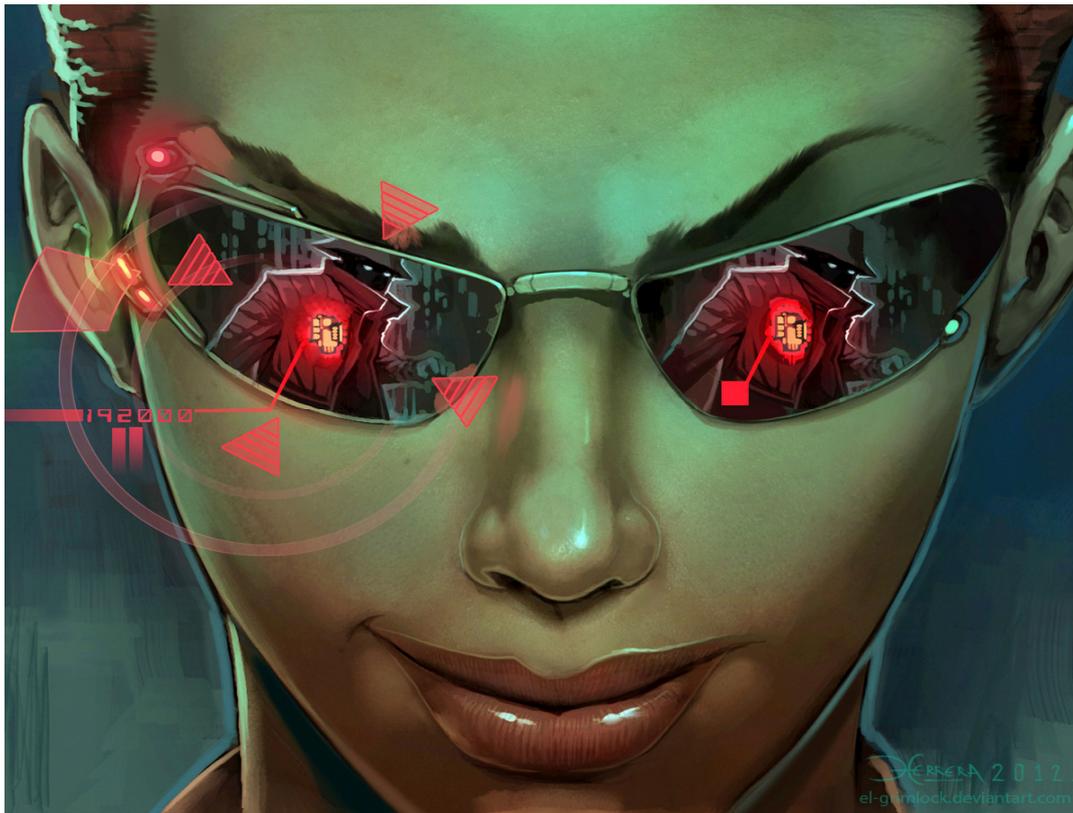




crime did not
a roleplaying game in the android
universe
by
Steve Dee



0: BASIC SPECS

The Martian Wars are over, the moon is a thriving business centre, and the Heg flows again. Beneath the great space elevator nicknamed the Beanstalk, the megacity of New Angeles beats with a trillion new downloads. From the seedy streets to the dazzling arcologies, from the cyberskylines to the android brothels, the city seethes with all races, all cultures and all the latest designs. Everything is hardware now - your house, your clothes, your mind, and your flesh. Clones, bioroids, cyborgs and genetically modified superfreaks almost outnumber the naturals. The world has changed forever. *Crime did not*.

In a city where the wealthy are more powerful than gods, there is a great difference between what is legal and what is right. In this shadowy grey area walk cops and criminals, investigators and anarchists, mercenaries and martyrs, existing on the edges of the system, and doing what they can to bring a little light into a dark city - and maybe make a little credit on the side. Because the abyss also gazes, and shining that light means taking in some of the darkness. Nobody is innocent. Nobody gets away clean. Some walk the shadows anyway.

Will you?

The Source

Crime Did Not is a roleplaying game set in the *Android* universe, a setting developed by Kevin Wilson and Dan Clark for the board game of the same name. The setting and its associated games belong to Kevin Wilson and publisher Fantasy Flight Games. No copyright infringement is implied. The setting also features in the games *Android: Infiltration* and *Android: Netrunner* as well as several tie-in novels and works of short fiction.

These rules do not contain full details of this setting. It is assumed you have access to one or more of the aforementioned games. Alternatively, all the setting details as yet published are being collected on a wiki located here: http://ffg-android-universe.wikia.com/wiki/Android_Universe_Wiki

Android is a cyberpunk universe, influenced by works such as *Bladerunner* and *Neuromancer*, but with its own unique style. This game assume players will take the role of characters similar to those seen in the games: agents, investigators and instigators both inside and outside of the system, seeking to uncover the conspiracies at the heart of the city, expose the wrong-doing of corporations and try to win a little back for the little guy. If you just want to get rich, that works too.

The System

The rules herein are based on the Cortex Plus system, as seen in the the *Smallville*, *Leverage* and *Marvel Heroic Roleplay* RPGs published by Margaret Weis Productions, and developed by Cam Banks, Josh Roby, Rob Donoghue and others. The primary source is the *Leverage RPG* by Cam

Banks, Rob Donoghue, Fred Hicks, Ryan Macklin and Clark Valentine. The basics of that system will be covered here, but it is assumed you have access to at least one of the above products to play the game.

Also useful is the *Cortex Plus Hackers Guide*, which contains lots of ways to adapt the system further, and some rules particularly designed for playing cyberpunk (see *Cyberpunk Overdrive*, page 89, and *Transhuman Distinctions*, page 94). With the publication of the *Hacker's Guide*, the core systems of the three games mentioned above also became known as *Cortex Drama*, *Cortex Action* and *Cortex Heroic*, respectively. For this document, we will use the original, licensed RPG names.



The Cortex Plus Core

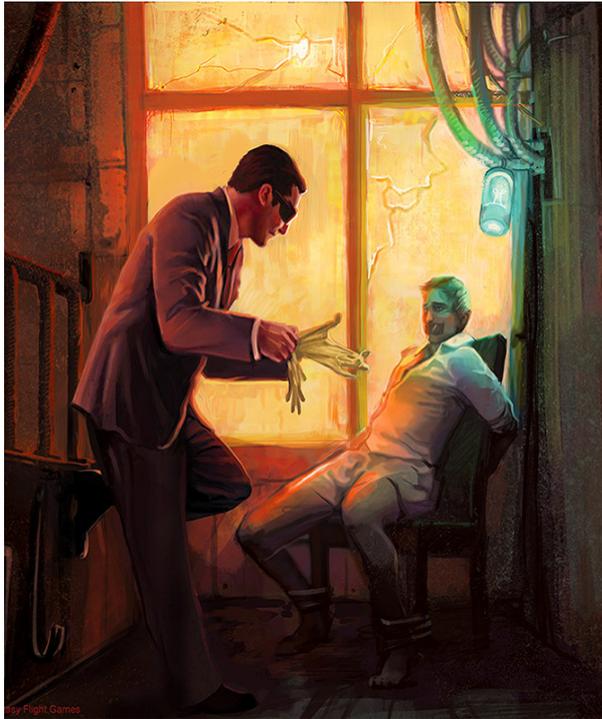
The Cortex Plus system is based around dice of different sides. Characters are represented by a variety of **Traits** in several categories, with each trait measured by a die, typically ranging from d4 to d12. Traits come in the following categories in *Crime Did Not*: **Nature**, **Attributes**, **Distinctions** and **Assets**, plus some optional **Upgrades** and **Relationships**.

