

"Imagination is more important than knowledge. Knowledge is limited. Imagination encircles the world."

–Albert Einstein

The Basics: Role-Playing Games

Have you ever pretended you were a gun-toting sheriff? The heroic pirate captain? A dedicated martial artist? Or even the resourceful spy? Well role-playing is a lot like that. Ever read a story where you could imagine yourself as the protagonist; see what they see; imagine what you would do in the situation? Then you've done a bit of mental role-playing as well. Ever tell ghost stories around the campfire? Role-playing is a lot like that too. One part board game, one part storytelling, and one part improvisational theater, role-playing is a lot of things rolled into one. But mostly a good role-playing game is about having a fun evening with friends.

The rules are there to give some structure to the game, but beyond that, imagination is king, and the only goal is to have fun. While role-playing games (RPGs) like *Interface-Zero* are indeed “games,” they are not competitive ones. The object is not to win the game, but to take part in a great story as it unfolds.

In that regard, role-playing games are not safe games such as chess or even computer RPGs, in which imagination often takes a backseat to rules, characterization is sparse, and systems that dictate where you can and cannot go and what actions you may take.

By taking on the role of a hero in Interface-Zero, it is possible to expand your own horizons. In playing this game you may discover that your newfound wisdom comes at a cost, the realization that your preconceived notions were wrong.

What You Need to Play Interface-Zero

- This book.
- A copy of *True20 Adventure Roleplaying, Revised Edition* (or the earlier *True20 Adventure Roleplaying* and the *True20 Companion*).
- Pencils and paper.
- A (lucky) twenty-sided die.
- And most importantly: imagination.

What You Will Find Within

- **Player's Section**
 - **Chapter 1 – The Time of Revelations.** An account of the history leading up to 2088.

- **Chapter 2 – Hero Creation: Interface-Zero Style.** Presents six new core roles and over a dozen backgrounds suitable for the cyberpunk setting, along with tips for both new and veteran players.
 - **Backgrounds.** The meat and potato of your hero's history.
 - **Heroic Roles.** The lowdown on the hacker, icon, martial adept, rake, technician and tough.
 - **Skills and Feats.** Some updated tools for your toolkit
 - **Chapter 3 – The World of 2088.** A beginner's guide to the modern day world.
 - **Tools of the Trade.** An assortment of equipment, weapons, cybernetics, and bio-upgrades useful for navigating the dangerous world of 2088.
 - **Chapter 4 – Systems of Control.** Includes new rules, equipment and upgrades to help your heroes survive the streets, and the Deep.
 - **The Deep.** Plumb the depths of virtual and hyperlinked augmented reality.
 - **Computer Rules.** Rules for how to use those mad hacking skillz.
 - **Equipment.** Materialism at its finest.
 - **Upgrades.** Whether it is biological or cybernetic this chapter has you covered.
- ### ***Narrator's Section***
- **Chapter 5 – Narrating a Series.** Gives perspective Narrators the tips, tools and help they need to run their own series of stories in Interface-Zero.
 - **Chapter 6 – Allies, Antagonists and Contacts.** A list of Narrator characters from Corporate AIs to terrorist masterminds, all stated out for the Narrator's use.

The **Appendices** include the **Authors' Acknowledgments**, wherein the game's designers deliver a few final bits of wisdom, some **Suggested Reading and Viewing** to help you prepare for life in 2088, an **Index**, and a custom *Interface-Zero* **Character Record Sheet** for you to spill red pop on.



Warning: For Mature Audiences

Like many books, this work of fiction is filled with infectious ideas, and potentially hazardous, mind altering memplexes. Reader discretion is advised.

The Lingo of Interface-Zero

Artificial Intelligence (AI): Programs that appear to be or actually are self-aware. AIs can be either subsentient, meaning they are adaptive, but not actually sentient, or fully sentient and therefore self-aware.

Aspect: A subsentient AI trained to mimic one or more skills or facets of a sentient being (usually its owner).

Augmented Reality Game (ARG): A game or meta game that takes place both in a real and virtual setting.

Avatar: A person's interactive digital self.

Banger: A violent person.

Black Hat: A hacker who uses his computer skills for "criminal," destructive or selfish purposes.

Blit: To travel virtually.

Blue Plater: Working class citizens. Poor People.

Box: An amplification unit often used in conjunction with TAP. Restricted in some jurisdictions.

Brainer: A technically proficiently or intelligent person, in particular one who works on computers.

Bountyheads: Wanted suspects and criminals with bounties placed on them.

Chimera: A person or animal that has undergone drastic gene-splicing without concern for their final form's appearance.

Crashing: A violent attack on a computer system designed to disrupt operations.

Cutter: An anti security program, often takes the form of a VR weapon.

