

# Neurobeat



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# Preface

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I get ideas sometimes. Sometimes those ideas are more about what I “can” do more than anything. Ideas spring up and I have some odd insatiable desire to actually see it to completion. Now, there were two of these ideas that collided for this one.

First was a “Psycho-Psychic TTRPG.” Psychic Powers have always had a weird state in games, most of the time I see them as the weird magic system in a Sci-Fi game or worse, “Alt-Magic” that follows the same rules as blasting someone with an arcane incantation. The name actually came from a writing prompt I had a long while ago, the term “Psycho-Psychic ” being just an uncontained psychic with too many powers, power being more explosive than helpful.

The second was “Post-Cyberpunk.” Cyberpunk is one of those weird “punk” genres these days, as placing that word at the end of anything immediately makes it a setting descriptor. Steampunk, Dieselpunk, Atompunk, Boatpunk, Meatpunk, and of course, Cyberpunk. Usually it’s the “High-Tech, Low Lives” angle (though with the rest of them replacing “High” with whatever it is) and rolling with it. Fuck authority, fuck corporations, and the rest of the rock and roll, quickly followed by buying a \$30 PDF with 2 pages of game and 120 of eye-melting art. But what’s “Post” Cyberpunk? Simply put, it’s what happens after. Punks win? Punks lose? Doesn’t matter. Things changed and now we’re here. I’ve heard works like *Ghost in the Shell* is “Post-Cyberpunk” before. Often these “Pristine” worlds of things are better than average, or some punk element is gone.

Fuck that.

People have weirdly corporatized the notion of Cyberpunk. It’s not some dystopian look at a future where nothing matters and even your body is an asset. It’s been morphed into this “Lifestyle” brand by the same corporate sphere that it’s railing against. The same people declaring their ardent support for a cyberpunk future drink a Venti Mocha Latte from Starbucks and get excited for the next show on Amazon. Not to say I’m one of those people. I’m worse. I think things are going fine, too fine, too mundane. We’ll march into a future dystopia clapping and pretending that tomorrow the REAL dystopia will start.

So I guess Neurobeat is more a reflection of that. A malaise of the day-to-day. Yeah, psychics exist and are feared, because they work for the cops and need a warrant to forcefully read your mind. A cyborg killing machine walks the streets and people celebrate it. A virtual intelligence says she loves you and asks for a subscription.

Cyberpunk is Dead. Long live Cyberentropy.

# The Last Song of a Dead Genre

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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 Edgerunners 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 Life, and Death, of Jackie Sevens

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In 2060, Jackie Sevens was born. No one knew his real name, but he made one for himself through the next decade. Chromed up by 2076 and playing live shows in 2078. He was a rockstar, an underground legend, a bonafide youth hero with a gun in one hand and guitar in the other. He didn't sing about how the world sucked, he sang about how he was going to change it. And he did. By the time he was 19, he had a record a mile long. Jackie was a menace, labeled as a criminal, a terrorist, and everything else. But people only saw a kid saying he was going to blow up this world order and go about doing it. His music was passed around secretly, his shows were exclusive and invite-only, being on his team to do a job was an honor. He had become a legend, a legend that hated the corporate world he lived in.

So the corporate world did what it did best.

They made him a brand.

Johnny and the Sixes sang at blow out theaters, covers of his songs of course with modified lyrics. The Jezebels got signed with a seven figure paycheck to make three records that went platinum. Seven-Seven shirts could be bought at boutiques. Hell, even being a *Maverik* became a lifestyle brand, buy the shirt, buy the clothes, buy the body armor, buy a new holdout gun, it lights up!

Jackie Sevens, now 27 in 2087, realized punk was dead. A brand. Of course, there's a bit of debate about the reason for this. Johnny and the Sixes were millionaire rockstars playing his music. The Jezebels did movie soundtracks. And a hundred other instances of people making it out of the muck while he reveled in it. Not to say he was still popular at this point. A few bad runs, a bad show, an addiction of JUICE, and two ex-wives will do that to you. So he decided to do his last show, a blowout, the last star of a dying genre.

## The 2087 Show to End all Shows

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Together, with eight others, they strategically positioned themselves across the globe to enact the largest run ever devised. A run that shouldn't work, that can't work, that is impossible. But flawed ideas were Jackie's specialty. It went perfect, everything was plugged in and ready to go. And so, Jackie Seven's final song was played across the entire world for twenty minutes. Every screen, every venue, everyone could see and hear Jackie Sevens perform *Death on Speed* live. Of course, there was something else going on. All those hackers weren't just there to plug him in, he was the distraction. Over the course of five minutes a Virtual Intelligence was uploaded to a dozen stock exchanges, interacting with others to prompt

do what they did best, automate the market. In the span of a minute, the autonomic processes controlling the market broke.

The entire world's economy, held together by algorithm and faith, was destroyed. The Corporate Idolatry that Jackie hated was decapitated as people realized money wasn't worth anything anymore. State actors attempted to stabilize the situation, but the damage was done. Trillions of dollars simply vanished, evaporated into the aether as Jackie intended. Everything he hated was destroyed, everything he sang about was over, and as he hit the final cord on his guitar. He gave one final rockstar yell, and blew his head off with a shotgun.

His associates were found. Some resisted, and were shot, three stood trial for their involvement, but the damage was done and nothing was going to fix it. The last punk rocker died standing up, defying the world he hated, and killing himself in a final "fuck you" to society at large.

It took three days to stabilize the economic world, but the damage was done. Corporate stocks were dead, states seized on this to reclaim the rights that they had lost by devouring the same corporate leaders that once bought and sold their influence. Trials were held, lawsuits were forced to pay, and everyone scrapped. Of course, the United Nations Economic Oversight Committee (UNECO) rolled out a new way to "help." The Currency Credit  $\alpha$  (or Creds) was a mixture of Chinese Social Credit and new monetary policy. The adoption was rapid, desperate, and functional. Power rested in the hands of the newly empowered United Nations. Not to say the world was stable.

## The Second Arab Spring – Neom

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Turns out living out the wildest dreams of every conspiracy theorist justifies extreme behavior, civil disobedience skyrocketed, which justified expanding security forces. Which justified harsher punishments. Which justified more extreme measures to preserve the peace. The Second Arab Spring erupted in Neom, a final demonstration of a free world, railing against the corruption and control of the government who worked hand-in-hand with what many saw as tyranny. The Line was filled with the flags of the old Edgerunners, of Jackie Seven's Band, of anything to demonstrate defiance against a world that forgot them.

And the UN sent in troops alongside the Saudi Arabian government. It was crushed within two weeks of fighting in the streets. Currently NEOM is a United Nations Security Zone, monitored by UN troops as well as locals. The year is 2099, two years since the Second Spring.

And you've been assigned your new beat.



# New World Order – 2099

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

At the turn of the century, technology pervades the day-to-day lives of a scarred and deadened civilian populace. The survivors of fifty years of war and the malaise that followed has led to a rampant abuse of ways to forget. A way to cope with loss, a method to ignore the problem, or a system to remove that burden placed upon them. To many, this is accepted, embraced even. After Jackie Seven's Show, the corporate sphere died in agony, scraping together a nostalgia for a time when everyone else was more miserable than they were all now.

But society just kept marching on, a ceaseless advance into a pale void of entropic dreams.

## Cerebral Enhancement Training

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The 2030's Mental Wellness Initiative by the UN prompted the proliferation of seven hundred and thirty eight new medications to hit the market. Each was researched, funded, and approved by various boards to "enhance civilian mindsets" and treat various neurological disorders that were created to create a medication to fix it.

Lorraine Pharmatroniks was one of these companies. Granted 1.2 Billion Euro to develop new pharmaceutical products. However, deep into research for Schizophrenia related medication, Psycresonat Waves were discovered. Psycresonant Waves were a poor name for the unlocking of human psychic potential inside of a human brain. Testing was immediately picked up by the German government for military purposes and expanded into a full European Union operation.

## Generation 0

Generation Zero of Psychics were drawn from the main pool of the original medication, Schizophrenics. Those with the proper cerebral mapping were able to manipulate their new found psionic powers, though many of them proved to be unstable. But after a test group of thirty-five (two survivors), Neuromab was produced by the European Union for the first psychic core. Neuromab-A was synthesized and injected into willing soldiers who passed psychological examinations and deployed.

## Generation 1

The first Generation of Psychic Soldiers were deployed across the world, though their numbers never exceeded Company size. These Psychic Soldiers proved effective, if extremely unpredictable. Their first deployment was in Kosovo, where the Psycho-Company were extremely prevalent in assaulting various entrenched positions of both Kosovite and Serbian positions as EU forces attempted to quell the fighting. Though, by the end, a revision of the Geneva Convention (the Cologne Convention of 2041) included such provisions as Cerebral Hemoraging, Forced Psychic Confessions, Suicidal Possession, and multiple situations were added as crimes against humanity.

This did not stop the First Generation from breaking many of them. Repeatedly. Often with little oversight or trials involved. One of the major reasons was the size of the First Generation as well as the casualty rate of these men. The unfortunate reality is that the First Generation proved less effective than Mechanized Infantry, full conversion cyborgs which saw proliferation after the SNAP System of Cybernetics made it easier to develop and innovate across the Cybernetics sector.

## Generation 2

Second Generation Psychics were the smallest generation, totalling out to be eight thousand. Neuromab-B was more aggressive and invasive, the initial soldiers proved unfit for combat, being a walking human rights violation wherever they went. With the EU selling the Neuromab-B to the corporate sphere, the Second Generation ended as security inside corporate offices and enclaves rather than serving the public good. They were psychotic at best, monstrous at worst. Able to remotely manipulate objects, increase their own physical wellbeing, and some of the most powerful able to resurrect themselves after complete brain death.

Second Generation Psychics died off after about a decade, most ending their tenure in the early 60's. The few that remain in the modern age are heavily medicated in specialized facilities, keeping them safe to staff and other patients.



## Generation 3

Third Generation Psychics emerged in the 70s, with Neuromab-C being more attuned to the powers than before. Their skills with telepathy were unmatched as well as their developed skill at clairvoyance, though this led to a state of disassociation for many. After too long, without proper treatments, the Third Generation would simply “fade away” leaving behind a fragmented being of all the minds around them. Useful for their predictive power, it paled in comparison to more robust systems for business.

The Show happened, leading to total corporate collapse. The United Nations seized the project entirely, beginning development on the fourth, and potentially final, generation of Psychics.

## Generation 4

The Fourth Generation is taken from those with the right mental strength and willpower, combined with Neuromab-D, they created the most stable of the four generations. This came at the cost of overt power, being the weakest of the four did keep them both grounded in reality, but sane enough to do their job.

In 2099, Neurobeat was the only major organization that employs Psychics. Those who leave the program find jobs elsewhere, but without the medication provided, most take a cocktail of secondaries to remain functional in regular society.





# SNAP (System Neutral Appendages)

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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.

SNAP Tech only improved when the first Neuweave Surgeries began allowing for more invasive cybernetics without the immunological problems due to new techniques and medication.

By 2099, any punk can afford a SNAP Rig on an arm or leg, while more elite Mavericks can become almost a Full Conversion Borg like the Murphies they oppose. Cids still see use across the world, corporate security, PMC, and the UN actively employ their services. Most older Cids have begun to break down as their bodies are failing, research is being conducted on replacing old RIGs with newer models to assist these veterans.



# New Wave Intelligence

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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. An 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 2099, 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.

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 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 three (registered) ones exist.

Clearcentral, the "Son" of Clearwater who has been distributed across a thousand different servers, working as a tech assistant in different usenets that they would have access to. Orion, the United Nations official AI that sweeps across all of its systems, acting as an intermediary and grand vizier of the credit banking vaults. Finally, Kuzuryu Ai, a Japanese virtual avatar that plays video games on various streaming platforms. There is no current information about how she is able to do this consistently, but her consistent failure to play said games is often attributed to a relatively small server space.

#### Side Note: Artificial Intelligence & Naming

This is minor, but generally speaking, AI don't adopt traditional names. Most of the older variants (Pre-Show) tend to adopt the companies name that created them and something else. Newer ones tend to just adopt whatever they feel is appropriate. 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).

#### Side Note: Artificial Intelligence & 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.



# Lazarus Weeping

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Conflict breeds innovation, and innovation demands sacrifice. In the medical tents of the war, in Red Cross centers in refugee camps, and corporate labs the crucible of medical innovation was formed. Most innovative designs came into being faster and easier. Autostick bandages, shots to knock a screaming soldier out faster, a pill to stop radiation poisoning quickly, a medical robot to assist a war surgeon perform twenty operations a day.

The new wave of medical instrumentality was the dissemination of healthcare in a pill. With the need to innovate in mental health, physical health was the logical starting point. A pill to give you energy, a capsule to lubricate the joints, a tablet to ease the pain faster, another caplet to kill yourself when it gets too bad. Synthesis of medical procedures into medication was essential, one day a doctor treated you, the next they signed a slip of paper and you went to the pharmacy to fix yourself up. By the time people noticed, doctors found themselves in elite positions and specialist gigs rather than serving the customer.

Medical VIs were so versed in studies and previous cases that 97 percent of patients got their prescription before they explained everything. Some just grabbed the cheap variety. But the secret to any temporary treatment is that it never lasts long. Each bottle of medication is another paycheck and lasts half as long. Addiction became rampant during the 60s and 70s, but addiction drives business, and is it really addiction if it was signed for?

In 2099, the UN is directly responsible for health companies of the world, each competing against one another for credit grants. The system is still in place, if managed more closely. In the early 90s injections became more popular, no more waiting for relief. Though the cost of a single injection is about the same as a pill bottle of the same stuff, rather than popping pills like an addict, a quick jaunt to the bathroom and you're better than before with half the consequences.



# Disco Elysium

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While many in the UN would love to believe that their work has created an ideal world, the seedy underbelly still exists. Soccer matches, virtuosports, streaming, and everything else keep people happy, but people still hunger for more.

Illegal activities still exist, quite extensively in some circles. Drugs such as Haze or Turquoise keep the glamorous starlets high and the cartels in business, while Methamphetamines and Tar helps the poor and miserable sleep at night. Though the most extensive criminal enterprises still in operation are the Mavericks.

Maveriks, as defined by the United Nations, is any individual engaging in solicited terrorist acts against private or public institutions under direct desire of private gain from another party. The old Punks of the 60s and 70s have mostly retired, but would still fall into this description, though sometimes removing the "from another party." The modern Maverik is entirely a selfish beast, a professional street mercenary, taking money from anyone paying to do a job for the promise of a few off-the-books credits.

Most Maverik operations are supported by third party cryptocurrencies that allow untraceable exchanges of credits without government oversight. Their jobs and missions can be anything from roughing up competition on the turf, to raids on corporate buildings. The UN used to be considered faux pas to raid, but through the 90s more intense raids have been launched against UN facilities globally.

The typical Maverik is 20 to 30, often from low-income or disadvantaged households with previous experience in either the military or criminal activity. Mavericks are almost entirely outfitted with cyberware of some variety, though that extends to Hacker Uplinks just as much as full SNAP replacement limbs. Each is armed with weapons, though light arms is often all they can afford. They are extremely well connected and can be expected to leverage assistance from others in their line of work, just as much as from any previous employer for a favor.

The UN, officially, is not allowed to engage with Maverik groups. Unofficially, when a UN officer does hire a group it is marked as a Third-Party Operation Expense and only limited types of jobs (Espionage, Reconnaissance, Theft, or Protection) are allowed. UN employees found violating these rules are subject to severe consequences or 5-8 Years in Prison.

# Badge of Purgatory

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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 private police. 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 these 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 the most effective in their private enclaves, these security guards were top of the line and mostly drawn from the military for heavy paychecks. Even the Second Generation of Psychics saw their initial purpose in being a walking security monitor. Though, with the Show and collapse of the Corporate Identity, so did their police forces.

These private armies and PLECs were hired by the nationstates who needed them (and to accommodate the Nationalization of Security act to get the bail out they desperately needed). To form the modern policing structure.

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Modern policing has many holdovers from the PLEC days, mostly a rigid sense of bureaucracy and "Claiming" neighborhoods as their own. Individual stations may wear the same badge, but they will rarely be entirely friendly to one another. Often getting into fights just as much as solving crimes.

To help combat this, many Police Commissioners have begun the recruitment of cross-station support units known as Murphies.

A Murphy is an individual who has undergone full conversion robotic treatments, replacing up to 95% of their body with cybernetics. Named after the Detroit Police officer, Jameson Murphy, who became the first of these, a Murphy is a walking beacon of law, order, and the steel that follows.

Being the metal man has dulled many of the Murphies sense of time and, to some, humanity. Those who have interacted with these massive

officers of the law understand that beneath its cold metal exterior and plastic skin is a human being. Which many Murphy's do embrace, trying their best to become cyborg members of the community, even if they don't need to sleep and eat nutrient paste as they've lost their sense of taste. Disturbing at first, their metal facades and some extreme personality quirks endear them quickly as the hammer and anvil of the law in an area.

To Neurobeat, a Murphy is one of the few people who treat them without an overt sense of hostility or distance. With a majority of their body metal, it's almost impossible to get a read on them, most of their surface thoughts replaced by the slow repetitive sound of their implants moving forward. This has led to some Officers declaring they aren't human. But why is a Murphy invited to a gala event, waving at passersby while soaking up a battery pack to stay awake, while the Neurobeat Officer finds themselves alone in the darkness.

# Monolith to Unity (The UN)

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What creates a world government?

Authors, thinkers, philosophers, and the occasional schizophrenic would proclaim their own theories on the matter. A united front against a great threat, an insidious plot by the global elite, or some glorious revolution to save us all from ourselves. The truth was far more dark, it was money and security. When desperation and the threats of instantaneous annihilation become apparent, the rational man becomes king.

The United Nations and its Credit System became the sole method to save a global economy that had twisted itself so far that the only solution was to unscrew the entire disaster piece by piece. But they did, and people rolled over for the promise of security. The belief of the nation or identity of a people had been whittled away after the wars and propaganda. Everyone was equal, everything was fine, everything was dying, and nothing mattered.

The United Nations as of right now operates as a global hegemon with the support of the remaining powers in Europe, Asia, Africa, and parts of the Americas. The noticeable problem child is the United States of America, but after the Pax Republica of the 60s, most of the USA is a shadow of itself as its individual states bicker among one another with a government with little authority.

In some ways, it's the diametric opposite of the United Nations. Hundreds of squabbling groups bickering with one another, but refusing to be anything but what they are. In the UN, hundreds are united under the rule of one, all kowtowing to the new celestial emperor who pays their bills and keeps their lights on.

