



Augmented

A ROLEPLAYING GAME
BY BENJAMIN SPERDUTO

"DO YOU THINK YOU'LL LIVE FOREVER,
A GOAL AT ANY COST?
YOU CONTROL YOUR PRIZE ENDEAVOR,
A GAME IN WHICH YOU'RE LOST.
LIVE TO BREATHE NEW LIFE FOREVER,
BLINDED BY THE CAUSE.
IF YOU THINK YOU'LL LIVE FOREVER,
THE GAME'S ALREADY LOST.

IT'S SO COLD...
MANY YEARS TO GO..."

PARADISE LOST
"MADE THE SAME"

Augmented

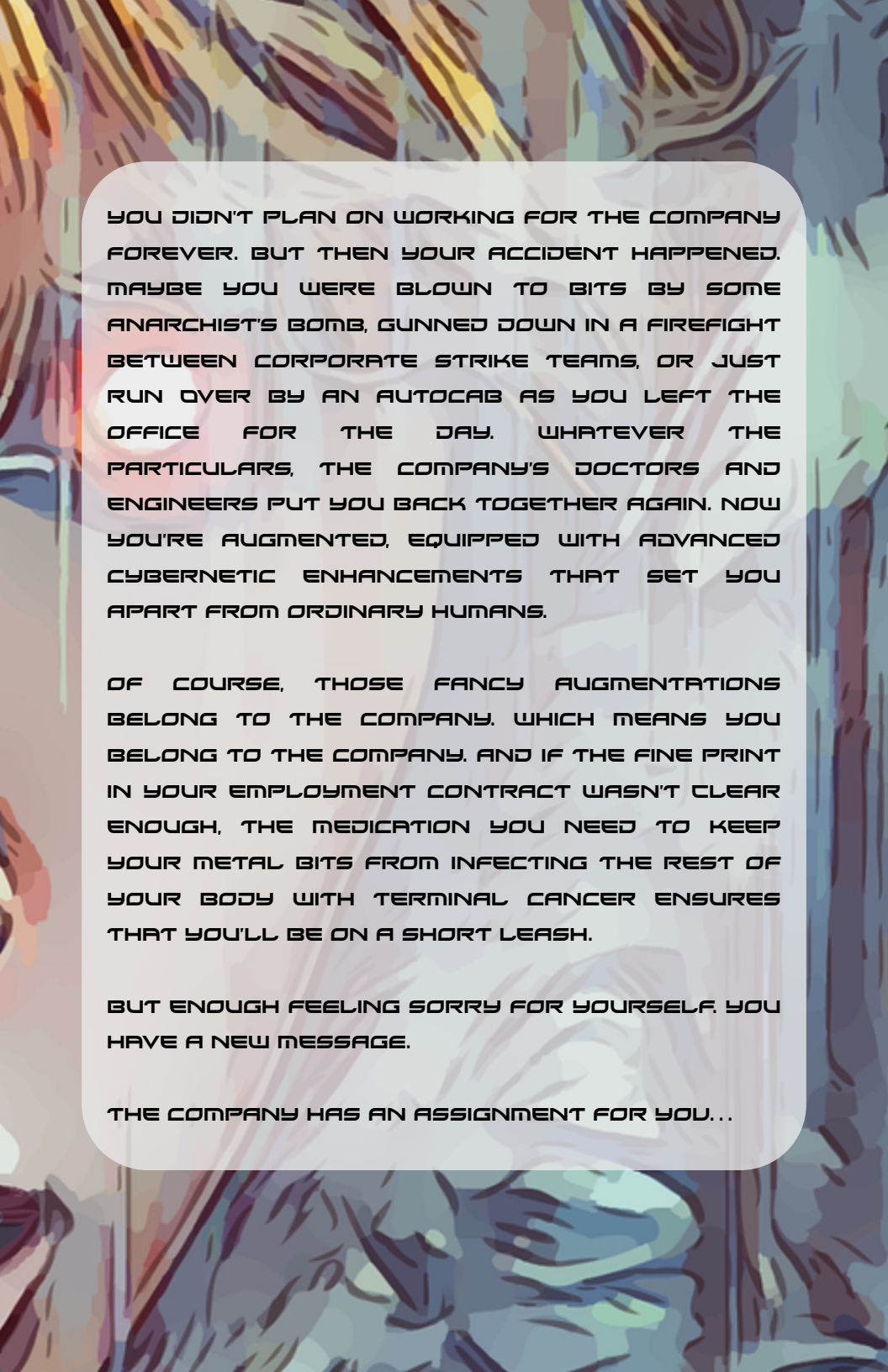
WRITING AND LAYOUT
BY
BENJAMIN SPERDUTO

LAST REDOUBT GAMES, 2021

SPECIAL THANKS TO JOHN HARPER FOR
GHOST/ECHO, WHICH SERVED AS A HUGE
INSPIRATION FOR THIS GAME.

ALL IMAGES FROM PIXABAY





YOU DIDN'T PLAN ON WORKING FOR THE COMPANY FOREVER. BUT THEN YOUR ACCIDENT HAPPENED. MAYBE YOU WERE BLOWN TO BITS BY SOME ANARCHIST'S BOMB, GUNNED DOWN IN A FIREFIGHT BETWEEN CORPORATE STRIKE TEAMS, OR JUST RUN OVER BY AN AUTOCAB AS YOU LEFT THE OFFICE FOR THE DAY. WHATEVER THE PARTICULARS, THE COMPANY'S DOCTORS AND ENGINEERS PUT YOU BACK TOGETHER AGAIN. NOW YOU'RE AUGMENTED, EQUIPPED WITH ADVANCED CYBERNETIC ENHANCEMENTS THAT SET YOU APART FROM ORDINARY HUMANS.

OF COURSE, THOSE FANCY AUGMENTATIONS BELONG TO THE COMPANY, WHICH MEANS YOU BELONG TO THE COMPANY. AND IF THE FINE PRINT IN YOUR EMPLOYMENT CONTRACT WASN'T CLEAR ENOUGH, THE MEDICATION YOU NEED TO KEEP YOUR METAL BITS FROM INFECTING THE REST OF YOUR BODY WITH TERMINAL CANCER ENSURES THAT YOU'LL BE ON A SHORT LEASH.

