



BLAM!

A ROLEPLAYING GAME

Maybe on Earth
Maybe in the Future

BLAM!

**A ROLEPLAYING GAME SET IN THE CYBER-DUNGEON
OF TSUTOMU NIHEI'S BLAME! MANGA**

BY KRYPTER

Thanks to:

My dear wife, for encouraging me to write more.

Tsutomu Nihei, for creating an architectural wonderland.

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Heeen's Blame Forum, for providing space where speculation could run wild.

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BEGIN LOG

"For thousands of hours I had climbed metallic mountains, battled hordes of murderous robots and hacked my way through ravenous code constructs of every imaginable kind. Rising from the depths of the cyber-dungeon in which my people had been trapped for hundreds of years, not once did I encounter another human being, and it slowly dawned on me that I was perhaps the last survivor of the Great Houses that once ruled old Erth."

"I wandered, stumbling and dripping through a tangle of warped piping, rusted shells of forgotten meks and abandoned weapons, until the darkness receded and light washed over me. Not the bluish, pale cast of artificial light, but the warm, softer caress of solar light, so beautiful in its golden finery that it made even my shattered bionic carcass look alive."

"I had reached the last level."

"The sun arced up across the horizon as far as the eye could see (and my enhanced sensorium eye could see for hundreds of miles in all directions), and everywhere I looked the greenery of the ancient world, the lost heritage of my people, loomed in all its perfectly-preserved splendor. I inhaled the air, drank the water from the rivers and danced in the blue-green grass of my world. I had thought I would never reach the edge of the City, but here it was. My journey had finally ended. "

END LOG

Log found in personality preservation pack, Level 546 in the Coraline Static Sea, Architrave Cluster B2, during the conversion of that level's heliotropic agricultural systems into two Type 57R thermal radiative spheres to power Cluster B4 expansion. Preserved in Netsphere memory banks 829303514 seconds ago. File Closed.

INTRODUCTION

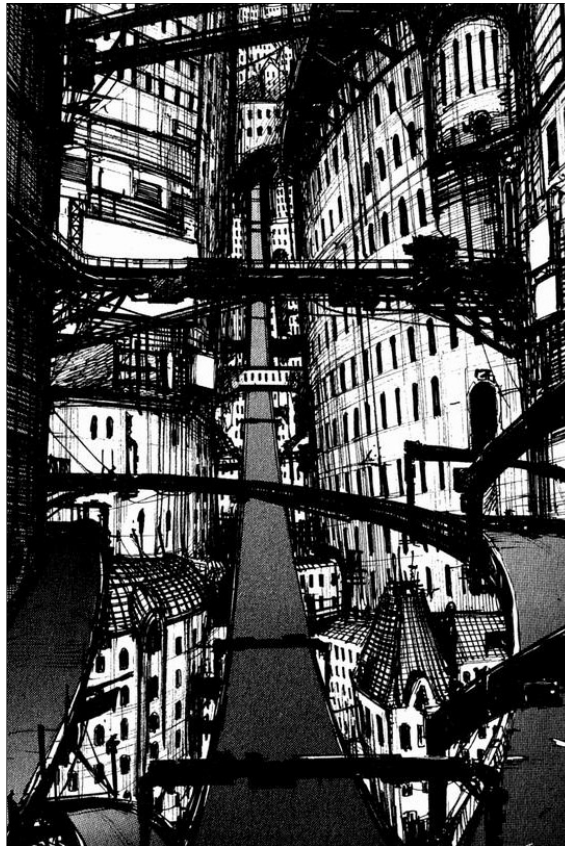
Have you ever been lost in a city? Have you ever stumbled through neighbourhoods you didn't recognize, fearful of being robbed or accosted by people speaking a foreign language, and seen skyscrapers all around but couldn't tell which way was north? The urban jungle built by humanity can be as much a foe to us as any mad villain, and is harder to eradicate. Cities teem with life, with criminals and strange machinery that chugs beneath our feet and provides us with services, and yet we know little of how they truly work.

The complicated engineering behind our towers of steel and glass, behind the vast logistics of food delivery or energy production, is mostly beyond our understanding.

What if the city we had built were to grow to encompass our entire horizon? The girders and machines first criss-crossing our continents, then rising up towards the moon and finally reaching for the planets of the solar system to fuel their heedless expansion.

And finally, what if that marvelous city fell out of our control, fed by its own energy and reaching towards a destination we could no longer fathom?

This is the world of Blam!, a game of exploration and destruction in a never-ending urban labyrinth that stretches for such vast distances that they are measured in astronomical units. The City and the megastructures it contains is both the environment and the major antagonist in this world. Humanity has all but disappeared, either transferring their minds into the digital realms of the Netsphere or being eradicated by out-of-control weapon systems called the Safeguard.



Infection, chaos and devolution have spread throughout this vast conurbation and no-one seems to be in charge any longer.

Blam! is based on the Blame! manga by Tsutomu Nihei and shares much the same themes of that great architected cyber-dungeon. A common leitmotif that runs through the manga is that of loneliness and the transience of relationships in such a dystopian, oppressive environment. The mood is claustrophobic, with titanic machinery and architecture pitted against the tiny frailty of the human form, and the fragility of the human mind.

Blam! is not a happy game, and the elements of despair, relentless death in a hostile environment, and terror in the face of genocidal machines are present in everything from the plot to the illustrations. Yet the City can offer succour and hope alike to those who learn its byways and mysteries. The City may be hostile, but it is an indifferent and not a malevolent hostility. Once, its purpose was benevolent and pure, but humanity erred and the City has fallen.

This is a classic tale of sin, suffering and possibly redemption, and it can be told with all the high-tech weapons and strange technologies of a world so fantastical it may seem as a dream, or a futuristic nightmare. Whether you choose to play as an avenging Safeguard Agent or a murderous Silicon Creature, the City offers its wonders to you in equal measure. Can you make a difference in the face of such cyclopean marvels?

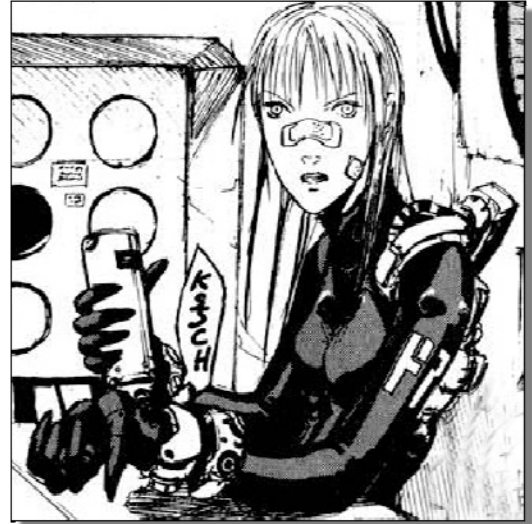
Welcome to the City. Turn around: there's a gun pointed at you. Blam!

RULES

"I'm glad that I could show these images to you. However...since then an extremely...long time has passed..."

ABILITIES

1. **Blast** firearms, energy weapons, long-range, explosives
2. **Fight** melee attack and defence, hand weapons
3. **Resist** armor, resist damage/poison/mindcontrol/conversion
4. **Move** dodge, athletics, climb, run
5. **Hide** stealth, camouflage, evade, disguise
6. **Find** search, track, detect, notice, perception
7. **Hack** computers, netsphere, reprogram, infect, mind transfer
8. **Recover** regeneration, healing, memory, endurance
9. **Build** upgrade mods, repair things, change environment, take over bodies, matter conversion, construct items



ATTRIBUTES

- Structure Physical damage capacity, size, mass, hit points
- Energy Each ability used needs energy to perform actions. More complex actions take more energy.
- Ghost Network status and presence. Mind damage. If your ghost is erased your memories are gone.
- Memory Unit of value, generic currency in the City

GAME RULES

All statistics are based on a scale of 1 to 100 though bonuses and penalties may make the totals exceed that range. Tests are used to compare the results of attempted actions or events, and are can be straight or opposed. A straight Test means a player takes an Ability, rolls 2d10, adds the result together to generate the Action Total and compares it to a fixed Difficulty which ranges from 20 to 100. Rolling higher than the Difficulty means the action is successful. An opposed roll involves each participant taking their relevant Ability, adding 2d10 to it and comparing the results to each other. The highest total wins the action and inflicts a desired result on those participants who had lower rolls. The margin of success determines the duration or effectiveness of an action, subject to the Gamemaster's discretion. *Optional Chance Rule:* if you prefer more variation in your results than that offered by a simple 2d10 roll, the GM can use exploding d10s. Every time you roll a 10 you can roll a single die again, adding the results to your total.

DIFFICULTY TABLE

20	Easy	Climb a mound of rubble, find a car in a parking lot, break into a janitorial database
40	Moderate	Track down a Builder, open a sealed vault door, scavenge working mech parts
60	Hard	Transfer your mind into an empty body, leap a 100' chasm, repair a biomech
80	Extreme	Build a gravity furnace, fool an AI, run for 640 hours
100+	Improbable	Crack Netsphere connection security, Build a megastructure wall, Resurrect an Architect

MARGIN OF SUCCESS TABLE

0-10	Slim	Barely effective, lasts for seconds or minutes
11-20	Decent	Not bad but nothing special, lasts for tens of minutes
21-40	Good	A good results, competent, lasts for hours
41-60	Excellent	Superb result, very professional, better than expected, lasts for days
61-80	Amazing	A critical success, very rare, lasts for weeks
80+	Godlike	Such successes as legends are made of, lasts for months or years

ATTRIBUTE DETAILS

Structure Attribute

Measures structural damage capacity (hit points). Damage from attacks reduces Structure. When reduced to 0 the body ceases to function, though complete disintegration requires dealing 2 x Structure damage. Structural depletion does not necessarily mean death; if the Ghost survives and has enough Energy it may stay alive in standby mode, trapped in the body. Everyone has a Recover Ability and there are no wound penalties because inhabitants of the Cyber-Dungeon are usually genengineered to not feel pain when injured, to be disease-resistant and to quickly regenerate wounds.

Energy Attribute

A pool of points used to perform complex actions, power weapons and activate implants and special abilities. Plug into outside power sources to get more energy (eg, Electricity Pools, Energy Cores, portable battery packs). At least 1 point of energy per day is expended simply to live. If your body is destroyed, but not completely disintegrated, your Ghost may live on provided at least 1 point of energy per day can sustain it. Below is a chart showing some basic Energy expenditures. See the Weapons & Armor tables for more.

ENERGY COST TABLE

1	Blast or Move (per round), Stay Alive (per day), Using Module (per day)
2	Fight, Hack or Hide (per round)
3	Build (per hour), Run away while pursued (Move)
5	Hack or Access the Netsphere
+1	If Flying

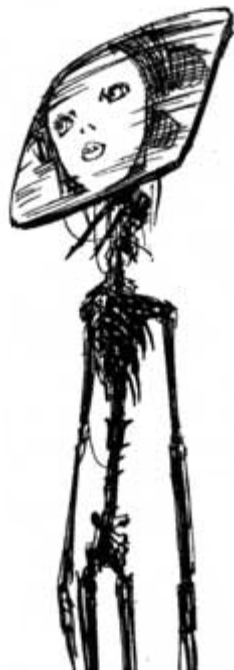
Ghost Attribute

A measure of personality complexity, digital presence in the Netsphere and willpower. Ghost is like Structure (hit points) inside the net. If a person's Structure is depleted to 0 the mind can still survive for a long time in standby mode as long as the Ghost still exists (cf. Shibo's Ghost trapped in her corpse in v1). If the Ghost is reduced to 0 then mind becomes erased and the body is useless.

Memory Attribute

Memories represent lost knowledge and are a form of currency within the Cyber Dungeon. The civilization that created the megastructure was incredibly advanced, and so there is little need to invent new technology in the world of Blam!, but the rediscovery of lost information and technology is very important. Goods are almost never purchased from stores with hard currency like gold or dollars. Rather, characters will use their collected Memories (mems) to re-discover lost technologies, gain access codes to bioreactors, transactors and fabricators, and piece together the puzzles of a fallen civilization. Collected Memories will allow them to gain items, implants, et al without actually having to rely on a storekeeper (which would quickly ruin the atmosphere of Blam!). Memories can be found everywhere, if one looks carefully. Even that old man in the village may have some lost lore.

First, you have to declare that you're collecting memories (mems) for a specific thing, like a Class 3 GBE. During the course of your adventures you'll collect enough mems to start building it (see Equipment section). The Build Ability is used, with a Difficulty equal to the bonus granted by the item, or mems cost divided by 10, whichever is higher. If the Build Test is successful the character has cobbled together enough lost technology to create the item. Mass production is not possible with this method unless one Hacks the appropriate machinery with a Difficulty equal to the Build Test+20; otherwise memories have to be collected anew. Memories are also stores of important information. With enough Memories you could, for example, piece together a map of the 572nd level of the Orison Complex. They are both a treasure and a goal.



ADVENTURING

“Welcome to the Cyber Dungeon! No doubt you have already been given a crucial mission briefing by your Netsphere Governor, wherein she explained that—No? You haven't? You haven't been able to connect to the Netsphere at all?! How distressing. Perhaps you need to look around. Is that a town on the horizon beyond the Great Electronic Surf? With smoke coming out of the beam cluster and some kind of immense techno-organic bubble forming around it? Quick, run! What do you mean 'in which direction'?!? That's up to you!”

Difficulty Tests

Abilities can be rolled against a fixed Difficulty Test number ranging from 10 to 100 (or even more). Abilities can also be rolled against each other in a Opposed Test. Example: Pcell is hunting Killy, who is hiding in a mountain of mechanical rubble. Pcell rolls her Find Ability (40) +2d10 and gets a total of 45. Since this an opposed Test, Killy rolls his Hide Ability (60) +2d10 and gets a total of 67. The difference is Good (22) and Killy should be able to evade Pcell's sensors for a few hours at least. Some examples of common tests and their associated Difficulties are given below, but GMs are free to decide their own.

- Transfer your consciousness into an empty body via a neural interface connection: Hack 60
- Avoid being converted into Safeguard Exterminators by infection needles: Resist 40
- Regenerate from catastrophic damage, 90% body disintegration: Recover 100, if close to a conversion tower.
- Repair a damaged bulk elevator: Build 30
- Plug into ambient medichinery to repair your body damage: Hack 25
- Extract memories from a recently-deceased Silicon Creature: Hack 50
- Track down a Silicon Creature that is being careless: Find 25
- Conceal yourself from passing Technomads in a big pile of cables: your Hide vs their Find
- Plug into a generator to get more energy to power your big gun: Build 20
- Access the Netsphere: Hack 40-100, depending on what you want to do

CHARACTER CREATION

1. Choose one of the following character archetypes: Safeguard Agent, xFolk, Clone Tribal, Silicon Creature, Chimeric, Corporate Trooper, Mekanist, Netwalker or Dismantler. With your GM's permission you may be able to play an AI, a Level 1-3 Safeguard, an Automaton or even a Governor.
2. 100 points to distribute among your Abilities, though no Ability can be higher than 30 to start.
3. 50 points to distribute among Structure, Energy and Ghost, roughly following the archetype listed in the Denizens section. Each archetype is fully developed; starting players are supposed to be considerably weaker.
4. If the archetype has a selection of Modules, you may choose one.
5. You start with no Memories. What are you doing in the Cyber Dungeon? Go and find some!

LEVELING UP

Since the mechanics of Blam! are quite simple, most character progression will take place through:

- Finding/stealing/taking artifacts, modules, weapons, armor and data
- Tapping into upgrades from the Governing Agency by finding Network Terminal Genes (+5 to one Attribute)
- Traversing the levels of the megastructure (+1 Ability point per Level)
- Building lost tech equipment by finding Memories (collect Memories + Build Test)

Items are a reward in themselves and are listed in the Equipment section. The Governing Agency will reward PCs who find Network Terminal Genes by either granting access to the Netsphere's vast information databanks or conferring an upgrade of some kind upon the PC. This upgrade will enhance one of the character's core Attributes by up to 5 points (GM's discretion based on how well the player played his character).

Of course, in this game NTGs are much more common than the one Killy searches for in the Blame! manga. Finally, every time a character reaches another level of the megastructure in pursuit of his goal, he can add 1 point to a single Ability. Again, this is at the GM's discretion based on the players accomplishing objectives, not simply moving 100 levels upward.



COMBAT

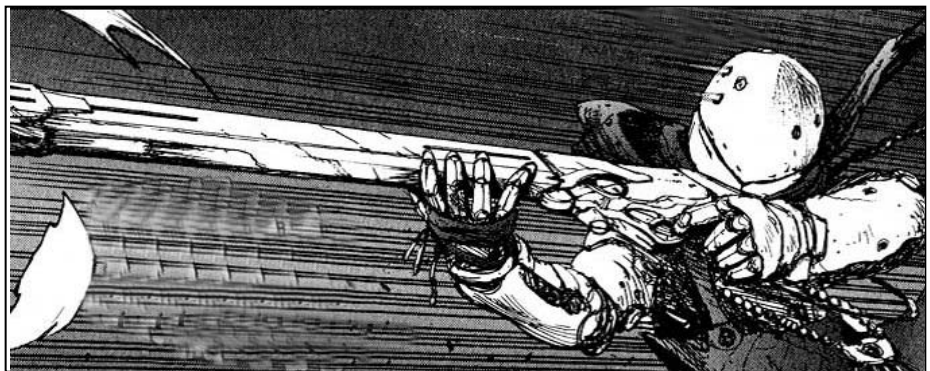
For long-range combat, a Blast vs Blast Test is performed to compare results. Each participant rolls 2d10 and adds it to their Blast ability. The highest total subtracts the lower total. The margin of success is added to the weapon rating of the winner to determine the total amount of damage taken by the loser. For example, Killy has a Blast of 80 (including his laser rifle) and is fighting Pcell, who has a Blast of 65. Killy rolls 2d10 and gets 8; his total is now 88 (80+8). Pcell rolls 2d6 and gets 10; her total is now 75 (65+10). The margin of success is 13, to which is added the laser rifle's rating of +45, for a damage total of 58. Pcell has a Resist Ability of 30, so the final damage will be 28 points to her Structure.

