without penalty.
- Runners can also shoot the pursuers, but with a [-2].

PC PROGRESSION

EXPERIENCE POINTS (XP)

XP represent the experience a PC accumulates during their adventures, and it can be used to improve PCs or to save their asses. The idea is that players can use their XP to make their lives easier, but it will take them longer to improve and level up, or instead, they can embrace their mistakes and fuckups, learn from them, and grow faster. It's up to them.

- At the end of each session, all PCs gain 1 XP per 30 minutes of gameplay.
- The GM can award extra XP when the players reach a milestone within the adventure:
 - 1 XP - Small Milestone: Finish a small/side job.
 - 2 XP - Important Milestone: Finish an important Job or kill a Boss.
 - 4 XP - Critical Milestone: Finish a critical part of the Adventure or kill a Big Boss.

LEVELLING UP

When PCs accumulate enough XP, they can use it to level up. Levels dictate the PC's hair volume level; the higher the volume, the more powerful and experienced they become. There are 7 levels, from Low to Bodacious Hair volume.

XP REQUIRED TO LEVEL UP				
Level	Hair Volume	Fast Progression	Normal Progression	Slow Progression
0	Low	-	-	-
1	Medium	5	10	20
2	High	10	20	40
3	Very High	15	40	80
4	Extreme	20	60	120
5	Gnarly	30	80	160
6	Bodacious	40	110	220

- **Level 0:** for first-time players. Fewer talents make it easier to get used to it. If your players already know the game, start at level 1.

As a general rule, the shorter the campaign, the faster the levelling should be, and the longer the slower.

PROGRESSION BY CAMPAIGN LENGTH	
Number of Sessions	Level Up Speed
1-15	Fast Progression
15-30	Normal Progression
30+	Slow Progression

- To level up, PCs must have a free Shift (6 hours) they can use to rest and meditate on their failures and Hits. Then players must spend XP equal to the Level requirement and add progress to their PC Sheet as follows.

PCS LEVEL PROGRESSION				
Level	Hair Volume	Improvement	Max Buffer	Juice
1	Medium	Gain a new Proficiency and Proficiency Talent.		Gain 3
2	High	+1 to a new or an already existing Proficiency.	+1	Gain 3
3	Very High	Gain a new Proficiency or Attribute Talent.		Gain 3
4	Extreme	+1 to a new or an already existing Proficiency. Gain a new Proficiency Talent, or if you have a +3 Bonus to A Proficiency, you can upgrade an existing Talent from that Proficiency.	+1	Gain 3
5	Gnarly	+1 to a new or an already existing Proficiency.	+1	Gain 3
6	Bodacious	+1 to a new or an already existing Proficiency. Gain a new Proficiency Talent, or if you have a +3 Bonus to A Proficiency, you can upgrade an existing Talent from that Proficiency.	+1	Gain 3

If a PC has either the Medical Systems, Tech Engineering or Drive Engineering Proficiency, their Crafting Allowance increases as their Proficiency Bonus increases.

- Drive Engineering: +40 per Proficiency Bonus.
- Medical Systems: +25 per Proficiency Bonus.
- Tech Engineering: +50 per Proficiency Bonus.

For example, a PC Crafting Allowance with the Medical Systems Proficiency would be:

- Level 0: 100
- Level 1: $100+25=125$
- Level 2: $100+50=150$

CONCESSIONS

Players can also spend XP to save their asses from time to time by asking for a Concession.

Everyone makes mistakes, forgets things, or wishes things were a bit different. And because of this, players can spend XP to get Concessions from the GM.

How Concessions Work:

1. The player/s makes a request.

E.g.: Can that NPC be corrupt and greedy so I can bribe them?

Can I have the 120 Loot Points to pay for this?

Can we go back in time and have this conversation again in a different way?

2. Then, the GM considers it, and then they either concede it or do not. It's entirely up to them to do so.

3. If the GM concedes, then they proceed to classify it as a Small, Considerable or Big Concession, and then they put an XP price to it.

XP COST	SEVERITY
1-2	Small Concession
3-4	Considerable Concession
5-6	Big Concession

For instance, let's imagine the GM agrees to each of the previous requests:

- Can that NPC be corrupt and greedy so I can bribe them?

GM: Yes, but since that's going to save you a lot of trouble, it is going to be a Considerable Concession, so you would have to spend 3 XP plus at least 100 Loot Points for the bribe to succeed.

- Can I have the 120 Loot Points to pay for this?

GM: Yes, that's a Small Concession, so spend 2 XP.

- Can we go back in time and have this conversation again in a different way?

GM: Hmm... to travel back in time is a very Big Concession... It's going to cost all of you 5 XP each to do a short time travel, so you can have this conversation again.

Players will try to use concessions against adversity or when they screw up big time.

- If the players did screw up and the GM thinks the narrative can still move forward satisfyingly, then the GM can:
 - Reject any request for a Concession unless the players feel very strongly about it.
 - Accept the request, but add a very high price.
- If they screw up and the GM thinks the players are in a really bad situation, or this could hinder the progress or the overall enjoyment of the game, then the GM can:
 - Accept any request for a Concession using a fair price.
 - If players don't consider requisition for a Concession, the GM can suggest one.
- Rerolling a failed or not good enough roll is one of the most common Small Concessions. For instance, rerolling a normal roll could be 1 XP, but rerolling a Risk or a very important roll could be 2 XP or more.

Concessions Vs Wacky Moves

Wacky Moves are about a PC making something wacky (incredible, heroic, crazy) that wouldn't be possible normally, while Concessions are more about fixing or changing the narrative to help the PCs move forward more easily or to avoid big complications. Wacky Moves are proactive, Concessions are reactive.

ENEMIES

An Enemy is an NPC that is actively hostile towards the PCs in a Combat Encounter.

ENEMY'S SPECIAL RULES

Because the GM has to manage lots of Enemies at once in a Combat Encounter, rules change and get simplified to make the task easier. These are some of the common rules that apply differently to all Enemies.

Power Value

Enemies don't roll attacks; instead, they have a Power Value that represents how much potential damage they can do to the PC, and then the player makes a Defence Save Roll to try to mitigate as much damage from the Power Value.

Damage Threshold (DT)

DT represents the amount of DMG an enemy can sustain before being defeated. The DT value will vary a lot depending on the enemy's size and prowess level.

