

## FLATLINERS: MANUAL (working title)

### *Flatline*

*Verb: To disavow, sever ties with, or isolate. Refers to the practice of various organizations cutting off contact with an operative, seizing their assets and denying all knowledge of their existence. Those who have been disavowed in such a fashion are effectively left to die.*

*As a noun: FLATLINER.*

Welcome to 2083. For all anyone cares, the optimism of the early 2000s is further away than the next century.

The constant rumble of lightning is merely a backdrop to the hum of the metropolis. Once a small, isolated nation struggling to recover from the Blackout, Vanta City is now the pinnacle of humanity's technocratic ambitions.

Ostensibly, it's run by the Republique, and their military police, the Securitat. In truth, we are all puppets to the corporations that have made this city-state their playground – a neon sprawl of steel, concrete, and glass, abscessed by corruption. And the

Let's face it, under the authority of the Securitat and their profit-driven industrial masters, everyone in Vanta City is a criminal. From the scavengers of the acropoli to the salarymen of the core, everyone is guilty of something. But among the criminal world, those of you who are especially guilty – who excel at being a spanner in the machines of profit – are referred to as *Flatliners*...

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BEGIN&gt;&gt;PROFILE

『NAME: 』 『ROLE: 』

『HEALTH: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○』

『Debt: 』 『FACTION: 』

『ADJECTIVES』

『ACTIONS』

		F	E	P		avg	com	pro	mas
1』	_____	○	○	○	Move 』	○	○	○	○
2』	_____	○	○	○	Conceal 』	○	○	○	○
3』	_____	○	○	○	Compel 』	○	○	○	○
4』	_____	○	○	○	Hack 』	○	○	○	○
5』	_____	○	○	○	Fight 』	○	○	○	○
6』	_____	○	○	○	Observe 』	○	○	○	○
7』	_____	○	○	○	Operate 』	○	○	○	○
8』	_____	○	○	○	Treat 』	○	○	○	○

『INVENTORY/CONTACTS

』

## HOW TO PLAY

This manual is your guide to survival in Vanta City. FLATLINERS does not aim to be an unconventional role-playing game. Favoring ease-of-access, a rules-light design, and narrative focus over number-crunching, this game is designed for fresh faces and hardened players alike. However, certain elements may appear unfamiliar even to tabletop veterans.

### Adjectives

Your character starts with Adjectives, which describe their dynamic status in the world.

Adjectives are applied to your character or another any time their status changes significantly; this can occur naturally, or it can be forced through the use of *Actions*.

Adjectives have three states: Fleeting, Enduring, and Perpetual.

- **Fleeting** Adjectives are applied for 1-4 turns, and expire on their own; any effects and added Risk or Hurt dice expire when the adjective expires
- **Enduring** Adjectives are applied for a longer period and require intervention to remove; any effects expire after 3-8 turns, but added Risk and Hurt dice remain indefinitely
- **Perpetual** Adjectives are applied as defining cornerstones of the character; they can be replaced only through great effort

For gameplay and narrative purposes, there is no limit on which adjectives can be applied, but for clarity it's recommended to stick with Adjectives that don't explicitly connote a certain degree of severity, e.g. "wounded" instead of "bruised" or "broken" etc.

Adjectives are influenced by Actions, Objects, and Dice.

### Examples of Adjectives:

(this is by no means an exhaustive list!)

- |              |               |
|--------------|---------------|
| - Alert      | - Focused     |
| - Broken     | - Glitched    |
| - Calm       | - Hidden      |
| - Confused   | - Intimidated |
| - Distracted | - Jammed      |
| - Disarmed   | - Locked      |
| - Damaged    | - Resilient   |
| - Fast       | - Shocked     |
| - Fatigued   | - Wounded     |

## Actions

When engaging with the world, your character will be asked to perform Actions by rolling a die or dice. Actions are divided into broad categories, which are used primarily in puzzle-solving and encounters instead of role-play/acting. The rating defines the level of skill, and each rating implicitly applies to a style of the respective action

- **Average** rating                      *ordinary, never-been-trained-before citizens can do this*
- **Competent** rating              *self-taught hobbyists not trying to earn steady cash can do this*
- **Professional** rating              *experts with a profitable business to maintain can do this*
- **Master** rating                      *only Gladwellian 野郎 with too much free time can do this*

The following are the core Action categories:

**Move:** the use of physical fitness for getting from point A to point B, as well as overall body coordination for things like dodging and dancing

**Conceal:** covert and overt means of avoiding attention, both for themselves and any items they wish to keep from prying eyes

**Compel:** the art of talking sweet or talking shit; includes the non-verbal ways in which another can be intimidated or inspired to do just about anything

**Hack:** exploitation of weaknesses in systems both mechanical and digital; as long as you can access a system's inner workings, you're limited only by creativity and patience

**Fight:** the ability in melee combat (both armed and unarmed) to protect yourself or defeat an opponent and come out in mostly one piece

**Observe:** an eye for detail will reveal all sorts of valuable information

**Operate:** understanding complex functions such as those of a firearm or vehicle; and coordinating said function with minimal risk to the user and bystanders

**Treat:** using a range of scientific knowledge to treat injuries to both the body and mind

## Dice

The gameplay of FLATLINERS uses three different kinds of **d6**: Action dice (blue), Risk dice (yellow), and Hurt dice (red). Each affects the flow of gameplay and story in its own fashion.

**Action dice** (for Actions) are rolled any time a player tries to do something. For each attempt, the player is given one Action die for each skill rating above Average in the category they are trying to perform. If the player's skill rating is Average, they must use a Risk die instead.

**Risk dice** (for bonuses) are rolled any time a player wants to push the limits. They are awarded to the player based on relevant objects, adjectives, and other factors at the beginning of each Round. On a given roll, the player may choose to spend any of their awarded Risk dice. Use caution: they can boost chances of failure as well as success. Remaining Risk dice are cleared at the end of a Round, and new ones are awarded in the next.

**Hurt dice** (for penalties) are rolled any time a player is working against a disadvantage. Hurt dice are added at the beginning of each round for factors that force the player to push harder. Hurt dice do not clear at the end of the Round, and accrue if continued attempts go poorly. Add one Hurt die to the player's roll for each negative Adjective rating.

Each player's turn begins by declaring which Action they will perform, and which factors they will take advantage of to aid their efforts. Roll the given number of Action, Risk, and Hurt dice.

No math is necessary - the highest Action or Risk die determines success or failure. The higher the value, the better the result. However, any Hurt dice that are rolled will cancel out the value they show. If a Hurt die does not match any Action or Risk dice, it can be safely ignored. Rolling against target numbers or other characters simply requires that your highest value beats theirs.

Failures occur by rolling a 1 on Action or Risk dice. Hurt dice only compound failed rolls when there is a match with a 1.

Action dice fail safely – attacks miss; targets flee an extra few feet; guards are unconvinced. Another attempt can be performed immediately with no consequence except time.

Risk dice fail successfully – a software hack punches through defensive measures, but results in neural feedback; a dangerous maneuver ends a car chase with both vehicles disabled. The attempt was successful, at a certain cost; add at least one Hurt die.

Hurt dice (when they match an action die or risk die) fail catastrophically – a mid-firefight surgery kills the patient; a clever disguise actually draws *more* attention. The attempt failed, negatively affecting someone involved, and further attempts are even more likely to fail.

### Turns, Rounds, Encounters

Though dice are not used in every situation, it's important to understand the structure in which they're used. The GM may ask a player to roll dice occasionally during role-play. However, an encounter is typically declared by the GM beforehand, and represents a situation involving competing goals and a variety of possible outcomes.