There is no initiative; everyone moves simultaneously. Creatures with very high speed are assumed to have high Move, Blast and Fight Abilities. For close-range combat involving unarmed martial arts and hand-held weapons, the same procedure is used but Fight replaces the Blast ability. If Fight is attempted against Blast when participants are at long range (more than 20 feet apart), the Fight ability is reduced by half (1/2 rating). Conversely, if Blast is attempted against an opponent using Fight at close range, the Blast Ability is halved. If a participant in a long-range firefight does not want to engage in offensive actions but simply wants to dodge, defend, hide or run away, use the relevant Ability instead of Blast (e.g., Move if the defender wants to dodge & run).

Disengaging from Blast combat requires a successful Blast, Move or Hide Test against the opponent's Blast first; only then can another Test be performed to actually run, hide, etc. Disengaging from Fight combat requires a successful Fight Test; failure means the disengage fails and the attacker gets a +20 bonus on their next Test.

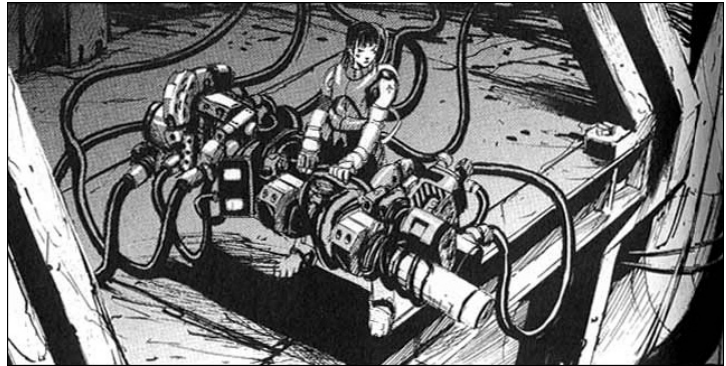
ENERGY USE

Each round of combat costs 1 Energy point (plus more Energy for weapons, mechanized armor, modules, etc.), which must be paid by each participant at the beginning of the round. Participants without Energy cannot take actions, and their physical Abilities (Blast, Fight, Move, Find, Hide) are reduced to zero; however, Hack, Resist,



Recover and Build stay at normal levels. Combat continues until all participants are dead, have surrendered or have disengaged in some manner.

Chasing an opponent requires an opposed Move Test. Move can be used as an action to gain a better position (see modifiers below). Finding an opponent who has successfully hidden himself requires a Find versus Hide Test. Hacking can also be used in combat as long as the hacker is not directly engaged in a close-range Fight. Hacking can be used to take over an opponent's body, disable their weapons, turn off their sensors, confuse them and in many other ways, but first the opponent's Ghost must be destroyed. See the Netsphere section for more details.



HEALING

Once combat is finished, each participant regains Structure points equal to their Recover Ability. First aid tools, medical canisters, modules, medichinery and hospital/repair facilities can heal the wounded even further. If any wounds remain they are healed at a rate of Recover points per day.

COMBAT SEQUENCE

1. Determine which Ability is being used by each participant: Blast, Fight, Move, Hack or Hide.
2. Pay the Energy costs for your action and weapon.
3. Add best weapon rating to the chosen ability (Blast or Fight). Add armor rating to the Resist Ability.
4. Each participant rolls 2d10, adds the result to the Ability they are using.
5. Compare totals: subtract lowest rolls from highest on each side to determine the margin of success for winner.
6. Damage = Margin of Success + Winner's Weapon Rating – Loser's Resist Ability.
7. If Move has highest total that participant moves out of combat to wherever they want in the area (up to Move Ability in metres, if you need a number). If Hide has the highest total that participant has managed to hide themselves or sneak away from combat.

Optional Insta-Kill Rule: if a PC rolls double a minor opponent's roll, the minor opponent (commonly referred to as a "mook") is killed instantly regardless of Resist or Structure points. This does not work against important opponents.

SITUATIONAL MODIFIERS

Outnumbered	-10 to all Abilities (outnumbered means a ratio \geq 2:1)
Distance	-1 per 10 feet roughly
Fog/Snow/etc	-10 to all ranged attacks per 100 feet
Dirty Tricks	include such things as groin shot +4, throwing sand +2, dishonorable start +2
Blind	attack and defence halved
Close Quarters	$\frac{1}{2}$ attack total if using long-range guns against opponents in melee with you (eg: rifle vs sword)
Long-range	$\frac{1}{2}$ attack total if using melee weapons against distant opponents with Blast weapons (eg: knife vs. laser)
Position	+5 to +20 depending on how advantageous the position may be (overhead, hidden, flanking, cross-fire)

THE WORLD

The Blam! RPG is set in the world of the BLAME! manga, by Nihei Tsutomu. The entire setting is a world-city, a massive urban landscape of machinery, titanic structures, cyclopean architecture and neverending levels that spiral outwards into the far reaches of the solar system. Constructed for unknown reasons, growing at a geometric rate, the urban labyrinth of the City expands at a continuous pace, fed by massive streams of materials from several Jupiter-sized planets, or perhaps even materials sucked in from other dimensions. Why does the City exist and why is it always growing? No-one knows. The mystery of this cyber-dungeon is up to you to decipher.

That doesn't mean that there aren't theories, of course. The Cyber Life Society believes the City is their playground, a natural expansion of their hunting domains, much as they believe themselves to be its natural predators and rulers. More rationalist-minded sages theorize that the City originated on a level called Earth but grew out of the control of its builders, who were never able to regain the necessary authorization to halt its progress. Those in contact with the Governing Authority report that attempts have been made to re-establish control over the City, but all have failed.

THE MEGASTRUCTURE

The City is divided into countless levels, each separated by megastructures of such size and scope that it may take days or weeks simply to travel between them. Though built by the same engines of creation each level can have vastly different terrain, buildings, residents or even weather and climate. Travel through the megastructure is difficult and restricted; few have the means to open the doorways or disarm the dangers of the megastructure. The megastructure is impervious to almost all technical or violent attempts at alteration and in most cases is simply too big to be destroyed. The immensity of this gargantuan skeletal framework is a sight to behold: clouds float in continent-sized formations as one looks into a distance measured in thousands of kilometers, filled with arcing support structures the size of countries. Everything here is scaled and built as if for the arrival of the gods.

THE NETSPHERE

This complex virtual reality exists as the primary control overlay for the City and residence of the Governing Authority, but over the millennia of the City's growth all contact between the Netsphere and the residents of the megastructure has been severed. Some claimed a fabled Net Terminal Gene is necessary to gain access to the Netsphere, though where one may find such original, uncontaminated DNA is unclear. Some enterprising netwalkers have managed to penetrate a few, unimportant subsystems of the Netsphere, only to find themselves imprinted or completely taken over by Safeguard countermeasures. Even the most powerful Silicon Creatures have only the most rudimentary understanding of the Netsphere and its relation to the City.

If contact with the Netsphere can be established, perhaps the murderous Safeguard can once again be placed in the service of mankind and the limitless growth of the City can be curtailed. The Netsphere is infected with chaos and vast sections of it have been abandoned, corrupted and converted into the Cryptosphere, wherein all manner of digital life feeds and reproduces in wild mockery of biological lifeforms. The Netsphere is divided into levels in much the same way as the City, with the higher levels called the Central Nexus and the lower levels forming the Cryptosphere.



THE GOVERNING AUTHORITY

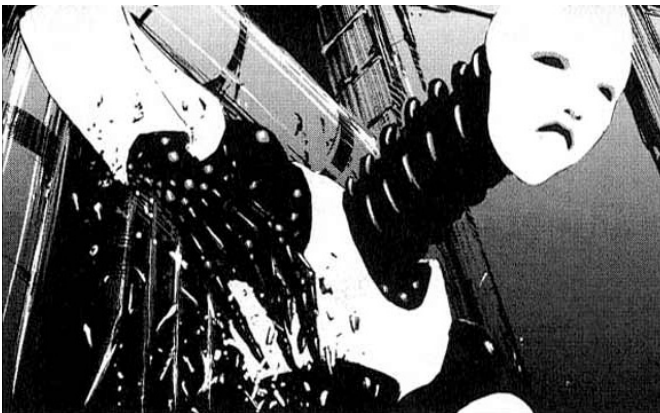
“The City is continuing to expand at random. This phenomenon has been continuing for a long period of time, and we are no longer able to determine the true size of the City.”

Once a collection of sublimed (highly-evolved) Netsphere dwellers tasked with running the City, the Authority has been corrupted, suborned and shorn of all power in the physical world. Disconnected from their bodies, unable to reign in their out-of-control servants or stop the ceaseless expansion of the City, the Architects of the GA have retreated into dreams. Those few who still strive to maintain contact with base reality (as they call the real world) have only been able to assist residents of the City in special cases. The Governing Authority’s founders felt that absolute power should never be wielded in unison, even in a democratic collectivity, and so decision-making power is split into GA/Consensus and GA/Dissent, with GA/D deliberately (but surreptitiously) tasked with undermining GA/C’s commands. Also known as the Governing Agency. The symbol of the GA is a stylized trident. Governors who manage to gain control over the City’s infrastructure long enough to substantiate in base reality on the appropriate wavelength have access to amazingly powerful body-shells, but their intervention is limited to a very short period of time. In order of importance, the ranks of the Governing Authority are as follows: Supervisor, Controller, Governor, Architect.



SAFEGUARD

The original Safeguard were meant to protect the inhabitants of the City from threats, hazards and accidents but, during the millennia of diminishing Governing Authority control and Netsphere chaos, have been corrupted and now exterminate all living creatures within their domain. Such Safeguard are often called ‘cleaners’ or ‘hunters’ by their human victims. Safeguard were part of the operating system protocol of the City, digital white cells in the ecosystem of the megastructure, that have now gone haywire in the same way a retrovirus hijacks a human body’s immune system to destroy its host. Safeguard are triggered automatically by the presence of Silicon Creatures, their most basic enemies, but the destruction the Safeguard inflict on bystanders is as bad as anything the Silicon Life Society can mete out.



Some levels still have properly functioning Safeguard which server as true protectors, but their stupidity is often no match for the clever Silicon Life that infiltrates almost every level. Safeguard can be find by the millions across the City and are considered one of the deadlier hazards by explorers. Most Safeguard are deadly but mindless; more highly capable and evolved forms of Safeguard exist, though in far fewer numbers than their more feral cousins. These Special Safeguard display capabilities on-par with the best Silicon Creatures and sometimes even exceed those of the Governing Authority.

HUMANITY

Little remains of the once-glorious civilizations of the original humans (oHumans) who inhabited the City at the beginning of time, before the Cataclysm. Today’s inhabitants of the City are re-engineered humans (rHumans) who are both more primitive and more advanced than their forebears, depending on location. Though they have lost control over their environment, rHumans have been engineered to feel no pain, regenerate over time and develop immunity to most diseases. Withered and humbled by Safeguard and Siliconite attacks though it may be, humanity continues to survive, if not thrive, in the recesses of the megastructure in settlements small and large, free and oppressed. Some human cities still possess sophisticated technology and are capable of defending themselves against outside forces, but most are simply prey. Few humans even remember how much they have lost.



SILICON LIFE

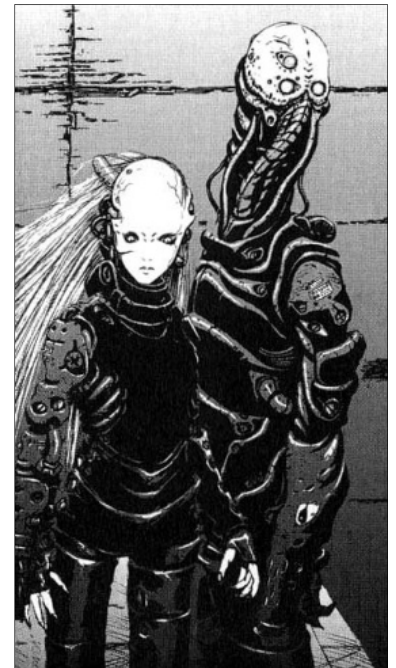
Originating from a small band of criminals called The Order, Silicon Creatures were the instigators of the net chaos and have spread to almost every corner of the City. They are nano-machine cyborgs that have subverted and stolen many weapons, technologies and systems from the Safeguard and the Governing Authority. Though generally independent operators, Silicon Creatures belong to the Cyber Life Society, a murderous priesthood that seeks to exterminate all traces of flesh humans. Most Silicon Creatures are territorial and selfish, but they also communicate across levels and maintain a unity of purpose that escapes most other inhabitants of the megastructure. Those who are more regimented congregate in Conclaves inside strange cathedrals where bio-experiments run amok, and look to the priesthood known as the Consistory for strategic guidance.

The Cyber Life Society's influence extends across the City, where they wage war against the Safeguard and challenge the remains of the Governing Authority. It is their ultimate goal to infiltrate and take over the Netsphere and supplant the GA as the rulers of the City, and to that end they seek the Net Terminal Gene. The greatest fear of their leadership is that humans will rediscover the NTGs and regain control of the Safeguard, eliminating the Siliconites in a coordinated campaign.

Silicon Creatures are usually cruel, abusive, murderous, treacherous and thoroughly debauched, yet the remnants of emotion in their frames are still more human than the genocidal nihilism of the misguided Safeguard. Both male and female Silicon Creatures exist and they grow their young fetuses in vat-like creches where the offspring are fitted with implants even before birth. One of their main concerns, from a philosophical perspective, is to avoid "logical contradictions" which interfere with their artificial intelligence programming and can drive them completely insane. Safeguard consider Silicon Creatures their number one enemies.

COMMERCE

Memory is the most common unit of value in the City. It's a lost treasure: it can activate ancient machines, open sealed doors and unlock upgrade potential. Memory units, or mems, can consist of anything from ancient video to passcodes to design schematics to digital maps of certain levels. Since data and lost knowledge have inherent value, whereas physical objects and often even energy can be found with relative ease on most levels of the City, mems are usually the medium of exchange between alien parties. However, trade and exchange are not major play elements in Blam! and the value of memories and objects can fluctuate wildly. Mems should only be used as a rough measure of value. Enclaves such as the Bio-Electric Corporation use their own currencies based on precious materials, digital cards or work-hours of value, but these are almost never transferrable outside of that specific Enclave. Trade between locations on the same level is just barely possible but infrequently ventured as the hazards are numerous and the payoff for free merchants slim. Trade between levels is impossible.



THE NETSPHERE

“But there is still time. The medium of this backup space is accelerated, so subjective time is altered. Regardless, the means to stop the Safeguard is here. If you return now, your personality will be completely erased. In the base reality, your brain ceased functioning several nanoseconds ago.”



The structured levels of the Netsphere are inhabited and sometimes controlled by the Governing Authority; the wild levels which have been abandoned to the chaos are known as the Cryptosphere, or sometimes “The Crypt”. The Netsphere is both operating system and the application layer of the mass of internetworks that are to be found within the megastructure, and is inhabited by sophonts (thinking digital creatures) that range from the high-level Architects and Governors of the Governing Authority down to the backup consciousnesses of the Sleepers, and include all manner of strange digital fauna & flora. When the Cataclysm occurred, many parts of the Netsphere, and consequently the City, were thrown into chaos and the most critical sub-system, the Safeguard, were compromised. Since the Safeguard went

berserk the portion of humans who have the Network Terminal Genes necessary to access the Netsphere has dwindled to almost nothing, and Safeguard now attack any lifeforms that attempt to make connections to the Net without them. The Hack Ability and the Ghost Attribute are used for almost all interactions with the Netsphere in the Blam! game. While connected, Net entities can give and receive Ghost damage much as one takes Structure damage in base reality.

LEVELS OF THE NETSPHERE

L	Time	Hack	Name	Description
1	1x	30	Cryptosphere	Provisional information connection
2	2x	40	Cryptosphere	Basic information connection
3	4x	50	Cryptosphere	Interactive network connection, can manipulate local systems
4	5x	60	Netsphere	Lower diagnostic/control layer
5	10x	70	Netsphere	Local machinery and construction controls
6	20x	80	Netsphere	Upper control layer, can substantiate via SCTs
7	50x	90	Netsphere	Full simulation virtual reality, access to primary databanks
8	100x	100	Central Nexus	Symbolic (subconscious) full-sim virtual reality, Governors/Consensus
9	1000x	120	Central Nexus	Symbolic full-sim virtual reality, Governors/Dissent
10	10000x	140	Central Nexus	Raw hardware operating system interface, machine code, Architects

Netsphere levels 1-5 can be accessed directly from Base Reality; access to Levels 6-9 requires uploading your own persona to those levels, which are entire worlds to themselves. Each world is a virtual reality bubble filled with Sleepers (uploaded personalities kept in storage), Ego Vaults (prisons for insane minds, of which there are many) and bizarre sophonts (such as the giant Wyrms-Sphinx in v10_c65), as well as obstacles that must be overcome to reach the next higher level. In order to defend themselves the Governors have placed numerous traps, puzzles and enemies in the way of any explorers, most of whom they consider to be invaders of their digital realm. These recursive data worlds can appear as anything, from baroque infinite libraries to open grasslands to sparkling heavens made real, or even geometric abstractions. The prize at the centre of these worlds is usually the same: knowledge, and the famed Ego Vaults that contain the collected trillions of personalities that once resided in base reality.

