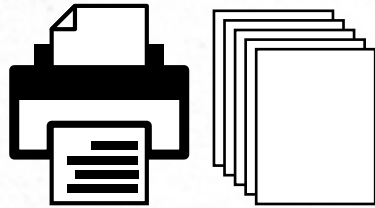
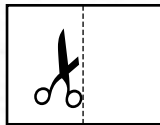


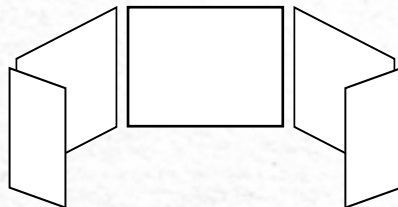
**STEP 1**  
print



**STEP 2**  
cut first and  
last page



**STEP 3**  
assemble in  
order



## GOODS AND SERVICES

Name	Price
Basic Meal	₱5
Nice Meal	₱15
Extravagant Meal	₱55
Groceries	₱30
Basic Entertainment	₱10
Nice Entertainment	₱70
Extravagant Entertainment	₱150
Basic Clothes	-
Nice Clothes	₱50
Expensive Clothes	₱150
Basic Medicine	₱15/level
Moderate Medicine	₱30/level
Advanced Medicine	₱60/level
Groundcar cab fare (within city)	₱15/passenger
Skycar cab fare (within city)	₱30/passenger
Skycar cab fare (any destination)	₱100/passenger

## ILLEGAL GOODS AND SERVICES

Name	Price
Illuminix	₱5
7-lights	₱25
Feast Pills (10)	₱5/Food
Cheap Documents	₱10
Nice Documents	₱50
Perfect Documents	₱500
Record Expunge	₱1000
Re-deco	₱200

## SELLING GOODS AND LOOT

Players only receive one-fourth the market value when selling items.

## DESCRIBING LOCATIONS

Location Condition	Residence Details	Bar/Eatery Details	Dock Details
Pristine <i>gaudy, decadent, expensive</i>	Soft fabric, spacious, wood furniture	High ceilings, heavily guarded, private booths, lavish food	Skylights, well dressed security, space between ships, many Synthetics, filtered air
Maintained <i>clean, plain, dry</i>	Concrete walls, tight space, flat cots, storage lockers	Open seating, low ceilings, simple metal furniture	Exhaust odors, slightly dirty floors, closely packed ships, some Synthetics, food carts
Decrepit <i>decayed, filthy, wet</i>	Peeling paint, organic stench, refuse, sewage	Exposed conduits, flickering lights, questionable drinks, acrid odors	Oppressive fumes, no air filtering, half-broken vending machines, only a few Synthetics
Busy <i>bustling, hot, oppressive, tense</i>	Crammed furniture, heated conversation	Standing room only, loud music, shouted conversation	Trade, yelling, furtive glances, solicitation and proposition
Abandoned <i>eerie, cold, quiet</i>	Looted storage, overturned furniture	Broken glasses, faded signs, jammed doors	Stripped chassis, chemical spills, blackened windows

Location Condition	Plant/Factory	Base/HQ	Hideout
Pristine <i>gaudy, decadent, expensive</i>	Unlikely to even exist	Monolithic architecture, ceramic walls, white and chrome, custom furniture	Secret doors, lush couches, large monitors, xeno pets
Maintained <i>clean, plain, dry</i>	Running machines, secure entrances, colored warning lights, exhaust vents	Prefab metal paneling, unflattering light, plastic furniture, obvious cameras	Vault doors, reinforced walls, communication equipment, prefab furniture
Decrepit <i>decayed, filthy, wet</i>	Open waste containers, fallen catwalks, sealed corridors, scattered equipment, clogged vents	Scavenged beams and panels, spot welding and bolts, dim lights, cracked monitors, crooked chairs	Hole in the ground, sliding gates, open crates and strewn parts, vermin
Busy <i>bustling, hot, oppressive, tense</i>	Scrambling workers, Synthetic task masters, shouted orders, shift alarms	Constant rings and alerts, extensive security, rushed conversation	Constant coming and going, suspicious guards, hushed conversation
Abandoned <i>eerie, cold, off-putting</i>	Broken machinery, oppressive darkness, dirt-caked floors, unidentifiable sounds	Strewn disks and drives, broken windows, stripped conduits	Layers of dust, spoiled rations, overrun with vermin, human remains