When attempting to perform an action, players select a die from several Trait categories, roll all those dice and add up two of the numbers rolled. The Game Moderator rolls a number of dice drawn from the character opposing the action and the difficulty of that action to **set the stakes**. If the player rolls above the Moderator's roll, he **raises the stakes** and the action succeeds; otherwise it fails. If the player rolls five or more above, he gets an **Extraordinary Success**. Extra complications with dice appear in the various core rules. If the player rolls equal to or less, they have failed and will suffer a Complication or Stress (see below).

Players also have a pool of **Plot Points** which are a game currency. They can be spent by players to have things go in their favour, and earned when things go badly.

Stress and the Effect Die

In *Leverage*, characters only suffer setbacks in the form of Complications. To provide a more robust system of getting hurt, *Crime Did Not* introduces the Stress system seen in *Smallville* and *Marvel Heroic Roleplay*. Characters in *Crime Did Not* have three Stress tracks: Physical, Emotional and Spiritual. Spiritual damage occurs when deeply held beliefs or identity traits are questioned or challenged, and is a risk for both humans and machines on the streets of New Angeles. Stress, like Traits, is rated from d4 to d12.



Stress levels are determined by using an **Effect Die**. After dice have been rolled, whichever party won the interaction selects another die in their pool which they did not add to their roll to produce the total. The number of sides that die has is the level of Stress created in the target or victim of the action. If this is lower than the Stress already suffered by the target, the Stress is increased by one level. The Effect Die is not compared to any other die generated by the target.

The Effect Die can also be used to generate the level of **Temporary Assets** and **Complications** that are applied to allies or enemies, as in *Marvel Heroic Roleplay*.

When setting or attempting to raise the stakes, the roller includes the highest Stress die currently suffered by his opponent in their roll – not all Stress dice! A d4 level Stress is ignored in these cases.

Just as in *MHR*, Stress that exceeds d12 causes the victim to become Stressed Out and they can no longer act in the scene. They will also receive d6 Trauma – modelling long-term or permanent injury. Any further stress in the scene will be translated directly to Trauma.

Stress steps down one level after a night's rest or a **Recovery Scene**; it may also be stepped down further or removed via Recovery tests, as in *MHR* (usually using medical skills or engineering repair – spiritual stress or trauma may require long term philosophical care). Recovery rolls create an Effect Die as with all rolls; if this is equal to or greater than the Stress, remove it, if less, step the stress down by one. Trauma can only be healed by time (a new act in a story), or by a spotlight scene where the GM uses your trauma against you, but you Learn an Important Lesson. See *MHR* for full details.

The Rest

The rest of this document is split into two chapters. The first describes the rules of generating characters primed for the Android setting. The second describes the traits, both familiar and new to these rules, that make up those characters. No rules are contained for playing the game, generating stories or creating adversaries; see *Leverage*, *Marvel Heroic Roleplay* and/or the *Cortex Hackers Guide* for those. Of course, the Android universe has no shortage of adversaries and antagonists to choose from, and they can all be statted up with these rules.

1: Characters

Characters in Android are defined by six different categories of traits: Nature, Attributes, Distinctions, Assets, Relationships and Powers. The dice assigned to these categories depend on the character's Identity. Thus making a character follows the following steps:

Step 1. Choose Identity

Step 2. Determine Nature

Step 3. Assign starting Attributes, and distribute Attribute points

Step 4. Choose 3 Distinctions

Step 5. Choose 1 or 2 Assets

Step 6. Choose up to 2 Upgrades

Step 7. Choose up to 3 Relationships

Each step is summarised briefly in this chapter. Chapter 2 contains more on every Character trait and its options.

STEP 1: CHOOSE IDENTITY

In New Angeles, everyone is classified by their level of humanity. Rich and poor rarely rub shoulders any more, so class and status are more often determined by the amount of steel or synth-flesh in your body.

There are five distinct Identities for players to choose from:

Natural – those with no genetic engineering or cyber enhancements.

Cyborg – those who have replaced some parts of their body with technology.

G-Mod – those whose upgrades come from genetically modification in utero.

Clone – manufactured organic humanoids produced in the laboratories of Jinteki corporation. Clones come in first generation, with super strength and endurance to work in the mines (aka Ichis or Leatherbacks), and second generation, with psychic abilities designed for human interaction and executive work (aka Niseis or Expresses). This split is a simplification for game purposes; in the Android setting Jinteki make a great many generations of clones.

Bioroid – manufactured technological humanoids produced in the workshops of the Haas-Bioroid foundation.

It is important to note that clones and bioroids are not citizens in New Angeles (although they may be in other places around the world). They are products owned by their corporations or leased to others. At best they have the status of helpful pets.

It is also worth pointing out that G-mods in the setting often make use of some cybernetics (anarchist hacker Reina Roja being a prime example). For simplicity we have split these Identities up, but building a G-mod cyborg is as simple as applying some of the Cyborg Upgrades to the G-mod template.

STEP 2: DETERMINE NATURE

Nature has two components: Humanity and Hardware. The citizens of the Android future interact with this dichotomy every moment of the day. When the character makes a test, the Moderator will inform their player which side of the equation they need to apply. A high Humanity score does not necessarily indicate you are a kind or empathic human being, but simply that you remain rooted in the biological baseline with all the power and convenience that familiarity provides. Hardware is a term that includes all scientifically-upgraded humans, whether mechanical or organic. Although they are built of flesh, clones and g-mods are far from what we call human.

Naturals begin the game with Humanity d10, Hardware d4.

Cyborgs and Clones begin the game with Humanity d8, Hardware d6.

G-mods begin the game with Humanity d6, Hardware d8.

Bioroids begin the game with Humanity d4, Hardware d10.

Significant events may cause these numbers to shift, but they always remain in the same ratios. In extreme cases, this can reach a d12/d2 split.



STEP 3: ASSIGN ATTRIBUTES

Characters in the Android setting use the standard array of Cortex Attributes: Agility, Awareness, Intelligence, Strength, Vitality and Willpower. See the table below for starting values in these statistics depending on Identity.