The United Nations is a juggernaut of progress, not built on the back of an identity of purpose, but the threat of its displeasure.

Inside the gilded halls of the UN, the usual office politics are present. Individual groups all seek a benefit in their own niches and desires. Democracy, as flawed as it is, keeps the entire system functional. Currently Xiao Minghao serves as Secretary-General, the second to hold the office after Secretary-General Augustas Deiceris authorized the Credit System. Minghao is a stately man with a future of stability and prosperity, though his more aggressive policies have been seen as extreme, many view it as a necessary evil in this new world.

Neurobeat is officially based out of Brussels, under Director Martin Gibson, has seen several funding cuts, though redoubling the efforts of Neurobeat throughout the world. Most of the UN views them as necessary, but the expensive Neuromab-D treatments stop most expansion of the program (or further support of retirees). In total, there are around 250 Officers of Neurobeat currently deployed in the world, with a majority of them based in the hot zones or "places of interest." Though Officers only form a small part of Neurobeat's infrastructure, with many of the fourth generation psychics finding work in other branches of the UN. Though many still report directly to the home office for assignments.

Most of Neurobeat's staff find themselves in the Peacekeeping intelligence, surveillance and reconnaissance Department. These Peacekeepers are the paranoid ones who poach prospective Officers for the big leagues of international espionage. Though the truth is that most will do the same job they have been doing, just with a new boss to report to.

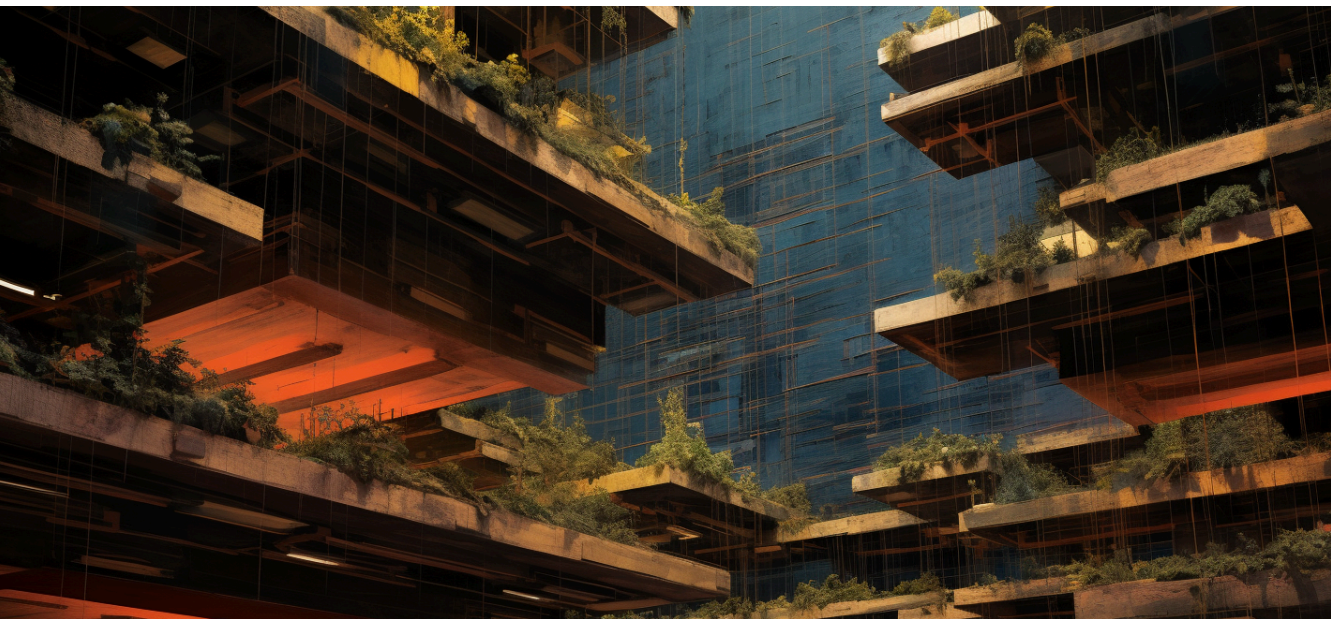


# The Manufactured City

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Neom was built on sand and dirt, a megalith to humanity's hubris and desire to spite the world given to it. Started in the early 20's, the first section was honestly completed in 2034 after significant corporate investment. That investment only grew by the year, an investment that became a partner, that became a dominator.

By the 2050s, Neom was complete, a labyrinth hive city with four million inhabitants. Two horizontal skyscrapers laid 170 km in a patch of sand, though that didn't stop anyone from expanding it. It soon became an enclave, divorced from the nation state that created and funded its inception. The corporations turned the manufactured city into their private paradise, an anarcho-capitalist utopia where anything can be bought, sold, or traded to the right buyer.



And it grew and grew.

By the 2070s, population doubled to eight million as the Line itself expanded to encapsulate the entire area. The hive expanded, the labyrinth grew, and the minotaur hungered within. The Cityblocks were a natural formation of stops of the Speedrails setup in the heart of the structure. Some were manufactured resort towns, Trojena, Oxagon, and Sindalah all had their plans set and built by the architects. Alkhurayabah, a small town near the first camp, grew as more people wanted (or were forced) into the Line itself. Even Tabuk, a city of 600,000 at the dawn of the project, skyrocketed as the walls of the Line closed in.

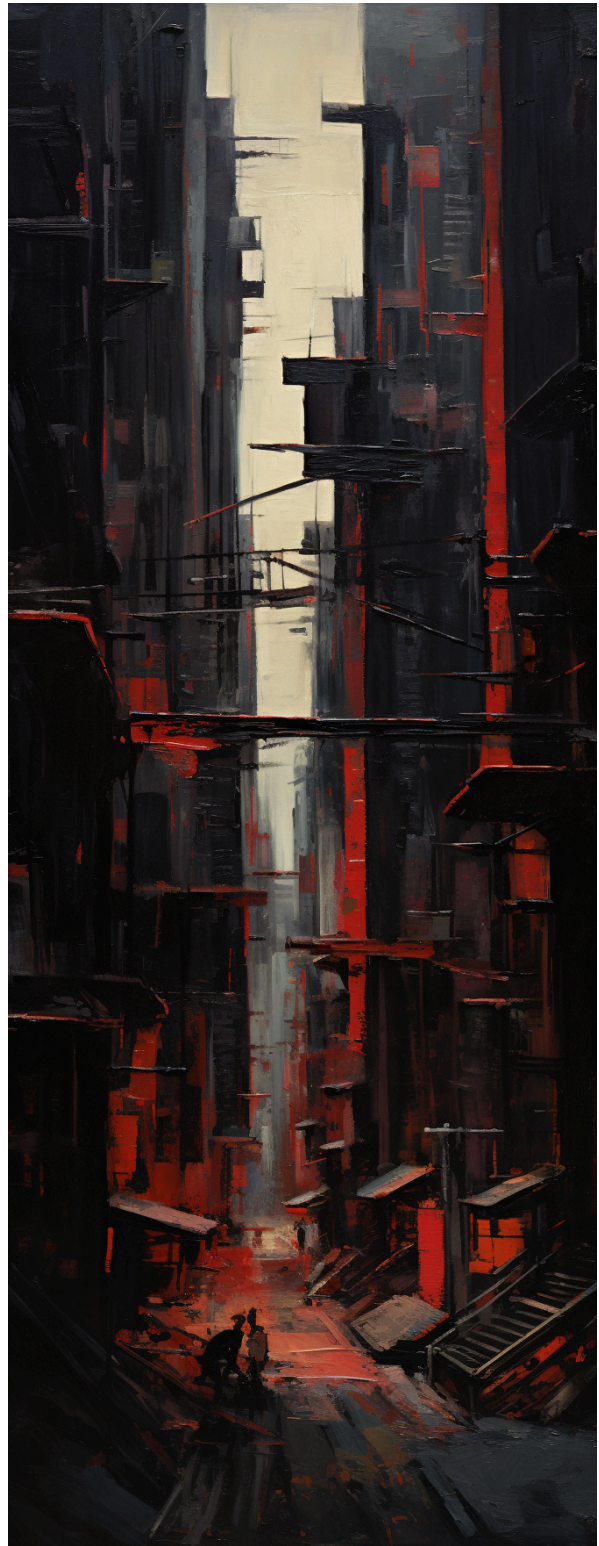
But first, an explanation on the Line itself.

The Line, the heart of Neom, is a structure jutting out from the desert itself, made of glass, concrete, and metal, a disdain for the natural environment. Its initial 500m walls have been dwarfed by the current 782 m monstrosity that spills over itself. A linear community that has a host of industry, housing, and entertainment venues. A world unto itself, supported by stacking one upon itself endlessly.

As the Saudi's lost control, the corporate masters designed modularity to be key, everything neat and orderly in prefabricated parts to slot easily into one another. Prefabrication always leads to those who can't, who simply built down into the bowels of the monolithic structure to set up shanty towns and homes away from their day to day.

The Line is an hourglass in formation, an open top to let in the sun, with fewer luxurious villas, before shrinking down further and further until the densely packed industrial metal farming that keeps the beast moving. Below that, even the sun can't reach well, with the poor eking out a living of menial labor, gang wars, and artificial sun. As the Line expanded, built upon itself, its original pristine architecture and greenery gave way to modern demands for a growing populace. Lovely walkways became apartments with tightly planned streets, open gardens became a spot for new business, and even the house for a family became an apartment block with six new tenants.

The only thing holding the entire creature together is the urban ligaments of the Speedrails. Each of the stops is a world unto itself, comparable to Kursky, Grand Central, Shinjuku, or Hongqiao, the Speedrails are the only form of long distance travel on the Line. No cars, bikes, or other types of travel are possible in the twisting alleys and dense linear sprawl that has been created by the Line. Rescue services, security details, everything relies on a



Speedrail line and the right connections. The rail barons of Human Capital Logistics (HCL) are the only ones keeping the entire city functional.

The Second Arab Spring was caused by the Show on paper, but the truth was that it was years in the making. After the Saudis reclaimed Neom for themselves, it quickly became unmanageable, a humanitarian crisis of a megalopolis scale. The United Nations treated it as the first true crisis to help fix and their first order was stripping the Speedrail from HCL. What followed was a public outcry, the UN still being seen not as an institutional messiah but as a corrupting force of nature stripping away power of a newly freed city.

The flames were fast and soon an entire city was up in arms over what they believed was in defense of their own self-determination. The UN and Saudis saw it as an open revolt.

Three months. It took three months to purge the city of the rioters and looters, step by step, block by block, over a century of military development all leading to the surgical strike through every level of the Line. If they fought back, they were shot. Thousands were arrested, thousands more killed in the fighting. Gunships patrolled the skies, Cids stalked the causeways, and the Saudi Arabian Royal Guard patrolled every entrance and exit. It was a siege, one where the only victor was the dead.

The year is 2099. Neom has been brought to heel, bowing at the feet of the apex predator. While a Saudi Arabian state, the United Nations in Oxagon is the specter that looms over the city. The entire city is wasting away in its own way, even as the maintenance crews attempt to fix everything they can and investment is frequent, the structure is manufactured for a different time, a different place, and right now, the only thing that it can muster is a profound sense of resignation. Neom is dying.



## The LINE Sections

Officially, the Line is organized into three major blocks per neighborhood: Gold, Green, and Orange. The closer one is to the sun, the closer one is to the glitz and glamor of the high life. However, the cruel reality is that the Line built up and down, deep in the heart of the Line is where the human hive exists. Millions of people shuffling around where even the light seems to die before it can reach them.

Most of the Line is serviced by drones in one way or another. Delivery drones can be found silently zipping through the air along predetermined routes as people move through the winding alleys and walkways of the city. Even the police use them, turning the twin walls of the Line into a makeshift panopticon of sin.

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The **Gold Layer** epitomizes wealth, originally conceived for gardens, art galleries, and extravagant luxuries, now transformed into multi-room condos and exquisite dining havens exclusively for the affluent. It casts a looming shadow over everything beneath, basking in the sun's glow while those residing below remain shrouded in its opulent aura. Towering above in their sprawling citadels, its uppermost denizens gaze beyond the walls of the Line, peering across the expansive desert and sky, savoring wine and ripe figs.

However, all is not serene within this gilded realm. As desires expand, so does the undercurrent of resentment among others. Scarcity defines life across the Line, even for those perched at its zenith, compelling them to strive for greater heights, to ascend closer to



the sun like modern-day Daedalus and Icarus. Each passing year witnesses a growing exodus of Gold Residents unable to sustain the unrelenting demands of their peers and neighbors. Their abandoned abodes, once coveted, now lay vacant as few can afford such 'lowly' accommodations. Vacant stretches scar the Gold Layer, gaping voids where homes once stood, awaiting the arrival of another wave of hopefuls to build them higher, or the desperate..

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The **Green Layer** was initially envisioned as the primary residential zone along the Line, designed to integrate seamlessly with sprawling garden landscapes. However, shifting needs necessitated housing, prompting the gradual replacement of these gardens with towering apartment complexes. Subsequently, terraced arcades and malls emerged, stocked with products aimed at appeasing the inhabitants' desires.

Today's Green Layer presents itself as a serene suburban arcology, where everyday life revolves around navigating staircases and passageways, encountering familiar faces—friends and colleagues—along the elevated walkways that hover above the void below. It hums with the cadence of daily routines, the Speedrail station bustling with activity before gradually subsiding into a harmonious rhythm. Amidst this routine, individuals may find solace in the few remaining meticulously tended gardens, each curated for optimal space utilization and energy regeneration. Yet, on the Green Layer, nothing ever seems to disrupt the tranquil equilibrium, outside the occasional person who jumps from their balcony to escape the trauma loop.

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The **Orange Layer** stands as the Line's foundation, its industrial powerhouse and a bustling center of business opportunities. Here, hundreds of thousands reside, toil, and sacrifice in the throbbing industrial core that fuels the Line's purpose. Corporate elites brush shoulders with foremen, collaborating to perpetuate the relentless demands of business, while the occasional laborer might catch fleeting rays of sunlight upon their skin. Yet, the harsh truth remains concealed beneath the surface—the grittiest facets of the Line must remain shrouded to keep the machinery running.

Originally envisioned as an entirely eco-friendly entity, the Line's reality starkly contrasts this ideal. While the Green and Gold Layers boast eco-friendliness, the Orange Layer relies heavily on modern engineering marvels to sustain the drone flights, maintain structures, and keep the populace employed. The Line's primary exports predominantly revolve around its tech industry, augmented by substantial output in glass, industrial components, and waste processing technologies. This reliance fosters an oppressive atmosphere within the Orange Layer—a realm permeated by sweat, toil, and unrelenting labor.



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The **Red Layer** serves as the human hive within the Line, accommodating the majority of its residents within tightly packed flats and capsule hotels. It exists as a modern walled city where sunlight remains an elusive luxury, replaced by the flickering of artificial lights that meticulously brighten and dim at preset intervals throughout the day. Initially settled by the laborers who laid the Line's foundations, it swiftly expanded to encompass a growing populace of individuals—men, women, and children—compelled to toil in the factories and sustain the ever-hungry behemoth.

Today, it stands as a labyrinth of interconnected arteries and pathways, each one vital to the intricate web of manmade ratways that prevent the Line from crumbling. Survival in this underworld demands an understanding of gang tags and dialect, knowledge that could mean the difference between life and death. In this subterranean domain, authority is a sporadic presence—occasional armed patrols coexist with gangs who assert their own brand of law and order, often at the mercy of a gun barrel. For the denizens of the Red Layer, life revolves around a trifecta of relentless cycles: work, bleed, and ultimately succumb—a harsh reality defining their existence.

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The transition from the Red Layer to the **Black Layer** is abrupt, as the world suddenly unfolds into a maze of streets and alleys where the destitute gather around barrel fires while addicts shoot up the latest concoction of chemical misery merely minutes away. The Black Layer exists as an outlawed zone, officially excluded from Neom's jurisdiction unless disturbances arise — a place where societal castaways find refuge to die, far away from the prying eyes of the masses. Yet, beneath the Line, the underworld establishes its domain.

Here, sprawling markets facilitate the exchange of black-market commodities, where Cartel runners actively peddle the latest drugs, and Mavericks vie for lucrative job opportunities. Amidst this kaleidoscope, anomalies thrive, a convergence of rich scions with unsavory companions, corporate executives shadowed by muscle-bound bodyguards, and even occasional Military Police officers reveling in the company of call girls. The only constant in the Black Layer is the ceaseless frenzy of activity, an eternal party that persists until either the revelers retreat to their abodes or the sharp crack of a gunshot shatters the chaotic euphoria. Above it all, like a melody of anarchy, plays Jackie Sevens, a bygone product of a dead genre.

# The Cityblocks

Each Cityblock exists both in, and out, of the Line itself. A part of the intricate weaving network of streets and builds can one break out to see the sun and walk the streets. They are safer than the Line itself, but with safety comes regulation or its own dangers to contend with.

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**Al-Khuraybah** (Al - Khur - ay - baa) the pulsating gateway entrenched within the Line, emerges as a sprawling colossus that fuses with the cityscape, its essence bleeding into the neon-lit streets and towering structures. This urban behemoth, a convergence of the dying remnants of shimmering glass and the birth of yet more apartments and arcades, blurs the lines between existence and decay.

Amidst the labyrinth of streets, a semblance of traditional Arab architecture endures, a haunting echo of a bygone era clinging to quaintness amid the omnipresent advance of high-tech wonders within the Line. Here, remnants of a past age—the rumble of actual cars, the hum of buses, and the flash of bikes—persist, incongruent yet oddly charming amidst the sleek, detached reality of the Line's existence.

However, within this facade of nostalgic normalcy, the underbelly thrives. This gateway city has become the nexus for smugglers, their covert operations orchestrating the trafficking of drugs, organs, people, and illicit firearms. A network of hundreds of microtunnels snakes beneath, channeling the dark, unspoken currents into the heart of the Black Zone.

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**Oxagon** stands as the epitome of a futuristic metropolis, its pristine facade boasting sleek, ivory-hued architecture, immaculate thoroughfares, an intricate network of canals, and a burgeoning IT industry. Yet, lurking amidst this gleaming facade lies the nerve center of the United Nations Military Police bureau.

For newcomers arriving from the Line or neighboring Cityblocks, Oxagon is a jarring departure from the province's norm—a landscape that's starkly different, a picturesque veneer pierced by the dominant azure hue of the UN's presence dominating the skyline. Even amid the vibrant glow of neon signs and the allure of riverside serenity, the omnipresence of the Blue Helmet remains unescapable.

