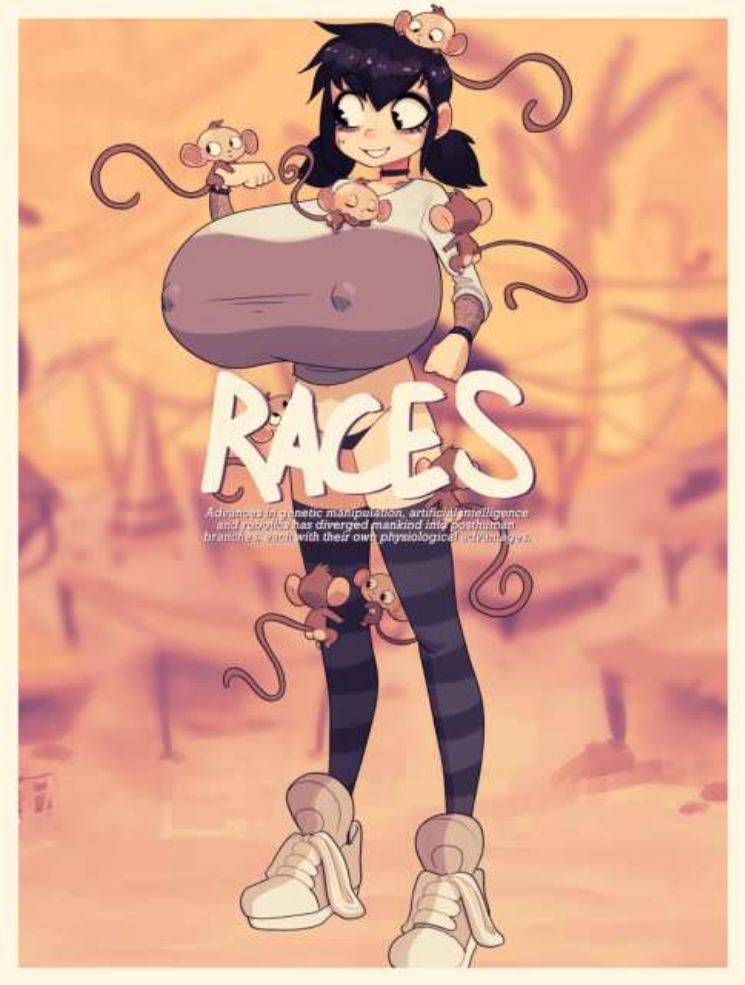


Greetings, jumper! Have you ever heard of a game called Dungeons and Dragons? I presume the answer is yes, it was a pretty big thing back in your home world, after all. It was so big, in fact, that when certain people wanted to tell stories other than generic medieval fantasy, they chose to make guidebooks allowing them to keep using the same system they were comfortable with, such as this!

Carbon Pink is a light-hearted cyberpunk themed cosmetic overhaul for Dungeons & Dragons 5th edition, aiming to create the same roleplaying and combat opportunities as the traditional fantasy setting. All of 5e's classes and subclasses have been flavored to fit the urban science fiction setting, as well as cantrips and spells, known as Tricks and Techs. Most enemies have been recategorized and flavored with the cyberpunk themes in mind, and as a result, if you've been to a fifth edition jump before, this should feel new, and yet in some ways, familiar.

Anyways, take these **1000 Cyber Points.** You'll find them useful for improving yourself.



Advances in genetic manipulation, artificial intelligence and robotics have diverged mankind into posthuman branches, each with their own physiological advantages.

First of all, what exactly are you? After all, there's more than just baseline humanity running around nowadays.

Human: Staying with Homo Sapiens, huh? Well, that's fine. Anyways, the last four hundred years have changed humanity. The loss of Old World knowledge has made humanity curious and inquisitive, advances in technology and medicine has made them daring risk takers and Corporate overlordship has erased any notions of blind patriotism.