- When the DMG matches the DT, that enemy is defeated. Then the player can choose to:
 - Kill the enemy.
 - Leave them unconscious.
 - Incapacitate them (still conscious but unable to retaliate).

Some stronger, more badass types of enemies may use Buffer like PCs.

Standard Stats

Unless specified, all Enemies have:

- 3 Actions
- Move 1 Distance per Action

Examples of Enemies

These are examples of a strong but slow-moving armoured thug and a cyborg designed to control and disperse riots.

ARMOURED THUG					
Big, slow, but very strong.					
[+1]		DT 8		Buffer 8	
FOR	AGI	FIN	GRI	AWR	INT
+3	-1	-2	0	+1	-1
War Hammer __Melee __ 4 DMG					
Size Big: DC [+1]. Only suffer ½ Hinder and Grapple Effects.					
2 - Brutal Ground Slam: all PCs in short range suffer 3 DMG+HIN					

RSU-200					
Anti-riot cyborg.					
-		DT 5		-	
FOR	AGI	FIN	GRI	AWR	INT
+2	+1	-2	-2	+2	0
Stun Baton __Melee __ 3 DMG or HIN					

- Header:
 - Enemy Name, description (optional).
- The top row has the defence stats:
 - **DC** - how hard or easy to hit they are. If the DC is [0], it won't appear in the statblock.
 - **DT** - Damage Threshold. In this case.
 - **Buffer** - If the Enemy has no Buffer, its value won't appear either.
- Mid row:
 - **Attributes**.

- Bottom rows:
 - **Attacks.**
 - **Enemy Talents** - Passive or requiring use of SP (Shit Points).

GOONS

Goons represent 99% of the enemies players will face. Basically, anything that is not considered a Boss or a Mini Boss is a Goon, and there are several types depending on their power.

Minions

Minions are the lowest form of Goons, designed as pure cannon fodder; they exist for one reason and one reason only: to die. Specifically, to die in satisfying, creative, and ideally spectacular ways at the hands of the players. The GM should always encourage creativity and originality when players delve into the beautiful art of Minion Slaughtering.

To keep the slaughter flowing smoothly (and to spare the GM the tedium of tracking the Damage of a dozen Enemies), Minions don't accumulate DMG. Instead, they have a Damage Threshold of either 1 or 2. A single Attack that meets or exceeds that number defea... I mean, slaughters the minion. No fuss, no bookkeeping, no dramatic last stands.

This means Minions are cheap to deploy, easy to manage, and deeply satisfying to murder. The GM can throw them at players by the bucketful, and the players can tear through them with the gleeful, guilt-free abandon that only truly highly slaughterable enemies can provide.

There are 2 types of Minions:

Minion-1: DT: 1 Power: 1

Minion-2: DT: 2 Power: 2

When a PC attacks Minions, if the total amount of DMG generated exceeds the DT, the spare DMG can be spent to kill other Minions within Range, and so the slaughter begins.

For example, a PC is surrounded by Minions, rolling attack, gets a Crit and deals 5 Damage. They could:

- Kill five Minion-1
 - Kill one Minion-2 and three Minion-1
 - Kill two Minion-2
-

Ability Rolls

If an Ability Roll must be done by a minion, either improvise a Modifier or just roll without Modifiers. It's not that important; they are just there to die after all.

Swarm Attack

Minions have the special ability to attack all at once by adding up their Attack Power values. This can not be done with Enemies that are not Minions. This minimises the number of Defence Rolls done in combat, which speeds up the gameplay.

For example:

If a PC is surrounded by one Minion-2 and three Minion-1, instead of doing 4 different Defence Rolls, the four minions attack together with an Attack Power of 5.

These are some examples of what type of enemies Minions can be:

Example of Minions:

Minion-1

- A swarm of mutant pigs with cybernetic implants
- Walking Zombies
- Mass-produced bots created by an evil AI

Minion-2

- A group of stupid thugs with bad intentions
- Running Zombies (aka more able zombies)
- Cheap Security Cyborgs

The good thing about minions is that their stats are so easy to remember that the GM doesn't have to write down their stats anywhere. Sometimes, if the GM wants to give their Minions some special abilities, they can write them down just with the type of Minion they are, and that's it.

For example:

MUTATED CYBER-PIG

- Minion-1
- **1 - Protonic Fart:** the pig propels itself 3 distances (Mid Range) and attacks with 2 Power and deals DMG+HIN.

GOOD VALUE FOR MONEY SECURITY BOTS

- Minion-2
- **1 - Stun Guns** __ Mid __ 3 HIN

As a general rule, it is better to use one type of minion (Minion-1 or Minion-2) on each combat encounter to avoid confusion, especially in large numbers. Having all the minions being the same makes it much easier to track and manage.

Grunts

These are average enemies. These are inferior in 1 vs 1 with Level 1 PCs but should still give them some trouble. Some examples:

- Human Security Guard, Average Security Cyborg, Experience Thug, Novice Mercenary.

GRUNT Brawler					
-		DT 5		-	
FOR	AGI	FIN	GRI	AWR	INT
+2	+1	-1	+1	+1	-1
Hand-to-Hand __ Melee __ 3 DMG or GRA					

GRUNT Shooter					
-		DT 4		-	
FOR	AGI	FIN	GRI	AWR	INT
+1	+1	0	0	+2	-1
Revolver __ Long __ 3 DMG					
Hand-to-Hand __ Melee __ 2 DMG or GRA					

Sneaky GRUNT					
-		DT 3		-	
FOR	AGI	FIN	GRI	AWR	INT
-2	+1	+2	0	+1	0
Revolver __ Mid __ 3 DMG					
Knife __ Melee __ 3 DMG					

Troopers

Troopers are stronger versions of Grunts, nearly at the same level as a Level 1 PC. These should appear in lesser numbers than the players, unless the intention is to create a difficult encounter, or unless they are against high-level PCs. Some examples:

- Average Mercenary, Advanced Security Cyborg, Veteran Thug, Private Police.

TROOPER Brawler						
-		DT 5			Buffer 2	
FOR	AGI	FIN	GRI	AWR	INT	
+2	+1	-1	+1	+1	-1	
Baseball Bat __ Melee __ 4 DMG or GRA						
1 - Staggering Blow: Add HIN effect to an Enemy's Melee Attack equal to the Attack's Power Value.						

