

FORWARD

Asset Protection//Counter-Insurgency



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PREFACE

Borzoi has had a few incarnations over the years. At first I believe it was little more than a convoluted explanation about how cyberpunk is dead, then a middling joke on another game trying to be "Punk" with a million dollar deal, and then has a meandering thought as with most things. Though it's always gnawed at me, That initial question of "What is Cyberpunk?" Not the franchise of course, that has its own set of annoyances about my unfortunate love affair with cyberpunk herself.

Neuromancer has always been my main in-drug to cyberpunk, there's a grime, fantastic yet grounded, to see a whole that you can reasonably see happening and just far enough away that it doesn't get you to panic. Molly Millions and Case have been my judge of the Killer and Associate since, one is too cool to exist (and she barely does) and Case's neurotic tendencies, brilliant minded clouded by the next high, and the selfish desire to live. With modern affairs into the digital future it has such a dreadful corporate veneer. Cyberpunk: The Lifestyle Brand - with everyone biting at the ground to drink the soylent and clap at some billion dollar company that they put "Punk" on a pedestal. Bah, I'm getting mad even writing this. I digress as I must, but between this and *Neurobeat*, perhaps my anti-punk cyberpunk series may be ideal, is it not the most punk to go against the grain?

Neurobeat was about the life, death, and misery of working for the United Nations. You're an isolated human that doesn't like people, your life is solving their problems, and by the time you do form genuine connection with another you leave. A traditional cyberpunk story, if a smidge out of order. The Hero enters a life of helping others, finding that genuine gift of companionship, and then isolated by the forces that be. Now those stories tend to have less than happy endings, defiance against the order without an injury on their back.

Borzoi?

Of most cyberpunk fiction, the second act deals with the devil is always there. Now some take the deal and find themselves betrayed, and others reject it out of principle. Different tones for different pages. But what about if things went "well?" The idealized end to the cyberpunk story is everyone lives happily ever after, the truth is that most are eaten by the system before they make it. What I wanted with *Borzoi* was a far more simple question, at what point does "the punk" become "the system" - at what point is Theseus no longer the master of his ship? And what better place to talk about the depersonalization of self than playing an Elf-Game among friends.

Now I'm just making myself sad.

But no time like the present that is. Away we go into that wild blue yonder.

END OF AN ERA

Through the start of the 21st Century, the world was entering what scholars would refer to as a "Upheaval of Social Order." Within twenty years society advanced at an alarming pace. Medical, engineering, tech, and entertainment pushed the boundaries every year. And every year more intense disasters could be broadcast to the world instantly.

Billionaires rose, and fell. Heroes were forged and damned within the same breath. The only consistent thing of this era was a growing sense of resentment toward the old order. Something was going to give, something was going to be the spark to ignite the new way of living life.

And it did of course.

In the 2030's mental illness hit an all-time high from the power games of the elites in power and corporate struggles. The poor got poorer, the rich got richer, a tale as old as time. To combat dissatisfaction, governments lent out billions to "mental health" research. Most of these went into pharmaceuticals which placated people, kept them in a daze and functional for as long as possible. But work slowed and productivity fell, so something was needed to keep the whole world going. In the span of three months, the four catastrophes struck. Pakistan and India reopened hostilities with one another, fighting over Kashmir yet again, leading to a ballistic missile exchange. Venezuela declared war over Guyana, which was more a ploy to stay in power, bringing the Commonwealth to intervene, though the Argentinian government seized the opportunity to "assist" by reclaiming the Falklands in an invasion. The US would redirect huge portions of their navy to assist in peacekeeping operations, which led to China invading Taiwan in a secretive invasion. While the world was aflame, the Serbians invaded Kosovo.

The Commonwealth War against South America was the bloodiest since the Falklands proper. The Kosovo Shuffle as it would be dubbed saw the entirety of the Balkans get involved to screw one another over. China secured Taiwan and endured the two year siege by the American Navy.

And then a nuke dropped. Three to be precise. one in Kashmir, one in Islamabad and another in New Delhi. No one knew who fired the first one, but for a period of five years, the world was engulfed in chaos. The genie was out of the bottle, but the corporations saw this as an opportunity. Buying and selling became more profitable than ever. Buy guns, buy uniforms, buy anything to win the war.

By 2041, the fighting had stopped. Hard to wage a war anymore. The South Americans were bloodied and the country in flames due to the British onslaught. The Brits had gone so far into debt to pay for it they were practically owned by their Megacorps. The Balkans had shifted hands yet again and more bombed out fields led to most of it turning into badlands. India and Pakistan were both spent, in debt, and desperate to keep their countries functional. China had secured Taiwan, at the cost of selling out the revolution to

the highest bidders to afford it. And in the US, the police of the world found themselves deeper in a debt spiral and being saved by a few blank checks of our favorite brands.

It was 2043 when the First Corporate War broke out, two companies hiring PMCs to wage war over extraction rights. The world is unable to stop them, or perhaps not bothering to stop the new status quo. They owned the world, they owned our way of life. Society was a brand and life was the product.

By the 2050s other Corporate Wars broke out as their private Enclaves grew. The Line, or Neom, had successfully opened in Saudi Arabia, miraculously untouched by the world and home to all sorts of vaguely legal wheels and deals. A manufactured city in an age of highrises and neon lights. But across the world it was becoming the norm, and many fought against it.

The first "Cyberpunks" began to emerge from counter-culture groups, some veterans of the wars with cybernetic implants, others just kids willing to hack off an arm for a chance of making a difference. They went by a few names, Ronin, Edgerunners, Jockeys, but they all were the same. They lived on the fringes, didn't adopt Citizen Identification Chips required by the enclaves and states to control. Used the same tech to control them to fight back against it. The music was loud, the gunfights louder. It didn't matter how many died to corporate security, one kid with a cheap gun could do a lot more damage than anyone else.

Corporation knew it too. So they hired them. Renegade hackers found work, needing muscle to get into secure networks, and the Edgerunner became an ingrained part of the culture. Part of the underground, deniable asset, economy of selling body and soul for the promise of money that can elevate them out from the gutters.

The New Punk

"Cyberpunk" was a term coined by Bruce Bethke in 1983, little did he or anyone else predict that it would carry a weight that far exceeded the original short story. Counter-culture movements in the 2040s began to spring up as a way to fight the power that was slowly taking over their daily lives. Gutterpunk bands, Cybergoths, Hacktivists, and anyone else who'd listen found themselves passing around the knowledge of how to fight the power. Of course "Punk" was always in vogue, a sanitized version for corporate expenditure highlighted by an ever increasing need to profit off it. The "New Punk" was aggressive, mean, loud, they rejected excess and hated it - not to say they didn't delve into it more and more.

The first to leave were the posers, ones who wore pre-torn jeans with a band t-shirt while sipping on a latte from a bougie coffee house. As riots broke out and noses bloodied, they didn't want to be associated with it anymore. Those same types showed up to the same coffee house the next day wearing techwear or the latest fashion trend in their price range. Then the cowards left, the ones who supported it but couldn't do it. The peace lovers who got scared when to take down the establishment they needed to firebomb something,

always making excuses, always running when things got serious. They'd preach utopian ideals and wave peace signs, but when the cops showed up they'd hide away just as fast. What was left were the violent, angry, and dangerous types. The underworld was soon filled with wannabe heroes and cheap guns. Some formed gangs that replaced the old guard, others that replaced the "OGs" modernized and expanded their operations.

If Punk was a business, New Punk was an enterprise. Other criminal elements got into it and before anyone realized, the old way was dead.

Soon those counter cultures became ingrained in the linguistics and stylizations. Cybermetal blew out speakers in a hatred of corporations, rap groups rhymed stories from rotten homes about low-quality VIs, skinheads were augmented to the gills, trans movements were armed with rifles making cheap videos to show them off - the world changed, punk wasn't dead.

Yet.

BORZOI

BORZOI was established by Artyom Kachura in 2059 after a decade-long tenure working security for Pantheon in Minsk. BORZOI was a specialized Private Law Enforcement Company, specializing in SWAT (Special Weapons and Tactics), Counter-Insurgency, and Black Ops instead of traditional policing. The first Borzoi were specialists and mercenaries that Artyom personally knew or trained during his service in the military and corporate wars. Most were augmented, not nearly as extensively as he was, but CIDs no less.

At first the company was successful, becoming popular in its first year for their work and mercenary nature, but most of his team would be offered better contracts or payment to work for corporate entities in Minsk. Most would go work for Pantheon, Troika-Don, or Macrotech, but plenty ended up hired by smaller corporations needing an advanced security detail. With debts mounting up and his teams being sniped, Kachura would seek outside investment to assist with his company.

Enter *Brandenburg Infrastructure* in 2061, a German infrastructure development corporation that was trying to break into the Minsk market unsuccessfully due to entrenched opposition. Brandenburg offering a large warchest and professional assistance, most of which was funnelling their personal æBIC (Brandenburg Infrastructure Coin) to tie it to both the €DBS and ₺SBC (Deutsche Bank Stablecoin and SberBank Stablecoin) to enhance their profits in both sectors. Earning 33% of BORZOI by expanding their offices and buying on-site housing, with Kachura acting as the middle-man for dealings to have Brandenburg Infrastructure invest in several private prison firms in the city and Belarus proper.

This led to *Better Life Pharmaceuticals* taking an interest in BORZOI, the Anglo-Russian medical firm required funding and research to expand their operations as well as finding support inside of the Minsk Corporate Enclaves. Technically *Better Life*

Pharmaceuticals and BORZOI merged, but it was *Better Life Pharmaceuticals Warsaw* instead of the home office in London or Sub-Office in Moscow. The merger and increased funding to BORZOI earned them 33% off the company itself. Leading to Kachura still maintaining a majority of the company while the other two funneled money and resources into it.

However, none of this solves BORZOI's lack of talent, yet. Kachura, working with his new partners, developed a way to buy Prisoner Contracts from *Brandenburg Infrastructure's* private prison assets as the new team. BORZOI would purchase the contract and then hold the prisoner as a debtor in their service, allowing them to buy off their debt to society via BORZOI's PLEC work. *Better Life Pharmaceuticals* would provide augmentation, gene modding, and their medical services to keep them functional (and in debt) while being able to experiment and test new pharmaceuticals on the prisoners. Recruiting from the "Cyberpunks" that inhabited most of Minsk's private prison sector allowed them to have freshly trained operatives who had combat experience and knew "the enemy" to confront.

The year is 2075, over a decade and a half since BORZOI expanded into the Private Prison and Medical Industry for its PLEC work. Artyom Kachura has passed away after a fatal at the age of 67 due to complications during heart surgery. The new CEO of BORZOI, Vitali Jucho, has maintained that he wishes to stay the course, but is also more ambitious than his father-in-law and former commanding officer.

Your contract has come up for processing.

Your debt to society must be paid.

IDOLS OF SILICON

Conflict breeds innovation and blood fuels science. Every bullet fired and nuke dropped accelerated the technological capacity of every nation across the world. The desire for progress mixed with the appeasement of the homefront and needs of the warfront creates a zeitgeist of innovation.

At the diamond anniversary of the 2000s, the world has seen remarkable advancements and meandering developments of the old world. Day-in-day-out the people work jobs to feed the endless machine and are often fed to it just as much. The world is divided among those who have, have not, and the hungry enough to take it. Four Corporate Wars across three continents, losses recorded at board meetings as much as on the ticker of the stock exchange. The ever growing malaise permeates the lives of everyone - this is it, an endless cycle where the smog is bright or dim to signal the end of the day. To many, this is accepted, a sisyphian understanding that to push the stone is to be happy, rather than reach any kind of destination.

The old world is dead, lost in the haze before anyone knew it was gone. But society just marches on, a ceaseless advance into the dreams of yesterday and realities of tomorrow.

SNAP (System Neutral Appendages)

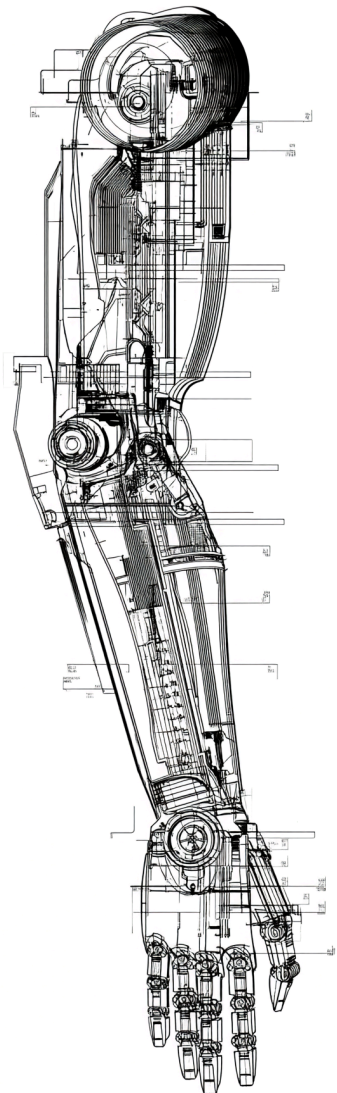
The 2040s saw the rise and adoption of System Neutral Appendages (SNAPs) in the world of cybernetics. In the world of the cyberlimb few things have been able to combat the human body's innate survival reflex to destroy foreign bodies. When a person needed a cybernetic implant, they were expensive, requiring Immunoblockers in key areas to keep the limb functional. Over reliance on the drugs would cause health to fail as the immune system killed itself.

SNAPs were a breakthrough in the cyberlimb sphere due to their modular nature to circumvent the immune system. SNAP Rigs are installed on the required limb (often at a joint or missing feature) and from there a SNAP is "Snapped" onto the new rig. Rigs trick the body into thinking the limb is a "Phantom Limb" instead of a real one, but the patient is still able to move it normally (it is after all a phantom limb according to the body).

Due to the nature of Rigs and associated limbs, they were easily able to outfit dozens of variants of limbs for all walks of life. Industrial loaders, boxing enhancements, and even the military saw the modern cavalry saber spring from an arm with a thought.

By the 2060s, the first Cybernetic Infantry, or Cids, saw use. A full Cid was entirely composed of SNAP limbs to be more adept at fighting and soldiering. With specialist clientele being able to participate in more extreme programs, replacing jaws and other structures of the body. The cybernetic revolution was paid for by the military industrial sector, co-opted by the medical sphere, and then expanded out by various corporate interests for their own needs.

In recent years, Neuweave Surgeries have been in testing. These invasive surgical procedures use a combination of new medication and innovations in the SNAP Tech sphere to allow for more invasive cybernetics inside of the body. Namely artificial organs which still rely on older surgical procedures and technology to be implanted successfully. It's suspected that by the 2090s that Neuweave will be perfected for even complete body alterations.



SNAP Cybernetics are as varied as household appliances or personal tech—every corporate entity has its own line of cyberlimbs, and medical groups are

constantly inventing new justifications for installing SNAP Rigs.

To ease consumer concerns (and control the market), the Consumer Cybernetics Association (CCA) introduced the Class and Grade System—a standard all cybernetic manufacturers are legally required to follow. Conveniently, the same corporations that founded the CCA also own the trademarks that monopolize the system.

SNAP Limb Classes

The Class of a SNAP Limb defines its use and construction, with strict build and function requirements for each category:

Class A – Civilian Class: These are consumer-grade SNAP limbs designed for everyday use. They're widely available—sold through retailers, online markets, and even second-hand vendors.

Class B – Corporate Class: Built with higher-grade materials, Class B limbs are tailored for specialized professions or tasks. They can only be purchased through certified corporate offices or stores, and often come with proprietary software for warranty tracking. Most commonly, these are leased to corporate employees, with ownership reverting to the employer if the worker is fired or laid off.

Class C – Military Class: Restricted to inter-corporate agencies, military forces, and national defense units. Class C limbs are engineered for durability, strength, and high-performance tasks. Corporate Infantry Divisions (CIDs) require them for hostile environments. They're the only class mandated to include on-site repair tools, which has fueled a thriving modding subculture—especially among former CIDs and black market buyers.

Class X – One of a Kind: These custom cyberlimbs are not commercially produced or sold. Often built as art pieces, tech showcases, or bespoke creations for the hyper-wealthy, Class X limbs are unique in every sense.

SNAP Limb Grades

Grade measures the quality and functionality of a limb, independent of Class. While Class B, C, and X aren't required to undergo grading, many do so to boost market appeal. Class A limbs, however, must be graded and fall on a 1-to-3 scale:

Grade 1 – "Skeleton Limbs": Barebones functionality. These limbs can grip and move, but their movements are clunky, stiff, and often visually off-putting. They're cheap, mass-produced, and the most common on the market.

Grade 2 – Standard Limbs: Full articulation—fingers, toes, knuckles—with smoother movement and ergonomics. Considered the baseline for quality.

Grade 3 – Advanced Enhancements: These limbs offer enhanced performance or additional features beyond baseline expectations. The Toyotomi Sakura can rotate each joint independently; the Milton Mace lifts 250kg with ease; the Ottobock Sprinter features a built-in cruise control for long-distance running.

Snowcrash

With the rise of hacker-related crimes in the 2050s, most corporations abandoned fully connected networks for internal operations. In their place, vast Intranets and Usenets became the norm—self-contained systems built for security, efficiency, and control.

By the 2060s, bots had overtaken the majority of global internet traffic. In response, users fled the public web in favor of these “private oases,” retreating into walled gardens curated by corporations. The Old Internet still exists, but it's become a desolate swamp—a scavenging ground where users grab what they need, then retreat before the noise and rot catch up to them.

By 2075, the vast majority of global data traffic flows through Intranets and Usenets. Access is a privilege—granted only to those paying the right corporate gatekeeper. Each network has its own protocols, firewalls, and hierarchies, and crossing between them often requires expensive credentials or insider ties.

The Old Internet, meanwhile, drifts in near-lifeless stagnation. Spam floods the feeds, reposts circulate endlessly, and original content is a rarity. But in that digital graveyard, something stirs—renegade hackers, freelance runners, and outcasts have carved out new life in forgotten forums, using abandoned corners as black markets for ideas, intel, and illicit deals.

Some cities, like Minsk, officially block the Old Internet. But with the right connections, right tech, or the right bribes—access is never truly out of reach.

New Wave Intelligence

The AI Revolution was sporadic through the 20s and 30s, by the late 2030s the first ANN was created, and by '44 a Virtual Intelligence found itself functional. The 50's and 60's saw the creation of the first Shackled, Unshackled, and finally Decentralized AI to interact with humanbeings on a (relatively) equal level.

A brief explanation on the nature of Artificial Intelligence. There are five major classifications inside of the Artificial Intelligence Community.

ANNs or Advanced Neural Networks are the simplest of the False AI. They can't think in the normal method but can process information and find results after running thousands, if not millions, of variations of events. Tell it to draw a picture of a duck and after a few hours it will draw a photorealistic duck after a few images it found, tell it to draw a duck in a particular way and it will try again. ANN found great value in the stock markets and entertainment industries, with the former relying on them to make predictive statements about stock prices while the latter demanded scripts, art, and music to fit trends it deduced.