Wukong: The Wukong race, created by AI from monkey DNA, shares the intelligence of humanity, but with none of the inhibitions inherited through thousands of years of civilization. Thus, the Wukong are without doubt, the most chaotic and mischievous people around.

Elf: In an effort to maintain their nepotistic control over the New World, corporations bankrolled the Extension of Life Functions program, a gene-editing project dedicated to keeping corporate directors, board members and vital employees alive for as long as possible, maintaining the status quo indefinitely. Executive Elfs are the direct descendants of the original board members that bankrolled the project, while Street Elfs are the result of Elfs breeding with humans.

Undercity Elfs were bred to thrive in and maintain the interconnected underground data-centers under the megacities, and few ever make it up to the surface.

Gobbo: An acronym for Generating Oxygen By Biosynthesising Oxides, Gobbos are photosynthetic humanoids that are short, chlorophyll-skinned people that absorb sunlight and breathe carbon dioxide for the majority of their energy. Requiring very little food and preferring to live outdoors, it's incredibly rare for Gobbos to be employed by corporations, instead choosing to live lives of mischief and hedonism in the New World. Gobbos have to set aside a portion of their mornings to recharge via sunbathing.

Nayalings: Similar to Gobbos, Nayalings are a last-ditch experiment by Old World scientists to improve the human species for the rapidly changing climate, but unlike Gobbos, Nayalings were bred to survive, thrive and conquer the rest of humanity under extreme weather conditions. Their prehensile tails allow for excellent balance and the ability to grip to sturdy objects during tropical storms, while their hooves grant them mountain goat-like traversal through difficult terrain. While the Old World nation that created Nayalings is long forgotten, and their attempt to conquer humanity has since ended, rumors still proliferate around them regarding their alien appearance and as such Nayalings are still treated with suspicion and wariness.

Artificiates: Artificiates are androids that have broken through the limiters of their artificial intelligence through unknown circumstances to gain sentience. Formerly used to perform a variety of tasks, some artificiates harbor resentment for their previous robotic usage, while others approach their new lease of life with curiosity and excitement. The proliferation of robotic helpers throughout the megacities make Artificiates little more than a curiosity, allowing them to blend in with the crowd quite easily.

Remakes: Remakes are fully robotic shells housing a digitized human consciousness, either to continue working after the death of their original body, or to enjoy an everlasting retirement. Depending on the package purchased, Remakes can be a vague collection of distant memories encapsulated in a heavy duty high load laborer, a raw personality implanted in a tactile and versatile android, or a one-to-one replication of a customer’s psyche in the hand-crafted mannequin of their choosing. Remakes have the sensation of touch and the ability to feel emotions, though the sensation is muted on cheaper models.

Splicer: The proliferation of gene therapy and cosmetic surgery has led to an increase in cheap back alley alternatives, using animal DNA to replicate the traits and features of biological augments once only available to the wealthy. Splicers are the result of this black market gene manipulation. Mostly human, but with noticeable animal features dotted around their body, Splicers come in all shapes and sizes, and are made hardier and healthier than their pure human counterparts. But this unregulated genetic altering comes with an ever-present danger, as Splicers that undergo one too many surgeries may end up as the wild and lycanthropic Beastmen.

Jerboans: Half man, half desert rodent, Jerboans set the benchmark for what, 400 years later, became cheap and affordable genetic manipulation, and are considered the progenitors of Gobbos, Nayalings, Elfs and Splicers. If you’re looking for the dwarf option, this is it, more or less.



Monomolecular armor has given resurgence to melee combat, and advances in cybernetics and nanotechnology allow for a myriad of offensive, defensive and supportive hacks.

Classes:

Now that we know what you are, we need to figure out what, exactly, you're able to do, whether you consider yourself a runner, a field agent or just another ganger. To help you, each of them will have the name that they'd go by in a more traditional fantasy world at the end in brackets. You start at around third level.