TROOPER Shooter						
-		DT 4			Buffer 2	
FOR	AGI	FIN	GRI	AWR	INT	
+1	+1	0	0	+2	0	
Uzi __ Long __ 4 DMG Hand-to-Hand __ Melee __ 3 DMG or GRA						
2 - Stun Shot 6: Perform an extra stunning attack this turn with 6 HIN.						

Sneaky TROOPER						
-		DT 3			Buffer 2	
FOR	AGI	FIN	GRI	AWR	INT	
-2	+2	+2	0	+1	0	
Pistol __ Mid __ 4 DMG Knife __ Melee __ 4 DMG						
x1 - Fast Dodge: [-1] Attack Roll						

Elites

These are stronger than Level 1 PCs, so be careful with these guys. Usually best served as the leader of a few minions or grunts, but these can be used against high-level players. Some examples:

- Veteran Mercenary, Military Grade Combat Cyborg, Police Commandos, Soldier (Military).

ELITE Brawler						
-		DT 5			Buffer 4	
FOR	AGI	FIN	GRI	AWR	INT	
+2	+2	-1	+2	+2	0	
Martial Arts __ Melee __ 5 DMG or GRA						
2 - Combat Frenzy: gain a free attack Action 1 - Staggering Blow: Add HIN effect to an Enemy's Melee Attack equal to the Attack's Power Value.						

ELITE Shooter						
-		DT 4			Buffer 4	
FOR	AGI	FIN	GRI	AWR	INT	
+1	+1	0	0	+2	+1	
Rifle __ Long __ 5 DMG Knife __ Melee __ 3 DMG or GRA						
2 - Stun Shot 6: Perform an extra stunning attack this turn with 6 HIN. 2 - Shock Grenade: Mid Range - 6 HIN (Short Range AOE)						

Sneaky ELITE						
-		DT 3			Buffer 4	
FOR	AGI	FIN	GRI	AWR	INT	
-1	+2	+2	0	+2	+1	
Rifle __ Mid __ 5 DMG Katana __ Melee __ 5 DMG						
x1 - Fast Dodge: [-1] Attack Roll Unforgiving: Defence roll Flops trigger with a Natural 1 and 2.						

BOSSSES

Mini Boss

A Mini Boss is a slightly more powerful version of an Elite (usually just more Buffer), not strong enough to be a threat by itself against an average group (four players), but with the added company of some Goons, it can be quite a challenge for even the most experienced group. The idea of Mini Bosses is that they are Commanders or Leaders of whichever type of Goons accompany them, and have special skills to boost their Manoeuvres.

How to make a Mini Boss

- Choose an Elite Goon.

- Make it into whatever is leading (policemen, cyborgs, zombies, aliens, etc.).
- Add 4 to 8 extra Buffer (depending on the number of players and their level)
- Add the Passive - **Mini Boss**: takes $\frac{1}{2}$ Number-of-Players (rounded up) turns per round.
- Give it some extra Skills.

Miniboss Skills

These are skills the Mini Boss uses to direct the Goons under their command.

MINI BOSS SKILLS			
SP	Actions	Name	Description
Passive	1	Tactical Orders	-1 To all rolls against Goons at their command within Mid Range.
2	1	Attack Command	Add +1 to the Power of 3 different Goons within Mid Range.
2	1	Coordinated Chaos	All PCs with 2 or more Goons within combat range get 1 True Damage
x1	2	Call Reinforcements	Calls extra Goons into Combat. Cost: 1 SP = 5xMinion1 or 3xMinion2 or 1xGrunt / 2 SP = 1xTrooper / 3 SP = 1xElite
2	1	Move Bitches!!	All Goons at Mid Range move 1 extra Distance with their first Move Manoeuvre.

Example:

SCAVENGER LEADER					
-	DT 7		Buffer 10		
FOR +3	AGI +2	FIN-1	GRI +2	AWR 0	INT -2
Huge Baseball Bat with Spike __ Melee __ 5 DMG+HIN					
ACTION SKILLS					
X SP - Combat Training : gain X free Actions					
GOONS SKILLS					
Passive - Leader's Inspiration : -1 To all rolls against Scavengers Goons within Mid Range.					
X SP + 2 Actions - Call Reinforcements : Calls one or more Scavenger Goons into the fight. SP Cost: 1 SP = 5xMinion1 or 3xMinion2 or 1xGrunt / 2 SP = 1xTrooper / 3 SP = 1xElite					

Big Bosses

A big boss is the most powerful type of enemy the players can face in 2080. This could be an experimental mech, a massive mutant abomination, an alien queen, or an experimental-mutant-alien-mech-queen-abomination. Unlike Mini Bosses, these don't need any Goons to reinforce them as they are quite a threat by themselves.

Keys to make Big Bosses memorable:

- Difficulty: Ideally, a few PCs should die against a Big Boss encounter. They should be very difficult, dramatic and scary; otherwise, they become pointless.

- Interesting: big bosses shouldn't be just big sacks of Damage or Buffer. That's just boring and makes facing Big Bosses a drag instead of an epic fight. They should have interesting abilities that create challenging situations the PCs have to overcome.

This can be achieved by:

- Using skills that Hinder or Grapple PCs.
- Using telegraphed attacks or skills that the players have to counter to avoid bigger/worse outcomes. For instance, a special attack that takes a whole round to charge, and players have to do X amount of damage to disrupt it, otherwise something bad happens.
- Changing the environment or the status quo of the combat (repositioning the big boss, adopting different attack patterns, etc.).
- Evolving: a Big Boss should change and evolve as the combat progresses. Either they change as they gain Damage, or different parts can be destroyed/killed and that changes the behaviour. This means the Players have to adapt to the new situation, making it more interesting and less repetitive.

Big Bosses are usually custom-made for each adventure as they need to fit the narrative. An experimental-mutant-alien-mech-queen-abomination can't be put in the middle of an adventure just because; it needs to get to Earth somehow, and it has to involve the players somehow. Otherwise, it creates a sense of disbelief and detachment from the narrative among players.

Big Boss example:

Work in progress...

CREATING ENEMIES

When creating Enemies, first think about what type of Enemy they are going to be.

