

Project Introduction

Initially the project was started as a homebrew table top roleplaying game system. Inspired by games and multimedia works such as ShadowRun, Cyberpunk 2020, Ghost in the Shell and Fast and Furious: Tokyo Drift. This project takes a lot of things from ShadowRun specifically due to originally being planned as a D20 simplification. However there are many major differences to set it apart. First and foremost, ShadowRun involves many high fantasy elements such as different races including Elves, Drawves, Orcs and T rolls as well as magic. None of these are present in this project, there are only humans and cybernetic augmentations. ShadowRun also takes place in the 2070s where technology is vastly different. The theme of this project is to take place between the 2030s to 2050s. Many of today's present vehicles, weapons and pop cultural trends are still present, unlike the source works. ShadowRun is also heavily focused on corporate espionage where players are cast into the role of someone working in the shadows for Mr. Johnson and kidnapping scientist from untrustworthy dragons. While ShadowRun mentions crimes of different natures, the system and lore was found to be very lacking in representing the true underworld. The goal of this project is to put players into a futuristic world where style and aesthetic are highly regarded, similar to Cyberpunk 2020, where they are brought into a dark and gritty underworld. In this world the youth have taken to night life entertainment as the way of life. Young adults who just got their first car are hitting the streets, going to night clubs, gambling and attending parking garage meet-ups where people of all backgrounds come together to appreciate vehicles. Issues among patrons are settled with rubber on the asphalt. As people gather, like minds form cliques and eventually these small pit crews take to representing territory. Little do they know that what they consider to be their turf is actually under the possession of much bigger powers. Several major crime syndicates control the nation and simply allow the minuscule turf wars to go on as entertainment for they serve as neutrality events. Players will quickly learn it isn't just about having a fast car and looking stylish, true power is backed by lead and money. In order to advance, players must either join the affiliated, become free agents for hire or build the strength of their crew enough to stand among the top equally. Unlike ShadowRun, players here will be tasked with street level dirty work, delivering drugs and weapons from place to place, racing for territory and occasionally pulling the trigger of their often openly carried guns. Others in the life style aren't the only enemies. As the rate of crime and fighting increases, the national police have began to show a revival.

Settings

~~Hong Kong, branded as the world's entertainment capital is truly a country that never sleeps. During the day the majority of people live everyday normal lives innocent to the reality. On the surface it is the place to go for fun, home to many clubs, bars, casinos and red light districts. it is also full of youth expressionism through cosmetic body modifications, new technologies, tricked out cars and illegal recreational drugs. due to being an export processing zone, laws aren't as strictly enforced if at all, however a recent increase in gang warfare and power struggles has prompted an opportunity for police to regain some control. many small gangs compete for control of territory,. Several major groups control entire districts spanning multiple-kilometers of territory and make up the organized crime and distribution of products and services. these groups are well aware of each others presence and maintain a neutrality pact. for their own entertainment they allow the smaller sprawls to believe they hold value to the region's crime and often hold events such as organized street racing to rally up the smaller groups. It is common for people to own and publicly brandish fire arms in plain sight and to settle issues with lead. so much that hardly anyone other than outsiders consider gunfire abnormal. live and let live is daily life among the entertainment here.~~

The game's timeline is set in the near future, taking place around the 2030s to the 2050s. Technology is slowly improving, but not to the high degree of floating vehicles and intergalactic travel. The majority of technology in the world is still close to that of the 2010s and many older technologies may still be found. Iconic weapons such as the Colt m1911 and the Kalashnikov AK74 are still widely used. Cars from the 70s and 80s can still be found on the streets mixed with modernized cars that can drive themselves depending on where one is at in the world. Due to economic and political disdain the tech bubble of the 21st century has slowed itself down, however that isn't to say new technologies haven't emerged and became widely adopted. Smartphones were eventually replaced with commlinks that project holographic interfaces before people, among accessories such as eye contacts and glasses that can render displays covertly. There has also been some breakthroughs in human augmentation allowing those with the money to afford it, to cyberize their bodies with prosthetic limbs. For many the desktop computer and television have been replaced by paper thin screens, which can be used as wallpapers on a wall in a home, that make the top gaming PC's of 2017 look as weak as a Trash-80, controlled by commlinks.

