

CyberPunk

Welcome To The Future -- 2080

Note: By playing in this game with us, you are agreeing to this Charter.

This is a living document which may be amended at the consent of the GM, after discussion with all current players. It serves as campaign documentation of house rules and expectations of all participants.

Campaign Overview

It is 2080, and the future is a dark one. If you've seen the movie Blade Runner or Judge Dread, you've got a pretty good idea of what kind of world you are in. The corporations have control over most of the world -- so much so that the USA is now known as the Incorporated States of America or ISA. The rain over the megacities is so toxic that it can burn exposed skin and the ice caps have melted so that most coastal regions are drowned out -- or were rebuilt as Venice-like cities.

The central plains are a wasteland akin to the Mad Max movies, with gigantic agri-dome dotting them. Out here you don't have to fear the weather as much as the city dwellers. Out here the Corpsemen -- Corporate Controlled Police, a la Robocop -- will actually try to serve and protect, or at least might take a bribe. And out here, there are very few monitoring systems, as the power is needed to create water and keep the domes inflated and producing food for the megacities. Here is where you find yourselves, and today is going to be a very interesting day.

General Setting Notes

The campaign will be set in a slightly altered CyberPunk world, where Bioware and Space Travel are more advanced than a standard CP2020 world -- there are space colonies on Jupiter's Titan moon, Mars, in the Asteroid Belt, and on Luna. Obvious augmentations are frowned upon in the cities, but in the wastelands, people overlook them -- some even look upon them as status symbols. The 'net is everywhere and almost everyone has a pocket AI. In the cities every display is a two-way security device and in some areas, even the glass is. In the outlying areas, only important buildings and security areas have them.

The GM asks that any inconsistencies between his descriptions and official descriptions be ignored and not brought up at the table during play -- as this tends to become a tangent discussion that destroys the suspension of disbelief and breaks the flow of the game. The GM does invite anyone wishing to discuss these issues to converse after the game session has ended for the night.

System Used

This campaign will be using the *CyberPunk 2020, 2nd Edition* game books -- also referred to as CP2020.

Supplemental Materials

The main rulebook, NeoTribes and the 3 Chrome books are allowed. Everything else is considered out of scope. Exceptions may be allowed on a case by case basis. The GM is willing to modify this, if the request fits within the current setting. Feel free to ask before or after the game session -- but not during. Once ruled, please accept the GM's decision.

Play Style

The campaign will use a hybrid style of play, combining location-based and story-driven adventures -- this should provide plenty of chances for character growth and development, as well as an epic story that everyone can sink their teeth into and help to expand. Players should expect there to be consequences for their PC actions -- both good and bad.

The GM has a storyline framework in place that should be readily apparent and easy for the PCs to hook into. Should the players ignore these challenges; the plots will unfold without hindrance and make large impact upon the game world and on the PCs themselves.

Inter-PC Conflict

Unless a discussed beforehand with the GM, it is understood that all the PCs are working together as friends or at least allies. Extended PC on PC conflicts are NOT allowed! (We understand that minor disagreements will happen) Players should not take PC conflicts to heart -- remember, it is just a **GAME!**

Even If The GM Is Wrong, Please Don't Interrupt Gameplay!

Please do not argue with the GM during play by starting a rule discussion. The GM has made a call that he believes was best for the situation -- he's also only human and may not remember every little piece of minutiae so don't call him on the **SMALL** stuff.

If you have an issue with a ruling, be courteous to the other players and discuss it with the GM after the game session has finished or during a break, if he's available.

Most Common House Rules

The GM has added these House Rules to promote a more fair and balanced game play:

1. This is a **GAME**, that we play for **FUN**. If you cause a disruption that the GM or any other player feels is pointless to the game, they can ask you to explain yourself, and if you can't, to everyone's satisfaction, you will be asked to stop and redo your action. If the disruption continues, you may be asked to leave the table or even the game.
2. No game books or electronics at the table (We want you focused on the fun of gaming and group cooperation)
3. Have fun! Be Creative! (This is a Anime-style Dark Future game -- anything's possible, if you put enough into it.)
4. Don't fear getting hurt! Your meat can be replaced with metal!

Unknown Mechanics

Should an event occur where the official rule of the situation is unknown, the GM will provide a session ruling to maintain the flow of the game. Play will not stop to lookup the rule -- the ruling will stand for remainder of the current gaming session.

Dicing Styles

Each player will declare one style of dicing that they will follow for the current session:

1. They will read the dice wherever they stop -- dice off the table or sitting skewed will be re-rolled, or
2. They will read only the dice that stay on an item -- such as a pad of paper, their PC sheet, etc. -- otherwise the dice that are not on that item will be re-rolled.

Player Responsibilities

The CP2020 combat system is setup to be run at a very fast pace -- each combat round is a three second increment -- so you need to keep up. Therefore the GM will only allow for roughly 30 seconds to transpire between actions. If you have not acted by then, your turn will be skipped -- so the next player may act -- and it is assumed that your PC couldn't cope and froze up.

Therefore, you should:

1. **Know Your PC's Mechanics:**
Every player is responsible for knowing the mechanics of any abilities, powers, skills or items their PC possesses. The GM highly recommends that you have the printed full text of anything uncommon for reference during the game otherwise it falls under "Unknown Mechanics."
2. **Have Your Next Action Ready:**
Players should not wait until their turn arrives to think about their next action -- Please determine your moves before it becomes your turn. This will keep combat from become drawn out and detracting from our gaming experience.
3. **Have Your Character Ready:**
If your PC gains any new abilities, powers, skills or items, be sure to adjust your PC sheet accordingly before the game session begins. The GM will make every attempt to help players do this, but it is encouraged that this is done off-line between sessions.

Logistics

The GM is willing to accommodate up to five players, but reserves the right to refuse admission of any new player without giving a reason. New PCs will begin play at the same level all the other PCs started at.

The GM will attempt to conduct the campaign once a month. On either the first Saturday or Sunday, whichever works best for the players. Unless otherwise noted, this campaign will be run at his residence and will begin promptly at 15:00 hours (3:00 pm). The game session will run until 2200 hours (10:00 pm). Of course, if the GM and players are available and agree, the game can last longer and be played more frequently. The GM will try and schedule 5-10 minute breaks every hour or so -- where it won't disrupt game play.

Events will be scheduled on Facebook.

Snack foods and drinks are the responsibility of each player and should be handy before play begins. The dinner meal will be planned on the Facebook event -- this usually entails the GM purchasing the supplies to be cooked, so the Players will need to bring \$5 to the event.

Cancelling Sessions

If the GM or a majority of the players are unable to make a game day, he will cancel the Facebook event or Friday. The primary method of contact will be the Facebook group.

Campaign Website

The GM will create a Facebook group for logistics and to serve as a place to communicate between sessions. He will also use the gamenight.wyldeside.com website for campaign write-ups to and any players' write-ups as well. Hopefully these websites will become a primary resource for the players use and add to over the course of the campaign.