Cyberblues City
Deluxe

A near-future roleplaying game for the Fudge system

Cyberblues City Deluxe
A Fudge Roleplaying Game

Art and Text by Polar Blues Press

ABOUT FUDGE

FUDGE is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of FUDGE are available on the internet via anonymous ftp at oz.plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from FUDGE may specify certain attributes and skills, many more are possible with FUDGE. Every Game Master using FUDGE is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so — merely include this ABOUT FUDGE notice and disclaimer (complete with FUDGE copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of FUDGE, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264. You must include at the beginning of each derivative work the following disclaimer, completed with your name, in its entirety

Many thanks to Alex, Bruce, Corin and Isabel

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0 INTRODUCTION

WHAT IS CYBERBLUES?

> *"Cyberblues is a lot like cyberpunk, only more mellow."*

Cyberblues City is a near-future, fast-paced, action-adventure roleplaying game. Characters in **Cyberblues City** are the kind of people who with guns, guile and superior technical skills try to make a difference. Or maybe they're just out to make a buck.

The Deluxe edition contains a brand new, off-the-wall, sample setting called **Cyberblues London**, featuring the Cyborg Queen Victoria Perpetua and her freaky Tax Inspector robots, a flooded and largely anarchic London, Lobster People and many other things that make no sense at all. It also contains new artwork, an Event Generation table to help create adventures and some minor updates to the rules.
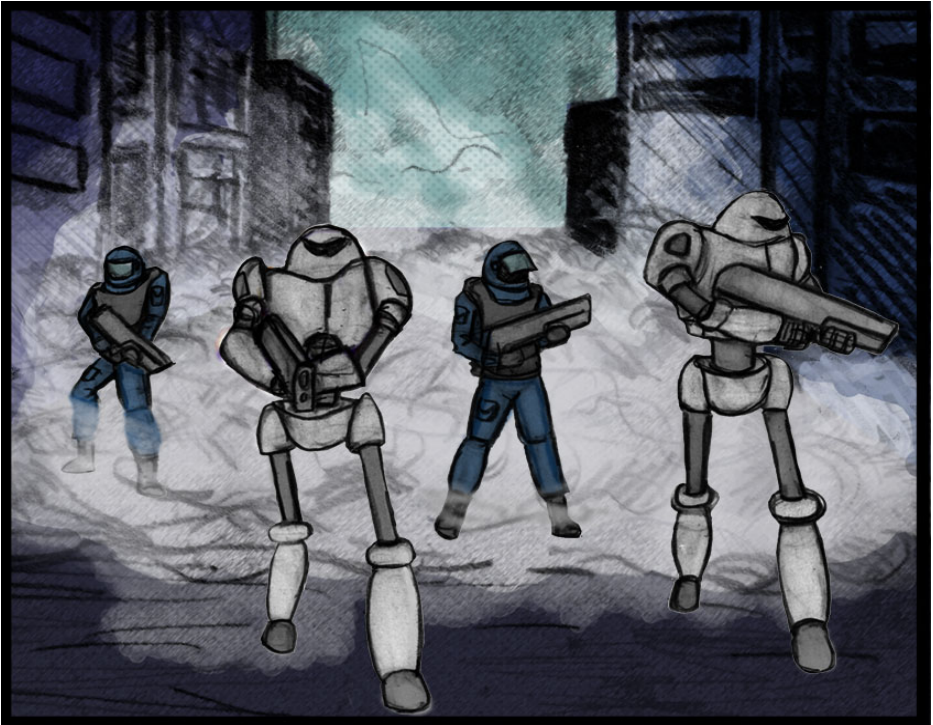
THE RULES IN A NUTSHELL

Cyberblues City is based on a highly customised version of the Fudge roleplaying system. In **Cyberblues City** everything that matters is measured on an adjective-based scale consisting of the eight sequential ranks listed below. A smart character might have a GREAT Thinking Trait. An average puzzle might pose a FAIR challenge to solve. Broccoli smell TERRIBLE.

The ranks and corresponding numeric values are as follows:

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6

The Dice

Cyberblues City uses regular six-sided dice. In most instances players roll 2 differently coloured dice designating one colour as positive and the other as negative. The dice are added together giving a result between -5 and +5. If you have Fudge dice you can use those instead.

It is customary to refer to six-sided dice as 'd6'. Notation like 2d6 implies rolling two such dice.

Tests

Tests are used when the outcome of an action is both significant and uncertain. In a Test the gamemaster **(GM)** assigns a Difficulty Rating **(DR)** to a task ranging from TERRIBLE to LEGENDARY. Players roll the dice as described and add the result to their most relevant Trait. The task succeeds if this total meets or beats the DR.

The degree by which the result beats its DR is called Margin of Success **(MoS)** and can be important. Occasionally the GM may ask players to use **Expert** or **Rookie Dice** or call for a **Complex Test**. This is explained in Chapter 4.

And that's pretty much how **Cyberblues City** works.

1 CHARACTER CREATION

Follow these steps to create a character:

- Agree a team concept
- Allocate **Traits**
- Select a **Role**
- Select a **Career**
- Select **Gifts & Flaws**
- Record your **Fate Points** and **Toughness**
- Choose your character's equipment
- Give your character a name

THE TEAM

Characters in **Cyberblues City** usually work in teams. It is a good idea for the players and GM to agree the nature of the team before creating the characters.

Example teams include:

- Modern-day Robin Hoods
- Alternative media warriors seeking to expose truth at all costs
- A private detective agency
- Freelancers hired for specific jobs by a fixer
- An outright criminal crew
- Corporate security
- Bounty hunters
- Elderly, former spies living in the same retirement home

TRAITS

Traits are the basic building blocks of a character. All characters have the following Traits:

Thinking:	Intelligence and perception
Fighting:	Effectiveness in close combat, armed or unarmed
Shooting:	Effectiveness with guns or other ranged weapons
Strength:	Physical strength and endurance; ability to withstand physical punishment
Reflexes:	Speed, agility and dexterity; used to dodge attacks
Cool:	Presence, willpower and ability to deal with people

When creating a character set one Trait to GREAT, two to GOOD and all the remaining Traits to FAIR. Traits may be further modified by your Role.

ROLES

A Role describes your main function on the team. Each Role confers a unique bonus. Some Gifts are exclusive to particular Roles. The Roles are:

Enforcer:	The team's muscle Role Bonus: Increase Fighting or Strength Trait by 1 rank
Gunfighter:	The team's firearms specialist Role Bonus: Increase Shooting Trait by 1 rank
Grifter	The team's smooth-talking diplomat Role Bonus: Increase Cool Trait by 1 rank
Genius:	The smart guy with technical or tactical knowledge Role Bonus: Increase Thinking Trait by 1 rank
Ghost:	The team's sneaky guy Role Bonus: Ninja Stealth (exclusive to this Role) and Anonymiser Chip as extra Gifts
Civilian:	An expert, versatile sidekick or good all-rounder Role Bonus: Two extra Gifts

CAREERS

A Career (former or current) gives you all the pertinent knowledge, experience and contacts relevant to that profession. This allows you to roll Expert Dice (see page 23) whenever a Career is relevant with the following restrictions:

- Careers do not grant Expert Dice to combat-related Tests.
- Careers do not grant Expert Dice in areas covered by any of the following Gifts (Ace Driver, Explosives, Master Forger, Master Hacker, Ninja Stealth, Sea Dog, Security Systems, Zen Awareness).

For instance the Career 'paramedic' could be used to help with medical related rolls, to keep a cool head in a crisis and when dealing with people who are frightened or in pain.

A list of sample Careers is provided below. Players are encouraged to create their own Careers.

Radical Blogger:	Conspiracy theories and obsessing
Taxi Driver:	City lore and chatting about anything
Detective:	Investigation and cynicism
Bouncer:	Intimidation and street smarts
Corporate Secretary:	Blending in, research and mad organising skills
Lion Tamer:	Fearlessness and animal handling
Exotic Dancer:	Acrobatics and seduction
Dentist:	Medicine and advanced interrogation techniques
Reporter:	Investigation and persistence
Pawnbroker:	Appraising, bargaining and fencing goods
Lawyer:	The law and negotiation
Auto Mechanic:	Repairing and boosting cars
Scientist:	Science and credibility
Librarian:	Authority, general knowledge, secretly hot
Butler:	Etiquette, household management and unflappability

GIFTS & FLAWS

A Gift is a special ability, skill or item possessed by your character. Choose 3 Gifts in addition to any free Gifts granted by your Role. Gifts are discussed in detail in Chapter 2.

A Flaw is something that makes your character's existence more complicated. 'Can't hold his liquor' or 'Terrified of dogs' are examples of Flaws. You can have as many or as few Flaws as you like, even none. Flaws confer no benefits but are fun to play.

TOUGHNESS

Toughness is a measure of how much abuse you can take in a scrap before things get serious. Your base Toughness is equal to the numerical value of your Strength Trait +4, so with GOOD Strength you would have 6 Toughness. Damage taken temporarily reduces your current Toughness. See Chapter 5 for details.

Vehicles and occasionally tasks may also have a Toughness value.

FATE POINTS

Fate Points are a resource you can spend when your character needs a little extra help.

Spend a Fate Point to:

- Add a +2 bonus to a Test even after the dice are rolled; this can only be done once per Test
- Introduce a new fact, detail or twist into the current scene, subject to GM approval
- In lieu of money for a special purchase (see Exceptional Gear on page 17)

You can earn Fate Points during play. The GM should award 1 Fate Point whenever:

- Your character does something really cool
- Something totally not-cool is done to your character
- You roll +5 (or +4 if you are using Fudge dice) on a Test
- Your character dies in a spectacular manner (the Fate Point goes to your new character, for obvious reasons)

You start each session with 3 Fate Points. Unspent Fate Points are not carried over between sessions.

FINISHING TOUCHES
Equipment

Have a look at Chapter 3 and choose one or more weapons, a vehicle and any other bits of gear you find interesting. All characters also get a hidden communicator chip that allows them to stay in touch with the rest of the team, unless they really don't want one.

