

# Cyberlace Asylum

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## Introduction

The exponential curve of technological progress has flung humanity into an age of wealth beyond the wildest dreams of humans throughout history. However the capriciousness and greed of man has ensured that wealth has a never-before-seen level of inequality. In a world filled with technological marvels as wild as walking skyscrapers and residences hanging suspended from the sky, there are people who still spend their days begging in the streets of the megacities, where the majority of humanity now lives.

Computer technology and brain-computer interfaces (commonly known as Cyberlace) are cheap and readily plentiful. They are as common as cell phones were at the turn of the 21st Century. The voice of your own private artificial intelligence whispering fashion advice directly into your brain via Cyberlace wetware, advertisements and spam thrown into your visual cortex, the ability to tap directly into the internet with your mind are all daily joys and hassles.

The world has gone mad in its ever more frantic quest for the latest fad, the newest gadget, the best wetware brain enhancement suite. Cyberspace - also known as a softspace- and hardspace +also known as the real world- merge closer and closer together in a wild dance that will end either in obscene riches trickling down to even the poorest begger, or into a wild mishmash of computer-controlled synthetic brains taking artificial hits of artificial heroin until the sun burns cold.

Welcome to the Cyberlace Asylum; AKA, Earth.

## Who are "You"?

Your hacking tools at hand, your gun at your side, and your team of fellow mercenaries at your back, you travel throughout metropolises and across the world -venturing even occasionally to the outer space colonies- going forth in search of the obscene wealth of the ultra-elite.

# *What is "You"?*

What does it mean to be "you"? Are you your body? What about when you grow a new body and move into it? Are you your mind? Are you the amalgamation of the hardware and software that forms or consciousness? Are you a soul that happens to be hanging out in a brain, or computer banks?

These are questions for loss of hers. All you really need to know is that you are a synthesis of man and machine: Hardware, software, wetware, bioenhancements, body and brain.

"You" are a combination of your body, your mind, and your upgrades. Some upgrades are simple, such as an armor box built around your heart or kidneys. Others are far more complex, such as a wetware brain computer interface with its associated AI.

"You" encapsulates not only your body, but your AI / tertiary brain layer that your Cyberlace grants you.

You can learn faster, remember perfectly, compute flawlessly compared to any Unaug (unaugmented, baseline humans).

The technology gap between an Amish farmer and an Unaug is tiny compared to an Unaug and Normal (a human with Cyberlace & other bioupgrades).

Every thought, every memory, every mental skill you have is encrypted and locked into a distributed, hack-proof, blockchain brain bank in real time through your Cyberlace network connection.

## **Building A Character**

Character creation in CLA follows the general theme of the game: simple, with depth. The average RPG forces players to strive to get into "X" number of fights, vanquishing "Y" number of monsters in order to get "Z" XP in order to "level up," causing your various stats to increase in a programmatic manner. This allows you to adjust the typical RPG tropes of skills, feats, XP, & levels.

In CLA all of these abstract frameworks are combined into a single collection of *Abilities*. A character has 30 Abilities. Each Ability has a number of points. The more points you have in a given Ability, the more dice you get when attempting an applicable roll. For each 6 points you have in a given Ability, increase your applicable pool by 1d6.

Points can be permanently increased via Upgrades or temporarily via a Boost. For example, if a character wanted to be stronger, she could go to a market, buy Synthetic Muscles, and have them installed in a chop shop. This would grant her a permanent increase in the Strength Ability.

Alternatively, if she just needed (or could only afford) a short-term Boost, she might buy a shot of adrenaline which would have the same effect. Boosts often have negative side effects to be aware of as well. Trying to Boost yourself constantly rather than upgrading is more expensive in the long run.

All Abilities begin at 6 (other than Health with starts at 8). You have ₹30,000<sup>1</sup> cold hard cash. This money can be used to buy Gear, or on Upgrades to your wetware, hardware, software or body. Upgrades cost ₹1,000 per point during character creation. Any money not used in character creation is retained for later use. However, note that during gameplay upgrades are *far* more expensive. An order of magnitude more expensive in point of fact, at ₹10,000 per point.