### Environmental Sounds

*electrical hum from lights, rhythmic clicking from filter systems, sudden rattling from generators, quiet rumbling from machinery motors, beeps and tones from terminals or Synthetics talking to each other, drips of leaking fluids, buzz of exposed wires*



# SYNTHICIDE



## SUGGESTED ACTION DIFFICULTIES (AD)

Easy	Standard	Difficult	Challenging	Fantastic	Epic	Legendary
3	6	9	12	15	21	27+

## SUCCESS LEVELS (ROLLING OVER AD)

Standard	Excellent	Superb
+0	+5	+10

## SCALING AD BY SIGNIFICANCE OF STORY EVENT VS. PLAYER LEVEL

Player Level	Random/Unimportant AD	Predictable Event AD	Critical/Dangerous AD
1-2	0-3	6-9	9-12
3-4	0-5	7-10	10-13
5-6	0-6	8-11	11-14
7-8	0-6	9-12	12-15
9-10	0-6	10-13	13-16
11	0-6	11-14	14-17

## CREATING TRAPS

**Choose a relevant Knowledge Focus for the trap.** If players have the relevant Knowledge Focus, they can use Operation to detect the trap instead of using Awareness. Here are some good choices: **Computers, Engineering, Locks, Medicine, Survival**

**Set the difficulty to disable the trap.** Use the scaling chart above. Add 5 to the AD if players don't have the relevant Knowledge Focus.

### DAMAGE DEALING TRAP

Trap Attack Type	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9-10	Lvl 11
Bonus vs Armor Defense	+2	+4	+6	+8	+10	+12
Bonus vs Toughness Defense	+1	+2	+3	+4	+5	+6
Bonus vs Nerve Defense	+0	+1	+1	+2	+2	+3

Trap Damage Type	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9-10	Lvl 11
One-time damage	+2	+4	+7	+15	+22	+30
Continuous damage	+0	+1	+2	+4	+7	+10

### ATTRIBUTE PENALIZING TRAP

Trap Penalty Type	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9-10	Lvl 11
Toughness AD to resist	4	4	5	6	7	8
Attribute Penalty (if persistent)	-1	-2	-3	-4	-5	-6
Attribute Penalty (if temporary)	-3	-4	-5	-6	-8	-9

## DESCRIBING PEOPLE

Status	Base Appearance	Cybernetic Version	Synthetic Version
Wealthy <i>slow, arrogant, relaxed</i>	Layered and clean clothing, jewelry, guarded escort	Subtle implants in eyes and hands, aesthetic surgery	Polished armor and casing, well-armed, oversized and strong limbs, minimal decorative cloth
Common <i>forgettable, cautious, quiet</i>	Stained jackets and scarves, functional boots, eye protection	Replaced limbs, scarred face, a few visible wires in the skin	Slender, simple photoreceptors, slightly dirty, exposed mechanisms
Destitute <i>sickly, compliant, dirty</i>	Ripped and filthy clothing, worn shoes, overstuffed backpack	Broken implants, awkward gait, scabby signs of implant rejection	*Very rare* Broken limbs, hanging wires, jittery motion
Sharper <i>quick, direct, clever</i>	Armored clothing, toolkits, visible weapons	Metal hands, jarring cyber eyes, battle harnesses, skin-mounted tools	Scavenged parts to enhance limbs, welded on armor, perhaps a coat if any clothing
Gangster/Pirate <i>aggressive, edgy, terse</i>	Visible gang markings, purposely displayed weapons	Skin stretched over artificial muscle, exposed ports and rigs, respirators	*Most likely a Razor Cog* Rebuilt combat chassis, heavily armored, oversized limbs and weapons
Mutant <i>bizarre, unpredictable, desperate</i>	Odd proportions, unsettling face, strange eyes, deformed ears or hands	Scavenged implants, dermal plating, half metal faces	N/A