There are two major, interconnected, regions in which the game will take place in. The first is an extremely authoritarian mainland. Comparable to George Orwell's novel *1984* and present day America, everyone here is surveyed from birth until death. Nearly every aspect of life is predetermined and closely monitored. The wrong Google search or taking certain classes can lead to being branded as a terrorist despite innocence resulting in arrest or worse. Anyone who doesn't confirm to simply moving through the motions of life by going to school and working a job in a socialist-esque environment is ostracized by the many, often to be criminalized. Every person carries Social Identification Number (SIN) card which details everything from their geneolgy to their education, licenses and certificates, medical history and acts as both their debit and credit cards. Without a SIN it is near impossible to do almost anything in the modern world. The second region is an Export Processing Zone, EPZ for short. In a world with a global economy it is necessary for a country to be able to import and export goods around the world. The mainland's government imposes strict regulations on what can be manufactured and allowed in the markets however, officials recognized the importance of EPZ's and designated a peninsula to be one. Here the government has relieved itself of any intervention outside of the issuance of SIN's and customs at the border of the mainland and EPZ to regulate what goods may make it inside. Due to the lack of government intervention the EPZ is considered to be a neutral zone where the corporations make up the laws of the land. It is here that old vehicles and technology continue to see daily use by the majority as it is all one can afford in a highly capitalist society. The EPZ also serves the mainland another purpose. Sometimes called the "Worker Ant Principal" when there is a group of lazy people or those of a lower status, the rest of the society works harder. To the people of the mainland, those from the EPZ are nothing more than lawless savages and beggars, a common group for all of the mainland to belittle and boost morale in the regime.

Major Groups and NPCs

Police Task Forces

There are several different police forces present in the game. First and foremost there is the mainland police force, which will spawn at almost any disturbance to the peace no matter how big or small it is. Even something as simple as a misdemeanor traffic violation can trigger the dispatch of a small unit. In the EPZ, each major corporation either has its own security force or holds a contract with a private militia acting as a security force. These can be deadlier and tougher than a legion of blues from the mainland, although they will generally leave people alone as long as nothing is done directly to them or the corporation they work for.

Han

Han is a small network, roughly 500 members in size, of professional black market fixers and information brokers. If there is anything stolen that needs to be cleaned, Han is the go to. Not only will they clean the goods, but they'll pay you for obtaining them. Looking for information on another crew or something going on in the underworld or with the police? Han's information network is unmatched. However, who one knows and what goods they have access to through Han is relative to their own affiliation and status. One can't expect to be a new punk on the streets and get information on the next big moves by the major players. There is always at least one representative showing up to races and at clubs at any given time. Apparent by the tendency for members to drive Nissan GTR's that can pass for a civilian's car outside of a small logo on the rear passenger windows.



Wonderland

Gertrude "Alice" Hargreaves is a young British woman who grew up in Victoria, Hong Kong. As the heir to a wealthy family, she has near unlimited funds. However, like anyone with the kind of money she has would, Gertrude was quite apathetic towards life. Searching for something to be interested in order to kill her endless boredom until a few years ago, that is. One night she was attending a formal party on behalf of her family who lives overseas when a violet haired woman with a tattoo of a dragon eating a rose jumped through a window. Chased by some thugs, the violet haired girl, armed with two machine pistols turned the party into a blood bath before escaping. Although Gertrude was left unharmed physically, she was mentally twisted having finally found something of interests to her, the thrill of crime. She immediately had her servants inquire about the woman, learning about the underworld's racing scene and in particular about the Scarlet Devils. She then spent a year undergoing various augmentation surgeries and training in firearms, likely with the Devils' help. Over the last couple of years she, and her protective servants, has proudly left several high profile blood baths and robberies in her wake while dressed as characters from the book Alice in Wonderland.