Identity	Natural	Clone (1st)	Clone (2nd)	G-Mod	Bioroid
Agility	d4	d8	d4	d6	d4
Awareness	d4	d4	d8	d6	d4
Intelligence	d4	d4	d8	d6	d8
Strength	d4	d8	d4	d6	d8
Vitality	d4	d8	d4	d6	d8
Willpower	d4	d4	d8	d6	d4

Cyborgs use the Natural entries, but then may choose two attributes. Set the first to d12 and the second to d8. This reflects the specialist and personal nature of cyberware.

After assigning these values, all characters have nine levels to spend increasing any Attributes of their choice. Naturals cannot raise any Attributes above d10. Cyborgs can only raise their two enhanced Attributes to d12 (one being already there for free). Clones and Bioroids may raise their d4 Attributes to d10 and their d8 Attributes to d12. G-mods can set anything to anything. Whatever you want.

Characters are point-balanced excepting Naturals. Naturals are inherently disadvantaged in the world and in the system, which is why so many upgrade whenever they can afford to. As an option, the Game Moderator can balance Naturals by giving them more points to spend on Assets (see below).

STEP 4: CHOOSE DISTINCTIONS

Distinctions operate just as they do in Leverage and Cortex Action. Players receive a Plot Point for using a Distinction at a d4 level. Players may add a Distinction at the d8 level whenever it is appropriate.

A character can have up to three Distinctions. Clones and bioroids should take a Distinction that reflects their role as property, not individuals.

STEP 5: CHOOSE ASSETS

In Leverage, Signature Assets are used to described items or equipment. Here we also use the term to refer to skills (like Specialities in Leverage and Cortex

Heroic), advantages, achievements, ranks, privileges and access: anything that could potentially help your character achieve their goals on a regular basis.

Unlike Distinctions they have no negative aspect – Signature Assets are reliable. They are rated at d6 (Expert/High Quality) or d8 (Master/State of the Art). Characters begin play with one d8 Asset, or two d6 Assets (ie, two ‘levels’ of Assets).

As an option to balance Natural characters, they may begin with twice as many levels of Assets, thus any of the following combinations: d8-d8, d8-d6-d6, or d6-d6-d6-d6.

WHERE HAVE THE ROLES GONE?

Android is a setting strongly associated with the heist genre, given the criminal nature of runners in *Android: Netrunner* and the heist team in *Android: Infiltration*. Those of you familiar with the heist-attuned rules in *Leverage* may be wondering why those elements are absent here, especially the highly thematic **Role** choices of Grifter, Hitter, Hacker, Mastermind and Thief. The answer is they were removed to allow for a greater range of characters and forms of play. Feel free to insert Roles back in as another Trait category OR include them as Assets. Talents from *Leverage* also make good inspiration for Assets, can replace Upgrades, or can be easily added wholecloth to the game to suit your heisting needs.

STEP 6: PURCHASE UPGRADES

Upgrades represent powerful abilities available as a result of Identities, such as the psychic abilities of clones and the hard metal frame of a bioroid. Each character may choose up to two Upgrades, selected from a list depending on their Identity. Some Upgrades are available to multiple Identities. See the next chapter for power descriptions, but Upgrades all follow a simple unified mechanic.

Each upgrade is rated at d8. Players may spend a Plot Point to take advantage of that die for a roll or a Scene, where their Upgrade would help complete their chosen action, just like a Temporary Asset. Upgrades also have other effects that may be triggered by the player spending a Plot Point. However, Upgrades are sometimes unreliable. The Moderator may **Shutdown** (as in *Smallville*) your Upgrade for a Scene and give you a Plot Point in return.

Identity	Available Upgrades
Natural	Boost, Cipher, Godlike Intellect, Total Recall
Clone (1 st)	Arborean, Boost, Dulled Pain, Enhanced Precision, Heavy Lift, Power Save, Spacer, Tel-Read, Tel-Write, Total Recall

Clone (2 nd)	Boost, Command Attention, Dulled Pain, Enhanced Precision, Memory Probe, Pariah, Precognition, Psychic Scream, Psychic Trace, Tel-Read, Tel-Write, Total Recall
Bioroid	All Frequencies, Boost, Dulled Pain, Electronic Pulse, Enhanced Precision, Full Five, Heavy Lift, Inherent Weaponry, Overclocked, Power Save, Titanium Frame, Total Recall
Cyborg	All Frequencies, Boost, Cipher, Dulled Pain, Electronic Pulse, Enhanced Precision, Full Five, Inherent Weaponry, Total Recall
G-Mod	Arborean, Boost, Command Attention, Dulled Pain, Forever Young, Full Five, Godlike Intellect, Inherent Weaponry, Pariah, Precognition, Spacer, Total Recall

STEP 7: PURCHASE RELATIONSHIPS

Each character can choose up to three Relationships with people (or clones or bioroids) who are important to their lives. These can be positive or negative associations, but should provide an impetus or drive in some way as they add extra dice. For example, a powerful enemy is not a positive force, but would provide plenty of motivation.



Relationships come in three levels: d8, d10 and d12. When the player spends a Plot Point, the Relationship die may be added to a single roll or for an entire Scene, depending on circumstances. Likewise, the GM may give the player a Plot Point to turn any Relationship into a Complication at that same level. Or the player may suggest a Complication to the Moderator, again receiving a Plot Point if it comes into play. Thus there is a higher price for a higher benefit.

*For example: Detective Louis Blaine of the NAPD always put work first, so now is in danger of losing his wife, Sara, so he takes **Sara d8** on his character sheet. He also decides Blaine has enemies from his long career, such as the tri-maf hitman Tanaka who Blaine thinks killed his ex-partner. Revenge is a powerful motive so the player writes down **Tanaka d10**.*

During the game a fight breaks out in a seedy bar, but Blaine decides it's not worth his while getting involved and wants to slip out without anyone noticing him, or his badge. The Moderator asks him to roll Humanity + Agility for his sneak roll, which is just a d10 and a d4. Blaine's player spends a Plot Point, saying that his thoughts of heading home to Sara will drive Blaine to resist any thought of throwing a punch or hauling

anyone downtown, so he can add a d8 to his pool before rolling. The Moderator hands the Plot Point back to the player and announces that Blaine spots Tanaka amongst the fray, and would have a perfect opportunity to arrest (or apply brutal force to) the killer.

The Moderator adds a d10 to his pool. Both relations are now in play. Whether Blaine follows a path of vengeance or love will be depended on the roll's outcome.

RELATIONSHIP OPTION: ICONS

The excellent rpg 13th Age defines its setting with Icons: non-player characters who are the key movers and shakers in the universe, until the players arrive to collide and collude in their plans. When building your Relationships, you may wish to be wired into the power plays of New Angeles (unless you or the GM are making your own). If you're not making up your own, here are the 15 Icons of *Crime Did Not*, in brief – full details are in the next chapter. The list is not exhaustive. There are always other players – and new ones waiting in the wings. Many many more are listed on the Android Wiki (see chapter 0).

