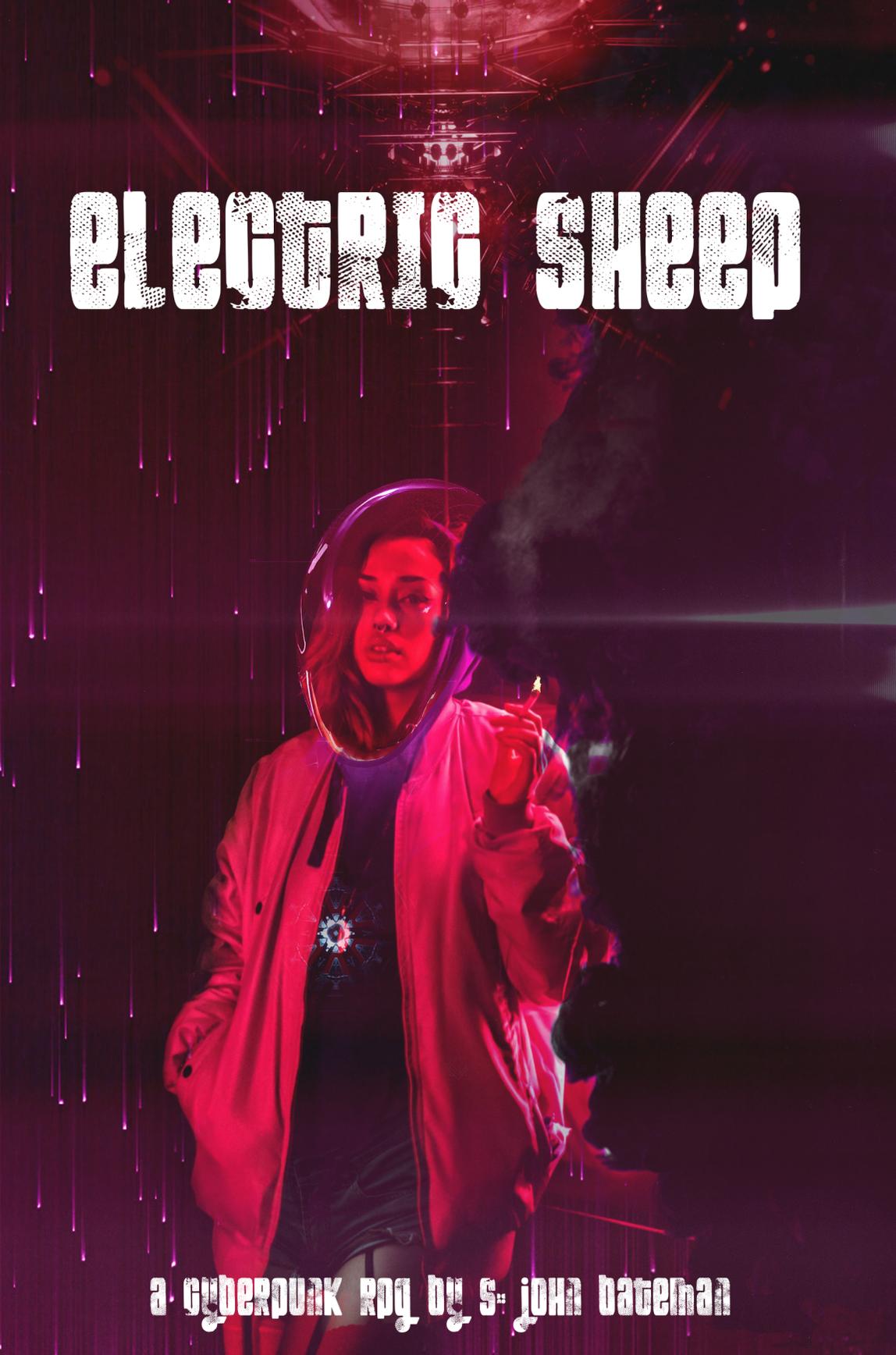


# ELECTRIC SHEEP

A woman with long dark hair, wearing a white hooded jacket over a dark t-shirt with a glowing geometric pattern, stands in a dark, neon-lit environment. She is holding a lit cigarette in her right hand. The background is filled with vertical streaks of light and a complex, glowing structure above her head. The overall color palette is dominated by reds, pinks, and purples.

a cyberpunk RPG by S. John Bateman

Written by S. John Bateman  
based on: LadyBlackbird by John Harper

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For Ronnie  
Roland, Dewlyn, Ezekiel  
until the next adventure...