Within its confines, Oxagon projects an image of cosmopolitanism, with storefronts boasting menus in an array of tongues and a bustling shipping industry catering to the relentless demand for arms and supplies mandated by the UN. Yet, paradoxically, it is a city seemingly devoid of crime, meticulously policed and saturated with a pervasive military presence.

To some, it exudes a utopian charm—a seamless fusion of progress and order. However, to others, Oxagon's immaculate surface belies a dystopian underbelly—a meticulously sanitized cityscape that oscillates

between an idealized vision of perfection and a disconcerting reality governed by the unyielding grip of militarized control.

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Trojena, once the opulent corporate haven nestled within the desire-driven city of Neom, stands as a haunting testament to its past grandeur. In its heyday, during the 70s and 80s, it flourished as a sprawling villa catering to thousands of ambitious executives and high-flying business elites, where skiing mingled with high-impact corporate dealings.

However, the aftermath of the Show shattered this façade, plunging Trojena into a harrowing descent. The haunting echoes of the exodus linger—a chilling statistic reveals a staggering spike in the suicide rate, marking a tragic 1-in-50 people succumbing, either by fleeing the city or meeting their end by plummeting from the once-glamorous balconies.

Now, Trojena is a hollowed-out shell, a ghost city submerged in the remnants of corporate stability. Every surviving corporation maintains a presence within its confines, their offices populated not by the elite few but by a sea of middle-class employees. Here, amidst the automated efficiency and banal prosperity, they lead lives of monotonous conformity, mechanically navigating an existence of pressing buttons to inflate numerical figures.

Despite the attempt at rejuvenation, Trojena remains a testament to quiet despair—a place where middle-class existence disguises the lingering, palpable aura of depression, an inescapable shadow cast over what was once a pinnacle of corporate ambition in Neom.



**Sindalah**, once a vibrant jewel resonating the opulence of the 50s and 60s, has metamorphosed into a desolate inferno pockmarked by opulent oases strategically placed to maintain the ceaseless flow of Credits. The cityscape, scarred by the remnants of luxurious resorts, stands as a testament to the stark divide—a testament to the gaping chasm between the opulent tourist and the destitute laborers.

Nestled at the terminus of the Line, Sindalah shows the darker facets in the essence of Cityblock life and the Line itself—a haunting embodiment of the realities of the privileged and the downtrodden. Its perch upon the Gulf of Aqaba serves as a crucial port for smuggling operations, an escape hatch for those seeking refuge from the suffocating confines of the Line (mostly of criminal persuasion) and Neom's dilapidated existence.

This clandestine activity has catalyzed an upsurge in UN Naval presence, an armada bolstered by the enthusiastic support of Egyptians and Jordanians eager to witness the downfall of Neom. Their fervent desire to see the city crushed has fueled an increasingly tense maritime atmosphere, as alliances form in opposition to the shadowy underbelly of Sindalah's underworld.

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**Tabuk**, once a modest city of 600,000 souls in the '20s, burgeoned exponentially by the '60s, swelling to an overwhelming 2.2 million residents entangled within, around, and governing the sprawling monstrosity known as the Line. It swiftly evolved into the nucleus of corporate opulence, menial toil, and the moral degradation pervading the entire region.

In the year 2099, the Tabuk sprawl is a colossal labyrinth of streets interwoven with a fusion of classic Arabic architecture and the sleek, sterile facade of modern corporate aesthetics. Skyscrapers housing corporate empires stand shoulder to shoulder with ancient mosques, juxtaposed against the rhythmic pulse of a nightclub echoing two blocks away. Tabuk is the dwelling place of countless Mavericks, with a plethora of organized crime syndicates exerting their iron grip over the city's underworld, maintaining a semblance of control. Yet, sporadic eruptions of conflict among the Triads, Cartels, Yakuza, and Mob Bosses keep the underbelly bustling, ensuring Mavericks stay in business.

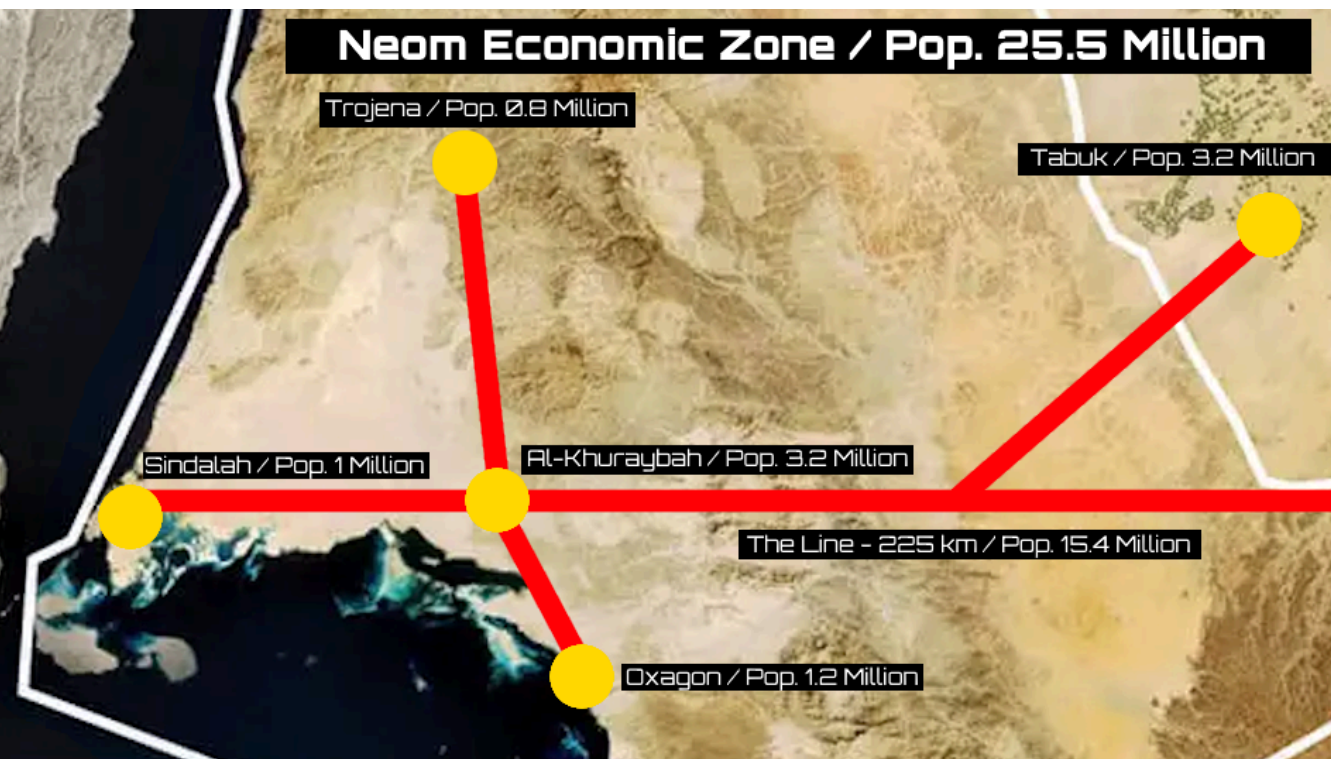
The UN's presence in Tabuk is feeble, a distant outpost from their power nexus in Oxagon. Instead, the Saudi Arabian Royal Guard has entrenched itself, designating the city as their stronghold. It's a world dichotomized between tradition and progress, the opulent and the destitute, all under the dominion of the ruling elite and unseen forces.

## The Outside

If there are people who live inside, there must be people who live outside. Sprinkled across the Speedrails toward farther Cityblocks, communities have sprung up with the intent of supporting a growing population. These communities are usually organized into two categories.

Established Communities are those who have official designation as one. In other parts of the world, "Town" or "Village" may be the appropriate term, but most of these Established Communities are little more than a conglomerate of single interest groups. Heading toward Oxagon, these tend to be UN Housing projects to alleviate pressure from the Line, Cityblocks, or even the Bureau itself, sprawling multi-room estates that house families for "endangered populations." While closer to Trojena these shift to corporate boom towns, often named directly after their corporate overlord or an executive who signed off on it.

The second type of Community are Impromptu Communities. These are less formal and not recognized by any governing body. These spring up due to people failing to get the paperwork into the Line or those who want to leave without proper authorization. These shantytowns are a stark reminder that the Line is a fire, burning brightly to attract, and scorch, those who come close to it.



## Unsorted Lore Bits I Think Are Neat . . .

- Al-Khuraybah is *Blade Runner's* Los Angeles, dark, dirty, and oppressive. A gateway into a world of high tech and low lives. Everyone has given up there.
- A Neurobeat Term is only a year in any location, with extension available rarely. The UN doesn't want them to get too comfortable or find too many dirty secrets about their allies.
- Corruption among the police officers have been so rampant that most have an actual system they post for people to know what "Fines" are present.
- Credits are roughly worth 1 Euro, though anyone can apply for a Universal Basic Income if they don't make enough to live, have no criminal record, and have shown good faith in community building.
- Drones go just about everywhere, fleets of them zipping around the sky delivering goods. They don't go any further down than the Orange Zone though.
- Entropy is a pivotal theme of the setting, the Line and Cityblocks are all kind of breaking down. People patch, but can't really fix, the decaying monolith.
- Everything remains roughly the same from our own time, except the loss of Kosovo and Taiwan during the wars.
- Hackers do exist, quite a few of them, but since most systems are so locked up in encryption and such, they need a physical connection inside an area.
- Inland Emperor is a term used by Psychics to describe their dominion over their Mind Palace that others can't really manage.
- Legally speaking, you need a warrant to read someone's mind via Trojan Horse, but it's completely legal if they hold the door open.
- Mavericks are considered to be "Cool" and "Cyberpunk" in setting, though most of them are glorified terrorists as well. Yes, people will call them "Cyberpunk" unironically.
- Most medical care is done by VI Clinics found on most levels of the Line and Cityblocks, only in the Black Zone can you consistently find an actual doctor.
- Most of the Line is composed of blocky "Lots," which leads to cookie cutter housing and businesses. Everything can be neatly slotted into a zone. But, it's been built so much on top of itself, that half of these things don't fit anymore.
- Neurobeat is well known to exist, but only about twenty of them are in Neom, one of their main goals is the fact they are present, but not obviously who.
- Neurobeat Officers are borderline sociopathic to break the VK-Test, this is necessary for them to just kill their emotional response to others.
- Oxagon is the sleek and post-punk look of series like *Ghost in the Shell's* Tokyo or *Mirror's Edge's* Glass City. Underneath it all is conspiracy and horror.
- Psychics can't read one another's mind, connecting via Trojan Horse will knock each other out.
- Psychics read minds when flesh touches flesh, this does not need to be hands or anything like that.
- Sharia is the technical de facto legal authority, but no one, not even the government can use it beyond the strictest legal definitions due to the Corporate Enclave status The Line had.
- Sindalah is entirely inspired by resort towns, the ultraluxe and unfortunates who serve them.
- Smugglers use a variety of tactics to get in, but mostly just flashing their citizen ID and walking in with their supplies in a truck, dropping them off to an Orange Level recipient and leaving just as quickly.
- Tabuk is a "standard" Cyberpunk Cityscape, but drawing a lot more from *Deus Ex* and its slowly rotting from the inside.
- The main language of Neom is technically Arabic, but the Line is such a diverse place due to Corporate influence, the Lingua Franca has been morphed into Corplish, which is a mismatched English and Mandarin.
- There are almost no animals on the line, most of the cats and dogs found are synthetic ones. Synthetic fur, robotic bodies, a complex VI that mimics proper behaviors.
- There are hundreds of "Megacorps" left in the world, but many of them are greatly diminished in influence and aren't really worth talking about.



- There really isn't any too extreme tech wise, everything has advanced linearly outside of AI and some tech stuff. The only other major advancement is just making computing better and a mass industrial expansion.
- The Royal Guard are the moral authority of Neom, and are incorruptible by most standards and are fanatically loyal to the royal family.
- The Speedrails operate on a 10 minute schedule of zipping from stop to stop. They are fast and are spread everywhere through the Line where they can fit.
- The United Nation is quickly developing into UNATCO from Deus Ex, but they may change.
- The United Nations is genuinely trying to do some good in the area, but everything they do requires armed security and the stain of "Killing a ton of people" kind of haunts them.
- Trojena is a small, but corporate, hellscape of conformity and stability. A bit of *Watch\_Dogs* (particularly Chicago), but mostly the dredge of the modern day corporate surrender culture.

### Side Note: Running the Line

Generally speaking, the only major detail about the Line is the Cityblocks and Zones inside of the Line itself. Neom is a place that's manufactured for two things: Post-Cyberpunk Dystopia Investigations and enforcing entropy.

Everything you do as the Inland Emperor, the personification of chaos and power, is to emphasize those two things. Technological development has made the world better or worse, it's made it deader on the inside. You solve a murder because it's the job, not because of any higher obligation or purpose. People smoke e-cigarettes because getting real tobacco is hard. People eat synth noodles because it's cheaper than real ones. Everything is breaking down and there is crime needing to be solved using the tools of the future.

Neom, and in turn the Line, was chosen as the main setting here for a variety of reasons, namely just being able to leverage a "Manufactured City" in the story. Everything the Officers do should remind them of this decaying meastucture that is home to almost 25 Million human beings and their little problems. It should feel insurmountable and overwhelming at first, forcing the players to harden themselves.

Because it doesn't matter what happens here. Pull the trigger on someone, it doesn't matter. Beat a criminal senseless for information, it doesn't matter. Use the Imperial Voice to force someone to drop their weapon because they need to be somewhere quickly. It's a hostile foreign land that hates them. But if they invest time and actively care, they'll find friends and a community willing to accept them. That time investment may save, or burn, them later. Then after a year, it's over, they'll go home.

# Cognito Training

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*Neurobeat* is a Tabletop Roleplaying Game where the players will take the role of the titular Neurobeat, a subdivision of enhanced detectives and officers tasked with solving crimes in the megacity of Neom. While embedded with the Neom Security and Police Bureau, they are part of the United Nations Security Force for "Public Safety." They are not wanted, barely tolerated, but have abilities that make them necessary to the continued survival of the manufactured city.

To begin playing, each Player, henceforth referred to as PL, will need a full set of dice, from D4 to D20. A number of dice will always be needed, requiring a handful (4 to 8) of each kind, but they are not required immediately and PL are encouraged to share.

One to four PL will take the role of a Neurobeat Officer, a psychically enhanced individual granted authority by the United Nations. One PL though will take the role of the Inland Emperor, an apathetic narrator of events that will take place in the Officer's lives, they bring chaos just as much as order to the story, as well as guide it from scene to scene. They will adopt the masks of both victim and perpetrator, acting out their roles and storylines parallel to the Officer's own.

Chaos	Die Value
Controlled	D20
Messy	D12
Disorder	D10
Bedlam	D8
Havoc	D6
Riot	D4
Hell	D2
Anarchy	D0

Whenever an Officer is forced to take an action, they will make a Check. Depending on the Chaos of the situation and their own Skill, they will roll a set of dice with the intent of beating 7. If one die is successful, they bypass the threat and continue on with the investigation, if both succeed, they have performed better than expected and a boon will be granted. If they cannot be 7, then they have failed and Chaos grips the task at hand. Being unable to roll any Successes when defending themselves also counts as a "Crit" for the opposing force.

The Inland Emperor will never roll the dice, the whims of chaos are theirs to command and the Officers to mitigate. If there is ever any opposition between the Officers, they will see who manages to roll the most Successes or rolls the highest value on their die.

# Precognition Die

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Neurobeat Officers are trained to operate on a system of Neurological Threat Assessment Queries for Instantaneous Action, in layman's terms, psychic instinct. This system, paired with their psychic resonance training, has enabled most Gen 4 Psychics to have a limited sense of precognition. Unlike Gen 3 who had full clairvoyance of future events, this precognition is limited to an instinctual part of the human experience.

In game terms, at the start of every Investigation each Officer will roll seven eight-sided die (d8) and record the results. These are referred to as Precognition Dice, or Precog Die. During any Check, an Officer may use one of their Precog results and add it to a die in the current Check to increase its value or add the Precog Die itself to the Check to increase the effects.

For example, an Officer is trailing a suspect through a crowded market. Normally this is Havoc, rolling only a D6. If they score a 5, they still have failed. The Officer chooses to add a [3] from their Precog to the die, bumping the value up to 8, succeeding immediately. They then add a Precog Die of [7] to the result as well, scoring two Successes.

Where Chaos and Skill are the Officer's training kicking in which allows them to perform under pressure. Precog Die are their abilities kicking in to assist.

Once spent, the Precog Die and its subsequent result is removed. Only if the Officer takes the necessary supplements or gets actual rest will they reroll any used Precog Die. If the Officer is mentally compromised, they may be rolling different sized Precog Die with the potential of radically different results.



# Flat Rolls

Result	Roll
Pyrrhic	-1 or Less
Marginal	0
Adequate	1 - 3
Good	4 - 6
Great	7 - 9
Excellent	10 - 12
Perfect	13+

The Inland Emperor may demand that an Officer make a Flat Roll in a situation. Rather than attempt to beat 7 or find the correct Chaos for the situation, the Officer will take their Skill and just roll.

The Flat Roll determines the quality of the success before the Officer and their ability to complete it. These are never a question of “if” the Officer succeeds, just how well they can bypass the situation. Flat Rolls can be modified by external circumstances or equipment, increasing the result by -2 or +2 in either direction.

If the Officer wants to use a Skill outside the use of the situation, they are free to do so, incurring the appropriate penalties (often -2) that would come along with it. If it is unreasonable to assume its value<sup>1</sup>, then the Inland Emperor has the authority to deny the request.

Precog Results may be used on Flat Rolls as if they were a Check.



<sup>1</sup> “I want to use Enchiridion to help me punch this man!” is not an appropriate substitution, unless the Officer makes a fair point.



# Certified Officer & Chaos

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One in ten recruits into the Neurobeat program fail due to the rigorous examination procedures to weed out failed candidates. From these, each is required to take their VK-Test. One in every fifty will fail the test, being fully brought into the Neurobeat program, while those who pass are given to other branches of the UN to assist them.

Neurobeat requires a certain kind of person to be successful, one closed off from their empathy while being physically and mentally fit to perform a wide variety of tasks before them.

Neurobeat Officers are human, but competent and well-trained. An Officer does not need to make a Check to take a shot with their handgun against a stationary target at the range. However, if a suspect is sprinting across rooftops to avoid the Officers, then they will need to make a Check. The most important thing to note is that the Chaos of the situation is present.