Cardinal Reese

The head of the Starlight Crusade charity movement and renowned Catholic institution, Cardinal Reese is the moral authority of New Angeles – but has plenty of sins of his own.

Chairman Hiro

Chairman Hiro is the singular genius behind cloning technology and the Jinteki corporation. He is an unforgiving man who seeks nothing less than total perfection, in his business and his clones.

Commissioner Dawn

The Commissioner runs the New Angeles Police Department. She has total control over every cop in town, and thus, every criminal. Indeed, it's usually Dawn, not a jury, who decides who is guilty – and who goes down.

Dejah Thoris

Once a saboteur, spy and general of the Martian Offensive, but in peace time she is a private citizen able to move through the city at will. Being her friend can kill your reputation, being her enemy will just kill you.

Director Haas

The powerful matriarch of Haas-Bioroid is much less conservative and private than her competition Chairman Hiro. She's always been upfront that business is a war, and she'll use everything to win it.

Eliza Manchester

As the owner and manager of Eliza's Toybox, the most prestigious and popular bioroid brother in New Angeles, Eliza has dirt on every person on this list, and their mothers.

James Levy

James is the patriarch of the wealthiest and oldest family in New Angeles. Knowing a Levy will get you into any meeting in the city and the cocktail party afterwards.

Mr Li

The head of the tri-maf, the largest and most powerful crime syndicate in the city, Mr Li is perhaps the most dangerous man on this list. And yet, he is known for his fairness, his restrained hand and his distaste for violence.

Lily Lockwell

In a world of total news coverage, what matters is what they say about you, and NBN's top reporter does most of that saying. Nobody wants to talk to her, but if you don't, she'll make it worse.

Mayor Wells

The city is not entirely run by lawless corporations. They still depend on the city and its lawyers at Monroe and Associates to grease the wheels. Head grease applicator and chief palm to be oiled is Mayor Wells.

Miranda Rhapsody

The mega-famous singer- model-dancer-holostar-heiress of the moment is Miranda Rhapsody. Everybody wants to be her or be seen with her, if only for the media attention that ensues everywhere she (and her teacup giraffe Mr Roboto) goes.

The Mining Bosses

Melange Mining formed a co-op with most of the smaller companies to remove competition, edge out tiny freelancers and effectively own the moon. They follow but one law: the He3 must flow.

Noise

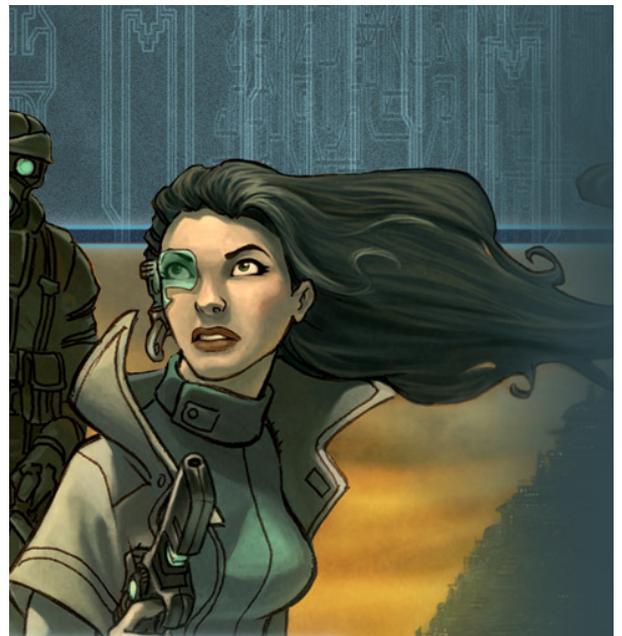
Of all the celebrity hacker anarchists, Noise is the most dangerous, the best-known and the most media friendly. Rich boy gone wrong, bad boy turned hero, he fits everyone's myths enough to be a new messiah – or the antichrist.

The Order of Sol

The Masons, Skull and Bones, the Etonians...New Angeles was so new it didn't have an old boy's club, so they made one. If you aren't already a member, you never will be, old sport. If you are a member, you'll be backed for life.

Thomas Haas

The wayward son of Director Haas is not just another washed out PR nightmare corporate heir. He's as brilliant as his mother, and manages to stay in her will despite also supporting the anti-robot group Human First.



SAMPLE CHARACTER: FLOYD 2X3a7c

Floyd is the first bioroid to act as an agent of the law in New Angeles. Floyd was presented to the NAPD as a prototype and his performance will determine if Haas-Bioroid gains the lucrative city contract to fill the ranks of the NAPD with their products.

Identity: Bioroid

Nature: Human d6 / Hardware d8

Attributes:

Agility d4

Awareness d8

Intelligence d6

Strength d8

Toughness d12

Willpower d10

Distinctions: d8/d4

Property of Haas

Serve and Protect

Searching For a Soul

Signature Assets:

Police Hopper d6

NAPD Archive Access d6

Upgrades

Titanium Frame

Overclocking

Relationships:

Father Michael d10

Simmons, NAPD Engineer d8

Director Haas d12



2: TRAITS

IDENTITY

It is the policy of the New Angeles Police Department not to discriminate by Identity, but everyone has one, and everyone has their own opinion about each one. And each classification comes with its own laws and possibilities. Levels of socio-economic class in New Angeles are so rarefied now they rarely mix, but Identity types mingle every day. Your Identity is who you are, how you live and what you can dream of being.

Natural

Naturals are those without any modifications. They are increasingly less common in New Angeles, in part by the blurred lines of definition. Originally, cyber-enhancements were extremely distinct and the cyborg classification was used for those rare individuals with software-enabled brains. Nowadays it just makes sense to power your PAD with some bioheat or upgrade your eyes instead of losing your Prisms all the time. But away from the grey area, you can tell a natural: they carry bulky PADs, they have all four arms and legs intact, they still use touchcards to buy things, and they don't have tails. They also tend to be older and poorer than average. Despite their physical and cultural limitations, however, Naturals are not dinosaurs yet. Even in New Angeles, they are the majority, and in cyberspace, the distinction between metal and flesh is meaningless.