ENEMY NUMBERS				
Type	Difficulty	Level 1 to 2	Level 3 and 4	Level 5 and 6
Minions	Super Easy	3-5 per PC	4-6 per PC	5-7 per PC
Grunts	Easy	1-2 per PC	2-3 per PC	3-4 per PC
Trooper	Challenging	1 per PC	1-2 per PC	2-3 per PC
Elite	Difficult	1 for every 2 PCs	2 for every 3 PCs	1 for every 1 PCs
Mini Boss	Very Difficult	Just 1	Just 1	Maybe 2?
Big Boss	Extremely Difficult	Just 1	Just 1	Just 1

Enemy Sizes

The smaller the Enemy, the harder to hit, but more vulnerable and vice versa.

ENEMY SIZES			
Size	Reference	DC	Effects
Very Small	Cat sized	[-2]	All Effects are tripled.
Small	Big dog/Pig-sized	[-1]	All Effects are doubled.
Normal	Humanoid sized	[0]	-
Big	Horse sized	[+1]	½ Hinder and Grapple Effects.
Very Big	Elephant sized	[+2]	Immune to Hinder and Grapple Effects.
Huge	2 Story House-sized	[+3]	Damage is halved. Immune to Hinder and Grapple Effects.

Passive Skills

Passive Skills allow the GM to add special and interesting properties to Enemies that make them more interesting. We encourage GMs not to limit themselves to this list and create their own Passive Skills.

ENEMY PASSIVE SKILLS	
Name	Description
Aggressive	[-1] Defence Rolls
Armored X	The Damage received by each attack is reduced by X.
Defensive	[-1] Attack Rolls
Fast X	Moves X Distances per Action.
Flying	Self-explanatory.
Grapple Attack	Self-explanatory.
Jump X	Spend 1 Action to jump X Distances.
Moody X	Whenever they lose more than half their DT, they go into Rage X.
Fucking Scary	Talents can't be used against it.
Reckless	All Combat Rolls are Risk Rolls.
Regenerative X	Heals X Damage every turn.
Relentless X	Have X extra turns per round.
Scary	All Talents against it cost twice
Slow	Takes 2 Actions to move 1 Distance.
Stealthy X	While hiding, PCs have to roll X Hits with an Awareness Roll to spot it.

Enemy Talents

The cost of Enemy Talents can be changed to different Enemies. For instance, an Elite Enemy may have a Talent that normally costs 2 SP from most Enemies, for the cost of 1.

ENEMY TALENTS		
SP	Name	Description
1	Staggering Blow	Add HIN effect to an Enemy's Melee Attack equal to the Attack's Power Value.
2	Combat Frenzy	Gain a Free Attack Action.
3	Grenade	Mid Range - 4 DMG+HIN (Short Range AOE).
2	Shock Grenade	Mid Range - 6 HIN (Short Range AOE).
1	Stun Shot 3	Performs an extra Attack that deals 3 HIN.
2	Stun Shot 6	Performs an extra Attack that deals 6 HIN.
1	Tactical 1	Gain one extra Action that can be used as a Move, Interaction or a Recovery Manoeuvre only.
2	Detonate X	The enemy detonates and dies, creating an Accident with Power X.

THE SETTING

Planet Earth, year 2080

- The world is fucked.
- Global warming is going rampant, with floods, tsunamis, pandemics, etc. And hundreds of millions have died because of it.
- Massive supercell thunderstorms (storms 60,000 feet/20km high) make flying extremely dangerous unless special (extremely expensive) high-altitude planes are used, which only the super-rich can afford. Super Cell storms also tend to destroy anything in their path.
- Petrol companies collapsed due to the mass adoption of electric vehicles.
- Technology has advanced a lot:
 - We have expanded into space, and we are mining the moon at a massive scale.
 - Maybe Mars, too?
 - There are also lots of recreational orbital bases; space tourism is a thing among the super-rich.
 - Cyberimplants can only be afforded by the super-rich.
 - Flying cars are also only for the super-rich.
 - AIs run half the world (very poorly).
 - Energy weapons are the new thing.
- The chaos and disruption created by cultural wars, civil wars, resource wars, natural disasters, pandemics, etc, made governments lose control. Now, only corporations, social media platforms and criminal organisations exert a certain level of control over society.
- This is a high-tech world driven by profit and survival of the fittest.
- Corporations have spread out weapon manufacturing, distribution, and sales worldwide. Weapons can be bought everywhere.
- And on top of all that, the fucking 80s are back.

When Running 2080

- It is up to the GM to decide how much global warming shows up in the campaign.
 - It could be a background thing or an extremely present one.
 - Has it affected the place where the adventure is taking place? how?
- The GM has to decide which of the actual corporations have survived, and have they changed? Have they become bigger or smaller? Different business?
- Newly made-up corporations or organisations can be added if desired, but using the well-known ones with an evil twist tends to be more fun.
- 2080 can be run anywhere in the world, or outside it.
 - The players' town?
 - Neo Paris? After the old one was destroyed by a huge tsunami.

- A moon base that is being attacked by Martians?

ADVENTURE THEMES

Corporate Shenanigans

This is probably the easiest trope to use in adventures. Corporation X and Corporation Y are in conflict, and the PCs get hired and get in the middle of the whole mess. Criminal organisations can be used instead of corporations... Actually, they are pretty much the same thing, well, maybe criminal organisations tend to operate at a smaller scale, more locally, but that's pretty much the only difference. Extremely rich individuals can be used as possible patrons for the PCs as well.

- Players usually like to side with smaller, less evil organisations.
- A third corporation/organisation can get involved for extra shit to happen.
- Betrayal of their Patron is a possible twist that can be included.

Biohazard

Zombie apocalypse? Mutants? Weird virus pandemic?

- Some lab experiment has gone wrong, shit happens.
- Or the shit hasn't happened yet, and the PCs are trying to make sure it never does. They will fail, obviously.

Alien Invasion

Aliens are going to try to invade us. For this type of adventure to work, aliens must be very stupid and incompetent, so we get a chance to actually fight them back; otherwise, they would wipe us out without us having a chance to retaliate. Make sure aliens are as stereotypical as possible, but with 80s hair. They usually wear small, cute afro hair or high volume fringe with a big mullet; this is important for an alien invasion to be believable, lol.

THE PLAYERS

The players are a group of mercenaries trying to make a living.