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version 1.0

# BASIC RULES

Characters can talk, act, fight, shoot, punch, kick, or anything that they should be able to do with ease. Traits only mean they have a natural talent or training in a certain area.

Tests: Players roll 1d6 when making a test. Players may add an additional d6 for each trait or tag that is applicable to the test. Players may add an additional d6 for each helping character in the scene.

Roll all the dice that are gathered: 4, 5, 6 is a hit. You need hits equal to the difficulty level of the test, to pass.

Difficulty Levels: Easy: 2; Difficult: 3; Challenging: 4; Extreme: 5

If players succeed on the test, they get their intent.

If players fail, the GM ups the ante and makes things harder with a twist in the story or the GM can give the players what they want and inflict the character with a condition.

Conditions: Afraid: Cant offer Help, Angry: Cant use Tags, Guilty: Loose -1D to your pool, Hopeless: +1 Difficulty to all tests.

# CHARACTERS

## Yark'l the Driver

### **Traits:**

Driver - Driving, Steady, Maneuvering, Evasion, Trick Driving, Navigating, [*Battle Driving*], [*Ramming*]

Mechanic - Repair, Engines, Efficiency, Spare Parts, Sabotage, [*Enhancements*], [*Car Weapons*]

Goblin - Warped Shape, Glide, Nightvision, Agile, Quick, Tumbler, Teeth & Claws, [*Reckless*], [*Mimic Shape*]

### **Marks:**

Mark of the Reckless - *You're a reckless daredevil that thrives in dangerous situations. Hit this mark when you do something cool, dangerous, and reckless.*

Hobs Bleed Red Too - *You're a goblin. You're seen as a pest, and a menace to 'civilized' society. Hit this mark when you prove that Goblins are no different than the other races, or when race gets you into unnecessary trouble.*

## **Silas the Gunner**

### **Traits:**

Warrior - Battle-Hardened, Shooting, Two-handed Gun-Fu, Pistol, Fencing, Sword, *[Brawling]*, *[Hail of Bullets]*

BodyGuard - Awareness, Threats, Defend, Disarm, Restrain, Carry, Delay, *[Security]*, *[First Aid]*

Soldier - Tactics, Command, Soldiers, Rank, *[Connections]*

### **Marks:**

Vengeance - The corporations used you for muscle, and made you kill, vengeance against the corporations will be yours. You hit this mark by striking a blow against corporate responders and execs.

Only Eyes for You - You secretly have eyes for Taniel, her other worldly beauty defies all logic. Hit this mark when keeping this secret hurts but is the right thing to do, or when exposing your feelings brings tragedy.

## Tariel the Hacker

### Traits:

Hacker - Interfaces, Systems, Coding, Firewall, Security, Sabotage, *[Re-programming]*, *[Matrix]*, *[Robots]*

Fey Ancestry - Light Spell, Fire Spell, *[Sense]*, *[Manipulation]*

Elf - Insightful, Aware, Presence, Nightvision, Graceful, Fair & Statuesque, *[Farsight]*, *[Sense Motive]*

### Marks

Aloof to the Ways of Man - You are an elf and see the world through different eyes than men. You often do not understand their strange eagerness and haste. You hit this mark when you get the group in trouble because you lack action, wishing to see all sides of a subject.

Fey Blooded - As an elf you're often looked up to as 'better than man'. You hit this mark when being an elf gets you into trouble, or is important for a scene.