Name

Finally, all characters need a name. Characters in **Cyberblues City** generally go by handles such as Ivanhoe, Laser Girl or Crimson Echo. They probably have real names too.

2 GIFTS

The following is the list of Gifts available in **Cyberblues City**. Gifts marked (M) can be selected multiple times during character creation. Gifts marked (A) can only be used on alternate combat rounds (the Gift cannot be used on consecutive turns during the same fight) due to the effort or preparation required. Gifts marked for a certain Role can only be picked by a character with that Role.

Some Gifts are tied to an item, like a Superior weapon or vehicle. If in the course of the adventure this item is destroyed, lost or taken away, a suitable replacement should be made available at the next plausible opportunity in the adventure.

Ace Driver: (M) You may use Expert Dice on driving Tests. This Gift also allows you to choose one ground vehicle from the Superior column in the Vehicle table (page 20). Choose this Gift multiple times to own a variety of Superior vehicles.

Block: (Enforcer only) You may use Fighting instead of Reflexes to defend against close combat attacks. With a MoS of 3 or more on a block you get an instant, free attack on your attacker.

Charmed Life: (Grifter only) Your character is unlikely to get targeted in combat unless he or she is acting in a threatening manner. GM-controlled characters will generally treat your character respectfully, even in tricky circumstances such as while arresting you.

Cyber Adrenal Gland: Activate this implant to act first in a combat round regardless of who won initiative. After your action, take 2 points of damage due to the strain.

Cyber Anonymiser Chip: Hides your identity from security cams making you look like a random stranger.

Cyber Ear Implant: Acts as a directional microphone, allows the recording and playback of sounds and short-range sonar.

Cyber Eye Implant: Allows night-vision, telescopic vision and the recording and playback of live images.

Cyber Hand Medical Implant: Your cybernetic fingers can be used to deliver up to four injections to a willing or immobilised target. At the start of each mission (or other suitable break) choose any combination of:

- Nanite-Nurses (medical nanites used to automatically stabilise dying characters)
- Truth Serum (reduce the DR on interrogation Tests by 2)
- Sedative (1 dose to calm, 2 doses to send to sleep)
- Recreational drug of choice (for happy times)

Cyber Hand Toolbox: Your cyber hand can transform into a variety of everyday, high-precision tools. Grants +2 to the MoS of a successful Test of a mechanical nature. This is mostly relevant to Complex Tests (see page 25).

Cyber Wall Climbing Enhancement: Fingertip suction cups that allow you to climb sheer walls.

Drones: (M) You control a drone that can fight or perform other tasks as commanded. Choose between the following types of drones:

Guard Drone: A large robot that acts as your bodyguard. Guard Drones are often made to look like animals. They can be armed with Regular weapons or these can be built into the robot.

Thinking: MEDIOCRE	Strength: GOOD	Toughness: 6
Fighting: GOOD	Reflexes: FAIR	
Shooting: FAIR	Cool: MEDIOCRE	

Swarm Drone: A swarm of small, flying combat drones armed with lasers, limited to owner's range of sight.

Thinking: MEDIOCRE	Strength: MEDIOCRE	Toughness: 4
Fighting: MEDIOCRE	Reflexes: GOOD	
Shooting: GOOD	Cool: MEDIOCRE	

Spy Drone: A small, non-combat, stealthy flying drone that can be used for remote surveillance.

Thinking: GOOD	Strength: MEDIOCRE	Toughness: 4
Fighting: MEDIOCRE	Reflexes: GOOD	
Shooting: TERRIBLE	Cool: FAIR	

You control your drones via subvocal transmissions. Controlling your drone does not count as taking an action but your signal can be jammed.

Explosives: You know how to handle explosives safely and effectively. You may use Expert Dice for setting and disarming bombs. This Gift also allows you to use grenades in combat. At the start of each mission choose a combination of up to 5 grenades of any kind take with you.

I Have a Plan: (Genius only) Spend 1 Fate Point to give everyone on your team (yourself included) a +1 bonus on one action that turn.

Leadership: (A) You may choose to re-roll the initiative for the current round.

Martial Arts: Make two unarmed Fighting attacks each round using a fighting style of your choice.
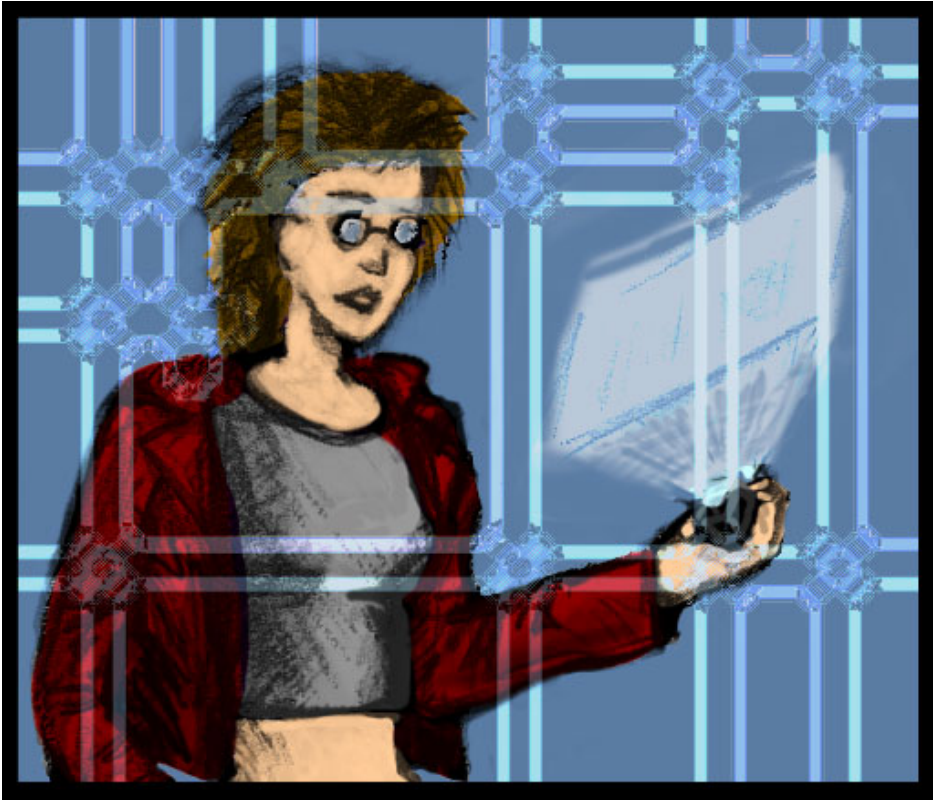
Quick Draw: (Gunfighter only) On the first round of a fight make a single Shooting attack with a pistol even if your side loses initiative. This attack is in addition your regular action for the turn.

Master Forger: You may use Expert Dice on forgery Tests.

Master Hacker: You may use Expert Dice on computer hacking Tests.

Ninja Stealth: (Ghost only) You may use Expert Dice on stealth Tests.

Pilot: Your character is trained in flying all sorts of aircraft and can roll Expert Dice on flying Tests. The GM may require players without this

Gift to roll Rookie Dice when attempting to flying a vehicle. This Gift comes with a free helicopter (see page 20).

Rocket Gauntlet: (A) Make a Fighting attack against a ranged target for +2 damage. Also works as a grapple gun. Requires 1 turn to reload.

Sea Dog: You may use Expert Dice on sailing Tests. Choose a Superior water vehicle from the Boats table (page 20).

Security Systems: You may use Expert Dice on Tests to disable physical and electronic locks and other security systems.

Signature Weapon: (M) Choose a weapon from the Superior column of the Weapons table (page 19).

Sub-Dermal Armour: Reduces the incoming damage taken from any physical source by 1.

Sub-Dermal Weapon: Some of your limbs or other body parts have been enhanced to do increased damage (+1) when making unarmed Fighting attacks. You may, for instance, have blades implanted in your forearms or metal-infused bones in your fists. These enhancements are usually concealable to the naked eye.

**Tough as Nails:** Increase your base Toughness value by 2.

Two Gun Fighting: (A) Make two Shooting attacks on the same turn provided you have a handgun in each hand. Different targets may be chosen for each shot.

Wealthy: Your Fate Points are worth double when used in lieu of money for bribes or special purchases.

Zen Awareness: Use Expert Dice when making perception Tests.