₹30k is enough to increase 5 out of your 30 Abilities high enough to use an additional die (for a total of 2 dice each) in related rolls. Or you could put it all into a single Ability, increasing that singular Ability to use a whopping 6 dice, but leaving all of your other Abilities in a vestigial state.

If you would rather spend all that cash on Gear, that's OK too. Just keep in mind that gear retains the same price before & after Character creation.

- ❑ **Body** - Better muscle fibers, stronger bones, vascular replacements, etc.
- ❑ **Hardware** - Internal chips, nodes, fingers-that-open-to-show lockpicks, etc. These are all built into your body. Does not include brain-related items.
- ❑ **Software** - better penetration tools, more efficient algorithms. Does not include brain-related items.
- ❑ **Wetware** - The combination of hardware, software, AI, Cyberlace, etc. that relate to brain function.
- ❑ **Gear** - Guns, armor, external computers, vehicles, etc.

## Leveling Up

THERE IS NO LEVELING: Buy meta points in app store. Buy skill downloads in the market with cash. Buy upgrades to brain and body from a warehouse. Pop pills, and pick a new piece of bling.

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<sup>1</sup>The "₹" symbol is used to indicate Fixed Value Currency (FVC, colloquially a "Fixt"), rather than the Indian Rupee, US Dollar, or other forms of monetary exchange. This is the only official currency on Earth, and is maintained by a Level 8 AI, *FVC Authority*.

# Abilities

Each Skill represents an area of expertise, an ability, or an inherent aspect of your being. Skills can be enhanced by buying, stealing, or otherwise acquiring the hardware & software to upgrade yourself.

Combat	Non-Combat
<p><b>Offence</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Pistols (kinetic)</li> <li><input type="checkbox"/> Rifles (kinetic)</li> <li><input type="checkbox"/> NKRW (Non-Kinetic Ranged Weapons: lasers, sonics, etc.)</li> <li><input type="checkbox"/> CEW (Cyber &amp; Electronic Warfare - Cyber attack)</li> <li><input type="checkbox"/> Heavy Weapons (Bazookas, .50 cal machine guns, etc.)</li> </ul> <p><b>Defense</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Doge (Range defense)</li> <li><input type="checkbox"/> CECM (Cyber &amp; Electronic CounterMeasures - Cyber defense)</li> </ul> <p><b>Offence &amp; Defence</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Melee (armed CQB)</li> <li><input type="checkbox"/> Brawling (unarmed / improvised weapon CQB)</li> </ul>	<p><b>General - Hardspace</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Strength</li> <li><input type="checkbox"/> Speed</li> <li><input type="checkbox"/> Health</li> <li><input type="checkbox"/> Healing</li> <li><input type="checkbox"/> Speech / Convincing / Seduction / Intimidation</li> <li><input type="checkbox"/> Observation / Awareness</li> <li><input type="checkbox"/> Piloting</li> <li><input type="checkbox"/> Climbing</li> <li><input type="checkbox"/> Current Affairs</li> <li><input type="checkbox"/> First Aid / Healing</li> <li><input type="checkbox"/> Sneak</li> <li><input type="checkbox"/> Mechanic / Handyman (building, repair, &amp; kludging)</li> <li><input type="checkbox"/> Streetwise (pickpocket, lockpicking, etc.)</li> <li><input type="checkbox"/> Tactics (Bonuses for groups acting together)</li> </ul> <p><b>General - Softspace</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> IQ</li> <li><input type="checkbox"/> Observation / Awareness - Cyber</li> <li><input type="checkbox"/> Penetration - Cyber</li> <li><input type="checkbox"/> Network Bandwidth</li> <li><input type="checkbox"/> Cryptography</li> <li><input type="checkbox"/> Electronics (building, repair, &amp; kludging)</li> </ul>

# Gear

## Places & Slots

Each Place has a number of Slots. All gear you carry must fit into your Slots. An item may not span multiple Places unless specifically excepted. Items are *stored* in a Place, not held. So a Rifle in hand does not use arm slots, but it does occupy both hands. Some gear is embedded into your body (or replaces a body part). In such cases, no Slots are used to store the item.