Time flows more slowly as one ascends the levels of the Netsphere, with net-time as much as 10000x slower on Level 10. While this may seem like an advantage for planning purposes, in practice it has not served the Governing Authority well because it completely distances net personas from the affairs of slow base reality creatures.

NETWORK WARFARE

The process of invading another sophont's mind and either destroying, suppressing or taking it over is called Mindjacking, and is surprisingly common in the City, whose inhabitants can be uploaded, regrown, downloaded and stored in Netsphere backups. Consequently few have any respect for either the mind or the body, with the possible exception of the superstitious Clone Tribals. On Netsphere levels 1-5 attacks and defences are modelled with a Hack vs Hack opposed test, with damage being subtracted from the Ghost Attribute. On levels 6-10 the person's Ghost has been completely uploaded into a hard simulation environment, so standard Abilities such as Fight and Blast can be used instead of Hack, though damage is still taken to the Ghost attribute. There are also certain programs, equipment and modules that can assist in Hack rolls.

HACK WEAPONS TABLE

Item	Hack	Energy	Used By	Other Properties
Mindprobe	+5	1		Gets info about enemy's stats
Neurosting	+10	2		Disables nervous system
Brainlock	+15	3		Freezes opponent's actions for 1 round
Puppet	+20	5		Controls opponent's action for 1 round
Bleach	+30	10		Completely erases personality
Interrogator	+40	20		See Modules section



NET TERMINAL GENES

Long before the Cataclysm the Netsphere was a place of wonder, entertainment and criminality. As the population of the City migrated to the Net and recorded their personalities within the upper levels, the Net became the locus of warfare between tribes, state entities, militaries, terrorists, religious fanatics and criminal groups. While it is unclear what caused the malfunction of the Netsphere, the solution that was adopted is still active today: only people with authorized genes that act as a key to a vast encryption system can legitimately access the Netsphere. The catch being, of course, that these genes are now extremely rare as a result of Silicon Life viral contamination, mutation over long periods of time, loss of critical monitoring systems within the megastructure and genocide committed against the surviving human populations by the Safeguard. NTGs are very rare but very useful one-shot items.

- Attempting to Hack into the Netsphere without NTGs triggers automatic Safeguard substantiation protocols, except on Nullsafe City levels. The Safeguard will be of the same level as the Netsphere level.
- Each set of Network Terminal Genes adds +10 to Hack tests to access the Netsphere.
- The Governing Authority will reward anyone who brings them NTGs by conferring a +5 bonus to one Attribute.

PHANTOMICS

Phasitronics is the continuation of mass-wave field-effector technology into the domain of Netspheric programming for the purposes of affecting base reality. In simpler terms, it is holography and illusion made real via phasitronics (the hardware) and phantomics (the software). Given enough energy, phantomics illusions feel real to the touch and all other senses, even electromechanical ones. Some Governors have hinted that entire levels have, for some reason, become phantasmal; real to their inhabitants, but unreal to any visitors. Creatures, whether animals or more sapient organisms, can be replicated by this technology and are known as Phantasms. However, AIs are needed to give them any semblance of real intelligence. Phantomics was discovered just before the Calamity and during that dark time the secrets of this science were stolen by the Silicon Creatures. Just as the Silicon Life had once spread their cancerous ideology through the world, so too did Phantasms multiply at an astonishing rate and today roam freely on many levels. Phasitronic devices gave the decisive edge to the 4th Emissary Force in repelling a Green Spectre incursion on the Telesistic Adaptive Level near 83622-B290. The technical details were leaked by a faction of Governors which (correctly, at the time) calculated that the danger of Phantasmal domination was greater than the danger of misuse by the Silicon Creatures. This was only the seventh time that Consensus was broken within the last epoch of the Governing Authority. Phantomic constructs are rated with a Hide Ability (from 20 to 100); a successful Find Test will reveal them for what they are.



ASPECTS

Personality transcription technology allows people to store their mind-states in the digital ocean of the Netsphere or substantiate themselves into a body, but what if a personality wants to simply ride along with someone else's mind and body? Aspects are mind-states that inhabit an existing mind and advise or assist in certain ways. The physical person requires the Massmind module (page 37) in order to download up to 5 Aspects into their brain, and the download requires a Hack 20 Test. Aspects can be consulted by their carrier for advice, old memories, technical instructions or even be allowed to temporarily take over the physical body to perform some task at which they are particularly skilled. Each Aspect has one Ability at a max of 50 (roll 5d10 to determine). Any assistance requires at least 1 round of downloading. Aspects are not merely expert systems but real people, with feisty personalities, individual wants and emotional states, and may sometimes enter into conflict with their hosts. Prolonged or continual mindsharing with multiple Aspects can lead to neurosis, schizophrena and other psychological ailments.

SUBSTANTIATION

The process of downloading a digital personality into a base reality body is called substantiation, and requires some knowledge of personality transcription, neural biology and genetic engineering. It also refers to the creation of any kind of matter via the Structure Conversion Towers. The following steps takes 1 round to perform at minimum: 1, 2, 4, 5; so substantiation will take at least 4 rounds. Safeguard substantiation is roughly similar but only takes 1-2 rounds because they are already inside the Netsphere and do not need personality transcription. The steps are as follows:

1. Hacker must gain access to the Netsphere Level 3 or higher (see above).
2. Personality must be transcribed into the Netsphere. Hack Test Difficult = Ghost Attribute.
3. A Structure Conversion Tower must be present within 50 Km of the substantiation point.
4. A suitable body must be constructed from present materials. Build Test Difficulty = Structure of new Body.
5. The personality must be downloaded into the created body. Hack Test Difficulty = Structure of new Body.
6. The Energy cost for the whole operation = Structure of new Body.

ARCHITECTING

Given that the City is constructed from intelligent computronic filaments and other ultratek materials, a skilled computer programmer with some knowledge of engineering or architecture can reshape the material of his surroundings in countless ways. Walls could be torn down, impediments created, doors open or pipes redirected to vent their noxious contents. With great skill and a good schematic map one could theoretically re-architect a whole level, though that has not been done since the last epoch when the Cyber Life Society created their immense Control Cathedrals.

Architecting requires two rolls: a Hack roll to take invade the local network and control its linked machinery and a Build roll to create something that is stable. Failure on the Hack roll means the Governing Authority is notified and Safeguard may substantiate to attack the intruder; failure on the Build roll means the resulting structures are unstable and will collapse, explode or malfunction in some way.

ARCHITECTING DIFFICULTY TABLE

Diff.	Description (cumulative modifiers)
40	Base, room up to 50'x50'x10', no machinery
+10	complex machinery (eg, medichinery, laboratory, bioreactor, etc.)
+10	whole building
+10	several buildings
+20	Section
+40	Megastructure
+10	power sources or fluid material conduits present (must be rerouted)


The Margin of Success determines how much the terrain has been altered to your requirements. $MoS \div 2 =$ Bonus or Penalty to Move, Hide, Find (terrain is swept clean or filled with debris) Blast (blast barriers, hardpoints, sniping positions), Recover (medical machinery, ambient healing nanite clouds) or Resist (wall plates acting as armor, water putting out a fire). The changes may affect one or more Abilities depending on what they are. Vegetable, insect and microscopic biomaterial are programmable and are considered part of the structure, but animals and sapient beings are not.

DENIZENS

CLONE TRIBAL

“Listen. Do not speak. We were made by the City. It protects us, but it also sends demons to kill and test us. Follow the coda of the tribe. Read the portents of the Great Net and listen always to the Elders. If you die, your soul will be uploaded to the Network, and you will live again. And again, and again...Thus It Was Spoken.”

The Clone Tribal, or Dry Man, is a superstitious relic of the once-mighty human militaries of the City. Regenerated, regrown and cloned by the decaying machinery of the City for armies that no longer exist, the Clone Tribal has developed an elaborate system of myths mixed with science to justify his existence. Living mainly as hunters and wanderers, few Clone Tribals are sophisticated enough to employ anything more modern than a melee weapon, though they do possess preternatural speed and are sometimes cloned with modules already implanted.


Blast 5	
Fight 20	
Resist 10	
Move20+40	
Hide 30	
Find 15	Structure 20
Recover 5	Energy 20
Hack 0	Ghost 10
Build 5	Memory 5

Clone Tribals have a distorted view of life and death, owing mostly to the fact that they can be replaced with seemingly-exact copies through the miracles of transactors. Unlike other humans in the City, Tribals are not afraid to die, and reproduce in such numbers that even the Safeguard have trouble culling them. Any kind of social interaction is difficult for Tribals, and even in large groups they can go for hours without speaking a single word. To strangers they are insular and hostile unless shown respect first. Clever scholars of ancient lore have been known to use superstitious Coda legends to gain their trust and sometimes even their allegiance. The ancient incantation of ‘mareenkor’ has been known to elicit a good response. **Typical Gear:** 1d6 Glaser Javelins, Hide Armor, Vibroknife, Accelerator or Porter module (pick one).

SAFEGUARD AGENT

“[optimal wavelength for base reality] +++ Can you hear me now? Governors...from Netsphere Control Level...in order to convey a message to one Killy, we have downloaded a proxy organism. Due to the presently chaotic status of the lower Crypt we are unable to make direct contact with you [...] Somewhere in the City a human with network genes exists. We believe that you will find this person.+++”

Created as a powerful servant of the Governing Authority, the Safeguard Agent (also known as Special Safeguard) is the white blood cell in a system teeming with disease and corruption. Almost all levels of the Netsphere and the City have been infected with chaos

Blast 30	
Fight 30	
Resist 30	
Move 20	
Hide 10	
Find 20	Structure 40
Recover 40	Energy 30
Hack 10	Ghost 20
Build 0	Memory 0

and madness, and the Agent is the last hope of the untainted Governing Authority to re-establish contact with humanity. Tasked with impossible missions and bequeathed with superhuman powers of endurance and regeneration, the Safeguard Agent plods on in his mission irrespective of losses or damage.

As a player Archetype, the Agent must be given a mission, even if that is defined as figuring out what his mission may be. Sample missions could include: locating pure-strain humans, reformatting corrupt Safeguard on a whole City level, fighting an infestation of alien creatures, finding a lost Crypt access node, or resisting an incursion of Silicon Creatures. As a proxy of great powers, the Agent can expect some major resources to be at his disposal but, conversely, great enemies will always confront him. Agents do not dwell on the past, are adaptable but task-focused, and generally disdain knowledge skills. The stats given here are for a junior agent. **Typical Gear:** Heavy Coil Pistol, Playford armor, Shotgun or Laser Rifle, Sword. NPC Agents automatically come with a Mindport, Regeneration, Sensorium, and Soulkeeper, and have 3 more of the following: Skill Download, Cricket GBE, Plasticity, Accelerator, Ogre Frame, Event Recorder, Deep Sensorium, Harbinger, Targetter.


XFOLK

“The System has found an inhabited area about 3,000 levels above, but... we don’t know if they’re human.”

The remnants of human civilization are collectively known as the xFolk, though their individual clan and tribe affiliations are too numerous to list. Among the better-known xFolk are the Painted People, Planters, the Electro-Fishers, the AutoClan, and the Tradecrafters. XFolk are the standard inhabitants of the City: huddled survivors desperately struggling to remain free against the genocidal Safeguard, the murderous Silicon Creatures and the oppressive Corporates. All xFolk are rHumans (re-engineered) rather than oHumans (original baseline), though none understand the distinction.

Though primitive compared to their enlightened ancestors, the xFolk are much more sophisticated than the Clone Tribals, though not quite on the Corporate level. They have a rudimentary understanding of science and technology, are capable of jury-rigging and reverse-engineering things like power armor and energy weapons, and are shrewd enough to evade or fight off the exterminators and other native hazards. They are also extremely numerous, so that even if one community is massacred, another will quickly sift through its ashes and build a new town. XFolk live in elaborate town structures scavenged from the megastructure. The lucky ones sometimes manage to trick a Builder into repairing their town into a semblance of a modern city.


Though xFolk are not sophisticated in science, they are skillful at crafts and arts, and at the constant game of survival. Each folk people have elaborate customs, rituals and sometimes even old religions. Members of the community may be weavers, forgers, scavengers, curers, foragers, council masters, or even mechsmiths. Knowledge is prized and experience is cultivated so that the folk may thrive. Unlike the Clone Tribals, the xFolk have a rich spoken language and a lively social life, though few know how to write or read. Some xFolk, such as the Painted People and the Fisherfolk, are welcoming of all humans, seeing in them long-lost brethren that will aid them in reclaiming the City. Others, like the Planters or the AutoClan, will hide or restrict their interactions to a proscribed series of rituals. The Tradecrafters are the most well-known and valued Folk, for they travel in their vast caravans buying and selling goods of all kinds.

Blast 10	
Fight 10	
Resist 10	
Move 20	
Hide 20	
Find 20	Structure 10
Recover 10	Energy 10
Hack 10	Ghost 5
Build 20	Memory 5

AUTOMATON

“+++Intruder in Section 5. Code Magenta+++.”

The more advanced rHuman civilizations of the City often build robots and primitive automatons to help defend their settlements in the hope that machines can defeat the machinery of the Safeguard. This is generally a mistake, as the Safeguard and Silicon Creatures can easily take over such crude devices and turn them against their makers. Human life is cheap and labour abundant, which means that automatons are rarely used as labour-saving tools, and the difficulty of maintaining them often outweighs any benefits they may accrue. Their one advantage – their utmost loyalty – means that they are often the chosen tools of the Corporations, which can afford to hire netwalkers to protect them from infiltration.


Blast 30	
Fight 30	
Resist 20	
Move 30	
Hide 10	
Find 30	Structure 20
Recover 10	Energy 20
Hack 20	Ghost 20
Build 0	Memory 0

Automatons typically come with simple built-in weapons such as lasers and assault rifles, and their simple neural networks make them most suitable for pack combat or mass charges against fixed positions. They are usually neither intelligent nor adaptable enough to operate on their own without supervision, but occasionally a robot shell is taken over by a Netwalker or AI and used for their own purposes. It’s also possible that a particularly long-lived automaton may develop sapience and begin to pursue an agenda of its own. **Typical Gear:** Laser Rifle, Defender armor, Mini-missiles, Targetter or Sensorium.

DISMANTLER

“That’s an energy nexus. If you touch it Safeguard will emerge and kill everyone here. That is all.”


The byways and rituals of the City are strange and unknowable – except to the Dismantler, a man whose profession takes him from town to town in search of problems to fix and dangerous technology to dismantle. Known as a troubleshooter, an adventurer, a rogue and the ultimate service repairman, the Dismantler enjoys both notoriety and prestige among the scattered tribes of humanity. Dismantlers know how to use, and often possess, powerful artifacts such as Builder Talkers, Safeguard Suppressors and Silicon Creature Beacons, though they do not know how to build them. These itinerant wanderers usually have a good idea of the geography and major settlements of the City, as they rely on work for hire in order to survive. **Typical Gear:** Assault rifle, Defender armor, portable scanner, multi-binoculars, 1 radiation grenade, shotgun, sword, toolkit (Build+5).

Blast 15	
Fight 15	
Resist 10	
Move 20	
Hide 0	
Find 30	Structure 10
Recover 10	Energy 10
Hack 20	Ghost 10
Build 20	Memory 30

MEKANIST

“Behind every ritual is a technique. Behind every technique is a technology. Ergo, you cannot have a technological civilization without ritual.”


Mekanists are the keepers of ancient technology, the mechanics and mechsmiths of the decaying civilizations of the megastructure, trained by Corporations or autodidacts of the highest order. When valves need to be replaced or ammunition mass-produced, the surviving rHumans of the City turn to their mekanists to make or repair the tools and machines they need. ‘Tek’ is a generic suffix for anything involving technology (e.g., commtek, infotek, biotek) and ‘mek’ is the old terran word for ‘mechanic’, so a mekanist is someone who deals with mechanical technology, but the profession has expanded to include any technology. Mekanists are often revered as wise men and techno-saints in more primitive communities, or as highly-skilled professionals in advanced societies. Mekanists generally do not understand the Netsphere and leave the intricacies of that deadly domain to the more adventurous Netwalkers. **Typical Gear:** Vibroblade, Shotgun, Armadillo armor, toolkit (Build+5), spare parts.

Blast 10	
Fight 0	
Resist 5	
Move 10	
Hide 10	
Find 5	Structure 10
Recover 5	Energy 10
Hack 5	Ghost 5
Build 40	Memory 80

ARTIFICIAL INTELLIGENCE

“Toha Heavy Industries will depart again. The normalization of the gravity furnace is complete. You have two choices: you can leave things as they are and return quietly to Cave 8, or you can be erased.”


