

Dragons & Danger Compilation + Rotting Realms and Rotting Renaissance Modules

This is all the additional modules you need to play Dragons and Danger + the Modules for the Rotting Realms setting and the Rotting Renaissance Setting Expansion.

Dragons & Danger: A C.A.S.T.E. Struggle

by Bryant Baxter

Inspired by Dungeons & Dragons, By TSR & Wizards of the Coast

Global

It's Classy to Race: Dragons and Danger should employ the Open Classes module and the - List of Races- module (shown below).

Ultra-Tech: Dragons and Danger should employ the Ultratech module and by extension the Tech level module. Generally the Tech level of a dragons and danger setting is Iron Age.

The Labours of Men: Dragons and Danger should utilize the Theory of Labour and Wages (as it better balances the power of magical equipment's.)

Educate Me!: Dragons and Danger should utilize the Theory of Education (as it better creates usefulness for in game downtime)

Don't be an Astral: Dragons and Danger should use the Astral Projection (Neuronet) module for rules concerning functioning within the astral. Access to the astral is the same as within the module save that -- the special proficiency required to use the Neurocomputer (Astral gem) has all the Talent and stat requisites of a level 9 Supernatural Talent Effect (See Magic Below).

Supernatural Talents (MAGIC)

Schools of Magic: All Supernatural Talents are must be put into one of the standard schools of magic which should be noted in the description of the talent. The schools are Enchanting, Necromancy, Illusion, Divination, Conjunction, Transmutation, Evocation, Universal (Check the proper source materials for details)

Magic Items: Equipment enchanted with Talents requires their talents restrictions to be built into the equipment (Holy symbols built in, Spell words inscribed ... etc). Items that fail at this become unstable and cursed. Furthermore all enchantments require the school of magic to be defined.

Types of Magic: All Supernatural talents fall into the following categories: Arcane magic, Divine magic, Psyonics (optional).

Arcane Magic:

Arcane Restrictions: Arcane Spells are unable to directly heal people.

Wizards: The magic of Wizards follows these guidelines:

Forced Restrictions: Wizards always apply and receive bonus from the following restrictions: Requires at least one hour of

morning contemplation with spell book, (spells must have at least one of the following:) Verbal, Material: Focus/Reagent, Somatic (aka: Requires a lot of space for highly exaggerated gestures)

Scribing: Alternatively or additionally wizards can simply/also apply the Scribing Module (shown below).

Sorcerers: The Magic of sorcerers (except where already noted) follows the standard Caste rules.

Divine Magic

Divine Restrictions: Divine Magic is unable to directly harm people.

Cleric/Priest/Paladin: Divine magicians always apply and receive bonus from the following restrictions: While in the Favor of Chosen Deity, Requires Holy Symbol, (spells must have at least one of the following:) Verbal, Material: Focus/Reagent, Somatic (aka: Requires a lot of space for highly exaggerated gestures)

Ain't no god, Just Ideas: In cases where no direct deity exists following the tenants will suffice

Optional: Psyonics

Psionic Restrictions: Psyonics are unable to create things from nothing.

Standard Caste: Apart from what is already listed Psyonics follow standard Caste.

Equipment

Modern Tech: In some settings Supernatural Talents can be applied as "tech" rather than using one of the schools of magic. Talents marked "tech" are generally handled using guidelines in the Ultra-tech module.

Energy costs: Equipment with Supernatural Effects designated tech, must spend essence In order to activate the talent.

The Rotting Realms: A CASTE Struggle

By: Bryant Baxter

This module will detail the rules surrounding the Rotting realms setting.

Global

Dragons and Danger: The Rotting Realms is a setting played using the Dragons and Danger: A CASTE Struggle Module (shown below).

The Blessings of Darksun: Disease is a major theme in The Rotting Realms and as such employs heavily the *Disease* Module.

Dimensional Barrier: The Rotting Realms is closed off from the rest of the multiverse. With the exception of inner world portions of certain dimensions (such as elemental and spiritual/astral planes) any attempted travel between worlds will result in swift putrescent

death the destruction/enslavement of the soul (to Darksun).