3 GEAR
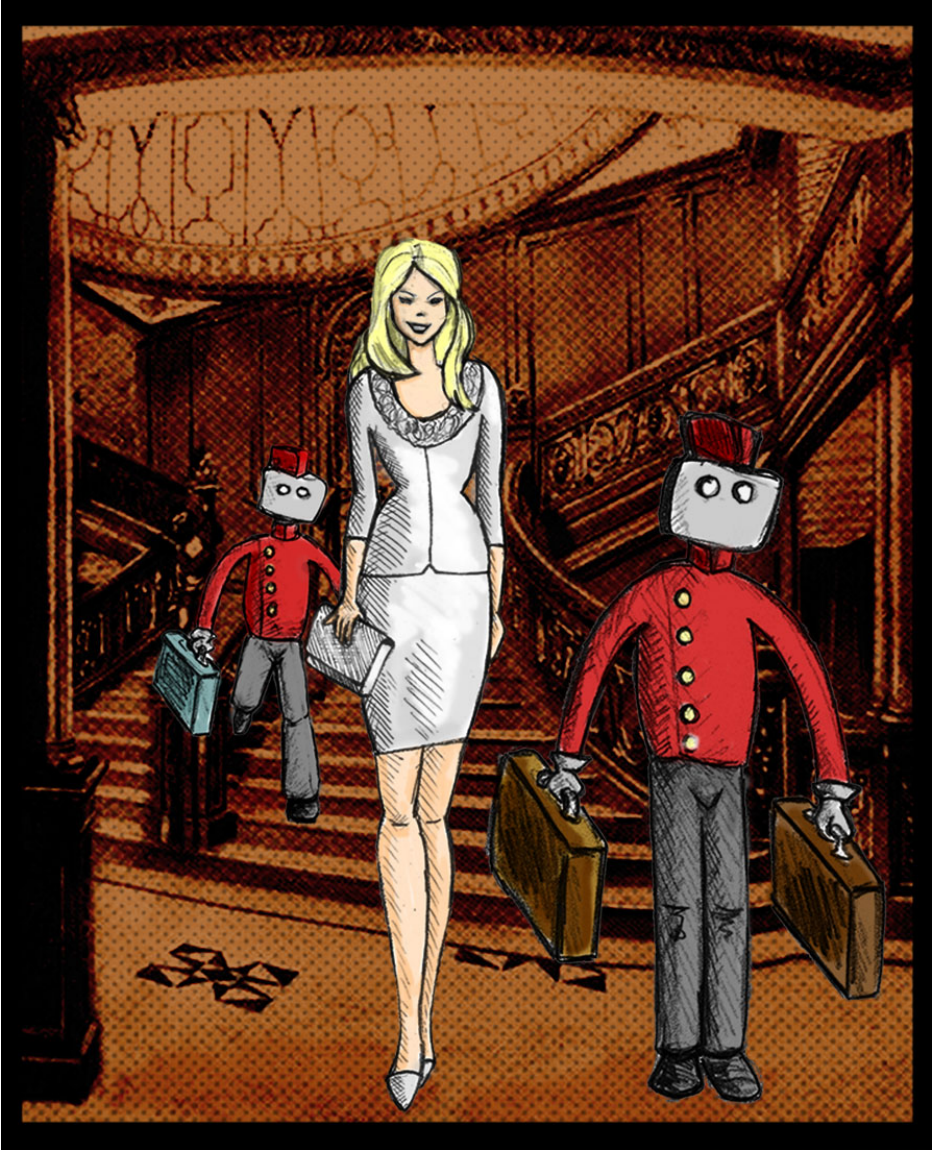
GEAR BASICS

Players don't track money in **Cyberblues City**. Access to gear is regulated by the category of the item, namely Regular, Superior or Exceptional.

Regular Gear

Regular Gear covers all everyday items and vehicles. It also includes ordinary weapons and other common tools of the trade. See the Miscellaneous Regular Gear table for examples.

You don't need to buy or track a Regular Gear, it is simply assumed that characters are equipped with whatever is appropriate to their Role, Career and the specific circumstances of the job at hand. Unusual choices regarding Regular Gear, such as a character taking a gas mask to the opera or visiting a bad part of town unarmed, should be flagged to the GM in advance to avoid confusion.

Superior Gear

Superior Gear covers those items acquired via Gifts such as Signature Weapon, Pilot, Ace Driver or Explosives. They are generally better, faster and stronger then their Regular equivalents.

If a character gains access to a Superior Gear item in the course of play, its possession should be relinquished at the end of the current scene. A player can make ownership of the item permanent by buying the relevant Gift with Rep Points (see page 27).

Exceptional Gear

Occasionally players may seek access to something readily available but seriously expensive (such as renting the entire floor of a luxury hotel) or something very, very illegal. In such cases the GM should set a price in Fate Points. The cost can be shared between players . If the players wish to retain access to an Exceptional Gear item beyond the current session, they will need to be pay for it again at the start of the following session.

Getting hold of Exceptional Gear can be an adventure in its own right.

WEAPONS

Weapons are defined by their damage value, their governing Trait and potentially other special features. These are listed in the table below.

Weapon damage is normally shown as either:

- '+n' : damage = MoS of the attack + 'n'
- 'n' : damage is 'n' on a successful hit and MoS is not factored into damage calculation

Area Effect weapons like grenades or rocket launchers can hit multiple targets that are in close proximity to each other. Use the MoS of the attack to determine the maximum number of targets potentially caught in the blast.

The default DR for an Area Affect attack is FAIR. Range and other conditions will affect the DR. Targets caught in blast area can attempt to dodge the attack (see page 28).

If a weapon has the **Full Auto** option, you can make 3 attack rolls in one turn with a -1 penalty to Shooting. This will use up all the ammunition in the gun. You will have to take a turn to reload before firing that gun again.

Non-lethal damage works the same as regular damage except that it won't kill you. Won't make you stronger either.

Weapons Table

Item Name	Damage (Regular)	Damage (Superior)	Comments
Shooting Weapons			
Pocket pistol	+0	+1	Concealable but puny.
Handgun & Rifle	+1	+2	Handguns are reasonably concealable; rifles not so much.
SMG & Assault Rifle	+1	+2	Full Auto. The gun may be fired normally or in full auto mode.
Sniper Rifle	+1	+2	Shoot at things that are really far away.
Shotgun	2	N/A	Handy if you're a lousy shot.
Rocket Launcher	N/A	3	Area Effect. 1 Round to reload.
Fighting Weapons			
Unarmed or improvised weapons	+0	N/A	I've got nothing.
Assorted knives, batons, nunchuks, staves and clubs	+1	+2	Often prefixed as electro, nano-enhanced, or monomolecular.
Stun Whip	+1	+2	Non-lethal but kinky.
Taser	2	N/A	Non-lethal.
Sledgehammer & oversized club	+Strength /2		Requires both hands to wield. Damage is MoS + Strength/2 rounded up.
Reflex Weapons			
Thrown weapons (knife, boomerang)	+0	+1	Knives can also be used to make Fighting attacks.
Frag Grenade	N/A	2	Area Effect. Requires Explosives Gift.
Smoke Grenade	N/A	0	Area Effect. Gives +2 cover. Requires Explosives Gift.
Stun Grenade	N/A	0	Area Effect. Hit targets miss 1 turn. Requires Explosives Gift.

Vehicle Table

Vehicle Name	Regular	Superior	Notes
Motorcycle	Speed: FAIR Toughness: 2 Damage: +1	Speed: GOOD Toughness: 4 Damage: +1	Goes places cars can't. Carries 2 people max.
Car	Speed: FAIR Toughness: 7 Damage: +2	Speed: GOOD Toughness: 10 Damage: +2	Versatile and potentially inconspicuous.
Sports Car	N/A	Speed: GREAT Toughness: 6 Damage: +2	You know you want one.
SUV /Van	Speed: FAIR Toughness: 10 Damage: +3	Speed: FAIR Toughness: 12 Damage: +3	Rugged. Carries lots of people.
Helicopter	N/A	Speed: GREAT Toughness: 10 Damage: Really?	It flies but it's hell to find somewhere to park.

Boat Table

Regular Boat Name	Properties	Notes
Canoe or Rubber Raft	Speed: MEDIOCRE Toughness: 3 Damage: 0	Cheap, oar-powered, works well in shallow waters.
Barge	Speed: MEDIOCRE Toughness: 10 Damage: +2	Flat-bottomed workhorse.
Superior Boat Name	**Properties**	**Notes**
Jet Ski	Speed: GOOD Toughness: 2 Damage: +2 (but the jet ski is totalled)	Cool, fast but only carries 2 people max.
Airboat	Speed: FAIR Toughness: 4 Damage: +1	Popular flat-bottomed boat often made from improvised parts.
Motorboat	Speed: GOOD Toughness: 4 Damage: +1	Speed reduced to MEDIOCRE in shallow waters.

Miscellaneous Regular Gear Table

A collection of somewhat more specialised Regular Gear. This list is not meant to be exhaustive.

Electronic Surveillance Kit	A collection of bugs and tracking devices. Bug sweeper provided as standard.
X-Ray Goggles	Allows you to see through stuff.
Auto-Bard	Part biographers, part minstrels these robots follow their owners around recording their deeds, singing their praises and uploading it all to the major social media sites. Not recommended on stealth missions.
Hoverboard	What is the point of the future if it doesn't have hoverboards?
Holographic Armband Computer (HAC)	It's a computer. It attaches to your arm. Its screen is holographic. Names don't come much more descriptive than this.
Gas Mask	For those long car journeys.
Diving Gear	For underwater jobs.
Camping Gear	For jobs in the great wide open.
Snake Poison Antidote	Why did you sign up for a job that might require snake poison antidote?
Duct Tape	For everything.
Jamming Gizmo	Blocks the target's comms and drives bats nuts.
Tactical binoculars	Like regular binoculars, only more tactical.
Voice Modulator	Imitate anyone's voice.
Portable Lab	Do science stuff on the go.
Bear Trap	You never know when bears might attack.
False Papers	Assorted passports, credit cards and driving licences for generic fake identities. Forgery Test required for a specific fake identity.
Plasto-Face-Matic Snr	Advanced 3D printer that can create latex face masks from an image. It is expensive to run - each mask costs 1 Fate Point and last for about 24 hours.

4 PLAYING CYBERBLUES CITY

ACTION RESOLUTION

The core mechanic of **Cyberblues City** is the Test. It was described in the introduction. This section looks at Tests in more detail.

Only the Players Roll

Tests are always resolved from the player's point of view. The GM does not roll dice during Tests. When a player character is competing with a GM-controlled character the Test is framed in terms of the player character's actions or reactions. The GM-controlled character simply provides the DR for the Test.

Capped Results

Results from Tests are capped. The outcome from a Test cannot be worse than TERRIBLE or better than LEGENDARY. Any bonus to the MoS from an item or Gift, like the +n damage from a weapon, is applied after the MoS is calculated and is not subject to the cap.

Expert Dice

Use Expert Dice for Tests where your character has specific knowledge or experience relevant to the task at hand via a Career or Gift. When using Expert Dice, a dice roll that scores less than 0 is treated as 0.

Rookie Dice

Use Rookie Dice for Tests when attempting a task that requires highly specialist training for which you have no matching Career or Gift. Flying a helicopter or performing open heart surgery are good examples where Rookie Dice might be appropriate. When using Rookie Dice a, dice roll that scores above 0 is treated as 0.