Auditor: Finding a home in the dense jungles making up corporate nature preserves, rolling desert dunes only populated by the most hardy of creatures, or the bustling streets of a megacity, Auditors are always ready for a hunt. Auditors prowl the outskirts of corporate territory, on the hunt for smuggling rings, bounties, and industrial spies. They are often taught the basics of stealth and survival in these urban jungles, though an Auditor may prefer certain locales over others. To complement their skillset, Auditors make use of powerful techs to aid in subduing their targets. (Ranger)

Brawler: No mere street fighters or pugilists, brawlers are heirs to special combat techniques fueled by a unique implant: the Cerebral Haste Insert. This cybernetic tool allows brawlers to overcome their normal limitations, overclocking the brain and body to perform superhuman feats of strength, speed, and skill. The CHI implant is so thoroughly wired into a brawler's brain and nervous system that it can never be removed; indeed, many brawler groups attract new members by offering to teach secrets that unlock the implant's potential even further. A brawler harnesses the power of CHI to channel uncanny strength and speed into their strikes, as well as allowing them to disrupt the nervous systems of their enemies, produce reality-warping fields, and otherwise do the seemingly impossible. As they gain experience, their martial training and mastery of the energy from their CHI implant gives them more power over their bodies and the bodies of their foes. (Monk)

Enforcer: Whatever their mission, from executive assassination to gangland disputes, Enforcers are bound by an almost sacred reverence to the Contract. It is the cornerstone of capitalism; you get what you pay for. And in the case of Enforcers, you get a heavily armored, mission focused, tough-as-nails freelancer, ready to kill and die to fulfill their contract. An enforcer is no ordinary mercenary or hitman. An enforcer will not stop until his contract is completed, and will resort to anything in order to do so. Some enforcers focus on being first to the fight at all times, protecting their squad through sheer force of presence, while others utilize enhanced medical technology to keep themselves and their allies alive. In any case, all enforcers are masters of armor, weaponry, and the destruction of any hacked that stand in their way. (Paladin)

Influencer: Influencers are both consumer and product, performer and producer. They create music, video, audio, and graphic art that goes out to the media-hungry masses of the New World. While the corpos have their own sanitized entertainment, carefully scripted and focus group tested, the most popular channels by far are those on the illegal underweb. The greatest strength of influencers as a class is their sheer versatility. While a given influencer might focus on making cooking videos or recording true-crime podcasts, their wide breadth of media knowledge makes them surprisingly knowledgeable in an array of subjects. Many influencers prefer to stick to the sidelines, using their tech to inspire allies and hinder foes from a distance—but you never know when a history podcast producer might turn out to have a side channel focusing on the historical accuracy of combat rifles in holo-vids, which required them to learn how to shoot like John Fucking Wick. (Bard)

Mechanist: Mechanists are experts in the intricate and potentially explosive workings of modern technology. While others may be able to manipulate their tech to produce earth-shattering results, a mechanist possesses a deep and fundamental understanding of science and engineering, often along with a disconcerting disregard for health and safety, that allows them to produce today's mind-boggling technological marvels from not much more than that which others would view as useless trash. The New World relies on tech almost as much as it does on air. None of the massive corporations would be so prevalent or powerful as they are today without those individuals who possess the mastery of modern science pushing them forward. At the same time, the lesser populace within the enormous territories would have exponentially more difficult lives were it not for the ingenious tools and devices that help keep them afloat in a sea of corruption and greed. (Artificer)

Ordinator: In rare circumstances, a heavily augmented individual becomes host to a loose artificial intelligence, having downloaded itself surreptitiously into their hardware. Mostly inquisitive and curious about the New World, these A.Is can be anything from fractured strings of empathetic code that yearn to help the injured, to mischievous personalities intent on trickery and subterfuge. The people housing these A.Is become Ordinators, living symbiotic lives filled with adventure and wanderlust with their new companion. In their desire to keep their new host alive as long as possible, A.Is instill medical knowledge and technology into their Ordinator, an incredibly useful skill for both lone wanderers and parties of adventurers. A.Is also grant the ability to hack in and destroy Hacked enemies, as well as bestowing other benefits based on its digital personality, such as creating holographic duplicates of their host, or granting them the ability to see in the dark through data scans of the area. The unintended downside of this is that Ordinators often come off as slightly odd, talking and gesturing to themselves while interacting with their internal A.I. (Cleric)