Blips: It should be noted that on occasion, for whatever reason, people tend to accidentally travel between other worlds and the Rotting Realms. These instances are usually referred to as blips.

Nobody is smart enough: There are no psionics (mind over matter based psychic powers) in the Rotting Realms.

Ripping the Fabric: The use of any Supernatural Talent of Level 6 and above has a chance to conjure a demon of the rot with motives entirely their own (beyond the obvious). The chance that such an entity will appear is 10% at level 6 and an additional 10% for each level beyond. This entity may appear on any plane or quazi plane connected to the caster (and without proper ability to see such thing may stay undetected for a LONG time).

Talented Gear: Magic produced through Supernaturally Talented equipment does not trigger the “Ripping the Fabric” rule but producing/enchanting those effects requires constant casting that will almost certainly cause such an event or tainting of the item.

Potency of the Event: The overall potency of the demon should be gauged by the level of spell cast with more powerful entities being much rarer than simpler creatures. Though the final decision ultimately rests with the GM.

Leaden Legacy: In the Rotting Realms magic is trumped in nearly every way by lead. When applied to equipment lead, by absorbing magic, will bypass all magical wards and keep the wearer from magical harm. The following rules apply when dealing with lead and leaden equipment:

Application: When purchasing standard effects for equipment one can make the effect “leaden” for 500 monies (rather than the standard 100 monies). Though leaden effects have a greater final cost they provide the same effect and are worth the same monies value with respect to creating the equipment (size, time to craft etc.).

Absorption: All leaden gear can and MUST apply its effects to defend against magic as if its designated caste(s) were to defend against that spell.

Once Again... : All leaden gear has the ability to use its full effects a second time.

With Burning Feeling: If necessary, leaden gear can and MUST use the second instance of its effect to defend against magic. If used, that specific effect (read: section of the equipment) begins to melt (molten lead), cause environmental hazard, and lose that effect including its absorption abilities until the magic bleeds off, the lead cools down, and is repaired (without treatment cooling could take several painful minutes).

Share the love: All primary defences among all leaden devices on a character must be exhausted (and that characters other relevant defences exhausted or ignored) before the second instance on any equipment is used.

Cooling Refreshment: Any capacities used by (non-molten) leaden equipment to defend against magic is refreshed at the start of a

characters initiative.

Lead Footed: Lead applies its “Absorption” and “Once Again” effects after all other effects have been used or opted to not be used.

The Rotting Renaissance: Oil-Punk Fantasy in the Rotting Realms

By: Bryant Baxter

This module will detail the additional rules/features surrounding the Rotting Renaissance setting expansion for the Rotting Realms.

Not Modern, just Oily: The “Modern Tech” rules of the Dragons and danger module does not apply. The following Blister rules replace them.

Boundless Blister: Since Darksuns death the substance known as blister has been discovered in great quantity. It has the following properties:

The Price of Blister: 100ml of raw blister, unrefined, is worth roughly 8 monies.

Magically Unrefined: Raw Blister, when properly prepared can be taken as an elixir or burned as incense. Each prepared unit of blister has/grants a pool of 10 essence to be used by whomever is in contact with the blister (generally the potion user or anybody in the miasma of incense)

How Big is Your Unit: A unit of blister generally fits in small vial and takes up roughly 100ml.

Blister Diaries: Blister can be crafted into a (up to) 10 essence consumable (as described in “Magically Unrefined”) in the same way any other equipment of that type could be made and requires basic alchemical tools or access to magic to refine. Unlike standard materials, using raw blister reduces the cost of the equipment, its size, and armour for the challenge to 1/10th.

Unrefined Blister

Description: Tarlike substance that has been prepared for use.

Effect: +10 essence

Cost: 10 monies

Artistically Refined: Raw blister, after much refinement, can be made into refined blister. Each unit of refined blister grants a pool of up to 100 essence to be used by equipment that is designed to use blister.