Marginal Success Results

A Marginal Success occurs when the MoS on a Test is 0. In most instances a Marginal Success is all you need. In combat or during Complex Tests, a Marginal Success may not always be sufficient to have any discernible effect.

Hacking

Computer hacking is an important way to obtain information in **Cyberblues City**. It should be handled as a Complex Test (see below) except in the most trivial of circumstances.

Successfully hacking into a system grants access to the information stored therein. Manipulating real world items like doors and security cameras via the hacked system requires a Security Systems Test.

Many sites can be hacked remotely via the Internet. The more secure sites keep their networks isolated. Hacking such systems requires a physical connection to the isolated network.
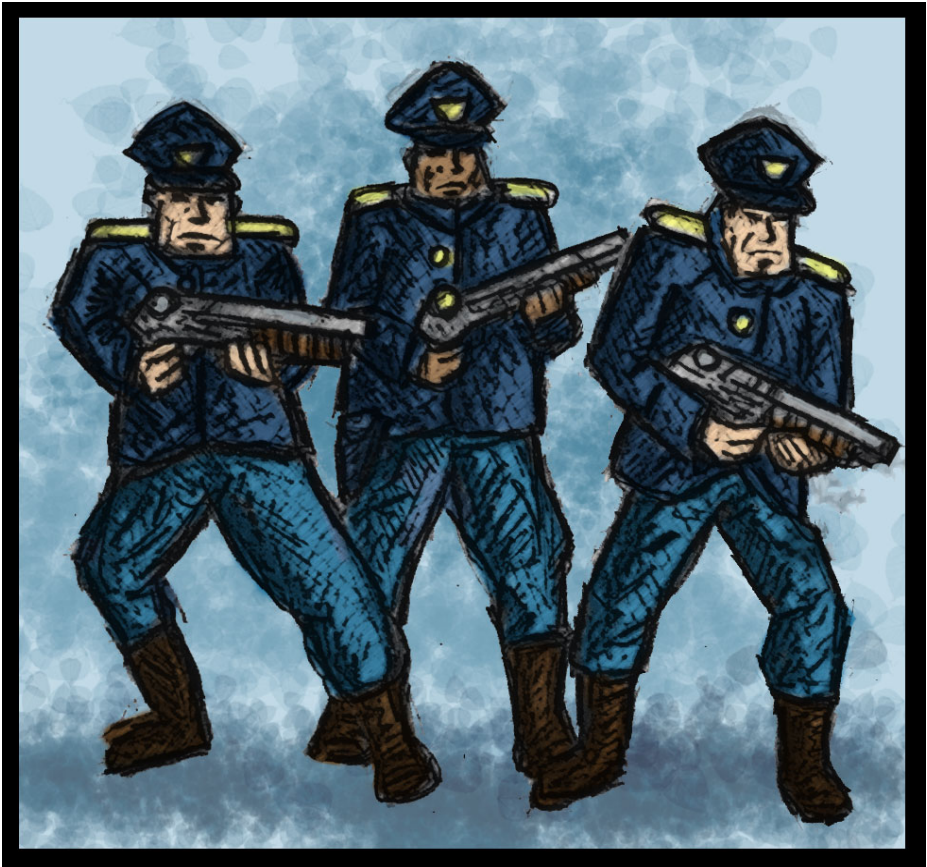
COMPLEX TESTS

A Complex Test consists of a series of ordinary Tests which, cumulatively, are designed to resolve a single task. Use Complex Tests to simulate tasks with dramatic potential such as chases, hacking computers or interrogations.

To set up a Complex Test the GM needs to:

1. Assign a Difficulty Rating to the task
2. Assign a Toughness value to the task
3. Set the number of Tries allowed

Complex Tests work a little like combat. Round after round you 'attack' a problem until you either succeed, give up or trigger a failure condition. Each round corresponds to a Test against the task's DR and uses up a Try. If the Test is Successful the MoS is taken off from the task's Toughness. You can keep attacking the problem as long as you have Tries available.

Possible outcomes from a Complex Test include:

Success: You reduce task's Toughness to zero and the task succeeds.

Failure: You run out of Tries before reducing the task's Toughness to zero. This can trigger a failure condition. Failure to disable an alarm system, for instance, could land you in a fight with armed security guards.

Giving Up: In some cases, you may choose to give up on a Complex Test while there are still Tries available in order to avoid or mitigate its failure condition. Giving up on defusing a bomb does not stop the bomb from exploding but it may allow you to get out of its blast radius.

The number of Tries used to complete a Complex Test indicates how much time your character has spent on this task. Depending on the task each Try might be the equivalent of a few seconds, a few minutes or even hours. This in turn may determine whether your teammates will have waited for you to finish or have gone off for pizza instead.

When setting the DR, Toughness and number of Tries of a Complex Test consider what the task is like. Some tasks may be easy but take a lot of time, others might be hard but quick to resolve. As a default use the following:

>Difficulty Rating: GOOD (2)
>Toughness: 4
>Tries: 4

Alternatively, randomly create a Complex Test by rolling 3 dice and assigning the values as follows:

>Difficult Rating= Lowest dice roll
>Toughness   = Highest dice roll
>Tries   = Middle dice roll

Randomly rolled Complex Tests may result in Tests that are either trivial or impossible; that's part of their charm.

Example: A group of Dread Midnight Assassins are chasing a character through the busy city streets. The GM chooses to simulate this with a Complex Test, rolls 3 dice and gets 3, 2 and 6. These are arranged as follows.
>Difficulty Rating: GOOD (2)
>Toughness: 6
>Tries: 3

The character has GREAT Reflexes. The player rolls a Reflexes Test and gets +1 (SUPERB). As SUPERB is 2 ranks above the DR, the player inflicts 2 points damage to the task. This uses up one Try. In order to make a clean getaway the player now has two Tries left to inflict 4 more points of damage to the task.

Consider the consequences of failure when setting up a Complex Test. Spending all night unsuccessfully trying to hack into a corporate mainframe could result in the character feeling Dazed (see page 33) the next day.

REPUTATION AND ADVANCEMENT

Successful characters earn Rep (Reputation) Points. Rep is an informal measure of a character's overall professional standing and renown. For every 20 Rep Points earned you can select an additional Gift for your character.

At the end of each session the GM should award players Rep Points based on the three criteria:

Achieving goals: Fumbling blindly (0) - end of story arc (4)
Overcoming adversity: Safe and cosy (0) - insane danger (2)
Doing it in style: Humdrum (0) - the stuff of legends (2)

An average session should yield each player 3-4 Rep Points.

5 | COMBAT

COMBAT OVERVIEW

Combat works like any other Test. It is resolved from the players' point of view. To make an attack, players roll their most appropriate Trait, usually Shooting (for ranged attacks) or Fighting (for close combat). The result is compared to the target's defensive Trait, typically Reflexes. The attack is successful if the result meets or beats the target.

If a character is under attack, the player makes a defensive roll (usually a Reflexes Test to dodge the attack). This is compared to the static value of the attacker's most appropriate Trait. If the roll meets or beats the target, the character avoids the blow.

If a player character attacks another player character, the defending player is treated as the active one and gets to roll the dice. Both can use Fate Points, if desired, but the attacker needs to declare this first.

Following a successful attack, any damage is taken off the target's current Toughness. The damage is equal to the MoS of the attack + any weapon damage bonus. If the target's Toughness is reduced to zero it is knocked out (see page 33).

GOONS

Goons are disposable, GM-controlled characters, the sort that tend appear fight scenes, usually in numbers. A Ninja Droid is a type of goon. A Cyborg Alligator is a type of goon. A Mafia Goon is definitely a type of goon.

Goons are mechanically simpler than player characters. They just have a Rank, a Toughness value and possibly some Gifts and Flaws.

Rank describes all of a Goon's Traits, subject to what makes sense for a particular type of Goon. A Rank SUPERB Wild Dog will have SUPERB Fighting, SUPERB Reflexes, SUPERB Cool and so on. However it is still just a dog. It will only have SUPERB Thinking by dog standards and it may find its SUPERB Shooting less than useful.

A group of Goons, for instance three Mob Enforcers, might look something like this:

Mob Enforcer #1 Rank: GOOD, Toughness 2
Mob Enforcer #2 Rank: FAIR, Toughness 6
Mob Enforcer #3 Rank: FAIR, Toughness 1

Note that while all three Goons are Mob Enforcers, their Rank and Toughness values vary. This is because Rank and Toughness for each individual Goon is generated randomly at the start of an encounter.

There are two methods to generate Goons.

Method 1: The Goon Dice Pool
The Goon Dice Pool requires a bunch of multicoloured, six-sided dice and an opaque jar. The colour of the dice should match that of the standard Ranks. The table below shows the suggested number of dice of each colour required when using a 10 or a 50 dice pool. These are just guidelines, use whatever dice you have.

Dice Colour	Rank	10 Dice Pool	50 Dice Pool
GREEN	MEDIOCRE	2	9
BLUE	FAIR	2	13
WHITE	GOOD	3	14
YELLOW	GREAT	2	9
RED	SUBERB	1	5

Place the dice in the jar. When you need to generate an encounter, blindly draw some dice from the jar. Each die drawn this way represents one Goon. The colour of that die represents the Goon's Rank, the value you roll is its Toughness.

Used this way, the dice drawn from the Goon Dice Pool also make for great improvised miniatures. When the Goon takes damage, just flip the dice to reflect its current Toughness. For particularly big Goons you can use a second or even die to represent its

Toughness.

Method 2: Fixed Ranges
Using the Fixed Ranges method the stats for a Goon type are presented in the following format:

> Corporate Security
> Rank: FAIR(1-4) GOOD(5-6)
> Toughness: 1d3+1
> Gifts: All the best toys (+1 damage weapons)
> Flaws: Predictable

This means that for any one Corporate Security Goon encountered, there is a 4/6 chance of it being Rank FAIR and a 2/6 chance of it being Rank GOOD. Likewise its Toughness is going to be between 2 and 4. The GM can simply set these values or roll them randomly on a d6.