1. When an encounter is declared, every participating character, whether player or non-player, will roll for initiative - this determines the turn order (from highest result to lowest) until completion.
2. After initiative, the first round begins when the first character in the order takes their turn, and ends when the last character in the order takes their turn.
3. On their turn, by default, each character may perform one main action and one bonus action. The order of bonus action or main action is up to the player.
  - Main actions are identified by proactive intent: the character has both a plan and a desired outcome
  - Bonus actions are identified by reactive intent: the character exploits a sudden opportunity, or is acting on instinct
  - Once an action has been declared, the GM will specify a target number that the player's roll must pass or exceed to be successful.
- a. The player then determines the number of Action, Risk, and Hurt dice to use, and makes their roll
  - i. Hurt dice remove matching Action/Risk dice values over 1 from play
  - ii. If the character has Advantage, reroll the lowest-value die, and use the best of those two values
  - iii. If the character has Disadvantage, reroll the highest-value die, and use the worst of those two values
  - iv. Action die 1s fail the attempt; if a Hurt die matches, add a Hurt Adjective
  - v. Risk die 1s add a Hurt Adjective but do not affect the result
  - vi. If there are no failures, the highest remaining value is the result
- b. When rolling against other characters or complex systems, the GM may choose to roll a single d6 or set a static number as a counter-check; the player's result must be higher than the counter-check to succeed
- c. The player and the GM use the dice results to craft a short narrative about how the encounter proceeds
4. Characters take turns until the encounter is resolved
5. At the end of the encounter, the GM returns the session to standard role-play

**Roles (pre-sets)**

The typical range of freelancing employment in Vanta City changes with tech innovations, seasons, and trends of violence, but can be narrowed down to these professions in one form or another. Who you are is at least in part defined by what you can do — which is limited only by what you're good at. There's a market for everything from makeup to murder in Vanta City. The following roles receive Professional status for two Actions, four unlocked Perk Decks, and one unique perk not available from Perk Decks

**Traceur:** acrobats and couriers who are by no means combat experts, but they know how to avoid trouble, reaching their destination in a timely and mostly intact manner (e.g. Faith, *Mirror's Edge*)

Professional Actions:

- Move
- Conceal

Unique perk: "Agile" (+1 Risk die for any Bonus action performed while moving)

Available perk decks: Marathon, Acrobat, Sprinter, Shinobi

**Handler:** merchantmen and smugglers with the network and knowledge to turn a profit, getting their hands on anything their desperate clientele needs (e.g. \_)

Professional Actions:

- Compel
- Conceal

Unique perk: "Hustle" (recruit +2 Friendly contacts in factions of your choice)

Available perk decks: Greyface, Smuggler, Charmer, Infamous

**Enforcer:**

Professional Actions:

- Compel
- Fight

**Splicer:** lockpicks, phreaks, and cipherpunks with the tools to see what's behind every obstacle, their playful addiction to solving puzzles is their best and worst trait (e.g. Case, *Neuromancer*)

Professional Actions:

- Hack
- Operate

Unique perk: "System Shock" (gain Advantage when disabling systems)

Available perk decks: Phantom Phreak, Zer0 Cool, Acid Burn, Gadgeteer



**Rider:** transhumanists who have formed a symbiotic relationship with Artificial Intelligences, their cold efficiency and unknown motives are the stuff of ghost stories... (e.g. Luke Gianfaria & “David”, *The Rider*)

Professional Actions:

- Hack
- Fight

Unique perk: “Overload” (+2 Risk dice when hacking a target marked “cyber”)

Available perk decks: Dragonfist, Ironfang, Zer0 Cool, Acid Burn

**Rōnin:** while the modern-day street samurai has an admittedly short life expectancy, they’re not to be trifled with and are typically the cause for every headline with a kill count

(e.g. John Wick, *John Wick*)

Professional Actions:

- Fight
- Operate

Unique perk: “Stoic” (delay HP damage for +2 turns after damage is applied)

Available perk decks: Fall Guy, Dragonfist, Ironfang, Gunslinger

**Creep:** vandals, gangsters, and thieves in the shadier parts of town who usually have a side hustle, but tend to prefer ruining their unlucky victim’s outfit and life in one go

(e.g. J-Bone, *Johnny Mnemonic*)

Professional Actions:

- Conceal
- Fight

Unique perk: “Ambush” (+1 Risk die when attacking from stealth)

Available perk decks: Fall Guy, Ironfang, Shinobi, Smuggler

**Agent:** as it turns out, hunting down leads and hunting down cash mean pretty much the same thing, and if there's something missing, count on them finding it

(e.g. Rick Deckard, *Blade Runner*)

Professional Actions:

- Observe
- Compel

Unique perk: “Keen Eye” (gain Advantage after observing a target undetected)

Available perk decks: Charmer, Gadfly, Hard-Boiled, Steel Nerves

**Suit:** corporate workers - executives and interns alike - all have the same goal: amass power and influence, at any cost, especially when failure means prison, poverty, or death (e.g. Tyrell Welleck, *Mr. Robot*)

Professional Actions:

- Operate
- Compel

Unique perk: "Influential" (recruit +4 Neutral contacts from factions of your choice)

Available perk decks: Charmer, Gadfly, Infamous, Gadgeteer

### **Intruder**

Professional Actions

- Conceal
- Observe

Unique perk: "Perfect Moment" (attacking unaware targets uses Conceal stat instead of Fight for rolls)

Available perk decks: Steel Nerves, Sharp Mind, Greyface, Smuggler

**Idol:** in the era of the Information Flood, being an entertainer means doing everything - singing, dancing, cracking jokes, and whatever else wins the hearts of the audience (e.g Kira~! Miki, *VA-11 Hall-A*)

Professional Actions:

- Compel
- Move

Unique perk: "Famous" (gain Advantage when compelling Friendly characters)

Available perk trees: Acrobat, Marathon, Charmer, Infamous

**Labrat:** scientists and doctors of every kind skilled in the arts of surgery, chemistry, and biotechnology - just don't ask if they have a license for what they practice (e.g. Makise Kurisu, *Steins;Gate*)

Professional Actions:

- Treat
- Operate

Unique perk: "Recovery" (Treated characters ignore new Hurt ADJs for 2 turns)

Available perk decks: Para-Medic, Riot Fixer, Trauma Doc, Gadgeteer

### **Scrapper:**

Professional Actions:

- Hack
- Treat

**Pilot:** always on the move and never far from a steering wheel or control stick, pilots nevertheless are gifted with mechanical intuition and strong reflexes

(e.g. Shotaro Kaneda, *Akira*)

Professional Actions:

- Operate
- Observe

Unique perk: "Overdrive" (+2 bonus actions when operating a vehicle)

Available perk decks: Steel Nerves, Sharp Mind, Gearhead, Gadgeteer

## Perks

While the eight core Actions determine your level of skill in a given attempt, they can be quite broad. Perks serve to further define your character's talents, knowledge, and traits, while rewarding you for leveling up: each perk grants a unique but straightforward modification to the basic rules of the game. Perks start off with basic but significant upgrades to your character, and accruing perks of a similar type will unlock more powerful perks to acquire later on.

Each Action provides three Perk Decks to specialize in. The pre-set Roles above define which Perk Decks are immediately available upon creating your character, but don't worry - the rest will become available the further your character progresses.