Each item you carry must fit into your Slots.

Each item lives in one or more Places. If a Place is Disabled via combat, the items stored in that Place likely were destroyed.

Places:

1. Hd: Head - No storage
2. RA: Right Arm - 1 Slot.
3. LA: Left Arm - 1 Slot.
4. RL: Right Leg - 2 Slots.
5. LL: Left Leg - 2 Slots.
6. Ts: Torso - 3 Slots.
7. Wt: Waist - 3 Slots.
8. Bk: Back - 5 Slots.

## Armor

Armor reduces damage via Damage Soaking (DS). Rather than you taking a bullet, your armor takes the hit for you. However, unlike you, armor<sup>2</sup> does not heal over time. What that means is that after a piece of armor has taken a sufficient beating, it becomes ineffective, and is no longer able to protect you from further damage. Armor may be repaired for a much lesser cost than buying a full new set. Repairs cost ₹? / DR repaired.

Name	DR	Coverage	Slots Used	Price	Notes
Bullet Resistant Garment (BRG)	1-4	Any but Hd.	Whichever used.		
Carrier	0	-	1 Bk, 1 Ts		

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<sup>2</sup> Most armor that is.

Vest	5	Bk & Ts	1 Bk, 1 Ts		
Chestplate / Backplate	10	Bk / Ts	0 (Bk, or Ts)		2 needed to cover both. Carrier required.
Ceramic Plates	20**	Bk / Ts	0 (Bk, or Ts)		2 needed to cover both. Carrier required.
Bumble Suit	20	All	2 Each		
Skullcap	10	Hd	1		
Maxi Helmet	20	Hd	1		
Exo Helmet	40	Hd	1		Exoskeleton required.*
Exo Limbs	40	All Limbs	2 Each		Exoskeleton required.*
Exo Plates	40	Ts, Bk	2 Each		Exoskeleton required.*
Walker Coffin	80	All	-		Walkercraft required. Stops Sonics
Firefence					Cyber
Firewall					Cyber
Firerampart					Cyber

\*If a full set of Exo armor is worn, it renders Sonics useless.

\*\*Each hit (Rifle or higher) cuts effectiveness in half, regardless of actual damage dealt.

## Weapons

### *NKRWs*

NKRWs do not use ammo. There are two types: Power Packed, & Infinities. Power Packed act just like Rifles Pistols in terms of reloading. Infinities never need to be reloaded. However, after they have reached their capacity, each time they are fired, they have a chance of melting down.

### **Sonic NKRWs**

Sonics weapons ignore Armor, but cannot utilize called shots, and are more expensive than kinetic weapons.

### **Laser NKRWs**

Lasers have a high rate of fire, and are high powered. They are also much more very expensive than kinetic weapons.

### ***Rifles (Kinetic)***

Rifles are an older style of weapon, but can take advantage of Guided, & other types of special ammo. They are heavy, but offer a lot in the right circumstances.

Size: 3 Slots.

### ***Pistols (Kinetic)***

Much weaker than a Rifle or NKRW, and generally unable to use IFSC ammo, Pistols are nevertheless valuable weapons at close ranges, and have the benefit of being concealable. They are also far cheaper than most other types of weapon.

Size: 1 Slot.

### ***Heavy Weapons (Some are Kinetic)***

Size: 7 Slots (All Bk, and a full arm).

### ***Melee***

The cheapest and least effective form of armament, Melee weapons are generally scoffed at by serious conveyors of death.

Size: 1-2 Slots.

### ***Misc Info***

Range measured in meters. 0 = melee only.

RoF = Rate of fire. (How many shots per attack - one target only).