Blister Diaries 2: Blister can be crafted into a (up to) 100 essence consumable (as described in “Artistically Refined”) in the same way as preparing raw blister for use save that for each point of essence above 10, the challenge gains +10 to defence (2 bonus dice). Additionally 2 units of blister will account for all materials costs.

Not so simple: For every essence above 15 the challenge may negate 1 simplicity if applicable.

Priceless: Blister cannot be fabricated magically in any way.

Oil-Punk Tech: With the advent of near limitless supplies of energy from blister many new magi-technological innovations have been invented. Here is a list describing how blister can be used to enhance item creation:

Blister Engine: Any equipment that wants to make use of any Oil-Punk tech features requires a blister engine. A blister engine is purchased like any standard equipment effect except it costs 1000 monies (but is still worth 100 for the purpose of item size limits).

Note: Space for Blister: The equipment also needs access to the blister that it will be using. Keep that in mind when taking your equipments effects (one unit of blister is generally 1 unit of size).

Blister Gets Meta: Equipment may purchase Meta-effects in the same way and at the same cost as standard effects. Meta effects purchased in this way require 1 essence expenditure per turn to be used in that turn. Descriptions for how these effects are employed must fall within the boundaries of pseudo-physical reality (meaning: it isn't magic but it plays fast an loose with physics and engineering).

All In: All an equipments effects must be purchased if any are to be used in that turn.

Split Engines: Multiple blister engines can be used to split meta effects as desired so that one need only purchase effects attached to one engine if desired.

Power of Dirty Magica: Supernatural talents can be crafted into items at half cost and without using specific magical energies (and thus not triggering the Ripping the Fabric rule). Such equipment requires a blister engine to use and an expenditure of 2 essence per level of talent to make use of the supernatural effects. Each use of these talents does trigger the Ripping the Fabric rule when applicable.

Fat Magi-tech: Apply the Ultra-Tech module to equipment that uses the Power of Dirty Magica. Ignore the Equipment rules in the Dragons and Danger module.

Turn Me On: If essence was not spent in an items last turn some sort of movement is required to turn on a blister engine (generally a pull string or crank.)

Module: Scribing

By Bryant Baxter

As an alternative to the point consuming method of attaining supernatural Talents or in settings where magic is traded in arcane tomes the scribing Module is very useful.

Magical Equipment: This module assumes The magical equipment module is being used.

Arcane Tome: An 'Arcane Tome' is special type of magical equipment whose talents can be added through 'Scribing'. It works like any other magical equipment save for the following:

Tome Use: The use of tomes requires proficiency in the same way as a broad range consumable ([Caste: Activate Magic] +

[Restriction: The Item] which can be broad enough to accommodate a wide range of similar items [Tomes])

It's Just Words: Talents added through scribing do not modify the value of the Tome for the purposes of sundering etc.

It Takes Skill: A character requires 3D6 worth of 'Contemplate Magical Theory' damage per level of Talent to perform that Scribed Talents action. (a level 4 Talent requires a 12D6 damage in 'Contemplate Magical Theory')

Scribe Spell: Scribe Spell is a caste of crafting action used for adding Adding Supernatural Talents to an Arcane Tome.

Scribe Costs: Each level of talent to be scribed adds 10 hp and 100 armor to the challenge and 500 monies to the cost in specially prepared inks and materials.

Copier: Having full access to another tome with the desired supernatural talent counts as unrestricted access.

Module: Ritual/Contacts

By Bryant Baxter

In games of high magic where wizards have broad powers to manipulate reality it is possible to define their broad powers using the Ritual Module.

Global

Simplicities: This module assumes the Simplicities module is in use.

Supernatural: This module assumes the Supernatural Talents module is in use.

Supernatural Talents: Ritual

Ritual: 'Evoke Ritual' is a crafting action available to any character with a supernatural entry talent and has the following rules:

I get Evoked Hourly: Evoke ritual action for characters only takes one hour.

Denied!: Ritual takes place in one sitting and cannot be interrupted. Interrupting the ritual means the the crafting is forfeit and an appropriate quantity of materials should be consumed.