As the guardians of ancient remnant corporations, clans and separatist entities, AIs are generally aloof from events in the City and do their utmost to isolate and protect their charges from the deprivations of the Safeguard and the Silicon Life Society. The chronic mental instability of AIs was a source of concern to their original builders, and so they usually created AI collectives to reduce the chances of single rogue AIs turning on those they were supposed to protect or of making catastrophic mistakes. AI Collectives, patterned after the Governing Authority, tend to be extremely conservative and bureaucratic, often to their own detriment. AIs generally undergo personality re-forging after several decades in the field, but even that process can only slow down the senescence that afflicts very ancient network beings. Though disconnected from the Netsphere under millennia-old treaties with the Governing Authority, AIs are adept at hacking into their digital ecosystem and maintain tight control within their own domains. An Artificial Intelligence can commandeer nearby organisms if sufficient processing mass is available and download a proxy body for temporary use, but such substantiation can trigger a response from Safeguard.

Blast 40	
Fight 40	
Resist 30	
Move 0	
Hide 0	
Find 70	Structure 80
Recover 50	Energy 80
Hack 80	Ghost 90
Build 70	Memory 100

NETWALKER

“If the world is a machine, then it can be made better, or it can be broken, on the whims of the man who knows how it is designed. The City is a wonder of design, and I will be its overlord some day. All computational systems work upon algorithms, like the rhythms of life. As God was to Man, so Man can be to Machine.”

Whether a trained acolyte of the Coda or a freelance human saboteur, the Netwalker has learned the secret byways of the Netsphere and slips through the loopholes of the system to his appointed task. Fearsome in computing technique and abstract thinking, it is the hacker imperative that pushes the Netwalker to break and mold the structure of cyberspace to his whim. Netwalkers are highly skilled in Hacking and can command the Netsphere to do a variety of things, from tricking a transactor into making a gourmet meal to reprogramming a Hound to be a friendly guardian.

Blast 10	
Fight 0	
Resist 10	
Move 10	
Hide 20	
Find 50	Structure 10
Recover 10	Energy 20
Hack 60	Ghost 50
Build 30	Memory 50


The constant study of Netsphere protocols and hacking utilities takes a toll on the Netwalker’s other abilities, and Netwalkers must often rely on others for heavy firepower and survival skills. Netwalkers can combine many other skills with Hacking to perform a wide range of tasks. Netwalkers can use their communications skills to remotely control drones and vehicles of all kinds; Recover combined with control over the City’s nanitic repair systems can be used for quick healing; and control over a phantomics system can be used to create very convincing illusions. The profession of Netwalker is a revered but very dangerous one, since any careless net access can summon murderous Safeguard.

Wherever the Netsphere exists, the Netwalker can truly be a god. Even in places without computer networks, such as many abandoned levels, rudimentary network connections can be formed directly between people and objects using interface cables and Mindports. The minimum implant requirements for a Netwalker are a Mindport and a Hypercortex.

CORPORATE TROOPER

“There’s nothing beyond this Level, Cit. Oh, really? Now I have to take you in for questioning. Nothing personal, just orders, you know.”

The trooper is a finely-calibrated armature of the Corporate Enclave, trained to fight, whether honorably or brutally, and ready to kick ass in the name of [whatever]. The Trooper PC will no doubt be on an important mission for Colonel Fang, or perhaps he went AWOL after deciding that Corporate life was not for him. Troopers are heavily indoctrinated in military precision and corporate political theory, beholden to the Corporation not only in spirit but also in sustenance, for Troopers cannot go long without the nutrient broth – Ambrosia – that their masters use to control them. Chemical dependency is a sad fact of life for all Troopers, but paradoxically it’s something most take pride in. Deviant or outcast Troopers must rely on smugglers for their daily ration of Ambrosia. Withdrawal leads to quick paralysis and death within 12 hours.

Blast 20	
Fight 20	
Resist 20	
Move 20	
Hide 10	
Find 10	Structure 20
Recover 10	Energy 20
Hack 0	Ghost 5
Build 0	Memory 1

The benefits of Ambrosia are many: increased strength, endurance, resistance to pain, reduced need for sleep, faster reflexes, increased healing rate, and a controlled fighting instinct (already taken into account in the stats block). The drawbacks include a large food requirement, increased susceptibility to hostile climates and temperature variation, a short lifespan, vulnerability to poison and mental deterioration. As a Trooper advances in rank and proves their loyalty to the Corporation, the dosage of Ambrosia is reduced using a special weekly axlotl-tank process until the most elite troopers at the rank of Executive General are completely detoxified and can lead normal lives. By that point, however, the brainwashing is so complete that the very thought of treason causes physical pain.

Troopers can be honorable soldier-citizens or vicious killers, disciplined commandos or incompetent thugs in uniform. The distinguishing characteristic of such characters is their dependence on Ambrosia and their numerous module implants. Troopers represent the last human military organizations left in the City, though their purpose is simply to defend the domains of their parent Corporation. Troopers hold most citizens in low regard, and bear a special grudge against the primitive Clone Tribals, whom they exterminate at every opportunity. **Typical Gear:** Assault or Laser Rifle, Defender armor (Eel ghostuit for Commandos), Vibroblade; one of: Ogre Frame (shock), Harbinger (shock), Sensorium (commando), Accelerator (commando), Mindport (mobility) or Targetter (sniper).

Known Corporations: Bio-Electric Corp., Adaptive Medichinery Inc., Bio-Materials Corp., Toha Heavy Industries, Data Recovery Foundation, Bio-Systems Corp., Quantum Mecha Corp., Human Fusion Systemate.

Trooper Variants

Shock Infantry: frontline formation fighters in powered armor, backed up by biomecha, artillery, drones, and chimerics (where permissible). Blast +10, Move -10, Structure +10.

Commando: sneaky killers specializing in infiltration, sabotage, assassination and close-quarters fighting. Members of the Commando Brigade have Digital Chameleon implants, operate in stealthy *Eel* suits, and carry light and medium weapons. Speed and stealth are of primary importance, not firepower. Emphasis is on Hide and Move abilities, as well as elite marksmanship and sometimes specialized scientific knowledge. Hide +10, Move +10, Find +10, Fight +5, Blast +5.


Sniper: long-range shooters with Targetter and high-precision energy weapons such as beamers, trained to destroy important targets such as leaders and control nodes. Snipers may have Deep Sensorium implants to synchronize with battle and sensornets for increased strike capability. Snipers are also known to use brilliant missiles and other heavy ordnance, not just low-calibre firearms. Blast +15, Find +10, Structure -5, Resist -5

Mobility: Pilots who drive vehicles or biomecha, or who use nullgrav pods to fly into battle. Requires a Mindport for the connection, sometimes with Accelerator to make full use of the agility of the vehicle they're operating. Flyjocks are universally reviled among the other services, and are usually more cocky than your average grunt infantry. Emphasis is on pilot and gunnery skills, and a little bit of engineering for field repairs. Move +10, Hack +10, Build+10, Fight-10.

CHIMERIC

Chimerics are humanoid slaves with particular genetic phenotype expression, usually crossed with DNA from one or more animals or custom creatures. They can take many forms, from giant headless Lifter models (pictured) to tiny flying Radio Pixies to crocodile-like Ferals found in some of the sewer systems of the more populous Corporate Enclaves. What Chimerics lack in skill and knowledge they usually make up for in toughness, strength and determination, though many are intentionally lobotomized to make them more servile. Many Chimerics flee their servitude but few have the wits to survive the hazards of the City even in the vicinity of the Enclaves.


Chimeric characters may be the exceptions to the rule, either unique in their intelligence or trained by their masters in specialized skills that have aided their survival. Among the races of the megastructure the Chimerics display the widest variation in appearance and ability. The stat table shown is for a Bio-Electric Corporation Lifter chimeric. And if you want to play a bear with a rifle you can do that too. **Typical Gear:** Titan Frame (for Lifter); tools used in their work.

Blast 0	
Fight 50	
Resist 50	
Move 5	
Hide 0	
Find 0	Structure 80
Recover 10	Energy 80
Hack 0	Ghost 20
Build 0	Memory 0

GOVERNOR

"We know that you humans have put forth much effort to improve our current situation of isolation. However, in all your attempts, you have yet to succeed even once."

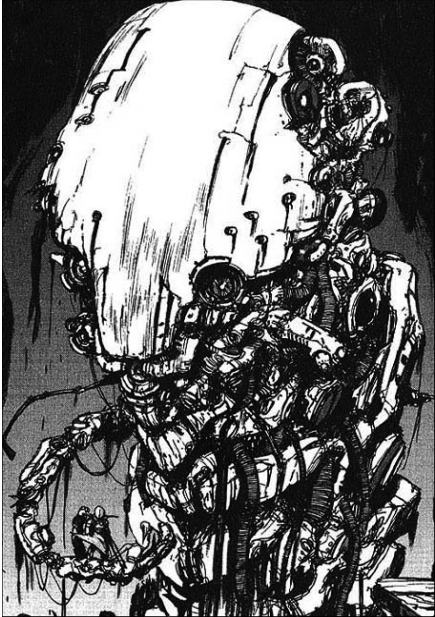
A Governor is quite powerful in the upper levels of the Netsphere but can also download a proxy body with titanic powers...for a very short period of time. Such downloads are inevitably detected and sterilized by the Safeguard when they appear, usually within a few minutes. Most of the Governing Authority/Consensus have given up on such interventions, but Dissident faction Governors have occasionally intervened when the discovery of Net Terminal Genes may be imminent. Roll 1d100 to determine the length of time in seconds a Governor may manifest itself before it is attacked by Safeguard. Such manifestations attract Safeguard Levels 3-7. **Typical Gear:** Regeneration, Plasticity, Porter, can create most weapons, though favors Fight weapons like Digital Swords and Disruptor Wands.


Blast 50	
Fight 60	
Resist 60	
Move 0	
Hide 0	
Find 20	Structure 90
Recover 50	Energy 80
Hack 50	Ghost 80
Build 20	Memory 70

BUILDER

"001010111001100101011010101010101111110101"

Builders are the machines that construct the City and they come in all kinds of shapes and sizes, from 10cm long ants to 500'-tall humanoids. Once controlled by the Architects of the Governing Agency, builders now operate automatically outside the guidance of their creators. Common builders include the small 15'-long crab-like Crafters, the 100'-long Spiders and the gigantic multi-limbed Tektons that can be found decomposing on some levels (pictured below). More specialized Builders created for the purpose of chemical, biological or nanitic engineering also exist, depending on the level, but all share a master plan for the indefinite expansion of the City. Their numbers are so numerous that the only way to stop them all is to regain control through the Netsphere. Damaged Builders can perform some bizarre tasks, from weaving diamond-spun cables into mile-long webs to redesigning the interior décor of apartment buildings every two weeks. Hacking Builders requires access to the Netsphere, the exception being if one only wants to Hack a small mechanical portion of a larger construct.

Humanoid Builder, Mountain Class	
Blast 50	
Fight 60	
Resist 60	
Move 0	
Hide 0	
Find 20	
Recover 50	
Hack 50	
Build 20	
Memory 70	
Energy 80	
Ghost 80	
Structure 90	

Blast 20	
Fight 20	
Resist 0	
Move 30	
Hide 20	
Find 20	Structure 50
Recover 5	Energy 50
Hack 20	Ghost 50
Build 10	Memory 5

RADIO-WAVE PIXIE

Tiny flying creatures that resemble faeries but are much uglier, Radio-Wave Pixies inhabit areas of high radiation output, whether from antenna arrays, high computing mass or broken radioactive sources, using it to power/feed themselves. Though puny individually in larger swarms they can deliver deadly stings of sharp energy, and prolonged exposure to them can lead to radiation burns and other ailments. Radio-Wave Pixies communicate on multiple frequencies and channel-hop constancy. They are helpful or mischievous to

strangers as the mood strikes them. Stats shown are for a swarm of 50; individuals have stats close to 1.

CHIMERIC BEAR GUARD

"The one wearing the bear costume...I can see you. Come Down!"

<Blam!> <Thud>


"I'm not wearing a bear costume!"

A fairly popular model for Chimerics, hotshot Mega-Corp CEOs and other higher ups tend to have them constructed and employed as bodyguards and babysitters for their otherwise neglected children. For reasons lost to humanity's past, children find the image of these large mammals endearing and comforting, and the ferocity inherent in their form comes in handy when the odd assassination or kidnapping attempt is made. These bodyguard-babysitters are often mentally conditioned to hold the child in their care dearer than their own life, and will stop at nothing to see that the child is protected.

Typical Equipment: Heavy Coil Pistol, Assault Rifle, Shotgun, Composite "Defender" Armor. **Typical Modules:** Regeneration, Ogre Frame

Blast 10	
Fight 30	
Resist 30	
Move 10	
Hide 0	
Find 10	Structure 40
Recover 10	Energy 40
Hack 0	Ghost 20
Build 0	Memory 0

GELWORM


Blast 0	
Fight 35	
Resist 25	
Move 15	
Hide 10	
Find 30	Structure 40
Recover 15	Energy 20
Hack 0	Ghost 0
Build 0	Memory 0

Growing long and fat in the neverending tunnels of the City, gelworms gorge themselves on the giant maggots that infest many agricultural areas such as nutrient broth lakes, and spend long hours sniffing the conduits looking for comfortable places to mate and rest. Gelworms are blind but rely on an extremely sensitive sense of smell, and some appear to have had Sensorium modules or even laser guns implanted into them, perhaps by an errant builder. Gelworms range in size from smaller specimens only 10' long to monstrous 50-year-old 200'-foot wyrms. All of them have an opaline, transparent, gelid flesh which reveals their interior organs, and they are adept at contorting their forms to fit into smaller passages or holes. A slain gelworm has a 10% chance of containing something

from the Equipment Table, or perhaps just 2d10 eaten, partially-digested rHumans.

WATCHER FLY

Gruesome insectoid creatures that resemble a human form with its appendages partially amputated and insect wings attached to the back. Their bodies are covered with dozens of sensor lenses, giving them a 360-degree 3D view of their surroundings. A menace throughout the City, watchers are hive creatures that infest large areas and feed on ruptured nutrient tanks, grain silos and other malfunctioning food production facilities. Adapting to life in these deadly environments, Watcher Flies are armed with lasers built into their bodies, but are not nearly as resistant to damage as they are good at dishing it out. It is best to avoid attracting Flies in the first place, because if allowed to organize they can summon hundreds of their brethren to overwhelm any defences by sheer weight of numbers.

Blast 15	
Fight 10	
Resist 0	
Move 20	
Hide 10	
Find 20	Structure 10
Recover 5	Energy 10
Hack 0	Ghost 0
Build 0	Memory 0

SILICON CREATURES

“All flesh is stinking meat. Holy is the silicon that flows through our souls. Witness the catechism of the Cyber Life Society, so that you may abandon the prison of the flesh.”

The Silicon Creatures are a unique product of the an ancient cult so steeped in mystery that no records survive of its initial formation during the early construction of the City. It is assumed that the cult wanted to possess great technology to eradicate humanity in flesh form, something it considered a heresy to its creed of machine sentience. Whether through the treachery of an AI or some other means, the cult finally got its wish when it stole vital personality transcription and organoid technology from the early Governing Agency.

With the vast power of mechanoid symbiosis in its hands, the Silicon Life Society infiltrated, corrupted and eventually destroyed all the organs of power in the City, turning entire levels into charnel houses. Seeking to expunge the flesh of humanity from its hallowed ground, the Society subverted the Safeguard systems meant to protect human life and turned them against their creators. All oHumans were either retired, placed into Netsphere personality storage, incorporated into the Society’s organoid structures, or exterminated. Silicon Creatures can easily repair themselves by salvaging parts from found electromechanical systems, which are abundant in the megastructure (already factored into their higher Recover Ability) and they all possess the following modules automatically: Mindport, Ogre Frame, Regeneration, Targetter, Event Recorder, Sensorium.





“Our purpose is to stop the recovery of the Netsphere...by a human possessing the Net Terminal Gene...and to continue the state of chaos...”

Siliconites generally have several goals in mind: recovery of NTGs to further take over the Netsphere; preventing humans from accessing the netsphere and organizing themselves; propagation of their species by growing vat babies; complete modification and upgrading of their bodies to superior formats; and finally conversion of all other lifeforms to Silicon Creatures such as themselves.

Raider


Wandering the architectural wastes of the City, Raiders travel alone or in pairs, pursuing bits of information, scavenging spare parts for their own bodies or trying to pry chunks of ancient tek from the megastructure. Curious and vicious by turns, they either murder or convert rHumans into cyborgs like themselves. Some may be psychotic, others religious (adhering to the catechism of the Cyber Life Society) while a rare few may simply be interested in scientific discovery. Regardless of their temperament, Raiders take what they want by force, and carry an assortment of medium-tek weapons to do it: assault rifles, miniguns, grenades, lasers and microwavers. Their armor is usually makeshift or embedded in their frames, ranging from Defender-equivalent (+15) to Armadillo (+25).