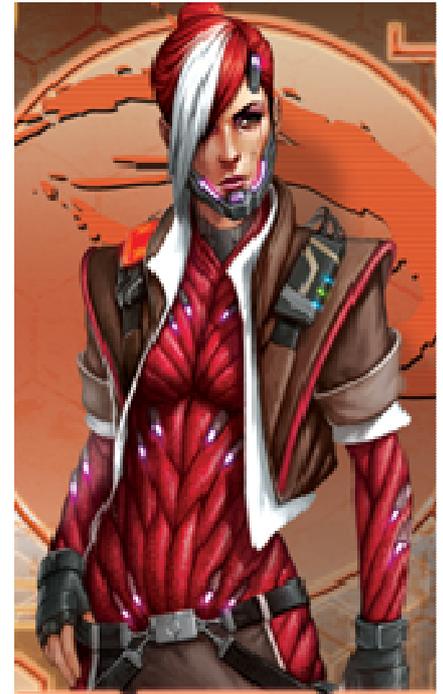
Cyborg

The miracle of modern medicine can regrow a heart or print out a stomach but bones are another thing entirely. Lose those to the ravages of war, hopper accident or disease and it just makes more sense to upgrade to plasteel. It's stronger, faster, it never gets tired or sore and it comes in a range of stylish colours and finishes. Which is why those who can afford it rarely wait for accidents or disease. Cyberchic is very hip right now and anyone looking to land a corporate job needs to bring the chrome, outside and in. After all, it can take up to half a second for a cursor to pick up pupil tracking, even longer for voice commands. Only the very rich can afford upgrading the brain at the genetic level, but electronic adaptors can make up much of the difference. Cybermods thus create the ultimate cross-class Identity - stylish for the rich, purposeful for the middle-class and rust-bucket throwbacks for the countless veterans of the Martian War.



G-Mod

For the upper classes and aristies, however, metal has already been surpassed by a return to flesh. In a strange full circle those who choose Genetic Modification for their children sometimes see keeping a smooth human form a key element of pride - with no hint on the surface of the powerful evolutionary leaps encoded into the cells. Others show off their G-mod status by recoding every possible phenotype to match the designs of the most outre artists of the day. Neon skin, prehensile hair, multiple genders, bestial aspects, multilobe eyes...the options are becoming increasingly endless. That's on top of supersenses, super reflexes, super agility and super stamina, and minds so uninhibited by mundane thought they make Einstein look like a stammering child. The uberwealthy have given birth to gods and monsters, each a new step in evolution from birth, but into their own, never-to-be-repeated strain - and never-to-be-seen-again, either, for they don't pass these genes on to children, as a new style will be in vogue then. Many G-mods have little need for a next generation, however, since they are functionally immortal, or at the very least, appear as young as they feel.



Clone (1st Generation)

The terms are misleading; it is not that Jinteki's early clones were less impressive, but rather that they were built to fit demand. And, as always with Jinteki, they did so with flawless attention to detail. With no need to waste time on appearance, the genetic code was manipulated solely to produce the ultimate worker: strong, diligent, extremely resistant to harm and above all: cost-effective. Martian refugees may have helped build the beanstalk, but the stalk only exists because of the He3, and the He3 flows because of Jinteki's clones. Indeed, Jinteki's tailored product so perfectly fit demand that the two things are now inseparable, and miner or mooner is just another way of saying clone. You may occasionally see one on earth but that's the problem with a tailored product: it has little cross-over potential. Bioroids make better muscle, and second gens are smarter, and both of them are more stylish than the hairless, seal-skinned "leatherbacks". They're a tool to mine moon rocks, like a pick-axe or a drill; they were never designed to be stylish.



Clone (2nd Generation)

G-mods are painters, daubing in the colour-box and seeing what patterns emerge. In the laboratories of Jinteki, a much more precise science goes on. At some point, the G-mod parent lets life take over; Jinteki never leaves such things to chance. Having unlocked the totality of the human genetic code, they turn the matter of production over to a 3D printer, and the results are staggering to behold. Thanks to computer models, the genetic code has been boiled down to its bare essentials and then perfected to the point where clones aren't just the archetypal human, but the perfect human. Jinteki's trademarked brain-building software creates a mind so aware it can see far beyond the here and now. Precognition and clairvoyance are possible; others with the "Express" package move so fast they might as well see the future. Once created, these aspects can be replicated perfectly. That is what a clone guarantees: not just a perfectly efficient human, but the same perfect efficiency, over and over and over. Reliability so perfect it removes the human factor is why everyone wants Jinteki clones for their company.



Bioroid

Clones do help with human relations work, and are cheaper to replace in high-risk jobs like the Helium mines but sometimes you need a reinforced titanium frame that can benchpress a bus and doesn't need to breath, eat or sleep. And that's when you turn to bioroids. Haas-Bioroid's unique innovation was not just developing human-shaped automotons covered in user-friendly synthskin but the creation of the truly independent and free-thinking AIs that power them. Using a processes called cerebral imaging, bioroid processes are built by mapping the human brain, allowing them to operate at a level of thought indistinguishable from homo sapiens. Bioroids frighten people because they are able to do everything a human does, but without any limitations, which is why they are legally required to appear inhuman, with white orbs in their eye sockets. Not all bioroids have synthskin, of course, or a humanoid form, or even a non-cybernetic presence, but there are some who with a simple pair of sunglasses can move amongst humans unnoticed - while their minds, and their terrifying strength belongs entirely to their programmer at Haas, or the hacker behind them.



NATURE

Since the moment a simian ancestor picked up a stick, humanity has been bound and defined by its relationship with the tools it uses. Every step from the cave to the spacestation has been made not by an evolution of the mind or the flesh but of technology; from fire to fusion, we left biology behind and sometimes desperately trailing in the dirt as we shape our lives to what we wish them to be with whatever science and engineering we can find to the purpose.

From one point of view, then, there is no difference between the neanderthal's club and the cyborg's arm. But as our tools evolved the gap between what we can do with them and what we cannot without them has become immense. With technology, we can talk to – and harness the power of - millions of people at once, we can travel the stars and live forever, we can stream the whole world's information and dance on fields of light while we do it...but at the end of it all, there's meat, and instinct, and the need to be touched.

The Humanity/Hardware split does not depict a human sensibility being overwhelmed or altered by hardware but rather the difficulty and conflict that arises at the interface between the two. If you wear sunglasses for a while, your eyes adjust to make things brighter; just so if you live too much in technology, you can forget how to do without it.

Using hardware is ubiquitous in the future of *Android*; the Hardware/Humanity dice should be saved for more dramatic tech or the lack thereof. Using a terminal, not so much, but running through cyberspace without your body, absolutely is a Hardware roll. Using a hopper is fairly standard; talking with a taxi driver to describe your destination because the bioroids are on strike and the satnav is down is absolutely a Humanity roll. (Who even remembers having to navigate these days?)

ATTRIBUTES

Many Cortex games do not feature Attributes but they are central to *Crime Did Not*. After all, this is an age where capacity is everything, where the limits of humanity are the gravity that pulls everything down – and from which the lucky or wealthy can escape. So we'll run over them again quickly here.

Agility measures how quickly your body reacts to what you want it to do. Anything not online is run by agility. It is the operating system for the muscular-skeletal form. For natural humans, its limits depend fundamentally on the speed of electricity through neurons. In chrome, speeds can be up to a thousand times that, and no flesh modification has been able to catch up – yet. But of course, chrome usually still has a human mind guiding it, which brings us to:

Alertness. Speed matters. Being there and being first is better than being right, one step ahead is the only winning position and what you don't know

will hunt you down and kill you while you sleep. Alertness lets you see what others miss, and understand what it means a moment later, which makes it the vital skill of the modern world. Hacking, business, crime, these things turn on a dime and if things ever go too long without you needing Alertness, it means you're the one holding the bag.