Production: Evoke ritual can only create one single-use Talent of any level available to the setting. The talent is activated and effects take place immediately upon completion of the Ritual (just like a normal action).

Not my School: Characters can only produce talents (or aid in rituals with talents) that match up with their entry talent.

Ritual Costs: Each level of the talent in the ritual adds 10 hp and 100 armor to the challenge and 100 monies to the cost in materials (these numbers already pre-suppose that the talent is consumable).

Impossibly Powerful Magic: The Rituals challenge gains a

simplicity to defend your action for every level the desired talent is greater than the crafting character could link.

Contact Alteration: In more modern settings (or not) one can tweak the Ritual rules to instead explain a vast array of contacts capable of mobilizing to meet your ends. Perhaps even changing costs to debts to be recalled at the whims of the contact. This way the character gains the powers and the GM gets an endless hook for new adventures.

Special Materials: Monies costs of ritual represent multiple different reagents and articles required in creating and performing the ritual. Sometimes in the case of powerful Effects the GM should impose a small list of materials that might be required to create the ritual effect.

Module: Diseases

By: Bryant Baxter

This is a module that defines diseases and how they can be created using the CASTE rules.

Entity: Diseases

Diseases are abstractly an entire apparatus of small organisms that, by their existence, destroy the body

Nature: Diseases, regardless of stats, do not think, do not move without talents (see "Contagion" below), and have no concept of will. They spread at every opportunity and can only survive within a host (or in transit with airborne diseases).

Talents and Effects: Diseases apply each of their Talents in one of the following ways:

Debilitate: The disease locks the talent when a similar talent exists. When the infected has no like talents they then instead suffer a penalty equal to the effect of the talent (when applicable).

Empower: The Talent functions for the disease as any talent would normally using the standard rules.

Spread and Grow: The infected character does not generally experience the full effects of the disease immediately. When a character is first infected a disease has all its Talents locked and may immediately unlock one Talent. After each day the disease may unlock one more Talent until all Talents are unlocked. Talents unlocked are considered a supernatural effect of the talents level applied to the infected (they are not status effects).

Not feeling the symptoms: A Diseases talent must be properly linked in order to apply any effect.

Like a Ton of Bricks: When a disease unlocks a talent they may immediately perform a "biological attack" that if successful swoons (or does some similarly nasty thing) to the the infected. OBLITERATION has no change of effect but swooning a second time will kill the infected.

Dispelling Disease: If at any time a disease has no unlocked Talents it ceases to exist.

Natural Talents

Diseases may take the following Natural Talents which are always in effect and not subject to or count towards the "Spread and Grow" rules:

C0-10 - Virulence: When the disease gets to unlock their talent they may immediately unlock another.

C0-10 - Contagion: the virus will spread automatically to another character though:

L0 - blood exchange

L1 - Ingestion

L2 - fluids

L3 - touch (prolonged)

L4 - touch (brief)

L5 - cough (or other indirect exposure)

L6 - Airborne requiring close (1/4 range) and long exposure

L7 - Airborne requiring close exposure

L8 - Airborne requiring long exposure at long range (range 1)

L9 - Airborne at long range

L10 - Thoughts or other omnipresent style virulence.

Fighting back: Whenever the disease would unlock Talents the character may, while gaining bonus from any applicable (and relevant) attack and defense talents, attack the disease using a "biological attack" that, if successful, may lock one on the diseases talents. OBLITERATION will lock up to three of those talents.

Module: Open Classes

By: Bryant Baxter

This module creates restrictions on a how a character can spend points by organizing them into "classes".

Global:

Dragons and Danger: This is a module written as an addition to the module Dragons & Danger: A Caste Struggle but can be easily converted to any module.

Characters:

Having Class: Every character must add to their character a class name and three words that describe that class. (Example: Dark Knight: Cruel, Strong, Terrifying)

Stay Classy: Talents that do not have a relation to the characters describing words have double the speed bump requisite.

Dragons and Danger Magic Classes: To be able to take Supernatural Talents a character is required to describe their class using the "Divine", "Arcane", or "Psionic" (if applicable) descriptor which costs two word slots. If a character takes a restriction to that description it only costs one.