## TWIST SYSTEM

Roll Result	BIG REVEAL	MURPHY'S LAW	INTERFERENCE	NO ESCAPE
3-5	<b>Mysterious Call</b> Blackmail, veiled threats, a dangerous offer	<b>Temporary Malfunction</b> A weapon jams for a couple of turns, a computer freezes, the ship engine stalls	<b>Unwanted Attention</b> Hostile questioning, an alarm goes off, a crowd forms	<b>Blocked Path</b> A sealed door, security checkpoint, collapsed tunnel
6-8	<b>Secret Alliance</b> A merchant works with pirates, a neutral party works for the enemy, common rabble are actually a gang	<b>Something is missing</b> Lost tools, dropped keys, "the goods" were stolen	<b>Bad Timing</b> A vulnerable ally is in danger, competing patrons both appear, a buyer demands early delivery	<b>Lost</b> A faulty map, disorienting fog, navigation was out of sync
9-11	<b>False Identity</b> An ally is an imposter, famous fugitive, Church double agent	<b>Collateral Damage</b> Accidental deaths, killed the wrong man, damaged valuable property	<b>Enemy Sabotage</b> Damning rumors are spreading, an ambush lays in wait, a bomb is planted	<b>Found Out</b> You are identified, spotted mid-crime, your secret is made public
12-14	<b>Horrific Secret</b> A "human" is actually Synthetic, a freakish mutant, or a murderous sociopath	<b>Environmental danger</b> A chemical spill, exploding munitions, an electrical storm	<b>You are Not Alone</b> A dangerous stowaway, a lurker in the shadows, a stalker	<b>Hunted</b> You are chased by bounty hunters, desperate scavengers, feral predators
15+	<b>Brutal Betrayal</b> Led into a trap, a fixer robs you, a trusted ally tries to kill you	<b>Catastrophic Event</b> An earthquake, a city-wide fire, entire ship fleets suddenly crash	<b>Powerful Watchers</b> Church inquisitor arrives, ancient Synthetics reawaken	<b>The Dead Return</b> A lost lover comes back, an abandoned ally seeks revenge, an old enemy never died

### MISSION RISK LEVEL

Mission Danger Point Total	Risk Level
Total = 1x number of players	Low
Total = 2x number of players	Medium
Total = 3x number of players	High

### THREAT POINTS

Threat	Point Value
Enemy more than 2 levels lower than players	0
Enemy 2 levels lower than players	0.5
Enemy within 1 level of players	1
Enemy 2 levels higher than players	2
Enemy more than 2 levels higher than the players	Too dangerous!
A lethal trap	2
Alarm system that will alert dangerous enemies	2
Players are ambushed by enemies	x2 per enemy
An enemy is a Boss NPC	x2 per enemy
Players are heavily outnumbered by enemies of equal level or higher	4
Players make dangerous long-term enemies	4
Players face serious environmental dangers	4

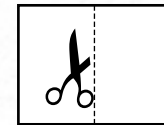
### PLAYER REWARDS PER MISSION

Player Level	Low Risk	Medium Risk	High Risk
1	1 TP, ₱35	2 TP, ₱70	3 TP, ₱100
2	1 TP, ₱70	2 TP, ₱140	3 TP, ₱200
3	1 TP, ₱100	2 TP, ₱200	3 TP, ₱300
4	₱150	2 TP, ₱300	3 TP, ₱450
5	₱200	2 TP, ₱400	3 TP, ₱600
6	₱300	2 TP, ₱600	3 TP, ₱900
7	₱400	₱800	3 TP, ₱1200
8	₱500	₱1000	3 TP, ₱1500
9	₱600	₱1200	3 TP, ₱1800
10	₱700	₱1400	3 TP, ₱2100
11	₱800	₱1600	₱2400

**STEP 1**  
print



**STEP 2**  
cut first and last page



**STEP 3**  
assemble in order