BUT ENOUGH FEELING SORRY FOR YOURSELF. YOU HAVE A NEW MESSAGE.

THE COMPANY HAS AN ASSIGNMENT FOR YOU...



PLAYERS IN **AUGMENTED** ARE AGENTS OF THE COMPANY, CYBERNETICALLY ENHANCED OPERATIVES TRAINED TO CARRY OUT DANGEROUS (AND ALMOST ALWAYS ILLEGAL) ACTIVITIES FOR THE BENEFIT OF SHAREHOLDERS. ONE PLAYER PLAYS THE ROLE OF THE SUPERVISOR, WHO IS RESPONSIBLE FOR FRAMING THE STORY, CONTROLLING NPCs, AND RESOLVING ACTIONS.

AGENT NAMES

THE COMPANY ISSUED YOU A NEW NAME ALONG WITH YOUR AUGMENTATIONS. ACCORDING TO LEGAL RECORDS, THE OLD YOU IS DEAD. SOMEONE FROM THE COMPANY SENT FLOWERS.

THE SUPERVISOR ASSIGNS NAMES TO PLAYERS, THEN CONDUCTS A BRIEF ONBOARDING INTERVIEW WITH THE AGENT TO DETERMINE THEIR HISTORY, PERSONALITY, SKILLS, AND GOALS.

- **SMITH**
- **PATEL**
- **GARCIA**
- **MARTINEZ**
- **ANDERSON**
- **CHEN**

AUGMENTATIONS

YOU RECEIVED 2 AUGMENTATIONS WHEN THE COMPANY PUT YOUR BROKEN BODY BACK TOGETHER. YOU GET TO SELECT 1. THE SUPERVISOR PICKS THE OTHER. SELECT 1 SPECIAL FEATURE FOR EACH AUGMENTATION. YOU WILL BE ABLE TO ADD FURTHER UPGRADES BY COMPLETING ASSIGNMENTS.

CYBEREYES

- THERMAL VISION
- RECORDING
- FLARE COMPENSATION
- RETINAL IMITATION
- TELESCOPIC ZOOM

CYBERARM

- ENHANCED STRENGTH
- INTEGRATED FIREARM
- RETRACTABLE BLADES
- ENERGY SHIELD
- BIOMETRIC IMITATION

CYBERLEGS

- ENHANCED RUNNING SPEED
- JUMP BOOST
- FOOTFALL DAMPENING
- WEAPON COMPARTMENT
- RETRACTABLE BLADES

BODYWARE

- WIRED REFLEXES
- BONE LACING
- PHEROMONE GLANDS
- ENHANCED METABOLISM
- ADRENALINE GLAND

DERMAL ENHANCEMENT

- **HARDENED SKIN**
- **ADAPTIVE CAMOUFLAGE**
- **DIGITAL SIGNATURE DISTORTION**
- **TEMPERATURE TOLERANCE**
- **FACIAL IMITATION**

HEADWARE

- **CRANIAL PROCESSING**
- **DIRECT NEURAL INTERFACE**
- **HYPERSONIC HEARING**
- **TARGETING COMPUTER**
- **TACTICAL SONAR**



ROLLING THE DICE

IN MOST CASES, AGENTS CAN TAKE WHATEVER ACTIONS THE PLAYER DESCRIBES WITHOUT REQUIRING A TEST. WHEN THE AGENT'S ACTIONS ARE OPPOSED BY SOMEONE OR SOMETHING, THE PLAYER MUST MAKE A CHALLENGE TEST. THE SUPERVISOR SETS A DIFFICULTY BASED ON THE FACTORS INVOLVED IN THE SITUATION.

WHEN THE AGENT FACES A CHALLENGE, THE PLAYER ROLLS TWO DIFFERENT COLORED D6S. ONE DIE IS DESIGNATED AS THE AGENT DIE AND THE OTHER AS THE DANGER DIE. IF THE AGENT HAS ANY SITUATIONAL ADVANTAGES DURING THE TEST, EACH OF THEM ADDS +1 TO THE RESULT.

IF ONE OF THE AGENT'S AUGMENTATIONS COULD APPLY TO TASK, THE PLAYER MAY ROLL AN ADDITIONAL D6 AND SUBSTITUTE IT FOR EITHER THE AGENT DIE OR THE DANGER DIE.

CHALLENGE TEST ROLL

2D6 + MODIFIERS VS. DIFFICULTY

(SUB D6 AUGMENTATION DIE FOR EITHER DIE)

DIFFICULTY RATINGS

- **EASY (6)**: IF THE AGENT IS FACING ONLY MINOR OBSTACLES WHILE TAKING AN ACTION, THE CHALLENGE IS CONSIDERED EASY. THIS IS THE DEFAULT DIFFICULTY FOR A TEST.
- **MEDIUM (8)**: IF MORE THAN TWO MINOR FACTORS OR ONE MAJOR OBSTACLE ARE WORKING AGAINST THE AGENT, THE CHALLENGE IS CONSIDERED MEDIUM.
- **HARD (10)**: IF THE AGENT IS TRYING TO OVERCOME MORE THAN FIVE MINOR FACTORS OR TWO MAJOR OBSTACLES, THE CHALLENGE IS CONSIDERED HARD.
- **SPECIAL (+1)**: IN SOME INSTANCES, THE AGENT IS FACING AN UNUSUAL OBSTACLE (SUCH AS ANOTHER AUGMENTED AGENT) OR IS SUFFERING FROM A NEGATIVE CONDITION. THE SUPERVISOR MAY INCREASE THE DIFFICULTY BY 1 FOR EACH ELEMENT TO REFLECT THESE CIRCUMSTANCES.

IF THE RESULT EQUALS OR EXCEEDS THE DIFFICULTY, THE AGENT SUCCEEDS AND THE PLAYER NARRATES THE OUTCOME. IF THE RESULT IS LESS THAN THE DIFFICULTY, THE AGENT FAILS AND THE SUPERVISOR NARRATES THE OUTCOME.