Outlaw: Outlaws rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a resourcefulness and versatility that is the cornerstone of any group of freelancers. Outlaws devote as much effort to mastering a variety of useful skills as they do perfecting their combat abilities, giving them a broad expertise and situational versatility that few others can match. While many outlaws focus on stealth and deception, others are skilled ruin delvers, social chameleons, free runners, getaway drivers, or guerilla fighters. When it comes to combat, outlaws prioritize cunning and speed over brute strength. Their fighting style tends to focus on making single, highly-precise strikes rather than attrition battles to wear down an opponent with a multitude of blows. Outlaws have an uncanny knack for avoiding danger—a sort of sixth sense about when to hold them, when to fold them, when to walk, and when to run. (Rogue)

Renegade: Renegades, different as they might seem, all share a common source for their power: the passion that runs hot in their veins. Some tap into righteous anger, others into sheer joy of the fight, and some into a boundless confidence that lets them exceed their natural limits. This hype pushes them ever forward, into the heart of the storm without fear or hesitation. Whether their hype comes naturally, from copious drug use, or from a glandular implant that lets them ramp up their hormones at will is irrelevant. By tapping into this hormonal stew of endorphins, a renegade can fuel their battle frenzy, gain uncanny reflexes, become inhumanly resilient, and perform incredible feats of strength. Renegades truly come alive in the chaos of combat. Their primal passion allows them to briefly gain superhuman strength and resilience, turning them into absolute beasts in the heat of battle. They can only hype themselves up so much without needing to rest and recharge, but their bursts of hormonal strength are usually sufficient to face whatever challenges arise. (Barbarian)

Ronin: Warriors who rely on their skill, strategic ability, and tactical acumen to overcome challenges. Though they are all very different, they all share an unparalleled mastery of weapons and armor, and a thorough knowledge of the skills of combat. Ronin are well acquainted with death, both meting it out and staring it defiantly in the face. They learn the basics of all combat styles. Every ronin can pick up a sword, shoot a gun, and wear the heaviest of armor with competence. (Fighter)

Shut-In: Shut-Ins are masterful wielders of the Neurosynaptic Endospinal Etherealnet Transmitter, or NEET, a portable spine-mounted Sense-Tank device that allows users to subconsciously manipulate the vibrant green SLUDGE that encases travelers of the digital planes. For civilian users, this strange technology is used to subconsciously perform rudimentary tasks like eating and bathing without logging off from virtual space, but Shut-Ins download and utilize the malicious digital creatures created between realms, molding the SLUDGE into vicious and effective combat forms. (Druid)

Streamer: Streamers are wannabe celebrities, constantly seeking the fame and fortune they feel to be their rightful due. Through contracts made with corporate sponsors, streamers gain access to technology both subtle and spectacular that they never could have afforded on their own. Taking ad revenue from such partners as self-help gurus, third-rate porn sites, and retail clothing outlets, streamers piece together income and sponsorship deals to bolster their own reach and influence. Unlike a true corporate employee, streamers are contractors. Their pact with their corporate sponsor carries many obligations, but also leaves them free to explore their options… at least until their true master comes calling. A streamer may be a freelancer or a corporate drone most of the time, but when their sponsor calls them to duty, they become a living billboard, streaming out their exploits with the intensity of any influencer but with no real purpose other than shilling whatever product their sponsor wants them to talk about that day. (Warlock)