## Keel the Yacker

### Traits:

Charm - Charisma, Presence, Command, Execs, Connections, Servants, *[Security]*

Cunning - Deception, Misdirection, Disguise, *[Codes]*, *[Inconspicuous]*

Tricky - Quick, Dirty Fighting, Bluff, Tumbler, Escape, *[Pistol]*, *[Dagger]*

### Marks

Banter - You have a knack for snappy comments. Hit this when you say something that makes the other players laugh.

The Tongue - You have a way about you, and the way you speak, people listen. You hit this mark when you talk yourself into or out of sticky situations.

# gameplay

Each session of *ELECTRICSHEEP* will play out in the same phase order. *Get the Job*, where the GM introduces the mission and mysterious benefactor - *Legwork Phase/Personal Phase*, where the characters track down clues or seek to recover - *The Plan*, where players decide how they will go about the mission and - *Action Phase* -where players play out those scenes, the characters attempt the mission. If they succeed - *Get Paid* -

# advanced

Each time a character hits a mark, a player gains one point of advancement. Once a player marks 5 advancements they may choose a new tag for one of their traits from the tags in *[brackets]*. After you have selected all tags available to your character, you may begin selecting traits -and then tags, from other characters. Each mission that is completed, gains each player one point of advancement.

# SCENES

During the player's turn -

*the legwork phase*, players take charge in having their characters track down leads for info, recon corporate security systems, procure the necessary tech needed for the job, tail prospective marks, and bait their traps. Each player sets a scene describing when and where their player -or the whole group, goes and what they are trying to accomplish. Based on the intent of the players, the GM sets a difficulty and dice are rolled after the scene is role-played. For each scene that the players accomplish their intent (succeed at the test), they are able to add 1 d6 to their action pool.

During the GM's turn -

*the actions phase*, the GM takes charge, laying out the situation at end. The GM describes the scene of the action, and places all characters and NPCs in their places. The GM lays out four obstacles the characters will face and can -in secret choose to assign each of them a 2, 3, 4, and 5 difficulty respectively. Each one of these four situations are role-played as scenes set up by the GM representing the characters pulling off their job. Players may steal dice from the established action pool to be used once in any test. Once the dice are taken, they do not replenish.

When the characters pull off the job, each player marks a point of advancement and gets paid. Each mission grants the characters 1 cred.

Tech allows players to take extra dice, improve their action pool, and lower difficulty levels. Oh! and creds count as tech.

During the players' turn, the player can choose downtime instead of legwork in order to have an 'intimate scene' with another character. This intimate scene teaches us about the character and allows the initiating character to recover one condition.

Recovering from **Afraid** requires you to run from an obligation.

Recovering from **Angry** requires you to hurt someone.

Recovering from **Guilty** requires you sacrifice something of your own.

Recovering **Hopeless** requires you fling yourself into an 'easy release.'

Recovering conditions during the GM's turn requires the expenditure of action pool dice. One die per level of condition- Afraid(1), Angry(2), Guilty(3), Hopeless(4), per character.

# TECH

Characters are assumed to have small arms, uplinks and decks, and vehicles needed to take on the corporations during missions. All tech is 'fictional positioning' that players use during the action phase. Your small arms can't bring down a helicopter, not possible and the GM should not allow the test. Having a rocket launcher tech positions the character to be able to make that test. You have to 'spend' tech to use it. After that its gone.