- Establish how they know each other and what brings them together.
- Players should name their mercenary group.
- For long sessions, players can adopt jobs within the group. Resources manager (handles the Loot Points), spokesperson, driver/mechanic, weapons manager, etc.

The MercApp

The MercApp is a smartphone app that organisations or individuals (employers) use to advertise jobs to mercenaries (employees), and mercenaries use the app to get the jobs and get paid through the app. Both employers and employees can leave reviews and gain a good reputation within the app, allowing both employers to reach more and better mercenary groups, and the mercenary groups to access better-paid jobs.

Sometimes, dodgy jobs appear in the app, aka, the poster of the job doesn't have any reviews, and the pay is surprisingly high. This is usually a scam or a job where the mercenaries are pretty much warranted to die.

Mission Objectives

99% of the jobs players will take are going to be:

- Destroy/kill something/someone.
- Protect/escort something/someone.
- Steal/kidnap something/someone.

- Investigation/Infiltration

Which may or may not involve:

- Survive a catastrophic event.
- Stop a catastrophic event.
- Accidentally or deliberately generate a catastrophic event.

ONE-SHOTS

One-shots are extremely short adventures, so the aim is to pack as much as possible and to be as efficient as possible when prepping one.

- Get rid of anything unnecessary:
 - Use pre-generated PCs. It's better not to spend time creating characters from the ground up, but players should be allowed to flavour their PCs to their liking.
 - Start with the PCs already on a mission. They have already agreed to it, they know the details, and they are already on their way to fulfil it.
- PCs' Proficiency and Talents should suit the adventure and the challenges they will face.
- Avoid Downtime activities.
- It should be short, intense and sweet.

RECOMMENDED STATS	
Starting Death Points	Level Up Speed
0	-

VERY SHORT CAMPAIGNS

Similar to one-shots, but with a bit more leeway and more time to build up the story.

- 2 to 5 Sessions
- Pre-generated PCs are a possibility, but creating new ones should also be a consideration.
- PCs can level up after each session if necessary.
- There should be a Mini Boss or some dramatic scene at the end of each session, with the big reveal in the last one. If sessions can be finished on a cliff-hanger, even better.
- PCs' Proficiency and Talents should suit the adventure and the challenges they will face.
- Minimise downtime activities, but allow some.
- Start strong, calm things a bit in the middle and then end things dramatically.

RECOMMENDED STATS	
Starting Death Points	Level Up Speed
1	Fast

SHORT CAMPAIGNS

- 5 to 15 Sessions
- Players should create their own PCs.
- Try to add an exciting event at the end of each session. Think of a TV series, with each session being an episode.
- There should be situations where all players have a chance to shine by using their PC skills.

RECOMMENDED STATS	
Starting Death Points	Level Up Speed
2 or 1	Fast

REGULAR CAMPAIGN

- 15 to 30 Sessions
- Same as Short Campaigns, but it is easier to delve into PC arches and storylines.

RECOMMENDED STATS	
Starting Death Points	Level Up Speed
2 or 3	Average

LONG CAMPAIGN

- 30+ Sessions
- Same as a Regular campaign, but with a more sandbox-like structure to it.
 - Players have to survive and manage their Mercenary enterprise by doing jobs and improving their reputation.
- There should be situations where all players have a chance to shine by using their PC skills.

RECOMMENDED STATS	
Starting Death Points	Level Up Speed
3	Slow

PRINTABLES

The next few pages are meant to be printed so they can be used for reference when running the game.

- The first page is the Reference Sheet for players. This has some of the basic rules of the game, plus the Action and Reaction Manoeuvres.
- The rest of the pages are for GM to use.

MISCELANEOUS

ABILITY ROLL THRESHOLDS

Result	Hits	Narrative Interpretation
<4	0	Failure
4+	1	Glitch - Success with a complication.
8+	2	Success
12+	3	ASS - Amazing Screaming Success

HEALING

- Using a First Aid Kit removes 1 DMG per Hit; without it, 1 DMG per 2 Hits.
- If a Flop is rolled, the victim suffers 1 DMG.
- A character can be healed using a First Aid Kit only once per day.
- [-1] To all Healing Rolls without the Medical Systems Proficiency.

DIFFICULTY CLASS

Challenge Level	DC	Term
Piece of Cake	[+3]	Triple Advantage
Very Easy	[+2]	Double Advantage
Easy	[+1]	Advantage
Normal	[0]	Even
Difficult	[-1]	Disadvantage
Extremely Difficult	[-2]	Double Disadvantage
Fucking Ridiculous	[-3]	Triple Disadvantage

- Spend 1 **Juice** to generate 1 **Wacky**.
- If a player gains more **Juice** than they can store (above 3), the excess is gained as **Wackies**.
- Spend 1 **Buffer** to mitigate 1 **DMG** (Damage) and gain 1 **Wacky**. **True Damage** can not be mitigated.
- You can spend **Wackies** to make **Wacky Moves** (things that break the rules). Ask the GM.

COMBAT

- Every turn, you have 3 **Actions** you can spend on Action Manoeuvres.
- You can spend 1 **Wacky** to **boost** a Manoeuvre that has the "Boost" option.

ACTION MANOEUVRES

Actions	Manoeuvre	Description
1	Move	Move 1 Distance (6 Spaces / 10m / 30 Feet).
0	Fast Interaction	Very Brief interaction with an object (e.g., grabbing a weapon, opening a door).
1-3	Interaction	Not so brief interaction with an object, or a few brief interactions.
1	Commit	[+1] to your next Attack Roll. Boost: Add an extra [+1].
2	Attack	Attack a target within Range. [-1] for each consecutive attack. Boost: Spend only 1 Action instead of 2 (minimum cost is 1 Action).
2	Charge	Move 1 Distance in a straight line and perform an Attack.
2	Heal	Heal a target within Melee Range.
1	Recovery	Remove 2 Hinder. Boost: Double the amount Hinder removed.
2	Ungrapple	Make an Ungrapple Save Roll. Boost: Gain [+1].
0	Overdrive	Spend 2 Juice, gain 1 Wacky and ignore all Status Penalties for this turn.

- While outside your turn, you can do Reaction Manoeuvres.

REACTION MANOEUVRES

Manoeuvre	Trigger	Description
Defend	Being attacked	Defend from Attack (make a Defence Save Roll). Boost: Gain [+1].
Counterattack	Mitigate all DMG with a Defence SR	Spend 1 Wacky and perform one free attack against the aggressor.