### **Move Perk Decks**

#### Marathon: physical stamina

##### Competent:

- 10k: move for +2 turns before becoming Tired
- Builder: carrying Heavy objects requires only one move check
- Deep Lungs: hold breath for +2 turns

##### Professional:

- 21k: move for +3 turns before becoming Tired
- Mover: carrying Heavy objects requires no move checks
- 42k: move for +4 turns before becoming Tired

##### Master:

- Shaker: can sprint while carrying Heavy objects
- Runner's High: remove fleeting stamina-type ADJs after -2 turns

#### Acrobat: flexibility

##### Competent:

- Stunt: take half damage from falls
- Bounceback: remove stun-type ADJs after -1 turns
- Flow: +1 Bonus action on Risk die crit

##### Professional:

- Crash: gain Advantage after incapacitating enemies for +1 turn
- Twinkletoes: +1 Risk die for +1 turn per consecutive dodge
- Daredevil: reduced threshold for sliding, vaulting, and jumping

##### Master:

- Hair of the Dog: substance-type Hurt ADJs add +1 Risk die when moving
- Artful Dodger: +1 Bonus action after successfully dodging

#### Sprinter: raw speed

##### Competent

- New Kicks: increased jump height/distance
- Flash Step: 2x base character speed over short distances
- Sneakerhead: footwear adds +1 Risk die for every 10,000€ in value

##### Professional:

- Speed Demon: reduced chance of taking hits when running
- Beeline: automatically win Initiative ties
- Run and Gun: +1 Risk die for Bonus actions performed while moving

##### Master:

- Speed-o-Sound: 3x base character speed
- Force-a-Nature: gain Advantage after successful move attempts

## **Conceal Perk Decks**

### Greyface: disguise concealment

#### Competent:

- Forgettable: ADJ; reduced threshold for being unnoticed
- Unassuming: ADJ; reduced threshold for disguise success
- Made You Look: +1 Bonus action after passing disguise checks

#### Professional:

- Impostor: reduced threshold for compelling when disguised
- Another Face: gain Advantage when concealed in a crowd
- Heartbreaker: +3 Risk dice when disguised as a hostile faction

#### Master:

- Lifetaker: no passive disguise checks when disguised as unconscious targets
- Faceless: ADJ; enemies must make an observe check before targeting

### Shinobi: visibility concealment

#### Competent:

- Silent: ADJ; +1 Risk die when concealed
- Camouflage: while exposed, enemies take +1 turn to detect
- Chameleon: while exposed, enemies take +2 turns to detect

#### Professional:

- Assassin: +1 Bonus action during stealth takedowns
- Boo!: breaking stealth may cause panic
- Professional: suppressed firearms crit when concealed

#### Master:

- Caliber: sniper rifles damage +1 adjacent character on crit
- Smoke Bomb: roll a Risk die to instantly disengage from combat

### Smuggler: item concealment

#### Competent:

- Bump and Lift: roll a Risk die when planting/taking a random Small item
- Hidden Pockets: no Conceal checks for Small objects (except weapons)
- Fence: increased base value for stolen items

#### Professional:

- Light Touch: gain Advantage when planting/taking Small objects
- Sleight of Hand: +1 Bonus action when concealing items
- Synthskin: reduced threshold for concealing augments

#### Master:

- Bamboozle: +2 Risk dice when using concealed weapons
- Strapped: no Conceal checks for Small weapons

### **Compel Perk Decks**

#### Charmer: charisma and friendliness

##### Competent:

Charm Disarmer: reduced threshold for compelling hostile characters

Endearing: ADJ; project an air of pleasantness/humor

Attractive: ADJ; project an air of beauty

##### Professional:

Winning Smile: trusted characters automatically become contacts

Save Face: once per encounter, reroll a failed compel attempt

Diva: NPCs are more likely to compel on your behalf and get +1 Risk die

##### Master:

Fatale: pass a compel save to convert enemies during combat

Star Power: successful compel attempts grant +2 Risk dice

#### Gadfly: intimidation and provocation

##### Competent:

Antagonize: provoked enemies take Disadvantage

Threaten: +1 Risk die when compelling unarmed enemies

Insufferable: ADJ; project an air of obnoxiousness

##### Professional:

Knives Out: instantly provoke up to 2 nearby allies of a provoked target

Bad Attitude: reveal insecurities and social weaknesses in observed targets

Death Glare: target a character for three turns; target receives +1 Panic ADJ

##### Master:

Dread: gain Advantage when compelling enemies that survived combat

Stockholm: hostile characters that are compelled 5 times become friendly

#### Infamous: reputation and contacts

##### Competent:

Confident: ADJ; project an air of reliability

Menacing: ADJ; project an air of hostility

Smug: ADJ; project an air of arrogance

##### Professional:

Assertive: ADJ; project an air of authority

Street Cred: +1 Neutral contact in a random faction per Friendly contact

Too Hot: +1 Risk die per enemy when being targeted

##### Master:

Legend: more likely to be recognized by other characters

Laughing Man: chance to be impersonated by random characters

## **Hack Perk Decks**

### Phantom Phreak: physical system exploitation

#### Competent:

Recycler: dismantling items does not waste any components

Patient: +3 Risk dice when hacking unobserved physical systems

Meticulous: +1 Bonus action when hacking physical systems

#### Professional:

Compromise: failed hacks on physical systems become traps

Saboteur: targets take 3x environmental damage

Reversible: gain Advantage when hacking systems identical to dismantled ones

#### Master:

Mess with the Best: can sabotage systems to stun adjacent targets

Die like the Rest: can sabotage systems to explode

### Zer0 Cool: digital system exploitation

#### Competent:

OSINT: once per encounter, reveal +3 public nodes for random factions

Obfuscate: enemy traces take +1 turn

DDoS: allies hacking the same target get +1 Bonus action

#### Professional:

Crash Override: sacrifice +1 turn for every character in cyberspace

Dolphin Data: allies hacking the same target get +2 Risk dice

Hack the Planet: +1 Bonus action for each successful hack

#### Master:

Legend of Dixie: restore engram to a backup container if disconnected

Mnemonic Double: create a synced jinn-like engram in cyberspace

### Acid Burn: system modding

#### Competent:

n00b: failed mod attempts add +1 Risk die

Failsafe: once per encounter, reroll a failed roll with a modded item

Overclocked: ADJ; +1 Risk die per mod when using cyber objects

#### Professional:

Heat Sink: remove fleeting overclock-type ADJs in -1 turns

Liquid Cooled: remove fleeting overclock-type ADJs in -3 turns

Crafter: successfully mod an item to add +1 tag or function

#### Master:

Artisan: successfully mod an item to replace +1 tag or function

Age of the Geek: modded items grant +1 Bonus action during use

## **Fight Perk Decks**

### Fall Guy: endurance and health

#### Competent:

Bulky: ADJ; half damage from melee attacks; increased physique

Tank!: environmental damage (except falls) costs only -1 HP

Sandwich: health-type consumables are 2x more effective

#### Professional:

Hate Fuel: can move as a Bonus action when below 30% HP

Built Different: roll a Risk die to ignore stun-type ADJs

Mind Over Matter: delay HP damage for +2 turns after damage is applied

#### Master:

Pure Spite: +1 Risk die for each depleted HP segment

No Bell: when “dead”, roll a Risk die each turn to stay alive

### Dragonfist: hand-to-hand combat

#### Competent:

Open Palm Block: blocked hits do not apply Hurt ADJs

Shatter: stun target on Risk die crit

Whirlwind: successful unarmed combos impair targets

#### Professional:

Controlled: +1 Bonus action after disarming an enemy

LoTeK: reduced threshold when targeting augments

Sumo: +1 Risk die when grappling enemies

#### Master:

Double Down: debuffed enemies take extra damage

Still Fighting: recover +1 HP for each successful hit

### Ironfang: bladed combat

#### Competent:

Thunderclap: gain Advantage when initiating combat

Hardcore: dismemberment/decapitation may cause panic

Vendetta: Small bladed weapons can be used as a Bonus action

#### Professional:

Flying Daggers: thrown Small bladed weapons are guaranteed to hit

Psycho: ADJ; enemies take Disadvantage when in melee range during combat

Dead Calm: +3 Risk dice when attacking without defending

#### Master:

SuperHOT: intercept bullets with bladed weapons (-3 Risk dice)

Grim: ADJ; extra capacity for bladed augments; projects an air of fear



## **Observe Perk Decks**

### Steel Nerves: focus under pressure

#### Competent:

Jury-Rig: observed objects can be hacked/repared as a Bonus action

Stay Cool: gain Advantage for +1 turn after failing a roll

Don't Panic: reroll failed Panic checks

#### Professional:

Activated: concentration actions take -1 turn to complete

Recovery: failed rolls add +1 Risk die that expires after 2 turns

Adrenaline: replace successful Risk dice automatically (except Recovery)