Chaos is vaguely defined as things not being in the Officer's control. Poor conditions, crazed individuals, difficult tasks are all things that they cannot control. One of the first things that an Officer must learn is to find ways to mitigate Chaos. Engaging armed suspects is chaotic and dangerous, getting the drop on those same suspects drastically lowers the Chaos of the situation. Suggesting the Officer doesn't put two shots into them before they know they're in danger, removing the Chaos entirely



# Esprit de Corps

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Psychics drafted into Neurobeat are those with the mental fortitude to overcome the nature of adversity and control the advanced psychic training they need to succeed. They are deployed in teams, often only a few at a time, dripped into a local area for reconnaissance and surveillance. Neurobeat bylaws dictate that the UN must report which Officers being sent are part of the program, though with the mountains of paperwork needed, the red tape of bureaucracy manages to hide most immediate involvements.

But they'll find out eventually. Neurobeat Officers are built differently, slower, more methodical with a quiet understanding. They can read the mind of anyone, slowly picking away at people with a surgical question or a knowing nod. The only way to know their ability is being used is the hue of their eye shifts color, different for each Psychic of course, countered by a cheap set of contacts. They're called upon when they're needed, often by the desperate, sometimes by the curious.

## Officer Skills













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When creating an Officer of Neurobeat, the PL will assign a set of Skills to determine their overall ability in certain fields. These Skills double as the Officer's psychic talents, being able to tap into their neural abilities to perform supernatural feats.

When first being deployed, each of the Officers will have ten points to distribute among their Skills. Each Point increases the Die Size of that Skill by one step, starting at D4 and ending at D12. Whenever the Skill becomes relevant, they will add their Skill Die to the Check, possibly adding a Success in an otherwise hopeless situation. Not having a Skill does not mean that an Officer is hopeless at it, simply they are not focused on that aspect of their training, resulting in a weaker result.

Normal	Trained	Skilled	Adept	Expert	Mastered
D0	D4	D6	D8	D10	D12



Skill	Description	Resonance
Authority	The Officer's handling of the law and their ability to abuse it. Bastard Cops, Iron Detectives, Commissioners. Tap into it to get what you want from another.	
Bloodletting	The Officer's desire to beat someone with their own hands. Psycho Cops, Badass Detectives, Vigilantes. Unleash the hate when you beat someone down.	
Enchiridion	The Officer's wellspring of knowledge and scholarly understanding. Smart Cops, Occult Detectives, Librarians. Access it when you need to learn something.	
Interfacing	The Officer's understanding and adapting to technology. Tech Cop, Gadget Detective, Hackers. Internalize it when using new tech or hacking.	
Internal Dialogue	The Officer's skill at deducing information that may not be immediate. Think Cop, Philosopher Detective, Alcoholics. Listen to it when you need help from yourself.	
Kinesis	The Officer's physical ability and bodily endurance. Brutal Cops, Tough Detectives, Gangsters. Kick it into overdrive when you need to push yourself.	
Marksman	The Officer's precise aim and ability to hit a target. Cowboy Cops, Hardass Detectives, Soldiers. Rely on it when you need to make the perfect shot.	
Mood	The Officer's communication and ability to seek human cues. Charisma Cops, Wily Detectives, Charlatans. Understand it when you try to get another person.	
Projection	The Officer's ability to be somewhere else when they need to be. Bat Cop, Shadow Detective, Thieves. Stride with confidence when you need to sneak in somewhere.	
Ratvein	The Officer's talent of finding what they need to find in a city of rats. Seasoned Cops, Lonely Detectives, Taxi Cab Drivers. Embrace the vermin when navigating the city.	
Shivers	The Officer's sixth sense for danger and reaction speed. Wired Cops, Unhinged Detectives, Junkies. Don't think when using it, just rely on your instincts kicking in.	
Visual Calculus	The Officer's knack for seeing the world as it is, even when it doesn't want to be. Clever Cop, Insightful Detective, Lookouts. Focus on it to see the unseen.	

# Officer Wellbeing

Each Officer in Neurobeat has two tracks of their Wellbeing: Endurance and Stability.

Endurance reflects the Officer's innate physical health and ability to survive injury, fatigue, and agony. Should an Officer get shot, they would reduce their Endurance. Downing a cocktail of pain medication would improve their Endurance.

Stability reflects the Officer's mental health and psychic resonance waves. Should an Officer push the limits of their powers, they would reduce their Stability. Injecting a dose of Stabalizine into a vein would improve the Stability of the Officer.

Both Endurance and Stability will fluctuate during a case, forcing the Officer to manage their internal chemistry or risk an early retirement.

When Endurance falls, the maximum size of their Skill Die decreases alongside them. This means that an Officer bleeding from a bullet wound at Bloodied all of their Skills will be reduced to a maximum of D4.

When Stability falls, the base size of the Precog Die will increase. If an Unstable Officer would regain all of their Precognition Dice, they would be of higher quality and possible results. Of course, this also means they run a risk of losing more Stability if they push it further.

Should Endurance drop to Mortis without immediate aid, the Officer will die in the field. Reaching Collapse in Stability causes a Psychic Storm, killing the Officer unless they manage to be subdued.

Endurance	Skill Die
Alive	D12
Injured	D8
Bloodied	D4
Mortis	D0

Stability	Precog
Stable	D8
Fraying	D10
Unstable	D12
Collapse	D20



# Officer Loadout

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Officers of Neurobeat are outfitted with a tactical loadout to assist them on their cases. While these do shift with location, as Neurobeat is a UN Affiliated office, almost all equipment is provided on the UN credit system, by UN accredited providers.

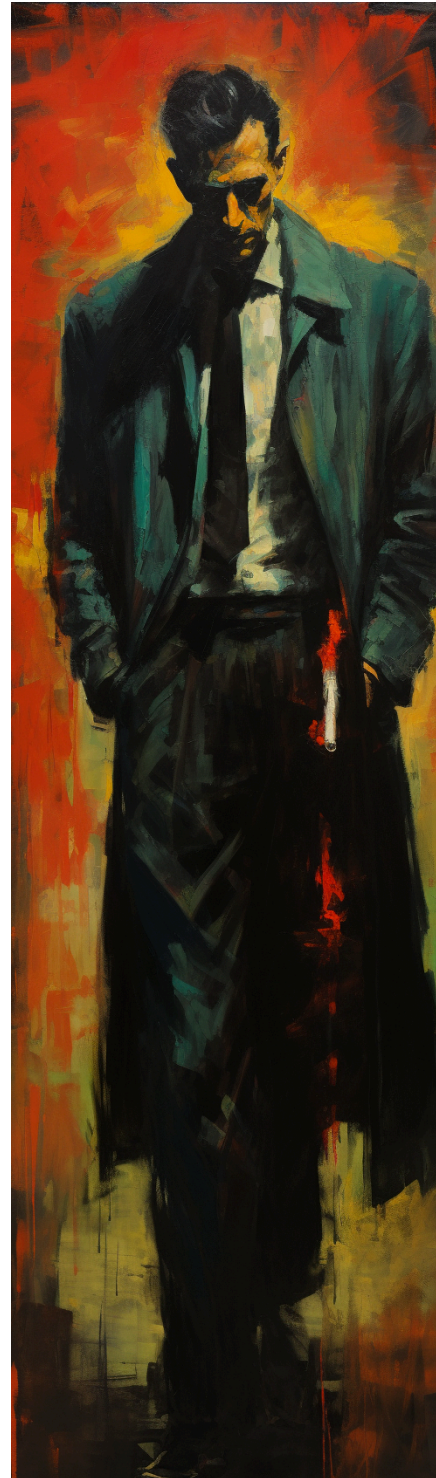
## Uniforms

The standard issue uniform for a Neurobeat Officer consists of a Roscoe Armored Jacket™, Turtleneck, Black Pants, and full black leather gloves.

A Roscoe Armored Jacket™ is the Neurobeat stylish body armor of choice, a long, but breezy, jacket inlaced with kevlar and other protective materials. Acts as Level II Body Armor for all protected areas, however each Roscoe Armored Jacket™ is required to have a UN ID Chip sewn into one of the internal pockets for purposes of recovery. This is considered their Class B Uniform<sup>2</sup> and provided free of charge in UN deployments.

While clothing isn't strictly defined, the dark colors and hues of the turtleneck and pants require a more dour and form fitting appearance. Relaxed fits but still athletic enough to move in. More formal events have Neurobeat dressed in darker Class A Uniforms<sup>3</sup> than their peers. Depending on deployment location outfits will change to fit the local climate, but only the UN will only provide the standard uniforms (Class A and B).

Every Neurobeat Officer is required to wear their gloves while on UN property, a symbol that they won't use their powers without consent of all known parties. Even most of Neurobeat view their gloves with an odd sort of reverence, a limiter of their authority and power, a shield against who they are, and what they are capable of.



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<sup>2</sup> Standard uniform, Neurobeat Officers are given three coats per deployment.

<sup>3</sup> Commonly referred to as "Dress Blues"



# Weapons

Neurobeat Officers are still registered law enforcement in every region where they operate, with an Class II Firearms (Longarms) license approved by the United Nations. The only two guns provided by the UN are the THAT Gun and Stunner.

Tactical Handheld Armament (THAT) is a UN authorized handgun with thirteen shots to a magazine. ID-Chipped to the Officer in question on the trigger. The THAT is lightweight and fires .44 Armor Piercing rounds to punch a hole through most body armor and people. Every shot fired is recorded and sent to a UN Database, requiring a report of why the weapon was discharged in addition to any paperwork required.

The United Nations Stunner<sup>4</sup> was created to be a less lethal option for Officers. Shooting out an arc of electricity to stun most people to the ground (seizures are common in those prone to them), though range is restricted to 2 to 3m to be most effective. Able to be used in hand-to-hand by moving the barrel to an upright position (turning it into a stun baton). If a Stunner is used against a cybernetic implant, namely SNAP Rigs, it can cause them to malfunction and become a fire hazard.

## Belt

On an Officer's belt they are assumed to carry all the necessary paperwork and gear required of their profession.

A personal kit of forensics tools with a database connection. Gloves, sample bags, and anything else the aspiring detective may need (but never as much as you want). Two pairs of plasteel handcuffs that require an autopicker or key to break the lock on it.

The last fixture of any Neurobeat Officer is the Medico Case on their hip. This small, bulletproof, case that can fit in a pocket or belt loop comfortably. After bypassing a thumb scan on the top, two injections and six pills of the Officer's choice can be freely accessed. In extreme duress, the Medico Case can be opened by hitting it repeatedly against a solid object or butt of the THAT. Though this will void the warranty of the case almost immediately.

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<sup>4</sup> Formerly a Macrotech Stunner before their bankruptcy

# Pocket

United Nations Personnel are given a choice of faux leather or aluminum wallet with official UN Insignia on them. In Neom every Neurobeat Officer is required to carry their NEOM PIP (Public Identification Passcodes) which is a thin plastic card containing all of their necessary information. Every civilian and official not born on the Line or a City Hub, it indicates that they are a legal resident alien and enjoy the protection of all public figures. Lower ranked personnel tend to not be chipped, making them easy to duplicate or create forgeries.

A Neom Public Security Badge is a metallic indicator of name, rank, and serial number worn by every officer on the force. Depending on the position and rank of the recipient this badge may be Copper, Steel, Gold, or Platinum. Every Neurobeat Officer is required to have one on them during working hours, though they are only Steel-Grade making them equivalent to a 1st year Detective. This contrasts their United Nations Security Clearance Badge, sleek, plastic, and indicates they have Blue Clearance to use UN Facilities as if they were part of the United Nations Military Police Force currently in the city. Though they will be subject to a report of leveraging UN Assets in NEOM unless previously cleared.

Each of the Neurobeat Officers are given three Charge Cards upon their arrival. These cards act as the sole method of monetary transaction in Neom and abroad. The Public Safety Charge Card is a green and gold card with the Neom Public Security Department Coat of Arms on it. It has a limit of 2,500 Credits and is only used for official business or requisition, with anything over 250 Credits needing to be reported. The UN Officer Charge Card is the light blue coloration of the United Nations itself with its symbol on the back, with a 50,000 Credit Limit for their officers. However, every expenditure needs to be reported by the Officer.

Each of the Neurobeat Officers are given a UN Bank Account and Personal Charge Card for their expenses, with direct deposit already set up by their home office. Rarely monitored by its managers unless repeated infractions by the Officer or massive expenditures without prior warning. All Neurobeat Officers are on Salary starting at 85,000 Credits Annually, with around 3,400 Credits paid bi-weekly on Friday<sup>5</sup>.

Finally, After Nokiasoft's collapse after the Show, the UN purchased their assets and set up National Nokiasoft to produce electronics and computing for UN operations. Nokiasoft Smartphones are sleek, stylish, and obtuse to hack due to the VI-Supported OS.

The Virtual Intelligence provided by the UN is considered to be somewhat preachy, with a bad tendency of spouting off catchphrases and propaganda pieces. Almost everyone changes it out for a personal VI or an ANN for the more luddite personnel inside the UN ranks.

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<sup>5</sup> To determine initial starting funds, Roll 3d8 and times it by 5,000.

## Living Situation

Officers are expected to live and work in Neom itself, as the City Hubs and Line are a world unto themselves for those working there. The UN does offer subsidized living for the Officers.

UN Bureau Studio (Free): A 35 Square Meter shoebox located in the UN District of Oxagon. A private bed, kitchen, and bathroom are in each of the cells, but living space is cramped to many. Mostly these are used for visiting officials or those between living situations. However, the UN Bureau does provide everything the Officer would need should they flash their ID badge. The cafeteria is free, cleaning staff are available 24/7, medical facilities, and even an on-site recreation center allow the Officer to live, work, and exist with the UN in Neom. And they'll always know where you are at all times.

Cityblock Apartment (800 - 2,500 / Month): While each of the five Cityblocks are unique, these One-Bedroom Apartments (averaging out to 50 Square Meters) are a standard living arrangement for many people in Neom. While the UN doesn't subsidize more expensive apartments, they are safe and secure from the outside world. Oxagon is the most expensive to live in, while Alkhuraybah is one of the cheapest locations due to being at the heart of the Line itself.

Line Apartment (450 - 750 / Month): Living on the monolithic hive of the Line is a daunting prospect for many people. Officers will need to pick either an Orange, Green, or Gold location for their home, as anything below the Orange Line is considered too dangerous for UN Personnel. However these 90 Square Meter apartments are spacious and surrounded by neighbors, as well as being right next to the Speedrails that dominate the heart of the Line itself.

Exterior Bungalow (250 / Month): Not officially authorized by the UN or even subsidized, many Officials and UN Personnel still opt to stay in private retreats outside the Line or Cityblocks itself. These 500 Square Meter mansion houses are often home to four to five other UN Personnel. Most of these are built to help with the housing crisis, but with the Line expanding daily, they have grown cheaper over time.





# Officer Abilities

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Neurobeat isn't brought in to simply be the United Nation's private detectives, their neural chemistry is focused, their minds trained, the Neuromab in their veins keep their psychopower internalized and their volition in check. They are psychics, the fourth generation of a decades-long program to harness the mind to abuse the world. And their abilities are the reflection of their inhuman soul.

While every Officer develops their talents at different rates, every Neurobeat Officer has developed two distinct powers that reflect their training: The Chorus and the Trojan Horse.

The Chorus is the term used for one of the more disturbing traits of Neurobeat, they can hear the surface thoughts of those around them. The term Chorus is used due to the mundane sound that it produces to the Officers, the white noise in a restaurant where one can't make out any particular conversation. The closer the Officer is to someone, and fewer people around, the more clearly they can listen to their surface thoughts without touching them. Surface thoughts are the immediate ones the human mind produces going about their day, *"What do I want to eat," "Where are my keys," "I hope I get a promotion,"* and any other meandering through they may have. Though these surface thoughts can still be private and intimate, leading to the innate distrust of Neurobeat even among their peers.

The Trojan Horse is the signature ability and what is always trained for to extreme lengths. Should a Neurobeat Officer touch flesh-to-flesh with another person, they can infiltrate their mind. Their deep thoughts are spoken aloud, their inner secrets exposed, and their palace of the mind blown open. While inside both the Officer and the victim are motionless, focused on the push-and-pull of navigating their mental landscape. Anything the Officer discovers is valid in a court of law, leading to true threat of Neurobeat to criminals, as well as the need for a warrant from the United Nations Security Office<sup>6</sup>. Using the Trojan Horse on another Psychic produces a feedback loop, knocking both unconscious for a few moments as they attempt to recover.

## Side Note: Mental Palace

The Mental Palace is a term used by Neurobeat referencing the mindscape in which an Officer may find themselves in. Every person manifests a different one, often sorting through memories or other imagery of the mind. An adept Officer can even tell if there has been tampering with memories or personal thoughts while examining the Mental Palace.

When they enter, they may simply leave, though particularly damaged minds may leave a few scars on the way out.

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<sup>6</sup> However, if they "Open the Door," you're free to walk in.

Every other Ability that the Officers of Neurobeat use are tied to their innate Skills they have developed. Being Normal (D0) in a Skill doesn't indicate they can't use the Ability, simply that it's more difficult for them to muster. Each of these Abilities are vague in their application, clever Neurobeat Officers use their powers effectively in a host of situations, less than clever ones beat crooks half to death while high on their own power.

Ability	Skill	Description
Aeon Sage	Enchiridion	The Officer offloads the thinking to those around them, drawing specks of information to create a larger learning about the world to a supernal degree.
Argus Eye	Ratvein	The Officer throws their senses high into the sky, scanning the surrounding area for what they're looking for, creating a psychic radar of sorts.
Astral Form	Projection	The Officer sends out their astral form, throwing their senses with the invisible rendition of themselves to a location of their choosing.
Dual Mind	Internal Dialogue	The Officer opens up a second line of thinking with a dual mind, offering themselves a second opinion on most matters they may not see.
Electro Psychotherapy	Interfacing	Channeling the body's natural power, the Officer directly interfaces with a piece of technology as if they were a living hacking tool.
Empathy	Mood	The Officer connects with another person emotionally and resonates with them, learning what they want and what they are expecting.
Hyperawareness	Shivers	The Officer strains their precognitive abilities to their absolute limits, granting them a limited sense of future sight as they navigate a high stress situation.
Imperial Voice	Authority	The Officer speaks a command with a deep resonating voice, forcing the target to comply in a deeply uncomfortable experience.
Oriontism	Marksman	The Officer opens fire after precalculating where the bullet will go by running a hundred calculations in their mind. Hitting a target once thought impossible.
Psychokinesis	Kinesis	The Officer channels psychic power through their body, enhancing themselves and their abilities to inhuman degrees.
Third Eye	Visual Calculus	The Officer opens their psychic third eye, scanning a room for any relevant detail and resonant signatures on anything that had strong emotions tied to them.
Vitalis	Bloodletting	The Officer has the rush of blood in their body, they hit faster, hit harder, and unleash that primal instinct in their heart to completely dominate a fight.