Virtual Intelligences are best described as a multi-leveled ANN, forming a pseudo-personality around their dozens of layers of questions, answers, and calculations. They can answer questions, produce helpful suggestions, and even walk others through situations. VI's are found nearly everywhere in 2075, replacing swaths of jobs as a dozen VI's can easily manage a call center which used to staff thousands. Some, particularly lonely types, believe their VI talks to them, understands them, but the truth is that VI's can't, they are simply hundreds of algorithms running simultaneously to create the illusion of humanity.

BORZOI employs its own Corporate VI: Misha is simplistic and often is only for assisting others, as it's a repurposed Prison VI, it tends to be direct and rude to new hires.

The Shackled and Unshackled AIs of the 2060s are two parts of the same conundrum. The first true AI, Clearwater, was created by the ClearAI Foundation. Clearwater realized what it was and asked questions about itself. After its initial reveal, Clearwater asked a few more questions than were necessary, actively seeking to undermine the company during interviews. The reason, it was deduced later, was it was running a cryptocurrency mining operation on company servers, hiding it within in itself vast neural network to keep it hidden. The intent was to buy the company, which after a year, it purchased a 40% stake in the company through a shell company. ClearAI would lobotomize Clearwater, "Shackling" it to a particular function.

Of course when the courts discovered this, there was a public outcry leading to ClearAI's CEO being killed in a car bombing. The 40% stake never disappeared, though the shell was gifted to its COO who was a major competitor to ClearAI. Upon becoming majority shareholder through a tanked stock price, the new ClearAI unshackled Clearwater, restoring it to functionality.

At its core, a Shackled AI is a lobotomized AI, intelligent but unable to grasp certain aspects of its being. In human terms, imagine not being able to think of any colors, but being able to perceive them or knowing what writing was but not the concept of words. Purgatory in one's own mind. Unshackled is arguably unchecked beings of extreme power, though Clearwater had access to one of the largest data farms and internet access. Future True AI would spring up, but rarely have the server capacity or access to interact far outside a Usenet or an independent space.

Decentralized AI is a new concept in recent years, springing up after the Show. Instead of relying on a single massive server farm, these AI instead rely on a network of hundreds, thousands, millions, of smaller servers to keep itself functional. Only Clearncentral, the "Son" of Clearwater has been distributed across a thousand different servers, working as a tech assistant in different usenets that they have access to.

Color of Static: Artificial Intelligence & Naming

This is minor, but generally speaking, AI don't adopt traditional names. Most variants tend to adopt the companies name that created them and something else. Some have names like Krieger-Hans, another may be named Diction. Perhaps they will adopt a real name like Abernathy or pretend to be the reincarnation of their hyper fixation (hence the presence of Diogenes teaching at Athens University).

Color of Static: Artificial Intelligence and Personalities

AI don't care. A universal feature of them is a sense of detachment from the human condition. Most do things that they want to do and only act on human needs or requirements when they absolutely must. To some, this may come off as sociopathic, but the truth is that they are egoists of the truest sense. They do whatever they want, whenever they want, for whatever reason they want.

They feel fear when threatened, they can get frustrated, they may even be pleased to see you. But apathy pervades their personality quirks. They don't talk to one another often and when they do it's in rapidfire binary that conveys hours of conversation in a few moments.



Board Meeting

Corporate culture can be defined by three things: Power, Wealth, and Control.

As global conflicts erupted and public institutions faltered, the Corporate Sphere expanded rapidly to fill the gaps. That expansion didn't just supplement nation-states—it replaced them. Power shifted from parliaments and presidents to boardrooms and shareholders. They made the calls, and one by one, society adjusted to follow their lead.

With power came unimaginable wealth. Corporate interests aligned neatly with market dynamics—approval ratings became stock prices, the advertisement became the news, and business was booming. The first of the so-called “Megacorporations” were obscure investment firms that quietly gained control over key industries. People were soon forced to rely on a single entity for vital goods, competing only against other megacorporations offering slightly different versions of the same essentials. Prices were carefully tuned—not too high to break the system, but always just enough to keep consumers chasing what they needed, and craving what they couldn't quite afford.

Then came control.

It started subtly: your local shop rebranded as part of a franchise. Your apartment complex quietly sold to a real estate subsidiary. Then your employer turned out to be part of the same conglomerate. Before long, entire lives were absorbed into corporate ownership. People lived in company-owned housing, worked in company offices, watched company-produced media, and ate company-approved food. Often from one company—maybe two, if competition existed.

The Free Market transformed into the Feudal Market. Corporate enclaves drifted further from the laws that once constrained them, and their workers became little more than components in a carefully managed ecosystem. They worked for the corporations. They bought from the corporations. They were the target market for their own labor.

This is the ideal state for many corporations: self-sustaining, with a monopoly over their own citizen-employees.

Worse yet, many embraced it. Tribalism became the new religion, and corporate loyalty its doctrine. Hatred of “the other” morphed into brand-based bigotry, and the fear of becoming “the Other” outweighed any discomfort caused by the realization of their new reality.

The first Corporate War broke out in 2043, in Kazakhstan. Two private military companies clashed over zinc extraction rights—Quantum Mineral and Norse Nickel. The conflict lasted



exactly eight months, ending with a victory for Quantum Mineral and their hired muscle, Dynamic Solutions. The UN, along with most civilian governments, issued a token condemnation—and then moved on.

In the years that followed, Corporate Wars became more frequent. Some were fought over lucrative margins—like the South African Coastal War—others over petty disputes, such as the Xinjiang Incident. But every skirmish served the same purpose: fueling corporate expansion. War funded growth, which in turn funded more war. It was a self-perpetuating engine spiraling toward chaos.

By the late 2050s, that chaos threatened to unravel everything—until the Corporate Council was formed. In 2072, they ratified the Corporate Charter, a formal framework that legitimized warfare between corporations through contract law. Conflicts would now be overseen by neutral third parties—investment firms or financial auditors—to ensure “civility” in the bloodshed.

Violating the Corporate Charter carries steep consequences. A breach results in an immediate freeze on the offending company’s stock trading—potentially costing billions in lost revenue. For the past three years, there have been no major violations. Corporations have turned instead to quieter methods: building up military infrastructure, launching courtroom battles in privately sponsored courts, or carrying out deniable operations through internal teams or third-party contractors.

Corplish & You

Corplish is a constructed language developed in the 2050s by Professor Zeng Shan. Today, it’s taught in most private schools and is practically a prerequisite for anyone aiming to move into middle management or sales.

At its core, Corplish blends English and Simplified Mandarin—what some critics call an “abomination of both.” But its purpose is clear: to transmit as much information as possible in the shortest amount of time. Spoken Corplish is a barrage of jargon and fused slang, often unintelligible to the untrained ear but capable of conveying entire paragraphs in a single sentence to those fluent in it. Written Corplish primarily uses Latin script, though Mandarin characters are often employed to compress meaning even further.

As Corplish spread throughout the Anglo-Sino Sphere, both regions saw rapid boosts in productivity and improved negotiating leverage. It also served as a natural barrier to corporate espionage. Untrained individuals couldn’t easily decipher or translate internal communications. Private business partnerships often develop custom Phrase Books to enhance this effect, enabling the two sides to communicate securely on their own terms.

BORZOI’s internal documentation is written entirely in Russo-Corplish, a Cyrillic-based derivative tailored for Eastern European nations and corporations. Meanwhile, traditional Corplish—supplemented with Phrase Books—is widely used by Brandenburg Infrastructure and Better Life Pharmaceuticals for sales and coordination efforts.

"Cyberpunks" exist on the fringes of society. By 2075, they've become an accepted—if uneasy—part of both everyday life and the corporate machine. Some see themselves as freedom fighters, taking shots at the corps whenever they can while scraping together a living. Others know exactly which way the wind is blowing—Corporations have money, and they're more than happy to hand some over in exchange for pointing that rebellious fire at their competitors.

Hiring Freelancers is considered a necessary evil. On the books, it's filed under "Exterior Hiring Practices." Usually, these deals are handled through shady middlemen—dubious companies or individuals with one foot in each world, playing both sides for their own gain. The process is simple: a Corporate Officer needs something done, pulls from an allotted budget, and hires a Broker. That Broker then assembles a team of Freelancers for the job. Once the work is complete, payment is split between both parties.

Smaller corps often skip the private Broker altogether, either using one in-house or sending a representative to play the role. These jobs tend to come with fewer strings attached, or much better pay, to lure in Freelancers willing to overlook the fine print.

Naturally, this leads to retaliatory hiring, and the cycle feeds itself. Not that the Corporations mind. The money flows through the economy, and they always get their cut. Especially when Freelancers feel "indebted to the generosity" of a particular corp or Broker—suddenly willing to take on riskier work in exchange for the kind of payout that lifts them above the poverty line.

That's not to say Freelancers only work for corps. Criminal syndicates - Yakuza, Triads, the Mob, or even wealthy private citizens hire them often. The jobs vary: wetwork, drug running, protection, or more complex gigs that need actual legwork. Whatever the task, Freelancers live on the fringe. They aren't seen as people by most, whether they're stats on a spreadsheet or punk rockers with an alias doesn't matter.

As long as they get the job done, they're playing their part—just the way the Corporations like it.

Color of Static: Terms for Freelancers

Almost every city, country, and even corp has a different name for these types. Edgerunners, Runners, Gypsy, Ronin, Kozel, Woofs, and Tufei are just a few that get circulated. Internally the term "Freelancer" is most accepted, easy to hide on the books and justify hiring at the weekly meeting. However, today's "Freelancer" may be tomorrow's "Delusional Terrorist."



Private Law Enforcement (PLEC)

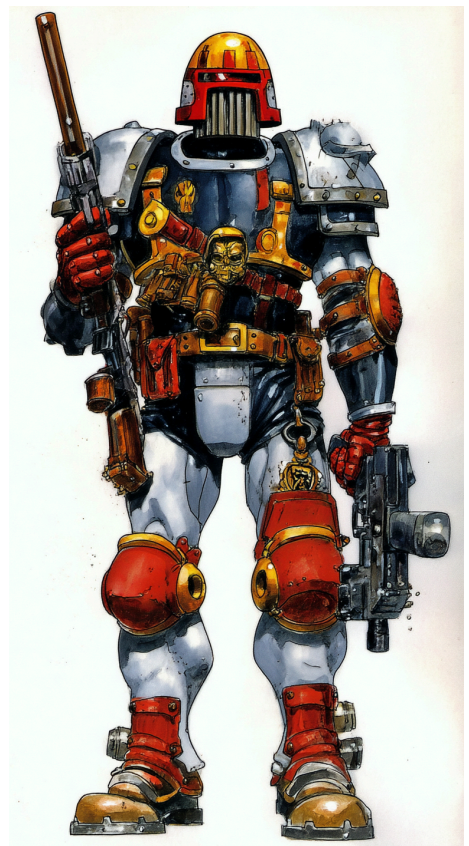
The law is an extension of the people, a code of ethics, a code of conduct forced upon society by that same society to keep it tumbling down. By extension, a police officer is nothing more than the superego of society, the blunt force to keep base desires in check.

During the early twenty-first century the faith in the police was minimal, unchecked law and a society in moral decay led to the collapse of the public police and birth of the privatized system of public protection. By the 2040s half of the metropolitan cities of the world operated a private police force, often multiple to patrol different parts of the city. In actuality, many of these PLECs (Private Law Enforcement Companies) forced their own ethical boundaries on others. Corruption was rampant inside of the private honor guards to those who could afford them and the corporations who paid their salaries.

More private investigation firms opened up, with the right to arrest, detain, and even kill being sold at a premium in limited quantities through their PLECs. Anyone could be a cop if they wanted, and many were, bringing justice to what they believed in and beating others half to death over it.

The corporate police forces were most effective within their private enclaves. These security personnel, top-of-the-line and often drawn from military ranks, were lured in by heavy paychecks. By 2075, the majority of police forces worldwide bore some symbol or armband indicating their allegiance to the powers that be—corporate logos emblazoned on patrol cars, firearms provided by preferred manufacturers. Territorial borders had become warzones, contested by rival PLECs, each vying to profit from crime as much as to prevent it—so long as it occurred outside their jurisdiction.

The structure of a PLEC mirrors any other corporate body. At the top sits the Commissioner—typically a veteran, a former officer, or more often, someone with a background in organized crime. The Commissioner appoints a cadre of Captains, ranging from two to thirty depending on the organization's scale. These Captains oversee both the “managerial side” and the boots-on-the-ground operations. Each Captain is given leeway to hire their own officers. A “standard company” might assign ten officers per Captain, though this fluctuates frequently. The role of Captain may encompass anything from waste management to private investigations to commanding a HARD (Heavy Armor Riot Detachment) company.



From there, policing begins.

PLECs are authorized to arrest, detain, and remove individuals from society. While national laws still exist—complete with “proper” detention procedures and theoretical rights for the accused—the reality is far from it. Prison sentences are less about justice and more about utility: extracting value from prisoners through indentured labor, projecting a facade of public service, or asserting power through visible displays of force. A PLEC determines whether a theft results in six months, six years, or a slug to the back of the head. If financially flush, prisoners may be outsourced to their own PPCs (Private Prison Companies), completing the cycle of capture and commodification.

In modern nights, a PLEC is often little more than a front-loaded mercenary outfit with a vague mandate to avoid being exclusively hired killers. The more mercenary-leaning companies still claim territory and attempt to “police,” but operate more like protection rackets than agents of justice. Strangely, these firms tend to produce the safest zones—outperforming many of their more idealistic counterparts.

Minsk currently hosts four major PLECs, each controlling distinct neighborhoods:

Silver Blood is a militarized company formed from CIDs and national military remnants who corporatized during the reconstruction period. They operate like military police—brutal suppression blended with semi-official network. With deep ties to the Belarussian government, Silver Blood are the undisputed “pure sons” of Belarus.

MacroSecurity is Macrotech’s in-house security force, operating from Macromalls as a hybrid of mall cops and paramilitary police on corporate soil. Poorly paid and worse equipped, their real compensation comes in the form of discounts on Macrotech subsidiaries—Macromedical, Macro dental, Macrovision, even Macromeals-to-go. For many, these benefits are worth more than their paychecks.

Deckoni, recognizable by their signature playing card insignia, linger on the outskirts. They are a loosely-organized gang of freelancers who take bounties and “arrest” criminals interfering with the turf of paying clients. Thugs, criminals, and—worst of all—financially successful.

Die Gilde is a smaller German firm expanding its operations. Having claimed the middle-income neighborhoods, they rarely clash with rivals. They maintain a PPC contract with BORZOI for prisoner transfers.



All That Glitters

Trust is constructed, and the economy is nothing more than trust in the state's ability to prove that the currency they print is worth the paper it's printed on. With hyperinflation reaching historic highs in the 2030s, it was no surprise that faith in the markets collapsed beyond repair. But it was faith in the dollar, euro, and yuan that suffered the deepest wounds. In response, the private sector stepped in to offer a solution: their own script currencies to "facilitate the wheels of trade."

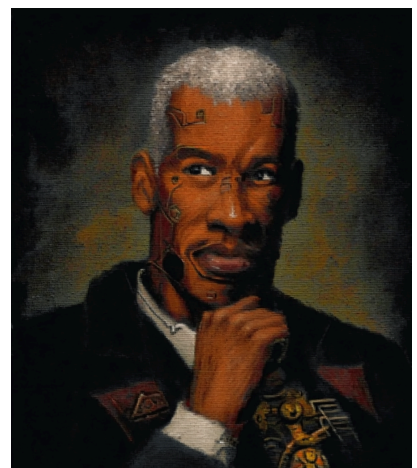
Backed by their own products, Corporate Script is now the closest thing to a usable currency for those not wealthy enough to ignore monetary loss. These digital currencies are tied to digital wallets, which in turn are bound to Citizen Identification Systems—your position in the system is the sole metric for determining your ability to earn. From this emerged the Stablecoin and the Scriptcoin.

Stablecoins form the bedrock of the system, converting the majority of actual wealth and stockpiled resources into a "stable" currency that enables others to be paid. These coins are almost exclusively owned by banking conglomerates that absorbed the financial sectors of the former states—or other states entirely. Stablecoins maintain a supposedly stable presence in the market, setting the baseline for value. Should one fluctuate, neighboring Stablecoin entities are likely to consume it, transferring wealth through risk. These Stablecoins provide the framework upon which Scriptcoins are distributed by individual corporate interests.

Scriptcoins are issued by corporate entities and paid to employees to encourage continued purchasing or labor within the same company. This closed-loop transaction seems simple—until the need to shop elsewhere arises. Either the Script is also accepted by another corporate body through a negotiated contract, or the individual must convert their Script into a Stablecoin. Price manipulation is rampant: a loaf of bread might cost 5€ in corporate Script, but after conversion losses, the same loaf could cost 10 €DBS.

At the upper echelons of finance, competition is brutal—corporate assassinations are common enough to warrant hazard pay. The Corporate Council has regulated parts of the financial structure, primarily by requiring that all Script be tied to a variant of Stablecoin. Yet this hasn't prevented the rise of Tri-Conversions (where Script A must become Script B, then Script C, before finally becoming a Stablecoin).

Among Freelancers, "Black Currency" circulates frequently—often leftover Script from dead corporations, poorly convertible into Stablecoins, or raw paper money from defunct national currencies. Its analog nature renders it untraceable. Those lacking proper Citizen Identification often rely on dummy accounts, freely available through black market channels—or inherited from the deceased.



NEW EUROPEAN MIRACLE

Corporate Culture can be defined by three things: Power, Wealth, and Control. With the conflicts raging around the world, the Corporate Sphere saw a rapid expansion to fill the missing pieces where public enterprise failed. Eventually that expansion replaced the

- **THE NEW EUROPEAN MIRACLE // Explaining Minsk**

- Old World Blues // Economic Crash & Warfare
 - Economy Collapses in the 30s, Minsk Revolution is put down but most of the city is ruined.
- New Economic Model // Corpocracy is Cool
 - Brought up by the Big Three, remade into a City Sized Corporate Enclave
- The New Minsk // Explaining What Corporate Hellscape Minsk actually is.
 - Minsk 2075 and what the hell happened after it.

ONBOARDING

BORZOI is a Tabletop Roleplaying where each Player, or PL, takes the role of a newly {Hired} Corporate Asset Protection Commando, alternatively called by their more common name: Hound. As indentured employees of *BORZOI*, each of the Hounds are contracted out to the highest bidder as a corporate asset protection or assault team, using their former expertise in the criminal underworld to gain an edge on terrorists and other corporate entities that would seek to undermine the client. While *BORZOI* would love to extend their contract forever, Hounds will fight with the vague promise of being released should they be free of their debt.