Silicon Raider	
Blast 25	
Fight 30	
Resist 20	
Move 20	
Hide 20	
Find 20	Structure 20
Recover 15	Energy 30
Hack 10	Ghost 20
Build 10	Memory 20

Blon – Combat Biologist	
Blast 40	
Fight 40	
Resist 50	
Move 20	
Hide 0	
Find 20	Structure 60
Recover 20	Energy 50
Hack 50	Ghost 30
Build 40	Memory 60

Blon – Combat Biologist

A seething mass of plesh, black cyborg parts and covered in swarms of horrible critters, Blon looks like an inky nightmare made real. This Siliconite specializes in genengineering and evolutionary combat systems, and commands an army of thousands of biocritters to attack, devour or vivisect his victims. Blon's swarms cover his body entirely and together with his natural cyborg armour give him a high Resist Ability. If given the opportunity to burrow into his targets, Blon's biocritters will analyze, paralyze and commandeer then to serve his ends. Blon's curiosity and arrogance often overtakes his skill and caution, leaving him open to counter-attacks. He uses his Hack Ability to control his biocritters and Build to construct them inside his genetic warrens. Blon can also transform into a 10-legged/armed monstrosity. Gear: Cyclops Frame,


Pcell – Silicon Witch	
Blast 50	
Fight 50	
Resist 30	
Move 50	
Hide 30	
Find 50	Structure 40
Recover 50	Energy 60
Hack 30	Ghost 20
Build 10	Memory 20

Pcell – Silicon Witch

A most clever, intuitive and anticipative Silicon Creature, Pcell watches and bides her time until the opportunity for great gain presents itself, and then she snatches it as fast as a cobra falls upon a rabbit. Plugged directly into a sensornet that covers her whole level, Pcell is the most cognizant and aware of all her teammates, capable of detecting anomalous activity thousands of miles away. Her mastery of the manifold blade garners her respect even among the battle-hardened templars of Cyber Life Society, of which she is a high-ranking member. Gear: Deep Sensorium, Accelerator, Interrogator

Schiff – Blade Master


A refined hand-to-hand expert with unparalleled natural talents at bladed combat, Schiff is also highly self-conscious, continually repairing, modifying and polishing his arsenal of built-in cybernetic weaponry. A tough, blunt operative suffused with the warrior ethos, Schiff lets others do the scheming, planning and His contempt for lesser beings is his weakness, for he only takes other fighting men seriously. He wields dual retractable arm-blades which can be fired at high speed as projectile weapons, and his reflective armor is polished and formed to be more aerodynamic.

Schiff – Blade Master	
Blast 40	
Fight 70	
Resist 30	
Move 60	
Hide 0	
Find 10	Structure 50
Recover 40	Energy 60
Hack 30	Ghost 40
Build 20	Memory 40

Horned Cyborg


This unique Siliconite is a weapons specialist, capable of morphing its body into any kind of weapon short of a GBE or Manifold Blade. Skilled at long-range directed weapons, the Horned Cyborg prefers to first immobilize its prey with area-effect Bubbler sprays and then proceed to cut it apart with precision lasers. Mini-missiles will be targeted at any opponents who run, and those who get far away will be eliminated with a high-power 100km-range sniper rifle that can pierce entire buildings. Silicon Creatures such as this are often on lone or small team missions deep into unexplored territory, searching for high-level artifacts and critical data sources. Horned Cyborgs have a reputation for being relentless, never retreating or giving up a hunt until either it or its target is eliminated.

Typical Gear: Confounder, Plasticity, Deep Sensorium, Targetter, Harbinger

Horned Cyborg	
Blast 80	
Fight 40	
Resist 30	
Move 30	
Hide 20	
Find 70	Structure 80
Recover 30	Energy 120
Hack 0	Ghost 40
Build 0	Memory 40

Silicon Imp

These minor silicon creatures resemble dwarfs or mobile fetuses with the characteristic black bodies and white skull-pates of Siliconites. Cruel but cowardly they are used by the Cyber Life Society to operate machinery, scavenge battlefields, spy on enemies and sometimes as spare parts when times are tough. Silicon Imps are most often found in Silicon Warrens, as they are too afraid to venture outside on their own. **Typical Gear:** a nasty bite, small razor-blade-like claws and sometimes a pocket laser.

Silicon Imp	
Blast 0	
Fight 5	
Resist 0	
Move 20	
Hide 40	
Find 20	Structure 5
Recover 5	Energy 5
Hack 10	Ghost 5
Build 10	Memory 1

SAFEGUARD


“We Safeguards will eliminate...you squatters, without the Net Terminal Gene.”

The Safeguard are an advanced auto-immune subsystem of techno-organic guardians that has gone haywire and turned into a nigh-unstoppable army of exterminators. Once tasked with protecting humans from violence, they have been corrupted to kill anything that does not contain Network Terminal Genes...which is almost no-one after the civilizational collapse of the Calamity. Safeguard can auto-substantiate from materials within the megastructure as long as they are within a reasonable distance of a Structure Conversion Tower. Safeguard come in several varieties according to Level rank, ranging from primitive Hounds to extremely sophisticated Death Angels. The symbol of the Safeguard is a vertical line with two horizontal strokes along the mid-bottom.



SAFEGUARD RANKS

Level	Name	Role
1	Exterminator/Hound	Attack
2	Blood Doll	Infiltration
3	Lictor	Network warfare
4	Menschenjäger	Manhunter
5	Destroyer	Artillery/Transport
6	Revenant	Heavy Assault
7	Gatekeeper	Defensive Sentry
8	Executioner	Command
8	Sterilizer	Pacification
9	Death Angel	Mass Destruction

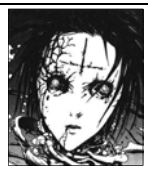
Hound	
Blast 0	
Fight 10	
Resist 10	
Move 20	
Hide 0	
Find 10	Structure 10
Recover 5	Energy 5
Hack 0	Ghost 5
Build 0	Memory 0


Hound/Exterminator – Level 1 Attack Unit

Basic attack units, weak individually but usually found in swarms of 2d10 to 2d100. Programmed to mindlessly attack unregistered organisms without any room for interpretation, guile or strategy. Fairly easy to defeat if one is armed with any Blast weapons and aims for the head. Exterminators attack with their clawed hands and feet and have *Porcelain*-type armor. A slightly more advanced model called the Ferret is smaller (to fit into narrow spaces) and comes with a mouth-mounted rifle (base Blast Ability 10) that spits out caseless bullets. Ferrets are used in hunting down humans in confined spaces.

Blood Doll – Level 2 Infiltration Unit

An cruel trick played on humans by the Safeguard, this unit looks like a lost girl or boy of about 8 years of age. Blood Dolls are ruthless and bloodthirsty but have enough cunning to bide their time until they are in a larger group of humans before attacking. Blood Dolls rely on their preternatural speed and built-in supersharp blades to kill everything around them, but are also capable of using nearby tools and weapons if those will cause more carnage. Blood Dolls seek to infiltrate unregistered settlements and then either take care of the “infestation” on their own or call reinforcements if they feel outmatched. Blood Dolls usually wear human armor as a disguise, though their skin and internals are tougher.

Blood Doll	
Blast 10	
Fight 20	
Resist 15	
Move 30	
Hide 10	
Find 20	Structure 15
Recover 10	Energy 10
Hack 10	Ghost 10
Build 0	Memory 5


Lictor	
Blast 15	
Fight 20	
Resist 15	
Move 20	
Hide 0	
Find 20	Structure 30
Recover 15	Energy 30
Hack 40	Ghost 40
Build 10	Memory 10

Lictor – Level 3 Network Warfare Unit

Tasked with protecting other Safeguard against Hacking attacks, the Lictor rarely makes an appearance in base reality but can quickly invade and commandeer various bodies there to support lower-level Safeguard combatants. Lictors are assumed to have automatic Mindport and Hypercortex modules, and an assortment of nasty Hack weapons, such as Bleach and Brainlock. Weak in physical combat, the Lictor serves as a support unit for larger Safeguard formations and will not engage opponents on its own. Lictors are excellent at using illusionary systems (phantomics) as decoys and feints.


Menschenjäger – Level 4 Manhunter Unit


Built for long-distance, high-endurance travel and eventual elimination of important targets, the Menschenjäger has extensive camouflage, shapeshifting and combat abilities, though it prefers to ambush its targets if at all possible. **Typical Gear:** Digital Chameleon, Targetter, Plasticity, Regeneration, Harbinger and Deep Sensorium modules. Manhunters employ Safeguard Suits, setting 1 and 2 GBEs and sometimes cruder weapons such as laser rifles and paralysis darts (if data retrieval is likely). Hack is used defensively. If Manhunters are insufficient to neutralize a threat, an Executioner or Sterilizer will be brought in.

Menschenjäger	
Blast 40	
Fight 35	
Resist 30	
Move 20	
Hide 10	
Find 60	Structure 50
Recover 30	Energy 50
Hack 20	Ghost 30
Build 0	Memory 40

Destroyer – Level 5 Artillery/Transport

The titan of the Safeguard arsenal, this massive 600' creature resembles an alien navigator with 6 arms, each ending in monstrous, sharp-toothed worms that can swallow a man whole. The main weapon of the Destroyer, from which it takes its name, is a huge Setting 4 GBE that can lay waste to entire buildings with ease. It's only drawback is that it takes 1 complete round to power up, during which time the frill on the creature's back will flair out. The Destroyer is massive and can cause immense damage to everything around it, but is neither subtle nor terribly skilled. It is usually deployed with additional Safeguard Exterminators and other commanding units to serve as a walking transport and artillery unit.

Destroyer	
Blast 50	
Fight 50	
Resist 40	
Move 60	
Hide 20	
Find 70	Structure 500
Recover 80	Energy 500
Hack 70	Ghost 60
Build 0	Memory 20

Revenant	
Blast 60	
Fight 60	
Resist 50	
Move 30	
Hide 20	
Find 50	Structure 60
Recover 50	Energy 50
Hack 50	Ghost 50
Build 0	Memory 50


Revenant – Level 6 Heavy Assault Unit


These heavy-duty Safeguard come with 4 arms or 4 legs and are designed to operate intelligently against opponents wielding superior firepower. Capable of ambushes, tactical planning and lateral thinking, the Revenant is a deadly foe. Revenants are armed with GBEs (Settings 2 or 3), infection needles, *Marble*-type armor and mini-missiles to fend off multiple targets. Hack ability is used offensively or defensively together with Neurosting.

Gatekeeper – Level 7 Defensive Unit

Charged with defending critical chokepoints and accessways within the megastructure, the Gatekeeper lies in wait and

attacks unauthorized creatures attempting ingress to restricted areas. Gatekeepers are extremely tough and very large (up to 100' tall), towering over their opponents. They employ physical force using their 4 arms and 4 legs at first, but can quickly switch to GBEs (settings 2 and 3) if necessary. This model is also known to engage in remote Hack attacks using Brainlock, and is skilled at using phantomics to conceal its presence. It can weave a protective nanitic mantle about itself if threatened by a superior foe (+20 Resist).

Gatekeeper	
Blast 60	
Fight 70	
Resist 60	
Move 30	
Hide 50	
Find 30	Structure 100
Recover 20	Energy 100
Hack 40	Ghost 50
Build 0	Memory 70


Executioner	
Blast 70	
Fight 80	
Resist 70	
Move 40	
Hide 0	
Find 30	Structure 70
Recover 30	Energy 200
Hack 60	Ghost 60
Build 0	Memory 80

Executioner – Level 8 Command Unit

The Executioner is a special leader unit that controls larger formations of lower-Level Safeguard but can also engage in lethal combat itself. Armed with the most powerful weapons, modules and deadly martial arts techniques, the Executioner is prepared for any foe and any contingency. Sanakans can call upon 2d10 Exterminators or 1d5 Manhunters within minutes, and display an adaptive intelligence rarely found in their low-level compatriots. Executioner are adept at disarming armed opponents and are sometimes fitted with psionic modules to assist against anomalous creatures. Though they are skilled at defending themselves against Hack attacks they always prefer physical combat. **Typical Gear:** Safeguard Suit, Infection Needles, GBE 2 or 3, Paralysis Darts, Microwaver, Kinetic Wand; **Modules** (select 6): Plasticity, Targetter, Accelerator, Regeneration, Recombiner, Dragonfly, Interrogator, Soulkeeper, Harbinger, Cyclops Frame, Confounder, PAIS, Psiforce Nodules, Deep Sensorium.


Sterilizer (Exterminator First Class) – Level 8 Pacification Unit

The penultimate Safeguard system tasked with pacifying extremely potent weapons and individuals, especially other rogue Safeguard systems, the Sterilizer comes equipped with unique defensive modules that can neutralize GBEs, absorb all forms of radiation and inactivate weapon systems. Standing 20' tall and floating in the air upon a nimbus of electrical energy, the Sterilizer appears as if a judgment from God. The nucleonic condensate orb at the center of its form is its only weakness. **Typical Gear:** Bubbler, Negator, Confounder, Psiforce Nodules, Regeneration (special, can Recover every round).

Sterilizer	
Blast 70	
Fight 70	
Resist 50	
Move 20	
Hide 0	
Find 50	Structure 100
Recover 80	Energy 250
Hack 60	Ghost 80
Build 0	Memory 100

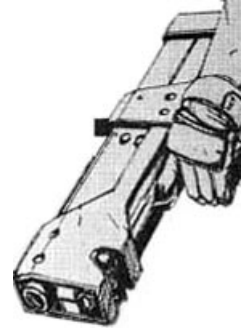
Death Angel – Level 9 Mass Elimination System

The ultima ratio of Safeguard systems, the Level 9 unit is as terrible in its destructive power as it is beautiful. Often taking the appearance of a techno-organic angels, the Mass Elimination System is fitted with the most destructive personal weapon known to the megastructure: the Graviton Cylinder Array. When its power buildup is complete the Death Angel is capable of destroying entire levels (exclusive of the megastructure) and entire armies of opponents. Once invoked, the Level 9 is completely autonomous and cannot be recalled, even by other Safeguard. The Level 9 can upgrade itself to any module. Armor is the Graviton Repulsion Unit, other weapons include GBE Setting 4 cannons, infection darts and collapsar bombs.

Death Angel	
Blast 100	
Fight 80	
Resist 80	
Move 60	
Hide 20	
Find 70	Structure 200
Recover 80	Energy 250
Hack 70	Ghost 100
Build 0	Memory 100

WEAPONS, ARMOR & MODULES

Weapons add their rating to either the Blast or Fight abilities, depending on their type. Armor adds to the Resist ability. Weapons use Energy per round. *Optional Recoil Rule:* any weapon with the Recoil effect has a cumulative -5 (Normal Recoil) or -10 (Heavy Recoil) to attacks following the first one. Heavy Recoil will throw the wielder back several feet as well. Critical Effect Weapons must roll on the Critical Effects Table, page **Error! Bookmark not defined.**.



FIGHT WEAPONS TABLE

Item	Fight	Energy	Used By	Other Properties
Knife	+5	0		
Machete/Chain/Nunchaku	+10	1	Laborers	
Vibroblade	+12	1		
Huge Crowbar	+15	1	Killy v1c3	
Sword	+20	1		
Tri-Harpoon	+24	1	SL against Seu, SL v1p18	target is Move-20
Hinged Sword	+25	1	Ivy	
Glaser Javelin	+30	2	Clone Tribals	One-shot
Giant Boomerang	+30	5	Bio-Electric Corporation bodyguard	Recoil, returns
Biocritter	+30	1	Blon	Recover 30+Damage Test to remove
Missile Blades	+35	2	Schiff	Also functions as Blast but only two-shot
Disuptor Wand	+40	2	Shibo (v8p99)	Only disables electronics, also Blast
Claw Tentacles	+45	3	Tentacle Cyborg (v9_c54)	Also functions as Blast
Kinetic Wand	+50	5	(v7p191)	CEW-3, Also functions as Blast
Digital Broadsword	+60	5	Seu	CEW-3
Manifold Blade	+100	10	Level 5+ Safeguard, Pcell	CEW-1, Also functions as Blast, Heavy Recoil

BLAST WEAPONS TABLE

Item	Blast	Energy	Used By	Other Properties
Light Coil Pistol	+20	1		
Heavy Coil Pistol	+25	1		
Infection Needles	+20	0	Safeguard, Sanakan	Resist conversion 30 or turn into Level 1 SG
Entangler	+25	2	Elevator Governor (c40p25), Raider	Target Move-30
Shotgun	+30	3	Killy when separated from GBE	
Quill Gun	+30	3	Electro-Fishers Rifle	
Microwaver	+35	3		Fries flesh, sets things on fire
Paralysis Darts	+40	1	NSEp33	
Assault Rifle	+40	3	Human soldiers in v1	Recoil
Phantom Projector	+40	2	Shibo (v7p98)	Traps Phantoms in a globe field
Laser Rifle	+45	4		
Double Beam Rifle	+50	5	Alternate Shibo	
Mini-Missiles	+50	6	Horned Cyborg	
Radiation Grenade	+55	10	Bald cyborg (v1)	Half rating against unmodified humans
Bending Beamer	+55	12		Beam bends around corners
Minigun, Quad Bolter	+60	8	Bald cyborg (v1)/Dhomochevsky (v7)	Heavy recoil
Bubbler	+65	15	Horned Cyborg	CEW-2, Resist conversion 30, Move-40
GBE, Setting 1 "Cricket"	+70	15	Killy, Sanakan, Silicon Knights	CEW-3, Recoil
Collapsar Bomb	+70	20		CEW-3, Micro-black-hole implosion
Sniper Cannon	+75	25	Horned Cyborg	CEW-3, Maxrange 100km, Deep Sensorium
Heavy Beamer	+85	20	Painted People against Watcher	CEW-2
GBE, Setting 2 "Pistol"	+90	20	Killy, Sanakan, Silicon Knights	CEW-2, Heavy recoil
GBE, Setting 3 "Rifle"	+120	50	Killy	CEW-1, Heavy recoil
GBE, Setting 4 "Cannon"	+150	80	Killy	CEW-1, Heavy recoil
Graviton Cylinder Array	+200	100	Safeguard Level 9	CEW-1

ARMOR TABLE

Item	Resist	Energy	Move	Find	Recov	Fight	Used By	Other Properties
Scavenger Hide/Metal	+3	0					Dry Men	
Skinsuit "Eel"	+5	1	+5		+5		Shibo	Nice ass
Composite "Defender"	+10	1					Electro-Fishers	
Safeguard "Porcelain"	+15	1					Level 1 Safeguard	
Skinsuit "Playford"	+15	2	+5		+5		Killy	Stylish
Power Armor "Armadillo"	+20	3	+10	+10	+10		Dead soldier	Blast+5
Power Armor "Fire Ant"	+25	3	+20	+10	+5		Painted People	
Safeguard Suit	+25	4	+10	+20	+10		Shibo (v7p99)	Flight, Elec. Blast+20
Battle Suit "Manta"	+30	5	+40	+20		+10	Alternate Shibo	Flight, Hack+20
Prism Armor	+40/+10	7						Fragile, only +20 vs Fight
Safeguard "Marble"	+50	8			+10	+10	Gatekeeper SG	
Grub-Mech	+50	10	+20				Killy (v1p23)	Mini-missiles, Miniguns
Regenerative "Blowfish"	+60	15	+30	+10	+20	+30	Musubi	Blast+30
Force Field	+70	20					Psychics, deflects but does not dissipate	
Graviton Repulsion Unit	+80	30					Sanakan (v10p105)	
Graviton Shield	+100	40					Silicon Knights	

ARMOR

In a world intrinsically hostile to human life the need for armor is foremost for all. While most human civilizations have lost the ability to manufacture new armor models, there is a thriving salvage business oiled by the flow of mekanist-controlled parts. Even the smallest hamlet is likely to have something, no matter how primitive, to keep its inhabitants whole and hale.