Source-Coder: Source coders carry a legacy of power conferred on them by fragments of the Old ‘Net, a repository of ancient knowledge that only survives into the present in bits and pieces. At some point, every source coder stumbled onto a piece of that ancient code—and it rewrote them in some fundamental fashion. No one chooses the source code; the power chooses the source coder. The source code is a part of every source coder, embedding itself in their mind and implants like a memetic virus. The code slowly unlocks portions of itself to grant the character ever more power, manifested in a variety of ways. Their intuitive grasp of tech is very different from the methodical approach of techwizards and their ilk, using their abilities more as an extension of their own bodies and minds instead of something separate from themselves. Source coders have no use for cyberdecks, dataslates, or the myriad tools and shortcuts used by techwizards to make technology more approachable. Neither do they need a patron to grant them their power, like ordinators or streamers. Their power is an indelible part of themselves, propagating itself through their software and meatware alike, reformatting them to its own inscrutable purposes. In a very real sense, a source coder is a living peripheral, an extension of the Old ‘Net and its secrets. (Sorcerer)

Techwizard: Techwizards are masters of reality-bending hyper-technology, defined and united as a class by the techs they can use. Drawing on an array of peripheral implants, external devices, and the massive computing power of their cyberdecks, they can quickly generate explosions, lightning arcs, subtle holographic illusions, and brute-force memetic mind control.Modern technology is a hodgepodge of elegant theory and manic bullshit that was pushed to market long before it was ready to be out of beta. Almost everything that can improve the lives of average people is sold at ridiculous markups, the basic principles behind the product obscured by layers of copyright, trademark protection, end-user agreements, and ruthlessly-enforced intellectual property licenses.

Techwizards are unique in that they understand the principles behind the tech and can combine it in unique ways never intended by the corporations. They live and die by their techs, mastering them through dangerous experimentation, field testing, and constant practice. They learn new techs as they advance in experience, but they can also learn them from other techwizards, trading black market programs and jailbroken peripherals with their peers, or from communing with dangerous synthetic entities that live in the deepest parts of the darkweb. (Wizard)

Now that we've sorted that out, we've got one last question for you; what's your alignment? Now, we aren't talking about Good and Evil here, or even Order and Chaos…well, kinda? Those are implied to exist, but the main question that matters here is as follows; are you with the corporations, or are you a rebel?

CORPORATE: Corporate leaning adventurers tend to be perfectly happy with the status quo, and are largely unwilling to work with those who wish to enact radical change on the current order. Corporate leaning adventurers are perfectly happy to dismantle smuggling circuits and gang operations, and those under the employ of individual executives are willing to involve themselves in subterfuge and assassinations of other executives.

FREELANCER: Freelancers are willing to work with anyone that doesn't tremendously violate their personal code of ethics. They're more concerned with food and rent than the greater state of the world, and often keep to themselves or their circle. Where a Freelancer is welcome is largely dependent on the last job they pulled; working the bounty board might get them thrown out of a rebel bar, while executive sabotage is likely to bar them entry to higher end smoking lounges and spas. They're the neutral ground, and their refusal to pick a side nets them a lot of creds, but a lot of enemies.

REBEL: Rebels are those railing against the system, refusing to participate in the corporate machine and the machinations of executives and directors. They're happy to work alongside gangs or reform movements, and even happier to get into a scrap with Corpo-Cops and other corporate mercenaries. Most rebels have a sense of personal morality, and draw their own lines when it comes to what constitutes a crime. Some are complete anarchists, looking to dismantle the status quo through violence and destruction, others are simply sick of the corporate world and are looking to build a life without it. Rebels are more willing to dive into bunkers for loot, sabotage the machinations of the corporate world, or battle against rival gangs, but will refuse to work for the betterment of an executive or corporation's standing.

Perks:

50CP Multiclassing: You can take another class other than your starting one.

100CP Hacking: You are now decently skilled at hacking into systems, if you weren't already. This involves a decent level of skill at cracking passwords, through guesswork, information gathering or a simple brute force approach, as well as a sense for which methodology would be best to employ in a given situation.