Goons may also have Gift and Flaws. These apply across all Goons of the same type. The above example indicates that all Corporate Security Goons have +1 damage weapons.

The Gifts available to Goons do not necessarily correspond to the same Gifts available to players and are for the GM to create, on the fly if necessary. A Goon type may have multiple Gifts or none at all.

There is a list of sample Goons included on page 43 with example Gifts and Flaws. They are presented in the Fixed Ranges format for convenience however use of the Goon Dice Pool is highly recommended. When using the Goon Dice Pool method, ignore the Rank ranges provided as the colour of the dice takes precedence.

Important GM-controlled characters should be created in much the same way as player characters. As with Goons, the GM may create custom Gifts for them.

INITIATIVE

Initiative is group-based and re-rolled each round. At the start of each combat round the GM rolls 1d6.

- On an odd result, the opposition acts first that round
- On an even result, the players act first that round in whatever order they prefer
- Additionally, on a result of '6', all the players get a free '+1' bonus on all their actions that round
- Additionally, on a result of '1', the opposition receive reinforcements

Reinforcements can take the shape of one of the following (GM discretion):

- An additional Goon joins the fight.
- A Goon that was previously taken out gets back up (re-roll this Goon's Toughness).
- The Goon with the lowest current Toughness goes berserk and gets its rank raised by 1.

DAMAGE, DEATH AND RECOVERY

Characters that take damage lose points off their current Toughness. At the end of a scene, all characters are restored to their full Toughness as long as they have a chance to catch their breath and allow the Nanite-Nurses (medical nanites present in their bloodstream) to do the rest.

A character whose Toughness is reduced to zero is knocked out and can take no further action that scene. At the end of the scene characters who were knocked out can make a Recovery Roll on the following table:

Roll	Condition	Description
1-2	Fine	Your character suffers no lingering effects.
3	Dazed	Your character can't think straight and is at -1 to all Thinking Tests for the rest of the session.
4	Battered	Your character is beaten, bruised and sore and is at -1 to all Reflexes Tests for the rest of the session.
5	Shaken	Your character's confidence has taken a hit and is at -1 to all Cool Tests for the rest of the session.
6	Dying	Your character is dying. Without outside help in the form of a GOOD Medical (Thinking) Test or a fresh injection of Nanite-Nurses (see the rules for the Cyber Hand Medical Implant Gift), it's curtains. If successfully revived, your character is at -1 to all Strength Tests for the rest of the session. If not, your character is dead for the rest of the session and all sessions that follow.

For non-lethal attacks treat Dying results as Dazed.

Note that you can choose to forgo the Recovery Roll and just let your character die if you feel it makes for a good death. If the death was suitably impressive, the GM should give your next character a Fate Point for being so hardcore.

6 VEHICLES

Vehicles in **Cyberblues City** have their own Traits because they often feature in action sequences, such as high speed chases.

All Vehicles have three Traits:

- Speed - how fast the vehicle can travel
- Toughness - how much damage the vehicle can take
- Damage - how much damage the vehicle can do by ramming other vehicles or unfortunate pedestrians

The Speed Trait is usually associated with driving Tests. To perform a driving Test roll the **lower** of the piloting character's Reflexes and the vehicle's Speed Trait against the DR of the Test. Gifts such as Ace Driver Gift allow players to roll Expert Dice on driving Tests.

Goons can use the set of vehicles listed on page 20. For a little more variety the GM can generate vehicles randomly by rolling 2d6 and assigning the Traits as follows:

- Speed – difference between the highest and lowest die
- Toughness – total of the 2d6 roll
- Damage – total of the 2d6 roll divided by 3, rounded down.

Chases and Fights

Vehicle chases can be resolved using Complex Tests. Set the parameters as follows:

- Difficulty Rating (DR) equals the opposing vehicle's speed.
- Toughness is 4 (or whatever seems appropriate)
- Tries equals 4 (or whatever seems appropriate)

Depending on whether the characters are the chasers or the being chased, success translates into getting away or forcing the other vehicle to stop.

If there are multiple vehicles involved in the chase, to keep things simple, it is best to give all GM-controlled vehicles the same Speed. Alternatively you can run multiple Complex Tests in parallel.

Between each round of the chase you may also have a round of combat. Refer to Chapter 5 for the general combat procedures then note the following differences:

- Only one character/GM-controlled character per vehicle, leaning out of a window or having smashed the rear windshield, can make an attack each round. This cannot be the driver.
- When characters are shooting at a vehicle, use the target vehicle's Speed as the DR.
- When the characters' vehicle is being shot at, have the piloting character make a driving Tests to avoid the incoming attack.
- The first two points of damage from any hit come off the vehicle's Toughness. The attacker can decide whether any remaining damage should be taken by the vehicle or by one of its occupants.
- If sufficiently close, a vehicle can be used to ram another vehicle. A ramming attack is a driving Test. If successful use the vehicle's Damage Trait + MoS to calculate the damage. In a chase scene, as a rule of thumb, look at the remaining Toughness on the Complex Task to judge whether the vehicles are getting closer or further away. Ramming attacks require momentum and as such cannot be made on consecutive combat rounds.
- When a vehicle's Toughness hits zero, it is immobilised.

7 GM RESOURCES

Cyberblues City Deluxe comes with a complete, sample setting called **Cyberblues London**. The game, however, can be set against any backdrop your choosing. This section contains assorted resources to help the GM run **Cyberbues City,** whether the London setting is used or not.

THE JOYS OF PROGRESS
2-Way-TV
When Orwell wrote about two-way TVs (telescreens) in his novel 1984 he made them sound like a bad thing. He could not have been more wrong. 2-Way-TV allows for a true partnership between audience and entertainment providers. Members of the public can rest easy knowing that all the personal data collected this way will be used responsibly.

Law Enforcement Insurance
People used to have to depend on a publicly-funded, overstretched police department for security. Now they can shop around and take out a private law enforcement insurance policy with the law enforcement provider of their choice. For anyone unsure about which provider to choose, private law enforcement sales teams are always available, ready to make an offer that can't be refused.

Nanite-Nurses
Never be sick again! Nanite-Nurses are tiny, helpful nanites that, once injected into a person's bloodstream, constantly heal and repair their host's body. They are sold on a yearly subscription model by all the major pharmaceutical corporations. Please note, missed or late payments may result the healing nanites going inactive.

Odd Jobs

Great for both work and play, Odd Jobs are custom-built, bio-engineered life forms. They are normally humanoid in form, though they sometimes have specialised, job-related body parts and are frequently dressed in bizarre or garish clothing.

Odd Jobs generally have relatively short life spans which is good because new models keep hitting the market. There are those who claim the existence of Odd Jobs raises all sorts of ethical questions. These concerns usually come from people who can't afford their own Odd Jobs.

Among the more popular types of Odd Jobs are **Celebriclones**. These are freshly grown clones of celebrities, artists and performers, whether dead or alive, made from scraps of their DNA. Why hire an Elvis impersonator for an event when, with a Celebriclone, you can have the real deal?
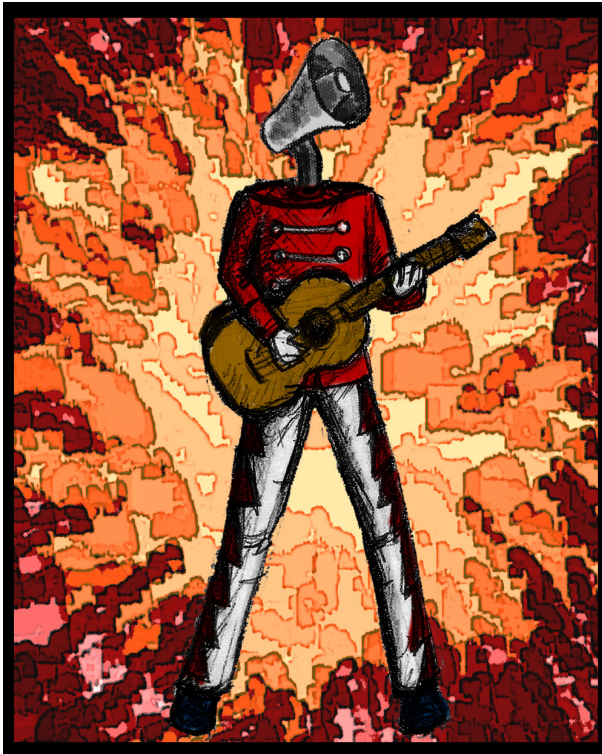
EVENT TABLE

The Event Table is used to generate events in the following format:

<Actor> does/plans <Action> against <Target>
for <Stakes> but <Twist>

Events may turn into adventures if and when characters choose to get involved. Roll 1d6 for each column and then try to makes sense of the outcome.

#	ACTOR	ACTION	TARGET	STAKES	TWIST
1	Corporate	Murder	A Community	Money	No Twist
2	Criminal	Acquire	A Prominent Individual	Influence	No Twist
3	Government	Sabotage	A Thing	Money and Influence	More Competition (roll another Actor)
4	Rebels	Destroy	A Friend	Personal	More Trouble (roll another Action)
5	Madman	Oppress	A Rival	Ideology	More Victims (roll another Target)
6	Monster	Roll Twice	Another Actor (roll)	Necessity	More Complicated (roll again for Stakes)

Actors

Corporate: A corporation or person within a corporation.

Criminal: Anything from a lone con artist to an entire crime syndicate.

Government: National or local.

Rebels: Groups of people linked by a cause or belief, such as political activists or religious zealots.

Madman: A mad scientist, megalomaniacal industrialist or similar with ambitious goals that aren't entirely rational.

Monster: Dangerous, inhuman threats like scientific experiments gone bad or rampaging killer robots.

Actions

Murder: One person or many.

Sabotage: A thing (nuclear power plant), a person (reputation) or a process (peace talks).