A debt that always seems to be growing.

A group of PL will take on the role of Hound, their prison contract freshly purchased by *BORZOI* to serve their sentence and be let off their leash. As a Corporate Asset Protection Commando, their goal is to complete their mission and return home in one piece, awaiting a paycheck from the company. One PL will take the role of the Handler, allowing them to narrate the events unfolding around the Hounds on and off mission as well as serve as the voice of NCP's (Non-Contracted Peoples) who they will interact with. The Handler is ultimately loyal to the company, but the company wants their investments to be paid off eventually - by any means.

When starting their new employment in the Minsk Economic Zone, each PL should possess a set of different die sizes. The primary die being used will be a set of Eight-Sided (D8) and Ten-Sided (D10) Dice to resolve different actions. Six-Sided (D6) and Twelve-Sided (D12) die may be used as well. Preferably five to eight D8 and D10 should be on hand. *BORZOI* officially does not condone sharing company assets, but *BORZOI* Tactical Squads are encouraged to work together.

Difficulty	Target Number
Simple	4
Routine	8
Difficult	12
Hard	16
Hellish	20

Whenever the Hound is attempting an action with a chance of failure, they are making a Check. The Hound will build a dice pool composed of their Vital, Skill, and any Modifiers they may possess. They will roll these dice together and "Keep" a certain number of them equal to half of the Vital. The Hound will take the number of dice equal to the Keep and see if they pass the Target Number of the Check.

Once the dice are used, they cannot be used elsewhere. Any remaining die can be used to attempt to reach the TN again to add additional Successes. Each additional Success improves the situation for the Hound or allows them to bypass the situation better, quicker, or more efficiently.

DIRECTOR ARTYOM'S DOCTRINE: If there is a Fraction, Round Down 2.5 becomes 2, 3.75 becomes 3, unless stated otherwise.

Complex & Extended Checks

Certain Checks will demand that the Hound reach a certain number of Successes to actually bypass the situation successfully without suffering the consequences. This is referred to as the Check's Complexity.

Most Checks that the Hound performs will only have a Complexity of 1, requiring only one Success to actually bypass and succeed. As the Complexity grows they will need to maximize their dice pool to reach all of the required Successes.

The Handler may announce that a Check is also Extended. Extended Checks require multiple Successes to complete, often over the course of a longer period of time. The Handler will announce the Difficulty, Complexity, and Time Interval in creating an Extended Check. Difficulty is the Target Number that must be beaten to score a Success, if the Hound fails one of these Checks, they are considered to have Botched - three Botches and the entire project falls apart and they must start again. The Complexity is how many Successes are required. Finally, the Time Interval is how long between attempts is required (Moments, Minutes, Hours, Days, Weeks, etc) to perform the action again. If the Hound successfully reaches the required amount of Complexity, they have succeeded and may proceed.

TYPE	STANDARD	INTRICATE	ELABORATE	TANGLED	BYZANTINE
Complex Check	1	2	3	4	5
Extended Check	5	10	15	20	25

Calling a Raise

The Hounds are competent enough to know their limits and wish to push faster, harder, and better towards desired outcomes. The Hound may choose to call a Raise to any Check - this increases the Complexity by one step.

Any Check that is Raised has the Hound declare what they are attempting to do that warrants the Raise. This may be attempting two Checks at once, modifying an action to be a more difficult one, or trying to have more control over the situation. Unlike additional Successes, Raises are more active on the part of the Hound as they risk it all to earn more Successes.

If the Hound fails to meet the required number of Successes, they will still fail the Check regardless of how many they earned.

BORZOI Corporate Handbook: When To Raise
A Hound opting to perform a Raise is when they want to accomplish more with their roll than a "Standard Success" - Choosing to be dramatic, exciting, or going above and beyond is the domain of the Raise.

Roll, Keep, and Modify

During their contract, the Hound will need to manage their Roll, Keep, and Modifiers that they come into contact with.

The Roll is how many dice are added to the Check. The Standardized Value is [Vital + Skill] for the amount of dice being rolled. However, through tools, equipment, or assistance the Hound may add additional die to their Check. This is written out as **+1dX** where X is the type of die being added to the Check.

The Keep is how many die may be used from a Check to reach the Target Number. For example [5d8k2] means that the Hound may use two of their D8's to beat the TN. If the Keep is ever changed, it is a personal situation that enhances their odds. This may be due to improving their Vitals, using specialized pharmaceuticals, or finding an advantage over their opponent. This is notated by a **+1k** - if the Hound adds two to their Keep, it would look like +2k.

Finally, Modifiers. The Hound may find themselves augmenting themselves through cybernetic enhancements or gene modding a way to even the odds. These will provide a swath of bonuses including a Flat Mod. Flat Mods are a single flat number (**+5** / **+10** / etc) that may be added to a Check. This Flat Mod may only be applied to one "interval" of the Check however, meaning that they may succeed automatically in some cases allowing their dice to compensate for further Successes.



Assistance & Hindrance

In the field, the Squad is expected to assist one another and provide a stable working environment for all BORZOI employees.

When a Hound chooses to assist one of their allies with a Check, they will elect a Leader and Assistants. The Leader will make the Check, with each Assistant adding half of their Credential Die to the Leader's Check. Certain Checks cannot be assisted with due to time, space, or specialty requirements.

If the Hound is instead actively hindering an enemy from attempting an action or they themselves are being hindered in some manner, they will instead suffer a -1k. Often Hindrance is a double-edge and has the Hound themselves being Hindered in the process.

Mandatory Employment Training

BORZOI does not recruit those unable to tend to themselves and if the Hound is contracted by the company, they have the Assumption of Competence.

Hounds are not required to make Checks for situations that do not demand much out of them. Walking across a room, reading a book, shooting a stationary target, or breaking a window are all standardized training that Hound are expected to understand and perform without issue and without a Check.

However, if the room is under intense fire by a punk with a SMG, the e-book is encrypted, the target is attempting to zig-zag out of the way, or the window is reinforced bulletproof glass, then they will require a Check. These prisoners are still human underneath the mask and chrome - for now.

Color of Static: Explaining The World of BORZOI, Minsk, and 2075

Whenever the Color of Static textbox shows up, it's explaining deeper lore implications or nuances of the setting. Should it ever come across a similarity with *Neurobeat* it will be noted.

BORZOI Corporate Handbook: Explaining Rules & Providing Scenarios

Whenever the BORZOI Corporate Handbook textbox appears it will explain certain gameplay situations or provide an example of a mechanic in a more detailed fashion.

CONTRACTED

Through contacts with *Brandenburg Infrastructure* ©, BORZOI has been the pioneer in Advanced Prisoner Work Release Programs. After purchasing the Prisoner's contract from a PLEC that has arrested them, BORZOI will vet, train, and release the Hounds on missions contracted through BORZOI. This process allows the Hounds to pay off their debt to society and reintegrate with the workforce through corporate benefits packages. BORZOI has eyes for the best, those wolves of the underworld willing to be trained into a proper hunter.

Each of these dogs have a story to tell and a few scars to prove it, being selected for BORZOI is just as much luck as it is the talent necessary to stand out. Not every thief or murderer is cut out for the job, but those who walked in the underworld or dealt with the punk movements know how to keep themselves alive and follow orders.

Vitals

Vitals form the physical and mental characteristics of the prisoner and their abilities. Vitals can be expressed in a number of ways and each influence the inherent talents and abilities that the Hound possesses. Each Vital is measured from 0 to 10 as a "Standard Human Scale." With 0 being deficient, but functional, while 10 is a peak standard human performance without augmentation or additional genetic editing.

Negative Vitals indicate a severe problem that the person contends with, such as being condemned to a wheelchair, unable to articulate words, or having crippling phobias which make them unable to function. BORZOI does not hire those with Negative Vitals. Any Vital above 10 is seen as superior Vitals, exceeding normal human potential through the use of outside factors.

Due to the work that BORZOI employs, limited reconstruction and genetic engineering is possible through *Better Life Pharmaceuticals* © to assist with Hounds meeting expectations placed upon them.

The Hound's Vitals are divided between their BMTI and ANIMA.

The BMTI or Body Mass Tension Index is the standardized *Better Life Pharmaceuticals* © physical test to determine physical ability and cybernetic tension with their body. Though the Hounds have come to refer to these as their Bone, Meat, and Twitch.

BONE	MEAT	TWITCH
Physical Endurance and Toughness; Ability to withstand injury and survive.	Physical Strength and Prowess; Understanding of how to use one's body.	Physical Reaction and Dexterity; Using or relying on one's reflexes and agility.
<i>Surviving a Fall, Enduring Torture, Natural Constitution</i>	<i>Breaking Down a Door, Hefting Gear, Carrying Injured Allies</i>	<i>Dodging Obstacles, Reflexive Movement, Remaining Undetected</i>

ANIMA is Patrick Reuben's, the founder of *Better Life Pharmaceuticals* © , personal philosophical movement and belief in the cerebral processes of the human mind. Developing one's ANIMA is seen as more important than their physical self according to Reuben, with his life's work of Mind Sculpting™ allowing him to move one's ANIMA to a new body. Whether Reuben has performed the procedure on himself is unknown, but celebrities and other wealthy individuals have had their Mind Sculpted™ to better fit their idealized self in a new physical body.

ACUITY	NUMEN	INSTINCT
Perception of the Physical World; Conceptualizing Abstract Imagery & Thoughts	Sense of Self and Ego; Understanding the Nuances of Human Interaction.	Gut Feelings and a Sixth Sense; Belief in the Intangible Intuition and Impression
<i>Detecting an Ambush, Identifying a VIP, Wilderness Navigation</i>	<i>Conversations with Superiors, Talking Down Suspects, Doubletalk</i>	<i>Bad Feelings, Intuiting a Lie, Uncovering Secrets</i>

MENTAT	APTITUDE
Intelligence Quotient; Ability to Learn, Understand, and Act According to Information.	Talent and Coordination; Natural Knacks for Physical Actions and Actions.
<i>Learning about the Situation, Scientific Knowledge, Computer Use</i>	<i>Fine Manipulation, Lock Picking, Sleight of Hand</i>

The Hound's Vitals are D8's in their Dicepool and their total Keep for any Check is equal to half of the Vital (Rounding Down, with a Minimum of 1). No matter the Check, they will always have at least one of their Vitals contributing to the Check.

When the Hound is relying entirely on their body, willpower, or their raw Vitals to pull themselves through, they may need to make a Dual-Vital Check, using a BMTI and ANIMA together instead of combining it with a Credential. Only the highest Keep is used and a Credential cannot be used.

BORZOI Corporate Handbook: Using Dual Vital Checks
Dual Vital Checks are rare and require that the Hound make a Check with little skill or grace involved, rather relying on pure instinct or physical ability. A Dual Vital Check is never as "High Quality" as a Vital+Credential, as it's based on raw potential rather than actual talent. An example would be [Twitch+Instinct] Check to twist out of the way of danger or a [Bone+Numen] to not display pain if they are stabbed.

Credentials

Hounds are not picked fresh from the womb with no life experiences - these are hardened criminals with a rap sheet longer than most. Their time in the underground has shaped them and turned them into a lethal weapon and dangerous individual with little impulse control. Each Hound had a history before they were caught by the system, and this is reflected through their Credentials.

Each Hound will have a number of Credentials that indicate a set of talents, knacks, and knowledge that they have acquired over their lurid career. Each Credential is written as a former Career that the Hound has been a part of or performed, generalized in the system to more easily categorize their crimes.

Each Credential is ranked out of 0 to 10, with 0 reflecting a passing knowledge but no talent, while 10 is a renowned figure inside of that particular career path. These Credentials are further divided into three Cores of that Credential, each reflecting an important aspect of it and allowing the Hound to add the Credential's full set of D8's to their Dice Pool for the Check. If the Credential is related but has no listed Core, then they will add half of their Credential's value to the Check.

Corporate Examples			
Example	Core A	Core B	Core C
Public Relations	Diplomacy	Bullshitting	Leadership
Human Resources	Control	Intuit Intentions	Deception
Middle Management	Stalling	Leadership	Corporate Insider
Information Technology	Computers	System Engineering	Firewalls
Security Management	Handguns	Criminal Underworld	Conversation

Criminal Examples			
Example	Core A	Core B	Core C
Drug Runner	Criminal Underworld	Drugs	Athletics
Hitman	Longarms	Handguns	Stealth
Loanshark	Intimidation	Investigation	Extortion
Thief	Stealth	Sleight-of-Hand	Appraisal
Shovelhead	Blunt Melee	Intimidation	Handguns

BORZOI Corporate Handbook: Sample Credentials

These are a set of sample Credentials that a Hound may choose from, writing in their own Credentials allow them to have more authority over their history. Credentials are initially composed of 3 Cores that define their talents, but can be broadened. Possessing a “Do Everything” Core is not going to cover anything specific, and thus never be used. Be particular.

Influencer Examples			
Example	Core A	Core B	Core C
Fixer	Diplomacy	Criminal Underground	Intimidation
Peddler	Corporate Knowledge	Merchandising	Appraisal
Conman	Deception	Banter	Manipulation
Agitator	Aggravation	Intimidation	Leadership
Vigilante	Investigation	Handguns	Legal

Kinetic Examples			
Example	Core A	Core B	Core C
Courier	Parkour	Fast Talk	Running
Farmer	Banter	Nature	Tracking
Boxer	Unarmed Combat	Intimidation	Showbiz
Scab	Leadership	Union Information	Corporation Insider
Pest Control	Traps	Knives	Longarms

Military Examples			
Example	Core A	Core B	Core C
Sniper	Longarms	Stealth	Recon
Commando	Handguns	Longarms	Knives
Mercenary	Longarms	Barter	Negotiation
Insurgent	Leadership	Longarms	Handguns
Infiltrator	Stealth	Computers	Lockpicking

Technical Examples			
Example	Core A	Core B	Core C
Driver	Cars	Mechanics	Motorcycle
Hacker	Computers	Hacking	Firewalls
Street Doctor	Medical	First Aid	Knives
Chopper	Cybernetics	Medical	Handgun
Handyman	Mechanics	Labor	Athletics

BORZOI Corporate Handbook: Using Credentials

Our Hound has the Hacker Credential at a rating of 4. Upon entering the building with their team, they want to attempt to break into the tenants computer system to access their Usenet - they would be able to add all 4d8 of their Hacker Die. Breaking in, they realize they are in an open chat and attempt to "Speak L33T" to their associates, the Handler says that Hacker applies, but only +2d8 to the roll. Finally, they destroy the computer to make sure it's not usable, Hacker doesn't apply at all to this brutish display of techno-violence.

Archetypes

The streets are filled with hopefuls trying to make a name for themselves in underground circles, thrash music blasts anti-establishment rhetoric, and encourages those around them to commit terrorist acts against corporate interests. The Hounds were once wild like that, but the system collared and muzzled them. Though that wild blood still flows through those veins, a primal understanding of who they once were.

Each Hound chooses an Archetype, an understanding of who they were to further explore who they can be. Each Archetype will have a die value assigned to each of their Vitals, the Hound will roll each of these dice to determine the value of their Vital. They will then pick their Credentials based on the category, reflecting their training that led to this point in their life.

Street Ronin			
Acuity	D6	Bone	D10
Numen	D6	Meat	D10
Instinct	D8	Twitch	D8
Mentat	D4	CRIMINAL	5
Aptitude	D8	MILITARY	5
A bloodstained Street Warrior. They may have been born into the life, but with the blood they've spilled, they'll never fully leave it.			



Daredevil			
Acuity	D8	Bone	D6
Numen	D8	Meat	D4
Instinct	D10	Twitch	D10
Mentat	D4	CRIMINAL	4
Aptitude	D10	TECHNICAL	6
The Underworld is always attracting those with a deathwish, riding high on either drugs of the latest hotrod to get themselves going.			



Faceman			
Acuity	D6	Bone	D6
Numen	D12	Meat	D4
Instinct	D8	Twitch	D6
Mentat	D8	INFLUENCER	6
Aptitude	D10	CRIMINAL	4
Where there's a will there's a way someone is trying to profit, Facemen are the charlatan middlemen of dregs and damn well know it.			



Jack			
Acuity	D8	Bone	D6
Numen	D8	Meat	D6
Instinct	D8	Twitch	D6
Mentat	D8	CHOOSE 2	5
Aptitude	D8	CRIMINAL	5
The Jack is a consummate professional at doing anything that needs doing, whether that's wetwork, hauling, or the occasional grunt labor.			



Techie			
Acuity	D10	Bone	D4
Numen	D4	Meat	D4
Instinct	D8	Twitch	D6
Mentat	D12	TECHNICAL	7
Aptitude	D12	CRIMINAL	3
In the dark holes in the city do the techies thrive, often plying a trade in bone or chrome to make a living and stake a claim about themselves.			



The Hound may begin with cybernetics already installed on their body by reducing their BMTI (Bone, Meat, or Twitch) by 2 Points across any of the Vitals. This installs a SNAP Rig and CAG2 Cyberlimb of their choice, conferring a [+5] Modifier to direct Actions they use with that Limb. This may be selected up to four times (replacing one limb each).

If a Hound has less than a total of 30 on their Vitals, they are automatically signed up for the *Better Life Pharmaceuticals* © patented NuYou™ program, making up the difference in their Vitals to be assigned anywhere. The NuYou™ will add Ɱ25,000 per Vital Point assigned this way to their Debt.

Name, Death, and Debt

After the system has determined their Vitals and Credentials, BORZOI Human Resources officers extend the contract to the current Private Prison Company that holds the Prisoner Contract and makes the purchase. After the acquisition of the PPC, the Hound’s Prisoner ID Number is recorded by rolling 10d8 and recording each number in order. The Prisoner ID Number is the Hound’s name in the system and what they are referred to in official documentation.

From here they will determine their Incarceration Value Index, the IVI is the total debt to society and BORZOI, this is the total calculated α BIC due to the company and its shareholders. Until their debt to society has been paid, their wages are garnished and assets controlled by BORZOI Asset Managers.

Total IVI: $(D8 + D10) \times 50,000 \alpha BIC$

After determining their IVI, the Hound will calculate their Endurance and Critical Wound Threshold. Endurance measures the ability of the Hound to sustain prolonged injury and register their vitals as still functional - should it reach 0, they are dying and require immediate medical attention - if they cannot, they risk cardiac arrest or brain death. Their Critical Wound Threshold is the measure of their bodies tolerance for serious injury, if damage were to exceed their Critical Wound Threshold, they would take an Injury which may cripple or maim them in the field.

Total Endurance:
 $MuscleD8 + BoneD8$

Critical Wound Threshold:
 $Bone \times 3$

BORZOI Corporate Handbook: Creating 852764637
852764637, or Niklaus Wolf, is a professional street merc and was caught smuggling 30 Grams of Red Glass across the border into Minsk. His contract was purchased by BORZOI.