Crimson Devils

Growing up in the mainland, the leader of the Crimson Devils saw nothing but hypocrisy and deceit in her surroundings. Hating the system with a passion for she recognized the truth she was living in early on after a trip into the EPZ as a child. As a highly intelligent, critical thinker she played the system with a goal to crush it. She went through her schooling taking many courses on business administration and technology, eventually landing a government job as a security analyst. Taking all of her knowledge and the tools at her disposal, she created a system to bypass the regulators on vehicles and spoof vehicle information, among other regulated goods. Consisting of high school friends she recruited to help her group was rather unknown until she came in contact, perhaps by luck, with Gertrude's butlers at a racing event in the EPZ. By partnering with Gertrude for funding, her criminal enterprise expanded into a full time lifestyle and a highly well organized syndicate. The Crimson Devils would specialize in stealing high end super cars such as the Paganu Huarya and Hennessy Venom, smuggling milspec guns, narcotics and hacking the systems the leader helped build while employed as a security analyst. Having a fondness for vampires, the leader eventually had bat wings surgically grafted onto her body, something that out of sheer respect alone many of her followers have also done if not wearing fake cosplay wings at the least. Like her, they also dress in highly fashionable business-like clothing with a mix of the Victorian era Gothic Lolita matching the super cars they drive.



The League of Gentlemen

Well dressed in a tailored suit donning a trilby or fedora is a gentleman. Give him a fancy vintage car, something to smoke or drink, a deck of cards or some dice and lastly a vintage Thompson Machine Gun and he's a member of the League of Gentlemen. A polar opposite to the Crimson Devils, The League of Gentlemen is the epitome of the classic western gangster of the prohibition era a century earlier. Only men are allowed to join and all share a fondness for the vintage. Members of the League are excellent con artists. They pretend to live by a strict code of etiquette and chivalry, opening doors for women, laying down their overcoats in puddles and giving fine compliments they convince women of all ages to go on dates to a 1920s themed bar. The unsuspecting women then find themselves waking up from a splitting headache in a burlesque themed brothel while men sit around gambling. The League of Gentlemen specializes in prostitution rings, racketeering small businesses for protection money against street thugs and gambling of any kind. Be it poker or street racing, the bookie is almost certainly a gentleman. They have very little technological presence, if any.

Tsuki no Yume (Moonlit Dreams)

Hailing from the land of the rising sun is Tsuki no Yume, a rival to both the Crimson Devils and the League of Gentlemen. This group has been aggressively rising to power on the eastern side of the EPZ where neither has influence, however unlike the other groups Tsuki no Yume is radically different. Many members willingly whore themselves out as refined Geisha and punky Harajuku girls to raise funding for their sadistic, sociopathic commander rather than being kidnapped and forced into their dirty work. Due to the lack of funding compared to the Devils, Tsuki no Yume has taken to filling a different set of niches, imported tuner cars like Nissan and Mitsubishi, katana swords and easily concealable PDWs. The commander is hellbent on starting a war with the Devils leading to some rumors of an unrequited love for the leader of the Devils or perhaps a failed relationship in the past.

- Amethyst Rose Dragon
- augmented narc squad for hire
- work goes to the highest bid indiscriminately
- kidnapping, assassination, corporate warfare, hacking, delivery
- only one known member, however there are about 5
- considered a myth
- group is named in reference to the known member's tattoo
- despite the small size, the group has an uncanny ability for breaking high level security on the matrix and in corporate buildings
- known member handles wet work in the underworld while the unknown members strictly focus on the corporate world
- only the top ranks of the major players know how to directly contact and contract the narc squad, not including Wonderland. although Wonderland is highly interested in and inspired by them.

- Black Chrysanthemums
- drugs, prostitution, forced augmentation, augmentation stripping, human trafficking
- controls several red light districts
- ~3000 members world wide
- at present, less concerned with dominance in the underworld world, willing to let the other groups take some of their load off their hands to pursue a transition into corporate dominance.
- industrial sabotage, assassinating corporate rivals, espionage and kidnapping high value employees to work for them, also known to bully rivals by targeting family members
- rooted into the system to the degree of having planted members in various corporations including the anti crime unit and augmentation clinics
- is not involved with the other major groups, although pre-existing before Victoria became the entertainment capital it is.