# On the Beat

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Neurobeat Officers are called in by the Neom Public Security or UN Affiliated organizations to assist with criminal activity and espionage against the state. The Officers are rarely called in for simple cases, but find themselves in the heart of a mystery and always on a timer.

## Twenty-Four Hours

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Crime never sleeps and the 48-Hours of any case is the most critical for solving it, forcing the Officers to react quickly and ration their time and resources to uncover the criminal and bring them to justice (or an early grave).

Each day in Neom is broken up into four time intervals: Dawn, Noon, Dusk, and Night. Dawn (6:00 A.M to 12:00 P.M) is when the sun first rises and the first shift begins, the Speedrails rocket off the first loads of civilians toward their work and the sun is just cresting the Line's walls. Noon (12:00 P.M. to 6:00 P.M. is when the Line is in the full glory of the sun and second shift begins, with the hustle and bustle of city life reaching a crescendo of action and events in the city. Dusk (6:00 P.M to 12:00 A.M) has darkness overtake the city as people begin winding down on the third shift and night crawlers begin their daily routines. Finally, Night (12:00 A.M to 6:00 A.M), is where darkness is king and the midnight Mavericks and parties kick off across the entire region.

Every Action committed by the Officers of Neurobeat fall within one of these time brackets, forcing them to whittle away time completing an objective or investigating the scene.

Each Action can be broken down into Full and Half Actions. Taking up a certain amount of time in that bracket. Full Actions take up the whole six hours, if only because it forces them to sit in line, get proper paperwork, or sleep off their headache. Half Actions only take three hours of time to do, such as visiting an autodoc or getting a warrant.

These Actions can be considered at the Investigation Scale, forcing the Officers to split up and uncover clues.

Of course interviewing a Maverik in the middle of the day is hard, but finding a corporate suit would be impossible at night. Going to the right place and the right time may be the pivotal piece of evidence required for the case.

# Navigating the City

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Neom is a city built on the back of its Speedrail system, any Cityblock, any neighborhood, any place, any time, has a Speedrail going to it at one point of the day or another.

However, the Speedrails are still public transit, while the Public Security Force may have cars and trucks for patrolling outside of the city, while inside the line and the Cityblocks, it's running on foot or taking the security Speedrail.

Moving across the entirety of the Line takes a total of 3 Hours by Security Speedrail and six hours for regular Speedrail, not including stops, pick-ups, breakdowns, or any other host of congestion that Neom suffers on a regular basis. The Officers will always have safe haven in any of the Cityblocks as there is a Public Security Office in each one of them. Along the line, they may be able to find a checkpoint in Zone Transitions, but rarely any serious police presence unless requested or in need of it.

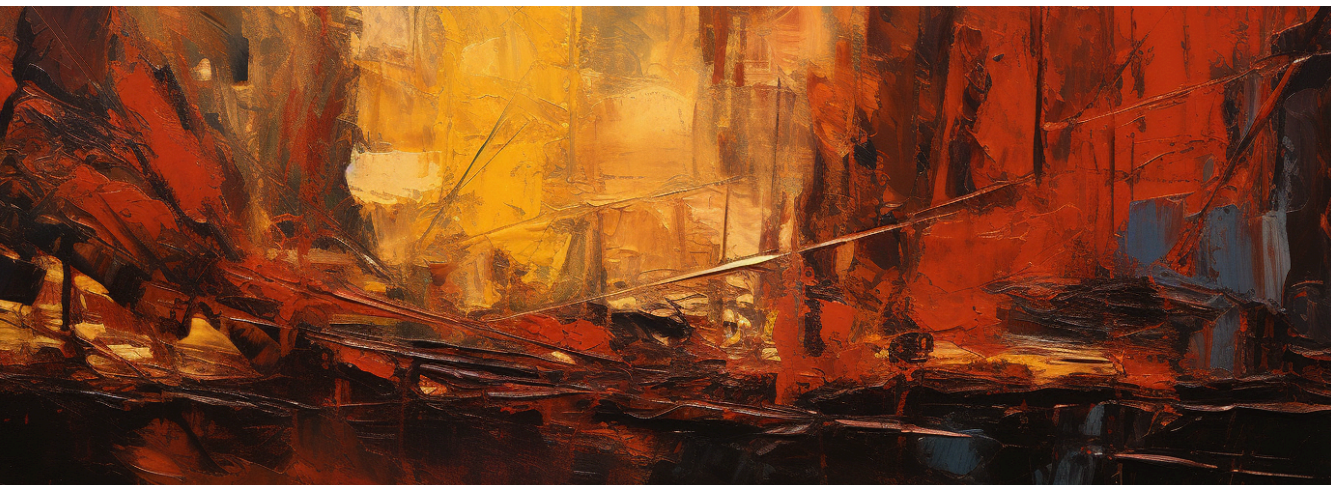
Moving from one Cityblock to another is a Half Action when using regular transit, moving to any adjacent Line Neighborhood would just be a Minor Action not requiring any serious time. By Security Transit, an Officer may move two Cityblocks for a Half Action. While traveling they are free to call others or request backup.

If they are in the correct Cityblock or Neighborhood, they may visit one location for a Half Action. Just reaching these places can be cumbersome at some times and the Speedrail stations aren't set up for optimal crime fighting.

## Side Note: Why is this important?

You may be wondering why traveling around takes priority here, and the answer is that Neom is a place of opportunity cost. Moving across the city to meet a contact takes time, perhaps move to somewhere closer, perhaps somewhere in the same Cityblock.

Covering ground is important, and being separated can be a death sentence. Plan ahead, know what the plan is, and never hesitate to call in back up when you think you'll need it.





# Investigation

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The Officers will find themselves in the crucible of a crisis, forcing the Officers to begin an investigation into a host of crimes befalling the city of Neom and the United Nations. When the Officers enter a scene they will discover the essential information of the situation to push the investigation forward in a direction, this Key Clue allows them to continue the case with whatever information afforded to them.

During an Investigation Scene, the Officers will make Checks, use Skills, and their Psychic Powers to uncover Clues and find meaning behind their findings. Clues become part of the greater mystery and the puzzle surrounding the mystery. When they enter a scene, the Officer can apply their talents in uncovering the situation around them. Each Clue must be tied to another in the web of intrigue, forcing the Officers to piece together Means, Motive and Opportunity from Clues provided.

Every Officer, when entering a Scene, has two opportunities to Investigate, which is a Flat Roll. Investigations have the Officer roll one of their Skills or Abilities to determine the quality of the Clue found. If a particular piece of information is tied to a Skill being used, the Inland Emperor will distribute the information as appropriate. If the Skill or Ability is not entirely appropriate (Rolling Kinesis when interviewing a witness to intimidate them rather than using Mood) the final result is modified by -2, if it's a far stretch, then a -4 may be appropriate. Investigation can be modified by Precog just as a normal Check.

If the Officer wants to ask additional questions, making new Investigation Rolls, they will spend a Half Action for two more. If they take a Full Action casing the scene, they would have a total of six Investigation rolls to make.





Clue Type	Description	Skill Roll
Connecting	Connecting Clues are often found in secondary investigation sites, as they begin to connect the dots between the Key and Core Clues.	2 - 3
Core	Core Clues are an important source of information, providing new avenues to investigate the scenario or reinforce the value of the Key Clue.	2 - 4
Deep	Deep Clues are a fundamental shift in perspective of the Key or Core Clues, allowing the Mercenaries to draw further deductions.	3 - 5
Exterior	Exterior Clues provide background, flavor, and other information which highlights specific aspects of a Clue.	1 - 2
Herring	Herring Clues aren't "Real Clues" but instead determining the value of certain pieces of information presented to see if it's a "real" Core Clue or just a false one. There's always a Red Herring.	0 - 2
Hidden	Hidden Clues have been deliberately obscured by one or more parties in an attempt to mask their involvement, often something important.	5 - 7

Each Clue builds upon one another, adding more questions and problems for the Officers to unravel or follow up on. The Key Clue of any Scene is the crux of an investigation allowing the Officer to follow up on the next locale or part of the puzzle. Key Clues aren't always present in a Scene, dead ends and bad calls can burn time away from any Officer's time. If the Inland Empire must, they have the authority to split up an Investigation Roll into different Clues of different scales<sup>7</sup>.

**A Basic Investigation Scene . . .**

*The Officers are called to a Line Apartment in the Green Level. A Microtroniks executives skull has been blown off and half the apartment has been painted in his blood. The Public Security Department has called in Neurobeat not for the murder, but for the missing person who owned this apartment.*

*The Officers have been given the Key Clue of the apartment being owned by Maher Saber, a Tabtech IT Technician, and our current missing person. The second is a set of reports of Microtroniks and Tabtech, mostly detailing some higher level projects of both companies as well as "Project Jetlink" which seems to be partially destroyed.*

*What's the call Officer?*

**Side Note: Interrogations**

Frequently the Officers will pull in suspects and need to question them personally. Whenever this occurs, treat it as an Investigation Scene. There is never any Chaos when interrogating a suspect. Whatever happens in that room, happens.

<sup>7</sup> A Roll of 6 may be a [Deep] Clue and a [Exterior] Clue.

When the Inland Emperor is building a crime, the Skill Rolls allow the Officers to find new Clues and situations. Every Clue must be tied to another Clue in a vast web of interlocking parts. A Key Clue can be simple and immediate: Who is the victim? What is the situation? What does the scene look like? These force the Officers to begin asking questions tying the entire situation together. If the Officer finds a Core Clue, this should be tied immediately to a Key Clue or begin asking the important questions. Exterior Clues provide a springboard of questions to ask. Even a Herring Clue can uncover a false angle or force the Investigators to know they received bad information.

The most important thing to find is simple: Means, Motive, and Opportunity.

When building a case, the Officers will need to leverage every resource available to them to get the information they want. Building who the perpetrator was is only the first step. They'll need to interrogate suspects, leverage tools to discover hidden Clues, or even rough up a few goons who may be covering for their boss.

After the Officers are confident they have built a successful case, they'll need to determine who to send it into. Most crimes can be reported to the Public Safety Department, but more clandestine operations may require a secret report to the United Nations Military Police. Of course, this all has to go to trial, so building a solid case (or at least setting up the correct person) may be essential for justice to be served.

### Side Note: How This Works

Using our above example, let's say we have two Officers, J and K.

Officer J uses Ratvein (D8) to interview the neighbors, before he even rolls, they ask what the general mood of the neighbors is. The Inland Emperor informs J that most of the surface thoughts are more paranoid about the cops than anything, something is definitely up. He rolls, scoring 5, he gets a Core Clue, most of the neighbors report that the gunshot went off around midnight, but also gets the Exterior Clue that it was a loud gun. J then taps into their Visual Calculus (D6), rolling only a 2, adding their Precog of 4 to get a 6. A Hidden Clue reveals itself, a shell casing on the ground is almost imperceptible, a .455 casull. A rare firearm in this day and age, and incredibly illegal.

Officer K on the other hand, begins investigating deeper into the mystery of the dead man. She taps into her Third Eye, spending her Precog 8 for Power and 1 for verb. She then rolls her Visual Calculus (D6), for a total of 14. K's eyes shift to deep purple as she views the event in the past for a moment, the resonant signatures show six people, two sitting, four standing, only leading to the deafening crack of one of the standing men. Standing by the window, it's one of the few apartments in the Green District with a small window, impossible to see into. K then takes a moment to assess the body, rolling Enchridic (D10) and scoring a 3, bad luck. She manages to deduce an Exterior Clue that the man was clearly not trying to protect himself or stop the attackers, it was sudden, fast, and unpredictable.

Both of our Officers opt to pursue different lines of questioning. J dives deeper, spending longer to interview more people. K opts to leave, moving toward Tabtech for more information of their kidnapped victim.

# Neom Public Security Divisions

Neom Public Security is the primary beneficiary of Neurobeat's services, calling in the Psychics whenever a crime's too strange or they need an extra set of hands. Rather than work on every patrol beat, Neurobeat is on the line for a select number of Divisions inside of Public Security, understanding who's calling is the first step to any case.

Criminal Investigations
The home of over half of the detectives in Neom is the Criminal Investigations Division. Major crimes of all varieties will find themselves on the desks of these brave men as they sort out what heinous crime has been committed and bring the culprit to justice. Though most of the time it's a murder that needs solving, or the direct result of one.

Information Technology
The Techies are a specialist division formed in the past twenty years. They host a suite of technical knowledge and on-site counter hackers to trace, track, and fry would-be data jockeys or hacktivists while they dance across the internet. Many don't leave their office, requiring field ops to do the dirty work for them.

Internal Affairs
The badge is a symbol of office, one that dictates the authority and respect of the Public Security Divisions and their former PLEC enterprises. Internal Affairs is all about policing the police, often it's infractions of moral irregularities or someone taking too much off the top. But any cop can go bad, from the lowest patrolman to the most decorated detectives can find themselves on the wrong end of IA.

## Maverik Crimes

Maveriks are the free spirit legacy of the Cyberpunk Era, while most of them are little more than glorified terrorists, it's still up to the boys in Maverik Crimes to solve cases involving them. There aren't many cops in this Division, most either meeting a grisly end or retiring at the hospital. Though the ones that do stay are hardened bastards, unable, unwilling, and unflinching in their desire to bring those punks down.

## Organized Crime

Gangs are a common sight in Neom, some homegrown and others imported from other parts of the world. The most dangerous of these international groups have the Organized Crime Division follow them wherever they go. They are the best connected in the city by far, their reach extending to a network of contacts, snitches, mob friends, and even the occasional international boss a phone call away.

## Special Weapons and Tactics (SWAT)

Not an official capacity, but the Division is a set of highly decorated and prepared officers trained to perform highly dangerous combat operations against criminal forces. Fiercely independent SWATters are some of the most skilled cops and Murphy's on the force, willing to do whatever it takes to finish the job. Even calling Neurobeat.

## Vice

Hotshots with fancy guns and a hell of a chip on their shoulder. Vice serves the public interest in finding, uncovering, destroying, and often taking a host of drugs, gambling, and other illegal activities. They live fast and die hard, many calling them the Maveriks of the Police Force. While they don't like being compared to them, the comparison is unmistakable.

# Saudi Arabian Royal Guard

The Saudi Arabian Royal Guard is the elite fighting force of the Sultan and enforcers of his will on Neom. It was a combination of the United Nations Peacekeepers and the Royal Guard that cracked the Line and broke the spine of the Second Arab Spring.

As an official force of the nation, they do have the right to request Neurobeat services, though they are notoriously secretive in a majority of their affairs.

They employ a vast network of informants and hackers in their ranks, allowing them almost complete sight of the city's systems and internal affairs, leading most to fear the familiar stomp of the Ghazi boot. These extensive information networks and nearly unlimited funding had led to frequent clashes with the UN in the boardroom on how to approach certain disruptive elements.

When called in by the Royal Guard, expect anything but simple.

# United Nations Military Police Units

As employees of the United Nation it is expected that Neurobeat be on call for any particular operations that need to be performed. Often the Military Police will be the primary beneficiary of their services, though there are two major Units inside of the MPs that need help.

Peacekeepers
<p>The Peacekeepers, or "Blue Helmets" are the main branch of the MPs in Neom. These are the ground forces that kick down the doors and enforce peace of innocent bystanders when they throw rocks at them. Most are drawn from across the world and serve a three-year term. They bring on Neurobeat for any sort of crime they need solving.</p>

Intelligence Services
<p>A branch of the clandestine agency inside of their alabaster tower in Oxagon. They oversee the vast information networks and only serve their own ends most of the time, though they leverage any asset they can in the name of global peace. They operate through their own convoluted methods, deaddrops, anonymous couriers, even the occasional "personal visit" in the small hours of the morning.</p>



# Dramatic

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The Officers of Neurobeat are seemingly drawn to the odd situations that require that degree of psychosanity that their powers bring them. The Inland Emperor is the manifestation of that, a creature who wants nothing more than to infect their daily lives with the spice of chance and the whimsy of its apathetic desires.

Dramatic Scenes take place when the Officer is in a moment of chaos or hesitancy, forcing them to act to succeed at a goal or push toward their destination. Rarely will these events be simple to manage, but scene long problems that the Officer must confront or be consumed by.

Every Dramatic Scene's tone is set by the Chaos present. A busy street may be Messy (D12), while a Black Level gunfight may be pure Anarchy (D0). From there the Inland Emperor will establish the situation and the Officers involved.

## Bloodshed

An unfortunate reality in this line of work is the THAT will be drawn and someone has the real possibility of dying rather painfully. When a fight breaks out, immediately reduce the Chaos down by a step, forcing the Officers to attempt to stop it or mitigate it as fast as they can.

From there, a few situations may occur depending on the seconds it takes to pull a trigger or throw a punch.

Whoever started the fight will seize the Initiative, choosing what they wish to do. If it's not one of the Officers, the Officers may need to respond with a Check, as the Inland Emperor never rolls, just pulls the puppet's strings for a moment to force their fixations to dance for their amusement.

### Side Note: Danger Sense

During highly volatile situations, an Officer may not wish to draw immediately, instead waiting for the first move from their opponent. If they want to seize the initiative, they can instead make a Shivers Check. If they succeed, they'll go first. If they critically succeed, they may take two actions as they snap into action at a moment's notice in a blur of speed.

Action	Description	Skill Roll (Use / Resist)
Beatdown	The Officer unleashes a brutal beatdown of a single target, throwing as many punches, kicks, and bites as they can. They will inflict one Endurance upon their target, two if they Crit.	Bloodletting / Projection
Draw an Item	The Officer grabs an item on their person and draws it, trying to either help, or hinder, the efforts of another with it. Normally this doesn't require a roll, but if in a high intensity situation may demand one be used.	Kinesis
Draw Weapon	The Officer draws a weapon from their person. Normally this doesn't require a roll, but if in a high intensity situation may demand one be used.	Kinesis
Injection	The Officer stabs an injection in their hand straight into their chest, immediately resolving the effects and benefits.	None
Pull Trigger	The Officer takes aim and shoots the target. With a small arm, this will deal one Endurance, with a long arm, this will deal two Endurance. A Crit adds an additional Endurance to the total.	Marksman / Shivers
Talk Down	The Officer attempts some choice words to defuse the situation, if they succeed, one target may hesitate if they have something to lose. A Crit will have them hesitate even if they do. Hesitating grants a free action.	Authority
Use a Power	The Officer takes a second to focus, internalizing their power before unleashing it on the unsuspecting masses. Resolve the power as normally. If used aggressively, deals one Endurance and one Stability.	Associated with Power

If multiple Officers are present, each Officer will make a Flat Check with Shivers to determine their order of initiative. If there are multiple hostiles, the Inland Emperor will assign a value based on their relative danger to another human being as well as the combat training of the hostile force.