NARRATING THE RESULTS

REGARDLESS OF THE OUTCOME OF THE CHALLENGE, BOTH THE PLAYER AND THE SUPERVISOR HAVE THE ABILITY TO INFLUENCE THE NARRATIVE:

- IF THE AGENT DIE RESULT IS GREATER THAN THE DANGER DIE RESULT, THE PLAYER MAY ADD A NEW ELEMENT TO THE NARRATIVE OR REMOVE A NEGATIVE CONDITION.
- IF THE DANGER DIE RESULT IS GREATER THAN THE AGENT DIE RESULT, THE SUPERVISOR MAY ADD A NEW ELEMENT TO THE NARRATIVE OR ADD A NEGATIVE CONDITION.
- IF THE AGENT FAILS A CHALLENGE AND THE DANGER DIE RESULT IS GREATER, THE AGENT IS AT RISK. IF THEY HAVE ALREADY SUFFERED A NEGATIVE CONDITION, THE SUPERVISOR MAY RENDER THEM INCAPACITATED.

CONDITIONS

SUPERVISORS MAY APPLY ANY NUMBER OF CONDITIONS TO AN AGENT, BUT THEY MUST ALWAYS BE RELATED TO THE CONTEXT OF THE CHALLENGE TEST. AN AGENT IN A FIREFIGHT, FOR INSTANCE, MAY SUFFER A GUNSHOT WOUND, WHILE AN AGENT TRYING TO HACK THROUGH A SECURITY SYSTEM MIGHT HAVE THEIR GEOLOCATION TAGGED. SIMILARLY, WHEN A PLAYER REMOVES AN AGENT'S CONDITION, THEY SHOULD PROVIDE SOME JUSTIFICATION FOR THE REMOVAL.

INCAPACITATED

AN INCAPACITATED AGENT IS TEMPORARILY OUT OF THE FIGHT. THEY COULD BE KNOCKED UNCONSCIOUS, IN SHOCK, OR CAPTURED BY THE ENEMY. IN PARTICULARLY DRAMATIC MOMENTS, THE SUPERVISOR MAY DECIDE TO TERMINATE THE AGENT IF THEIR DEATH WOULD BE NARRATIVELY APPROPRIATE. THE PLAYER MAY ELECT TO NARRATE THEIR AGENT'S DEATH AT ANY POINT WHEN THEY ARE INCAPACITATED. AN ACTIVE AGENT CAN REMOVE A TEAMMATE'S INCAPACITATED STATUS BY PROVIDING FIRST-AID. THIS ONLY REQUIRES A CHALLENGE TEST IF A THREAT IS IN PLAY. REVIVING AN AGENT DOES NOT REMOVE EXISTING CONDITIONS.

ASSIGNMENTS

THE COMPANY EXPECTS AGENTS TO USE EVERY RESOURCE AT THEIR DISPOSAL TO ACCOMPLISH THEIR OBJECTIVES AND MEET THEIR KEY PERFORMANCE INDICATORS. FAILURE IS NOT AN OPTION. SUBPAR PERFORMANCE WILL RESULT IN THE REVOCATION OF ALL BENEFITS AND TERMINATION.

WHILE THE SUPERVISOR IS FREE TO DEVELOP THEIR OWN UNIQUE ASSIGNMENTS, THEY CAN ALSO USE THE FOLLOWING FORMULA TO GENERATE ONE RANDOMLY. SELECT OR ROLL ON THE APPROPRIATE CHARTS TO FILL IN THE BLANKS.

YOU MUST ACTION A (AN) TARGET IN A
 LOCATION AT CITY SITE .

ACTION (1D6)

- ACQUIRE
- ELIMINATE
- SABOTAGE
- EMBED
- PROTECT
- INTERROGATE

TARGET (1D6)