Acquire: A secret, a valuable object, a territory (invasion) or person (kidnapping), usually via illegal means.

Destroy: Indulge in acts of wanton destruction or prevent others from doing so.

Oppress: Any and all abuses of authority from legitimate (government) or illegitimate (criminals, the big rich) sources.

Roll Twice: A combination of the above.

Target

A Community: Defined by location (a neighbourhood) or by interest (hackers) or any other affiliation that can identify a group.

A Prominent Individual: Could be a leader, an activist on the rise or a scientist on the brink of a big discovery.

A Thing: Something concrete like a technological artefact or a public hospital or more abstract like the environment or the truth.

A Friend: One or more people close to one or more the player characters.

A Rival: The Target is of the same category as the Actor, for instance as in a criminal gang war.

Another Actor: Roll again on the Actor column to find the intended target.

Stakes

Money: Greedy people do bad stuff for money.

Influence: Ambitious people do bad stuff for power.

Money and Influence: Because sometimes people are both greedy and ambitious.

Personal: The motive is revenge, jealousy, honour or something like that.

Ideology: A lot of bad things are done for what may seem like a good reason.

Necessity: Sometimes you got to do what you got to do.

Twists

No Twist: Sometimes things are exactly as they seem.

More Competition (roll another Actor): Another Actor is pursuing the same or similar goal.

More Trouble (roll Another Action): If it isn't stopped, the Actor will carry out a further Action against the Target.

More Victims (roll another Target): The Actor's plans extend beyond the original Target.

More Complicated (roll again for Stakes): The Actor is using misdirection to conceal its true goal or maybe there are conflicting agendas between different Actors from the same faction.

ROGUES' GALLERY
A selection of GM-controlled characters.

Agent Swann − Secret Agent

Thinking:	FAIR	**Strength:**	GOOD
Fighting:	GOOD	**Reflexes:**	GREAT
Shooting:	FAIR	**Cool:**	GOOD

Toughness: 6
Gifts: Sub-Dermal Armour (−1 damage) , Zen Awareness, Shock Batons (Fighting, +2 damage)
Flaws: No sense of humour

Snails − Master Forger

Thinking:	GREAT	**Strength:**	MEDIOCRE
Fighting:	FAIR	**Reflexes:**	GOOD
Shooting:	FAIR	**Cool:**	GOOD

Toughness: 4
Gifts: Master Forger, Guard Drone (shaped as a gargoyle), Cyber Hand Toolbox
Flaws: Weakness for fine, exotic cuisine

Aquila - Assassin

Thinking:	FAIR	**Strength:**	FAIR
Fighting:	SUPERB	**Reflexes:**	GOOD
Shooting:	GOOD	**Cool:**	FAIR

Toughness: 5
Gifts: Martial Arts, Ninja Stealth, Anonymiser Chip
Flaws: Totally Paranoid, Hygiene Freak

Dr Diaz – Evil Scientist

Thinking: GREAT   **Strength:** MEDIOCRE
Fighting: MEDIOCRE   **Reflexes:** FAIR
Shooting: GOOD   **Cool:** GOOD

Toughness: 4
Gifts: Fear Inducer Device (Area Effect, Shooting, Defend using Cool rather than Reflex, affected targets cower in fear missing 1 turn), Psychology Expert

Flaws: Unpopular even among peers

Mauler Clone – Genetic Experiment

Thinking: MEDIOCRE   **Strength:** SUPERB
Fighting: GREAT   **Reflexes:** GOOD
Shooting: MEDIOCRE   **Cool:** FAIR

Toughness: 11
Gifts: Tough As Nails, Sub-Dermal Weapon (Mauler Hand Fighting, +1 damage)
Flaws: It's a Monster!

Tricks - Mercenary Sniper

Thinking: FAIR   **Strength:** FAIR
Fighting: FAIR   **Reflexes:** FAIR
Shooting: SUPERB   **Cool:** GOOD

Toughness: 5
Gifts: Superior Sniper Rifle, Cyber-Eye
Flaws: Urge to show off

SAMPLE GOONS

Typical Corporate Combat Bot
Humanoid combat robot. Comes in many different makes and models.
Rank: MEDIOCRE(1-2) – FAIR(3-6)
Toughness: 1d6
Gifts: Mounted gun (Shooting,+1 damage),
Flaws: Tend to announce their planned actions by saying things like "Targeting enemy vehicle." out loud, in a robotic monotone

Heavy Corporate Combat Bot
The bigger and meaner version.
Rank: FAIR(1-3) – GOOD(4-6)
Toughness: 2d6
Gifts: Heavy mounted gun (Shooting,+2 damage)
Flaws: Worth good money on the black market

Ninja Droid
Sleek and deadly robots that operate from the shadows.
Rank: FAIR(1-2) – GOOD(3-5) – GREAT(6)
Toughness: 1d6
Gifts: Wall Crawling, Mounted Katana (Fighting,+2 damage), 2 Smoke Grenades
Flaws: Enjoys striking dramatic poses

Mercenaries For Hire
There is no shortage of work for your basic gun for hire.
Rank: MEDIOCRE(1-2) – FAIR(3-4) – GOOD(5) - GREAT(6)
Toughness: 1d6
Gifts: Rank GOOD or GREAT are armed with +1 damage weapons or grenades
Flaws: Not so loyal

Corporate Security
Sharply dressed, humourless and always giving status updates on their comms.
Rank: FAIR(1-4) – GOOD(5-6)
Toughness: 1d6
Gifts: All the best toys (+1 damage weapons)
Flaws: Predictable

Gang Member

Different gangs have different attributes. Generally they like to talk big but rarely have the stomach for a fair fight.

Rank: MEDIOCRE(1-2) – FAIR(3-6)

Toughness: 1d6

Gifts: None for an average street game, varies for themed gangs

Flaws: I didn't sign up for this (prone to flee when losing)

Private Cops

Nasty, corrupt and lazy, these are the guys that couldn't cut it in corporate security.

Rank: MEDIOCRE(1-2) – FAIR(3-6)

Toughness: 1d6

Gifts: Authority, Immunity

Flaws: So, so corrupt (-2 Cool to resist bribes)

Mafia Soldier

Mafia, Triad, Yakuza, Bratva and Tong, organised crime comes in many flavours.

Rank: MEDIOCRE(1-2) – FAIR(3-5) – GOOD(6)

Toughness: 1d6

Gifts: I'm no rat (+2 Cool vs. interrogation)

Flaws: Getting whacked by their own people

Psycho Cyborg Vet

The military is fond of cyborging up its troops without worrying too much about what they may end up doing after they are discharged.

Rank: MEDIOCRE(1) – FAIR(3-4) – GOOD(5-6)

Toughness: 1d6

Gifts: Sub Dermal Armour (-1 damage) and one more cybernetic implant of choice

Flaws: Mentally unstable

8 CYBERBLUES LONDON

The Cyborg Queen waves at the public from her balcony at Buckingham Palace.

CYBERBLUES LONDON OVERVIEW

It's the future. The Cyborg Queen Victoria Perpetua rules with an iron grip but her control is slipping over an increasingly divided and rebellious London. Crime is out of control, corporations act with impunity and the people rage against the Cyborg Queen's crippling taxes. London Bridge has actually fallen down. Large parts of London are flooded. The River Thames itself is now the setting for a three-way battle between Royal Navy patrols, pirate crews and mutated river creatures.

But the tourists... they still come in large numbers.

Cyberblues London's setting spans the cyberpunk and post-apocalyptic genres. Areas such as Greater Westminster, the City and Corporate Sector are perfect for adventures involving high-tech heists or social unrest. The Old East End lends itself to crime stories while the north and south of London work well for community building games. Bringing these together is the Cyborg Queen with her nefarious plans to reassert her control over the region.
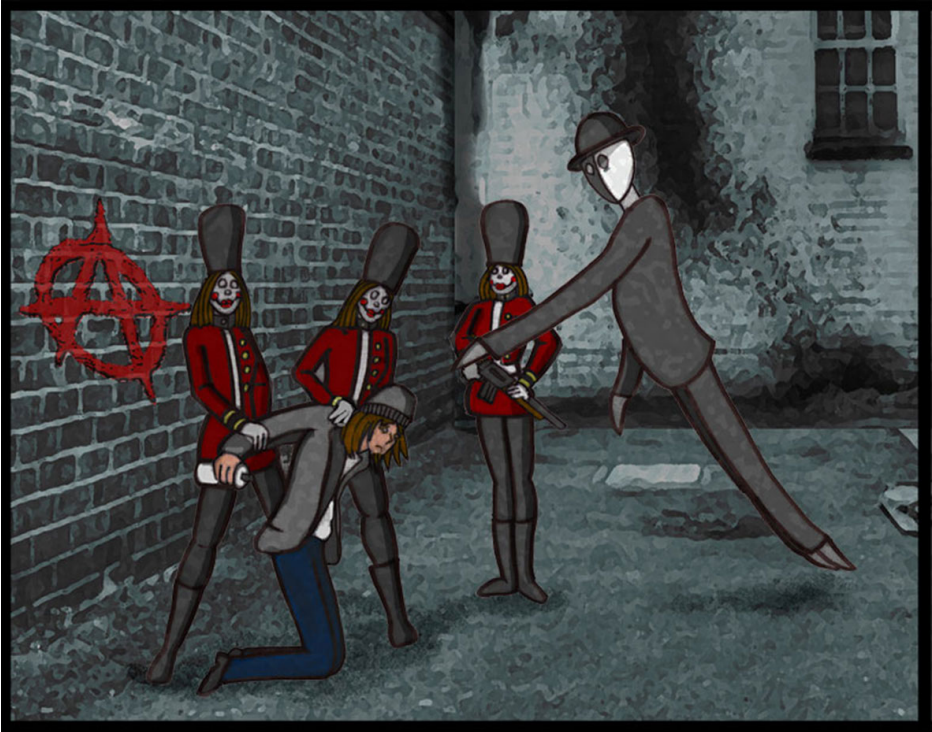
A Tax Inspector robot arresting an anarchist.