The machine-world regurgitates an astonishing amount of pre-Disaster materiel from old lockers and abandoned armories. The enterprising humans of the City excel at scrounging parts and putting together sophisticated ultratek even without advanced tools or techniques. Simple replication techniques passed down over generations have evolved into complex rituals that precisely mimic manufacturing processes. Communities that fail to pass down these rituals quickly disappear. The following is a breakdown of the major armor types found within the City.

Type 33 "Defender" Composite

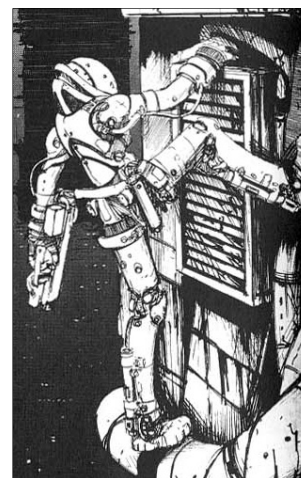
Forged from exotic alloys and composite-carbon materials, these suits of plate armor are considered heirlooms by many humans, although a substantial number of cities can manufacture them accurately. This is one of the least effective armors, and offers little protection against Safeguard or Silicon Creatures. However, the low cost, and ease of production of this type has made it very popular. The Electro-Fishers are one of many tribes that treasure it.

Type 45 "Eel" Skinsuit

Quite common among Governing Authority agents, this tightly-fitting suit of smooth, shiny black material is layered so as to ablate multiple impacts and DEW hits. Furthermore, its tensile integrity is immense (it never tears) and it acts as a nanobarrier. It can be envirolocked if the hood is worn, and also comes in a stealthsuit camouflage model (Hide+10).

Type 60 "Armadillo" Powered Armor

Found worn on many members of the disaster-ravaged Upper Level Expeditionary Forces of B-330, these suits offer great protection from both Safeguard and Silicon Creatures, but at a cost in mobility, range and defensive comtek. Apparently the Silicon Life adapted quickly to the



weaknesses in the armadillo by infesting whole levels with nanoparasites which promptly ate the ULEF troopers from the inside out. Few today have the skill required to repair these suits.

Type 72 “Fire Ant” Powered Armor

Constructed of specialized nanobarrier and megaplastic resins, this envirosealed armor is sturdy, highly mobile and easy to repair. Employed by more sophisticated rHumans such as the Painted Folk, the Fire Ant is great at protecting people from the common hazards of the City. Its many utility features include impact foam, fall-webbing canisters, waste recycling for long-duration wear, stabilized rocket boots, self-repair systems and a decent battle-computer.

Type 80 “Manta” Battlesuit

Designed by GA/C to defeat high-powered Silicon Creatures, this glossy black suit sports nullgrav propulsion, extensive comtek and high-calibre tactical weaponry. Fast, sleek and extremely maneuverable, the manta is a dream machine rarely encountered on anyone except registered Safeguard Agents. The firepower needed to wrest such a prize from an unwilling owner would be sufficient to destroy it. Shibo-2 wears such a suit within the time anomaly in the gravity furnace.

Type X95 “Blowfish” Regenerative

An extreme application of techno-organics, this reactive armor coats the wearer’s body with several application layers that bond with flesh and create a neural interface which instantly relays movement and mental commands. Built-in Accelerator, Titan Frame, Targetter and several types of adaptive weapons make this a formidable tactical platform. The blowfish was an experimental military design created by the Safeguard but now lost in time. This item should be treated as a exotic artifact. No more than 1 would ever be found per 1000 levels, such is their rarity.

Grub-Mech

The last surviving model of human mecha, this vat-grown giant tick was armed with mini-missiles, chained guns and other armaments and provided excellent protection to human troopers when they still operated as armies fighting the Safeguard and Cyber Life Society. Now all that remain are a few rotting husks that can barely power-up. A skilled mekanist may be able to get one into working order though the piloting of these bio-machines is quite tricky (Move 50 Test).

WEAPONS

The breadth and types of weapons found in the City is vast, indicative of an extremely advanced culture that was never at peace from within or without. The Calamity made weapons much more scarce, and consequently the owners of the most advanced weapons are often the rulers of many a level. The following pages describe only the more exotic weapons found in Blam!, as the more common ones – such as lasers and assault rifles – are self-explanatory. Critical Effect Weapons (CEWs) are rated from Class 3 (least powerful) to Class 1 (most powerful) and can damage megastructures.

Bubbler

A very large weapon that requires an oversized Frame to wield, the Bubbler is a cannon that shoots out dozens of techno-organic projectiles that penetrate softer materials, burrow into harder ones (like armor) and immediately begin to infect the target and surroundings with bubbles of corrupting plesh. The bubbles are sticky (Move-40) and can be sprayed over an area up to 3 stories tall. Because of their high throughput, Bubblers have limited ammunition: 3 shots per engagement max.

Entangler

Used by both Safeguard and certain Silicon Creatures, the Entangler looks like a long cylinder that fires 3 small harpoons into a target, pulling and whipping it until it can be subdued. The line are nearly uncuttable and if a hit is successful prevent the target from fleeing (Move -30)

Heavy Beamer

This is an extremely large and heavy DEW that needs amplified strength to be usable in hands of a humanoid. The high-output energy beam can slice through opponents with ease, though it eats through energy very rapidly and requires a big power source just to get started. The heavy beamer has a slight tendency to overheat during continuous use (5+ rounds).

Infection Needles

Fired by Safeguard with advanced capabilities, these inch-long, slim needles are actually nanitic swarms which trigger a substantiation operation if they hit their target's flesh. Victims must Resist 30 or be turned into Level 1 Safeguard.

Quill Gun

An electromagnetic propulsion system powers a polycarb needle that can penetrate almost any material to a short distance, and is excellent for shooting Hound Safeguard through the head, though the rate of fire is quite slow.

Phantomic Projector

An array of 3-12 small devices that allow one to attack and capture any phantasm or directly damage the ghost of any normal creature. The projector creates an electronic cage that controls digital entities. It was used against Iko.

Bending Beamer

An experimental weapon not used by Silicon Life or Safeguard, the bending beamer is a type of directed energy weapon that utilizes field effector technology to produce a strong coherent ion beam that can travel around corners. The beams can bend at 30-, 45- and 60-degree angles several times, creating a confusing zigzag of light that is hard to follow or escape.

Biocritter

A bioweapon in the form of a centipede, crab, leech or maggot that can attach itself to targets and disable their nervous system. Blon maintained swarms of these monstrosities in his domain. They are most dangerous in large numbers.



Gravitational Beam Emitter

"The weapon used by these intruders left holes 70 kilometres long."

The infamous GBE is a weapon of vast but intricately-calibrated destruction, capable of blowing a hole through a Siliconite's head or punching a hole 2 kilometres wide through the nearly-indestructible material of the megastructure. Though the recoil from a GBE may tear a humanoid's arm off, the firepower it delivers is without parallel. Various types and configurations of GBEs exist in the City, from small holdout "crickets" to massive antenna-like arrays embedded within cyclopean safeguard Gatekeepers.

MODULES

A variety of upgrades, cybernetic and bionetic implants and software augmentations exist in the world of Blam!, but few of these can be easily accessed by the average inhabitant of the City. Implanting new systems into your body requires a successful Build Ability test at a Difficulty of 40 + (total of all bonuses conferred by the module). For example, implanting a Sensorium is Difficulty 70.

Mindport Hack+5

A neural man-machine interface allowing data communications and control via several spectrum wavelengths such as coherent visible light (laser), infrared, radio, fibre optic, or ultrahigh frequency (UHF). Anyone with a Mindport can connect to machinery directly, can engage in hacking via the Netsphere, and if they are foolhardy enough can even attempt to create a provisional connection to the Netsphere Control Level. A Mindport differs from Network Terminal Genes in that access is neither automatic nor is it embedded in the genetic structure of the wielder.



Hypercortex Hack+10

In order to compete with the incredible processing speed of any machine or AI, anyone hacking the Netsphere must possess the Hypercortex implant to accelerate their own reaction time. The Hypercortex not only accelerates the human mind's response time a million-fold, it also acts as a secondary cyberbrain capable of running software and automated defence programs. Anyone with a Mindport can access the Netsphere, but they are so much prey to an AI unless they have the Hypercortex implant. Rankings for this implant add to the Netwalker's Technics(Software) skill total when performing unauthorized actions in the Netsphere.

Regeneration Recover+10

Nanitic machinery implants that allow for the rapid reconstruction of body tissue. Regeneration can be limited by imposing a condition that cooperation with the Governing Authority and presence in the City is required. Requires a Structure Conversion Tower to be at least 50 km away.

Accelerator Blast+20, Fight+20, Move+20, costs 5 Energy per round to maintain, 1000 mems

An amazing system of fine precision armatures, feedback skillwires and brain-signal accelerators grants the implantee superhuman speed and reaction abilities that can turn an ordinary humanoid into a graceful killing machine.

Plasticity Resist+10, Move+5, Fight+5, 200 mems

This upgrade is popular among the more advanced Silicon Creatures and allows them to shapeshift their limbs into various forms, to extend their appendages up to 20' away from their core and to ooze and flow like liquid resin through gaps or obstacles. It cannot be used to create new appendages or any device.

Targetter Blast+10, 300 mems

A computerized system of target-tracking and locking coupled with predictive analytics and long-range motion sensors allow anyone with a Targetter system to easily hit opponents with any long-range firearms. Targetters, like most digital systems, can be Hacked.

Cerebral Lock Hack-50, Ghost -10, 500 mems

A set of three head nodules that prevent access to the Netsphere, permanently damage the mind. Often used on prisoners.

Digital Chameleon Hide+20, 500 mems

This is both an implant and nanitic mesh overlay that makes use of sensornets, phantoms generators (illusions) and various memetic materials to completely stealth a creature or thing. Antagonistic sensor systems will be fed false information and radiation-conversion shells will conceal the wearer in base reality. This advanced system is generally only available to high-level Safeguard, Silicon Creatures and Safeguard Agents.

Ogre/Cyclops/Titan Frame Fight+20/+40/+60, 300/900/2700 mems

Implanted myofibres, skeletal reinforcement and an injection of bioreactive liquiplastic allows the recipient to rip open concrete doors, throw opponents across a stadium and smash robots with his bare fists. The strength granted by this module varies according to type, ranging from +20 to +60 for the most advanced version (available only to Special Safeguard and Giant Lifter Chimerics).

Sensorium Find+10/Find+20, 100 mems

A combination system of various micro-sensors and analysis computers, with the ability to tap into any localized sensornets to determine information from among the following: presence of objects and people in open terrain; detect hidden weapons, compartments, cybernetic implants, etc.; species type, such as Safeguard, rHuman, etc.; presence of heated objects in adjacent rooms; biochemical composition of materials; and trivial information about a target's clothing, height, weight, dimensions. The Deep Sensorium is a more powerful version that allows for the detection of stealthed Silicon Creatures, Digital Chameleon items, and the ability to tap into radar and sensors for hundreds of kilometres.

Interrogator Hack +40, 2500 mems

An extremely unpleasant combination of mindripping & event recording software, pain stimulators and genetic analysis tools that allows one to completely deconstruct, copy and erase an opponent's total body and mind information. The Interrogator will rip as much information from an opponent as possible and destroy the remnants if desired, leaving nothing but a smoking husk behind. The percentage of information that is stolen is attacker's Hack total –defender's Hack total (e.g., Attacker 62 – Defender 30 = 32% stolen, 68% remaining). Interrogators can destroy Soulkeepers (roll Hack vs Recover), preventing the Soulkeeper from saving the defender's Ghost. It takes 1d10 rounds for an Interrogator to finish its work.

Soulkeeper Recover+20, 600 mems

A superior piece of ultratech rarely available except to agents of the Governing Authority, a Soulkeeper holds all of a character's memories, personality, skills and knowledge in digital form, updated constantly, which can be uploaded to the Netsphere if the character is killed. The Soulkeeper will not function in a few rare circumstances, such as when contact with the Netsphere is completely cutoff or in the event of instantaneous disintegration. A character with a Soulkeeper can be effectively resurrected within a few hours of life within the machinery of the City.



Harbinger Blast+5, Fight+5, Move+5, 600 mems

An intricate embedded system of behavioural analytics run by a semi-sapient adaptive AI provides the user with increased reaction options and displays possible paths of action for opponents. The net effect is a substantial increase in combat effectiveness. This implant is often fitted into Special Safeguard Agents, though certain Silicon Creatures have managed to steal the schematics and crudely integrate it into their personal systems as well. The behavioural predictor algorithms can be hacked, analyzed and tricked if one is not careful.

Skill Downloads Grants d10x5 level in one Ability for d10 hours, one-shot, 300 mems
Certain arcane programs found in the Netsphere can grant the downloader a panoply of Abilities or specialized skills for a short time. The GM can determine that such skills are only useful for particular tasks. Each Skill Download is tied to a single Ability and cannot be reused.



Event Recorder Generates 1d10 x10 memories per adventure, 200 mems
An event recorder allows the carrier to record everything that happens around them from a variety of sensory streams. If the information collected is later found to have value it may be added to the Memories pool, sold to brokers, etc.

Personal Anti-Intrusion Electron Space Hide+50, Hack attempts are -50, 5000 mems
Generates a mobile, personal 50'-radius anti-intrusion electron space which nullifies all Gravitational Beam Emitter weapons in its domain.

PsiForce Nodules Blast +30, Resist+40, 2000 mems
This psionics (psychic+electronic) implant relies on selectively breeding techno-organic nodules that are then implanted into subjects to give them Force Field weapon capabilities. The nodules bestow great offensive and defensive powers but leave their recipients looking like freakishly-mutated floating babies, and are generally not voluntarily implanted.

Confounder Hack-50 (both attacker & carrier), Find-30 (both attacker & carrier), 900 mems
When activated this module creates an electromagnetic shell of interference around the carrier, preventing Hack abilities by the defender and any attackers alike. The Confounder negates any Sensoriums and reduces the carrier's senses to their natural state. Wireless access to the Netsphere is impossible, though one can still use cables and a Mindport for a direct connection. Some high-level Silicon Creatures sport these implants if they are not interested in network warfare but do not want to be vulnerable to it either.

Porter Move+40, 1000 mems, 10 Energy Cost
A specially-implanted molecular subspace grid meshed with the carrier's nervous system allows for teleportation over short distances (usually less than 200 feet). These jaunts are semi-controlled, meaning that accidents do happen. Only the Clone Tribals are known to possess these modules, and they appear to be born with them.

Negator Target is Blast-100/Fight-100/Move-100, 9000 mems, Energy cost 50
A special module available only to the highest-level Safeguard (such as Sterilizers) which creates an exterior energy-conversion rhomboid around an opponent, completely neutralizing his weapons, defences and mobility. The Rhomboid takes 1 full round to activate and can target only one opponent at a time.

Dragonfly Move+20 (Fly), 600 mems
Two pairs of crystalline dragonfly wings, or perhaps a single pair of inky bat wings, uncoil from the carrier's back and allow them to fly in any non-confined space.