Name	Type	Power	RoF	Capacity	Range	Special
Glock 17	Pistol	1d8		17		
AR-15	Rifle	1d12		30		
Katana	Melee	1d6	1	∞		
Hedgehog	Sonic NKRW Pistol	1d10				
Z-94	Laser NKRW Rifle	3d10				

Ammo Handling / Reloading

## Ammo

- Dumb** - Normal inert pieces of metal, only useful against civilians or other unarmored opponents. Bullet resistant clothing is fairly cheap.
- Guided** - Corners? What are corners?
- AP** - Armor Piercing.
- AAP** - Active Armor Piercing. Like a mini anti-tank round with shaped charges.
- Explosive** - All the fun.
- Blob** ammo shatters into a blo of microbots that then try to eat through you.
- AEB** - Anti-Electronics Blob. Optimized to short-circuit & destroy computers.

## Drugs

## Computers

## Body Mods

**Software**

**Other Gear**

# Dice

There are no failures on the dice, only Successes, & Nulls.

Stats directly correspond to dice. At 6, get 1 die, when it reaches 12, get another, etc. Each full number of faces = new die. (6, 12, 18, 24, 36, 42, 48...)

<i>Rolling</i>	Something Odd	Played Straight
Nulls	1 3	2
Successes	5	4 6

Critical success = 2x number of Successes vs number of opposing Successes. Unopposed rolls cannot have critical successes.

Pill poppers stat boosts

All skills start at 6.

# Opposed & Unopposed Checks

Checks are the core mechanic that determines success or failure for your character's actions.

## oChecks

**oChecks** are Opposed checks, and are made when someone (or something) is actively resisting your efforts. This could be anything from shooting at an enemy, hacking into an AI's control matrix, or just trying to convince a vendor to give you a discount on that glistering new pistol.

oChecks are made thus:

1. Player: "I shoot at goon X."
2. Player looks at applicable Skill, determines the number of dice (Skill/6, round down: 11 skill = 1d6).
3. Player Rolls.
4. GM make Opposing roll based on the stats of the goon.
5. If # Player Successes  $\geq$  # goon Successes, hits.
6. If # Player Successes  $<$  # goon Successes, misses.
7. Additionally, if # of Something Odds  $> \frac{1}{2}$  dice rolled, a twist occurs, such as:
  - a. "You hit the goon, but the ricochet takes out the light above his head, making it harder to see him." (**Success**)
  - b. "You fail to shoot the goon, but your shot takes out part of his cover." (**Failure**)
  - c. "You failed to hit the goon, and your pistol jammed. You'll need to unjam it before using it again." (**Failure**)

## uChecks

**uChecks** are made when you are attempting an action that is not actively being resisted; climbing a wall, shooting a stationary target, maneuvering a jet through a narrow gap between buildings, etc. **uChecks** are made thus:

1. Player: "I want to do X."
2. GM "Roll Y Successes on <Skill Name>"
3. Player looks at applicable Skill, determines the number of dice in his pool for this roll (Skill/6, round down).
4. Player Rolls.
5. If # Successes  $\geq$  Check, Success.
6. If # Successes  $<$  Check, Fail.
7. If # of Something Odds  $> \frac{1}{2}$  dice rolled, a twist occurs.

# Combat

General hit = reduces Body (temp). This reduces points in the Body Meta (which affects number of dice).

To make a called shot, use less Meta for attack. If hits, that area is disabled. (right arm, left leg, etc)

Cyber action/attack: roll Cyber, see if you can hack in. If crit success, may disable Place, or sense (head has eyes, ears, touch, each must be disabled separately). Only works on people with enough CyberLace. Works on robots. Once you have reduced a robots Sabre lace 2-0 you can shut them down or control them. All sentient robots and most military and or defensive robots have a physical firmware unit which will reboot them after a short. Time resetting there cyberstat.

## Order of Play

CLA uses "popcorn initiative." The GM decides which character involved in the scene goes first. If it's a PC the player takes his action and after that he gets to decide who goes next.

The players can choose to give the initiative to each other, one after the other, but it's not very clever as after that, all the NPCs will go at the end in one big group.

The round ends when all characters involved in it had their turn. The last player (might be the GM) decides who starts the next round.