Danger	Value
Civilian	2
Police	4
Soldier	8
Murphy	12

# Human Connection

Not every battlefield is going to be with gunshots and fisticuffs, often Officers find themselves caught up in the dramatic day-to-day existence of being on the beat.

Officers have personal lives and obligations, one of which is being embedded in the Neom Public Security System as an Officer of the United Nations. Many of the local officers would rather operate alone, with too many of them on the take from local groups or corporations.

This interpersonal drama that infects the Officers life is a proof of their humanity. A flawed existence as most of these relationships are prefaced off of their position as a Officer of the United Nations as well as being one of Neurobeat.

Relationships act as Skills unto themselves, improving and degrading with the Officer's choices. Any established relationship during a case will begin at D0, reflecting an acquaintance with one another and the most basic of pleasantries. Through trial and error, this can build up by assisting or working with the individual.

Whenever a Relationship would be leveraged in a Check, it is added to the Officer's roll as if it were a Skill or Chaos. It can score Successes or be used in a Flat Roll to determine quality of success.

Having a professional relationship with the Forensic Pathologist would allow them to expedite autopsies or "leak" certain reports that would be beneficial to the case.

A Relationship that is hampered can drop a die size as well, even down into the negative values (dictated as -DX) that can negatively impact the result of the case by virtue of someone hating the Officer.

Relationship	Die
Hatred	-D12
Disgust	-D8
Dislike	-D4
Acquaintance	D0
Professional	D4
Affable	D6
Friendly	D8
Camaraderie	D10
Obsessed	D12



There are two caveats to the development of Relationships for the Officer.

Officers cannot form a Relationship with a group, instead they will find common ground with a representative or person inside of that group. It's impossible to form a deep bond with Tabtech, but Hassan Kamil, Tabtech Manager, is possible to actually converse with.

Secondly, Neurobeat Officers are specially chosen and trained because of their dulled sense of emotional connection to others and situations. In short, it's difficult for Officers to form deep relationships naturally. Normal Relationships can only naturally reach D8, representing that sense of detachment that the Neurobeat Officers are cultivated for. To reach D10 and D12, the Officer will need to invest deeper into the person in question.

When a Neurobeat Officer wants to break past being Friendly (D8) into being Comrades (D10), they will need to Invest the Relationship. To Neurobeat Officers, investment comes from having them accept a Trojan Horse from the Officer. The act of allowing the Officer to read their mind is a sign of trust and camaraderie than many find difficult to accept. But when it does occur, of the person's own will, the Relationship will immediately improve.

However, this can lead to Obsession (D12). Willingly accepting a Psychic into their mind can be seen by many as invasive, but others may have a positive feedback loop tied to it. Often this is when the target has a deeper connection to the Officer (or wishes to have one). When reaching this point, there is no going back, the two are bonded seemingly forever. When someone becomes Obsessed during a Trojan Horse, the Officer will suffer from Feedback (needing to burn Precog to avoid the worst effects). After this, the relationship cannot fall, it's stuck for as long as both parties are alive.

## **Dreaming of Nothing**

Fatigue will get the better of the Officers, especially those of a more puritan bent, will find themselves drained of their Precognition Dice, Stability, and Endurance. Rather than march on and die in agony, the Officers may return home and rest for a Full Action.

Resting is a cathartic experience for Neurobeat Officers, allowing their mind to dream and repair itself. Whenever they rest in their home, they will recover one Endurance and Stability. They will also reroll their Precognition Die with their current Stability (before they restore it). After their rest, they will awaken refreshed (and most likely change their bandages).

Of course, the Neurobeat Officers can simply pop some pills and stab a vial of Lazarium into their chest. Dream in slow motion or live fast.

# Psychorealism

The mind is an ocean, a vast and empty pale ocean filled with salt water, pointless pieces of information that ebb and flow with the passing of hours and minutes until it all goes black. Death is the only certainty in existence and the first step of joining Neurobeat is to kill one's own ego. After the death of the self can the Officer rebuild their mental psyche piece-by-piece, supported by the Neuromab to hold their being together. After successfully reconstituting their mental avatar, will they begin training to harness their new found power over themselves.

Neurobeat is not only feared for its insidious reputation for invading one's mind, each Officer has developed a host of Abilities that allow them to tap into the mental energy to perform superhuman feats. Those who can't make the cut are either folded into blacksite communities, heavily medicated, or suffer from cerebral hemorrhaging during training.

Whenever an Officer attempts to perform a Psychic Ability, they will need to determine their Power and Feedback. Both of these are drawn from the Precognition Dice of the Officer.

The Power of a Psychic Ability determines its overall effectiveness. Treating it somewhat like a Flat Roll, the Officer will assign one of their Precog Results to it to determine the effect. The larger the result, the more powerful and effective the Psychic Ability will be.

## Aeon Sage (Enchiridion)

The Officer offloads the thinking to those around them, drawing specks of information to create a larger learning about the world to a supernal degree.

Power	Effect
-1 or Less	The Officer receives no information from those around them, instead clouding their mental functions making it more difficult to process anything. -2 to all rolls for the Scene.
0	The Officer receives cursory information from those around them, drawing upon their surface thoughts to construct a mental image of the situation and their knowledge. Abstract and obscure.
1 - 4	The Officer receives a collection of information from those around them, the offloading of mental processes allow them to think more clearly as well, adding +2 to any mental Check for the Scene.
5 - 8	The Officer delves deeper into the minds of those around them, causing a headache among many of them, but allowing them to process information. They add +4 to any mental Check for the Scene.
9 - 12	The Officer constructs a mental image of what they desire from the minds of those surrounding them, recreating events and information. Most lose Stability from this, but they add +8.
13+	The Officer perfects their mental construct of events, decentralizing their thoughts to others. Most get sick and weak minded may get a nosebleed, but they get exactly what they want from others.



## Argus Eye (Ratvein)

The Officer throws their senses high into the sky, scanning the surrounding area for what they're looking for, creating a psychic radar of sorts.

Power	Effect
-1 or Less	A distorted view of a distorted city, often finds themselves staring at abstract images than anything more valuable than that.
0	Scans the area around them, hard to tell anything in particular through the white noise it creates and lodges into the skull of the Officer.
1 - 4	Creates a simplistic map of the area in the mind of the Officer, allowing them to get a general lay of the land at a moment's notice. If looking for anything in particular, points toward the vague area.
5 - 8	Creates a more detailed, but two-dimensional map of the area, the Officer can see with clarity but lacks the definition to make it out. Objects and people can somewhat be made out.
9 - 12	A hyper detailed map from a bird's eye perspective is created, allowing the Officer to pinpoint areas and where they may be on their mental radar.
13+	A perfect map of the area, recreating every nook and cranny as their senses become intune with the ins and outs of the area. Almost feels like an isometric perspective.

## Astral Form (Projection)

The Officer sends out their astral form, throwing their senses with the invisible rendition of themselves to a location of their choosing.

Power	Effect
-1 or Less	The Astral Tulpa moves for about a meter before dissipating, it's too busy screaming to make anything out of value.
0	The Astral Puppet moves to the correct location within about 5m, focusing in on it, the Officer can view through its senses, but they are distant and unfocused. It's humming. Lasts about a minute.
1 - 4	The Astral Figment moves to the location in about 10m, vision is clear, but other senses are dulled and hard to make out. It no longer sings or hums in your mind's ear. Lasts about five minutes.
5 - 8	The Astral Self moves to its location within 10m, can use all its senses perfectly, the Officer still needs to focus to make it work. Lasts the entire Scene.
9 - 12	The Astral Form moves to a location within 15m, senses are perfect, and the Officer can still move around, but seems distant, as if sleepwalking. Lasts the entire Scene.
13+	The Astral Doppelganger moves to a location within 20m, a second Astral copy may be created to move another 10m, but that one's senses are dulled. Officers can communicate and move, if slowly.

## Dual Mind (Inner Dialogue)

The Officer opens up a second line of thinking with a dual mind, offering themselves a second opinion on most matters they may not see.

Power	Effect
-1 or Less	The Officer's second mind opens, begins screaming, it's impossible to think. Lose Stability.
0	The Officer's second mind opens, it's abstract thinking and less than useful information.
1 - 4	The Officer's second mind opens, it's offering feedback and someone to chat with, themself.
5 - 8	The Officer's second mind opens, it begins working on its own set of deductions and ideas. Choose any Skill, receive half its value as a second Investigation Roll result.
9 - 12	The Officer's second mind opens, effectively a mental doppelganger who can provide feedback at the current situation, adds commentary and takes the full value of a Skill to an Investigation Roll.
13+	The Officer's second mind opens, in addition to the above, they open another Skill up at D8 for the remainder of the Scene, it seems this other mind has been training harder than them.

## Electro Psychotherapy (Interfacing)

Channeling the body's natural power, the Officer directly interfaces with a piece of technology as if they were a living hacking tool.

Power	Effect
-1 or Less	Nothing happens! Then the piece of tech explodes.
0	The Officer manages to operate the piece of tech as if they were using it themselves. Amazing.
1 - 4	The Officer guides their mind to perform a function they demand, electric pulses grant a +2 to any Check or Roll involving the piece of tech in question. Once.
5 - 8	The Officer assumes control of the tech, effectively hacking it in the most brute force method possible. Grants a +2 to any Check or Roll for the rest of the Scene.
9 - 12	The Officer forces their way into the system from a distance of 5m. Resolving the effects as if above and distorting their presence inside the system further.
13+	Total domination of the system as it breaks under their mental pressure. Even the strongest countermeasures break under the desire of the Officer. It'll fry itself almost immediately afterwards.

## Empathy (Mood)

The Officer connects with another person emotionally and resonates with them, learning what they want and what they are expecting.

Power	Effect
-1 or Less	The Officer connects with the person and feels nothing, a void, a sinking void of blackness where nothing leaves and nothing enters without the suicidal desire to simply not exist. Lose Stability.
0	The Officer attunes to the person before them, at a surface level, they'll feel what they feel and little else. Maybe that's the point?
1 - 4	The Officer adapts to the person they're working with, they understand more nuanced emotions and desires, body language is an instrument and their thoughts but the tune.
5 - 8	The Officer syncs with their target, it's almost as if they feel the same on everything, hopes, worries, pains, and hidden truths in the back of their mind. Add +2 when dealing with them.
9 - 12	The Officer becomes more like them than them, every emotion, every twitch, and every sign of weakness is present before the Officer. Add +4 when conversing with them.
13+	The Officer is them, always has been, always will be, they can mimic muscle movements, mimic their voice, understand what they'll say before they say it. Add +8 when conversing with them.

## Hyperawareness (Shivers)

The Officer strains their precognitive abilities to their absolute limits, granting them a limited sense of future sight as they navigate a high stress situation.

Power	Effect
-1 or Less	The future and the past meld together, a reverberation of nothingness clouds the mind as then, now, and maybe becomes a mess of the same cosmic entity.
0	A moment before a disaster or situation it'll fire off, catching a word here or flick of the wrist there.
1 - 4	The Officer can witness a flash of a different path, predicting the worst possible outcome in the situation with perfect clarity, but where that path lies is cloudy. Add +2 to any reaction based rolls.
5 - 8	The Officer traces the outcomes of their actions in a precise and detailed manner, reroll any die once per Scene as well as the above.
9 - 12	The Officer sees the golden path ahead of them, now if only the others could follow suit. Reroll any three die per Scene as well as add +4 to any reaction based rolls.
13+	The Officer knows the outcome of this situation already, choose any die on the next roll, treat it as if it had rolled maximum and add +6. Impossible to be ambushed or taken off guard.

## Imperial Voice<sup>8</sup> (Authority)

The Officer speaks a command with a deep resonating voice, forcing the target to comply in a deeply uncomfortable experience.

Power	Effect
-1 or Less	The voice carries no weight, it even emboldens the target to react in an aggressive manner against the Officer in a fit of blind rage.
0	The voice has the victim stop in their tracks as it attempts to force them to perform an action, while they don't need to or want to, they will still feel the power in the words.
1 - 4	The voice forces the victim to comply with a one-word command that is reasonable within their limit, they'll never harm themselves, allies, or deviate from their goals.
5 - 8	The voice demands the victim comply with a three-word command that they are able to comply with, they'll be forced to act that way, but never harm themselves or allies.
9 - 12	The voice orders the victim to perform a five-word command that they are able to comply with, they'll never harm themselves, but if they resist they'll lose Stability in the process.
13+	The voice commands the victim to perform a five-word edict that they must comply with, if they attempt to resist, they will lose two Stability and Endurance.

## Orientism (Marksmanship)

The Officer opens fire after precalculating where the bullet will go by running a hundred calculations in their mind. Hitting a target once thought impossible.

Power	Effect
-1 or Less	The shot goes wide and strikes something the Officer wasn't intending on, or perhaps they were.
0	The Officer's training is tapped into, taking a precise shot that adds +2 to any ranged weapon Check or Roll when they have the chance to aim for a moment..
1 - 4	The Officer takes careful aim and micro adjusts their aim to hit a target precisely. They add +2 to any ranged weapon Check or Roll.
5 - 8	The Officer snaps forward aiming at the exact place they intend to hit. They add +2 to any ranged weapon Check or Roll and can choose the hit location within reason.
9 - 12	The Officer breathes deeply, taking a shot with complete focus and preparation. They add +4 to any ranged weapon Check or Roll, and may choose any hit location of their choice they can see
13+	The Officer takes careful aim at a target and fires. They add +4 to any ranged weapon Check or Roll, and may choose any hit location of their choice, even those they can't necessarily see.

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<sup>8</sup> The Imperial Voice is a deeply unsettling power and the Inland Emperor should discuss its use with the PL before the game begins. The purpose of it is another one of the facets of why people don't trust or like Neurobeat and demonstrating this power in front of others should be grounds for compromised relationships or goals.

# Psychokinesis

## (Kinesis)

The Officer channels psychic power through their body, enhancing themselves and their abilities to inhuman degrees.

Power	Effect
-1 or Less	The power flows through the body and their natural meridians, they begin hacking up blood almost immediately. Lose one Endurance.
0	The Officer enhances their physical self, moving more gracefully, acting quieter under pressure, they simply are <i>better</i> than they were a moment ago before quietly dissipating.
1 - 4	The Officer surges with power, they add +2 to the next physical Check or Roll they would make.
5 - 8	The Officer's body harmonizes with the flow of energy through their muscles, they add +2 to any physical Check or Roll for the remainder of the Scene.
9 - 12	The Officer reaches peak physical condition, in addition to the above, they can ignore one Endurance damage they have suffered for the entire Scene.
13+	The river flows and the Officer follows, they instantly succeed at any physical challenge set before them as their body is empowered. They are ravenously hungry afterwards.

# Third Eye

## (Visual Calculus)

The Officer opens their psychic third eye, scanning a room for any relevant detail and resonant signatures on anything that had strong emotions tied to them.

Power	Effect
-1 or Less	The Officer opens their third eye and witnesses the darkness around them, an empty sea of darkness on a stellar scale. They are rendered blind for the Scene.
0	The Officer opens their third eye and witnesses a more detailed look at their surroundings, it becomes clearer and more focused, but little else.
1 - 4	The Officer opens their third eye, gazing upon an area with knowledge of the little details as well as any psychic signatures present, moments of extreme trauma or heightened states of being.
5 - 8	The Officer opens their third eye, they add an additional +2 when relying on their natural senses, though the psychic signatures become more detailed, as if viewing them through glass.
9 - 12	The Officer opens their third eye, they add an additional +4 when relying on their senses, but they are able to reconstruct the essences of those present as well as have details on where they were.
13+	The Officer opens their third eye and sees clearly, the scene reconstructs itself to what had occurred and the psychoresonance plays out in an endless loop.



## Vitalis (Bloodletting)

The Officer has the rush of blood in their body, they hit faster, hit harder, and unleash that primal instinct in their heart to completely dominate a fight.

Power	Effect
-1 or Less	The rush of blood infects the Officer, coughing up blood and opening any wounds they may have already had. They lose one Endurance and begin coughing up blood.
0	The bloodlust grips the Officer and the world knows it as their veins pop. It's kill or be killed in the urban jungle, and the Officer is the predator.
1 - 4	The Officer throws themselves at a target, gaining a +2 to their next melee attack action as they attempt to brutalize the opposition.
5 - 8	The Officer unleashes the beast, their movements becoming unnatural and ferocious, they may take two actions during combat and add +2 to their melee attack actions.
9 - 12	The Officer berserks, as above, but they will always act first in combat as they fling themselves at the enemy with killing intent.
13+	The Officer enters a zen state, the next person they strike in melee will immediately enter the dying state as they tear straight through them.

Feedback	Endurance	Stability
-1 or Less	Recover 1	Recover 1
0	Nothing	Nothing
1 - 4	Nothing	Lose 1
5 - 8	Lose 1	Lose 1
9 - 12	Lose 1	Lose 2
13 - 16	Lose 2	Lose 2
16 - 19	Lose 2	Lose 3
20	Lose 3	Lose 3

While their Psychic Ability is potent, it is also taxing on their mental faculties. When an Officer uses a Psychic Ability, they will assign a second Precog Result as their Feedback. The Feedback indicates how much activating the Ability compromised the Officer and forced to recover later. Contrasting Power, Feedback wants a low Precog result, as the higher values will indicate their Psychic Power drawing too much out of their system.

A Feedback Die must always be assigned. If the Officer is unable (or unwilling) to assign a Feedback Die, treat the result as if they had assigned a 20 to Feedback.

# Criminal Minds

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Criminals are human too, while they are chromed out in the latest cybernetics or have a bank account with millions of Credits stored in it, they have wants, needs, and desires. Neurobeat is called in to assist with apprehending a criminal, one of these unfortunates who have committed a sin to force the eye of the law upon them.

Most criminals in 2099 operate in the dark, professional criminals that is. People still kill spouses in a fit of rage, embezzle funds, and sell Turquoise on the corner to kids. Crime is alive and well at the end of the century. The professional ones are clean, planning every detail out to the last moment before executing the perfect plan. But if a plan was perfect, then no one would know about it.

When the investigation begins, the Inland Emperor will choose their culprit(s) and have them act in an appropriate manner. Generally speaking, everyone has three things to consider: Home, Work, and Fears.