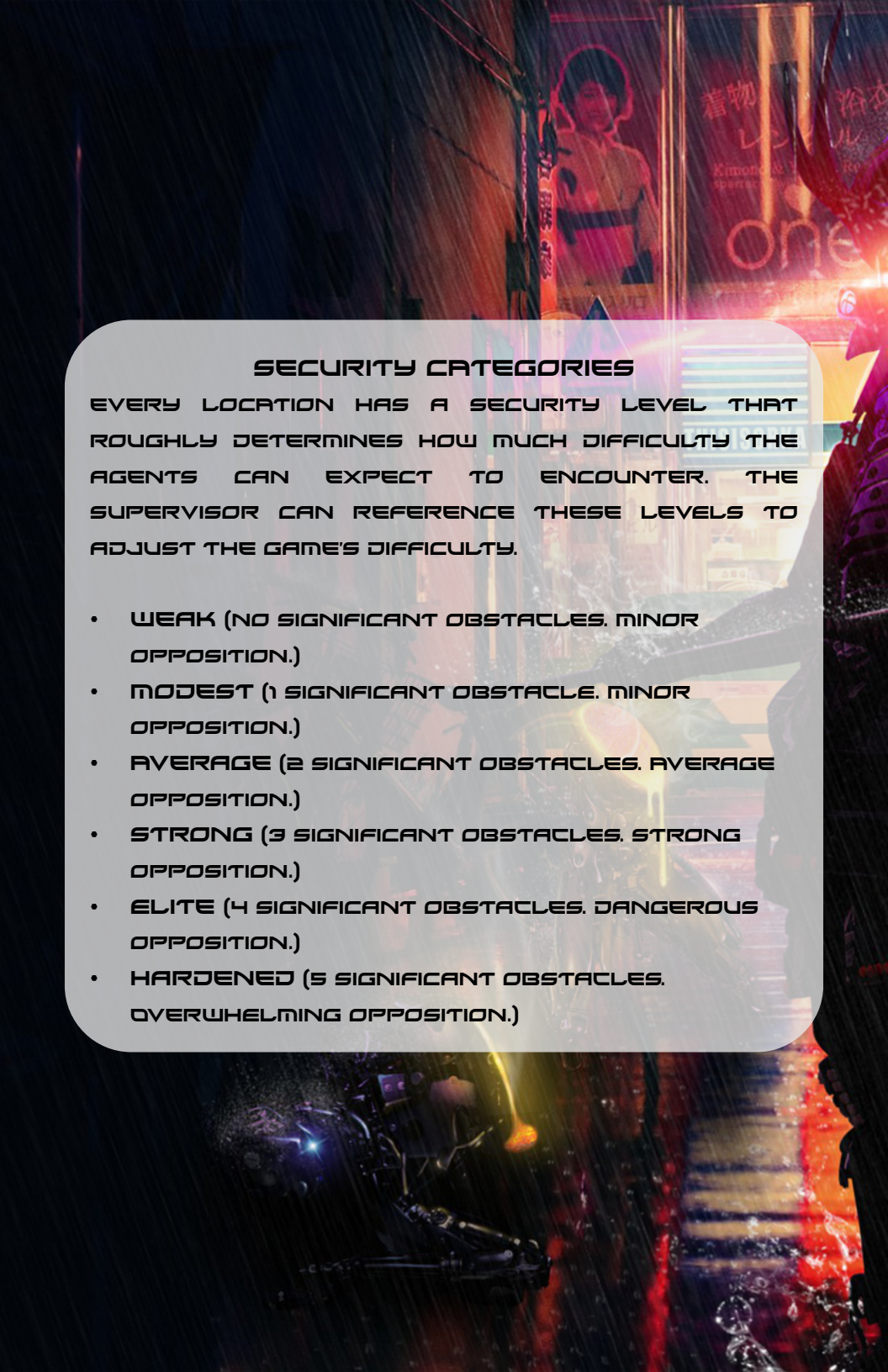
- DATA FILE
- EXECUTIVE
- SCIENTIST
- PROTOTYPE
- PROGRAM
- AGENT

LOCATION (2DG)

- **BIOMEDICAL LAB**
- **DATA VAULT**
- **RESIDENTIAL ARCOLOGY**
- **DISTRIBUTION WAREHOUSE**
- **POWER FACILITY**
- **PRODUCT ENGINEERING LAB**
- **CORPORATE OFFICES**
- **EXECUTIVE APARTMENTS**
- **NIGHTCLUB**
- **MANUFACTURING FACILITY**
- **SHOPPING BLOCK**

CITY SITE (1DG)

- **ENCLAVE CORE (ULTRA HIGH TECH, ULTRA SECURE HEART OF CORPORATE POWER.)**
- **ENCLAVE RIM (LESS ADVANCED, LESS LUXURIOUS OUTSKIRTS OF CORPORATE AUTHORITY.)**
- **INNER SPRAWL (COMMERCIAL AND ADMINISTRATIVE CENTER OF NON-CORPORATE TERRITORY.)**
- **OUTER SPRAWL (DETERIORATING INDUSTRIAL AND RESIDENTIAL REGION SURROUNDING THE CITY CORE.)**
- **BARRENS (DANGEROUS ECOLOGICAL DISASTER AREA SOMEWHERE IN THE CITY.)**
- **BEYOND THE SPRAWL (RURAL WASTELAND OF CRUMBLING INFRASTRUCTURE AND TECHNOLOGY DEAD ZONES.)**



SECURITY CATEGORIES

EVERY LOCATION HAS A SECURITY LEVEL THAT ROUGHLY DETERMINES HOW MUCH DIFFICULTY THE AGENTS CAN EXPECT TO ENCOUNTER. THE SUPERVISOR CAN REFERENCE THESE LEVELS TO ADJUST THE GAME'S DIFFICULTY.

- **WEAK** (NO SIGNIFICANT OBSTACLES. MINOR OPPOSITION.)
- **MODEST** (1 SIGNIFICANT OBSTACLE. MINOR OPPOSITION.)
- **AVERAGE** (2 SIGNIFICANT OBSTACLES. AVERAGE OPPOSITION.)
- **STRONG** (3 SIGNIFICANT OBSTACLES. STRONG OPPOSITION.)
- **ELITE** (4 SIGNIFICANT OBSTACLES. DANGEROUS OPPOSITION.)
- **HARDENED** (5 SIGNIFICANT OBSTACLES. OVERWHELMING OPPOSITION.)

A futuristic city street at night, illuminated by vibrant neon lights in shades of blue, purple, and red. In the foreground, a character wearing a dark, tactical helmet and armor is visible, looking towards the right. The background shows a dense urban environment with tall buildings and a sign that partially reads "NISURKA".

ENEMY TYPES

AGENTS CAN ENCOUNTER A WIDE RANGE OF OPPOSITION DURING THEIR ASSIGNMENTS. ROLL 2D6 TO RANDOMLY SELECT THREATS AS NEEDED.

- **ARMED SECURITY GUARD**
- **CORPORATE STRIKE TEAM**
- **AUGMENTED AGENTS**
- **SPRAWL MERCENARIES**
- **TERRORIST FIGHTERS**
- **GOVERNMENT MILITARY**
- **CITY POLICE**
- **STREET GANG**
- **ORGANIZED CRIME MEMBERS**
- **ARMED DRONES**
- **SLEEPER AGENT**



COMPLICATIONS

ASSIGNMENTS DON'T ALWAYS GO AS PLANNED. IF THINGS ARE GOING TOO SMOOTHLY OR IF A SUDDEN CHANGE WOULD IMPROVE THE STORY, SUPERVISORS CAN INTRODUCE ONE OF THE FOLLOWING COMPLICATIONS.

- SECURITY LEVEL IS HIGHER THAN EXPECTED.
- BETRAYED! SOMEONE KNOWS THE AGENTS ARE COMING.
- THE ASSIGNMENT IS A DIVERSION. AGENTS EXPENDABLE.
- AGENTS FROM ANOTHER CORPORATION ARE ON-SITE.
- ALARM TRIPPED BY A THIRD PARTY.
- BAD INFORMATION. THE TARGET IS LOCATED ELSEWHERE.

SPRAWL LOCATIONS

ASSIGNMENTS MAY TAKE AGENTS INTO A NUMBER OF UNUSUAL LOCATIONS IN THE VAST URBAN SPRAWL. SUPERVISORS CAN CONSULT THE FOLLOWING LIST WHEN THEY NEED TO PROVIDE A UNIQUE LOCATION QUICKLY.