Recombiner Recover+20, 1200 mems, 50 Energy cost
After initial scanning this module allows the carrier to deconstruct their entire body into a nanitic swarm that can flee a lost engagement and reassemble itself in a safe location. The swarm is invulnerable to Blast/Fight attacks while fleeing. The Recombiner also allows the carrier to shapeshift into new forms or change their appearance completely, though this process takes at least d10 rounds.

Effector Fight +20, Blast+10, Move+10, 1500 mems

Special modules only useful to Netsphere entities without a physical body, Effectors allow digital control of objects in base reality using noetic energy grid effector systems. An Effector module acts like telekinesis, allowing the operator to control objects remotely, throw people (Spend 1 point of Energy per 10 points of Structure of person being thrown) or create walls of force to contain things.

Glands Resist+5, 200 mems

A series of nodules and control circuits allow the carrier to increase or decrease the flow of dozens of different types of neurochemicals in their body governing everything from emotions to pleasure/pain to ovulation.

Battlenet +5 Blast or Fight or Move, 200 mems

Links several allies together into a joint warfare action system. Requires a designated leader. If all Battlenet allies follow the plan then everyone gets +5 to one of Blast/Fight/Move for that round; however, if someone goes off-plan the resulting confusing turns the bonus into a penalty (-5). Every participant in the Battlenet must have this module installed.

Massmind Ghost+5 for each Aspect (max +25), 500 mems

This implant allows for the storage of up to 5 Aspects, or personality-minds, within the carrier's brain. The Aspects can advise or temporarily take over the body with the carrier's permission, though the potential for psychological problems can be high if the Aspects are used too frequently. Each Aspect has one Ability rated up to 50 (roll 5d10) and a unique personality which has to be treated like an NPC.

LOCATIONS

“The system has found an inhabited area about 3000 levels above, but...we don't know if they are human!”

The listings below detail some of the more common or unique locations found in the City. Since the City is essentially unmappable a series of tables is used to provide encounters and descriptions.

Location Modifiers

Each location has certain unique characteristics – such as massive junkyards, lakes of oil, crystalline energy storage tanks or kilometre-high databanks – that may modify a character's Abilities. Each modifier remains in effect as long as the character is in that location unless he can overcome that particular feature in some way (e.g., flying over a junkyard negates the junkyard's modifiers). A location's Structure Integrity (SI) attribute determines how easy it is to damage the location, with effects ranging from a bit of ceiling material falling down to a complete level compression. Whenever a Critical Effect Weapon (CEW) is used, roll 2d10 and consult the Critical Effects Table to see if it has any impact on the location.

Construction Materials

ISE – Integrated Structural Element, computronic white-colored slabs of ice-like translucent and resilient material

LEAF – Lightweight Electronic Architectural Filaments, black, the most common construction material for small structures, easily connected to the Netsphere

MASE – Megaplast Adaptive Structural Element, grey, most common material for megastructures and bulkheads

PLESH – Polymorphic biomass, colours include pink, orange, red, green; easily geneengineered and adapted for bio purposes



CRITICAL EFFECTS TABLE

Roll 2d10, Add 5 for Class 3 CEWs, Add 10 for Class 2, Add 15 for Class 1. Subtract Structural Integrity of Location.

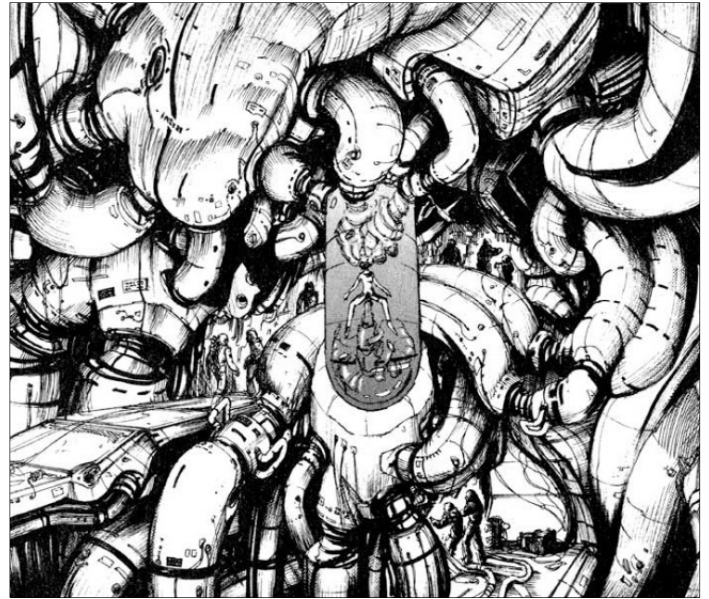
2-5	Cosmetic damage to surroundings or items
6-9	Minor damage to room and surroundings, Move-5, Hide+5
10-15	Major damage to room, minor damage to other rooms and floors of building
16-20	Major damage to whole building, this floor collapses, room contents destroyed
21-25	Major damage to surrounding buildings, this building destroyed, Move Diff 50 Test or 2d10 damage
26-30	Major damage to whole level, surrounding terrain changed to Rubble
31-33	Major damage to level and megastructure, terrain changed to Rubble, Net damaged, Hack-20
34-35	Complete level collapse, everything destroyed, Recover Diff 100 Test for anyone to survive

BIOREACTOR COMPLEX

Move-10, Recover+10, Build+30, SI 3, 500 Energy

Inhabitants: 2d10 scientists, 2d10 troopers, 1d4 mekanists, 1d4 netwalkers, 1d100 chimerics emerging from production

A vast and dense machinery facility combining various bio- and geno-production transactors, weavers, and matter fabricators, tied into control systems requiring human bodies. Space is tight amid the power conduits, bubbling crystalline vats and cloning tanks of this area, though its fairly easy to find more open control and science labs manned by scientists, corporate troopers and chimeric guards. If the complex belongs to an organization it will have security chokepoints and access controls, and the inhabitants will question any visitors. Given that the more advanced experiments require access to the Netsphere, such laboratories are prone to accidentally summoning Safeguard.



unawares and consuming them for purposes unknown.

CABLE JUNGLES

Move-10, Hide+50, SI 9, 1d100 Energy

Inhabitants: d100x10 Radio-wave pixies, Gelworms, microfauna, Clone Tribals [0% NTGs]

Twisting carbon fibre cords, glowing electrowire trees and endless snaking cables fill these biomes and make for an excellent habitat for strange City animals. Clone Tribals stake their claim to patches of territory, marking them with ancient computronic symbols, while gelworms and flying snakes flitter about looking for prey, mates and leaking water. Cable Jungles are great places to lose a pursuer, though their confusing, wending passages make it difficult to orient oneself. There are rumours among some xFolk that parts of the Cable Jungle are alive, catching lone travellers

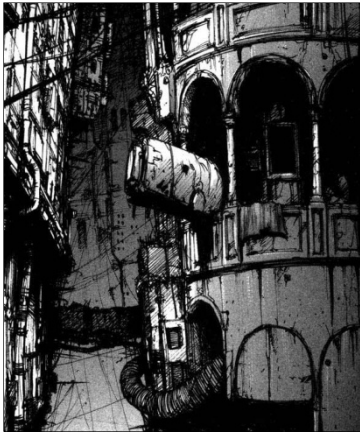
SILICON WARRENS

Hide+10, Hack-10 (+10 for Silicon Creatures), Recover+10 (for Silicon Creatures), SI 5, 2d10 Energy

Inhabitants: 1d5 unique Siliconites, 2d10 Raiders, 3d10 Silicon Imps

Serving as homes, laboratories and places of worship for the Silicon Creatures, the black-sculpted plesh-formed ribs and arches of the Warrens reveal the dark inner workings of their creators' minds. The Warrens contain sticky bio-engineered corridors, organic-looking machinery and doors that resemble webs or tooth-filled orifices. Suffice to say, none but the Siliconites venture into them willingly, and those humans who are taken inside rarely emerge unchanged. Silicon Warrens are hardened against Hack attacks by intruders and have extra ambient healing nanites designed to quickly restore cyborgs. These nests are usually well-concealed from outside (Find 70 Test) and filled with Silicon Imps and biocritters.





WIRELIN PALACCIO

Find+10, SI 3, d10 Energy

Inhabitants: 2d10-2 Automatons, 1d10 Builders, giant maggots, spiders

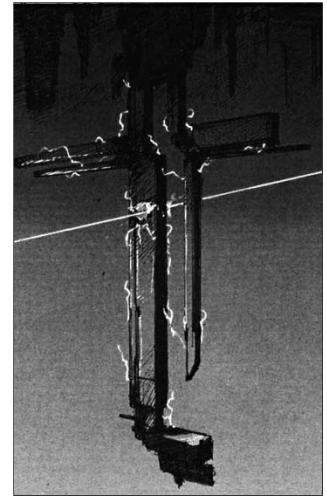
Beautiful terraces and baroque arches rise elegantly to stratospheric heights amidst thick webs of wires, network cables, guylines and foot-thick molybdenum-alloy structural support cables that seem to balance these graceful towers as if on the air itself. Often completely devoid of humanoid life, the dust-covered baroque galleries of the Palaccios can be a treasure trove of ancient memories, including art, architecture and historical details. 30% chance of 2d10x5 memories which unfortunately require 1d10 days to find. Long-time travellers may notice certain patterns in the progression of architectural styles and epochs as one progresses in a particular direction. Such architectural paleontology can be helpful in traversing the confusion of the City.

STRUCTURE CONVERSION TOWERS

"The Netsphere's hardware is embedded filament shapen into the megastructures. Usually, newly build megastructures are automatically detected by the Governing Agency...and the additional hardware is put into use."

Hack -10, Hide-20, Recover+20, Build+20, SI 2, d10x100 Energy

Though the form of a SCT can vary from elegant metallic sculptures jutting into vast spaces or simply irregular ferroconcrete blocks housing the machinery, it is without doubt one of the most critical pieces of infrastructure within the City. SCTs are designed to perform a variety of tasks: 1) serve as a main hardware interface between the Netsphere and the megastructure, 2) a focal point for substantiation in the area, 3) a source of vast energy transmitted wirelessly to anything within 50-500 Km and finally 4) as molecular reconstruction engines that can remotely create, alter and destroy matter at great distances. If the Tower is depleted of energy, a supplicant's own energy source may be converted to matter at a rate of 1 point per 10 cubic feet of organic (such as plesh or Safeguard bodies) or inorganic (chemicals, alloys, plasma, etc.) material. A Structure Conversion Tower is not a fabricator or bioreactor and cannot produce complex machinery.



SURVIVAL HABITAT

Build+25, Recover+15, Blast+5, Hide+20, SI 5, d100 Energy

Inhabitants: d100 medium-tek rHumans [1% chance of NTGs]

Designed as shelters to protect oHumans from attack by the Safeguard, these habitats used to have all the amenities one could expect from an advanced comfort system, but sadly the centuries (?) of use and neglect, and the regression of oHumans to the more primitive rHumans has turned most of them into filthy, messy wrecks. A few are still maintained in decent condition and serve their tribal inhabitants well. With functioning fabricators, transactors, energy and water sources and often independent networks they are self-sufficient in almost everything. Most habitats have defensive hardpoints which aid in long-range engagements, and numerous secret tunnels allowing for a quick escape if the habitat is besieged by overwhelming forces.

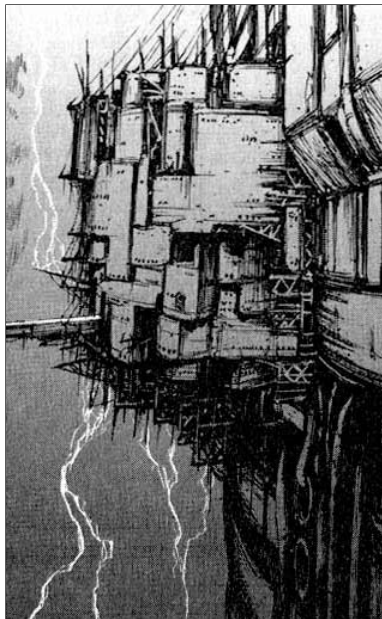
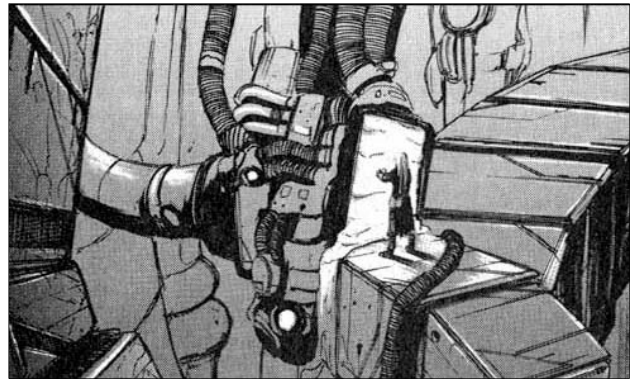
ENERGY CORE CLUSTER

Build+5, Hack-5, SI 0, 2d100 Energy

Inhabitants: usually none, though some energovore maggots sometimes congregate around them

Located seemingly at random, these potent fusion reactors or plasmotic-containment devices (theories vary, few know for sure) are scattered around each level and connected to unknown machinery to power the processes and growth of the City. Locals with the technical skill to not get killed (Build Test 40) harness the power of Energy Cores to run primitive machines such as mills, heating vents or hot water pipes, but even Cores can get depleted over time or ruined by misuse.

Tampering with Energy Cores can garner the attention of the Safeguard, and many xFolk expressly forbid any from tinkering with them for fear of explosion or drawing unwanted attention. If the Build Test is failed by 15+ points Safeguard will investigate. If failed by 30+ they explode (+150 Blast).



HANGING TOWN

Recover+15, Build+10, Find-20, Hide+20, SI 2, 2d10x10 Energy

Inhabitants: 2d10x100 rHumans [1% NTGs], d10x100 chimerics, 60% chance of d10 Mekanists, d10 healers, d10 Dismantlers, 2d10 Troopers

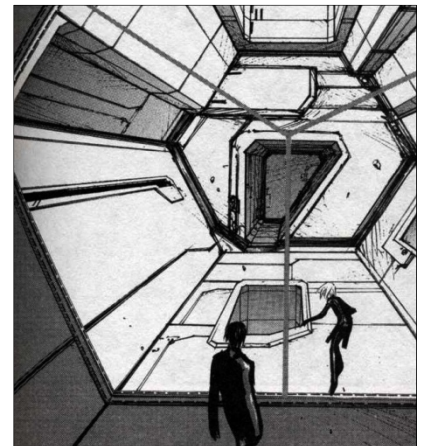
A larger town with perhaps thousands of rHumans and hundreds of chimerics who cooperate to survive in the harsh environment of the City. Hanging Towns are so-called because they are often anchored to isolated parts of the megastructure so that Safeguard and other threats cannot easily intrude. They are ramshackle fortresses connected by one or two accessways that can be more easily defended and usually include a complement of town guards, militia or similar warriors who protect the polity. Hanging Towns rely on trade with other human settlements for wealth and also send out regular scavenging parties (Explorers, Dismantlers and Mekanists) to acquire old tek and food.

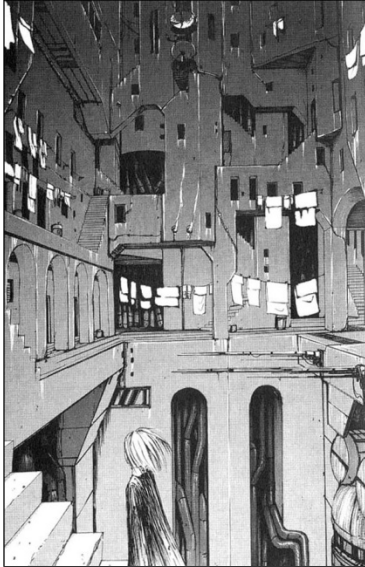
REMNANT CITADEL

Build+40, Hack-30, Find-20, Hide+30, Recover+30, SI 7, d1000 Energy

Inhabitants: d10x100 active oHumans [50% NTGs], d10x1000 oHumans in storage (cryonic or network backups), d100 chimerics, d100 slave automatons

Superannuated relics of a time when humans ruled the City, Citadels are completely cut off from the rest of the megastructure until some cataclysmic event forces them to open up. The inhabitants of such pristine Citadels are usually oHumans still armed with the ultratek of their ancestors, but probably grossly unaware of the situation outside their perimeter. Citadels are prize targets for Silicon Life, filled as they are with uninfected human DNA and forgotten technologies. Though the ultratek of the ancients may be available to the oHuman vault dwellers, they may not necessarily know how to use to properly, as even downloaded skills can attenuate and lose their meaning. Some citadels undergo strange mutations in social structures, language or even bodily form, filling up with transhuman monstrosities or enigmatic, incomprehensible digital sophonts. They are the old world trapped in amber, unprepared for the horrors of the City.





RHUMAN VILLAGE

Move+20, Hide+20, Build+10, SI 4

Inhabitants: 2d10x10 xFolk [1% chance of NTGs], 40% chance of 1 healer, 20% chance of 1 mekanist

A typical village contains the sad remnants of re-engineered humanity (rHumans) and can consist of anything from a block of apartments to storage tanks that have been fitted with sleeping quarters. This outpost may be primitive by Governing Agency standards but has all the amenities a warm mammal might need to stay alive and comfortable. Villages will have some healing salves and basic medicines, a few repair schematics, a couple of mechanical drones and old scavenged electromechanical appliances, and may know the location of a few other villages or major centres of humanity in the vicinity, though they are usually loth to reveal such information to strangers for fear of attack or betrayal. Villages may have derelict equipment that they don't understand but may be useful to someone with advanced technical skills, but be wary of superstition and decayed rituals that may hold these relics to be sacred or cursed, and hence untouchable.