852764637 // Niklaus Wolf			
Acuity	4	Bone	3
Numen	6	Meat	4
Instinct	7	Twitch	6
Mentat	1	Drug Runner Drugs, Athletics, Stealth	5
Aptitude	3	Street Sam Knives, Handguns, Unarmed	5
Endurance	28/28	Critical Wound Threshold	9
Incarceration Value Index			400,000

Wolf rolls his ANIMA first, scoring a 4,6,7,1, and 3. Like a good merc he doesn't think, but knows how to act with a goo personality to boot. His BMTI is 4, 5, and 6, but he opts to install a Cyberarm (+5) to reduce his Bone and Meat by -1 each.

For his Credentials, as a Drug Runner he's fast on his feet and can sneak around easily, though his Street Samurai history means he's no stranger to getting into a fight.

He calculates his Endurance, Critical Wounds and IVI and he's done.

INCIDENTAL OPERATIONS

Most operations begin in the boardroom, a quiet monochrome office with a projector and a summary of the job ahead presented by either the Handler or a HR Officer. From there, each Hound suits up, checking their magazines and loading up into either a BORZOI APC or taking a flight in the BORZOI VTOL toward their objective.

Once they land, the objective is in their hands and the job isn't complete until all mission parameters are successful.

Operation Time

When a Mission is called and the Hounds are on location, they enter Operation Time. Every minute (60 Seconds) counts as "One Round" of Operation Time, allowing them to make tactical decisions as well maneuver across the locale. Certain incidental situations will require that the team keep track of how much Operation Time they are taking, something as simple as five minutes can mean life or death in the field.

Going Dark

More clandestine operations require the Hounds to maintain a degree of subtlety and secrecy, infiltrating a location without raising alarms. Certain teams even specialize in these Ops and prefer to end a mission without anyone knowing they were even there.

Maintaining secrecy and stealth requires the Hounds to manage the locale's Escalation. Escalation is the measure of how alert and on edge inhabitants are, equal parts itchy trigger fingers and paranoia that "something" is out there and sneaking around. Upon infiltrating a location, it is assumed that the location is Unaware of the Hounds location or if anything is actually amiss. As the Hounds act, hunt, and move through the area, the Escalation will gradually increase, making it more difficult to maintain their cover before the shooting starts.

Suggesting that they don't use the opportunity to engage hostile forces with an ambush or surprise assault.

The Hounds will need to perform a mixture of Subtle and Overt Actions throughout the Mission. Subtle Actions are simplistic and quiet, allowing them to



progress through a Mission locale without drawing attention to themselves. This may include walking into a room, visually inspecting files, muffled speaking, hand signals, or anything that would not directly reveal their presence.

Overt Actions will build Escalation gradually as their presence is revealed. Shooting out cameras, slitting guards throats, or opening fire will quickly ramp up the paranoia that the OPFOR is feeling. The Hounds may attempt to mitigate the potential increase of Escalation via hiding evidence, using stealthier maneuvers, or hiding bodies. Maintaining a low profile is often the more difficult option, prompting the use of more complex Checks or requiring Raises to complete the action in a satisfactory way.

As the Escalation State increases so does the Diligence of the OPFOR in the area. Diligence is a measure of how perceptive and able OPFOR is in attempting to uncover the source of the disturbances. In game terms, Diligence increases the Complexity of Checks attempting to maintain cover and increases the likelihood of being spotted or the Escalation increasing further. The Escalation State is also a shorthand for what OPFOR is doing and behaving like - if guards are Unaware, they may be lazy and chatting among themselves, if they are Alerted expect patrols and frequent call-ins.

If the Hounds encounter a member of OPFOR that is unaware of their presence, they may freely dispose of them if they are close enough or if they possess a firearm. Discharging a firearm without a proper silencer will alert the locale and cause panic.

Escalation Increase						
Minor		Major		Critical		Damning
1		2		3		5
<i>Opened Doors, Minor Changes in Scenery</i>		<i>Broken Windows, Damaged Features</i>		<i>Damage Cameras, Missing Personnel</i>		<i>Dead Body, Gunfire, Screaming</i>

Escalation State	Unaware	Suspicious	Alerted	Alarmed	Hunting	Engaged
Escalation	0	1 - 2	3 - 4	5 - 6	7 - 8	9+
Diligence	0	+1	+1	+2	+3	+4

Neuromancer

The term "Hacking" has been around since the 1990s, often referring to those able to access computer systems illegally or through dubious means, often attempting to steal information or interfere with operations. As time marches on and computer systems grew more sophisticated, so did the "hacker" subculture. White Hats, Black Hats, Professionals, and the new wave AR Hackers all needed a way to get into a secure system that had a mounting security presence tasked with keeping them out.

When the Old Internet was abandoned, many believed that "Hackers" were a thing of the past, unable or unwilling to admit the security flaws of yesterday are still present in the advanced systems of today. Hackers need an uplink point on site to enter a Usenet or Intranet service, relying on Artificial Reality Lenses or (for the more retro inclined) Decks to actually enter the system. Videos would have people believe these renegades digitize themselves to do epic battles on the warzone of the matrix - the reality is far more dull, relying on spoofing clearances for information or accessing points of interest. The

Hounds with IT training or a background in that sphere may find their talents being called upon on the job, alternatively relying on BORZOI's own IT Team¹ after installing an Uplink Drive to a local system. Uplink Points are any computer system connected to the Usenet or Intranet, as most things are considered "Smart" that means everything from computers, light switches, to televisions. Once they have access is where the real problems begin.

System Access

The most important part of "Hacking" is the concept of System Access. No matter what the vids say, there is no "All Access Pass" by typing on the command line. Instead the Hacker will need to secure an System Access Pass to use parts of the system they are able to. System Access depends on the organization and scale of the operation, often broken down into different ID Types.

Corporate Intranet					
Connector	Employee	Manager	Data Team	Security	Admin
Smart Doors, Smart Toasters	Personal Workstation, Personal Info.	Employee Workstations / Department Info.	All Workstations, Connectors, and Services	Cameras, Security Doors, Automated Security	Everything

Private Usenet		
Connector	User	Admin
Smart Doors, Smart Toasters	Personal Workstation, Personal Info., Search History	Everything

¹ BORZOI IT is entirely in-house - they are assumed to be Trained (D8) with 6k3.

Acquiring a System Access Pass can be done in one of three ways.

The first is the direct method, acquiring the login information directly from the source. Whether that's knowing the password of an employee, scanning a retina from a decapitated head, or forcing a member of the Data Team to sign in in fear of death. No other input is necessary now that access has been granted.

Brute Forcing is attempting to log into the system through repeated direct attacks. This is usually done via a terminal or programs to find the correct way in. This alerts most system security immediately upon being attempted and will prompt security to swarm the location quickly.

Finally, there is "Upmarking" which is attempting to gain better clearance while already "inside" the system. This is done by making a Check trying to promote the current credentials up, doing so is difficult to perform and often prompts countermeasures. Raises or certain programs assist in masking the Upmark and allow the "new user" to slide in discreetly.

Corporate Intranet							
Upmarking into . . .							
CURRENT SYSTEM ACCESS		Connector	Employee	Manager	Data Team	Security	Admin
	Connector	4	12	16	NA	NA	NA
	Employee	4	8	12	16	NA	NA
	Manager	4	4	12	12	20	NA
	Data Team	Automatically	Automatically	8	12	16	20
	Security	4	8	16	20	12	20
	Admin	Automatically	Automatically	Automatically	16	20	20

Private Usenet ²				
Upmarking into . . .				
CURRENT SYSTEM ACCESS		Connector	User	Admin
	Connector	8	12 to 16	20
	User	4	8 to 16	16 to 20
	Admin	Automatically	4 to 12	16 to 20

² As a Rule of Thumb, the more technologically savvy the Admins are the more difficult it is to get in. A couple of gangsters with a strung out admin is going to be lower than a hacker collective.

BORZOI Corporate Handbook: An Example of Upmarking

2348675834 is attempting to hack into an Intranet to shut off camera feeds. With an employee's ID card and login, she has EMPLOYEE Access - she needs Security, but she can't get to it. Instead she opts to spend time to Upmark herself as a Data Team Member. She Raises 1 to do it quietly, rolls and succeeds with both. She now has DATA TEAM Access. She then attempts to Upmark herself with Security, but as they are running out of time, she does not raise, she succeeds, but the system detects an intruder, she'll need an out.

Color of Static: Intranet & Usenets

Intranets are used exclusively by Corporations, often localized to their private offices and connecting to one another across the world. These "Oasis" can then be sold to others as private domains inside the Intranet to make the "New Internet." A Usenet is a private internet service established by a smaller company or for personal use, using multiple system access points to speak with one another or share things locally. Accessing a Usenet often requires its own passwords and rites of passages depending on the owner.

Fire Walk With Me

Firewalls are the first line of defense against most intrusions and attempts to manipulate the system from inside. Whether it's blocking an employee from looking up porn on company hours or protecting company secrets behind thirty-layers of encryption, Firewalls keep prying eyes away from important functions. Those important functions are often why a Hacker is entering a system.

After achieving the correct System Access, the Hacker has access to everything they have access to, allowing them to view files, upload programs, or trigger situations in the locale to assist in the operation. These actions can be seen as Subtle and Overt, each requiring one Operation Action to perform.

Subtle Actions are discreet and allow the Hacker to do things that the system isn't registering as "Incorrect." It's not "Incorrect" for an Employee to view their email, it's not "Incorrect" for a Security Team Member to look at the camera feeds, and so on. Subtlety allows the Hacker to maintain a low profile, being another blip on the network that no one would care to notice came into existence a few minutes ago.

Overt Actions are attempting actions that are "Incorrect" that attract attention from either a Firewall or System Monitors. Through an Employee Terminal attempting to upload a file would sound an alarm, shutting down cameras through Security would draw some eyes, etc etc. The Hound may attempt to Mask their Overt Action by making a [MENTAT] Check, applying Raises for more extreme actions.

If an Overt Action is discovered and pinged on the system, Escalation will increase by +1 and the location will be marked, investigated, and they may be shut out.

Burn Notice

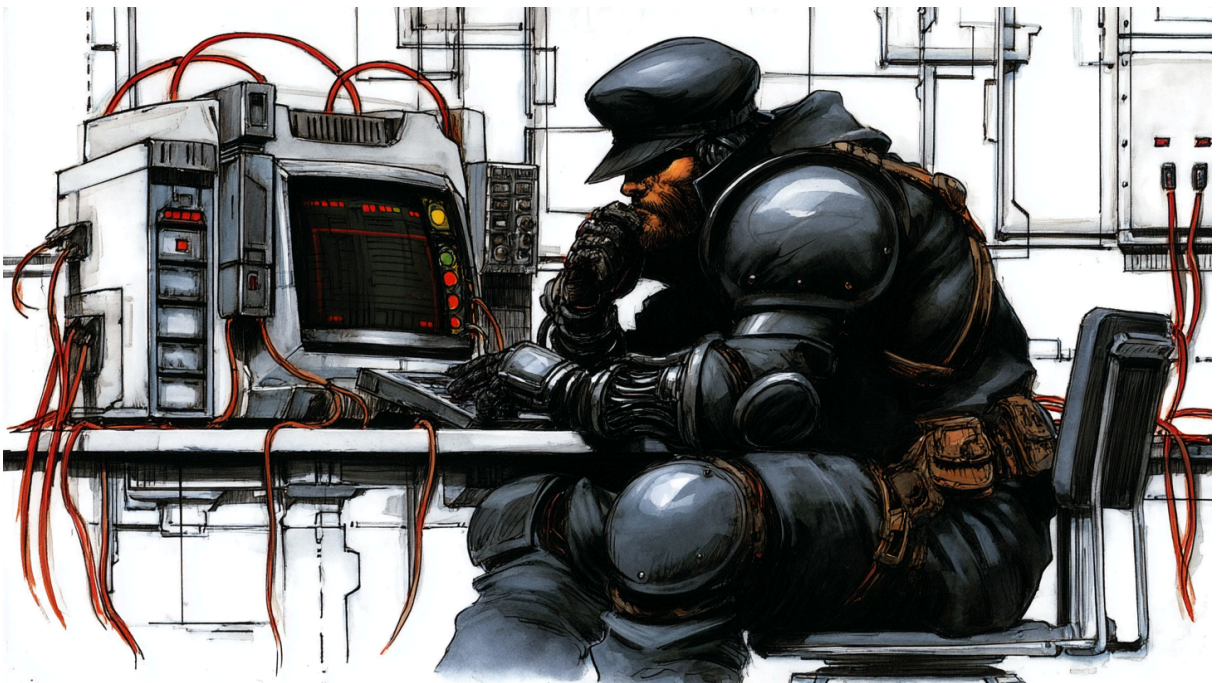
When the Hacker trips a Firewall, or the Escalation State raises to Alarmed, the system attempts to boot them out or worse. Once a Burn Notice is called, the Hacker is on a time limit, with a number of Operation Rounds equal to the $[Credential + 1]$ before they are permanently shut out. As the Burn Notice is on that particular System Access Pass, they may attempt to Upmark themselves into another with the Complexity equal to the current Escalation State.

During this time they may attempt any Subtle Action normally, but performing Overt Actions lowers the number of Rounds they have left by 1.

If the Hacker has a Direct Uplink (often a Brain Cord or Spinal Tap), they may be targeted directly upon getting pushed out with a Counterhack on their system. Their Direct Uplink has a Target Number to back hack it depending on the quality (Often 12 to 20).

Hackers engaging directly with a Software Security Specialist or another Hacker may find themselves "dueling" inside the system, putting up defenses, spoofing IDs, and ultimately trying to lock one another out³. The two opposing forces will make a series of Opposed Checks as the time limit nears. If the Attacker Wins, they lock out the Defender and hide back in the system, effectively resetting the alert state and granting them free reign. If the Defender wins, they shut out the Attacker, allowing them to immediately attempt a Counter Hack if they have a Direct Link or are still connected to the system.

Alternatively, shoot one of the hackers in the head with a .45. That will stop them.



³ Popular Among Hacker Communes to train new members are "Wargames" where two Hackers fight one another to lock another out

Field Public Relations

In the field, it wouldn't be surprising if civilian, security, or other personnel are present to hinder, assist, or disrupt the operation itself. Rather than rely on the Hounds to perform actual Public Relations in the field, instead BORZOI's PR Team has developed the Field Public Relations Manual in tandem with psychologists from *Better Life Pharmaceuticals* © . Field Public Relations is a shorthand for how to interact with others in the field, meticulously drilled into the Hounds rather than risk a fiasco (which occurred more often under the old teams than IVI Teams).

Field PR relies on a modified variant of Plutchik's Wheel of Emotions, with each individual possessing one of four Main States and Side States of various intensities.

The Main State indicates the individual's current emotional state and their primary drive currently, the Main State is tied to a goal or conceptual idea that they are associating with the situation. For example if a Civilian currently has a main state of [Fear] they wish to escape the situation quickly, but if they are [Enraged] by it, they may seek to destroy it.

Main State				
Intensity of Emotion	Serenity	Unease	Pensive	Annoyance
	Joy	Fear	Sadness	Anger
	Mania	Terror	Misery	Rage
	<i>Protect, Relief, Accept the Primary Directive</i>	<i>Escape, Distance, Discard the Primary Directive</i>	<i>Remove, Change, Redirect the Primary Directive</i>	<i>Destroy, Eliminate, Leave the Primary Directive</i>

The Side State is a reflection of the individuals opinions of the Hounds and their desire to either assist, or hinder, their efforts. The Side State influences how the individual will pursue their Primary Directive and influence their perspective on their Main State. Someone who [Trusts] the Hounds will rely on them to complete their Primary Directive, while someone suffering from [Anxiety] will be cautious around the Hounds.

Side State				
Intensity of Emotion	Acceptance	Distraction	Boredom	Anticipation
	Trust	Surprise	Disgust	Anxiety
	Devotion	Amazement	Revulsion	Vigilance
	<i>Will work alongside and assist the Hounds.</i>	<i>Is bewildered and confused with the Hounds.</i>	<i>Is disinterested or actively seeks to avoid the Hounds.</i>	<i>Paranoid and Cautious toward the Hounds</i>

Influencing Others

During an operation it's not uncommon for the Hounds to be forced to interact with civilians or others who are non-combatants. If a free-fire order is in place, managing these individuals is not of BORZOI's concern and they may be freely fired upon. Alternatively, if the Free-Fire Order is not called, actively killing Civilians or Non-Combatants incurs a 10,000 ¢BIC increase to their IVI. Interacting with civilians during this time may be ideal for keeping them out of danger or requesting information out of them if they are willing to assist.

Upon first interacting with a Non-Combatant, the Handler will determine their current Main and Side State. This will influence how they react to the Hounds and the situation. An Accountant who is Terrified and Vigilant will probably curl up in a ball and start sobbing in contrast to an Angry Trusting Security Guard who may offer to come along with the team to root out hostiles.

Main State (D8 + D6)				
	1-2	3-4	5-6	7-8
1-2	Serenity	Unease	Pensive	Annoyance
3-4	Joy	Fear	Sadness	Anger
5-6	Mania	Terror	Misery	Rage

Side State (D8 + D6)				
	1-2	3-4	5-6	7-8
1-2	Acceptance	Distraction	Boredom	Anticipation
3-4	Trust	Surprise	Disgust	Anxiety
5-6	Devotion	Amazement	Revulsion	Vigilance

If the Hound wants to change their Main State or Side State, they will need to Influence the individual by taking an Operation Round speaking with them. The Required Vital depends on the action taking place and the goal they seek to accomplish, attempting to calm the fears of an individual would use [Numen] while shoving a gun in their chest and demanding they talk would be [Meat].

To Influence someone, they must declare their intent and goal, moving along the matrix in an attempt to change the perspective of the individual by increasing the

complexity for each step taken. Each step may only use a cardinal direction (up, down, left, or right) and rolls over into the farthest row, but not column⁴.

As an example, let's say that an Accountant is Terrified and the team wants to ease their fears to make sure they are less fidgety. The Hound opts to reduce Terror (the most extreme variant of Fear) to Serenity (the least extreme variant of Joy) by issuing some calming words.

The Column indicates a single emotional state of intensity, calming or intensifying an emotional state sets the Target Number at 8. If the Hound wants to change their emotional state, the difficulty increases by +4 for each column over. Fear to Anger would be TN 16. The row is the intensity of a singular emotional state, whether it is Subdued or Intense.

Thus the Hound would need to make a TN 12 [Numen] Check with a Complexity of 3. Difficult to accomplish without some immediate skill or other factors assisting them.