How We Got Here

It was an age of great technological advances especially in the fields of robotics, genetic engineering and nano-technology. However, the fruits of this progress were not shared equally. While a rich minority lived in unparalleled luxury, life just seemed to get harder for the rest of the population. Then things got considerably worse.

Shocking levels of pollution across the south of England plunged London into a state of semi-darkness for days at a time. The aged Thames barrier, originally designed to prevent floods, failed to keep up with rising global sea levels. As the River Thames swelled, a series of flood defences called the new Thames Wall were rapidly erected to protect London's more affluent north bank. The south bank was left to fend for itself.

The economy tanked. Large sections of west London were sold to international corporations in an attempt to deal with the black hole formerly known as the budget deficit. Social unrest soon followed.

The Thames Wall protects the north bank of London from flooding and other things.

In an desperate attempt to bring some measure of stability to the country, the elderly Queen had her brain transferred into a cyborg body and assumed the new name of Queen Victoria Perpetua.

The people of Britain, as it turned out, were not quite ready for a cyborg monarchy. Revolution broke out.

Things got messy for a while until peace was restored with the Treaty of St Albans. This left the Cyborg Queen in charge of the London area while the rest of the former United Kingdom went off to do its own thing.

Meanwhile, in the silent corridors of Buckingham Palace, the Cyborg Queen bides her time as she plots her revenge.

A GUIDE TO FUTURE LONDON

London is split into six major areas; *Greater Westminster, The Southern Isles, The City, The Old East End, The Corporate Sector* and *The North London Alliance*.

While the Cyborg Queen nominally rules the entire region, outside of Greater Westminster her control is less than complete. The Red Coats, the Queen's Royal Guard, frequently need to be deployed to enforce her will.

North London Alliance

Corporate Sector

Greater Westminster

City

Old East End

Thames Wall

Southern Isles

Queen Victoria Perpetua's London
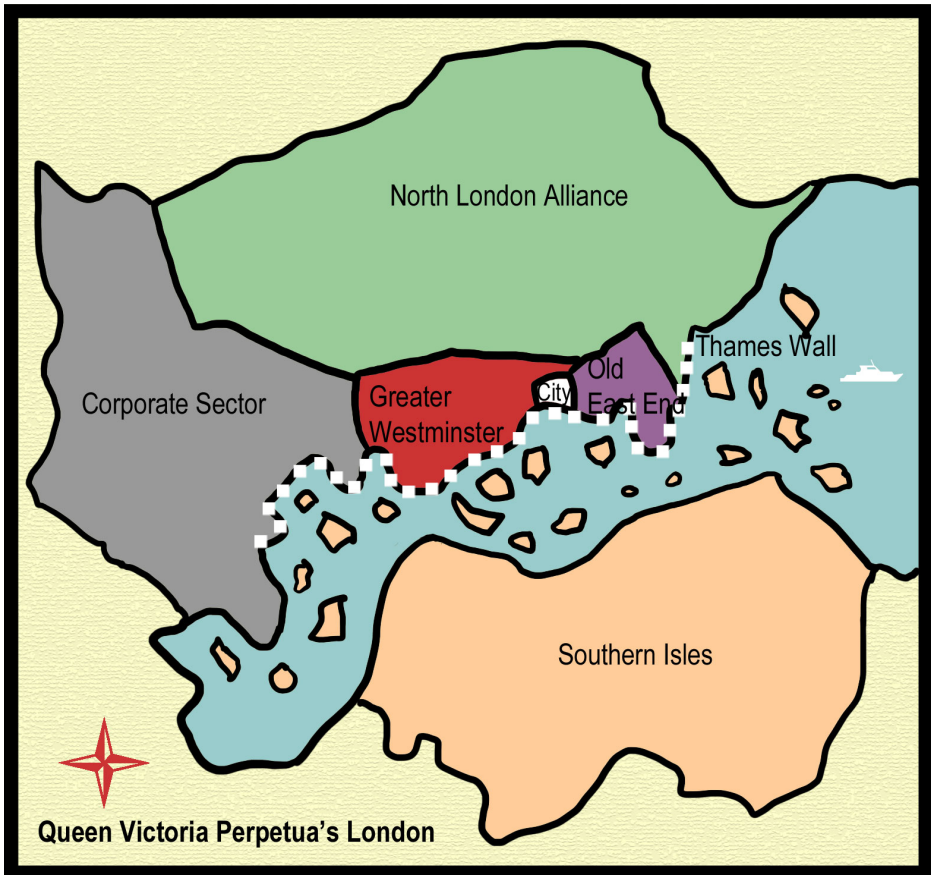
The Royal Borough of Greater Westminster
- Covers most of central London and is the dominant force in the city.

- Ruled directly by Queen Victoria Perpetua, Greater Westminster collects taxes from the rest of the London, often forcibly.

- Greater Westminster is kept in a pristine state and is a top international tourist destination.

- Visitors without a work permit must pay a deposit on entry. Any money spent at shops, restaurants or other amenities is deducted from the deposit.

- Order is maintained by robot forces. Among these are the Queen's Guard, military robots dressed in the traditional red coats and tall bearskin caps, and the Tax Inspector robots that hover mid air dressed in grey suits and bowler hats.

- The Royal Navy patrols the River Thames, fighting pirates and smugglers.

- St Paul's Cathedral was destroyed on Guy Fawkes night by a group of historically challenged anarchists who mistakenly thought they were targeting the Houses of Parliament. It is being rebuilt at great taxpayer expense. The new location is next to Buckingham Palace, closer to other tourist attractions. It is ⅓ smaller.

- Hyde Park is largely a no-go area. There is an urban legend that says that super-evolved mutant squirrels have taken over, the result of experiments geared to protect the native red squirrels from the encroaching grey squirrel population. It is also said that a gift of nuts is required for safe passage through the park and that the squirrels occasionally mount revenge dog kidnapping raids.

- You may want to visit Greater Westminster if you have a lot of money to spend, if you are looking for a low-paid job in the service industry that even robots won't touch or just because you enjoy the buzz from being at the centre of power.

Location Notes: Houses of Parliament, Soho, Buckingham Palace, Kensington, Hyde Park, Belgravia, Trafalgar Square, The London Eye, Baker Street, Scotland Yard, Covent Garden, The British Museum, pricey cocktail bars, fashionable restaurants, surveillance cameras everywhere, theatres, government offices, luxury flats.

The Southern Isles
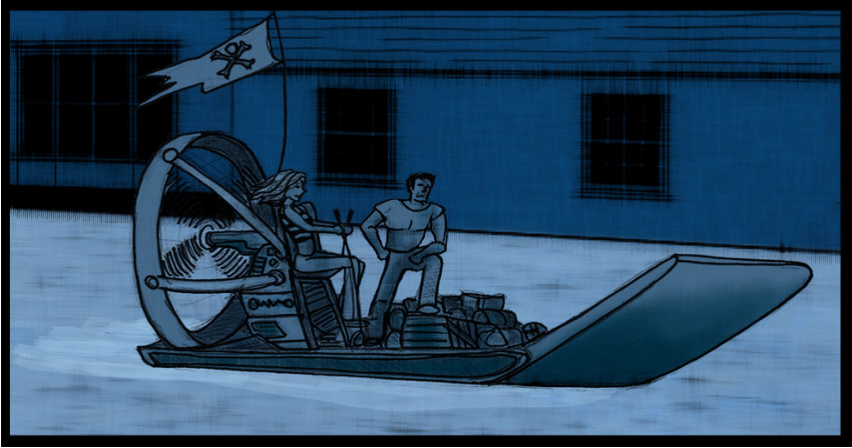
Airboats are a popular means of transport in the flooded areas of south London.

- The Southern Isles is the sometimes romantic, sometimes ironic name given to the largely flooded area of south London. The population is concentrated in pockets of high ground lost in a maze of shallow waters and half-submerged buildings.

- Poor, anarchic and proud, the Isles are openly hostile to Greater Westminster.

- On the flooded south bank most travel is done via flat-bottom craft. Airboats made from car parts are particularly popular.

- It is the base of operations for many Thames pirate crews.

- There is a popular story that tells of how one a day a leader will emerge that will unite the Isles and a lead a fleet across the Thames to take over the dry North.

- You may want to visit the The Southern Isles for its vibrant nightlife complete with bar-room brawls, if you are in need of discreet, affordable medical care or enjoy saying 'yarr' a lot.

Location Notes: Southwark, Lambeth, Croydon, Brixton, Royal Observatory Greenwich, Crystal Palace Park, crowded street markets, seedy bars, flooded buildings, dank smells, seagulls.

The City
- The City is the financial centre of London.

- It is also an artificial-life only zone. Over the years, financial institutions in the City came to rely more and more on sophisticated algorithms and AIs to handle trading and investment strategies. Eventually the AIs become so smart they figured out they did not need people anymore. On what is now known as **The Day of the Cardboard Boxes,** all humans were forcibly evicted from the City and ownership of all its firms and assets purchased by a conglomerate of AIs via a set of deals so complex that no human has yet been able to unravel them.

- Early attempts to reassert human authority over the City were all repelled. When it became clear the AIs would keep running the financial markets smoothly these attempts ceased. The City became, in effect, an independent AI run state.

- As a result the City has become a haven for artificial lifeforms on the run.

- You don't want to visit the City if you are a human. Robot guards loyal to the AIs will see to that.

Location Notes: Bishopsgate, Moorgate, Paternoster Square, The Bank of England, ruins of old St Paul's Cathedral, empty streets, silence.

The Old East End
- The Old East End is technically part of Greater Westminster but in practice has been is run by criminal gangs for years. Leading crime bosses include the flamboyant Leo The Legend and his rival Pet Shop Uri. Their position is constantly being challenged by upstart gangs.

- Every business in the area pays protection money to one gang or another.

- The Old East End black market is an actual market and it's legendary.