#### Master:

Self-Assured: reduced all thresholds during combat if unharmed

Under Pressure: taking a Hurt ADJ also adds +1 Risk die

### Hard-Boiled: skepticism and perceptiveness

#### Competent:

Superficial: automatically notice distinct features or items of value

Evil Eye: bluffing characters are forced to make a second save

Spider-Sense: reduced threshold for detecting ambushes and traps

#### Professional:

Peoplewatcher: targets concealed in a crowd take Disadvantage

Analyzer: +1 Risk dice per consecutive observation

High Roller: crits grant +1 Bonus action

#### Master:

Troubleman: automatically assess threat level of nearby characters

Bounty: marked targets take Disadvantage

### Sharp Mind: mental reflexes

#### Competent:

Paranoid: ADJ; automatically notice potential threats

Twist: failed dodges take flat damage instead of a Hurt ADJ

Envelopment: can block as a Bonus action

#### Professional:

Double Take: once per encounter, reroll a failed observe attempt

Bullet Time: can perform Bonus actions during other characters' turns

Momentum: successful Bonus actions grant +1 Bonus action

#### Master:

Operative: under-leveled targets take Disadvantage

Killer Instinct: read target's next action (-1 Risk die)

## **Operate Perk Decks**

### Gadgeteer: terminal/drone use/repair

#### Competent:

Best Friends: can operate +1 drone at a time

Hotswitch: can mod consumables for different effects of the same type

Multitasker: each drone can perform +1 Bonus action

#### Professional:

Go-Go: flip a coin after using a consumable to instantly replace it

Bester Friends: can operate +2 drones at a time

Keyboard Cowboy: terminals add a buffer of +2 HP when hacking/operating

#### Master:

Cyberdecked: terminals reduce all hack/operate times by -1 turn

Samurai: +1 Bonus action for each utility arm/exo-arm

### Gunslinger: firearms combat

#### Competent:

Center of Mass: gain Advantage when aiming for the torso

Quickdraw: can fire two shots as one action when initiating combat

Full Metal: +1 risk die per consecutive kill during combat

#### Professional:

Speedloader: can reload as a Bonus action

Mindblowing: headshots may cause panic

Lucky Coin: roll a Risk die to ricochet missed shots at a random target

#### Master:

Eyes Closed, Spoon: gain Advantage when blind-firing

Twitchy: ADJ; roll a Risk die to automatically return fire when shot at

### Gearhead: vehicle use/repair

#### Competent:

Apex: 2x base vehicle speed

Drift: evasive maneuvers can be performed as a Bonus action

Hell on Wheels: reduced threshold for attacking in a vehicle

#### Professional:

Synchronized: ADJ; during combat, combine HP with vehicle HP

Die-Hard: ignore critical vehicle damage while conscious

High Flight: once per encounter, negate a Hurt ADJ before it can be applied

#### Master:

Ghost Rider: hacking vehicles rolls from Operate instead of Hack category

Leaf on the Wind: +2 Risk dice on successful evasion

### **Treat Perk Decks**

#### Para-Medic: stabilization and first aid

##### Competent:

Do No Harm: inflict Hurt ADJs from treating on self instead of patient

Wake-Up Call: remove fleeting stun-type ADJs after -2 turns

Coagulant: remove fleeting bleed-type ADJs after -2 turns

##### Professional:

Bedside Manner: treating physical ADJs also treats linked mental ADJs

Triage: restore 2x HP for characters in critical condition

Healing Factor: remove enduring impair-type ADJs after -3 turns

##### Master:

Gimme Shelter: treat attempts remove +1 Hurt ADJ if undamaged

Rapid Response: reduce perpetual ADJs to enduring if treated on next turn

#### Riot Fixer: preventative and survivalist aid

##### Competent:

Boost: treating ignores bleed- and impair-type ADJs for +1 turns

Downers: treated characters resist panic

Atomic Punch: treated characters move 2x faster for +3 turns

##### Professional:

Juiced Up: treating ignores bleed- and impair-type ADJs for +2 turns

Uppers: treated characters gain bonus HP for +4 turns

Street Medicine: improvised medical supplies do not inflict Hurt ADJs

##### Master:

Geneva: taking damage grants allies +2 Risk dice

Higher Power: nearby allies always make a saving throw when facing death

#### Trauma Doc: surgical and cybernetic aid

##### Competent:

Jumpstart: treated augments can be used in critical condition

Pain Blocker: treating ignores augment-type Hurt ADJs for +3 turns

Maverick: treat attempts with +1 Risk die grant a buff-type fleeting ADJ

##### Professional:

Med School: make only passive checks to avoid organ & augment rejection

Static Charge: treated augments gain electric tag for +2 turns

Uber Charge: treated augments grant +1 Bonus action

##### Master:

Sterner Stuff: allies that survive a death save gain +3 Risk dice

Desperate Times: treat attempts with +3 Risk dice grant a buff-type enduring ADJ

## Building A Character

Now that you know the basics of gameplay, it's time to tell the world who you are. Start with a fresh character sheet from the template and an idea of how you want to play.

1. Write in three Adjectives that define your character, marking each one as Perpetual
2. Choose two Actions to define your character's Role; these Actions get +2 (marked Professional; the above pre-set Roles list which Actions receive this status)  
**Optional:** if you'd like to specialize, roll one d6 for your character; if it exceeds 5, add +1 to either of these Actions (upgrading it to Master); downgrade the other Action to Competent
3. Assign up to 3 perk points into Perk Decks that are available to your chosen Role
4. Choose a third, separate Action to receive +1 as a minor (marked Competent)
  - a. **Optional:** declare a faction (see Factions list on p.; if no faction, default to "Radical")
5. Finally, negotiate with the GM for items and contacts based on your character's Actions, personality, and background

## Losing A Character

Many flatliners in Vanta City are keenly aware of how close their work will bring them to death's door. Ideally your character will survive to the end of their story, but this is not always the case. Before starting you will need to decide on one of three options for how vulnerable to death your character is.

- 1) *"My character lives in a dangerous, cruel world."*  
Your character can be in mortal danger in or out of combat; the slightest hazards could undo them if conditions are primed for disaster.
- 2) *"Death is a potential risk for anyone in a fight, my character is no different."*  
Standard rules; while life is mostly safe, your character can be killed in combat.
- 3) *"There are things worse than death – my character will face these instead"*  
Your character may be safe from mortal danger, but not from harm in general.

Since the third option removes a key mechanic of the game (fear of death is a strong motivator in Vanta City) players that choose it should provide a detailed backstory and description of their character's motivations for the GM to capitalize on.

## Death Saves

Regardless of circumstances, when a character reaches 0 HP, they will be knocked unconscious and required to make a death save by flipping a coin three times. If the coin lands on tails, the flip succeeds; heads, it fails. The outcomes of the cumulative flips are as follows:

**3 tails:** your character regains consciousness with 1 HP; the death save passes

**2 tails - 1 heads:** your character is unconscious, but stable; the death save passes

**1 tails - 2 heads:** your character is still dying but not dead; perform another death save on your next turn

**3 heads:** the death save fails and your character has died

Additionally, you may take one of the following optional actions to alter the chances of you or another surviving a brush with death:

### One Moment

Players forced to make a death save can redo one failed coin flip if they or another player can describe their character's favorite childhood memory, the most influential moment in their life, biggest regret, etc. This can be done even if three heads have already been flipped.

### Last Chance

Players can elect to automatically fail any single coin flip, in exchange for a burst of adrenaline that grants one extra turn before going unconscious. Opting for this three times will instantly kill the character when they lose consciousness after their third turn.

### Final Words

Players who have been killed by failing all three coin flips can utter a final one-liner to inspire the target character of their choice; that character receives Advantage on their next turn.

### Memento Mori

Players can elect to automatically pass a death save, in exchange for automatically failing a single coin flip on their next death save. Opting for this three times throughout the character's total life will instantly kill the character the next time they reach 0 HP, with no chance for a death save.

## OBJECTS

Possessions in Vanta City don't mean as much as they do in other places - especially where sentimental value is concerned - but everyone has something that makes a difference in their lives. Often, the odd item is worth more than it appears. If you're lucky, it'll save your skin someday.

### Object Tags

Physical things that can be manipulated by characters in a narrative are sometimes assigned tags to clarify their size, function, and behavior. Most objects that share tags as categorical descriptors are not necessarily identical.