# CREDS

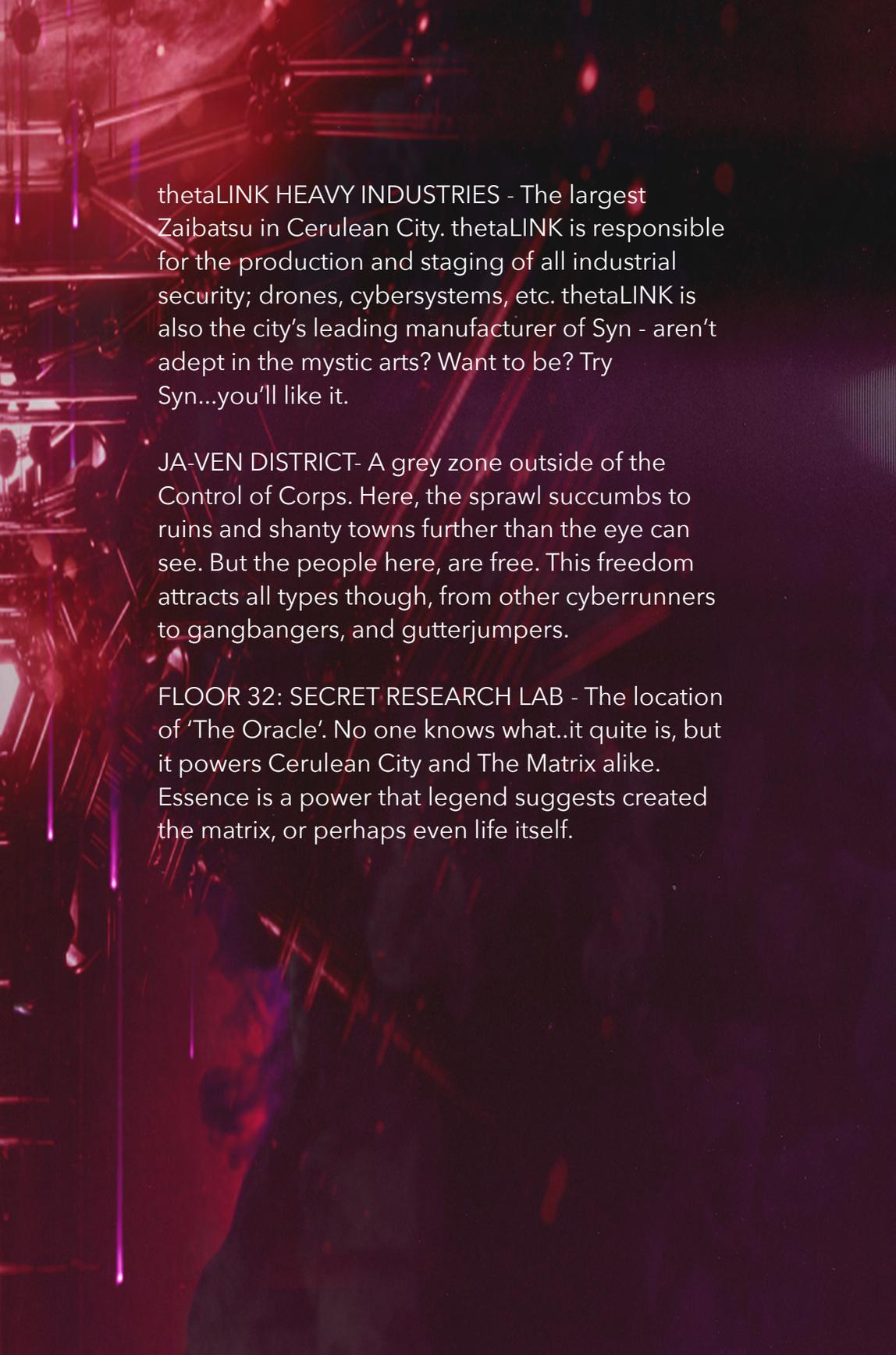
Creds count as Tech. They provide bonus dice that can be used in acquisition tests for other tech. Alternatively GM's may assign a number of creds required to purchase tech. From 1 to 4 should be appropriate.

# GERULIAN CITY

"The sky above the city was the color of a television screen, tuned to a dead channel." - Neon and chrome, Cerulean City is one that has never slept. A skyline of lambent static, legend speaks of 'Essence', an oracle of pure energy that arcanelly fills Cerulean City's grid - and powers the portent spells of cyber-sorcerers

THE MATRIX - Beyond the city, above it, below its streets, through its people exists the techno- astral dimension known as 'The Matrix'. Hackers and techno-mancers have access to this sister dimension and often use its depths to evade corporate security systems to access information, or hack systems. Unfortunately though, the Matrix is home to the [Pnarsic] and other psychic creatures....

