

[digital_shades]

You have this really cool cyberpunk scenario and want to run it, but you don't want to bother with too many rules and thick rulebooks? Then this game could be of use to you. [digital_shades] is a small, fast paced roleplaying game for the cyberpunk genre.

It allows you to run and play all kinds of (post)cyberpunk adventures with focus on your character, the roleplaying and the scenario. No need for dice roll orgies, many pages full of complex rules and time consuming character creations.

But don't worry, the toys are still in here. Just make up your (post)cyberpunk setting, a scenario and play!

[character_creation]

■ **Self:** Choose the name of your character and her or his concept.

■ **Competences:** Spend nine points on competences. See the last section for a deeper look into them.

■ **Upgrades:** Spend three points on upgrades or swap some or all three for additional competence points. Some upgrades require a main upgrade first. These upgrades are marked on the character sheet. Decide how your upgrades look and work.

Example: Is your »Enhanced Movement« upgrade a mechanical implant? Are the whole legs artificial, or is it a biogenetic modification? Or maybe it's made of nanotech super steroids that were installed via injection? You decide.

■ **Disadvantage:** You may choose a significant problem for your character and get another point in competences or in upgrades this way. But now you have to roleplay this problem.

■ **Initial equipment:** It reflects your competences. Put for example a point in »Guns« and you have a pistol. Put in two and you have a shotgun or a submachine gun. Put in three and you have a mean assault rifle or something similar.

[doing_things]

Whenever your character does something significant, roll one or more six-sided dice: Roll as many dice as points you have spent in the relevant competence, then choose one die and check the following table:

- 1: Bad Fail: The action goes wrong and you get a backlash, e.g. maybe you hurt yourself or get in a fight.
- 2: Fail: You just failed.
- 3: No fail, but no success either: You may transform it into a »just made it« but accept a severe complication.
- 4: Just made it: You did it, but somehow a complication appears.
- 5: Success: You made it.
- 6: Good success: You made it! Gain also an additional advantage out of it.

But what if you don't have the competence for the significant action? In this case, your character does not really know what she or he is doing. Roll a single die and subtract 2.

[combat]

■ **Initiative:** The player characters may act first, if they are not surprised.

■ **Fighting:** Do the same as in »doing things«, but use the combat table below. When a character hurts someone she/he inflicts one damage point to the relevant health category of the target. The category depends on what kind of damage the weapon inflicts: »Blunt«, »Sharp« or »Bang«.

- 1: Bad Fail: You miss your target and may hit a bystander or one of your team, or your weapon just jams.
- 2: Fail: You just missed.
- 3: No fail, but no success either: You may transform it into a »glancing blow« but accept a severe complication. But if the target has cover, you hit the cover instead anyway.
- 4: Glancing Blow: You did it, but somehow a complication appears. But if the target has cover, you hit the cover instead anyway.
- 5: You hit it. Well done.
- 6: Bullseye! Do an additional damage point. You may choose to pass on this extra damage, but gain some other advantage, like hitting the target in an unprotected spot or defeating a minor goon instantly. Positive or negative circumstances may modify your roll by +1 or -1.

When the damage reaches the »T.B.« entry in the health meter, make a »Tough Bastard« roll and see if your character can resist the pain or have to act defensively for a round. Users of the »Android body« upgrade don't feel pain and ignore this.

When the damage reaches the K.O. entry, your character falls unconscious. If the character suffers further damage, she/he is dying and needs medical help soon.

[toys]

Clubs, swords, shotguns and rifles inflict two points of damage with one attack. Like pistols, submachine guns do one point of damage per attack, but may fire full auto, like assault rifles.

Full automatic fire allows as many attacks as dice you roll. In this case each dice result counts as one attack. These attacks may be distributed between different targets.

Armor transforms sharp and bang damage to blunt damage. Armor never stacks, in case you have the Personal Protection System upgrade and are wearing armor.

Tear gas makes you subtract 1 from all rolls.

Taser weapons knock a character out instantly. Make a »Tough Bastard« roll to see if she/he can avoid this.

EMPs shutdown upgrades and electronic hardware for a scene.

Explosive weapons kill instantly, but on a »glancing blow« only some splints hit and do two points of sharp damage. Special high tech devices may add a +1 bonus to specific rolls.

[healing]

How fast wounds heal depends on the conventions of your setting. Your setting may have injectors with nano robots that heal people in minutes or hours. On the other hand, dirty back alley clinics may do the job with realistic healing times? The GM decides.

[experience]

Every character gains a competence point at the end of an adventure. Get new upgrades ingame (buy, steal, receive them as payment).

[a_look_into_competences]

■ **Back Alley:** Black market, organized crime, also streetwise.

■ **Badge:** You have or had a badge, the authority and responsibility. You also have knowledge of police/agency/security procedures.

■ **Big Money:** Wealth, financial access, social standing and business studies.

■ **Bone Breaker:** Melee, unarmed or with clubs or knives.

■ **Connections:** You may know the right (or wrong) people.

■ **Credibility:** They may believe and respect you.