Dragons and Danger: Humanoid(ish) Races

By: Bryant Baxter

This module is a listing of Humanoid(ish) races that can be used in

applicable games.

Global

Gotta have Class: This module is meant to be used with the Open classes module.

What about us Humans?: Characters playing humans should receive another character point and chose another class description.

Races

Races can be described using the following template:

Name:

Description:

Nature:

Background:

Natural Talents:

Examples

Elf

Elves are a slender race of near fae who stand near the height of humans. Due to their magical nature they are near immortal.

Nature: Elves have the same nature as standard caste character save that they live on average 1000 years and sicken from prolonged exposure to anti-magic (or non-magical areas).

Background: Classed elves add "Tree folk" to their existing class descriptions.

Natural Talents:

NL4 - Magic Sense [Supernatural Designate]: You are able feel magical fields also counts as a simplicity to notice magical auras; *Restrictions:* Requires concentration.

NL0 - Low light vision [Progressive]: seeing in the dark is simple; *Restrictions:* Requires magic in area, heavy magic creates blinding light.

Dwarf

Dwarves are a squat broad race of underground dwellers. Due to their earthen nature they are near immortal.

Nature: Dwarves have the same nature as standard Caste characters save that they live an average of 500 years may breathe even the dustiest air and sicken without relative contact to the earth.

Background: Classed Dwarves add "Miner" to their existing class descriptions.

Natural Talents:

NL 0 (x3): Stone-Grounding [Progressive]: +10 armor, and +1D6 defense against Magical assaults; only when touching earth, indiscriminate (affects beneficial spells too).

NL 4 - Dark vision [Supernatural Designate]: You can see in absolute darkness (no colour), additionally seeing in the darkness is simple; *Restrictions:* No light may be present.

Halfling

Halflings are small fuzzy footed half sized people with broad smiles, a quiet step and cheery nature.

Nature: Halflings have the same nature as a standard Caste character.

Background: Classed Halflings may add "Pleasant" to their class descriptions.

Natural Talents:

NL0 (x1) Small [Progressive]: +10 Armor against physical actions, Scaling difficulty to physical damages.

NL0 (x1) - Lightfoot [Progressive]: Moving without sound or track is simple, *Restriction:* only when barefoot, when able to see where you step.

Goblin

Goblins are small, nasty, dark dwelling folk who shun the sunlight.

Nature: Goblins have the same nature as standard Caste character save that they sunburn very quickly and can digest nearly anything organic.

Background: Standard classed goblins add "cruel" to their existing class descriptions. Tinker goblins add "Tinker"

Natural Talents:

NL0 (x1) Small [Progressive]: +10 Armor against physical actions, Scaling difficulty to physical damages

NL 4 - Dark vision [Supernatural Designate]: You can see in absolute darkness (no colour), additionally seeing in the darkness is simple; *Restrictions:* No light may be present.

Orc

Orcs are big green skinned brutish creatures that are quick to anger, tough to beat, and slow to pacify.

Nature: Orcs have the same nature as standard Caste characters save that they can subsist for days on nothing but sunlight.

Background: Classed Orcs add "Brute" to their class descriptions.

Natural Talents:

NL0 (x2) Tough [Progressive]: +10 armour, +1D6 [tough] bonus die to physical defences; *Restrictions:* Must be well fed, well fed on meat, At least 1h sunlight within last day.

NL0 (x1) - Strong [Progressive]: Feats of strength are simple; must be well fed, well fed on meat, at least 1h within last day.

NL0 (x1) - Light Eyes [Progressive]: Seeing in the dark is simple; must have had recent exposure to sunlight, effect fades quicker with use.

Bel-shanar

Bel-shanar are small furred catlike creatures whom are used to desert climates and enjoy social interactions.

Nature: Bel-shanar have the same nature as standard Caste characters save that they are strict carnivores and may ignore dry desert heat.

Background: classed Bel-shanar may add "Trader" to their class descriptions.