HEALING (ABILITY ROLL)

Description
- Using a First Aid Kit heals 1 DMG per Hit; without a First Aid Kit heals 1 DMG per 2 Hits.
- If a Flop is rolled, the victim suffers 1 DMG.
- A character can be healed using a First Aid Kit only once per day.
- [-1] To all Healing Rolls without the Medical Systems Proficiency.

GENERAL ENEMY TALENTS

Juice	Talent
1	Reckless: Force a Combat Roll into a Risk Roll.
x1	Brutal Attack: Player gains [-1] to their Defence Roll.
1	Rush: Enemy gains one extra Action that can be used only as a Move, Interaction, or Recovery Action.

FIND LOOT

Wealth	Amount	Situation
Meagre	D6	- A single poor NPC - A place that has nothing important or has been ransacked already
Low	D6x5	- An Easy Combat Encounter or an average NPC. - An unimportant place with a low level of wealth or equipment.
Average	D4x20	- A Normal Combat Encounter or a wealthy NPC. - A fairly relevant place with a decent level of wealth or equipment.
High	D4x100	- A Difficult Combat Encounter or a Small Boss. - A quite important place with a good level of wealth or equipment.
Holy Shit!	D4x500	- An Extremely Difficult Combat Encounter or a Big boss. - An extremely important place with great levels of wealth or equipment.

PC VEHICLE REPAIR (ABILITY ROLL)

Description
- Create a Vehicle Repair Progress Bar where each DMG point in the vehicle is 2 slots (2 Hits to fill it).
- Player spends 60 Loot points to make a Vehicle Repair Roll.
- With a Flop, the vehicle suffers 1 DMG (add 2 extra slots that need to be repaired).
- For every 2 hits, or for every 2 slots filled in, the vehicle loses 1 DMG.

ACCIDENTS

Severity	DC	Power
Light	[0]	2
Moderate	[-1]	4
Severe	[-2]	8
Lethal	[-3]	12
Accident Save Rolls are not Ability nor Combat Rolls and can not be Risked, and the Effects can not be mitigated with Buffer unless justified.		

RANGES

Range	Distances	Spaces
Melee	Adjacent	Adjacent
Short	1	6
Mid	2	12
Long	4	24
Far	8	48
Too Far	9+	49+
1 Distance = 6 Spaces / 10m / 30 Feet		

TRAUMA ROLLS [+1] FOR Roll

Hits	Outcome
-1	Gain the Unconscious and the Nearly-Dead Conditions.
0	Gain the Unconscious Condition and make a new Trauma Roll every 10 minutes.
1	Gain the Incapacitated Condition and make a new Trauma Roll every hour.
2	Gain the Incapacitated Condition.
3	You keep going on.
4+	Gain the Rage 3 Condition.

PURSUIITS MASTERIES: Amateur: 1 / Competent: 2 / Pro: 3 / Genius: 4

CRITS

Crits	Outcome	Result
1	Crit	- PC gains 1 Juice. - Flawless and perfect execution of whatever the PC meant to do with an added benefit (when possible).
2	Badass Crit	- PC gains 3 Juice, recovers 2 Buffer and removes 1 DMG. - PC's allies in a Mid-Range gain 1 Juice. - Flawless and exceptional execution of whatever the PC meant to do, with a strong added benefit (when possible).
3	Fuck Off Crit	- PC gains 6 Juice. - PC's allies in a Mid-Range gain 3 Juice. - All PCs in a Mid-Range recover all their Buffer and remove 2 DMG. - Completely over-the-top execution of whatever the PC meant to do, with a huge added benefit (when possible).
4	Mother of all Crits	- PC gains 9 Juice. - PC's allies in a Mid-Range gain 6 Juice. - All PCs max out their Buffer and remove all DMG. - The PC absolutely nails whatever they were trying to do in the most unrealistic and crazy of ways.

CONDITIONS

Condition	Description
Incapacitated	- While Incapacitated, a character can only crawl (1 Square/1.5 Meters/Yards per turn) and communicate with characters around them. - Being healed to the Injured level or above removes the Incapacitation.
Marked for Death	- When a PC is Marked for Death, they gain the Unconscious condition. - The PC can't use Wackies or XP (not even to level up). - At the end of the session, the PC dies. This can be added to the game's narrative, or otherwise, the PC instantly self-combusts and dies once the session ends.
Nearly-Dead	- The PC will die in 2D4 turns unless First Aid is applied.
Rage X	- Ignore all Status Penalties. - All rolls during combat become Risk rolls, and the character must do an Attack action every turn (if possible). - Every Flop increases the Rage Condition by 1; every Crit reduces it by 1. - +X To all Risk rolls. - Rage ends when the Combat finishes, or the PC reaches Rage 0.
The Trots X	- The character has a strong urge to shit X times. - Make a FOR roll, and for each Hit, the character manages to hold it for 1 turn. - For each further roll after the first one, the character gains [-1]. - If failure, they shit themselves, reduce the Condition by 1, and they gain the Loaded 1 Condition.
Loaded X	- The character's pants get heavier, making them very uncomfortable and embarrassed. - Gain [-X] to all rolls. - Characters within Short Range can smell the load and gain -X to all their rolls.
Unconscious	- The character can not perform any Manoeuvres or Ability Skills, and they gain the Vulnerable Condition. - A successful Healing action would remove the condition.
Vulnerable	- While an NPC is Vulnerable, they can be arrested, subdued, or even killed at Melee Range without having to make an Ability Roll. - Ranged attacks against a Vulnerable character deal 2xEffects.

RESTING

Activity	Description
Night Sleep (1 Night Shift)	Recover 1 Juice.
Long Rest (1 Day)	Recover 2 Juice and remove 1 DMG.