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The Culprit will always try to get home or to a safe place during a time block to rest, get dressed, and go about their day. Neom never truly sleeps, but its inhabitants do. Finding out when they are sleeping and their most vulnerable will be essential in determining where they may be at any time.

Work is the daily depressant for many. Major offices have thousands of employees working into the night on poorly thought out projects to pristine corporate sales positions in the Cityblocks hawking the latest fad. Often a place of work isn't far from their home, and in some lower tier working conditions, possibly where they live. Almost every official business has records of employees and hours they're open.

Less official work, such as a Maverik, have more chaotic schedules of when they will be undertaking their various jobs. Lounging around most days waiting for work to come in or killing themselves to get their next fix. Any career in the Black Zone of the Line is almost entirely off the books and even if they were recorded, they wouldn't snitch unless something serious was afoot (or money to be made).



Finally, Fears. Everyone is afraid of something, but in Neom, the malaise of terror is a factor that permeates instances of existence. Those of a more corporate bent would not be caught in the Black or Red Zones of the Line, while the Maverik gutter runners are often barred entry from any Cityblock or upper Line level due to not having the official paperwork required. Fears are where they won't be, where they refuse to be, or where they can't be.

Of course, people can find themselves outside their comfort zone. A Maverik with forged documents may be slumming it with their significant other in the Gold Zone of the Line or an executive hiding from a vengeful peer may be forced to eat Black Zone Slop from a market stall instead of their thousand Credit steak. These people will stick out, be noticeable, and cause fear in the hearts of those who have grown accustomed to the routine.

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The final thing to consider for a Culprit and Criminal is what the plan is. They've committed a crime, done something terrible, and may even know they are being traced. What now?

If they aren't accustomed to it, or it was spur of the moment, they may attempt to leave. Getting the proper paperwork together costs a few hundred Credits and may take a week to be approved for a flight somewhere else in the world. Some may even try to escape through a smuggler's tunnel, trying to mask their presence as they flee and throw the law off their trail.

More seasoned criminals may retreat back into their private abodes and "lay low." The worst thing any criminal can do is flaunt their crime, but in the right areas that may be the shield to prevent the law from coming down on them. Those in higher echelons of power may simply find themselves waiting out the storm, because the reality is that crime never sleeps.

And neither can the Public Security Department.

Every case has a hard time limit of ten days, representing the total amount of time the Public Security Department can requisition Neurobeat Officers for a case. In truth, most crimes if unsolved or unable to be solved within five days tend to go cold as the police need to focus elsewhere. The seasoned know this hard and soft limit of time and will retreat back into their boltholes for the worst to blow over. If a Neurobeat Officer wishes to continue a case beyond the requirements, they will need to pursue it in their free time or request a UN Sanctioned Investigation into the matter.

UN Sanctioned Investigations are rare and often involve UN Personnel or a matter of public safety. The Public Security Department does not need to be informed of them, and are often not informed for their own safety or the safety of Officers involved in the case.

## Examples of Criminal Minds

Michael Shefqet murdered his wife. She was a whore, according to him, sleeping around with the other men in front of him even. Stabbed her thirty-seven times with a knife. The entire apartment in the Line is covered in blood, normally, this wouldn't be a problem for anyone involved. Except Michael Shefqet died five years ago after jumping from a rooftop. The man's papers aren't his, but the forgery is almost perfect. Neurobeat has been called in to find the forger.

The forger himself is a man named Boris Vasiliev (Age 62), an accomplished middle manager from Comtech. He operates through middle men in the Black Zone, though he has never visited the area, or left the immediate area of Trojena to be honest. He speaks solid Arabic and English, but almost always speaks in Russian (as do most of his Comtech team). He is asleep precisely at 10 P.M. and wakes up at 6:30 A.M to a warm cup of coffee and sourdough bread. He works in Trojena, a middle management position overseeing production chains. His actual work is sitting at a computer, eating a bagel and drinking a coffee. The forgeries came about more as a hobby than anything direct, working with one of his contacts on the Line to facilitate creating falsified documents.

He doesn't really have any escape plan, but he's so far up the chain that he genuinely doesn't think he'll be caught. Though if word does reach him, he'll put in a transfer request and be sent out within a few days.

Jimmy Karim (Age 24) is a professional Maverik, chromed out in SNAP limbs with an ego the size of a small planet. He's not the most subtle Maverik out there, but he doesn't really need to be with his record. However, he's been getting jumpy after a job had him take some valuable gear that he didn't turn in and is looking for a place to lay low. He's usually out at night partying, but always has a gun on him and rarely leaves the Black Zones of the Line.

That gear he took was Hyperion Dynamics newest firearm design, the Hyperion Tri-Shotgun (loaded with HE Shells!). As Hyperion Dynamics has a close relationship with the United Nations (the Tri-Shotgun being United Nations Militaries newest armament after all) the fact that the blueprints may be used by criminals isn't strictly a priority. Not much is known about the Mavericks, except it was a team of four and one of them's skull is plastered across the wall by one of their own.

Turquoise is a pristine designer drug, huffing the stuff will cause your mind to sore and mixing it in a drink keeps you fighting the shadow people. Running the stuff is dangerous as it's volatile and will blow up if it's around fire. Twenty pounds of the stuff was found tossed aside in a Red Zone garbage bin, which became the prime suspect of an explosion that happened an hour before its discovery. Neurobeat's been called in to find the runner who dipped it, and the lab where it's being made.

Diana Sunny (Age 31) is a tweaker at her core, while she lives on the Line in the Red Zone, she works third shift at a bar, but her hours fluctuate, which is to say she sometimes doesn't bother coming in to run more Turquoise. With her screwing up the last run, she's been hopping from friend to friend for a bed, but it's quickly becoming apparent that someone is hunting her down. She'll need a fix eventually, they always do.

# Requisition Services

Neurobeat designated an annual budget of 23,000,000 Credits to various operations and equipment expenditures, nothing extensive or particularly impressive, but local patrons provide enough funding to keep the books in the green.

Officers on deployment may always requisition gear, supplies, and assistance from depots belonging to either the Public Security Department, Saudi Arabian Royal Guard, or the United Nations armory.

When putting in a requisition request, the time required depends on the equipment being requested. Normally a Half or Full Action. This includes filling out the right forms, submitting reasoning, and the quartermaster staff sorting through gear via drones. Everything is tracked and recorded in the bureaucratic shuffle, only to be pulled up on an expense report months later when raises are being requested. Most supplies must be picked up at a Requisition Office in a Neom Public Security office in one of the Cityblocks.

Of course, more expeditious requests can be put in with a good word or knowing the requisition officer in an area. Befriending a UN Quartermaster is never without benefits for a box of candy bars or a brand new 4 gauge shotgun for Anti-Cybernetic Soldier operations. They may also be able to deliver the gear through police drones or expedited couriers.

An angry Quartermaster or Requisitions Officer can easily lead to requisitions taking a Full Action. Or never receiving them at all.

Requisition Restriction Table				
Designation	<i>Neom Public Security I</i>	<i>Neom Public Security II</i>	<i>Neom Public Security III</i>	<i>United Nations MPs</i>
Personnel	Patrol Officers	SWAT Officers	Detectives	UN Officers
Action	Free	Half	Full	Full

**Side Note: Requisition as Simple As Possible**

The Officers do not need to spend money buying new gear from the police or the UN, instead they just have to spend time (a Half or Full Action) calling it in, filling out the paperwork, and collecting it to receive their supplies.



# Firearms & Protection

Firearms are the weapon of the modern age. Neom is designated a No-Gun Zone by the Saudi Arabian Government, all civilian ownership of firearms (and most other lethal weapons) are considered strictly prohibited and can net someone up to fifteen to thirty years in prison.

The reality is that a gun will protect you more than the police. Many law abiding citizens have a personal defense armament somewhere in their home, this is different from a firearm due to the firing mechanism and technicalities behind the registration of the weapon. But a bullet will still kill someone, and in the Red and Black Zones of the Line, every kind of military and civilian firearm can be found smuggled in.

The Officers of Nerobeat are always given a THAT, a lightweight, .44 calibrated, tactical handgun designed to punch through armor and report firing data to UN servers. Standard Neom Police are handed a 9x19mm Parabellum handgun, normally the Sig Sauer P390, but detectives and other higher ranking officers of the Gold or Platinum Rank can often afford a M1911 or Colt-West Police chambered in .41 Long Colt. UN Military Police carry standard armaments, the signature Heckler & Koch HK510 is the standard infantry rifle for a majority of the armed forces.

In the hands of an Officer, weapons are divided into three categories: Small Arms, Long Arms, and Specialist Weapons. Small Arms are the variety of handguns and machine pistols that have made their way onto the street, while Long Arms represent rifles, shotguns, and even a variety of automatics. Specialist Weapons are particular and unique in their application and purpose, no two serving the exact same niche.

Overall, there are four main kinds of firearms: Handguns, Rifles, Shotguns, and Automatics.

Small & Long Arms				
	Handguns	Rifles	Shotguns	Automatics
Damage	1 Endurance	3 Endurance	1 / 4 Endurance	2 Endurance
Hands	1	2	2	2
Conceal	Yes	No	No	No
Range	Short	Far	Medium	Medium
Tag		Scoped	Spread	Automatic
Restriction	Neom Public Security I	Neom Public Security II	Neom Public Security III	United Nations MPs

Each of these is ranked off of the Damage, Hands, Conceal, Range, and Tag of the weapon in question.

The Damage signifies how much Endurance is lost when struck by the weapon. A normal human being has four steps of Endurance: Alive, Injured, Bloodied, and Mortis. Taking any amount of damage brings it down by the number of steps of the attack. Thus, getting shot with a handgun brings down the Endurance by one step (Alive to Injured). Cybernetically enhanced individuals have six states of Endurance: Alive, Injured, Damaged, Bloodied, Breakdown, and Mortis.

Human Endurance	Cybernetic Endurance
Alive	Alive
Injured	Injured
Bloodied	Damaged
Mortis	Bloodied
	Breakdown
	Mortis

The Hands indicate how many hands are required to hold the weapon comfortably. If a Weapon is unable to be used with the required number of hands, then they are considered to have a -4 to all Checks or Rolls involving the weapon itself.

Concealment of the weapon is a measure of whether the weapon can be easily hidden on one's person. If it can be concealed, only a metal detector (and sometimes not reliably) or a search of the person will turn up the weapon. If it cannot be concealed, unless they are hiding it beneath something or making a dedicated effort to hide the weapon, it will be revealed easily.

Range is broken down into six categories measuring how far the weapon can reasonably reach to affect the chosen target. The Inland Emperor will declare how far the engagement is taking place, but a few guidelines can be given from the following chart. Every range over the weapons preferred incurs a -2 penalty to Checks and Rolls.

Range	Distance	Example
Reach	0 to 1m	Arms Length
Close	1m to 5m	Room Sized
Short	5m to 25m	Dining Hall
Medium	25m to 50m	Firing Range
Long	50m to 200m	Open Park
Far	200m to 500m	Cross the Line
Horizon	500m+	Neom Wasteland

A Tag represents a quirk of the weapon in questions, Specialist weapons just have a Special for their particular quirk.  
For standard weapons:

Tag	Description
Automatic	When using this weapon, the Officer may make a second attack to another target within Close Range.
Scoped	The Officer can spend a moment aiming, add +2 to their Check / Roll.
Spread	The weapon has a spread, for each range bracket closer, it increases Endurance loss by +1 up to 4.

## Special / Melee Weapons

	Stunner	Rifalگو	Baton	Shockrifle
Damage	Special	2	1	Special
Hands	1	1 / 2	1	2
Conceal	Yes	Yes	Yes	No
Range	Close	Medium	Reach	Short
Special	Shocks Target, if Unarmored, they are KO'd. If they are Cybernetic, Damage 2.	A modifiable automatic rifle that folds down into a compact form. Requires a minute to set up properly	A standard military baton for riot control. Extendable.	Shocks Target, if Unarmored, they are KO'd and take 2 Damage. If Cybernetic Damage 5.
Restriction	Neom Public Security I	United Nations MPs	Neom Public Security I	United Nations MPs
	Pop Gun	Halligan Bar	Smart Gun	Stun Rod
Damage	Special	3	1	Special
Hands	1	2	1	1
Conceal	Yes	No	Yes	No
Range	Short	Reach	Short	Reach
Tag	Makes a startling loud noise for breach and clear operations. Deal Stability Damage 2 for unprepared targets.	A standard breach and entry tool, useful for CQC engagements. Deals +1 Damage to Cybernetics.	A modified handgun with SmartTech auto reading software. Add +2 to any Check / Roll with it. Takes a full action to Requisition from the UN.	A specialized metal stun rod to deliver volts to KO unarmored targets. Fries Cybernetics for 3 Endurance and Stability Damage.
Restriction	Neom Public Security II	Neom Public Security II	United Nations MPs	Neom Public Security II

The military-industrial complexes of the world are in an arms race to find the best gun to pierce the best armor, all while finding the best armor to soak a bullet from the best gun.

This constant pendulum has been stuck on the offensive axis for years, as armor systems of the 20s and 30s have only been improved upon for armored vehicles and drones. Modern infantry have relied extensively on vehicle systems and overwhelming firepower to find victory, with the modern trend toward specialized Cybernetic Infantry.

Body armor serves as a method to soak a bullet or prevent an officer from dying before help can arise. But that single bullet is often all that can be taken. Whenever an Officer is wearing body armor, it will have an Armor Rating (AR) which is the amount of damage it can take before it is rendered useless in protecting the wearer. Heavier Armor has a Armor Penalty (AP) which is a stacking penalty for dexterous actions and initiative while wearing the bulkier, but more protective, armor plating.

United Nations Armor Systems				
	Armored Jacket	UN Standee System	Imperial Body Armor	Soak Jacket System
Armor Rating	3	2	4	2
Armor Penalty	0	1	2	0
Wearer	Neurobeat Officers	Military Police	Bureau Security	VIPs & Journalists
Restriction	United Nations MPs	United Nations MPs	Restricted	United Nations MPs

Saudi Arabian Royal Guard Armor Rigs				
	Royal Guard	Ghazi	Plainclothes	Tanksuit
Armor Rating	4	3	1	8
Armor Penalty	2	1	0	5
Wearer	Royal Officers	Royal Guard Soldiers	Undercover Guards	Special Armor Units
Restriction	Restricted	Restricted	Restricted	Restricted

Neom Public Security Force Armors				
	Type A	Type B	Type C	Type D
Armor Rating	1	2	2	3
Armor Penalty	0	1	0	2
Wearer	Cityblock Patrolmen	Line Patrolmen	Detectives	SWAT Officers
Restriction	Neom Public Security I	Neom Public Security I	Neom Public Security III	Neom Public Security II

Traditional Maverik Armor				
	Gladiator	Maverik (™)	Jetset	Slayer
Armor Rating	3	1	0	4
Armor Penalty	1	0	0	2
Personality	Practical, Efficient	Egotistical, Cheap	Suicidal, Stylish	Wealthy, Paranoid

Gang Armors				
	Leathers	Metal	Guard	Soldier
Armor Rating	0	2	1	3
Armor Penalty	0	2	1	2
Typical Rank	Grunts	Patched	Blooded	High Ranking

Side Note: Police Uniform Types

Police uniforms encompass four primary classifications: Class A, B, C, and D.

Class A uniforms are formal and sophisticated, often featuring a dress-oriented style. In Neom, they are commonly khaki-colored, complemented by a beret. While Level I body armor is typically concealed underneath, it's noteworthy that in Oxagon and Trojena, many officers forego wearing armor altogether.

Class B uniforms represent the standard attire for a significant portion of Line officers and those serving in rugged Cityblocks. These uniforms, usually of darker shades, are paired with Level II body armor worn externally. Designed more for rapid assault and defense, this armor prioritizes protection over unrestricted mobility on the Line.

Class C uniforms consist of synthetic plates and armored jackets issued to detectives and field operatives. At first glance, these apparels often camouflage the protective elements they conceal. However, the hardened appearance of some detectives bears testimony to their experiences, evident in the bullet scars and quickly patched cuts.

Class D uniforms incorporate heavily fortified Level 3 Body Armor, predominantly utilized by SWAT and Special Forces on the front lines. During large-scale riots or moments of heightened instability, approximately two thousand officers can be swiftly outfitted in Type D attire within an hour. The Royal Guard employs a modified variant of this armor for their standard operators.



# Gear & Equipment

Inside the armories of the United Nations and Public Security lie a host of supplies, gear, and equipment for officers to enforce the public good. When a Neurobeat Officer is putting in a request, they are able to request any kind of gear or supplies they wish in addition to any weapons or additional armor.