CLUB ELYSIUM - An exclusive club where Corp Execs come to spend some chop on Breeders, Joytoys, or Inputs for the evening. 'Very Private' access to the matrix.



thetaLINK HEAVY INDUSTRIES - The largest Zaibatsu in Cerulean City. thetaLINK is responsible for the production and staging of all industrial security; drones, cybersystems, etc. thetaLINK is also the city's leading manufacturer of Syn - aren't adept in the mystic arts? Want to be? Try Syn...you'll like it.

JA-VEN DISTRICT- A grey zone outside of the Control of Corps. Here, the sprawl succumbs to ruins and shanty towns further than the eye can see. But the people here, are free. This freedom attracts all types though, from other cyberrunners to gangbangers, and gutterjumpers.

FLOOR 32: SECRET RESEARCH LAB - The location of 'The Oracle'. No one knows what..it quite is, but it powers Cerulean City and The Matrix alike. Essence is a power that legend suggests created the matrix, or perhaps even life itself.

# names

Name everyone. Give a name to each NPC. Bring the world to life.

Female - Ai, Anna, Cat, Centra, Dyna, Exa, Grace, Keva, Kythera, Nui, Rosette, Vira, Yotta, Zetta

Male - Arden, Agner, Ben, Bit, Grep, Jacinto, Lan, Lith, Proto, Pulse, Ron, Thread, Wire

Handles - Dagon, Data, Dark Alice, Edge Synth, Fist Baby, Luthien, Melkor, Neural Storm, Nexus-6, Pluto, Prime Tempest, Zen Nikita

# example of play

Late one Friday evening five friends - Daniel, John, Katy, Matthew, and Salena gather around a table. They pull out their drinks, pencils, and d6's and prepare to game.

Matthew (GM): 'Tonight we're playing ElectricSheep. It's a cyberpunk - shadow operative - blade runner-esque sci-fi urban fantasy game. You each choose one of four pre-made characters, they are shadow operatives, cyber-runners that fight against Zaibatsu corporations.'  
The GM goes over each of the playsheets and quickly explains how the dice work; rolling 1d6 +1d6 for the appropriate trait +1d6 for each appropriate tag +1d6 from each helping character. The players take on their characters.

Daniel is playing Silas, the gunner.

John picks Yark'l, the driver.

Katy is playing Keel, the yacker.

And Salena picks Tariel, the hacker.

Matthew (GM): 'Tariel was contacted by an anonymous benefactor, only known as Mr. Who, while jacking into the matrix last. Mr. Who is looking for a group of operatives to extract an important scientist, by the name of Agner, from thetaLINK Heavy Industries. Mr. Who does not explain why he needs Dr. Agner, he only offers cred for a completed job.'

Matthew looks out at the table of players, 'We enter the player's turn portion of the game. You each will get to frame one scene involving your character, and any other characters of your choice. During the player's turn you conduct legwork, taking charge in having your characters track down leads for info, recon corporate security systems, procure the necessary tech needed for the job, tail prospective marks, and bait your traps. So who's first?'

The group converses among themselves for a bit, Katy speaks up.

Katy (Keel): I think Keel has a contact working at thetaLINK, he is going to try and arrange a meeting with this contact. To be able and gain entry to thetaLINK.

Matthew (GM): Neat, what's the contact's name?

Katy (Keel): UHm, I only know him by his handle, Neptune. So Keel and Yark'l split one night taking the car for a ride out to Club Elysium. Im pretty sure I'll find Neptune here at this time of night. We drive up to the club, the music is thumping hard. Splaths of light, blue and green and purple, paint the windows and spill out of the place with each bass drop that hits.

GM: Security is tight, and it takes quite awhile to find yourself in the club. The place is exploding with energy as the floor is filled with dancers. Some clients find their ways behind curtained off rooms where you peak at joytoys waiting for them to drop some cred. Keel takes his time walking through the club, he takes it all in, enjoying the sights and sounds.

Katy (Keel): He makes his rounds speaking with the ladies, showing them a smile, and getting them to trust him. After a bit, and after ordering a few drinks he begins to make his rounds further, and asks for Neptune by name.