BATTERY PARK

NEXUS STATION

THE OLD SHIPYARD

BABYLON SPIRE

BRIGHTLINE SQUARE

THE WASTE PITS

THE NEEDLE AND HOOK

DREDD POINT

CIRCUIT WORKS

NEON STREET

THE NEW COLLEGE

THE DATAHOUSE

VICTORY PARK

SEVEN HELLS

SPARROW HOUSE

THE HIVE

OLD TOWN

BLACKWATER BRIDGE



CONTACT TYPES

AGENTS CAN CALL UPON CONNECTIONS AND TRACK DOWN LEADS TO ASSIST THEM IN THEIR ASSIGNMENTS. ROLL 2D6 TO RANDOMLY SELECT CONTACTS AS NEEDED.

- **SPRAWL FIXER**
- **SPRAWL GANGER**
- **ORGANIZED CRIME MEMBER**
- **JUNIOR COMPANY EXECUTIVE**
- **COMPANY EMPLOYEE**
- **POLITICAL ACTIVIST**
- **JOURNALIST**
- **RIVAL CORPORATION EMPLOYEE**
- **GOVERNMENT BUREAUCRAT**
- **FREELANCE HACKER**
- **MEDICAL DOCTOR**

CORPORATE NAMES

TAYLOR
WILSON
GONZALEZ
PETROVIC
THOMAS
PEREZ
LEWIS
HARRIS
WRIGHT
TORRES
NGUYEN
ADAMS
MITCHELL
CARTER
SILVA
JENSEN
NOVAK
DIMITROV

STREET NAMES

BULLHOG
ELDAR
WHISPER
TOECUTTER
PACINO
BABA YAGA
DREZ
RAZORWYRE
BACKSLASH
MEDUSA
RA
SHITKICKER
HAWKEN
RAVEN
ALVAREZ
SLINKEY
SABBATH
RATTLER



THE CORPORATIONS

THE COMPANY IS ONE OF MANY MEGACORPORATIONS. EACH OF THEM HAS DIVERSIFIED ASSETS AND EXTENSIVE RESOURCES. THEY SHOULD BE UNIQUE CHARACTERS IN THEIR OWN RIGHT WITH A DISTINCTIVE NAME AND AESTHETIC.

EXAMPLE CORPORATIONS

- BLACKFIRE AMALGAMATED ENERGY
- HYPERDRIVE SYSTEMS
- PROMETHEAN CONSUMER ELECTRONICS
- TELVANI TECHNOLOGIES
- SEED BIOCRAFTING
- NOVASTAR CYBERNETICS

SUBSIDIARY NAME GENERATOR

THERE ARE MANY SUBSIDIARY COMPANIES OWNED BY THE WORLD'S MAJOR CORPORATIONS. ROLL 1D6 FOR EACH COLUMN TO RANDOMLY GENERATE NAMES AS NEEDED.

<u>1D6</u>	<u>1D6</u>	<u>1D6</u>
UNITED	BIOMEDICAL	INDUSTRIES
FEDERAL	COMPUTER	CORPORATION
UNIVERSAL	CYBERNETICS	TECHNOLOGIES
OMNI	LOGISTICS	INCORPORATED
AMALGAMATED	MANUFACTURING	PARTNERS
GENERAL	RESEARCH	ENTERPRISES

AFTER THE ASSIGNMENT

IF THE AGENTS COMPLETE THEIR ASSIGNMENT SUCCESSFULLY, THEY RECEIVE A DRUG DOSAGE TO PREVENT THEIR BODY FROM REJECTING ITS CYBERNETIC IMPLANTS. THE COMPANY ALSO PAYS THEIR (MODEST) LIVING EXPENSES AND REPAIRS ANY DAMAGE THEY SUFFERED (ASSETS MUST BE MAINTAINED, AFTER ALL). PLAYERS MAY DECIDE TO CULTIVATE CONTACTS FORMED DURING THEIR ASSIGNMENTS OR EVEN MAKE PLANS TO LEAVE THE COMPANY ON THEIR OWN TERMS. SOON, HOWEVER, THE NEXT ASSIGNMENT WILL ARRIVE, AND THE AGENTS MUST ONCE AGAIN PUT THEMSELVES IN DANGER.

IF THE AGENTS FAIL TO COMPLETE THEIR ASSIGNMENT, THEY'RE EITHER DEAD OR DECLARED IN BREACH OF CONTRACT. THE FIRST ONE IS EASY. FOR THE LATTER, A SPECIAL REPO TEAM HUNTS DOWN THE AGENT TO RIP THEIR AUGMENTATIONS OUT AND RETURN THEM TO THE COMPANY LAB FOR RECYCLING. EVEN IF THE AGENT MANAGES TO ESCAPE, THEIR BODY WILL BEGIN REJECTING THEIR AUGMENTATIONS WITHIN ONE WEEK. ONCE THE REJECTION PROCESS BEGINS, THEY HAVE A MONTH AT MOST BEFORE THE CANCER IS FATAL.

UPGRADES

AFTER SUCCESSFULLY COMPLETING AN ASSIGNMENT, EACH AGENT IS ELIGIBLE FOR 1 UPGRADE, WHICH ALLOWS THEM TO ADD ANOTHER UNIQUE ABILITY TO ONE OF THEIR AUGMENTATIONS. EACH CAN HAVE A MAXIMUM OF 5 UNIQUE FEATURES.

WHEN AN AGENT SUCCESSFULLY COMPLETES MULTIPLE ASSIGNMENTS (USUALLY 3-5), THE SUPERVISOR MAY DEEM THEM ELIGIBLE FOR PROMOTION AND A NEW AUGMENTATION.

AGENT DOWNTIME

AGENTS CAN SPEND DOWNTIME BETWEEN MISSIONS IN A NUMBER OF WAYS. THEY TYPICALLY HAVE AUTHORIZATION TO LEAVE COMPANY PROPERTY, BUT THEIR AUGMENTATIONS EMIT A TRACKING BEACON THAT CAN BE USED TO LOCATE THEM AT ALL TIMES.