Natural Talents:

NL0 (x1) - Natural Weapons [Claws] [Progressive]: 1D6 slashing damage for physical attacks with claw.

NL 0 (x1) Small [Progressive]: +10 Armor against physical actions, Scaling difficulty to physical damages.

NL0 (x1) - Catlike Reflex [Progressive]: Catlike reflexes make Initiative simple when running away, when only running away, First action in combat defaults to running away.

NL0 (x1) - Low light vision [Progressive]: Seeing in the dark is simple, eyes glow obtusely when reflecting light, sudden moderate changes in brightness cause temporary blindness.

Gnoll

Gnolls are furred Hyena like creatures with ravenous hungers and vicious tempers.

Nature: Gnolls have the same nature as standard CASTE characters save that they are less affected by weather and are

carnivores.

Background: classed Gnolls may add "Scavenger" to their class descriptions

Natural Talents:

NL0 (x2) - *Natural Weapons [Claws & Bite][Progressive]*: +1D6 slashing damage to physical attack with claws and teeth.

NL0 (x2) - *Natural Armour [Progressive]* - +10 armour

Restrictions: vs physical attacks, x2 time to recover "Natural Armor" capacity.

NL0 (x3) - *Feral Rage[Progressive]*: +3 essence, +1D6 damage to physical attacks while leaving themselves without bonus dice or simplicities to defend.

Gilan'ti

Gilan'ti are golden centaur like creatures that some say are descended from dragons. They stand nearly 10ft and live in desert climes.

Nature: Gilan'ti have the same nature as standard Caste characters save that they may ignore dry desert heat and become very sleepy in temperate and cold climes.

Background: classed Gilan'ti add "Nomad" to their class descriptions.

Natural Talents:

NL0 (x1) - *Massive[Progressive]*: +15 Armor, +1D6 damage to physical attack; Restrictions: Scaling difficulty on Initiative, Scaling difficulty for delicate actions.

NL0 (x2) - *Natural Weapons [claws][Progressive]*: +1D6 slashing damage to physical attack.

NL0 (x1) - *Ambimobile[Progressive]*: +1 target to physical attack with weapon and claws (at same time), damage to +1 target must be with lower claws, +1 Target must be in front.

NL0-1 - *Natural Armor [Progressive]*: +10 armour Restrictions: vs physical attacks, x2 time to recover "Natural Armor" capacity.

NL4 - *Sandstorm walker[Super-natural Designate]*: You run with great speed and control on the shiftest sands and counts as a simplicity to running fast; *Restriction:* must be bare footed.

Dark Elves (Shadakharian)

Relatives of the elves twisted by the black canopy of the mystical Darkwood forest.

Nature: Shadakharian have the same nature as standard Caste character save that they live on average 1000 years and sicken from prolonged exposure to anti-magic (or non-magical areas) and have difficulty seeing clearly in bright light.

Background: Classed Shadakharian add "Vengeful" to their existing class descriptions.

Natural Talents:

NL4 - *Magic Sense [Supernatural Designate]*: You are able feel magical fields also counts as three simplicities to notice magical auras. -1 essence cost. Restrictions: Requires concentration.

NL4 - *Dark vision [Supernatural Designate]*: You can see in absolute darkness additionally seeing in the darkness is simple x3. -4 essence cost; Restrictions: No light may be present (2

restrictions), Cannot Darksee colour, requires concentration.

NL2 - *Shadakharian Arts*: You are able to use Arcane magic to create revenge based magic and illusions of no greater than level 3.

Module: Ultra-tech

By Bryant Baxter

This is a module designed to be used to describe superior technology or invention found in many Superhero or Steampunk/Oilpunk settings that goes beyond the Tech level of a setting.

Global

Tech level: Ultra-tech assumes the Tech level module is being used.

The Magic of Invention: Regardless of setting specifics supernatural Talents can be taken for purposes of creating equipment.