Small: easily portable/concealable (items); compact (vehicles)

Oversize: very obvious - bulky/heavy/loud

Cyber: digital interface, network-accessible

GPS: transmits location

Augment: integrated body modification

Electric: deals electric damage

Heat: deals heat damage

Concussion: deals push damage

Bladed: deals cutting/piercing damage

Automatic: firearms only - fast/very fast fire rate

Bolt action: firearms only - slow fire rate

Drone: autonomous or remote-control capable

Crewed: requires multiple Operators or Pilots (contextual)

Tank: vehicles only - armored and durable

Walker: vehicles only - leg-driven

VTOL: vehicles only - vertical take-off and landing capable

Transport: vehicles only - carries multiple non-crew passengers

Legal: requires paperwork; won't get you instantly detained or shot if discovered

Custom: has rare characteristics or can be extensively modified

### Augmentations

The lines between the medical and digital industries have become increasingly blurred. Biohacking is no longer a philosophy, but a means of survival. After the passing of the McKnight Networked Augmentation Act, one in three residents of Vanta City possesses some kind of body mod.

#### Neural patches (augment. cyber)

- |                                   |  |
|-----------------------------------|--|
| - Personal Access Node (legal)    | <i>at-will mental link/communicator/metro card</i> |
| - Neural Entry/Retreat Vector mod | <i>hardware supplement for intrusion protocols</i> |
| - Synthetic protein catalyst      | <i>improved processing speeds</i>                  |
| - Internal data module            | <i>he wants room service, just give it to him</i>  |

**Artificial sense (augment)**

- Heads-up display (cyber) *navigation, ballistics, and face recognition*
- Dynamic eyes (cyber) *zoom; x-ray; thermal imager; or night vision*
- Chemical isolyser *composition analysis for smell and taste*
- Resonator *enhanced hearing, modifiable speech*

**Limb attachment or replacement (augment)**

- Universal interface adaptor *connect to almost anything, anywhere*
- Manual exponentiator *increased dexterity/operating speed*
- Stilt-blade (small, bladed) *gesture-activated dagger*
- Steelfiber muscle *increased strength and durability*
- Utility arm (small) *tertiary all-purpose limb*
- Exo-arms *shoulder-mounted combat limbs*
- Shock dampeners *increased springiness, reduced impact*

**Prosthetic/concealed function (augment, custom)**

- Storage cutout (small) *discreet, hardened compartment*
- Coinshot (bolt-action) *reverse-engineered from ¥ £\$*
- Peptide synthesizer *accelerated healing factor*
- Stun Palm (small, electric) *high-voltage hands*
- Death Glare (small, heat) *weapons-grade laser eye*
- Subdermal Armor *ballistic weave implanted under the skin*

**Terminals**

Despite the proliferation of integrated technology and augmentations, the average Vanta City resident doesn't have a lot of Debt to throw around. In lieu of haphazard black market wetware, most stick to the good old cyberdeck.

- SunShyne Lambda Cx19 (custom, cyber) *specialist briefcase-sized deck*
- SunShyne Theta Vx7 (small, cyber) *modular datapad, all-purpose*
- Izumi-Ikeda Dataglass (small, cyber) *augmented reality glasses*
- Dynafone Chatter (small, cyber, GPS) *pocket consumer deck*

**Softwares**

- Netmap (probe) *reveals new nodes; defaults to adjacents*
- TraceRT (probe) *reveals path to target node; defaults to short*
- Portscan (probe) *queries gates for open/closed status*
- Proxy (defensive) *relays target data through an intermediate node*
- Web (defensive) *splits tether along multiple intermediate nodes*
- ICEpick (offensive) *brute-forces with commonly-known vulnerabilities*

**Executables**

- Zero-day *faction-specific single-use backdoors*
- Pugilist *rentable botnet, ICEpick-style but faster*

## Vehicles

- Switchblade (small) *folding backpack motorcycle*
- Volpe (small) *all-terrain motorcycle*
- Toro (small) *derby swoop bike*
- Cazador (small) *elegant, fashionable swoop bike*
- Avispa (small, VTOL) *utility ornithopter*
- Cobra (walker, tank) *everyday riot suppressor*
- placeholder (custom) *rated best of Vanta City's exotiques*
- Nova (hover, transport) *all-purpose sedan*  
*transport*
- Valkyrie PVD (small, crewed, transport) *standard police vehicle*
- Einherjar (oversize, tank, crewed, transport) *personnel carrier/mobile command*
- Fafnir (VTOL, crewed) *fixed-wing utility jet*
- Condor (VTOL, crewed) *rotary-wing gun platform*
- Carcharodon (oversize, VTOL, crewed, transport) *personnel carrier*

## Drones

Drones are more than just remotely-operated vehicles; though some may be crewable, all drones innately have the ability to receive abstract or complex commands and interpret them in different ways; unlike a vehicle, a drone actually cares if it crashes. This may come with its own drawbacks, however.

- Cicada (small, drone, VTOL) *insectoid remotely operated vehicle*
- Tachikoma (drone, tank, walker) *versatile spider-tank with room for one*
- Acosador (drone, walker) *mechanized combat familiar*
- Auto Surgeon (drone, walker) *wearable medical drone*

## Mêlée weapons

Outside the realm of legally-questionable weaponry augmentations lie the affordable and reliable tools the everyday resident employs to defend themselves from gangsters, thieves, and shady merchants — against the Riot Squads though, one might as well be wielding a piece of chipboard.

- Víbora garrote (small, electric) *multipurpose assassin's tool*
- Baton (small) *police have been using this for a century or more*
- Tanto (small, bladed) *symbolic knife of the Yakuza*
- Osc blade (small, bladed, heat) *buzzes like a toothbrush, burns like a barbeque*
- Market saber (small, bladed) *ever seen a switchsword?*
- Mantis (small, custom) *spring-loaded whip with a nasty bite*
- Digidisc (small, bladed, heat)
- Katana (oversize, bladed) *surprisingly reliable antique*
- Cricket bat *are you kidding me? a f\*cking cricket bat??*
- Magstaff (oversize) *the Big Stick*
- Macuahuitl (bladed) *historic Aztec weapon reimagined*



## Firearms

Military industries have “crowdsourced” their testing phases by selling their product to anyone with the money to buy. Since most firearms (and the licenses to carry them) are expensive, even on the black market, they have become lethal status symbols.

- PDW (small)
- Blister PDW (small, automatic, heat) *light, high-capacity handgun*
- Gault PDW (small, cyber) *heavy-caliber hypebeast handgun*
- Nitro PDW (small, cyber) *networked, gas-powered handgun*
- Shamrock PDW (small, concussion) *double-barrel heavy handgun*
- Unagi SMG (small, automatic, electric) *short-range taser gun*
- Tarantula SMG (small, automatic) *fast, bolt-firing SMG*
- Uppercut Shotgun (automatic) *rotary magazine*
- Hammer Shotgun (oversize, concussion, heat) *very short range sabo gun*
- Proxima Rifle (oversize, automatic, heat) *precision maser rifle*
- Mantícora Rifle (automatic, custom) *double-barrel bolt rifle*
- Longbow Rifle (cyber, oversize custom) *networked smart rifle*
- Cáscara (cyber, custom) *networked ballistic launcher*
- Argus (cyber, oversize, custom) *networked modular sniper rifle*
- Ráfaga AM (oversize, custom) *messy acoustic anti-materiel rifle*
- Bodkin AP (oversize, bolt action, custom) *magnetic induction anti-tank rifle*

## Devices

- HoloMesh Mask *wearable holographic disguise*
- Grip Gloves *handy when you don't wanna drop something*
- Rubber Duck Drive (small) *a portable drive for rapid data theft*

## Consumables

### Health

- Health syringe: downgrades enduring physical Hurt ADJs to fleeting
- First Aid Kit: remove fleeting physical Hurt ADJs; two uses
- Booster: delay effects of new Hurt ADJs by +3 turns
- Trauma Aid Kit: remove enduring physical Hurt ADJs; two uses
- StimKit: removes fleeting Hurt ADJs
- DigiDoc: temporarily boosts Treat rank to Professional