RUBBLE

Move-20, Hide+20, Build-10, Fight-10, Blast-10, Recover -10, SI 0

Giant pieces of polycarbonate, MASE and ferroconcrete litter the ground, impeding movement, making each step dangerous and concealing who-knows what manner of unpleasant creatures in every crevice. Rubble generally provides poor conditions for everything except hiding, and is highly unstable.

SILICON CRECHE

Move -10, Hide+20, Hack-20, Build+20, SI 4

Inhabitants: 1d5-1 Silicon Raiders, Silicon Nursemaid, d10-1 Silicon Imps, d100 silicon fetuses

This eerie combination of creche and laboratory contains dozens of axlotl tanks filled with fetal Silicon Life at various stages of development. A monstrous Nursemaid Silicon Creature maintains watch over her babies, but her lobotomized intellect is focused on tending her charges and while distracted she may not notice intruders for a length of time.

BABILIA CANALS

Move-20, Find+10, Energy d100, SI 2

Inhabitants: 2d10 Clone Tribals (waterborne or underwater)

Fanciful bridges connect elegant apartments across a canal system full of sparkling blue or cerulean waters, and everything is covered with babilia (a kudzu-type of plant, but nearly uncuttable). These sumptuous residences must have once been created for the an upper class that is long vanished from the City, but some of their contents are still preserved in the vegetable grip of the babilia. These red-orange-purple plants will periodically exude a most pleasant musk that pacifies and eventually anaesthetizes most living things (Resist 30), leaving them to rot in place.



LEVEL PURPOSE TABLE (2D10)

2	Experimental
3	Observation Deck (Surveillance)
4	Interstitial Space
5	Laboratory
6	Abandoned, derelict habitat
7	Transportation (rail, elevator, car, catapult, submersible)
8	Bulkhead/Barrier
9	Storage: Energy, Materials, Data
10	Manufactury
11	Office
12	Under Construction by Builders (Growth Zone)
13	Habitat
14	Hospital
15	Agricultural or Anachronistic Biome (jungle, desert, coral reef, etc.)
16	Entertainment
17	Business (exchange, commercial trading hub, bazaar)
18	Ornamental (baroque, classical, modernist, medieval, etc.)
19	Military Base or Armory
20	Data Vault

ZONE TABLE (2D10)

2	Anti-Intrusion Electron Space (Graviton weapons do not function)
3	Nullsafe, Safeguard are deactivated and/or do not attack here
5	Zero Gravity (Move-30)
7	Submerged (see Materials Table and select fluid)
9	Emergency Partition (successful Hack tests can activate emergency seals)
10-15	Aerated, normal
16	Contaminated (Chemical, Biological, Radiation, Nanitic)
17	Holographic (50%+ of area is Phantomic, run by Netsphere programs)
18	Weapons-off (Blast or energy weapons do not function)
19	Energovoric (drains 1 Energy point per hour)
20	Photon Dispersion Space (impenetrable darkness)

MATERIALS TABLE (2D10)

2	Rare earths (yttrium, dysprosium, et al.)
3	Construction fluid
4	Metallic/Crystalline minerals (quartz, steel, diamond, silicates, etc.)
5-6	Sanitation fluid
7-8	Sucrosol, agricultural fluid
9-10	Sewage
11-13	Water
14-16	Nutrient broth
17	Blood-analogue nourishment fluid for PLESH
18	High-pressure liquiplastic
19	Plasma
20	ISE/LEAF/MASE/PLESH in a fluid transportable state



DENIZENS TABLE (2D10)

- 2 Wandering Netsphere AI
- 3 Silicon Knight with retinue of 1d5 SL retainers
- 4 Watcher Hive with Mother and 1d100 Watchers
- 5 Governing Agency Governor, fixed in position
- 6 Biomechanical Pterodactyls, 1d10, can be captured for mounts
- 7 Giant Gelworms, 1d4
- 8 Radio-Wave Pixies, d10x10
- 9 Trooper Patrol, 2d10, only attack SG/SL but will interrogate others
- 10 Roaming rHumans (see Settlement table below, but mobile)
- 11 Clone Tribals, 2d10
- 12 Electro-Fishers, patrol of 2d4
- 13 Fauna, 2d10: 1-2 Gecko Dogs, 3-4 Robo-Birds, 5-6 Giant Grubs, 7-8 Helicopter Bugs, 9 Searchlight, 10 Giant Insects
- 14 Builder: 1 Sapient Bipedal, 2-4 Spider, 5-6 Crab, 7-8 Ant, 9-10 Giant Humanoid Derelict
- 15 Unregistered Level 1 Safeguards, berzerk, d10
- 16 Abandoned automaton, 1-4 quadripedal, 5-8 bipedal, 9-10 centipedal
- 17 Registered Level 2-3 Safeguard, 1d10
- 18 Silicon Creatures (Raiders) 1d5 or Silicon Imps 1d10
- 19 Special Silicon Creature – Horned Cyborg Giant, 1
- 20 Special Safeguard Agent on a mission from the Governing Agency, 1

HUMAN SETTLEMENT TABLE (2D10)

Chance of finding Network Terminal Genes amongst the population as a whole is noted in [square brackets].

- 2 Old-style town of d10x100 Governing Agency dreamers, minds cut off in the Netsphere, [30%]
- 3 Clutch of d10x10 Clone Tribals living besides nutrient broth pools and clone nurseries, [0%]
- 4 d10 primitive, cyborgized rHumans living in squalor inside pipes and derelict machinery, [1%]
- 5 Raiders, 2d10 rHumans with mixture of primitive and advanced gear, in a temporary encampment, [0%]
- 6 Monastery, 1d100 religious adherents and ascetics, living in a primitive fortress, [3%]
- 7 Shelter Survivalists, 1d100, either very hostile or very idealistic, old oHumans among them, [3%]
- 8 Recent Safeguard massacre of major settlement, several hundred dead rHumans, [1%]
- 9 Isolated laboratory oHumans, d100 in number, advanced technology, paranoid about outside infection, [5%]
- 10 Hamlet, 1d10 fearful rHumans, primitive melee weapons, [1%]
- 11 Village, 1d100 mistrustful rHumans, advanced weapons, [2%]
- 12 Town, primitive, 1000 scared rHumans, some Chimerics, 25% chance of healer or mekanist, [3%]
- 13 Cluster Town, advanced, 5000 indifferent rHumans, many Chimerics, 10d10 Troopers, [6%]
- 14 City, decaying, d10x10,000 rHumans living in rundown apartments and factories, low technology, [8%]
- 15 Megacity, d10x100,000 advanced rHumans with numerous Chimerics, Troopers and Robotic Guards, [12%]
- 16 Research Outpost, 3d10 rHuman scientists, mekanists and Troopers examining some weird phenomena, [1%]
- 17 Citadel, advanced, aggressively expansionist, d10x100,000 rHumans, access to the Netsphere, [20%]
- 18 Former human stronghold, d10x100 advanced rHumans with biomechs, mekanists, settlement failing, [10%]
- 19 Isolated remnant habitat under siege by SG/SL, 2000+ oHumans, [25%]
- 20 Isolated remnant habitat run by benevolent AI (Toha Heavy Industries), 1d10x10,000 oHumans [50%]

LEVEL FEATURES TABLE (1D100)

- 1 Autoport, select any destination on level and it will teleport you there
- 2 Gravity Furnace (time distortion, dimension breach or selective reality edit)
- 3 Netsphere Central Nexus Interface Machinery (Hack+20)
- 4 Archaic Laboratory with intact records (1d100 mems)
- 5 Floating Bridges between levels, nullgrav supports, wend for hundreds of miles
- 6 Cyber Life Society Control Cathedral
- 7 Safeguard Armory (pick several from Blast weapons table)
- 8 Forbidden Zone, full of Safeguard who attack everything, environmental hazards
- 9-10 Structure Conversion Tower (Recover+10)
- 11 Nanitic Deconstruction Swarm, entire level slowly being disassembled
- 12 Silicon Warrens, plesh-formed, crawling with Silicon Imps
- 13 Observation Deck (Find+5)
- 14 Sensor Antenna Complex, acres of nodes (Find+15)
- 15-17 Cathedral (arches and flying buttresses) or Temple with giant statues
- 18-20 Clone Nursery, with breeding matron encased in machinery
- 21-23 Silicon Creche
- 24-26 Shopping Mall, miles in length (roll on Equipment table)
- 27-28 Parallel Electricity Storage Tank Cluster (1d10x100 Energy)
- 29-34 Matter Fabrication Complex (Build+25)
- 35-36 Telemetry Cyst (Find+15)
- 37-38 Lacuna, a giant hole where something used to be
- 39-41 Junkyard, rusty and destroyed machinery/weapons/etc. Move-10, Hide+10
- 42-43 Data Processing Mass, dense conglomerate used for NS computing (Hack+10)
- 44-45 Massive Garden, PLESH-formed and programmable (bio Build+20)
- 47-48 Material Fluid Pumps/Conduits/Tanks (see Materials table) (Build+5)
- 49 Power Generating Station (1d100 Energy)
- 50-60 Human Settlement (see Settlement table)
- 61-65 Skyscrapers
- 66-67 Military Bunkers, with equipment and vehicles (roll on Equipment table)
- 68-70 Phasitronic Dark Matter Converters (-100 to +200 Energy)
- 71-75 Energy Core Pillars (2d10 Energy)
- 76-77 Medichinery (1d10x10 points of healing)
- 78-79 Crypts, ossuaries of ancient massacres, crematoria and dungeons
- 80-82 Medical Facility (1d10x1000 points of healing)
- 83-85 Reassembly, materials recycling facility (Build+10)
- 86-87 Bioreactor, produces 1d10 Chimerics per day (bio Build+20)
- 88-90 Embedded Filament Weaving Factory (Build+10)
- 91-92 Weather Layer, with Sun and Moon replicas
- 93 Cable Jungles, wires and tubular corridors winding everywhere, partly alive
- 94 Techno-organic Autosubstantiation Control Point (Build+30)
- 95 Oculate, panopticon allowing viewing of any location on this level (Find+50)
- 96 Trans-Level Elevator
- 97 Safeguard Nexus (auxiliary power storage), operational (1d10x100 Energy)
- 98 Remnant Data Vault (Data Recovery Foundation, Kegen Hall Archives, etc.) (1d10x100 mems)
- 99 Body Shell Transfer Facility, still active, includes Gene Banks (Build+30, Hack+20)
- 100 Remnant Survival Habitat (Toha Heavy Industries, 9J0 Island Core, etc.)





LEVEL CONSTRUCTION DESIGN

- Type 1 – Heavy computronic elements sheathed in metallic plating for protection
- Type 2 – ISE and ferroconcrete habitation blocks, long hallways and arcology apartments
- Type 3 – Open atrium architecture with heavy megaplastic overlays
- Type 4 – Toha-style sanitized compartments, in white ISE and with interlocking enviroseals.
- Type 5 – Old Industrial with piping and electromechanical conduits
- Type 6 – Aerostatic shafts, lock systems, barrier gates

RANDOM EQUIPMENT TABLE (4D10)

Roll	Item	Value	Effects
04	Biomech, partially damaged (Build 70 to repair)	2000	See Biomech Armor
05	Netsphere Interface Assembly (room-size, see Davinel)	1000	Hack+15
06	Electronic Warfare Suite (carried by Shibo)	500	Hack+10
07	Electromechanical Toolkit, portable	200	Build+5
08	Technical manual	20	Hack+2, Build+2
09	Personal tablet computer	5	Hack+2
10	Configurable office furniture made from LEAF	1	
11	Firearm (1-4 handgun, 5-9 rifle, 10 beam weapon)	varies	varies
12	Retractable Tetherline	20	Move+2
13	Chemical sniffer (analyzes compounds)	50	Find+5
14	Personal diary holocube recording	1	1 mem
15	Memory knife	10	Fight+3
16	Portable Scanner	50	Find+5
17	Multitool or Powersaw or Diagnostick	10	Build+2
18	Dessicated human corpse with crumbling maps, instruments, rusty weapons		1d10 mems
19	Canister of extremely powerful nano-drugs	50	+5 to one Ability, d10 hours
20	News-sheet, phone book, local area map	1	Find+5, one-shot
21	Lascutter	15	Build+2, Blast+2
22	Computronic components (works 25% of the time)	1	Build+5, one-shot
23	GlowSphere	1	Provides illumination
24	Bottle caps, d6x100	0	
25	Navicompass	5	Find+2
26	Bubble shelter (folds into portable stick)	5	Protection from elements
27	Filtrator (filters food and liquids for consumption)	20	Energy+2, Recover+2
28	Emergency Preservation Pack, 1 persona inside	10	Hack+2
29	Slave drones, 1d4, aerodynes	100	Blast+2, Move+2
30	Portable bioreactor	100	Build+10
31	Babilia edible plant	0	Heal 2 structure points
32	Humanoid automaton	700	Can be programmed with Hack
33	Buried tank or power armor, 10-30% damaged	d10x100	See Armor table
34	Multi-optics, binoculars with multi-spectrum analysis	50	Find+5
35	Small chimeric creature, can be trained as pet	25	Fight+5
36	Medical canister full of repair nanites, single use	25	Heal 5 Structure
37	Builder talker (micro-size)	200	Hack+10
38	Small energy core	300	Energy+10
39	Electromagnetic Pyramid	800	Counteracts PAIES
40	Safety Amulet	3000	Safe passage among Safeguard

ADVENTURE SEEDS

Surveying the last 8 levels they have traversed the players discover that certain locations within them are connected via the Netsphere to form a vast interferometric communications array. If powered up and properly activated it could potentially receive or send a message to any other part of the City...the only problem is each location is guarded by Revenants.

Villagers are trying to use old schematics they recovered from a vault to repair a giant broken Safeguard that stands in the middle of their abode, unaware it will probably kill them all if it awakens. They're 96% done and think it will be their new robot slave, helping them to reach a superstructure shelf that is out of reach. Want to help?

A tribe of rHumans called the Spirit Coders hold the key to opening a massive series of locks and gates that reach through the megastructure into the next level. The catch? The key is a sophisticated program (net entity) whose code is scattered throughout the DNA of all 560 tribe members, and extracting it is not easy because the tribe is superstitious. Clues about this can be found in the village, on murals and old digital papers, and on tribal tattoos. Evil twist: the tribe was created by the GA aeons ago to store and hide the net entity (as a living encrypted RAM drive, essentially). Once the net entity is re-assembled, they all die, their purpose fulfilled.

The inhabitants of a village are continually being raided by a neighboring village, but every time they strike back and kill their enemies an equal number of their own fall dead. Is a malfunctioning personality transcription system (a Bulk Soulkeeper) run by a senile Governor reproducing and linking the villagers to be their own worst enemies? How can the link be broken, and will it kill the villagers to live without their "evil" doubles? Exploration of the village may reveal it to be a phantomic system.

An exceptionally large Gelworm, over 1 Km long, has swallowed a corporate city's exploration craft with 5 scientists on board. The Gelworm is heading through the Glowing Pipes into an even more hazardous region known as the Involute Sea, filled with nanomachines and strange chimeric jellyfish. Rescue the team before the Gelworm digests them, or something even bigger eats the Gelworm itself! Twist: the Sea is being drained into a massive maelstrom by giant Crab Builders.

You've just recovered some precious NTGs and allowed the Governing Agency to regain control over this entire level...and now they're going to deconstruct everything in it, including all the villages and cities, to substantiate bodies for themselves and reconquer the next level. You're beginning to question the wisdom of your actions and the empathy Governors feel towards other humans. Maybe there's a better way to raise an army than recombining all the molecules on this level?

Representatives of the Cyber Life Society have made a deal with the oHuman inhabitants of an ancient Citadel. In exchange for some of their technology, and access to their historical archives, the oHumans are to receive a great supply of energy and defensive programs to protect themselves against the Safeguard rampaging on this level. The Silicon Creatures intend to stick to their bargain, but fail to mention that the Imprinted Machinery Plague they are carrying will render the oHumans incapable of using the Netsphere. The players must negotiate – or fight – with the paranoid Citadel inhabitants and prevent the loss of valuable NTGs.

The Bio-Electric Corporation has discovered a huge memory bank embedded in a "permafrost" layer of the megastructure. If this 800x1200-metre chunk of processing mass can be extracted, cut up and brought back to the Capitol, who knows what wondrous technologies can be found? BEC is offering advanced module upgrades for any successful team, and the mercenary group known as the Bright Guns has already enslaved 600 Clone Tribals to dig it out...





“Other people’s data had been written over mine, but there were just enough fragments of my original record left.”

“I was reconstructed from those fragments.”

END NOTE

Nihei's inspiration for BLAME! comes from 3 primary sources:

Great Sky River, by Gregory Benford, in which the protagonist, one Killeen, is on the run from genocidal mechs;
Feersum Endjin, by Iain M Banks, source of many of the Netsphere/Cryptosphere concepts and megastructures;
The Collected Works of H. R. Giger, inspiration for many of the architectural elements.

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