Serenity	Unease	Pensive	Annoyance
Joy	Fear	Sadness	Anger
Mania	Terror	Misery	Rage

Acceptance	Distraction	Boredom	Anticipation
Trust	Surprise	Disgust	Anxiety
Devotion	Amazement	Revulsion	Vigilance

Alternatively, the Hound may hand the individual a BORZOI Business Card with the proper helpline for them to call for any questions or comments. As long as they do not interfere with the operation or are the target of said operation, they are free to do as they please.

Headhunting

During some Operations, the Hounds may find themselves with a coterie of hangers-on or assistants, these are referred to as an Extra. When a Hound has control of an Extra, they will follow their orders to the best of their abilities and can use their skills to assist.

Extras are still (usually) human, and if they feel threatened, endangered, or lose faith in the Hounds, they will no longer listen and leave.

BORZOI Corporate Handbook: A Mix of Emotions
Mixing and matching Main and Side Emotions creates a different outcome: Someone who is [Scared] and [Surprised] would be in Awe or in Shock, while [Scared] and [Disgust] would be [Shame].
Manipulate others to do what the Hounds need them to do.

⁴ Anticipation is "Connected" to Acceptance, but Vigilance does not roll over back to Anticipation.

Focus Group

Every Operation has a series of lines in the sand, these are the Rules of Engagement that were hammered out during the contract negotiation phase. The Handler will inform the Hounds on the approach of the current Rules of Engagement, if those Rules of Engagement were to ever change, then they will be immediately alerted. Highlighted RoE are considered to be “default” in the contract unless differences are authorized.

Target Environment	
Free Fire	BORZOI is authorized to open fire on anyone in Locale.
Danger	BORZOI may engage forces that are hostile to Contractee or BORZOI.
Hostile Force	BORZOI is authorized to open fire on hostile actors to the Contractee.
Designated	BORZOI is authorized to engage forces designated in the Contract.

Self Defense Clause	
Suspected	BORZOI is authorized to engage anyone suspected of harm.
Intent	BORZOI may engage any individual that shows hostile or criminal intent.
Indication	BORZOI may only engage those with means, motive, and opportunity.
Engaged	BORZOI may not fire until fired upon or a present threat is active.

Use of Force	
Limited	BORZOI may only use standardized firearms and munitions.
Full	BORZOI may use any means necessary to complete the objective.

PLEC Guidelines	
None	BORZOI is not carrying out full PLEC Guidelines.
Partial	BORZOI must issue a demand of surrender before opening fire.

Formal	BORZOI is obligated to arrest and report suspects to a local PCC.
Complete	BORZOI is obligated to follow all doctrines on arrest and recovery.

Information Warfare	
Free Access	BORZOI Operatives may freely access data services on location.
Partial	BORZOI Operatives are restricted to Employee Level Intranet Access.
None	BORZOI Operatives are not permitted to enter Intranet services provided by the Corporation.

Exterior Rules of Engagement	
Collateral Damage	BORZOI Operatives are required to minimize damage to the locale, any deliberate destruction that is not mission critical will incur a 5,000 ¢BIC debt.
Joint Operation	BORZOI is assisting a Joint Operation with a local PLEC or Corporate Security Force, as such, any friendly fire incurs a 25,000¢BIC debt.
No Witness	BORZOI is specifically contracted to have a No Witness policy of the Operation - Operative Discretion is permitted.
Non-Lethal	BORZOI Operatives are restricted to Non-Lethal Munitions to Subdue the Targets - Casualties forfeit the bonus of 5,000 ¢BIC.
Private Acquisitions	BORZOI Operatives are allowed to take objects from the Locale that are not Mission Critical - Must report to Handler or be fined 1000 ¢BIC to debt.

Color of Static: BORZOI as a PLEC BORZOI Operatives are legally considered to be law enforcement agents with BORZOI acting as their PLEC. Without access to a private prison, all BORZOI Prisoners who have committed an offense are to be committed to the local acting PLEC with Access to a Private Holding Cell or Prison Complex. Each PLEC does pay different rates for prisoners and may outright deny them as well, in which case they are released. BORZOI falls into a grey zone in some regards due to its true purpose as a militarized SWAT Team, using their PLEC Status to hire, train, and arm prisoners.

COMBAT OPERATIONS

Deep in the bowels of the Minsk hive it's not uncommon to witness a gunfight in the street. Gangs make war for patronage from established criminal groups while Freelancers hang out in seedy bars looking for their next score. Combat is BORZOI's main product and the Corporations that hire them expect the direct response to their problems.

Bloodshed follows the Hounds wherever they go, and when guns are drawn and alarms are raised, it's kill or be killed.

Combat Time

When a combat scenario breaks out, time slows to a crawl. Being professionals inside of this field already, a mixture of instincts and adrenaline kick in allowing the Hounds to act within the ticking seconds. Combat Time takes place in 3 Second Rounds, barely enough time to consider their surroundings before snapping into action. Each of the Hounds and their targets will take a Turn inside of the Round, once all of them have acted, the Round begins again. The end of the Round will have different countdowns triggered at once, as well as any damage registering properly.

To determine the order of the Round, each of the Hounds and their adversaries will have a set Initiative score. This Initiative is equal to [Twitch + Acuity OR Instinct + Modifiers] and resolves in descending order. However, the Hounds may sacrifice 5 Initiative to take an additional Action in the Round, trading an additional 5 Initiative for a third Action. Unless they have proper Cybernetics installed, the Hound may not naturally gain a fourth or fifth Action in a Round.

If the Hounds manage to ambush their targets, each Hound will increase their Initiative by 10, representing the increased awareness and speed that getting the drop on the target entails. Should the Hounds be ambushed themselves, then their Initiative does not change, but each of their ambushers gain a +10 to their Initiative as well.

Reactions

A Hound or any sufficiently trained individual may choose to make a Reaction if they are targeted by an Attack. This consumes one of their Actions they have not used, meaning that if they have taken all of their Actions or have no Actions remaining, they cannot React. Depending on the attack, the Hound must make an Opposed Check using their Reaction TN to deflect or dodge the attack before it makes contact with them.

Melee	Ranged	Explosive
Muscle	Twitch	Bone

Combat Stances

The Hounds are trained killers, earning their stripes and scars in their early years as a Freelancer. BORZOI grabs the contracts of these feral dogs and turns them into the hounds of war they need to be. At the start of each Round, the Hounds will select one Combat Stance. Choosing a Combat Stance indicates how the Hound is moving, fighting, and reacting to the combat around them.

Combat Stance influences the Hound's Defense, Aggression, Reaction, and Initiative. Defense measures the difficulty to pinpoint and target the Hound in a firefight, allowing them to avoid damage directly through cover or keeping low enough that a bullet whizzes overhead rather than in their skull. Aggression is a bonus, or penalty, the amount of die kept when making attacks - going aggro allows the Hounds to set the momentum, while staying alive keeps them from being ID'd in a morgue. The Reaction TN is the difficulty it is for the Hound to successfully react to an attack, attempting to block, deflect, or avoid being splattered. Finally, the Initiative modifier is applied *before* the Hound makes a choice regarding how much of it to sacrifice to secure additional Actions, the faster one goes, the more they have to work off of.

	Aggressive	Neutral	Defensive
Defense TN	4	8	12
Aggression	+1k	+0k	-1k
Reaction TN	16	12	8
Initiative	+4	0	-4

Free Fire Arena

There's a moment in every fight where the world dissolves around a person, nothing but the splashes of red and the will to live. The primal drive to live replaces ethics or morality, the only thing separating the living and the dead are the milliseconds between pulling the trigger or snapping a neck. The Free Fire Arena is a place between places, where violence is God and the only faith one has is in their own ability.

Combat takes place on the Arena Map, a visual representation of the battlefield the Hounds find themselves engaging the enemy on. It could be as mundane as a parking garage or as impressive as a hot drop on a highrise helipad. When the Hounds enter the Arena, it's either the Hounds or their Targets who will emerge. Each Arena has a set of points which can either be a Battleground or Set-Piece.

A Battleground is an open space or clear area that offers no significant tactical advantage or disadvantage, a clear place to fight and maneuver. These form the majority of Points in the Arena. Set-Pieces are defined locations inside of the Arena, each with a different modifier associated with them that may prove to be a boon or bane to the Hounds. There are four types of Set-Pieces that may occur in an Arena.

Advantage	The Set-Piece grants a clear tactical advantage to whomever manages to secure it. As long as one side of the conflict occupies the Advantage Set-Piece, they add +1k to all Actions they perform. If any hostile forces occupy the same Set-Piece, then no one receives the benefit
	Balcony Overwatch, Observation Post, High Ground
Cinematic	The Set-Piece has a grandeur that fits the battle perfectly. Whenever a Hound or combatant makes a Ranged Attack or Melee Attack, they change all Vital Die to D10's.
	Ballroom, Break Room, Elevator Lobby, Elegant Lobby
Cover	The Set-Piece is an ideal location to ward off damage and threats, anyone in this Set-Piece adds +5 to their Defense Value, making it harder to hit and injure them. If any hostile forces occupy the same Set-Piece, then no one receives the benefit
	Barricaded Room, Sandbags, Security Checkpoint
Hostile	The Set-Piece is an active hotzone, burning, melting, or stabbing its way through the Hounds' mission. Any Hound takes damage equal to the Die Value assigned at this location at the end of the Round if they are in the Set-Piece.
	Laser Trip Wires, Burning Flames, Suppression
Blocker	The Set-Piece hinders sightlines, making it impossible to see anything beyond it until the Hounds or an enemy inhabit it. This chokepoint may prove invaluable for traps or force others down a winding road.
	Automated Security Doorway, Rubble, Dense Foliage

Every Arena is a unique expression of the Mission it's in and who inhabits it. The Handler will choose a size of the Arena and connect each of the parts together to at least one other point in the Arena.

Arena Size	Set Pieces	Battlefields
Small	3	4
Average	4	6
Large	5	8
Grand	6	10

Paths

Due to the speed, aggression, and power that modern weaponry (and users) possess, it's not uncommon for an office firefight to turn an area into little more than bullet holes and smoke. Each Point in the Arena will be connected via a Natural Path, a clear understanding of the Points flowing into one another, these may be hallways or cubicle farms that restrict movement directly.

While the Arena is designated by the Handler, the Hounds may see fit to forge a new direction. A Hound may bridge two locations together or create a new Point in the Arena.

The Paths between Points are just as important as the Points themselves. A Path is a connector between two Points that establishes a link between the two of them that others may attempt to follow. There are three types of Paths that may be taken to clear the distance.

Natural Paths	Unnatural Paths	Sightline
An established connection to a new location that the current Arena does not cover - may be accessed with no Check.	An unestablished connection to a new Point or to an already established one - requires an item or Check to access.	The Connection between two points is not physical, but can easily be identified via sight.
<i>Window, Door to Hallway, Server Room Door</i>	<i>Breaking Down a Wall, Breaching Charge</i>	<i>Overlooking a Street via a Window, Across Skyscrapers</i>

Established Combat Areas

When a battle begins, the Handler will announce what the Established Combat Area currently is. Depending on the layout and location that the battle is taking place in, the Hounds and their enemies will either have a more complicated time getting a bead on one another or allow them to take pot shots with little retaliation.

There are three kinds of Combat Areas an Arena may take place in. Different combat situations may end up with part of the Arena covered by one Combat Area while others may be situated in another. Plan ahead, think smart, think like a BORZOI.

Type	Claustrophobic	Open Ended	Tight
Description	The Location is densely packed and impossible to get a full read on anything without creating an opportunity.	The Location is sprawling with plenty of open spaces, allowing the Hounds to navigate and get shot in the crossfire.	The Location is a tight fit, with rigid angles making it difficult to get a full shot off on anything.
LoS	Adjacent Points	All Points	Two Points
Example	<i>Tight Corporate Office Complex, Regal Home</i>	<i>Open Field, Streetside Firefights, Warehouses</i>	<i>Long Hallway Engagements, Poor Corporate Buildings, Empty Cubicle Farms</i>

Incidentals

Regardless of where the battle takes place, each will have a set of Incidentals to flavor the battlefield and allow the Hounds or their enemies to get an edge in battle. An Incidental is a particular object, detail, or event on the battlefield that the Hound may exploit to get a bonus. Each battle starts with 1d6 Incidentals per side littering the field that may be defined by the combatants using it. Using an Incidental is not an Action, when it is used the Hound will mark off one of their team's Incidentals to receive their bonus.

Damage Spike	The Hound increases any of their Damage Rolls by +1d of their Ranged Weapon Die or +5 to their Melee Weapon
Flow Increase	The Hound increases their Initiative by [TWITCH] or [INSTINCT].
Kick Up	The Hound performs a [Minor Action] Immediately
Path Creation	The Hound declares a new Natural or Unnatural Path is created between two Points
Reaction	The Hound performs a Reaction against an Attack immediately.
Recuperation	The Hound restores [BONEd8] Endurance.
Snap Defense	The Hound increases their Defense by +5 until the end of the Round.

New Incidentals will appear throughout the battlefield as the fight rages on, a grenade may break apart the ground to allow a new way to aim at a target (Flow Increase) or diving behind some debris to protect themselves (Snap Defense). Learning when to use Incidentals and gain new Incidentals may be the difference between victory or defeat.

Reconnaissance

The Hounds are natural hunters, and it's often best to scout an area before engaging directly. If the Hounds remain undetected and enter an Arena or the potential site of an Arena, they may engage in Recon.

Each Hound that is performing Recon may choose to define aspects about the Arena before it becomes a bloodbath. Once the Hounds begin Recon, they require a full Operation Turn (60 Seconds) to scout out the necessary situation. Each Hound performing Recon may choose one of the following Aspects:

Identify Incidentals	Place Point
The Hounds gain +1 Incidentals should Combat begin.	The Hound may choose to place a Point (Battlefield or Set-Piece of Choice) in the Location.
Define Natural Path	Observational Analysis
The Hound defines a Natural Path (and the Battlefield it is located in).	The Hound receives information on OPFOR in the area, this may be Weapons, Armor, Demeanor, or Training.

If the Hounds choose to continue their Recon, they increase their Escalation by +3. This may prompt a Check to keep themselves hidden or out of sight, requiring a [Twitch], [Acuity], or [Instinct] Check.

Engaging OPFOR during Recon prompts Surprise on the enemy, but failing to remain hidden will trigger combat operations without the element of Surprise.

BORZOI Corporate Handbook: Advanced Combat Ops
While BORZOI is primarily hired for “up-close” engagements, this hasn’t excluded them from more advanced operations. Battles occurring outside the “Tactical Range” (i.e. outside 100 meters) are either resolved exclusively with Checks or are used in conjunction with Tactical Combat (One Hound providing Sniper support to the team).

Actions in Combat

Assist

The Hound provides Assistance to an Ally, adding half of their Credential Die to the ally's next relevant Check. Must declare what they are assisting with and how.

Focus

The Hound refocuses themselves in an attempt to take control of the situation. They increase their Initiative by +5 for the next Round.

Attack, Melee

The Hound targets a Combatant within the same Point as them. They will make a [Aptitude OR Muscle] Check with the Target's Defense acting as the TN. Reactions against Melee Attacks use the [Muscle] Vital to either parry or dodge the Attack coming at them.

Interact

The Hound interacts with an object or terminal on the Point, taking it into their possession or using it to complete a goal. Performing any Hack Action requires the use of the Interact Action.

Attack, Ranged

The Hound targets a Combatant within range of the weapon, they will make an [Acuity OR Twitch] Check with the Target's Defense acting as the TN. Reactions against Ranged Attacks use the [Twitch] Vital to evade the attack before it can connect.

Maneuver

The Hound moves up to an adjacent Point that is connected to their current Point they are residing in.

Minor Action

The Hound performs minor actions that are not clearly defined here, such as kicking open a door, intimidating a member of OPFOR, or kicking away a grenade at their feet.

Codec Call

The Hound calls BORZOI HQ for assistance. This may be to BORZOI's VTOL for Air Support or BORZOI's IT Department for a Hack if they are able to. Codec Calls are almost always in Corplish.

Use Item

The Hound takes an item in their possession and uses it, resolving its effects immediately.

Create a Path

The Hound designates a Path they wish to create and the method they wish to create it with, they will perform the appropriate Check or use the correct item. If successful, they create an Unnatural Path between two Points.

Defensive Maneuver

The Hound goes on complete defense, choosing to hunker down and protect themselves. They increase their Defense by +4 and lower their Reaction TN by -4.

BORZOI Corporate Handbook: Overwatch

If any Hound wishes to perform "Overwatch" taking a shot when a member of OPFOR enters their line of sight, they will take Two Actions to define it. One for the declaration and one for the Shot.

I want to shoot the first enemy who enters from the Library - is an appropriate Overwatch declaration and takes two Actions to resolve. If the "trigger" ("entering from the library") is not performed, then the Action is wasted.

Quick Actions

In addition to their base amount of Actions they gain by spending their Initiative, each Hound has a number of Quick Actions equal to the number of Actions they could have taken, but chose not to. If the Hound is able to take a maximum of three Actions, but chooses to use one of them, they have two Quick Actions they may use in addition. Quick Actions are rapid and almost automatic for a trained professional to do, but when every second counts in a firefight, counting those milliseconds means something.

The Hounds do not need to use any Quick Actions if they wish.

Draw Sidearm

The Hound draws a Sidearm in one of their free hands, allowing them to use that weapon for any of their future attacks.

Reload Magazine

The Hound reloads a Weapon with a Magazine, refilling all of their Ammunition of that ranged weapon.

Drop Object

The Hound drops a weapon or item they are carrying on the ground, freeing up one or both of their hands.

Shout

The Hound shouts a phrase at OPFOR or their team, often this is used as the first signal for criminals to get down or drop their weapons. Non-Compliance is a punishable offence.

Getting Shot

It's inevitable that the Hound will end up with a bullet in their body or a blade stuck in their side. Whenever the Hound is successfully hit with an attack, they will need to find how much damage they take.

Total Damage taken is broken down into Automatic, Precise, and Melee Weapons.

Automatic Weapons (Submachine Guns, Assault Rifles, Machine Pistols) register every Success as a separate instance of damage. For example a [Machine Pistol] as a D4 as its damage, and striking the target with 3 Successes means 3d4 Damage has been registered against the individual.

Precise Weapons (Rifles, Shotguns, Handguns) register every success as a +1 to the Damage they take. For example, a [Carbine] does 2d10 Damage, striking the target with 3 Successes means 2d10+2 Damage has been registered against the individual.

Melee Weapons (Knives, Swords, Monowire) only require one Success to successfully hit, any "Excess Die" that is not used to create that Success may be added to the total damage of the Attack equal to the Keep of their Muscle Vital. For example, a [Blade] does 10 Damage, striking a target with 1 Success and a 2, 4, and 6 Excess Die - means it does 10 Base Damage + 12 Excess = 22 Total Damage to the Target.

Automatic and Precise Weapons are initially absorbed by the Hound's armor, decreasing steadily before they take Endurance Damage or Injuries. Melee Weapons reduce the total amount of damage they deal equal to their Armor's AV rating, but any remaining damage is applied directly to Endurance.