### Combat

-

## Modifications

### Attachment Mods

- Grappler
- Spy camera

- Arm bracer

#### Receiver Mods (firearms only)

- Airburst ammunition (explosive)
- Chem ammunition (irradiating)
- HV ammunition (armor-piercing)
- Passthrough receiver (extended magazine)

#### Jailbreak Mods

- Off-grid *disables GPS module on terminals*

#### Vehicle Mods

- All-terrain suspension
- Nitrous oxide system *risky but effective increase in acceleration*
- Wide-body chassis *better handling at the cost of weight and size*
- Plastiglass *reinforced windows can stand up to a bullet or two*
- Cambered wheels *sloped stance for improved handling*
- Supercharger *compressed air increases acceleration*

**Scripts**

## Recon

Ping	confirms the target node location and status node must be connected to the current net to be ID'd
Portscan	detects gates and security measures on the target node defaults to all; "quiet" mode specifies one or multiple gate types
Tether	opens a connection between the target node and the user
Trace	finds a path from target node back to the user defaults to shortest;
Binary	rapidly scans the target node's directories for a file or files if target file does not exist, returns the next closest

## Defensive

Barricade	locks outside entry to the target node except by Brute
Web	delays an opponent's trace by $n$ turns limited by number of nodes $n$ adjacent to the current node

## Offensive

Brute	tries multiple combinations to open a locked gate pairs well with a Rainbow
Spike	pins an opponent's tether to prevent a Retreat-By-Disconnect opponent may still retreat laterally

## EXAMPLE SCENARIO

The following example demonstrates how the player's choices, character, and dice rolls, along with the GM's directing and narration, might work to create a short chase/fight scene.

Intro: Yasuke is pursuing a thief through the crowded Night Market. A Sturdy, Perceptive, and Agile ronin, Yasuke is rated Master in "Fight", Professional in "Operate", and Competent in "Move". In his inventory he has a Katana and a Shamrock PDW, as well as Shock Dampeners augmenting his legs and a retinal Heads-Up Display augmenting his eyes.

R1: The GM informs Yasuke that the streets of the Night Market are narrow, winding, and maze-like. In addition, there is a light police presence, with a handful of Securitat officers that have been spotted patrolling the district in pairs. The Thief has a head start, and with several people in the way, Yasuke must narrow the distance between them in order to attack.

Yasuke is awarded two Risk dice - one for the spring-like Shock Dampeners surgically attached to his calves and another for his natural agility.

Yasuke's first action is to sprint to catch up. He rolls one Action die against the Thief, who is a former courier rated Professional in "Move" and rolls two dice. Yasuke rolls a 4, and the Thief rolls a 5. Yasuke rolls again, choosing to use his Shock Dampeners' power to run faster - he rolls one Action die and one Risk die. His highest value is a 6, and the Thief's highest value is another 5. Yasuke adds "Caught Up" (Fleeting) to his Adjectives, and is now running within arm's reach of his target for his next roll, awarding him another Risk die to replace the one he spent.

The Thief pulls a stack of crates into Yasuke's path. Yasuke rolls an Action die and both Risk dice to dive over the fallen crates and tackle the Thief. His highest value is a 5 – a success – but one of the Risk dice comes up as a 1. Yasuke loses initiative, and is forced to add "Impaired" (Fleeting) to his Adjectives and one Hurt die to his rolls. However, Yasuke and the Thief are no longer running, and can now engage in direct combat.

R2: Yasuke is awarded *five* Risk dice: one for each of his weapons and core Adjectives. The Hurt die remains. Since he has lost initiative, he must defend successfully and regain initiative to make an attack.

The Thief, who is only a Competent fighter at best, rolls one Action die to kick Yasuke, who rolls three Action dice and a Hurt die, using his mastery of hand-to-hand combat to defend himself while he is recovering. The Thief's highest value is a 3, and Yasuke's highest value is a 6. Yasuke regains initiative, shrugging off the Impairment and blocking the Thief's kick. In response, Yasuke throws a full-strength punch, ending the fight as fast as it began.

If Yasuke had chosen to use his Shamrock gun at any point, he would have had the advantage of only two action dice, but with an additional risk die to spend at-will thanks to the Heads-Up Display surgically implanted in his eyes. If at any point Yasuke had rolled a 1 and matched any Hurt dice, the situation might have turned out much worse. Thanks to your background, your abilities, and the tools at your disposal, there are many ways to get a job done in Vanta City – and many ways to fail.

## FACTIONS

Loyalty in Vanta City means something different to everyone. That said, even temporary allegiances carry a significant amount of weight. The strongest organizations know that power is never owned, only borrowed - and the rent is due every day. They'll do anything to secure their foothold. Here are just a few:

### **Securitat**

City government & police

*"Order above all"*

The military arm of the République, the Securitat are responsible for keeping crime to a manageable level. The well-oiled profit machines that bring money to Vanta City are their primary client. ID checks, bloc raids, and lockdowns are conducted seemingly at random. Vicious riot suppression squads have become a regular and feared sight. So long as the corps hold power, the Securitat will enforce any law that maintains their payout, no matter how corrupt.

Logo: diagonal red double stripe on beige field

### **Ink Bastards**

Scavenger street gang

*"The Street finds its own uses"*

A motley collection of dumpster divers and scrappers, the Ink Bastards have a knack for taking useless trash and flipping it on the black market for impressive sums of Debt. Few can repair hardware or cook software like they can, and their trawler gangs feature some of the best appraisers around. Be wary when dealing with them however; while their tech is always top notch, they will rob unsuspecting victims at the first chance they get.

Logo: black hand with neon circuit lines

### **Fenrir**

Arms Dealer street gang

*"Honor, duty, profit."*

One of the oldest and best-known crime families; it pays to be among the ranks of the Fenrir. Even the lowliest thug adheres to a strict code of conduct. Dishonor means an ugly death by the newest prototype. Rumors say instead of selling experimental firearms, they sell publicity: that they are on the payroll of an international weapons ring, raining top dollar to see the latest metal in action on the streets.

Logo: snarling wolf

### **Emerald Wasps**

Motorcycle street gang

*"Born to raise hell."*

Those with money to spend and places to be usually get their thrills from modifying and racing vehicles - namely, the motorcycle and swoop bike. The most prolific group of these rebellious racers is the Emerald Wasp gang, infamous for terrorizing civilian motorists and police patrols alike on the long stretches of asphalt in the Pulse Sector and the mountains to the west.

Logo: iridescent green/black wasp

Rackets: gambling; automotive theft and fencing;

### **Tear Gas Dolls**

Culture Jamming street gang

*"We don't see shit, we don't know shit"*

Raised by a generation that had historic levels of contempt for authority, the Tear Gas Dolls are widely regarded as a societal black swan event. Equal parts artists and terrorists, their tactics highlight the absolute powerlessness of corporations and government security when confronted with a faceless movement.

Logo: neon pink doll with vantablack gas mask

### **SunShyne Global**

Fabrication zaibatsu

A household name for the past fifty years, SunShyne has commodified the user experience. The pinnacle of their achievements: custom circuit boards for nearly every need. Despite their success, the global manufacturer continues to experiment radically with materials, scripts, and engineering, often hiring freelance terminal jockeys and garage tinkerers to produce truly masterful designs. The exceptionally-talented chosen few are never given limited-term contracts, are never offered a chance to refuse, and are never seen again.

Logo: golden-orange sunburst

### **Wikus-Gibson Conglomerate**

Medicine/Biotech zaibatsu

Ignoring continued legal scandals for alleged experiments in cloning, the Wikus-Gibson Conglomerate remains the most trusted medical provider in Vanta City. It has done so by becoming the *only* medical provider, fiercely eradicating competition through aggressive marketing, cutthroat billing and payment plans, and also by flooding the market with every biological innovation they can get away with, lawful or otherwise.