Matthew (GM): Alright then, Keel finds out where Neptune is, and walks in on him in one of those private rooms with his very own JoyToy, you scare the freak out of him and he falls back on the ground, still breathing heavily. The toy just stares at you with a blank, emotionless face. "I'll call security I will!", he screams out but the club is pumping louder than his screams. "One step closer and I'll call down security!" What do you do?

Katy: I walk over to Neptune and point my finger at him like a gun. "Long time no see, Neptune.", I say, "You're going to take tomorrow off from work, you're going to become mysteriously sick. I need your entry keycard to thetaLINK. Don't comply and I'll melt your fracking brain right here."

Katy starts gathering her dice. Keel, like all characters automatically gets 1d6. She adds 2d6 for Keel's traits, Charm and Cunning. She adds 4d6 for tags: misdirection, command, presence, and connections.

That's a total of 7d6. Katy rolls - 1, 2, 3, 3, 5, 6, 7.

Matthew (GM): That's three successes. He complies and hands over his data-slat. He whimpers off out of a back door quickly. The JoyToy still stares at you emotionless.

Later on in the game- the GMs turn.

Matthew (GM): Now that you've recovered Agner, you've thrown him into the back of an old convertible, and taken off. Yark'I and Silas speed down the strip chased by Corporate security drones. The neon skyline leaves smeared projections of light that reflect off the wet pavement as the car speeds down the street.

John (Yark'I's player): "I need to lose this tail or we're processed ham! I punch the throttle and engage the chromatic overdrive, whipping between cars on the freeway, to lose these drones!"

Daniel (Silas' player): I jump in. Silas is going to help, he whips up and around in the back of the convertible, pulls out his auto pistols and lets go on the drones!)

Matthew (GM): Alright this is going to be a Difficulty 4 test.

John takes his 1d6 and adds 1d6 for his driver trait, and an additional 4d6 for the tags: driving, evasion, Maneuvering, Steady, and 1d6 from Silas' help. He rolls the 7d6 and gets 3, 4, 5,5,5,6,6. That's 6 hits!

The GM explains how one drone erupts into a fireball as Silas' bullets rip through it, and the car escapes into the static filled city, losing the tail.

# obstacles

## **Infiltrate Corporate Locations:**

Deck In Through Security System: 3; Smash Doors Open: 3; Sneak by Security Patrols: 4; Fight with Security Forces: 3; Fight against Cyber-Samurai Security Forces: 5.

*Escalation: you trip the alarms, security is called, someone's afraid.*

## **Ambushed by Corporate Cleaners:**

Fight back: 3; Try to Bargain with Them: 4; Lie Your Ass Off and Turn the Tables: 3

*Escalation: someone's thrown off a building, someone's hopeless, someone's held hostage.*

## **Highspeed Car Chase:**

Maneuver for a clear shot: 3; Maneuver against a smaller, faster car: 4; Fire on an enemy car: 3; Fire on a smaller, faster car or hover vehicle: 4; Avoid enemy fire: 3; Loose a tail: 4.

*Escalation: your vehicle is hit and spins out of control, more security forces appear, your car is hacked and taken control of.*

### **Make a Deal with Mr. Johnson:**

Find the right spot in Ja-Ven: 3; Show you're not someone to mess with: 3; Arrange a fair deal: 4, Arrange a deal to go in your favor: 6; Spot their devious lies: 4.

*Escalation: your betrayed, your followed, they decide to just take what they want from you.*

### **Surf Through the Matrix:**

Hack into the Matrix: 3; Access Paydata: 4; Survive Dumpshock: 5; Allude the Pnarsic: 4; Fight against the Pnarsic: 6.

*Escalation: you're lost in the matrix, someone's guilty, you've been tracked the whole way.*

### **Fight a Cyber-Sorcerer**

Dodge blasts of magical lightning: 3; Attack them through their magical defenses: 5; Endure the heat, the smoke, and the sparks as the fight wears on: 3.

*Escalation: the fires spread out of control, the lightning destroys everything electrical, you drop your weapons when they get too hot, someone dies.*

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**based on Lady Blackbird**  
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**ELECTRIC SHEEP**