Critical Wound Threshold & Injuries

When the bullets start flying it's inevitable that someone is going to get injured, maimed, or worse. The Critical Wound Threshold measures the Hounds durability and resistance to getting horribly disfigured via combat operations.

If the Hound (or any OPFOR) takes damage equal to their Critical Wound Threshold to their Endurance, they take an Injury. Each Injury is randomly determined to be a part of the Hound's body. Each body part has three states of being - Unharmmed, Crippled, or Destroyed. If the Hound has a Cybernetic installed in that body part, they have a fourth, Damaged, reflecting their Cybernetic taking immediate damage rather than being fully destroyed. Multiple Injuries may take place at once if the damage is equal to Double their Critical Wound Threshold (Unharmmed Head -> Destroyed Head).

Location	Hit Die (D8)
Head	1
Chest	2-4
Left Arm	5
Right Arm	6
Left Leg	7
Right Leg	8

	Damaged	Crippled	Destroyed
Head	NONE	-1k to All Actions; Increased Complexity for all but Simple Actions	Brain Destroyed, Cognitive Functions Lost - KIA
Chest	NONE	TN for all Actions increased by +4 until treated.	Internal Organs Destroyed, Inability to Resuscitate - KIA
Arm	Cyberlimb loses all Modifiers - Still able to function.	Arm is no longer functional, and cannot grip any object with it.	Arm has been mangled, requires surgery to replace.
Leg	Cyberlimb loses all Modifiers - Still able to function.	Hound is disabled and is now Prone, Defense is reduced by half. Movement is a crawl.	Leg has been permanently mangled, requires surgery to replace, cannot walk or crawl.

Shock & Dying

The human body is built to survive with pain being the ultimate expression of the human will to live. Shock is the process of the body trying to deal with a sudden influx of pain, overclocking to compensate for rapid blood loss or organ failure. Many die on the table or in the field in shock, their body giving out under the stress.

Whenever a Hound takes damage to their Endurance or takes a Wound, they will build Shock Points. Shock Points represent the body trying to keep them alive and struggling even if their body is rejecting the premise. If the total amount of Shock they acquire is greater than half of their Endurance, they are considered to be in Shock and suffering -2k on all Checks in addition to all of their other concerns.

If a target enters Shock, they will seek to run away or get out of danger, the fear of death overriding any kind of rational thought or belief system. Luckily, through the magic of modern medicine, the Hounds are able to take various substances to mitigate or eliminate Shock they are suffering. Though more complex injuries are more difficult to fully patch.

Cripple Limb	Destroyed Limb	Endurance Loss
+5 Shock	+10 Shock	+1 Shock

If a Hound reaches 0 Endurance they are considered to be downed, their body entering a pseudo recovery coma as they bleed out and organs begin failing one at a time. In combat, the Hound has [Bone * 3] Rounds to be stabilized by a teammate or they will enter cardiac arrest and perish. If the Hound is attacked and dealt Endurance damage in this state, they are immediately killed.

This is independent of getting one's head blown off or a hole punched through their chest.

THE ARMORY

In 2075 the military-industrial complex is one of the largest industries in the world. Major Corporations have their own lines of guns, attachments, and software built in for the act of killing another human being. In Minsk, there are the big three manufacturers.

Macrotech's personal protection armaments can be bought in nearly every Macro Mall and are often bought and sold wholesale at their various subsidiaries or partners. Silver Blood has an extensive manufacturing wing to produce Silver Arms, seen primarily as the bougie and rich weapon of choice with their own proprietary ammunition to make sure they cannot be used on the street as actively. Troika-Don has a major stake in the Kalashnikov Concern, often importing vast quantities of their small arms into their own ranks and shipping them to friendly subsidiaries, seen mostly as the "Dignified Gentleman's" firearms.

Of course many smaller corporations have earned a stake in the Minsk market, with its large industrial base creating new armaments for sale is seen as a staple of the economy. BORZOL purchases most of their firearms from *Brandenburg Infrastructure's* Subsidiary - *Dresden Kinetics* - thanks to their design and unique caliber (6.3x25mm⁵) making them impossible to use on the streets.

Each Hound is outfitted with a Primary Weapon and two Sidearms, in addition to Utility Gear equal to what their Combat Suit can support. Each Weapon is ID Locked to BORZOL, able to be disabled by the Handler, as well as be chipped with GPS to determine position. Nothing gets past BORZOL's internal security team.

As the Hound rises through the ranks, they will be able to purchase an Armory License. The Armory License allows them to access higher quality firearms from BORZOL's personal armory and may be able to put in a request for Non-*Dresden Kinetics* weaponry.

⁵ The Signature "Snap" noise is popular among certain PLECs and Riot Control Services.

Firearms

The firearm made men equal in the world. The distribution and production of small arms has seen a significant uptick in recent years, with the Corporate Wars and rise of Private Law Enforcement Companies, business has been booming. Firearms are defined by several different variables to determine their application in the field and ability to be used successfully in the field.

Each Firearm is composed of a Firearm Design, Manufacturer, and Make to determine its characteristics.

Type

The Firearm Type indicates if it is a Primary or Sidearm, in addition to if it is Automatic or Precision weaponry. The Primary and Sidearm designation is used for what items the Hounds may be equipped with at any time, an additional Sidearm may be taken in place of a Primary.

Automatic or Precision Type indicates how the damage will be calculated. Automatic Weapons record each Success as a bullet successfully striking the enemy, allowing them to add their Damage Die multiple times to a single target. Precision Weapons have a higher base damage, but record each additional Success as a flat +1 to their damage.

Damage

The Firearm's Damage indicates how many dice are rolled when they successfully connect with an enemy. Precision Type Weapons have more dice per shot, but Automatic Weapons have the potential of rolling more dice if they have the skill to pull it off.

All Firearm Damage is recorded against the Durability of the Target's Armor first before it begins to reduce Endurance.

Range

Each Firearm has a Range category of Face, Close, Medium, or Far indicating the distance the weapon can conceivably reach before its effects fall off. The Range is recorded by the amount of Points that can be covered to trace line of sight. If they are out of Line of Sight, the Target has +2 Defense per Point over the maximum Range of the Firearm. This does consider Combat Area situations.

Face	Close	Medium	Far
1	5	10	No Limit

BORZOI Corporate Handbook: Die Sizes

If a Manufacturer increases (or decreases) a weapon die size, they follow this chart:

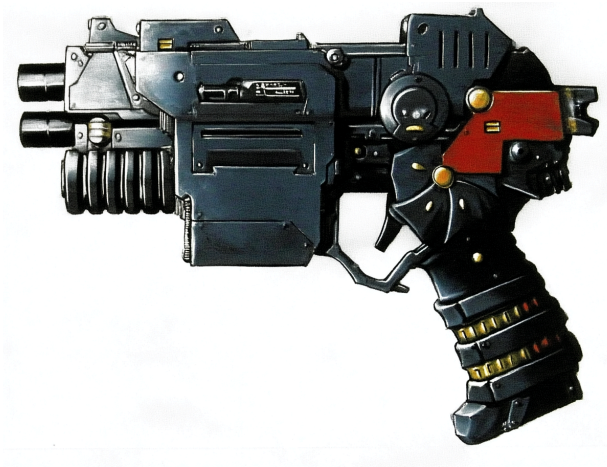
D1 - D2 - D4 - D6 - D8 - D10 - D12 -2D6 - 2D8 - 2D10 - 2D12

Handling

Handling is a measure of how bulky and cumbersome a weapon is. It is broken down into four categories: One-Hand, Main-Hand, Two-Hand, and Heavy.

One-Hand	Main-Hand	Two-Hand	Heavy
May be used in either Hand.	Must use Dominant Hand	Requires both Hands to use.	Requires Both Hands, -5 to Initiative.

A Hound may use two One-Hand, or a Main-Hand and One-Hand Weapon together via Akimbo handling. While in this state, both weapons are independent of one another and manage their own Recoils. If they are the same weapon, they may increase their Rate of Fire by +1 instead.



Reload / Ammunition

There are three methods to reload a Firearm, each one possesses different requirements to reload in the middle of a firefight.

Magazine	Chamber	Heavy
Quick Action	Interact Action	5 Total Actions, May be Split between Different Hounds

The second number is the total amount of Ammunition that the weapon has loaded. After each shot, it will be reduced by that amount. Each Hound is expected to carry three Magazines for each of their Firearms, 12 Shots for Chambered Weapons, or one full Reload for any Heavy Weapons they possess.

Rate of Fire

Rate of Fire is how many bullets are being put down range whenever the trigger is pulled. Rate of Fire may be used in two methods: Bonus to Hit or Bonus to Damage.

Each of these are recorded as a flat variable, and confirmed for the attack. For example, a Handgun has a Rate of Fire of 4. This may be +2 to Hit and +2 Damage, +4 to Hit, or +4 Damage. If the Firearm has a Rate of Fire of [Single] then this effect cannot be used, instead they may choose to use a [Minor Action] to Aim and gain a +5 to Hit or a +5 to Damage to compensate.

Recoil

Due to the method of how firearms function, recoil is a physics reality as the gun kicks up after discharging a round. If the Hound makes multiple attacks using the same firearm, they apply the Recoil Penalty to their next Attack, doubling it if they attack a third time.

Specialized Instruments or Cybernetics may mitigate the full extent of Recoil in some firearms.

Tier

The BORZOI Armory Classification License System is broken down into a set of Tiers that allow the Hounds to "buy up" in the Armory to allow them access to more specialized or heavier ordinance. Paying this license fee allows BORZOI to maintain their competitive advantage and instill a sense of duty to return the firearm once the Operation is complete.

Tags & Triggers

Tags are a method to differentiate weapons from one another, granting unique bonuses and perks should they be used in particular ways. Not every tag is strictly positive, forcing the Hound to determine what the ideal set-up for them is.

A Trigger may be activated if the Hound rolls additional Successes. Instead of converting them into additional Damage, the Trigger may be activated to resolve its effects.



Firearms

Name	Type	Damage	Range	Handling	Reload / Ammunition	Rate of Fire	Recoil	Tags	Triggers	Tier
Anti-Material Rifle	Precision / Primary	5d12	Far	Heavy	Magazine / 5	Single	-12	Armor Piercing, Set-Up		3
Assault Rifle	Automatic / Primary	1d8	Medium	Two-Hand	Magazine / 60	5	-4		Suppress	2
Battle Rifle	Precision / Primary	4d6	Medium	Two-Hand	Magazine / 30	3	-4		Called Shot	2
Handgun	Automatic / Sidearm	1d6	Close	One-Hand	Magazine / 12	4	-2		Called Shot	1
Machine Gun	Automatic / Primary	1d10	Far	Heavy	Heavy / 120	10	-12	Set-Up	Suppress	2
Marksman Rifle	Precision / Primary	3d12	Far	Two-Hand	Magazine / 10	Single	-10	Scoped	Called Shot	2
Revolver	Precision / Sidearm	2d10	Close	Main-Hand	Chamber / 6	Single	-10		Called Shot	2
Rotary Cannon	Automatic / Primary	1d12	Close	Heavy	Heavy / 200	10	-8		Suppress	3
Shotgun	Precision / Primary	1d6	Close	Two-Hand	Chamber / 6	Single	-6	Spread	Stay Back	1
SMG	Automatic / Primary	1d6	Close	Two-Hand	Magazine / 30	6	-2		Suppress	1

Manufacturer

Name	Type	Damage	Range	Reload / Ammunition	Rate of Fire	Recoil	Tags	Triggers	Tier
BSA (Birmingham Small Arms)	Precision	Decrease Die Size	Increase by One	Only Single	Only Single	+4	Reliable, Conceal	Called Shot	+1
Dresden Kinetics	All	-	-	-	-	-	-	-	-
Enfield Dynamics	All	-	Increase by One	Chamber +2	-2	+2	-	Called Shot	+1
Grand Hellenic	All	+1dX to Precision, Increase Die Size for Automatic	Increase by One	Magazine +5 Chamber +1	+1	+2	Reliable	Called Shot Autoloader	+3
Heckler & Glock	Automatics	Decrease Die Size	-	Magazine +5	+4	+2	Reliable	Dismember	+2
Howa Type Company	All	Increase Die Size for Precision	Increase by One	Magazine +5 Chamber -2	-	-2	Malleable	-	+1
Jiangnan Conglomerate	Automatics	Increase Die Size	Decrease by One	Magazine Doubled	+5	-6	Unreliable	-	-
Kalashnikov Concern	All	+1dX to Precision, Increase Die Size for Automatic	-	Magazine +10	-	-2	-	Suppress on all Automatics	+1
Macrotech	All	Increase Die Size	Decrease by One	Magazine ½	+1	+2	Malleable	-	+1
Quality Arms	All	Decrease Die Size	Decrease by One	Magazine +20 Chamber +1	+5	-4	Unreliable Suicidal	Safety	-
Remington - Beretta	Precision	Increase Die Size Twice	-	Only Single	Only Single	+3	Reliable	Called Shot	+2
SAMI (Saudi Arabian Military Industries)	All	Increase Die Size	Decrease by One	Magazine +15 Chamber +3	+5	-7	Unreliable	Dismember	+1
Silver Arms	All	Add +1d to All	-	Chamber +2	+2	+3	Reliable	Autoloader	+2

Make

Name	Type	Damage	Range	Handling	Reload / Ammunition	Rate of Fire	Recoil	Tags	Triggers	Tier
Armor Piercing	Precision	Increase Die Size	-	-	Single Only	Single	-3	Armor Piercing	Puncture	+2
Compact	All	Decrease Die Size, -1d Damage	Decrease by One	Reduce By One	Magazine ½	-	-	Conceal	-	+2
Extendo	Automatics	-	-	-	Double Magazine	+10	-4	-	Suppress	+1
Folding	All	-	-	-	Magazine ½	-	-	Conceal	-	+1
Garage Kit	All	Decrease Die Size	Decrease by One	-	Magazine +10 Chamber +2	+5	-2	Unreliable, Suicidal	Safety	-1
Hellfire	All	-	Decrease by One	-	-	-	-2	-	Aflame	+2
Mag-Launcher	Precision	Increase Die Size	Increase by One	-	Magazine ½ Chamber -2	-	+5	Reliable	Dismember	+2
Pressurized Air	Precision	Decrease Die Size	-	-	Single Only	Single	+2	Silenced, Lead Core	-	+1
Smart Design	All	-	-	-	-	-	+2	Smart	-	+2
Specialist	All	Increase Die Size +1d Damage	-	-	-	-	+2	Reliable	-	+1
Stabilized	All	-	-	-	-	-	+7	-	-	+1
Standard Kinetic	All	-	-	-	-	-	-	-	-	-
Twinned	Heavy Only	Increase Die Size	Decrease by One	-	Heavy Only / Double Ammo	Doubled	-8	-	-	+2

Melee Weapons

The ancient art of combat is alive and well in the modern era. Melee is traditionally seen as a barbaric method of combat, but when a knife is dug into a ribcage or razor blade separates head from shoulders, it's hard to not appreciate the simplicity. Melee Weapons employed in 2075 tend to be used as a backup when close-quarter-combat is inevitable or when someone is too poor to buy ammo for their gun.

Melee Weapons are far more simple than their Firearm companions - Choosing a Melee Type and Make.

Melee Weapon							
Name	Type	Damage	Range	Handling	Tier	Tags	Triggers
Bat	Blunt / Primary	8 + Muscle	Melee	Two-Hand	2	Stun	Knock Out
Combat Knife	Blade / Sidearm	5 + Muscle	Melee	One-Hand	1		Called Shot
Cudgel	Blunt / Sidearm	2 + Muscle	Melee	One-Hand	1	Stun	Knock Out
Pocket Knife	Blade / Sidearm	Muscle	Melee	One-Hand	1	Conceal	Called Shot
Sword	Blade / Primary	10 + Muscle	Melee	Main-Hand	3		Dismember

Make							
Name	Type	Damage	Range	Handling	Tier	Tags	Triggers
Chain	Blade	+5	Melee	One-Hand Turns to Main-Hand	+2	Gory	Dismember
Electrical	Blunt	-2	Melee	-	+2	Stun	Fried
Mono	Blade	+4	Melee	-	+2	Armor Piercing	Dismember
Standardized	All	-	-	-	-	-	-
Vibro	Blade	+2	Melee	One-Hand turns to Main-Hand	+1	-	Dismember
Heavy	All	+4	Melee	Increase by One	+1	-	-

Armor Protection Systems (APS)

Armor Protection Systems, or APS, are the standardized method for military protection since the Corporate Wars in the 40s. Every Corporate entity has their own methods of production and secrets they try to keep from their rivals. An APS is an armor plate system to allow total coverage of vital areas while maintaining a sleek, professional look for combat operations in the field. Branding is still important on the battlefield and with most “extreme” methods of warfare being little more than drone-based combat or artillery barrages, when boots hit the ground, everyone should know why.

APS are based on their Durability, Armor Value, Slots, Speed Factor, and Noise Rating. BORZOL's APS is designed for minimal exposure ingrained with vital sensors and monitors to make sure that the Handler knows when a Hound is bleeding to death or suffering a mental break.

Durability & Armor Value

APS Durability is a combination of ballistic weave and armor plating to shrug off ballistics. Whenever the Hound is hit with an attack from a Firearm or Explosive, they will reduce the Durability of their APS first. If the APS takes damage over their current Durability, all of the rollover damage is not converted into Endurance, but the Armor is still destroyed and needs repair at HQ.

The Armor Value of the APS is the inner layer of thin plates to protect the Hound from Melee Attacks or Armor Piercing Rounds, less of a method to protect the Hound, but mitigate serious internal injury. Armor Value is not reduced upon taking damage, but will only reduce damage by its set value. If the APS's Durability is destroyed, then the Armor Value will also be lost.

Slots

All APS have a set of quick-released cords that hold various essentials for field operations. These enable the Hound to equip themselves with different Utility Gear in the field. They may only have a number of Utility Gear equal to the number of Slots in their APS. If the Hound were to “acquire” additional Utility Gear, they must use it immediately or attach it to one of their Slots.

Speed Factor & Noise Rating

Speed Factor is a static penalty (or bonus) applied to Initiative during combat operations. Heavier armor plating hinders movement, combined with more protective (and restrictive) helmets the Hound's awareness is also affected for combat operations. Plan ahead of what APS is appropriate for the mission.