Ultra-tech

The Great Machine: Any equipment that utilizes a Talent of higher level than the tech level allows must increase the size of the equipment to standard character size (~6ft high with appropriate girth) and purchase the "Large" Progressive Talent (With costs having to be paid for normally) for each additional level the Talent is above the tech level (thus cumulatively increasing the size by 1/2 each instance of "Large"). Large Talents crafted in this way do not require access to the talent to be crafted and do not require statistical requisites to be active.

You Only get One: Only one Ultratech Talent can be applied to each piece of equipment.

It Takes Two to Tango: Ultratech equipment can, if defined at creation, be combined with other Ultratech equipment to function as if it were one piece of equipment. Altering Ultratech to work with non-defined equipment takes crafting worth 1/10th the value.

Module: Neuronet

By Bryant Baxter

This Module represents a fully mind-integrated cyberpunk internet cybersystem (like The Matrix) which could also be used for things like Astral Projection.

Global

Magical Equipment: This module assumes The magical equipment module is being used.

Neuronet

Physical Effects: Effects from talents or equipment denoting physical action or prowess are generally not effective on a Neuronet.

Neuro-Physical: A physical effect can be defined as effective on the neuronet. Doing so makes it ineffective outside the neuronet.

Social Effects: Social effects cannot affect a Neuronet directly but, given a means of communication, can be used to influence characters using a Neuronet.

“On the Neuronet”: ‘On the Neuronet’ is generally used to define if certain Talents are used on a Neuronet or not. It is not a reasonable Restriction and cannot be taken as a Restriction.

Talent Bans: Setting bans for talents need not apply on talents to be used on a Neuronet (unless specifically defined as a neuronet ban). A Talent taken in defiance of the bans cannot be used in the real world.

Use Neurocomputer: A Neurocomputer (Or setting specific device) is required to access a Neuronet and is generally the only relevant Equipments inside such a place. A Neurocomputer is any device whose construction accesses the mind directly and has each of “Neurocomputer RIOS”, “Neurocomputer MMRelay” and “Neurocomputer ECM” Profession Talents (or 9000 monies worth of equivalent Astral magical incantation.).

Complex Device: The use of a neurocomputer requires proficiency to use be effective as if it were a consumable magical equipment ([Caste: Activate Magic] + [Restriction: The Item] which can be broad enough to accommodate a wide range of similar items [neurocomputer]).

Requisites: All Talents must be linked to be used on a Neuronet. This includes any talents granted by equipment.

Essence Costs: All Supernatural Talents, any Talents granted by Equipment, each require the expenditure of 1 Sp to be useful on a Neuronet for that Turn.

Re-N-essence: Essence replenishes at the end of every Turn.

Multi-action: A Neuronet user may spend 1 essence to take an additional action immediately (as if the character had been holding action).

Error - Time Out: A user that is swooned on a Neuronet becomes unable to take actions or activate new Talents. If at the end of the Turn they are still swooned they are then ‘logged off’.

Relog: Returning to the neuronet is a "neurocomputer use" challenge with 100 armour.

Respawn: Characters first entering a Neuronet or returning from a ‘logged off’ state enter at full Capacities.

Dump Shock: A user that would be OBLITERATED on a Neuronet is instead swooned and the attacker may make a Killing strike to destroy one of the swooned character’s Talents. Each further killing strike may destroy another talent.

Shock Order: Talents granted by Equipment must be chosen first,

then character Talents in ascending order of level, then, if no Talents remain, base armour points, if no Base armour points are left the character is dead.

Ego Trip: On a Neuronet each character has within his computer a “Reality Interface Operating System” (or simply the will of the Astral projector) that allows the character to shape the world around them. When a character does not like what teach action though applies all status's as heir surrounding reality is like wishes to assert control over reality, that character can ‘assert ego’ and change the makeup of reality (kind of like changing the desktop theme). Examples of interfaces include: corp building, zombie town, haunted house, Japanese bathhouse etc...

Ego Battle: Asserting Ego against the current controller is a challenge whose success means to simply change the look of reality.

Bonuses from RIOS: Specific themes can be used as Restrictions. Non- specific restrictions such as ‘when outside my OS’ cannot.