Creating A Character

The game will employ a traditional Roleplaying Game character system inspired by D20 Modern and ShadowRun. This sets it apart from every other MMORPG currently available and enables a vast amount of freedom in play styles. As such, some players may consider this system to be niche and unappealing as well as tedious. It is expected for players to spend at least 30 minutes to over an hour on creating a character. Every character has a set of attributes which will affect how they interact with the world, in addition to these attributes there will be many skill categories to cover most mechanics. After the creation phase players will find a sort of skill tree where they can pick specific abilities. Some abilities will be hidden and only revealed in a player's tree upon certain conditions being met. Skill points would be accumulated over time through a combination of repeatedly doing various tasks, participation in missions and experience gained from killing things.

Character creation will consist of a 5 part process. The first part is attributes. Attributes are the core of determining the abilities of characters. There are 5 different attributes which affect a number of things in the game. These traits have a range of 1, untrained, to 10, Olympic gold medalist. During this creation phase there is a limit of 25 points which players may place however they would like. After attributes, the second part of character creation is Knowledge Areas. This is a list of broad categories in which a character has knowledge in. The third part is the Feat tree, a tree of abilities based on the prior two parts. Found in this tree are both passive and active abilities. Passive abilities may be toggled on, however no more than 3 at any time and active abilities may be placed on the hotbar keys 1 through 0. These are special abilities in addition to attacking and interacting with the mouse. The fourth part is simply the starting location of the character. A player may choose either the Mainland or the EPZ as a starting location. This choice will determine where they spawn in at and some bonuses such as extra reputation gain with the Crimson Devils who also started in the mainland. The fifth part is the visual creation of the character and starting equipment. It is in this last phase that players will determine the look of their character as well as some basic starting equipment with a limit of 30k starting monies. Any unused money will be kept upon spawning into the world. Below are the initial tables of Attributes, Knowledge Areas and Feats. These tables may be incomplete, a future document will contain more expansive tables.

Attribute	Description
Charisma (CHA)	This stat is primarily used for interaction with NPCs. It will determine available choices in dialogues, the chance of successfully gathering information, secure deals and better prices with NPC merchants, anything social.
Constitution (CON)	This is used for anything related to health. For example a character's maximum hit points are determined by "HP = CON * 15" Note that wearing armor mitigates damage taken. This is also used in resistances such as to narcotics.
Dexterity (DEX)	The finesse of the character is determined by the dexterity score, how fast and precise one is. This is used for aiming a gun, attack speed in melee combat, parkour and other acrobatic maneuvers, things which require either precise or fast movements.
Intelligence (INT)	Used for a variety of things from NPC interaction to just about anything involving logic. Hacking skills use this attribute, craftsmanship, certain abilities in which logic thought is assumed.
Strength (STR)	Clear and simple, this is the strength of a character. How much can one lift and hold in their inventory, in melee combat it determines how hard a character hits another. Anything in which muscle power is the key factor.

* Groups cover everything underneath them until the next group. Putting points into a group disables the option to specialize knowledge in specific areas, however it keeps all of the areas under it equalized to the same rating.

Knowledge Area	Description
Automotive (Group)	Broad knowledge of vehicles.
- Identification	Basic knowledge of different makes and models of vehicles, at higher ratings allows for determining specs such as the drivetrain and horsepower.
- Mechanics	Mechanical knowledge of vehicles. Enables the ability to use an autoshop to repair and upgrade vehicles as a player character without the aide of a NPC character.
- Maneuvering	Performing specific maneuvers such as Double Clutch shifting a manual transmission.
Firearms (Group)	General knowledge of firearms.
- Identification	Basic knowledge of arms manufacturers and models, at higher levels can determine specs such as estimated range, ammo count, rate of fire, etc...

- Handguns	Proficiency in handguns, includes semi-automatics, holdouts and revolvers.
- Automatics	Proficiency in automatic guns including SMG's and Assault Rifles.
- Shotguns	Proficiency in shotguns.
- Long Arms	Proficiency in long guns including bolt action and semi-automatic sniper rifles, sports rifles and anti-material rifles.
- Armorer	Enables a player character to craft, repair and attach modifications to guns.

Tired.... Will finish later....