POTENTIAL DOWNTIME ACTIVITIES

- GATHER INFORMATION ON COMPANY EMPLOYEES.
- ESTABLISH/NURTURE NON-COMPANY CONTACTS.
- EXPLORE THE CITY SPRAWL.
- RESEARCH/INVESTIGATE CORPORATE RIVALS.
- PERFORM SIDE JOBS FOR COMPANY EMPLOYEES.
- TAKE A VACATION (ON COMPANY PROPERTY).

PLAYING AUGMENTED

PLAYING AUGMENTED FOR THE FIRST TIME MIGHT FEEL AKIN TO WALKING ON ICE. THE GAME DOESN'T PROVIDE MUCH OF THE STRUCTURE YOU MAY BE ACCUSTOMED TO FROM OTHER GAMES. BUT DON'T WORRY: THERE'S NO "WRONG" WAY TO PLAY. INSTEAD OF THINKING IN TERMS OF WHAT "ACTIONS" YOUR AGENT CAN "TAKE" IN ANY GIVEN SITUATION, IMAGINE THAT YOU'RE WATCHING A MOVIE WHERE YOUR AGENT IS ONE OF THE STARS. SECURITY GUARDS JUST BUSTED INTO THE ROOM TO CATCH YOU HACKING INTO THE HYPERNET? KICK YOUR CHAIR AT ONE OF THEM, THEN RUN UP THE SIDE OF THE WALL TO FLANK THEM AND TAKE THEM ALL DOWN. CORNERED IN AN EXECUTIVE'S OFFICE WITH HER CYBERED-UP BODYGUARD BEARING DOWN ON YOU? KILL HIM WITH THE METAL TEACUP ON HER DESK.

THINK BIG. YOUR AGENT IS A CYBERNETICALLY AUGMENTED, SUPERHUMAN KILLING MACHINE. AUGMENTED ISN'T A GAME ABOUT LABORIOUSLY STICKING TO COVER AS YOU TRADE BULLETS WITH SECURITY GUARDS AND WHITTLE DOWN ARBITRARILY DETERMINED HIT POINTS. IT'S A GAME ABOUT YOU DESCRIBING HOW YOU WIPED OUT THE ENTIRE ROOM BY YOURSELF...PROVIDED NOTHING GOES WRONG WITH YOUR DANGER DIE, OF COURSE.

SPEAKING OF WHICH, DON'T BE AFRAID TO EXPOSE YOUR AGENT TO RISK. ACCUMULATING NEGATIVE CONDITIONS MIGHT SEEM SCARY AT FIRST, BUT THEY'RE NOT ALWAYS GOING TO BE RELEVANT TO EACH CHALLENGE AND YOU HAVE PLENTY OF OPPORTUNITIES TO OVERCOME THEM. THINK ABOUT CREATIVE WAYS TO UTILIZE YOUR AUGMENTATIONS WHENEVER YOU CAN. THEY'RE YOUR PRIMARY ADVANTAGE AS A CHARACTER BECAUSE THEY ALLOW YOU TO MANIPULATE CHALLENGE TEST ROLLS TO AVOID DANGER OUTCOMES AND MAINTAIN CONTROL OF THE NARRATIVE. EVEN IF YOU FAIL A CHALLENGE, HAVING A HIGHER ROLL ON THE AGENT DIE CAN HELP YOU AVOID GETTING A MONOSWORD SLIPPED BETWEEN YOUR REINFORCED RIBS.

WHEN IN DOUBT ABOUT WHAT YOU SHOULD DO NEXT, DON'T BE AFRAID TO ASK OTHER PLAYERS FOR GUIDANCE OR SUGGESTIONS. AND IF THERE'S SOMETHING YOU WANT TO DO, BUT IT MAY NOT SEEM POSSIBLE, THROW IT OUT THERE ANYWAY. PART OF THE SUPERVISOR'S JOB IS TO HELP YOU TELL THE MOST INTERESTING STORY POSSIBLE, SO THEY MAY BE ABLE TO HELP YOU FIND A PLAUSIBLE WAY TO MAKE YOUR IDEA HAPPEN.

BE CREATIVE. BE BOLD. AND DON'T BE AFRAID TO LEAVE YOUR AGENT'S BRAINS SPLATTERED ALL OVER THE PAVEMENT. THE COMPANY CAN GET MORE.

SUPERVISING AUGMENTED

THE SUPERVISOR'S ROLE IN AUGMENTED IS DECEPTIVELY COMPLEX. ON THE ONE HAND, THERE ARE VERY FEW RULES YOU NEED TO KEEP TRACK OF AND HARDLY ANY BOOKKEEPING TO MANAGE. BUT ON THE OTHER HAND, THE OPEN-ENDED NATURE OF THE GAME MEANS THAT YOU'LL SPEND MUCH OF YOUR TIME TRYING TO SHAPE SOME SEMBLANCE OF ORDER OUT OF THE CHAOS. AS PLAYERS BECOME MORE COMFORTABLE WITH DESCRIBING THEIR GOALS AND ASSIGNING DANGERS, YOU'LL HAVE PLENTY OF MATERIAL TO WORK WITH AS YOU MOVE THE STORY FORWARD. LISTEN TO THE PLAYERS. WHEN THEY INTRODUCE DANGERS OR STORY ELEMENTS, SEIZE UPON THEM AND WORK THEM INTO THE NARRATIVE.

AUGMENTED ISN'T REALLY A GAME ABOUT OVERCOMING TACTICAL ENCOUNTERS OR SOLVING COMPLEX PUZZLES. YOU DON'T NEED TO PLAN OUT THE SECURITY FEATURES AND LAYOUT FOR EACH FLOOR OF A FIFTY-STORY BUILDING. THINK OF A CLASSIC MOVIE HEIST. ONLY A FEW NOTABLE OBSTACLES ARE DESCRIBED; EVERYTHING ELSE IS JUST AN ANNOYANCE (ALTHOUGH ONE THAT COULD COMPLICATE THINGS IF THEY TAKE IT FOR GRANTED). PRESENT THE OBSTACLES TO THE PLAYERS AND THEN GET OUT OF THE WAY. YOU CAN THROW IN COMPLICATIONS IF THINGS ARE GOING TOO SMOOTHLY, BUT IN MOST CASES, THE PLAYERS THEMSELVES WILL GIVE YOU PLENTY OF IDEAS THAT WILL MAKE THEIR LIVES MORE DIFFICULT (SOMETIMES ON PURPOSE).