Intelligence is also important in the future, and is no longer just about booksmarts. Everyone is hooked up to the net, so anything you can find in an encyclopedia can be sourced in one-tenth of a second. But understanding is a different issue, and so is foresight and tactics: the ability to use information. Since these are now the values of the future, college educations are almost worthless and experience is acquired through unpaid internships, allowing corporations access to slave labour.

Strength: who needs it when a robot or your cyberware can do all your lifting? Well, exactly which is why everyone wants to own robots and cyberware. But those things cost money – and are hard to hide. You can get pure muscle through any metal detector. And that makes it slick and sexy. A lot of the superwealthy have super-strong genmods on their security crew just to make the point that they can crush your skull without servo motors.

Vitality is money. Time would be money but eventually your time runs out and you need to sleep – although there are some new genmods where that isn't true, but they keep going crazy and homicidal. Even robots need to recharge. In the world of the future, every individual is a battery, and your worth depends on how long you can run before you need to recharge. Alertness is worthless if you can't rely on it every single time.

Willpower will also help you stay awake when your Vitality drops and you run out of Diesel to keep you awake. Oh, and it also helps you not get addicted to Diesel. Or to stim-packs. Or to cyberware. Or to the things they advertise over your cyberware, directly into your brain, using your own secret desires and dreams to market to you most effectively. Did you know you can click a buy button subconsciously if you're not careful – and you lack Willpower?

DISTINCTIONS and RELATIONSHIPS

Good distinctions guide play. Like Aspects in another game you may play, they are sign posts for things that matter to your character, and that you want to happen in the game. In other games using Cortex (or indeed, using Fate), Distinctions often involve relationships with other characters. In *Crime Did Not*, we have a whole separate category for that, so focus your Distinctions elsewhere – although they can and likely will certainly overlap. Louis Blaine's Distinction of *I'm More Than Just Bought and Sold* crosses over with his need to put Tanaka away and get out from his bond with Mr Li.

A good source for at least one Distinction include your identity and your background. Everything in New Angeles is about class, and the difference between the life of the rich and poor are now so great the two worlds are almost alien to each other. Your view of life will depend on which side of that

yawning gulf you came from, and indeed which side you want to be on one day.

For other Distinctions, the split used in FATE is excellent: consider your “high concept” and your “trouble”. Your high concept is how you might summarise your character quickly and neatly. If you’re part of a team of hackers and runners, your high concept may likely involve your role in the group – are you *Mercenary Muscle* or do you prefer to use *A Handshake and a Handful of C4*? Then there’s the style of how you do it: do you pride yourself in being a hacker artiste who is *Always Tinkering* or are you more of a chess player who is *Always Three Moves Ahead*? It might also indicate your motivation for running: are you a bioroid smasher who considers himself *Humanity’s Hammer* or a do-gooder nicknamed *The Angel of Cayambe*?

Distinctions are always sources of trouble, that’s why they can gain you a d4. And indeed, backgrounds and high concept have an edge to them. For a trouble distinction, think bigger trouble. Something that’s almost always going to be earning that d4 – and is part of what motivates you to run. When the chips are down, the money is never worth it on its own. Maybe you believe in Martian freedom like Dejah Thoris or you’ve fallen in love like Caprice Nisei. Or it might be the sore spot your enemies could squeeze, your motivation NOT to run. Do you have a reputation, like the Professor, a skeleton in the closet like Hugo Cash, or a mental illness like Raymond Flint?

ASSETS

The difference between an Asset and a Distinction is Assets always work. They’re reliable. They represent something you can fall back on. In the chaotic streets of New Angeles, that matters a great deal. The difference between an Asset and an Upgrade is an Asset doesn’t give you superpowers. They are middle of the road things. Reliable, but they only go so far. It’s never more than a d8. Anything higher has to come from a Distinction – something that can cause its own trouble. Because power always has a cost. Wealth, possessions and status are good examples of Assets, because they really can only go so far. Eventually you need to invest in upgrades or relationships if you wish to hit the big time. In New Angeles, it’s not what you know, but whom you know, or how fast you can process it.

UPGRADES

Upgrades, unlike Assets do allow the supernatural – to break what we might consider the rules of science and nature. To lift trucks above one’s head, read thoughts and see information. As such they always require a Plot Point to activate and provide large bonuses to rolls. GMs should be generous with awarding Plot Points so players have regular access to their unique powers.

All Frequencies

Identity: Bioroid, Cyborg

Everyone in New Angeles has their brains hooked up to the internet. But the techno-enhanced citizens have access to a wider bandwidth. They can see far into the UV and infrared spectrums, listen to radio waves, decode fibre beeps and pull information clear out of the wifi, without a PAD in hand. Seeing information isn't all fun and games though: in a world where everything bleeds information, it can turn into a scream.

Spend a Plot Point to gain a d10 Asset for a scene, relating to technological information or control.

Arborean

Identity: Clone (1st), G-mod

We came from monkeys, and along the way we gave up a few of those particular evolutionary advantages to become better plains hunters. In a three-dimensional city of a million skyscrapers and air-borne hoppers, being able to leap or glide from tree to tree has once again become handy, and g-mods are happy to speed up evolution while also speeding up their parkour. It is also useful to miners, stalkworkers and other clones who work thousands of metres in the air. The elongated arms and hands, curved spine and the skinflaps from wrist to hip are still not particularly fashionable, however, no matter how many episodes of Impossible Climbs NBN produces.

Spend a Plot Point to gain a d10 Location-based Asset, or step up an appropriate Location Distinction, or ignore a Location-based Complication, for a scene.

Boost

Identity: All

It's said that once upon a time these things happened naturally: that one out of a thousand Naturals just had an incredible, unmatched talent for a skill, technique or ability. Great events across the world were held to celebrate these abilities or pit them in competition. Nowadays, few wait for nature to help out, and get themselves Boosted at the design stage. It was a novelty once to watch Jinteki's latest hypermaths solve equations or see the 100m sprint records get broken at the Arcadian Tech Show, but nowadays a Boost is handy but unimpressive, and can cause inconvenient obsessive behaviour or tunnel vision.

Spend a Plot Point to raise Agility, Awareness or Intelligence or a pre-existing Asset, to d12 for one die roll.

Cipher

Identity: Natural, Cyborg

The rarest of all powers in the information age: you don't exist. Most common in Naturals; few trust the insertion of steel or synthetics to a back-alley surgeon whose components are untraceable. Of course most Naturals too are in the system up to their eyeballs. Literally - retinal scans accompany fingerprint scans, DNA records and image records taken from every street corner and online tags from every business and entertainment venue. If you can skip all of that (and find a way to stay alive when you can't hold down a job) you have an edge others do not.

Spend a Plot Point to remove any Complication based on tracking or knowing your identity.