Logo: stylized red and white electrocardiograph "WG"

### **Aeschylus Industries**

Weapons Research zaibatsu

Aeschylus Industries crafts armaments the same way the high fashion industry designs clothes - with cunning, an eye for beauty, and a staggering amount of

labor exploitation. One of the first to set up shop in Vanta City, Aeschylus has gotten away with a bloody history by reserving its best tech for the Securitat.

Logo: stylized purple gorgon icons, day-glo green/cherry red accents

### **Minerva Laboratories**

Unknown zaibatsu

Though not much is publicly available on this organization, it's clear that Minerva is military-affiliated, operating on both of the independent Intralogic orbital research centers. Conspiracies abound as to their projects, motives, and the omission of more information than what's already suspected...

### **CONTACTS**

placeholder

placeholder

placeholder

placeholder



## LOCALES

### Vanta City

Today, Vanta City is one of the most diverse hotspots on the map. Originally an isolated city-state used as a financial and legal haven, the region quickly became a proving ground for integrating bleeding-edge technology into society for the global industrial complex. Home to titans such as Taifun Augmentations, Wikus-Gibson Conglomerate, and Vorkuta Bio-Recycling, the labor requirement of these megacorporations is the only reason the sprawl maintains a positive population growth rate.

Census data shows 27% South American, 22% Asian, and 19% Eastern European majority populations. Roughly one in three human residents possesses some kind of genetic, mechanical, or cybernetic upgrade. Since 2046, the McKnight Act requires all persons possessing a visa and/or labor-living contract to undergo licensed PAN micro-augmentation.

Vanta City is organized in a manner typical of port cities, stratified with the working class occupying districts close to industrial centers and the literal lower districts of the city (the most dramatic example being the quarantined Old City) while more affluent populations gather in remote areas and thickets of supertall skyscrapers. However, evidence of the unorthodox origins of Vanta City can be found in its floodwalls - which safeguard low-lying factory centers - and its corporate acropoli. No other flood protection measures are taken to such a degree anywhere in the city, even in the case of the Quarantine Zone or Miyuki Castle.

The official languages of Vanta City are Domaine French and Collective Economic English due to the presence of international businesses, but residents also capably speak Kanto Japanese, Colombiano Antiguo, Redentor Português, and Trade Polish.

## Pulse Sector

Once the heart of San Luca's industrial economy, the loss of numerous corporate facilities in the now-abandoned Sunken District hit the Pulse Sector hard. One of the more diverse of Vanta City's five Sectors, the elite and the disenfranchised live side-by-side. Recently, the Emerald Wasps have taken to holding illegal races on the long roads that wind through the port and into the mountains, prompting an increase in Securitat activity.

### Orbital Tether

*connection to the International Space Center*

The first functional space elevator in the world, the Orbital Tether dramatically boosted the region's post-Panic recovery upon its completion. Located offshore, a staggering amount of infrastructure and an entire industrial supply chain supports its daily operation, turning its artificial island into a high-tech micro-city.

### Sunken District

*former Peninsular District, remodeled by Hurricane Virgilio*

Abandoned after suffering one hurricane too many, the Sunken District is the "what-if" scenario that threatens the future of Vanta City. Back in its heyday, it rivaled the Financial District and Silicon Row in terms of capital invested. Now, it's nothing more than a line of aging dominoes.

### Kołoska District (Cradle Harbor)

*port & industrial facilities*

What heavy industry and shipping still takes place in the Pulse Sector is routed mainly through the port and industrial center here. Even after the loss of the Sunken District, it's still one of the largest and most efficient seaports in the world, processing nearly ten thousand containers per day.

### Gau Lung Chun (Boxtown)

*container yard turned undercity*

A shanty-town crafted from old shipping containers, this parcel of land in the harbor was ceded by Securitat and the Vanta Port Authority to the 24K Freight Consortium, a front for the 24K Triad operating out of Hong Kong. Its residents are a mix of triad enforcers, gamblers, and those displaced from Asia with nowhere else to go.

### Ibarazaki Plaza ('Zaki Plaza)

*mixed-class shopping and residential*

Once a military assembly ground, Ibarazaki Plaza is one of the few things Vanta City urban planners got right. Spacious and well-groomed, it's a hub for transit, light commerce, and community, and is notable for its numerous small-scale storefronts and dive bars.

### Arco Krasivy

*net-zero resource complex*

The oldest arcology in Vanta City, Arco Krasivy has seen better days. Though famed for its self-sufficiency, its residents are plagued by bureaucratic pettiness and aging construction. Yet from the outside, it's a model of opulence and success. Only time will tell if this megastructure will last, or collapse into ruin.

The Scaffold *vertical slum built into the side of the Floodwall*

Crescent Street

Wasp's Nest

Shimbashi *nightlife and value shopping district*

## Core Sector

Crime level: 3

Host to the administrators of Vanta City, the Core is the poster-image of the Republique's ideals. Representing the upper crusts of the social, financial, and political circles, most of the power-hoarders reside here. Securitat presence is heaviest in the Core - for them, profit and legislation go hand-in-hand.

Touhashi *the best of Vanta City's middle-class social scene*

Miyuki Castle *fortified estate of the royal family*

An antiquated and imported architectural style that requires constant maintenance, Miyuki Castle is nevertheless a powerful symbol of wealth. While some sections are frequently open to the public, very few have seen the Crown Princess and her entourage venture beyond the castle walls.

République District *administrative center of Vanta City*

Playa Azulado *part tourist destination, part construction hazard*

Botanical Park *sanctuary garden of San Luca's original flora*

Of the last vestiges of local nature that haven't been displaced or exterminated, most live in the Botanical Park, a carefully guarded lung of fresh air in the choking metropolis. Many of the native species of plants have been genetically modified to survive the high pH levels present in Vanta City's near-constant rain.

La Luz *high-end shopping, low-end bloc housing*  
Financial District *"cyber Wall Street"*

Night Market *24-hour flea market*

## Windward Sector

Crime level: 7

Ostensibly the oldest and most-respected of Vanta City, the Windward Sector is stratification taken to its extreme. The entirety of the original San Luca downtown lies within a massive circular floodwall. Meanwhile, the Wikus-Gibson acropolis and the supertalls of neighboring districts loom over the urban canyons, giving the sector a claustrophobic and oppressive feel.

Midorihama  
*dumping*

*beachfront repurposed for e-waste*

Lacking resources for proper sanitation, what was once a popular

Wikus-Gibson Complex

*fortified zaibatsu headquarters*

Like the other corporate acropoli, Wikus-Gibson has turned their primary site into a fortress, where every division from manufacturing to administration operates. Rumors abound of the shady practices and clandestine projects occurring within the biotech's monolithic facility.

Ivory Island

*enclave home to Vanta City's bourgeois*

Distrito Canales (Canal District)

*not nearly as clean as its reputation*

Barrio Rojo (Red Quarter)

*a different kind of entertainment*

Since its conception, the Red Quarter has undergone

Barrio Antiguo (Quarantine Zone)

*former San Luca financial district*

Once a monument to the Old City's tenacity in the face of changing times, the Barrio Antiguo now sits several meters below sea level, enclosed by a circular floodwall and abandoned by all but the strongest survivors. Overworked pumps at ground level struggle in vain to hold back the ocean.

Barrio Mercancía (Mercantile District)

*low-rent grown trendy*

The warehouses, studios, and factories of the former San Luca industrial district have been given new life as flats for artists, students, and other up-and-comers on the Vanta City economic ladder. Quality of life for the lower-middle class here is about the best it's going to get before the urbanites price everyone else out.

Distrito Virreyes (District of the Viceroy)

*old-money mansions repossessed*

Haven

*network of refugee slums from the Autumn War*

Though Vanta City suffered heavy losses in the Autumn War, none were left as scarred as Venezuela, the Caribbean League, or the Free State of Maracaibo, whose displaced citizens eventually moved to Vanta City. The truly desperate settled in an old mining chasm now packed with makeshift houses.