- The southern tip of the Old East End from the Canary Wharf to the Isle of Dogs is known as The Dead Zone. It is called the Dead Zone because of the persistent EMP field that renders all electronic devices useless in the area, the result of an early, failed attempt by Greater Westminster forces to retake the City.

- The homeless sometimes seek shelter in the Dead Zone, as do packs of wild dogs (the Isle of Dogs really is an isle of dogs). Sometimes the people eat dogs, sometimes it's the other way round. The Dead Zone is also a haven for smugglers and the anti-technology Neo-Luddite Movement.

- You may want to visit the Old East End if you need something illegal and hard to find, want a job as a mob debt collector or are looking for a cheap place to live in easy commuting distance from Greater Westminster

Location Notes: Brick Lane, Whitechapel, Mile End, Shoreditch, the Tower of London, unwelcoming pubs, underground fighting rings, small independent shops, unlicensed cybernetics clinics.

A grisly scene on the streets of the Old East End.

The Corporate Sector

- The Corporate Sector covers most of west and north-west London that was privatised by the government. It's mostly factories, labs, working class housing and gated communities for corporate executives.

- The people living in these areas were deemed part of the privatisation deal. They cannot travel outside the area or quit their jobs without their corporation's permission.

- Corporations present in the sector include; Fortitude-Rex Pharmaceuticals, Berlin, Coopers & 011011, Agrihorror International, Quantumphoria Creations, Advances In Everything Plc and Consolidated Foodlike Stuff. Rivalries between corporations can turn violent.

- You may want to visit the Corporate Sector if you wish to engage in a little industrial espionage, make some money tracking runaway employees or if you secretly yearn for a proper job with regular hours.

Locations Notes: Ealing, Acton, Hounslow, Chiswick, Twickenham, Isleworth, gated communities, cheap worker apartments, aseptic cafeterias, fast-food chains, factories pumping toxic chemicals into the air and rivers.

The North London Alliance
- The North London Alliance is a loose alliance of old north London boroughs and neighbourhoods banded together to stand up to the pressures from Greater Westminster and the Corporate Sector.

- The alliance structure doesn't entirely prevent quarrels between neighbourhoods over borders, clean water rights or just about anything.

- Due to the food shortages, much of north London has been converted into farmland giving the area a more rural, village-like feel. Hampstead Heath park is now more like Hampstead Farm, Camden Market is just a humble farmer's market and you really don't want to know what happened to London Zoo.

- The Alliance is home to a number of isolated, frequently eccentric communities like the Children of Heqet, a hippy, frog-goddess-worshipping cult. Members consume a psychoactive frog skin secretion known as Heqet's Gift.

- The elite hacker collective known as The Badger Syndicate is also known to operate somewhere in the North London Alliance.

- You may want to visit the North London Alliance if you need a quiet place to lay low, do some mercenary work for one of its many neighbourhoods or if you fancy tasting a steak that might have actually come from a cow.

Location Notes: Harrow, Hampstead, Camden, Islington, Maida Vale, Enfield, Tottenham, Highgate Cemetery, Wembley Stadium, hills, farmland, windmills, walled urban centres built around old high streets, isolated communities suspicious of strangers, rustic pubs, cows.

Below the Streets
The network of tunnels that runs below the London streets is the
domain of the Union of Underground Workers (UUW). They run the
aged London Underground trains that still provide mass transport for
London's north bank.

The Union also manages key utilities (gas, electricity and sewers) for
Greater Westminster, the Corporate Sector, the Old East End and parts
of the North London Alliance. UUW members don't come up to the
surface very often and don't take sides in the conflicts taking part on
the surface world. They are more concerned about the Lobster People.

Lobster People on the prowl.

Below the Waves
A number of species have somehow managed to adapt to the polluted waters of the Thames. Most of them turned nasty. The most feared of the river creatures are the Lobster People.

Back in the days when things still worked, the UK Ministry of Defence sponsored a secret project designed to create genetically modified super-soldiers. The programme was still at the animal testing stage when the money ran out. The project was hastily shut down and the scientists sacked.

In one such lab a scientist simply took his remaining mutant crayfish specimens and flushed them down the toilet. The mutant crayfish survived, grew in size and numbers and evolved into the Lobster People.

Lobster People are amphibious, can grow to between 1 and 6 feet tall standing upright and are covered by thick natural armour. Lobster People are unrelentingly aggressive. They have a rudimentary, hierarchical society based on claw size. They are obsessed with eating and ripping stuff with their claws and dislike bright lights.

To this day Her Majesty's Government denies the existence of the Lobster People but they are real.

The Rest of the UK
As for the rest of the former United Kingdom, it is doing OK, at least by comparison. Thanks for asking!
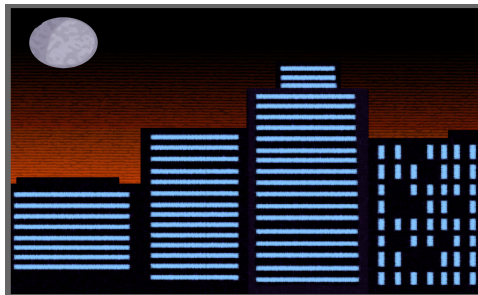
Cyberblues London Goons

Queen's Guard (Red Coats)
The Queen's Guard (AKA The Red Coats) are military robots employed by Queen Victoria Perpetua as her main military and peacekeeping force. They are dressed in the traditional red jacket and tall bearskin cap and are armed with rifles and sabres.
Rank: FAIR(1-3) – GOOD(4-5) - GREAT(6)
Toughness: 1d3+3
Gifts: Cyber Eye Implant, Red Coats Ranked GREAT have Leadership
Flaws: Is being a robot a flaw?

Tax Inspectors
The Queen's law enforcement robots. They hover eerily mid air and are often escorted by Red Coats.
Rank: GOOD(1-5) - GREAT(6)
Toughness: 1d3+3
Gifts: Detect Lie (GREAT at spotting lies), Extending Arms (Fighting, +2 damage to grabbing and slashing attacks)
Flaws: Universally despised

Typical River Pirate
With so much loot crossing the Thames, it would be a crime not to engage in a little bit of piracy.
Rank: MEDIOCRE(1-2) – FAIR(3-5) – GOOD(6)
Toughness: 1d6
Gifts: Sailing Expertise
Flaws: Discipline isn't their thing

Giant River Tentacle Thing
There is something big and nasty lurking under the waters. Good thing you only have to deal with its tentacle.
Rank: FAIR
Toughness: 3d6
Gifts: Giant Tentacle Slam (Fighting,+3 damage)
Flaws: Restricted to the deepest parts of the river

Toxic Otter
Not so cute.
Rank: MEDIOCRE(1) – FAIR(2-5) – GOOD(6)
Toughness: 1d3
Gifts: Swimming Expertise, Toxic Vomit (Shooting, +1 damage)
**Flaws:** Easily Distracted

Lobster People Warrior
The Lobster People are a race of mutated crayfish that can grow to between 1 and 6 feet tall standing upright and are covered by thick natural armour.
Rank: MEDIOCRE(1-2) – FAIR(3-4) – GOOD(5) - GREAT(6)
Toughness: 1d6
Gifts: Amphibious, Sub-Dermal Armour (-1 damage), Big claws (Fighting, +2 damage)
Flaws: Aggressive, Hate bright lights

9 APPENDIX
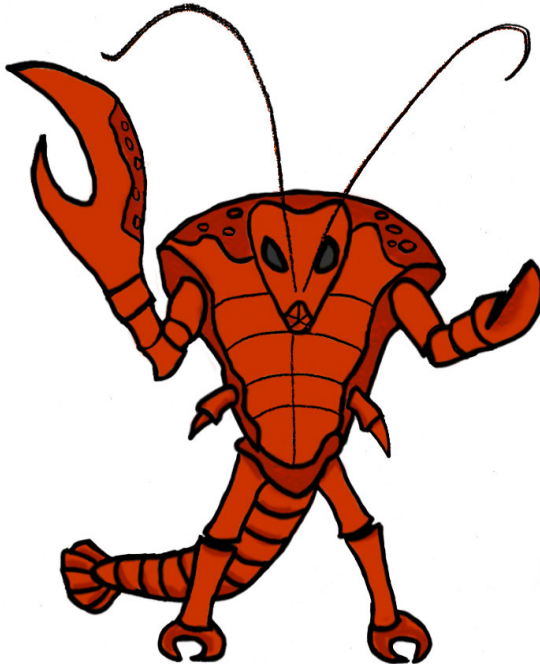
USEFUL LINKS

These links are correct at the time of printing. If you're reading this 20 years from now, kudos and thanks for your support, but I can't guarantee any of these links will still work. You probably don't even have 'links' anymore anyway.

- The official home of **Cyberblues City** is on the UK Roleplaying Design Collective website, which can be found at https://ukrpdc.wordpress.com/category/polar-blues-press/. That's the place to go for adventures, news, updates and random Cyberblues stuff. You can even leave feedback there if you like.

- Get the original, complete version of the Fudge rules at the Fudge Roleplaying game website: http://www.fudgerpg.com.

- Bounty Hunters of the Atomic Wastelands was the inspiration behind **Cyberblues City**. You can get it free here: https://ukrpdc.wordpress.com/2014/01/05/bounty-hunters-of-the-atomic-wastelands.

- **Cyberblues City** was written under the assumption that its potential readers are likely to have some prior experience with roleplaying games. If you are feeling completely lost, sorry. Here is the Wikipedia entry for roleplaying games https://en.wikipedia.org/wiki/Role-playing_game. It might help.

Cyberblues City

Handle . . . .

Role . . . .

Career . . . .

Thinking . . . .

Fighting . . . .

Shooting . . . .

Strength . . . .

Reflexes . . . .

Cool . . . .

Toughness . . . .

Fate Points . . . .

Rep Points . . . .

Character Portrait

Gifts . . . .
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Flaws . . . .
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Equipment . . . .
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Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6