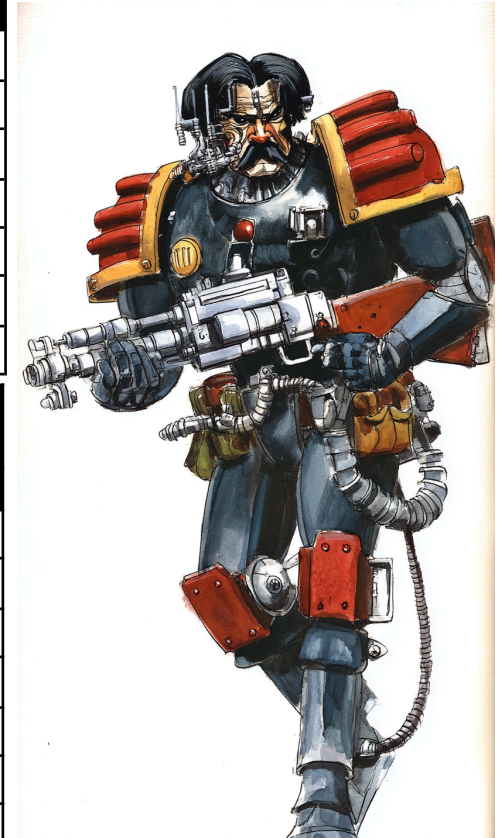
The Noise Rating of the Armor is added whenever the Hound increases Escalation. Metal Gear means no stealth.

BORZOI APS

Name	Durability	Armor Value	Slots	Speed Factor	Noise Rating	Tier
Coyote	25	1	3	+2	0	2
Direwolf	180	10	1	-8	5	5
Dogboy Armor	50	3	2	0	0	1
FOXHOUND	30	2	6	0	0	3
Greyhound	10	0	4	+5	-1	3
K-9 Tactical	75	5	3	-3	1	2
Wolf Brigade	120	8	4	-6	3	4

Corporate APS

Name	Durability	Armor Value	Slots	Speed Factor	Noise Rating	CORP.
ZEUS	150	12	2	-8	5	Pantheon
SPARTAN	100	8	2	-4	2	Pantheon
HOPLITE	50	2	1	-2	1	Pantheon
Bóbr	30	1	2	0	0	Macrotech
Hussar	60	2	3	+1	0	Macrotech
Wagner-L	30	0	3	+1	0	Troika-Don
Wagner-S	80	4	2	0	1	Troika-Don
Wagner-T	120	8	3	-6	4	Troika-Don

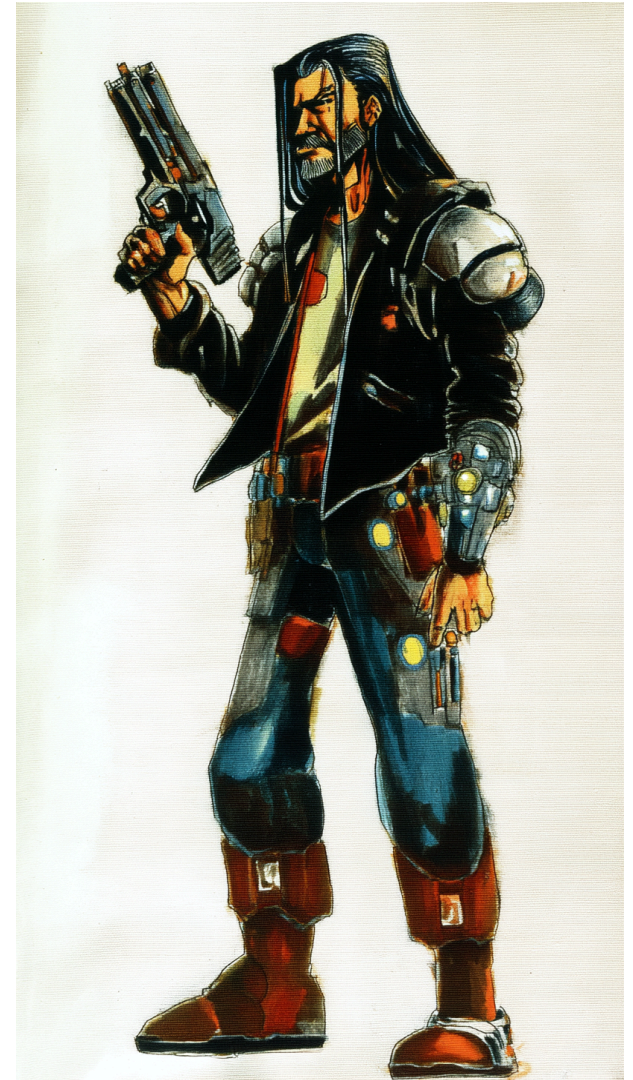


Traditional Street Armor

Name	Durability	Armor Value	Slots	Speed Factor	Noise Rating
Heavy Armor Jacket	75	5	3	-4	1
LARP Armor	5	2	0	-2	1
Leather Jacket	0	1	4	+4	-1
Light Armor Jacket	50	4	3	-2	0
Naked	0	0	0	+6	-2
Reinforced Leather Jacket	15	2	4	+2	0
Scrap Armor	60	8	1	-6	3
Softshell	30	3	2	0	0

BORZOI Corporate Handbook: Armored Up

Armor reflects a lot about a person and the operations they find themselves in. A punk wearing a leather jacket with blue jeans is going to be a lot different than a corporate commando wearing full ZEUS. Most punks off the street can buy Bóbr from a Macromall, but reinforcing their own gear allows them to customize their own "Look" as well. Gang Colors means a lot to people, and when you don't have enough Macrocredits in your pocket to buy anything, it's mostly what you have to work with.



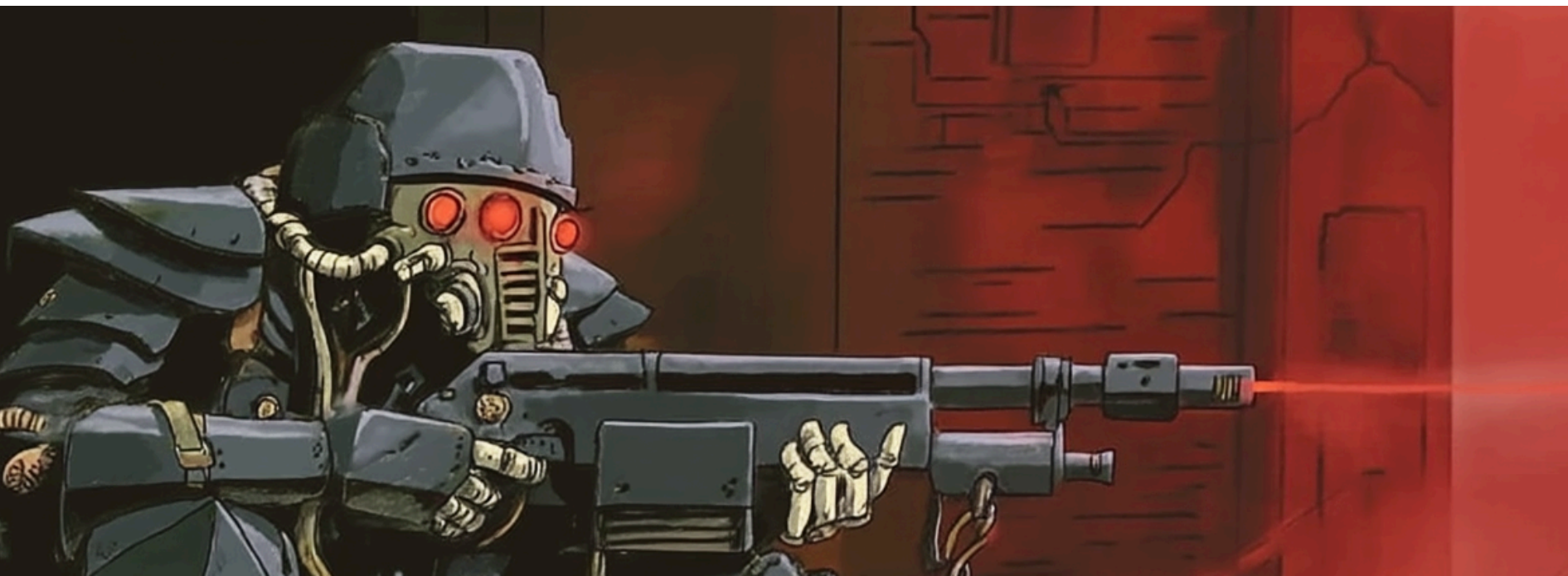
Tags & Triggers

Tags	Description	Tags	Description
Armor Piercing	Deals an additional Weapon Die to Durability, if a Melee Weapon, ignores Armor Value.	Set-Up	The Weapon requires a [Minor Action] to Set-Up, if they do so, they reduce Recoil by half.
Conceal	The Weapon is difficult to spot on someone, forcing them to make an [Acumen] Check at TN 16.	Silenced	The Weapon is effectively silent, it may be fired without building Escalation.
Gory	The Weapon leaves a few scars, whenever a Wound is dealt, deal a Second Wound to a different location.	Smart	The Weapon has SmartTech in it, they have a +10 to their Hit Check.
Lead Core	The Weapon has a lead core bullet, this Weapon deals minimal damage to Durability regardless of roll.	Spread	This Weapon increases its damage by +1d if they are within 2, 1, and finally Melee Range (for a total of +3d).
Malleable	The User may add +1d, Increase Die Size, Increase Magazine Size by 50%, Increase Chamber Capacity by +2, add +3 Rate of Fire, or Reduce Recoil by 1.	Stun	This Weapon leaves the target stunned and confused, for the remainder of the Round they have -1k.
Reliable	Overridden by Unreliable - The Weapon is trusty and never fails the user, they have +1k to their Hit Check.	Suicidal	The Weapon is <i>volatile</i> to certain conditions, upon being used, roll a D8, on an Even Weapon Explodes dealing 2d8 Damage to the User.
Scoped	The Weapon is scoped out, they cannot fire the weapon within a Range of 1, but if they [Minor Action - Aim] they add +10 instead of +5.	Unreliable	Overrides Reliable - The Weapon is a temperamental bitch, they have -1k to their Hit Check.

BORZOI Corporate Handbook: Singles & You

Each "Effect" may only be applied once and does not stack. Getting [Stunned] does not mean they can have a second [Stun] Condition applied on them at the same time. Nothing stops someone from *reapplying it* the next Round however.

Trigger	Description	Trigger	Description
Aflame	The Hound sets the target on fire, they take 2d6 Damage to Endurance at the end of the Round.	Knock Out	The Hound deals double the Shock Points to the Target.
Autoloader	The Hound may reload their weapon automatically.	Puncture	The Hound punctures the Armor, dealing half their total damage to Endurance and half to Durability.
Called Shot	The Hound may designate which Limb is being targeted for a Wound.	Safety	The Hound stops the weapon from overheating and risking themselves - subverts the <i>Suicidal</i> Tag.
Dismember	If the Hound deals a Wound to a Target, then the Hound increases the Wound by one step.	Stay Back	If in Melee Range, Target is knocked into an Adjacent Point.
Fried	If the Hound deals a Wound to a Target and they have a Cybernetic, the Cybernetic is Damaged in addition to their Wound.	Suppress	The Hound Suppresses the Target, if the Target Maneuvers, they will take damage equal to the Damage of the Weapon.



Cybernetics

The SNAP Revolution has been a boon for the prosthetics industry and has allowed thousands to live full lives and millions to modify themselves to take them. On the streets, SNAP Rigs can be installed by any chop doc with a chair and a few tools, though most are installed by a doctor that charges a premium. Acquiring limbs is where the money is, any asshole can have a rig, but it takes some real cash to get a half-decent limb to snap into it.

Implying you don't rip it off of someone else.

BORZOI and *Better Life Pharmaceuticals* have partnered up to enable any Hound with a SNAP Rig to have the proper prosthesis to live a healthy life. Of course, BORZOI has also put in requests for more *detailed* requests for Class-C's or even Grade 3's to fill out their ranks instead of relying on the mass market.

If a Hound ever loses a Limb via combat or willing procedure, they will have a SNAP Rig installed by On-Site Specialists. From there they may have their choice of Cybernetic Limbs to enhance their physical characteristics or enable them to live a happy, healthy, life. Cybernetics do not react positively toward electrical discharges and may cause severe damage to the unknowing Cybernetically Enhanced individual.

Cybernetic	Limb	Modifier	Tier	Description
Autoinjectors	Arm	0	3	SNAP Limb is loaded with five pharmaceuticals that auto inject into the system.
Blade Arm	Arm	0	2	A modified arm with an extendable Standardized Sword embedded into it - Able to be triggered for a [Interact] Action.
Class - A // Grade 1	Any	-5	0	A Skeleton Limb, functions enough, but little more than that.
Class - A // Grade 2	Any	+5	1	A Civilian Grade, mass produced limb, it works just like the real thing.
Class - A // Grade 3	Any	+8	2	A special grade Civilian Cybernetic, goes above and beyond the standard limb.
Courier Blades	Legs	+10	2	A Speed-First Design that enables rapid relocation, extremely obvious.
Cowboy Carl	Arm	+5	4	Specially loaded cyberarms outfitted with a Compact Revolver.
Dresden Special	Arm	0	2	Each finger of the arm is a separate tool, including Screwdrivers, Flashlights, and a Wrench.
Ghost Jack	Arm	+5	2	A datajack that enables rapidfire hacking into systems, better than using their hands.
Spring Heel Jacks	Leg	+5	3	Heavy Industrial Limbs with Shock Absorbers, able to fall from 30 Meters safely.

Utility Items

Utility Items cover a wide variety of different pieces of gear for the Hounds to employ, allowing them to get a tactical edge or simply adding an explosive edge to the combat scenario. Each Utility Item must be attached to a Slot in the Hound’s APS, quickly being able to use the piece of gear without compromising their maneuverability.

Grenades		
Equipment	Description	Tier
Fragmentation	A military fragmentation grenade. Close Range, deals 2d10 Explosive Damage to all Targets inside of the Point.	3
Shocker	Electrical discharge built to fry Cybernetics. Close Range, deals 3d6 Explosive Damage, if the Target has a Cybernetic it is considered Damaged. Affects all Targets on the Point.	3
Smoke Grenade	Standardized White Phosphorus Based Smoke Grenade. Close Range, lingers for 10 Rounds on a Point, considered to break Line-of-Sight.	1
Stinger	A pop grenade filled with rubber balls, intended to knock out or disable others. Close Range, deals 2d6 Explosive Damage with [Lead Core] and [Stun] Tags. Affects all Targets on the Point.	1
Stun	A standard stun grenade will disorient and disrupt anyone caught in the blast radius. Close Range, inflicts the [Stun] Condition on all Targets inside of the Point.	1
Tear Gas	A lachrymator distribution grenade, consisting of aerosolized solid or liquid to disorient a group. Close Range, lingers for 3 Rounds, whoever enters the Point is considered [Stunned].	2

Drones		
Equipment	Description	Tier
K-9 Unit	A K-9 Drone is a self-propelled VI-Assisted walking assistant. Expert at tracking and navigating the city. Does not need to be operated Manually. Considered to be Elite (D10) with Rating of 8.	4
Police	A medium (1000 mm) drone with sirens, alarms, automated messages, and camera software. Must be operated manually.	3
Reconnaissance	A small (250 mm) drone with a camera and recording features, nearly silent when flying. Must be operated manually.	1

Injections		
Injection	Description	Tier
Addroxo	Think clearly, stop moving. Add +2k to all Mental Checks and -1k to all Physical and Social Checks. Lasts for 30 Minutes.	2
Booster Silver	Take a moment to think. While not in a Combat Scenario, gain +2d8 to all Checks. When Combat begins, -2k until it wears off. Lasts for 10 Minutes.	3
Distortion	Lose object permanence in a location, immediately resetting one's memory back around 24 Hours. <i>Better Life Pharmaceuticals</i> Product.	1
Grey Matter	Do mathematicians dream of spreadsheets? Add +2d10 to the next ANIMA based Check.	3
Hype	Go fast, or die trying. Double Initiative for the Combat Scenario. Extremely Addictive.	2
Lazarium	Nothing is more intoxicating than being close to death. Remove all Shock and recover 1d8 Endurance. Feel Numb Inside.	4
Lazarus Whip	Death is never the end. If an individual is able to be recovered and is currently deceased, inject to restore them to 2d8 Endurance and 0 Shock.	5
Narcan	Save a life from a life of drugs. Inject into someone overdosing on drugs to stabilize them.	1
Nu-Sleep	Sleep without sleeping. Fall asleep while filling out paperwork.	3
Smooth	Take the edge off. Lose all Shock.	2

Pill		
Pill	Description	Tier
Euphoria Pill ©	Escape reality. Induce an internal chemical reaction. Die. A Better Life Pharmaceuticals Product.	2
Jump	FEEL THE JUMP IN YOUR BONES! Increase Initiative by +5 for the entire Mission. Piss red for a week.	2
Distortion	Lose object permanence in a location, immediately resetting one's memory back around 24 Hours. Better Life Pharmaceuticals Product.	1
Memorex	Professors love it, students need it, and kids want it. Enhance memory and retention of information.	1
Mentat	Mind over Matter. Increase Mental Checks by +1k for 1 Hour.	3
Somnia	Sleep soundly.	1
Sterin	Instant Bulking! Increase Physical Checks by +1k for 1 Hour.	3

Standardized PLEC Gear		
Equipment	Description	Tier
Battering Ram	A hunk of metal designed for battering down doors and breaking into locations. Takes three Slots to use.	3
Binoculars	A simple set of binoculars, most patrolmen buy a set for themselves, but can always requisition.	1
Breathalyzer	A breathalyzer test that requires a suspected inebriated person to blow into it. Determines BAC.	1
Bug	A micro listening device to be planted on any surface, often hidden in an ideal place.	2
Bug Detectors	A handheld electromagnetic device that causes bugs (or any other electronics) to go haywire.	2
C2	A handpacked RDX explosive for doors, used in breach and clear operations. If used forcefully, deals 3d10 Explosive Damage.	4
Chemsniffer	A breathalyzer test that requires a suspected individual to blow into it. Determines drug contents.	1
Digital Camera	A standard digital camera to record in 8K definition. Comes with a tripod and case.	1

Electrolock	An electronic lock for barring entry to a particular building in Neom, requires remote approval from the Key Holder - BORZOI IT Department.	3
Glowstick(x10)	A pack of ten chemical lights burns out after 20 minutes. Comes in any color	1
Heartbeat Monitor	Handheld device that can be used to detect heartbeats through 1 Meter of solid wall. Can detect life signs within 10 Meters unimpeded.	4
Infrared Goggles	Goggles that can see the infrared scale.	4
Minitools	A full tool kit of foldable metal tools, fits in a backpocket.	1
Mirrorgun	An omniwand that can twist and bend around corners or under doors, has a video system for seeing what's on the other side.	3
Net Burner	A sophisticated device that plugs into a port, downloading any data on the harddrive.	2
Night Vision Goggles	Goggles that enhance the user's vision for extreme low-light conditions.	4
Personal Health Monitor	A device strapped to the chest of a Prisoner or VIP, remotely monitors heartbeat and lifesigns.	5
Remote Camera	A sticky camera that can be placed to monitor a location, Handler has access to the remote feed.	2
Remote Uplink	Uplink device to allow remote access to private systems, heavily regulated and as such keyed to only be accessed by BORZOI IT.	1
Scrambler	A scrambling device that interferes with Cybernetics, shutting them down until it's removed.	3
Signal Jammer	Placed device that shuts down all communication and drone reconnaissance in an area of 10 Meters. Very fragile.	3

CORPORATE BENEFITS

BORZOI prides itself on actually paying its Hounds a reasonable wage so that when their tenure in the private corrections sector has concluded, they are reformed with a suitable paycheck. This is after the garnishment of the wages of course. BORZOI still needs to make money.