■ **Deals:** Survive in negotiations and trials.

■ **Detective:** Perception, finding evidence, notice what others don't.

■ **Domestic Crimes:** Stealing, lock picking, security systems.

■ **Gang:** You may call in a favor. But then, you may owe them a favor.

■ **Guns:** Gun-wielding and acrobatic gun stunts.

■ **Hacker:** Computer security, virtual realities, A.I.s, black ICE.

■ **Know-how:** Define your scientific area, form of art or special knowledge.

■ **Medic:** Fix up and treat people.

■ **Military:** Military knowledge, use of large machine guns, RPGs, explosives, etc.

■ **Runner:** Athletics and acrobatics, parkour, escape tight situations.

■ **Samurai:** Archaic melee weapons, also counts for bows and throwing weapons.

■ **Shadow:** Hiding, sneaking, tailing.

■ **Show-off:** Act, lie, disguise, fool and impress people.

■ **Tech Nerd:** Invent, repair, operate and modify high tech devices.

■ **Tough Bastard:** Being bold and hard boiled, resisting pain, wounds, drugs, alcohol.

■ **Urbane:** Trivia, general knowledge, jetsetting and more.

■ **Vehicles:** Pilot all sorts of vehicles, planes, boats, drones, etc.

[upgrades]

■ Cognitive

- Uplink
(neural computer, wireless net access, AR & HUD)
 - Advanced Hacking Suite
(adds a +1 bonus to Hacker rolls)
 - A.I. Assistant
(grants two rerolls per session)
 - Combat Re/Action Module
(gain an additional action in combat)
 - Virtual Cross-hair Overlay
(adds a +1 bonus to shooting rolls)

■ Sensory

- Enhanced Senses
(adds a +1 bonus to Detective rolls)
- Optical Light Regulation
(you can see in the dark and can't be dazzled)
- Tech Scanner
(you can scan for devices/upgrades within 50m)
- Voice Stress Analyzer
(adds a +1 bonus to Deals and Show-off rolls)
- X-Ray Vision
(look through thin nearby walls, persons, etc.)

■ Utility

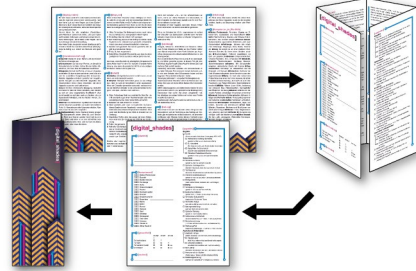
- Enhanced Movement
(adds a +1 bonus to Runner rolls)
- Exotic Appearance
(may add a +1 bonus in the right subcultures)
- Hidden Gun
(an integrated pistol or taser pistol)
- Hidden Melee Weapon
(retractable melee weapons do sharp damage)
- High Jump Boost
(jump up to 10 m high and 20 m far)
- Optical Camouflage
(adds a +1 bonus to Shadow rolls)
- Perfect Beauty
(you look gorgeous – this may add a +1 bonus)
- Power Boost
(adds a +1 bonus to Bone Breaker and Samurai rolls)
- Utility Pod
(deployable tools, add a +1 bonus to tech/med rolls)

■ Durability

- Android Body
(artificial appearance, no pain, 24h battery capacity)
 - Body-Function Simulator
(natural skin coating, heart pulse, sexual organs)
 - Enhanced Battery Capacity
(internal battery capacity lasts for a week)
- Hostile Environment Respiration
(you can breathe toxic gas and breathe underwater)
- Personal Protection System
(armor, also adds a +1 bonus to Tough Bastard rolls)
- Save Fall Mod
(jump down 50 m without injury)

[how_to_print_and_fold]

Use both sides of the sheet when you print this document. Fold it to transform it into a cool and handy leaflet. You have to fold it three times, start with the middle of the page.



Open your leaflet to access the character sheet and open the character sheet to access the rule sections.

[contact_and_further_projects]

If you'd like to give feedback, you may contact me via email at trapezoeder@gmail.com. [digital_shades] is the first game that runs with the SIMPLE System. With time, there will be several scenarios, settings and new games available. For news and downloads visit my blog at: www.simpleroleplaying.wordpress.com

[special_thanks]

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[digital_shades] / SIMPLE System was originally created by Michael C. Goran, www.simpleroleplaying.wordpress.com



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SIMPLE
a cyberpunk game
by michael c. goran

[digital_shades]

[digital_shades]

[self]

[competencens]

- Back Alley
- Badge
- Big Money
- Bone Breaker
- Connections
- Credibility
- Deals
- Detective
- Domestic Crimes
- Gang
- Guns
- Hacker
- Know-how
- Medic
- Military
- Runner
- Samurai
- Shadow
- Show-off
- Tech Nerd
- Tough Bastard
- Urbane
- Vehicles

[health]

	blunt	sharp	bang
You're dazed.	<input type="checkbox"/>	↓	
It hurts!	<input type="checkbox"/>	<input type="checkbox"/>	↓
Hurts like hell!	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> T.B.
You're down!	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> K.O.

[disadvantage]