HOSPITALITY SERVICES

Service	Description	Purchase
Accommodation (Per Person and Night)		
Normal Accommodation		10
Luxurious Accommodation	Recover 1 extra Juice.	20
Healing (Once per day only)		
First Aid (10 min)	Remove 3 DMG.	10
Full Hospitalisation (1 Shift)	Remove all DMG.	20
Leisure (Once per day only)		
Body Massage (1 Hour)	Gain 1 Juice.	12
Spa & Massage (1 Shift)	Gain 2 Juice.	20
Premium Spa Experience (1 Day)	Gain 4 Juice.	35
Weekend Spa Break (2 Days)	Gain 8 Juice.	65
Repairs		
Repair items or weapons		Sell Price
Repair Vehicle	Per DMG repaired	60

TRAVELLING

Distance (Miles)	Distance (Km)	Buy
1-20	1-30	1
20-60	30-100	2
60-120	100-200	5
120-600	200-1000	10
600-1200	1000-2000	20
1200+	2000+	40
Trans Continental Flight		24000
For driving expenses, use half the price for an electric vehicle and twice the price for a combustion engine vehicle.		

COMMON EQUIPMENT

Name	Description	Buy	Sell	Type	Craft
Drugs and Medicines					
Adrenaline shot	Lose 1 Juice and gain 2 Wackies; lose 4 Juice and make a Trauma Roll if used more than once in a Combat Encounter.	10	2	CHEM	7
Hair Volume Spray	Gain 1 Wacky. Only has effect once per Day.	3	1	CHEM	2
First Aid Kit	Removes 1 Damage per Hit. Only has effect once per Day.	5	1	CHEM	4
Energy Drink	(Mild Synthetic drug) Gain 1 Damage and 2 Juice; Double Damage gain for each extra consumption within 1 day.	1	1	CHEM	1
Rocket 1.5	(Synthetic drug) Lose 1 DMG and gain 2 Wackies. Side effects: gain The Trots 1 Condition. Double the Trots Condition effect for each extra consumption within 1 Shift.	5	1	CHEM	4
Heaven 69	(Synthetic drug) Gain 1 True DMG and 2 Wackies. Double the DMG penalty for each extra consumption within 1 Shift. Side effects: very strong aphrodisiac effect for 2 Shifts.	10	2	CHEM	7
Hilah V2	(Synthetic drug) Lose 1 DMG and 1 Juice each Shift for the next 3 shifts. Can't gain Juice while it's working. Double the Juice spent for each dose within 1 day from first use.	5	1	CHEM	4
Gear					
Climbing Rope	Can bear 2 Tons. The price is per 20m of rope.	5	1	MECH	4
Grappling Hook	Gun with "Sticky" Hook that adheres to all surfaces. Comes with 20m rope.	5	1	MECH	4
Mechanical Tools	Allows crafting MECH equipment and repairing vehicles, using the Drive Engineering Proficiency.	7	2	MECH	5
Chemistry Tools	Allows crafting of CHEM equipment with the Medical Systems Proficiency.	10	2	MECH	7
Gadgets					
Com Shades	Allow voice communication and video sharing with Allies.	40	8	TECH	28
Tech Tools	Allows crafting, repairing and modifying TECH equipment with the Tech Engineering Proficiency.	25	5	TECH	18
Tracker	Small adhesive GPS tracker device.	4	1	TECH	3
Head Torch	Illuminates in front of the PC up to Long Range.	4	1	TECH	2

COMMON WEAPONS

Weapon	Modifier	Effects	Range	Description				
Weaponless Combat								
Hand-to-hand	0 + FOR/AGI	DMG or GRA	Melee					
Martial Arts	+1 + FOR/AGI	DMG or GRA	Melee	[+1] to Grapple Attacks and Save Rolls.				
Basic Melee Weapons								
Pocket Knife	0 + AGI/FIN	DMG	Melee		7	2	MECH	5
Brass knuckles	0 + FOR	DMG	Melee		4	1	MECH	3
Nunchucks	0 + AGI/FIN	DMG	Melee		7	2	MECH	5
Regular Melee Weapons								
Tactical Knife	+1 + AGI/FIN	DMG	Melee		10	2	MECH	7
Baton	+1 + FOR/AGI	DMG	Melee		5	1	MECH	4
Baseball Bat / Hockey Stick	+1 + FOR/AGI	DMG	Melee		12	3	MECH	9
Climbing Ice Axe	+1 + AGI/FIN	DMG	Melee		25	5	MECH	18
Machete	+1 + AGI/FIN	DMG	Melee		12	3	MECH	9
Bo Staff	+1 + AGI/FIN	DMG	Melee		5	1	MECH	4
Electric Guitar	-1 + FOR	DMG+1	Melee	Built-in Amp.	60	12	TECH	42
Shock Baton	+1 + FOR/AGI	DMG or HIN	Melee		50	10	TECH	35
Basic Range Weapons								
Shurikens	0 + AGI/FIN	DMG	Short		5	1	MECH	4
Small Revolver	0 + AWR	DMG	Long		40	8	MECH	28
Stun Gun	+3 + AWR	HIN	Mid		100	20	TECH	70
Regular Range Weapons								
Pistol	+1 + AWR	DMG	Far		80	16	MECH	56
Uzi	+1 + AWR	DMG	Long		150	30	MECH	105
Wave Shotgun	-1 + AWR	DMG+1	Mid		100	20	TECH	70
Pulse Rifle	+2 + AWR	DMG	Far		250	50	TECH	175

FANCY EQUIPMENT

Name	Description	Buy	Sell	Type	Craft
Drugs and Medicines					
Fancy First Aid Kit	[+1] Healing Rolls. Removes 1 Damage per Hit. Only works once per Day.	20	4	CHEM	14
Verbosy	(Synthetic drug) Lose 2 Juice. Gain +2 to all Social Interaction Rolls for 1 Hour. Can't gain or recover Juice while it's working. Double the Juice lost for each dose within 1 Shift.	15	3	CHEM	11
Einstainer	(Synthetic drug) Lose 1 Juice. Gain +1 to all INT Rolls for 1 Shift. Can't gain or recover Juice while it's working. Double the Juice lost for each dose within 1 Shift.	15	3	CHEM	11
Super Rocket 2.3	(Synthetic drug) Lose 2 DMG and gain 3 Wackies. Side effects: gain The Trots 3 Condition. Double the Trots Condition effect for each extra consumption within 1 Shift.	25	5	CHEM	18
Dragon's Blood	(Synthetic drug) Lose 3 Juice, gain [+1] to all rolls for 10 Minutes. Double the Juice cost for each extra consumption within 1 Shift	30	6	CHEM	12
Gear					
Protective Gilet	Gives 2 temporal Buffer. Once spent, the clothing is damaged and cannot be used again.	5	2	MECH	5
Gadgets					
Tech Boots	Spend 2 Loot and 1 Shift to charge them. They can adhere to any surface for 10 minutes.	200	40	TECH	140