Command Attention

Identity: Clone (2nd), G-mod

It's a predator thing. Primal, instinctual. It's not something that can be taught. It's in the DNA - of clones or G-mods. Wide eyes. Powerful stance. Oozing sexuality and control. It can be boosted with psychic powers, broadcasting out a sense of worship, but the effect is the same. People want to be with you, or beside you - or just be you. They'll buy you drinks, dinner and maybe a country or two. But there's a price: nobody can ignore you, no matter how you try.

Spend a Plot Point to gain a d10 Asset to any Face rolls for one Scene.

Dulled Pain

Identity: All but Natural

During the Martian War there wasn't a soldier who didn't volunteer for this cybermod. One simple cyberscrub and you never feel pain or any biofeedback at all. No need to get sick in zero-g, or be stunned by the bright lights and screaming engines of your space fighter. Or feel too much pain when you remember all the good men who died. Sure, a lot dullers go crazy - but it's a small price to pay.

Spend a Plot Point to ignore all Physical Stress or Mental Stress (or both for two Plot Points) for a scene.

Electronic Pulse

Identity: Biroid, Cyborg

The last thing you want is a cyber limb shorting, because the only place the power can go is clean through the host. But if you set it up right, it can all

bleed into the outer shell and with an insulated core, keep the host (or the bioroid brain) safe. In that case, whoever is touching the shell has a very bad day. Of course, that set up is prone to random discharges....

Spend a Plot Point to automatically deal d8 Physical Stress to anyone in contact with you.

Enhanced Precision

Identity: Bioroid, Clone, Cyborg

Processing power can be used for many things. One of those things is to check on all the other things being done at the same time. Adding a processor to the brain to adjust the others to maximum efficiency and precision means you make fewer mistakes. This makes you a more reliable worker, which looks good on your resume whether you're a typist or a hired gun.

Spend a Plot Point to re-roll all your dice after one die roll. Include a d6 in the new pool. You may take the better of the two rolls.

Forever Young

Identity: G-mod

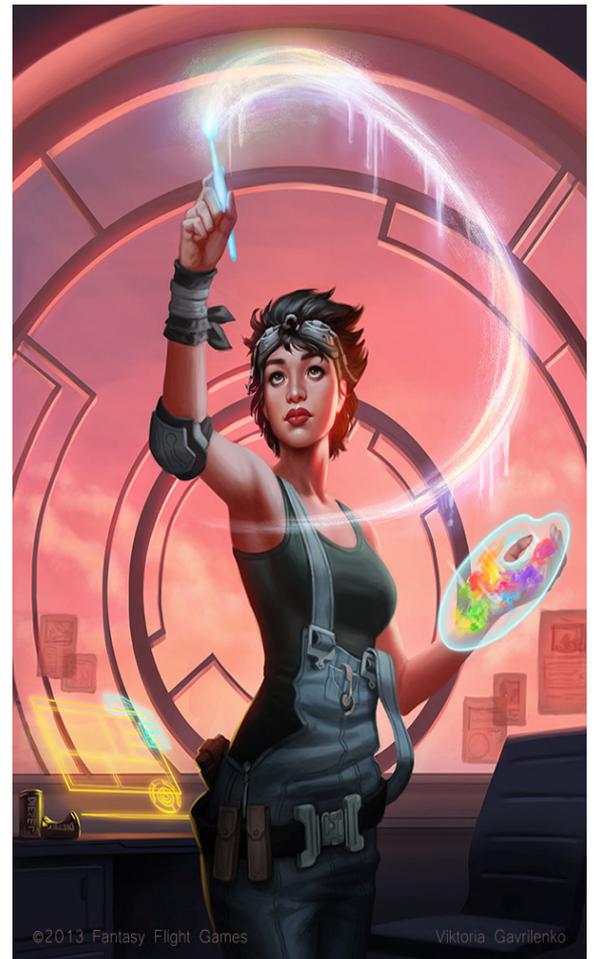
Looking like a supermodel – and a green-skinned, purple-freckled, forked-tongue one as well - is the basic standard of the g-mod package. But after a few years, phenotypes fade, wear and wrinkle, and so do you. Unless you get the full cellular upgrade which keeps your cells replacing at a much higher rate, that is. You're not a salamander or Wolverine, and you can still bleed out, but you do bounce back faster than any normal person. You'll never need stitches, you never get the flu and you'll see your first grey (or light blue) hair on your hundred and second birthday.

Spend a Plot Point to ignore Physical Stress or any physical Complication for one scene.

Full Five

Identity: Bioroid, Cyborg, G-mod

Compared to hawks, humans are blind, and compared to dogs, deaf (and don't even ask about our pathetic sense of smell). To separate the uplift of these more mundane senses from the more exotic electrical or psychic buzzes, the slang name for this upgrade is the Full Five. However, since the ear whiskers



allow for sonar, and the heat vision lets you see through walls it's far more than just five. Just like All Frequencies however, the problem isn't too little but too much information: a city like New Angeles has a bouquet few want to experience at 10,000 times magnification.

Spend a Plot Point to gain a d10 Asset for one Scene based on a fact nobody else can sense.

Godlike Intellect

Identity: Natural, Clone (2nd), G-mod

The human brain can't process the iterations of a machine no matter how efficient. All it can do is get better and better at what the human brain can do, which is spot patterns and analyse their strengths and weaknesses, and see how to move beyond them. Once this becomes instinctive, you are what others call a genius. You break codes and systems without even thinking about them, and make leaps of intellect nobody else can imagine. On the other hand you are difficult to talk to because everyone else is still operating in the systems you transcended long ago.

Spend a Plot Point to get a hint or fact from the GM about anything you like, or set up the next scene to your specifications.

Heavy Lift

Identity: Bioroid

"Super-strength" is a very imprecise term, because there's so many ways to be strong. The average bioroid is much stronger than the average human, but a power-lifter or a G-mod might win an arm-wrestling competition. What sets the bioroids apart is the whole skeletal rebuild, so that they can arm-wrestle a crane without their spines being ripped in half or their legs liquifying. Also helps wedge open security shields and rip doors off their hinges, but anyone built for the lift can be spotted a mile away by the amount of hydraulics they are packing.

Spend a Plot Point to gain a one-use d12 Asset reflecting the heavy thing lifted, but add a d4 as well for collateral damage.

Inherent Weaponry

Identity: Bioroid, Cyborg, G-mod

US assault laws now recognise a new category of carried weapon: there is carried visible, carried concealed, inherent visible and inherent concealed. The point is that thanks to cybernetics or genetically added spiked tails, some people simply cannot disarm themselves, and it is a restriction of their civil liberties to prevent their entry to buildings or facilities as a result. It also means you can't be disarmed without it getting very messy indeed.

Spend a Plot Point to do an extra d8 Physical Stress from a successful attack, as well as the Effect Die rolled.