## Acropolis Sector

Crime level: 8

SunShyne Complex	<i>fortified zaibatsu headquarters</i>
Floodgate District	<i>crossroads and processing center for inland shipments</i>
Scrap Mile	<i>primary Vanta City landfill and recycling center</i>
Ciudad Fábrica	<i>housing for SunShyne blue-collars</i>
Vanta City Prison	placeholder
Crucible	<i>ore and metal refinery/manufacturing</i>

## Highland Sector

Crime level: 9

Corralled by the river, the mountains, and the Floodwall itself, the Highland is quieter in traffic volume if not actual noise. Its population cycles dramatically between the blue collar workers, the grey collar outcasts, and the white collar elite, who each take it in turns through the day to conduct their business, legal or otherwise

Silicon Row *Vanta City's biggest circuit printing facilities*  
 A hub of both corporate and independent electronics , the large concentration of vital printing equipment

Barrio Angostado *dangerous neighborhood even by local standards*

Aeschylus Complex *fortified zaibatsu headquarters*

Warehouse District *storage and logistics center for major distributors*

- placeholder placeholder
- Fringe placeholder
- Mori Heights *getaway for the agri barons and other wealthy recluses*
- Ciudad Nikola placeholder

The second planned community established during the Reconstruction, Ciudad Nikola was founded to house the workforces for the various power plants of Vanta City, chiefly the hydroelectric dam and solar fields

## PROCEDURAL GENERATION

Vanta City, by its nature, is a place of chaos. Entire workforces are replaced overnight, historic districts are redeveloped from the ground up, and yesterday's dead-end contract might just make you a millionaire today. FLATLINERS is designed to help you generate missions, locations, and noteworthy people with nothing but a notepad and several rolls of the dice.

### Contract Hooks

For flatliners and others in the freelancing business, cash-flow is never guaranteed. Thankfully the most desperate and/or successful in Vanta City don't have the time to do their dirty work themselves, so it gets outsourced for a reasonable price.

- Delivery
- Recon
- Exchange
- Apprehend
- Rescue
- Steal
- Blackmail
- Sabotage
- Escape
- Hunt
- Guard
- Race

### **Target Hooks**

- Person of Interest
- Contraband
- Hardware/software
- Wetware
- Information
- Vehicle
- High-value art
- Physical cash
- Medical supplies
- Prototype

### **Stock NPCs (Faction-aligned)**

Rank 1: light and fast; delivers messages and performs scouting missions

Rank 2: most common; tasked with everyday legwork such as patrolling

Rank 3: called in for dangerous situations involving multiple threats

Rank 4: present for large threats that have escalated past ordinary status

Rank 5: commanding rank assigned to specific regions

#### **Securitat**

1. Courier: mobile scout personnel
2. Officer: neighborhood patrol personnel
3. Régulier: standard armored personnel
4. Enforcer: anti-terrorism personnel
5. Commandant:

#### **Ink Bastards**

1. Runner
2. Salvager
3. Punisher
4. Berserker
5. Foreman

#### **Zaibatsu**

1. Drone
2. Technician
3. Repossessor
4. Engineer
5. Executive

#### Fenrir

1. Mule: moves product, conducts small-time deals
2. Collector: acquires product, manages rackets
3. Bruiser: protects territory/people, carries out attacks
4. Cleaner: carries out high-level assassinations
5. Capo: manages gang affairs, conducts high-level business

#### Emerald Wasps

1. Scout
2. Vandal
3. Hunter

### Random Encounters

#### Securitat (city gov & police)

Securitat personnel are vigilant but typically not hostile unless attacked or witness an act of crime. Securitat presence is virtually nonexistent in high-level crime sectors except in large groups. Securitat attention when present will vary depending on status:

**Alert:** officers are on standby for crime, will respond with detention

**Guard:** officers are watchful for civil unrest, will respond with force

**Patrol:** officers are searching for suspicious behavior, will respond with force

**Raid/Pursuit:** officers are hunting wanted targets, will respond with force

**Riot Ban:** if declared, officers have permission to fire on any citizen breaking curfew

#### Roll d100 to generate mobile Securitat in a given location:

10%	<10	:: No Securitat presence
5%	11-15	:: Securitat Officers; vehicular (Cazador)
15%	16-30	:: Securitat Officers in pairs
15%	31-45	:: Securitat Officers in pairs; vehicular (Nova)
15%	46-60	:: Securitat Valkyrie containing 4 Réguliers
10%	61-70	:: Securitat Réguliers in groups of 1d6 + 3
10%	71-80	:: Securitat Enforcers in groups of 1d6 + 6
5%	81-85	:: Securitat Einherjar containing 2d6 Enforcers, 1 Commandant
5%	86-90	:: Securitat Cobra accompanied by 1d6 Enforcers, 1 Commandant
5%	91-95	:: Securitat Condor containing 1d6 Réguliers
5%	96<	:: Securitat Carcharodon containing 3d6 Enforcers, two Commandants

#### Roll d100 to generate static Securitat in a given location:

20%	<20	:: Securitat Kōban containing 1d6 Officers
30%	21 - 50	:: Securitat Checkpoint accompanied by 1d6 + 2 Officers
20%	51 - 70	:: Securitat Roadblock accompanied by 1d6 Réguliers, 1 Valkyrie
15%	71 - 85	:: Securitat Riot Line comprised of 3d6 Enforcers
10%	86 - 95	:: Securitat Nest containing 2 Couriers (equipped with Ráfaga)

5% 95< :: Securitat Command Post containing

#### Visa Residents (tourists and foreign investors)

Those who come to Vanta City for fun have different standards than the rest. They're typically not friendly or trustworthy, preferring instead to mind their own business above all else. However, the culture shock of Vanta City can lead to embarrassing mistakes - missing items (stolen more often than not), poor business decisions, and smeared reputations sometimes require the intervention of a knowledgeable local to set right.

Visa residents will ignore others by default unless it is in their best interest

Roll 1d10 to generate Visa Residents in a given location:

#### Contract Residents (non-criminal lowlife)

Working in Vanta City is not easy, and living is even harder. Those with the nerve to do so have learned the art of keeping their heads down, avoiding the attention of gangs and law enforcement, while still looking out for their neighbors. The wage slaves, debt brokers, and indentured specialists who originally came to Vanta City to make their fortune now fight each day to keep their heads above the financial waters.

Contract residents, though cautious, will try to lend a hand to familiar faces depending on their disposition.

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#### Riot:

Roll 1d10 to generate Contract Residents in a given location:

50% <5 :: wage-slaves  
20% 6, 7 :: pavers  
10% 8 ::  
10% 9 ::  
10% 10 :: flatliners

#### Ink Bastards (street gang - salvagers)

Ink Bastards are initially wary but become more and more aggressive in numbers.

#### Fenrir (street gang - arms dealers)

Fenrir tend to prefer specialized and efficient teams to cut down on personnel costs.



Roll 1d20 to generate Fenrir gangsters in a given location:

20%	<4 :: solo mule roll again for on foot, 50% or vehicular, 50% (Nova)
25%	5-9 :: Fenrir Hit Squad comprised of 1d4 + 1 Collectors roll again for on foot, 50%; or vehicular, 50% (Nova)
20%	10-13 :: Fenrir Crime Gang comprised of 1d6 Collectors roll again for on foot, 50%; or vehicular, 50% (Nova)
10%	14,15 :: Fenrir Shock Team comprised of 1d4 + 2 Bruisers
10%	16,17 :: Fenrir Capo (equipped with Nitro)
10%	18,19 :: Fenrir Cleaner (equipped with Proxima)
5%	20 :: Fenrir Entourage comprised of 1d6 Collectors, 2 Bruisers, 1 Capo

**Emerald Wasps (street gang - motorcycles)**

Emerald Wasps are highly territorial, and hostile unless racing - then, they're apathetic at best.

Roll 1d10 to generate Emerald Wasps in a given location:

50%	:: Emerald Wasps patrolling in groups of 1d4 + 3
20%	:: Emerald Wasps racing gang of 2d6 + 4
10%	::
10%	::
10%	::