Welcome To 2080 A CyberPunk 2020 RPG

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 movies like: Blade Runner, Cherry 2000, Children of Men, Cloud Atlas, Death Race, Demolition Man, Doomsday, Dread, Elysium, Equilibrium, Gamer; Anime like: Appleseed, Armitage III, Black Magic M-66, Bubblegum Crisis, Ghost in the Shell, Technotise: Edit & I; TV Shows like: Almost Human, Borealis, Continuum, Dark Angel, Defiance, Outcasts, Revolution, Total Recall 2070; 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 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. Players will have 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! (Anything's possible, if you put enough into it!)
4. Don't fear getting hurt! You are Heroes -- that's part of the job description!

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

1. Unless otherwise declared, Option A is assumed for all players. Each player can declare one style of dicing that they will follow for the current session:
    a. They will read only the dice that stay on a specific item -- such as their PC sheet, a pad of paper, etc. -- otherwise the dice that are not on that item will be re-rolled, or
    b. They will read the dice wherever they stop.

2. Dice that go off the table or that are sitting skewed will always be re-rolled.
3. Dice will only be rolled after the GM requests a roll (i.e. no pre-rolling) and be rolled openly, so that everyone can see them.
4. Players will not pick up or touch their dice once they have been rolled, so that everyone has a chance to view them.

Player Responsibilities

The campaign is setup to be run at a very fast pace, so you need to keep up. Therefore the GM will only allow for roughly 30 seconds transpiring 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.

Therefore, you should:
1. **Know Your PC's Mechanics:**
   Every player is responsible for knowing the mechanics of any abilities, powers, skills, spells 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, and be ready with alternative moves if things change before your turn is reached. This will keep things from become drawn out and detracting from everyone's gaming experience.
3. **Have Your Character Ready:**
   If your PC gains any new abilities, powers, skills, spells 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 conduct the campaign on Sunday, when the group has picked CP2080 for that event.

Unless otherwise noted, this campaign will be hosted at his residence and will begin promptly at 15:00 (3:00 pm). The game session will run until 22:00 (10:00 pm). If the GM and players are available and agree, the game can last longer.

The GM will try and schedule 5-10 minute breaks every hour or so -- where it won't disrupt game play.

All events will be scheduled on the Facebook group.

Meals & Refreshments

Snack foods and drinks are the responsibility of each player and should be handy before play begins.

Players need to bring $5 to each event for the group meal which is provided by the Host. You may opt out of the meal if you prefer to bring your own food. Water, tea & coffee will also be provided by the host.

Cancelling Sessions

If the GM or a majority of the players are unable to make a game day, he will cancel the event on Friday before the event. Always check on the group before you travel to an event.

Campaign Websites

The GM will use the 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 and player submitted write-ups. These sites will be the primary resource for the campaign.