FANCY WEAPONS

Weapon	Modifier	Effects	Range	Description	Buy	Sell	Type	Craft
Fancy Melee Weapons								
Shock knuckles	+1 + FOR	DMG+½HIN	Melee		110	20	MECH	75
Katana	+2 + AGI/FIN	DMG+1	Melee		580	115	MECH	400
Dual Short Swords	+3 + FOR/AGI	DMG	Melee		280	55	MECH	195
Mega-electric Guitar	+1 + FOR	DMG+2	Melee	Built-in Amp. Charge it for 1 action, shoot 1 energy pulse at Long Range.	430	85	TECH	300
Kinetic Bo Staff	+2 + FOR/AGI	DMG or HIN	Melee		245	50	TECH	170
Fancy Range Weapons								
Superheated Shurikens	+2 + AGI/FIN	DMG	Short		50	10	MECH	35
Dual Golden Pistols	+2 + AWR	DMG	Far	Automatic	560	130	MECH	455
Blaster Pistol	+1 + AWR	DMG+1	Far		320	65	TECH	225
Shotgun Blaster	0 + AWR	DMG+1	Mid	Spend 1 action to charge it and add 1 DMG.	440	85	TECH	310
Blaster Rifle	+3 + AWR	DMG	Too Far	Automatic	1050	210	TECH	735

Grunts

Security Guard, Thug, Novice Mercenary, Cheap Security Cyborg.

GRUNT Brawler					
-		DT 5		-	
FOR	AGI	FIN	GRI	AWR	INT
+2	+1	-1	+1	+1	-1

Hand-to-Hand __ Melee __ 3 DMG or GRA

GRUNT Shooter					
-		DT 4		-	
FOR	AGI	FIN	GRI	AWR	INT
+1	+1	0	0	+2	-1

Revolver __ Long __ 3 DMG

Hand-to-Hand __ Melee __ 2 DMG or GRA

Sneaky GRUNT					
-		DT 3		-	
FOR	AGI	FIN	GRI	AWR	INT
-2	+1	+2	0	+1	0

Revolver __ Mid __ 3 DMG

Knife __ Melee __ 3 DMG or GRA

Troopers

Average Mercenary, Advanced Security Cyborg, Veteran Thug, Police.

TROOPER Brawler					
-	DT 5		Buffer 2		
FOR +2	AGI +1	FIN -1	GRI +1	AWR +1	INT -1

Baseball Bat __ Melee __ 4 DMG or GRA

1- Staggering Blow: Add HIN effect to an Enemy's Melee Attack equal to the Attack's Power Value.

TROOPER Shooter					
-	DT 4		Buffer 2		
FOR +1	AGI +1	FIN 0	GRI 0	AWR +2	INT 0

Uzi __ Long __ 4 DMG

Hand-to-Hand __ Melee __ 3 DMG or GRA

2 - Stun Shot 6: Perform an extra stunning attack this turn with 6 HIN.

Sneaky TROOPER					
-	DT 3			Buffer 2	
FOR -2	AGI +2	FIN +2	GRI 0	AWR +1	INT 0
Pistol __ Mid __ 4 DMG Knife __ Melee __ 4 DMG					
x1 - Fast Dodge: [-1] Attack Roll					

Elites

Veteran Mercenary, Military Grade Combat Cyborg, Police Commandos, Soldier (Military).

ELITE Brawler					
-		DT 5		Buffer 4	
FOR	AGI	FIN	GRI	AWR	INT
+2	+2	-1	+2	+2	0

Martial Arts __ Melee __ 5 DMG or GRA

2 - Combat Frenzy: gain a free attack Action

1- Staggering Blow: Add HIN effect to an Enemy's Melee Attack equal to the Attack's Power Value.

ELITE Shooter					
-	DT 4		Buffer 4		
FOR	AGI	FIN	GRI	AWR	INT
+1	+1	0	0	+2	+1

Rifle __ Long __ 5 DMG
Knife __ Melee __ 3 DMG or GRA

2 - Stun Shot 6: Perform an extra stunning attack this turn with 6 HIN.

2 - Shock Grenade: Mid Range - 6 HIN
 (Short Range AOE)

Sneaky ELITE					
-		DT 3		Buffer 4	
FOR	AGI	FIN	GRI	AWR	INT
-1	+2	+2	0	+2	+1

Rifle __ Mid __ 5 DMG

Katana __ Melee __ 5 DMG

x1 - Fast Dodge: [-1] Attack Roll

Unforgiving: Defence roll Flops trigger with a Natural 1 and 2.

NAME

AGE

HAIR VOLUME

LEVEL

EFFECTS (TR -> Trauma Roll)

DMG (Damage)	HIN (Hinder)
1 ☐ Bruised	1 ☐
2 ☐ Beaten	2 ☐
3 ☐ Injured	3 ☐
4 ☐ Wounded: [-1] TR	4 ☐
5 ☐ Flatlining: [-2] TR	5 ☐
6 ☐ Zeroed	6 ☐

BUFFER

CONDITIONS

XP

GRA (Grapple)

☐

JUICE

Psyched	Normal	Stressed	Exhausted	Burnout	Broken
3 ☐ 2 ☐ 1 ☐	0 ☐	-1 ☐ -2 ☐	-3 ☐ -4 ☐	-5 ☐ -6 ☐	-7 ☐ -8 ☐
			+1 Talent Cost	No Talents	No Healing

ATTRIBUTES

FORTITUDE

FINESSE

AGILITY

GRIT

INTELLECT

AWARENESS

Bonus PROFICIENCY (Crafting Allowance)

Modifier WEAPON Effects (Range)

DMG or GRA (Melee)

COMBAT

DEFENCE

TALENTS

GENERAL TALENTS

x1 - SPANK IT

Add 1 extra Hit to an ASS (3 Hits).

0 - RISK IT

Convert any Ability or Combat roll into a Risk roll. If already rolled (and not a Critical Failure), spend 1 Wacky; the new result replaces the original.

CHARACTER'S TALENTS

PERSONALITY TRAITS

Driven by:

Loves:

Hates:

Flaw:

Description:

BACKGROUND

EQUIPMENT

LOOT POINTS

GEAR