Standard Gear		
Equipment	Description	Restriction
<i>Battering Ram</i>	A hunk of metal designed for battering down doors and breaking into locations.	Neom Public Security II
<i>Binoculars</i>	A simple set of binoculars, most patrolmen buy a set for themselves, but can always requisition.	Neom Public Security I
<i>Breathalyzer</i>	A breathalyzer test that requires a suspected inebriated person to blow into it. Determines BAC.	Neom Public Security I
<i>Bug</i>	A micro listening device to be planted on any surface, often hidden in an ideal place.	Neom Public Security III
<i>Bug Detectors</i>	A handheld electromagnetic device that causes bugs (or any other electronics) to go haywire.	Neom Public Security III
<i>C2</i>	A handpacked RDX explosive for doors, used in breach and clear operations.	United Nations MPs
<i>Chemsniffer</i>	A breathalyzer test that requires a suspected individual to blow into it. Determines drug contents.	Neom Public Security I
<i>Communication Tap</i>	Placed upon a comm device to determine where the caller is and who they are calling.	Neom Public Security III
<i>Digital Camera</i>	A standard digital camera to record in 8K definition. Comes with a tripod and case.	Neom Public Security II
<i>Electrolock</i>	An electronic lock for barring entry to a particular building in Neom, requires remote approval from Public Security (or UN) to open.	Neom Public Security I
<i>Evidence Collection Bag</i>	A large bag with segmented pockets for collecting evidence, self-sterilizes.	Neom Public Security I
<i>Fingerprint Kit</i>	A fingerprint kit for finding the markings and recording the information. May automatically scan the database once the fingerprint is plugged in.	Neom Public Security II
<i>Glowstick (x10)</i>	A pack of ten chemical lights burns out after 20 minutes. Comes in any color	Neom Public Security I
<i>Infrared Goggles</i>	Goggles that can see the infrared scale.	Neom Public Security III

<i>Metal Detector</i>	A handheld magnetic device for detecting metallic substances. Dings from anything metallic.	Neom Public Security I
<i>Minitools</i>	A full tool kit of foldable metal tools, fits in a backpocket.	Neom Public Security II
<i>Mirrorgun</i>	An omniwand that can twist and bend around corners or under doors, has a video system for seeing what's on the other side.	United Nations MPs
<i>Net Burner</i>	A sophisticated device that plugs into a port, downloading any data on the harddrive.	Neom Public Security III
<i>Night Vision Goggles</i>	Goggles that enhance the user's vision for extreme low-light conditions.	Neom Public Security III
<i>Personal Health Monitor</i>	A device strapped to the chest of a Prisoner or VIP, remotely monitors heartbeat and lifesigns.	Neom Public Security II
<i>Reader</i>	A quick access tool for systems hooked up to the Neom network, able to read, but not save, data.	Neom Public Security II
<i>Recorder</i>	A standard issue recording device.	Neom Public Security I
<i>Scrambler</i>	A scrambling device that interferes with Cybernetics, shutting them down until it's removed.	Neom Public Security II
<i>Vidcom</i>	A worn video and communication device used by Officers for recording their movements and actions.	Neom Public Security I

Grenades		
Equipment	Description	Restriction
<i>Fragmentation</i>	A military fragmentation grenade. Deals 3 Endurance Damage to everyone within Close Distance.	United Nations MPs
<i>Shocker</i>	Electrical discharge fries Cybernetics. Deals 4 Endurance Damage to Cybernetics.	Neom Public Security II
<i>Stinger</i>	A grenade that pops into rubber balls, intending on knocking out or subduing others non-lethally. Deal 2 Endurance Damage to Non-Cybernetics.	Neom Public Security I
<i>Stun</i>	A standard stun grenade will disorient and disrupt anyone caught in the blast radius.	Neom Public Security I
<i>Tear Gas</i>	A lachrymator distribution grenade, consisting of aerosolized solid or liquid to disorient a group.	Neom Public Security III

Vehicles			
Equipment	Description	Seats	Restriction
<i>Public Security Hideo-V</i>	A sleek, simple, vehicle that blends into the background. Favored among detectives.	4	Neom Public Security III
<i>Public Security Land Cruiser</i>	A standard desert police security vehicle, seen everywhere in Neom.	6	Neom Public Security III
<i>Public Security Scrambler</i>	A desert traversal motorcycle, heavy set with a case for water and lunch.	1	Neom Public Security II
<i>UN Christani</i>	A standard military motorcycle, painted the signature light blue of the UN MPs.	2	United Nations MPs
<i>UN Humvee</i>	An armored United Nations humvee made for equal parts intimidation and style.	4 / 9	United Nations MPs

Drones		
Equipment	Description	Restriction
<i>Combat</i>	A large (1400 mm) drone with a small gun attached to it, can be remotely controlled, but loaded with a VI for automated targeting.	Neom Public Security III
<i>Delivery</i>	A huge (3500 mm) drone with a set of claws for carrying packages up to 10 pounds.	Neom Public Security II
<i>K-9 Unit</i>	A K-9 Drone is a self-propelled VI-Assisted walking assistant. Expert at tracking and navigating the city.	Neom Public Security II
<i>Police</i>	A medium (1000 mm) drone with sirens, alarms, automated messages, and camera software.	Neom Public Security I
<i>Reconnaissance</i>	A small (250 mm) drone with a camera and recording features, nearly silent when flying.	Neom Public Security III
<i>Support</i>	A medium (1000 mm) drone with a set of support features, such as evidence collection and scanning.	Neom Public Security II

# Medication

Self-Medication has led many down dark paths, but for Neurobeat it's an essential talent for fieldwork. Normally, a Neurobeat Officer requires an annual injection of Neuromab-D from a UN certified medical facility to keep their mind from fracturing upon itself. However, this reliance on medication has led to a culture of using, abusing, and understanding the lethal cocktails of pills and injections to push forward through extreme odds.

Every Officer has their Medico Case, which is specially designed for two injections and six pills of their choice from a collection of UN sanctioned pharmaceuticals. Many Officers do partake in more extreme varieties of legal and illegal substances to keep their minds sharp and body on point.

Officers can freely inject or take a pill whenever they are not in immediate danger. The effects take place immediately, allowing the Officer to enjoy the benefits with minimal drawbacks.

Injections		
Injection	Description	Legality
<i>Addroxo</i>	Think clearly, stop moving. Add +6 to all Mental Checks and -2 to all Physical and Social Checks. Lasts one Scene.	Legal
<i>Ambiarc</i>	Rest without sleeping. Reroll all spent Precog Die at current Stability.	Legal
<i>Atlas</i>	Feel dead on the inside and outside. Increase Armor Rating by 6 for the entire scene.	Illegal
<i>Blockers</i>	Trap the mind in a cage. Treat all Precog Die as if they had rolled 1. Gain one Stability.	Legal
<i>Booster Silver</i>	Take a moment to think. Add +2 to all Checks when there is no Chaos present in a scene.	Legal
<i>Cognito</i>	See the unseen. Add an additional Investigation Check during an Investigation Scene.	Legal
<i>DEATH</i>	Anchor oneself to reality. Decrease the Feedback of a Psychic Ability by -4.	Legal
<i>Distortion</i>	Lose object permanence in a location, immediately resetting one's memory back around 24 Hours. Popular among terrorists.	Illegal
<i>Frenzy</i>	Reject the Status Quo. Increase the Chaos of a Scene by two steps, add +2 to all Checks and Rolls.	Illegal
<i>Grey Matter</i>	Do mathematicians dream of spreadsheets? Treat Precog Die as one step higher when recovering them.	Legal
<i>Hero</i>	Feel like a hero yet? Cerebral Hemorrhage.	Illegal
<i>Heroin</i>	A potent opiate. Increase Endurance by 2, reduce Stability by 2.	Illegal
<i>Horizon Walker</i>	Dream peacefully. Treat Precog Die as one step lower when recovering them. Sleep soundly.	Legal

<i>Hype</i>	Go fast, or die trying. Remove all Precog Die, gain +6 to all Actions until the Scene is over.	Legal
<i>Imperius</i>	Embrace the Inland Emperor. Decrease Stability by 2.	Illegal
<i>Interpersonale</i>	Dealing with people, the right way. Add +6 to all Social Checks and -2 to all Mental and Physical Checks. Lasts one Scene.	Legal
<i>JAX</i>	Stop Thinking, Just Jax. Add +6 to all Physical Checks and -2 to all Mental and Social Checks. Lasts one Scene.	Illegal
<i>Lazarium</i>	Nothing is more intoxicating than being close to death. Increase Endurance by 3.	Legal
<i>Lazarus Whip</i>	Death is never the end. If an Officer has died within 1 minute, inject to bring them back to life at Injured.	Legal
<i>Narcan</i>	Save a life from a life of drugs. Inject into someone overdosing on drugs to stabilize them. Useless on Neurobeat Officers.	Legal
<i>Neuroaccelerant</i>	See the future. Reroll all Precog Die at current Stability and add +2. Lose one Endurance.	Legal
<i>Neuromancer</i>	See Psycho Resonant Beings. Treat all Precog Die as if they had rolled maximum, lose one Stability.	Legal
<i>Nu-Coke</i>	Liquid Cocaine for the Wayward Wanderer. Increase Initiative by +4 during combat.	Illegal
<i>Nu-Sleep</i>	Sleep without sleeping. For a Half-Action, treat it as if the Officer had slept a full six-hours at home.	Legal
<i>Orgone</i>	Access the wellspring of the soul. Reroll all Precog Die as if the Officer had Rested.	Legal
<i>Psycholoco</i>	Embrace the Crazy. Increase all Precog Die by +3.	Illegal
<i>Resonance</i>	See beyond reality. Increase the Power of a Psychic Ability by +4.	Legal
<i>Smooth</i>	Take the edge off. Reduce the Chaos of a Scene by two steps, lose two Precog Die.	Legal
<i>Spartan</i>	FEEL THE BLOOD INSIDE YOU PUMP. Increase all damage in Melee Combat by +1.	Illegal
<i>Stabalizine</i>	Reject the Inland Emperor. Increase Stability by 3.	Legal
<i>Turquoise</i>	Take the edge off life. Increase Endurance and Stability by 1.	Illegal
<i>Zen</i>	See sounds and listen to sights. Reduce Chaos of a Scene by three steps, lose all Precog Die.	Illegal



Pills		
Pills	Description	Legality
<i>Ceres</i>	Making people fun to speak to. Increase Social Checks by +2 for the entire Scene.	Legal
<i>Cyanide</i>	Escape reality. Induce an internal chemical reaction. Die.	Illegal
<i>Extended Relief Neuroharmonizer</i>	Neuroharmonizers are a fancy term for Neurobeat Psychic Depressants. Increase Stability by +1 for every Full Action for two Full Actions.	Legal
<i>Extended Relief Pain Medication</i>	ERPM is the standardized UN Pain Medication for its Officers. Increase Endurance by +1 for every Full Action for two Full Actions.	Legal
<i>Fizzyrocks</i>	Feel the burn. Increase the Chaos of the Scene by one step.	Illegal
<i>Foci</i>	Think clearly. Reduce the Chaos of the Scene by one step.	Legal
<i>Forgetmenot</i>	Pop a pill, forget the past week of time, keep up the party.	Illegal
<i>Gummy, Fentanyl</i>	Vitamins in a gummy form, laced extensively with Fentanyl. Increase Endurance by 2.	Illegal
<i>Gummy, Regular</i>	Vitamins in a gummy form, comes in many different sizes. Does nothing. If taking two, take 1 Endurance Damage.	Legal
<i>Gummy, THC</i>	Vitamins in a gummy form, heavily laced with THC. Increase Stability by 1. If taking two, take 1 Endurance Damage.	Legal
<i>Jump</i>	FEEL THE JUMP IN YOUR BONES! Increase Initiative by +1 for the entire Scene. Piss red for a week.	Legal
<i>Lotus</i>	Turn it all off. Suppress being able to listen to the Chorus or Trojan Horse for a Full Action. Lose one Stability.	Legal
<i>Memorex</i>	Professors love it, students need it, and kids want it. Enhance memory and retention of information.	Legal
<i>Mentat</i>	Mind over Matter. Increase Mental Checks by +2 for the entire Scene.	Legal
<i>Oloban</i>	Eight hours of sleep on a twenty minute train ride. Reroll all Precog Dice after a Half-Action.	Legal
<i>Preclude</i>	Depressants for Psychics. Increase all Precog Die Results by +2.	Legal
<i>Proclude</i>	Antidepressants for Psychics. Decrease all Precog Die Results by -2.	Legal
<i>Somnia</i>	Sleep soundly.	Legal
<i>STEEL</i>	Tastes like metal and think like a rock. Decrease the Feedback of any Psychic Ability by -1 for the entire Scene.	Legal
<i>Sterin</i>	Instant Bulking! Increase Physical Checks by +2 for the entire Scene.	Legal
<i>Wink</i>	A wink of sleep for the rest of us. Reroll one spent Precog Die Result.	Legal
<i>Zicoplex</i>	Purge the unwanted feelings from the body. Decrease Endurance by 1 and increase Stability by 1. Tastes like dirt and costs 40 Credits a bottle	Legal
<i>Zoomies</i>	Racing forward with a scrambled mind. Increase the Power of any Psychic Ability by +1 for the entire Scene.	Legal

## Drinking, Smoking, and Snorting

Medication	Description	Legality
<i>Alcohol</i>	Escape from reality when you don't want to be around it. Roll a 1d6, on a 4+, increase Stability by +1.	Legal
<i>Alphameth</i>	The newest way to enjoy the bargain basement of the drug world. Inhaled through an oxygen mask. Adds +3 to Initiative Checks and +2 Endurance. After a day, take -3 Endurance.	Illegal
<i>Cocaine, Bargain</i>	This white powder is little more than sugar, baby powder, and possibly crushed bones. Add +1 to all Checks for one Time Block, reduce Endurance by 1.	Illegal
<i>Cocaine, Laced</i>	"Cocaine" that's been laced with a host of substances that dilute the quality. Roll a 1d6, on an Even, add +1 to all Checks for two Time Blocks, on an Odd, reduce Endurance by one.	Illegal
<i>Cocaine, Pure</i>	Pure refined South American Cocaine, keeps the mind and soul on edge and body's blood pumping. Add +1 to all Checks for the rest of the day.	Illegal
<i>Drank</i>	A horrid concoction of multiple over the counter medication, mixed with either water or milk to wash it down. Increase Endurance and Stability by +1	Legal?
<i>EmergenZ</i>	A health tonic that tastes like death, but vents any sort of bad karma out of the system quickly.	Legal
<i>Glitterworld</i>	A glittery designer drug that is smoked or snorted by the upper class. Causes vivid hallucinations and mania.	Illegal
<i>Gutrot</i>	Blackzone Tonic to keep the bad memories away. Reduce Endurance and Stability by -1.	Legal?
<i>Jazz</i>	Popular among Students and other creatives. Increase Mental Checks by +2 for two Full Actions, then -2 to Mental Checks for two Full Actions..	Illegal
<i>Marijuana</i>	Smoked substance to take the edge off of the situation. Increase Stability by 1, become oddly hungry.	Legal
<i>Neon</i>	See colors outside the regular spectrum. Nothing valuable happens, but it is absolutely gorgeous. Designer inhalant.	Illegal
<i>Neuropozyne</i>	The current, and last, brand of Immunosuppressants used by old Cyborgs and Heavily Modified Murphys. Lose two Endurance if taken by a Non-Cybernetic.	Legal
<i>Nicotine</i>	Everyone's got a favorite brand, all of them are worse than your favorite. Roll a 1d6, on a 3+, increase Stability by +1.	Legal
<i>SEYESNOW</i>	Huffing this substance allows the officer to <i>FEEL</i> time moving as they move around their day. Fast, Slow, it doesn't even matter anymore.	Illegal

# Support Services

Similar to requisitioning supplies, a Neurobeat Officer can call in a variety of support for various operations. These must be made through the designated offices and be approved by the acting head of operations in that Cityblock or Line Office.

When the Officers request assistance, they will report as soon as they are able to. Upon arriving, they will attempt to assist the Neurobeat Officers according to the situation at hand. Each Support Service has a Support Score, the combined Support Score is checked against the Chaos of the situation by the Officer who called in the Support by rolling the Chaos Die and adding the Support Score.

If the situation has active hostile elements, the Inland Emperor will declare the Opposing Force value - the OF Value is measured by the threat of the enemies present, which is equal to half their Danger Value rounded down.

If a Support Officer is Injured or killed, they are removed and will not contribute their Support Score to the next Check.

Result	Description
40 or More	Order is brought to Chaos with extreme prejudice.
30 to 39	Order is brought to Chaos
20 to 29	Hard fought arrests and 1d2 Support Officers are injured. Order is brought to Chaos
15 to 19	1d4 Officers are injured. Chaos still reigns.
10 to 14	1d8 Officers are injured, Chaos increases by one step.
5 to 9	1d6 Injured, 1d4 Officers are Killed, Chaos Decrease by one Step
1 to 4	1d10 Support Officers are killed, full retreat, Decrease Chaos by two Steps.
0 or Less	Entire Support Officer detachment is lost, full retreat ordered, Decrease Chaos to D0.

### Side Note: Abstract vs Precise Support

This method is an abstracted way to receive support, effectively calling in a detachment and sitting back or having them act as a distraction while the Officers move in through a rear entrance. If the Officers want more precise support, each PL will take control of a number of the allies as they navigate the situation. Instead of possessing different skills, they will have a Support Skill Die they will use instead.

Patrol Officer / SWAT	Murphy	UN Peacekeeper	Military Patrol Unit
D4 / D6	D20	D10	D8

## Patrol Officers (Officer SS 1 / SWAT SS 2)

Requesting Patrol Officers has them arrive almost immediately due in any area except the Red and Black Zone of the Line (which they will not venture into without a SWAT Detachment). There is usually a team of (1d4+1) Officers who take the call and begin moving toward the Neurobeat Officer's designation. They wear Type A or B Body Armor with a Handgun.

## Murphy Squad (SS 5)

A Murphy Squad being called in requires extreme danger to civilian or Officer lives or being pre-approved by Division leaders. Setting up the Squad takes a Half-Action and will deploy soon after from the nearest Cityblock. Murphies come in squads of four, and are practiced in Breach & Clear and Extermination Operations. They are all considered Cybernetic and wear Type D Body Armor armed with Rifles, Shotguns, and Automatics.

## UN Peacekeeper Unit (SS 4)

A full Blue Helmet Unit (12) is called with proper authorization from a Cityblock Official. It takes a Full Action to get the entire team suited up and authorized to move throughout Neom. Without the proper paperwork and go-ahead from the UN Director, they can deploy anywhere in Neom for a Half-Action. Each is equipped with a Standee System and Automatic Rifles.

## Patrol Military Police Unit (SS 3)

A Military Police Unit (12) can be called from any of the Cityblocks to deploy to quell serious threats and assist in rescue operations. Requesting in a Cityblock takes a Half-Action, while anywhere on the Line takes a Full Action. If deploying to the Red or Black Zone, it takes an additional Half-Action to properly drill the Unit on procedures. Each has a Standee System and Automatic Rifles.

# Cognito Development Therapy

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Neurobeat is a constantly evolving branch of the United Nations security forces, with every Officer in their ranks going through an odyssey of change through their tenure. While many find themselves in early retirement due to injury or being shuffled into an office position, many more hone their skills to a fine point

## Skill Improvement

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When a Neurobeat Officer completes any Case successfully, they will have the opportunity to develop one of their Skills by increasing the die size up by one step.

Normally this is done in the downtime between calls at the UN Bureau in Oxagon, but some Skills simply require time and dedication to learn and enhance their value.

## Relationship Development

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Similar to Skills, a Neurobeat Officer can instead choose to focus on developing a relationship with one of their contacts. This can be any of the Relationships they have created up to a D8 with them, unless the Inland Emperor allows the use of a Trojan Horse on one of them.

Relationships developed this way reflect the Neurobeat Officer taking time to cultivate their contacts and alliances. Could be simply a thank you card, going out for drinks, or doing some side work to help them out.

## Transferring Out

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Every Neurobeat Officer serves a one-year term in a deployment zone before transferring out to another location. Every Officer goes through the same motions in any location they are deployed in so they do not develop close ties or psychic links to too many people.

The usual procedure takes two weeks of reports, paperwork, and double checking any finances before being flown out of Tabuk Airport to their next deployment or sent home for a two month offtime. If the Neurobeat Squad works well together, they may be in the same locale again, but it's entirely up to the accountants in Brussels and Vienna.

Early transfers can be approved for severe injury or trauma. Though this only occurs if they, or their power of attorney, fills out the paperwork.