## Called Shots

## Taking Injuries / Healing

There are two types of injuries that can be incurred in combat or other dangerous activities.

*Incidental Injuries* are fairly insignificant in and of themselves. When a character has acquired five *Incidental Injuries*, these are replaced with a single *Deep Injury*.

For each *Deep Injury* a character has, all physical rolls have a penalty of 1 die. Additionally, *Deep Injuries* cannot be repaired with a standard Healing uCheck.

At the start of each round, each player does a Healing uCheck. Their number of Incidental Injuries is reduced by the number of successes they roll. A player may also choose to do a Healing uCheck as an action during their turn.

When Health points are gained, they must be attached to a specific Place. Each Deep Injury must be located in a particular Place. Unless a *Called Shot* was used, the player rolls 1d6 against the following table to determine where the injury should be placed. If there is cover, or other mitigating circumstances, & the roll lands on an inaccessible location, the player may need to re-roll to determine the location of the Injury.

1. Head
2. Right
3. Left Arm
4. Right Leg
5. Left Leg
6. Torso (includes Waist, & Back).

Once a character has run out of points on a particular Place, that area becomes unusable to the character. In the case of limbs, unusable means they simply can't use it. In the case of the head, non-use means becoming deafened, blinded, etc. On the torso there is no special effect.

Once a character's Incidental Injuries equal their Health, they start dying.

## Dying

Once you have run out of health, *any* fresh injury will "kill" you. A revival kit can be used on your body within 24 hours, but you lose 1 point from each Ability immediately upon dying, and an additional 1 point on each Ability each hour. You may be better off just having a new body built, and moving your consciousness into it.

## "Death" & Re-Life

Between cloning & digital backups, dying is a lot harder than it used to be.

If your compatriots can provide evidence of your death to your Life Bank (and sufficient funds...) a fresh body can be manufactured (without any of the damage you may have inflicted on your previous body). New bodies include all permanent upgrades, including non-organic ones.

The general cost is (total number of Abilities points) \* ₹10,000. Therefore, to rebuild your original body with all your neural connections, and your memories costs  $P * S * ₹$ :

- ❑ P: Points (Starts at 6).
- ❑ S: Number of Skills (30).
- ❑ ₹: Cost per point. (₹10,000).

Therefore, to rebuild your brand new character would cost ₹1,800,000. If you had permanently increased all of your Abilities equally all the way up to 36, the cost of rebuilding your body would be just over ₹10 million.

A body requires 1 second per ₹ to build. So a base body takes 11.5 days, and that high spec wonder could take 2.5 months. The process can be sped up for an increase in price:

- ❑ 2x speed: 3x cost.
- ❑ 5x speed: x7 cost
- ❑ 10x speed: 10x cost.

Loans *might* be available by the Life Bank in order to rebuild you, but only if you have no debt with them already, and only if you have sufficiently juicy contract active when you got fried...

If your network connection was severed for some period of time before you lost your life, you will have no memories of what occurred during that interval.

## AI

AI are as common as flies, and range from levels 0-9. AI are carefully built to prevent themselves from self-enhancing, except for 9s.

- A level 0 AI is essentially Siri.
- A level 1, you've got a really smart phone hotline.
- At level 2, an AI is as smart as a dog with basic speech; able to learn, remember, be trained.
- A level 3 AI is equal to a dimwitted human.
- A level 4 AI is as intelligent as a sharp human being.
- A level 5 AI is substantially smarter than **any** human being.
- A level 6 AI can outthink a large group of experts working together.
- A single level 7 AI is smarter than **all** 10 billion humans combined.
- At level 8, AI have to use different methods of measuring to describe their intelligence.
- A level 9 AI is for all intents and purposes, omnipotent. Many argue that the classifications should stop at 7 as there is no way for a person to meaningfully distinguish between levels 7, 8, & 9. There is only a single level 9 AI. SAM\* Epsilon was the first self-aware AI, and changed the course of human history.

\*Self-aware Artificially-intelligent Machine.

Upgrades:

Less side effects from boosts

Boosts