THE GAME'S RESOLUTION SYSTEM COULD POTENTIALLY BE QUITE LETHAL, BUT IT PROVIDES PLENTY OF OPPORTUNITIES FOR AGENTS TO "BOUNCE BACK" FROM NEGATIVE CONDITIONS. WHILE THE CYBERPUNK GENRE CERTAINLY PROMOTES A "LIFE IS CHEAP" APPROACH TO GAMEPLAY, SUPERVISORS SHOULD TAKE A LIBERAL, "VIDEO GAME" APPROACH TO CONFLICT. AGENTS CAN TAKE AN INCREDIBLE AMOUNT OF PUNISHMENT BEFORE EXPIRING, SO USE THAT TO YOUR ADVANTAGE WHEN NARRATING ACTION OUTCOMES AND ASSIGNING CONDITIONS. HAVING SAID THAT, AGENTS ARE EXPENDABLE AND PLAYERS SHOULD BE ENCOURAGED TO TAKE DANGEROUS RISKS WHENEVER IT'S DRAMATICALLY APPROPRIATE. JUST MAKE SURE THAT DEATHS ARE MEMORABLE OR EXCITING WHEN THEY OCCUR (AND PREFERABLY CLOSE TO THE END OF A SESSION).

AS A FINAL PIECE OF ADVICE, DON'T BE AFRAID TO PAUSE AND RESET THE NARRATIVE WHEN THE NEED ARISES. AUGMENTED CAN MOVE QUICKLY AND SOMETIMES THE SUPERVISOR OR THE PLAYERS CAN MAKE A NARRATIVE DECISION THAT UPSETS THE FLOW OF THE GAME OR JUST DOESN'T SIT RIGHT WITH THE TABLE. WHILE GOOD ROLEPLAYING INVOLVES QUITE A BIT OF IMPROV, MOST PEOPLE AREN'T PROFESSIONALS AND ARE GOING TO MAKE A FEW MISSTEPS ALONG THE WAY. IT'S OKAY TO ASK FOR A DO-OVER.

A man with a beard and a glowing blue eye, wearing a futuristic suit, with a robotic arm visible in the foreground. The background is dark with purple and blue light effects.

OPTIONAL RULES

GEAR

AUGMENTED DOESN'T NORMALLY BOTHER TRACKING EQUIPMENT. AGENTS ARE ASSUMED TO HAVE WHATEVER ITEMS THEY NEED TO COMPLETE THEIR ASSIGNMENT. IF A PLAYER THINKS THEIR AGENT WOULD PLAUSIBLY HAVE A SPECIFIC PIECE OF GEAR, IT'S GENERALLY SAFE TO ASSUME THEY DO. HOWEVER, SOME GROUPS MAY WANT TO TAKE A LESS PERMISSIVE APPROACH. THEY CAN USE THE FOLLOWING GEAR RULE INSTEAD.

AGENTS CAN CARRY 4 PIECES OF GEAR:

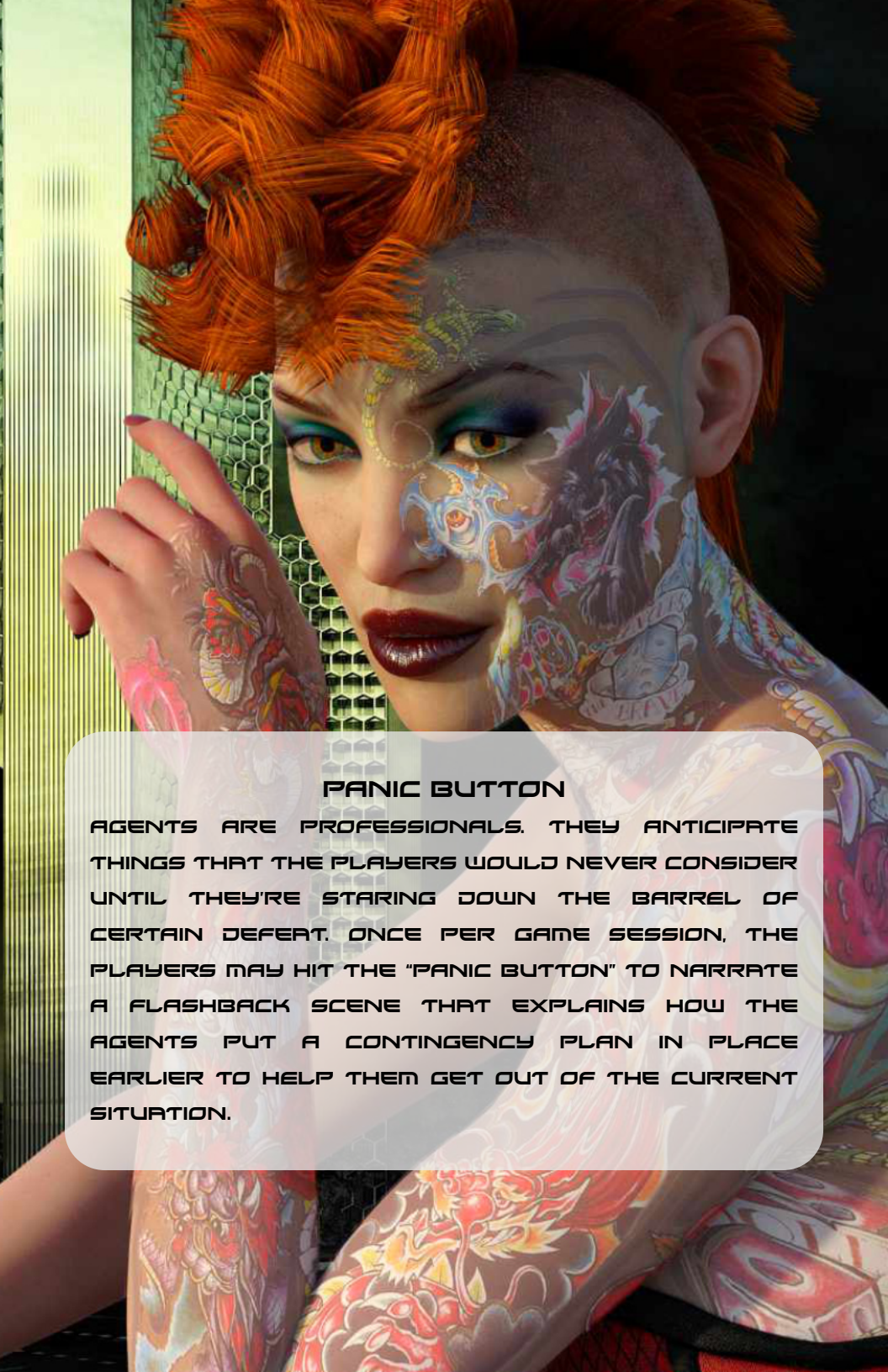
- ONE OF THESE ITEMS MAY BE A SIGNATURE WEAPON. IT IS A DISTINCTIVE WEAPON ASSOCIATED WITH THAT AGENT. WHEN THEIR AGENT WIELDS IT, PLAYERS MAY REROLL ONE DIE RESULT AND KEEP THE BETTER ROLL.
- THREE OF THE ITEMS ARE CONSIDERED BASIC GEAR. THIS COULD INCLUDE A VARIETY OF WEAPONS, ELECTRONIC EQUIPMENT, DRONES, THEY MAY BE DESIGNATED EITHER BEFORE OR DURING THE ASSIGNMENT.
- PLAYERS MAY CHOOSE TO USE ONE OF THEIR BASIC GEAR SLOTS FOR SPECIAL GEAR, A UNIQUE AND POWERFUL ITEM WITH VERY SPECIFIC USES. IF THE SUPERVISOR THINKS IT'S UNLIKELY FOR THEM TO HAVE SUCH AN ITEM, ROLL 1D6. ON A 5-6 RESULT, THEY GET THE ITEM.