Cyberform: A completely artificial shell used to house an AI. Many are humanoid in shape.

Deep, The: Another name for the Net, or Medi-aWeb. The virtual world. There are many metaphorical uses of the word comparing the network to the ocean. One can: "dive into the deep," "surf the net," "swim through media," "create waves," etc...

Derezz: The act of disrupting or severing a person's or object's virtual interface with hyper reality (typically an avatar).

Digital Entity: A general term used to describe Deep fauna including: AI's, aspects, avatars, and viruses. See Ideoform below.

Divers: Those who plumb the Deep for information. Net surfers.

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Dry Spot: A geographic location without much in the way of passive external processing power.

Dubbing: The process of digitalizing a person's consciousness. Currently dubbing is fatal to the person undergoing the operation. The process uses nano devices to replace the patient's brain (cell for cell) in order to generate a hi-definition master copy for later uploading. The process is still experimental and has a high rate of failure the most common of which results in the production of an aspect-like sub-sapient consciousness.

Emancipated AI: An artificial intelligence that has been granted official government recognition as a sentient being. This status generally comes with official citizenship and some or all of the rights afforded humans within the region that offers such recognition.

Gangland: For all intents and purposes, a lawless section of sprawland dominated by street gangs.

Ganglander: A person (usually a member of gang) who lives in section of gang controlled urban sprawl. Also known as gangers.

Gaucha: A "cowboy" or other slick, handsome or trendy male.

Gene-splicing: The act and science of splicing the genetic code of humans and animals.

Golemmech: Cybernetic power armor, or robots, usually vehicle size or larger. Golemmechs are used extensively for construction, rescue, and military purposes.

Gray Hat: A hacker who uses his computer skills for morally gray or non-moral related purposes.

Gun Santo: Also known as a gun saint, gun-fu artist or gun kensei. A martial adept who specializes in gunplay.

Hack: Short form of "hacker " or the process of hacking.

Hacker: A person skilled in computer use.

Headframe: A precursor to the TAP.

Human 2.0: Humans who have undergone embryonic genetic upgrades to the point that they are considered a different species of human. In general they are more intelligent and physically enduring than basic humans. Most members of the New Mandarinate are Human 2.0.

Hyper Reality (HR): Also called, augmented reality or hyper-linked reality.

Hybrid: A person who has undergone gene-splicing therapies involving animal DNA. The term refers to any human who has undergone such therapy, but in practice it is used most often to describe those individuals who still appear passably human. Hybrids that

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cannot pass for unaltered humans are most often referred to as chimeras.

Icon: A media star.

Ideoform: A general term used to describe Deep fauna including: AI's, aspects, avatars, and viruses. See **Digital Entity** above.

IDSMC: Incredibly Dense Self-Modifying Code.
Also called "Id Smack" for short.

Ism: A philosophy, cause, or religion; usually a radical one.

Ismist: A radical. One who follows an “ism.” Also anyone who follows an ideal.

Martial Adept: A person who is extensively trained in one of many stylized martial arts forms including mental discipline and bio-feedback techniques.

Maze: Another name for the sprawl or any highly congested urban area.

MediaWeb: Another name for the Net or the Deep. The interactive virtual world.

Megaconglomeration: Also called Congloms, Corps, MegaCons, and MegaCorps. They are large multinational companies that often wield many of the same powers granted to sovereign nations, including: sovereignty over their own domains (usually defined as corporate offices, and any territory real or virtual that they own), the right to make and sign treaties, the right to pass laws and enforce them within their borders, and the right to raise armies to protect the integrity of their sovereignty and trademarks.

Meme: A discrete pack of cultural information. Memes, like viral agents can be infectious.

Nano Assembler: A device used to reconfigure matter from one form into another.

Negotiator: One who “negotiates the sprawl.” Any person makes their living on the fringe of law abiding society. Most often used to refer to: bounty hunters, fences, fixers, mediators, operators, and private investigators.

Neko: A person who has undergone cosmetic surgery or superficial gene-splicing for purely aesthetic reasons, in order to look more like an anthropomorphic animal. Alternately known as either a furry or an anthro. Often confused with so-called true hybrids or chimeras.

Omniversal Object Locator (OOL): A small piece of data that indicates the location of a place, person, or file. Serves the same function as an email address, PO Box, and phone number all in one.

Parker: Someone who practices Parkur, the sport of treating the urban landscape like an obstacle course.

Pipe: A channel of communication from any one hyper reality point to any other.

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Singularity: A point in the near future when dramatic advances in technology or AI out pace human understanding possibly leading to the extinction of the species or some dramatic evolutionary leap. By its very nature the ultimate form and effect of the singularity are unknown.

White Hat: A hacker who uses his computer skills for "good or altruistic purposes.