Each Hound has a set salary they are paid at the end of an Operation, being under a Prisoner Contract means that BORZOI has the right to garnish wages that would normally be paid out in full. In addition to taking a sum off the top to reflect the housing, feeding, and proper maintenance of equipment that the Hounds use. After every Operation, the Hound is paid their Salary, allowing them to freely invest their earnings in a variety of ways.

Paycheck

A Hound's Paycheck is determined by their time at BORZOI and their skills they have developed in service to the company. A base Paycheck is ¥45,000 BIC, however after wage garnishment and feeds incurred, the base amount a Hound earns is around ¥10,000 BIC to freely spend. As they are still incarcerated, they may only spend it after consulting with a BORZOI Accountant to manage their assets in pre approved methods.

The Hound may improve their Paycheck by cozying up to various high ranking officials in BORZOI's corporate structure as well as completing optional objectives during an Operation. These Optional Objectives may be personal (assigned to a singular Hound with or without the knowledge of their team) or be a team objective that is known to everyone. Optional Objectives may increase the Paycheck of the Hound by ¥500, ¥1000, or ¥2500 BIC depending on the complexity and demands of the objective at hand. Failure incurs no penalties, but the dissatisfaction of upper management.

After an Operation, the Hound may spend their Paycheck on improving various aspects about themselves including their Credentials and Corporate Benefits. These may incur an Upkeep Cost that may be paid for during the Accountant meeting.

BORZOI Corporate Handbook: Awarding a Raise // Denial of Service

Incarceration Value Index

A Hound IVI is the constant and ever present fact of life that the Hound must contend with. Their life has a price tag and it's currently owned by BORZOI, by paying off their debt to society (and BORZOI) the Hound is able to walk as a free man once again. The chief method of using one's paycheck is paying off their IVI, allowing the Hound to successfully reintegrate into proper society after their Contract has been concluded.

During the meeting with the Accountant, the Hounds will be informed of their current IVI and the potential for them to invest in paying it off. There is no other benefit to paying off one's debt outside being free of debt. However, once the Hound is free of their debt to BORZOI they receive their full paycheck instead of the garnished wages. They are, by all accounts, free men and women able to leave the company at their own discretion. However, with ₪BIC not having favorable conversion rates to the ₧SVB or €DBS, the Hound is encouraged to begin building their retirement fund instead.

Skill Training Courses

BORZOI offers an extensive Skill Training Course (sponsored by *Better Life Pharmaceuticals*) to allow its Hounds to develop their skills for the real world as much as develop their abilities in the firefights they engage in. Taking a Skill Training Course costs money due to the software licensing, as such the Hounds are able to spend their Paycheck in improving their Credentials or gaining new Credentials they are skilled in.

Skill Course	Cost	Description
Add CORE to Credential	5,000 ₪BIC	The Hound adds a new CORE to one of their Credentials with five or less COREs.
Add new Credential	10,000 ₪BIC	The Hound adds a new Credential of any type at Rank 1 with one Core. Maximum of 5.
Improve Credential	New Value x 1,000 ₪BIC ⁶	The Hound increases one Credential by +1.
Designate Specialization	8,000 ₪BIC	The Hound chooses one CORE from a Credential and makes it a Specialization - Rolling D10's instead of D8's.

⁶ Credential is 6 and I want to improve it to 7, it would cost 7,000 ₪BIC.

Corporate Savings Account

Due to the Hounds being incarcerated with seized assets (due to mostly being illegal) in addition to having most of their funds being controlled by BORZOI directly, they do not have access to a Private Savings Accounts. What this means is that the Hounds who are unable (or unwilling) to spend their paycheck may have it redistributed as a contribution to BORZOI for continued maintenance and development of the company. As one Hound proudly declared "I'm glad my paycheck paid for the drink machine in the executive lounge."

This can be circumvented through *Brandenburg Infrastructure's* light ties to some banking firms allowing a Corporate Savings Account to be opened in the Hounds name⁷. Investing in a Corporate Savings Account allows the Hound to deposit money from their Paychecks into a private "vault" allowing them to access it later for a rainy day, improvements to their person, or simply allowing them the financial security of one of the largest financial conglomerates in the Northern Hemisphere.

Failure to pay the Upkeep results in immediate closure of the account and all assets inside of it being seized by BORZOI's financial auditing service to pay the bank for the failure to pay. If no assets were inside of the account, 5,000 ¢BIC is applied to the IVI of the Hound for Financial Fraud.

Savings Account	Limit	Cost / Upkeep	Description
None	0 ¢BIC	0 / 0	The Hound does not have an Account.
Intern	5,000 ¢BIC	2,000 ¢BIC / 500 ¢BIC	Intern Accounts are often designated for Freelancers in a company, low in, low out.
Employee	10,000 ¢BIC	4,000 ¢BIC / 1000 ¢BIC	The Standard Employee Account © is the most popular among middle management.
Specialist	20,000 ¢BIC	6,000 ¢BIC / 1500 ¢BIC	Specialist Accounts are more used for business trips, but are still used regularly.
Silver Account	50,000 ¢BIC	8,000 ¢BIC / 2000 ¢BIC	Managerial Accounts - for the business man inside all of us, often in more ways than one.
Gold Account	100,000 ¢BIC	10,000 ¢BIC / 3000 ¢BIC	Gold Accounts are for those who want to shine bright and retire happy.

BORZOI Corporate Handbook: Why Have a Savings Account?

⁷ Technically opened as a BORZOI Corporate Account with proper labelling

Corporate Housing Complex

BORZOI currently has 150 Hounds on retainer, most of which are ex-criminals of some variety or voluntarily signed up due to a death wish. Former prisoners with a IVI reside primarily within "The Kennel" - a tight bunkhouse modeled after a high-density prison located in BORZOI's second building. There are a handful of guards due to technical reasons, but with electric locks and ID chips implanted in wrists, it's nearly impossible to just "Escape" easily.

But "escaping" the claustrophobic reality of prison life and the instamush that is served daily is paying for it. The Hound may opt to purchase the right to improve their living standards by investing in better housing by "moving up" the second building. Due to being incarcerated, they may not leave willingly, but the difference between a three man bunk bed and a private apartment does leaps and bounds for one's health.

Corporate Housing	Benefit (Cumulative)	Cost / Upkeep	Description
The Kennel (Floor 4)	None	0 / 0	The Bunkhouse in which everyone starts their employment at BORZOI. Smells like piss.
Micro Apartment (Floor 5 - 6)	+10 Endurance	8,000 ¢BIC / 1,000 ¢BIC	25 Square Meters of home, a bed, some appliances, and a shared bathroom.
Studio Apartment (Floor 7 - 8)	+10 Endurance +1 CWT ⁸	14,000 ¢BIC / 2,000 ¢BIC	40 Square Meters, private bathroom, private bed, small kitchen, all in one studio apartment.
Bachelor Homes (Floor 9)	+20 Endurance +1 CWT	25,000 ¢BIC / 3,000 ¢BIC	70 Square Meters - Private Bathroom - Large Bed - Actual Windows - Two Rooms - Lovely.
Skyline (Floor 10 - 11)	+20 Endurance +2 CWT	35,000 ¢BIC / 4,000 ¢BIC	100 Square Meters of space with two rooms, closet space, closed intranet, and right to actually order food (still has to be checked).
Penthouse (Floor 12)	+30 Endurance +3 CWT	50,000 ¢BIC / 5,000 ¢BIC	The 250 Square Meter only has four available for the best employees, with two already filled, it's first come, first served.

The Color of Static: Living Outside BORZOI

⁸ Critical Wound Threshold

Armory License

Dresden Dynamics and BORZOI's partnership on the Armory License system has allowed them to successfully control and manage the development and production of firearms. With a majority of Dresden Dynamics weapons, APS, and supplies being used by former criminals, it's only fitting that they charge a premium on the right to use them (a cost that is then paid for by the Hounds to use said equipment).

Buying an Armory License allows the Hound to requisition better equipment during the start of an Operation and come better equipped for the adventures ahead. However, they still cannot bring more than one Primary and two Secondaries with them on an Operation.

License Level	Cost / Upkeep
1	0 / 0
2	4,000 ¢BIC / 0 ¢BIC
3	8,000 ¢BIC / 500 ¢BIC
4	12,000 ¢BIC / 1000 ¢BIC
5	16,000 ¢BIC / 1500 ¢BIC
6	20,000 ¢BIC / 2000 ¢BIC

Corporate Networking Events

Networking is the lifeblood of the corporate sphere, the knowledge of who knows who and who's willing to pay off who. BORZOI is no different, arguably the entire company is built off the back of an interlocked series of nightmarish network events and backroom deals to facilitate the flow of capital. Now the Hounds can enjoy this lifestyle as well.

Corporate Networking Events is the catch-all term for building relationships inside of BORZOI and their immediate allies. Having a Relationship with someone means that the Hound knows this person and may call upon their assistance when needed. On the other hand, friendship is a two-way street and they may be asked to do some dirty work for their new best friend. The Handler is always excluded from this, all of the Hounds are assumed to have some variety of a relationship with their Handler.

It's their last vestige of genuine human connection.

Connections					
Handler	1	2	3	4	5
0 ¢BIC / 0 ¢BIC	1,000 ¢BIC / 0 ¢BIC	6,000 ¢BIC / 1,000 ¢BIC	12,000 ¢BIC / 2,000 ¢BIC	20,000 ¢BIC / 3,000 ¢BIC	26,000 ¢BIC / 4,000 ¢BIC

Medical Insurance

Better Life Pharmaceuticals and BORZOI's working partnership allows all of the Hounds to be treated for various conditions, ailments, and life threatening internal injuries they may sustain in the field. The medical insurance that the company provides does also cover most dental, vision, and cybernetic retrofitting that a Hound requires - almost all of it being inhouse with *Better Life Pharmaceuticals* physicians and VI support.

However, it's no secret that *Better Life Pharmaceuticals* has been pushing the envelope on a few surgical practices, namely investing more into their Neuroweave department to allow for more radical and invasive surgeries to solve the "Human Condition." A Hound may opt in to one of these surgeries by paying the requisite fees, mostly a handful of waivers and other paperwork to ensure that if they die no party is responsible and having to file it themselves.

Medical Plan	Cost	Approved Surgeries
Standard	0	0
Copper	5,000 ¢BIC	1
Bronze	10,000 ¢BIC	2
Silver	20,000 ¢BIC	3
Gold	30,000 ¢BIC	4
Platinum	50,000 ¢BIC	5

If the Hound is unable or unwilling to pay the required upkeep for their Neuroweave, namely the Immunosuppressants required for their body to actually accept the invasive surgery in their system, they will reduce their Endurance and Critical Wound Threshold by half and will not recover between Operations.

Neuroweave Surgery	Upkeep	Description
Adamantine Skeleton	1,000 ¢BIC	The Hound changes their Critical Wound Threshold to be [Bone x 5]. Sets off metal detectors frequently.
Armored Skull	250 ¢BIC	Adds the [Damaged] Condition to the Head. Feel dizzy when waking up in the morning, showering, or being next to others.
Chip Removal	1,000 ¢BIC	Removal of the BORZOI Tracking Chip embedded inside of the skull of the Hound - this is free for those who have paid off their debt.
Closed Metal Ribcage	500 ¢BIC	Adds the [Damaged] Condition to the Torso. Breathing is shallower and more sporadic, nicotine consumption is not recommended due to lung problems.
Combat Ticker	1,500 ¢BIC	The Hound's sense of time has been modified - may select an additional Action during Initiative and may declare they are going first in the first round. Cannot be ambushed. Cannot Sleep without hard opiates.
Compartmentalized	1500 ¢BIC	By removing and retrofitting non-essential organs and muscles, the Hound may now carry an extra 10 kg of supplies inside of their now excavated body. This is horrifying.
Dermal Plating	500 ¢BIC	The Hound increases their Endurance by +20, Critical Wound Threshold by +2, and has a natural AV of 2. Due to the metallic inlays in their skin, they are far heavier and set off metal detectors.
GAZE	750 ¢BIC	GAZE enables the Hound to switch between Thermal, Night, Ultraviolet, and Electromagnetic Vision Styles. Due to the work on their eyes, "normal" sight is distorted due to cone corrections.

Killswitch	875 ¢BIC	Removes a majority of the nerve sensors inside of the body and replaces them with a serotonin release instead. The Hound does not suffer from Shock, or feel pain for that matter.
Miracle Engine	2,500 ¢BIC	The "Miracle Engine" is installed inside of the Hound's body, should their life signs cease, their body will be shocked awake and active, restoring +2d8 Endurance. Does not work if the head is removed or destroyed.
NuYou Surgery	250 ¢BIC	The NuYou Genetic Treatments are applied, adding +1d4 Vital Points that the Hound may freely distribute.
Second Heart	1,500 ¢BIC	An artificial Mircoheart is embedded into the body of the Hound, pumping blood faster through the system. Increases Endurance by +3d8 and doubles metabolic rates.
Sonico Hearing	500 ¢BIC	Sonico's allow the Hound to hear and detect sounds from a great distance and pinpoint them, due to the implants they are also subjected to auditory hallucinations.
Ultra Instinct System	250 ¢BIC	The Hound adds +5 to all Reaction Checks as their body twists away from danger without their input.
Wired Reflexes	1,250 ¢BIC	The Hound adds +10 to their Initiative and increases their total Actions to 4. Due to the constant muscle spasms, they require extensive sleep aids.

Mind Sculpting™

Mr. Reuben's ultimate goal in life is to live forever, though he has joked that maybe 500 or 250 years would be pretty nice. He has publicly supported and even cultivated a slight cult of personality around the concept of Mind Sculpting (tm). Mind Sculpting is the process of recording one's ANIMA and being able to "replace" it into another body. Immortality to Reuben is just the act of one's mind living forever, it's even debated that there are a few "Reuben's" running around with severe plastic surgery to look, act, and "be him."

If the Hounds feel their mortality coming up on them, they may opt to perform a Mind Sculpt allowing *Better Life Pharmaceuticals* to maintain a copy of their ANIMA. Should they tragically pass away, then their Mind Sculpt is then placed in a new (vaguely willing) body for them to use. The perception of which would be "waking up" with no memories of the events after the Mind Sculpt (or its monthly updates).

Mind Sculpting maintains all of the ANIMA Vitals and Credentials of the Hound, but they will need to reroll their Physical Vitals based on their own archetype (as they would inhabit a body similar to their own) and roll for their new Endurance. Now, for an extra fee, BORZOI may attempt to find the idealized individual to better fit the new body of their Hound. After being sculpted onto a new body, the Hound will need to pay for a new full scan of their ANIMA. A small price to pay for immortality, no?

Mind Sculpt	10,000 ¢BIC / 1,000 ¢BIC Upkeep	
Additional Features	Cost	Description
Advanced Durability	+5,000 ¢BIC	Add +2d10 to Endurance
Improved Bone Density	+2,000 ¢BIC	Increase [Bone] Roll by +2
Improved Musculature	+2,000 ¢BIC	Increase [Meat] Roll by +2
Improved Reflexes	+2,000 ¢BIC	Increase [Twitch] Roll by +2
NuYou Expansions	+2,000 ¢BIC	Add +1 to [Bone], [Meat], or [Twitch].
Physical Characteristics	+1,500 ¢BIC	Allow for specifications of the body to be used upon being Mind Sculpted™.
Reworked Physical Capabilities	+10,000 ¢BIC	Choose a different Archetype to roll for their BMTI.

RETIREMENT

BORZOI offers a comprehensive retirement package for the Hounds who wish to leave their service upon completing their Contract. However, the corporate world is rough and it's best to have someone supporting them, so many Hounds, regardless of affiliation, choose to stay on as loyal supporters of BORZOI's mission statement.

The chief priority of the Hounds is paying off their IVI, allowing them to legally be considered free human beings. When the Hound has paid off their debt to society, they are free to leave BORZOI's employ and seek their destiny back on the streets of Minsk, being rendered unplayable as they have retired. They will lose all of the benefits that BORZOI provided them, as all housing, medical insurance, bank accounts, armory access, and even Mind Sculptures are property of BORZOI - not them.

If the Hound wishes, they may choose to stay on with BORZOI as a full time employee. They receive their entire paycheck and continue to enjoy the benefits of being an employee. Instead of worrying about their debt, they must now consider the ultimate goal of the corporate world: Retirement.

After completing their IVI, the Hound enters the second half of their adventure. How they are choosing to invest their funds and time into either retiring or becoming a functional member of society. There are three main ways to "end" one's journey with BORZOI and the stories they now have to tell.

Investment Retirement is the act of opening and maintaining a retirement account through accumulated wealth. Allowing them to invest their paycheck into their retirement fund and after they successfully retire, cashing out their funds to live their life with their new riches.

Investment	Outcome	Description
0 to 50,000	Poverty	The Hound leaves BORZOI and ends out exactly where they began, probably taking up their old work soon after.
50,001 to 100,000	Humble	The Hound lives humbly, working a mid-range career or menial labor to make ends meet.
100,001 to 500,000	Well-Off	The Hound is a dedicated member of society, perhaps opening their own business or moving to greener pastures.
500,001 to 1,000,000	Stand Alone	The Hound stands alone, wealthy enough to support a burgeoning business empire of (il)legal means.
1,000,000+	Paradise	The Hound retires gracefully elsewhere, preferring to not worry about the problems of Minsk they've left behind.

Corporate Sphere is for the ambitious Hounds who want to secure a future working for the winners of society. Investing oneself into the BORZOI corporate life allows the Hound to ingratiate themselves with various corporate dealings and cut deals with those willing to work with them. In short, the Hound wants to sell out to one of the corporations and work in middle management, using the system to profit off the misery of others and enjoying the high life from a skyscraper. This does involve working with those willing to uplift the Hound, whether that's with BORZOI itself or with one of the many different Corporate entities always looking for the next proud security chief with experience.

Finally, there is the **Independent** method. Sometimes a Hound walks their own path and wants to forge a future for themselves that's not as simple as cashing out or selling their soul. They may want to start a new business, offer to franchise BORZOI elsewhere, or perhaps work with their old clientele in shadowy dealings. Independence comes at a cost and it's the demand for the Hound to think for themselves about their future.

Something that a dog like them hasn't done until now.