TAGS

SOME ENEMIES AND OBSTACLES ARE MORE FORMIDABLE THAN OTHERS. AUGMENTED'S CORE RESOLUTION SYSTEM DOESN'T EXPLICITLY ACCOUNT FOR THIS TYPE OF OPPOSITION. SUPERVISORS MAY ASSIGN THESE IMPEDIMENTS A DESCRIPTIVE TAG TO INDICATE WHAT SPECIAL QUALITY THEY POSSESS. IF THE TAG INTERFERES WITH AN AGENT'S ACTION IN ANY WAY, THE AGENT MUST FIRST TAKE AN ACTION TO OVERCOME THE TAG.

EXAMPLE 1: A MERCENARY WITH THE "ARMORED" TAG CANNOT BE HARMED BY NORMAL ATTACKS BECAUSE THEIR ARMOR STOPS DAMAGE FROM REACHING THEM. THE AGENTS COULD ELIMINATE THE TAG BY FINDING A WAY TO DAMAGE OR REMOVE THE ARMOR. THEY COULD ALSO BYPASS IT USING AN ATTACK ARMOR WOULD OFFER NO PROTECTION AGAINST.

EXAMPLE 2: A SPRAWL FIXER WITH THE "WILY" TAG CANNOT BE TRICKED OR PERSUADED BECAUSE THEY'RE TOO QUICK MINDED. THE AGENTS MIGHT FIND SOME WAY OF INTOXICATING THE FIXER TO REMOVE THE TAG OR SIMPLY INTIMIDATE THEM WITH FORCE TO BYPASS THE TAG.



PANIC BUTTON

AGENTS ARE PROFESSIONALS. THEY ANTICIPATE THINGS THAT THE PLAYERS WOULD NEVER CONSIDER UNTIL THEY'RE STARING DOWN THE BARREL OF CERTAIN DEFEAT. ONCE PER GAME SESSION, THE PLAYERS MAY HIT THE "PANIC BUTTON" TO NARRATE A FLASHBACK SCENE THAT EXPLAINS HOW THE AGENTS PUT A CONTINGENCY PLAN IN PLACE EARLIER TO HELP THEM GET OUT OF THE CURRENT SITUATION.

AGENT ONBOARDING QUESTIONS

SUPERVISORS MAY WISH TO CONDUCT AN AGENT ONBOARDING INTERVIEW TO HELP PLAYERS FLESH OUT THEIR AGENT'S PERSONALITY, TRAINING, AND BACKSTORY. THE FOLLOWING QUESTIONS CAN BE USED AS THE BASIS OF THE INTERVIEW OR SERVE AS INSPIRATION FOR ADDITIONAL QUERIES. SUPERVISORS MAY ALSO ELECT TO CONDUCT EXIT INTERVIEWS FOLLOWING ASSIGNMENTS AS PART OF THE COMPANY'S ONGOING RESEARCH ON THE PSYCHOLOGICAL STABILITY OF AUGMENTED AGENTS.

- WHAT WAS YOUR ROLE IN THE COMPANY BEFORE YOUR ACCIDENT?
- HOW DID YOUR ACCIDENT OCCUR?
- WHAT SPECIALIZED TRAINING DID YOU RECEIVE FOLLOWING YOUR AUGMENTATION?
- HOW WOULD YOU DESCRIBE YOURSELF?
- HOW WOULD OTHER PEOPLE DESCRIBE YOU?
- WHAT ARE YOUR STRONGEST QUALITIES?
- WHAT ARE YOUR WEAKEST QUALITIES?
- HOW DO YOU FEEL ABOUT YOUR AUGMENTATIONS?
- DESCRIBE ANY CLOSE FRIENDS OR ASSOCIATES YOU MAY HAVE.
- DESCRIBE YOUR FEELINGS TOWARD THE COMPANY IN ONE SENTENCE.





**ATTENTION:
You are now
property of
the Company.**

LAST
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