Memory Probe

Identity: Clone (2nd)

The deluxe clone package typically comes with only the ability to read surface thoughts and have to rely on triggers to force their targets to think about the information they require. Jinteki so far denies the existence of the memory scan, which allows for deeply buried facts and experiences to be accessed without the target even being aware. There is certainly no chance a clone sitting opposite you on the skyway could even now be stealing your passwords or the keys to total identity infringement. Nor could any experiments in such technology cause your clone staff to experience flashbacks, false memories or disassociative personalities.

Spend a Plot Point to learn a secret about an NPC (created by you or the GM). This may become a d8 Asset.

Overclocked

Identity: Bioroid, Clone (2nd)

It's all about processing power. With enough of it, you just get more done every day. 'Clockers can hold down several jobs at once while also juggling knives, solving rubik's cubes and negotiating a gunfight in cross-town traffic, and still be home early for tea. They still need to recharge at the end (see Power Save for removing that obstacle) but they get ten hours work out of an eight hour day. Shorter lifespans and an increased malfunction rate are a small price to pay for that level of efficiency.

Spend a Plot Point to do two actions simultaneously in a round (and thus make two separate rolls).

Pariah

Identity: Clone (2nd), G-mod

The opposite of Command Attention, this is the psychic or phenotypical mastery of the art of not being seen. When the animal opts not to fight, it flies or freezes, it looks small, blended in and non-existent, broadcasting one essential message "don't notice me, I'm not here". Socially useful, but also works for stealthily prowling passed human security, so is useful to predators as well as prey. Like all genetic upgrades however, it does not come with an effective off-switch, so get used to being ignored by waiters.

Spend a Plot Point to enter or leave a Scene without anyone noticing.

Power Save

Identity: Bioroid

The image Haas likes to sell of the tireless bioroid slave is an overstatement: like every electronic device they need to be recharged regularly. The exception is the new powersave models which have backup batteries constantly in circulation allowing them to run almost continuously for weeks at a time. Bioroids with this option however often become frustrated with working with wetwares or shutdowners because they appear frustratingly slow and lazy. Savers tend to be loners with little empathy, but no case of murderous insanity has ever been proven in an American court.

Spend a Plot Point to make a Recovery roll even while not in a Recovery Scene.

Precognition

Identity: Clone (2nd), G-mod

Mathematical modelling using learning functions which can update 2,000 times a second, plus empathy and awareness to detect what even the target can't tell about themselves equates to an ability to see everything coming. Individuals are easy, societies and cultural trends harder, but not impossible. Upmarket Jinteki clones have this as standard, and even many mining models have it at low levels to avoid accidents. Being able to see all likely ends can lead to paralysis and paranoia, however. Jinteki says the risk of madness is less than one in ten thousand.

After an NPC takes an action, you may spend a Plot Point to make it fail by virtue of manouvering to make it impossible. For example, if an NPC draws his gun and fires, you may stipulate you already moved to take his weapon. The scene backs up to your interrupt, and you set the stakes anew. You must still roll to perform your intended action (you might fail to take the gun).

Psychic Scream

Identity: Clone (2nd)

If the tide of chattering voices gets too much, a good psychic scream can be your friend. Turning the telepathy from read to write, you send out waves of hate and pain and white noise into every mind within a mile or so. That stops the voices as most people can't think straight for a least a few minutes. Others have nosebleeds, headaches, blurred vision, the occasional stroke. An excellent weapon, as long as you don't mind collateral damage.

Spend a Plot Point to deal d6 Mental and Physical stress to everyone in range.



Psychic Trace

Identity: Clone (2nd)

The modern world loves to know where you are, and many will go to great lengths to foil the facescanners and g-readers that trip every time you walk past a street sign - and they only work if you know the face or code you're hunting. The alternative available to clone agents is the psychic trace, which allows you to unerringly locate and follow someone through a crowd no matter what wetware or electronic scramblers they employ, thanks to the wonder of emotional fingerprinting. Objects with a strong emotional bond to the target can be enough to get a bead, but is not currently admissible as evidence. The downside of a psychic trace is it is a conscious decision, in the face of the screaming tide, to turn the volume UP.

Spend a Plot Point to create a Scene in a new Location, featuring you and the target. The GM may edit your description.

Spacer

Identity: Clone (1st), G-mod

Micro-G and low-oxygen environments take an enormous toll on the standardised human body, but working in the moon mines or on the beanstalk require it – so Jinteki made a better human body. Spacers can tolerate extremely low oxygen levels for up to two hours and can handle two weeks in microgravity without detrimental muscle decay. Their nutrition demands are also far lower than the standard model. One of the side effects however is extreme skin dryness to maintain fluid levels, creating dry-riverbed cracked skin over the entire body, a look that led (along with their powerful torsos) to 1st gens being nicknamed “leatherbacks”.

Spend a Plot Point to negate one appropriate source of Physical Stress for an entire scene.

Tel-Read

Identity: Clone (1st or 2nd)

The standard clone arrangement of reading minds. Jinteki found the code to unlock what many had always believed was under the surface: intuition and understanding to the next level. It's not memory access, but surface thoughts are full access. And they're all there, all the time, everywhere, all the things nobody says and nobody wants to hear. The hard part is turning it off. The even harder part is not going insane.

Spend a Plot Point to hear the thoughts of anyone you can see. You can turn this into a d8 Asset.

Tel-Write

Identity: Clone (1st or 2nd)

For the most part, psychic powers (or "post-expressive communication technology") are unidirectional media - download only. Having the ability to upload information peer-to-peer or on a wideband is still in the development stage but state of the art clones with this technology are available from your Jinteki dealer for those interested in joining the beta. Beta testers are required to sign a full waiver surrendering all legal avenues or options following any and every possible negative consequence, as is standard.

Spend a Plot Point to send a mind to mind message to anyone you can see or know well. They will know who it came from – it is an intimate connection.

Titanium Frame

Identity: Bioroid

Floyd 2X3A7C was once dragged clear across New Angeles behind a bikehopper and all he got was a headache. That's titanium frame: the key to bioroid longevity. Behind the five types of chrome-plated plastic some models are made of the right stuff, and only sustained heavy weapons fire can truly ruin their day. On the other hand, they weigh two tons and must be classified as a light truck.

Spend a Plot Point to prevent further Physical Stress causing you to Stress Out once it exceeds d12. The Stress simply stays at d12 – but you acquire d6 Trauma in the next scene.

Total Recall

Identity: All

Originally every cyberbrain enhancement had full sensory record, but it ended up just being too much useless information. Most in-person cameras trash their memory at least every twelve hours, or use selective storage algorithms, unless memory is consciously activated, an action which implies a legal responsibility of the recorder to inform potential capture targets. Cops and security agents tend to spring for constant total storage, no matter how much it slows down access rates or runs down the battery because they never know what they'll need.

Spend a Plot Point to remember (or create) a pivotal fact from a previous scene. If appropriate, it becomes a d8 Asset for one scene.