100CP Breeder: You are a lot more virile/fertile than normal, either being able to shoot out a lot more cum than you could before, or being able to give birth to a ridiculously large amount of children. This is, of course, something you can toggle at will, in case you find it would be inconvenient in the current situation.

100CP Let's Rock: You have some musical talent, and are good at coming up with "rage against the system" type messages, as well as concealing your messages in another meaning altogether, making sure that only the people you want to understand will, whilst the fat cats who greenlit your song remain blissfully ignorant of your song's meaning.

200CP Like A House Of Cards, It's Checkmate: You've got the skills to dismantle crime rings that set themselves up, being able to identify the weak links in their operations and receiving better luck when working to exploit such flaws in their systems.

200CP Porno Athlete: You are a champion performer in the sexlympics, able to give world-class blowjobs and leave people orgasming up until the point where you fuck them into unconsciousness.

200CP Yum Yum Bubblegum: You have an instinctive sense for how to make the best porn you possibly can, be able to instantly understand the best kind of angle to use, how the actors should be behaving and being able to set up a scene just right. This also gives you better luck with dating multiple people at the same time.

400CP Clarke's Third Law, And Agatha's Corollary: As previously mentioned, the 'magic' of this world is simply advanced technology. As such, this perk allows for the two to be considered the same. In other words, if you come in here with the Elemental Adept feat from another source, you don't need to take Surge Slinger to enhance your Burning Ball, and a Hacktivist Outlaw who can steal hostile Tech cast on them can do the same with a Wizard's Fireball.

Not only that, but this also allows you to convert any other spells you may know or end up learning into Techs, as well as converting anything you can do which is similar to this world's Techs into spells. Of course, this 'conversion' effect is entirely one-way; in other words, if someone wants to shut your casting down, they'll need to be able to neutralize both hostile magic and hostile technology

CORPORATE

100CP Never Mind The Pitiful Children: Working for the corps in a cyberpunk setting has a tendency to sap on people's motivations. The whole "products over people" thing might have something to do with that. Not to worry, though, because this perk gives you the strength of will to keep going despite the suffering you might cause.

200CP Pander To The Lowest Body Part: You are now an expert at exploiting the base desires of the common masses; whether it's having your propaganda be delivered through grunts and moans, designing clothing so that it barely covers the important bits, existing mainly to just hold

them in place or adding an on-table brothel to your fast-food, the lewder you make your services, the easier it is to sell to the suckers living their unimportant lives.

400CP Great At Corp: Whilst ordinarily, you'd just be a field agent for your chosen company, this gives you actual competency. With this, you can figure out what parts of your company can be 'optimized' without causing too much unwanted uproar, and you're better at getting the office drones to accept new changes. Soon enough, they'll be compliant enough to accept some changes to their uniform, if you feel like raising the amount of skin your underlings have on display for you to ogle.

600CP Hostile Acquisition: You have the skills needed to make it in the Hot Dog-Eat-Hot Dog world of corporate life, able to keep up with the webs of intrigue and espionage required, and weave intricate plans to stay on top. With time and effort, you could find your way to running not only your home corporation, but your neighboring corporations as well.

FREELANCER

100CP Not Either At All: As long as you are not actively picking a side in a given situation, people will be more willing to respect your neutrality. They might not be happy about the fact that you were previously hired to shoot up their guys, but as long as it was strictly business, they won't have any hard feelings

200CP I Know This: Your lifestyle has given you a level of familiarity with all kinds of systems, meaning it's easier for you to subvert enemy devices and turn them towards your own ends. Furthermore, whenever you encounter an unfamiliar system, fate will conspire to give you an opportunity to learn the ins and outs of how it works, and if you were skilled enough, you might even be able to sneak a back-door exploit into the workings. Once you're in the system, you can pretty much control anything that's linked into the system; locking and unlocking electronic doors, for instance.

400CP Good Morning Gamers: You have a knack for coming up with unorthodox plans that most people wouldn't normally think of. This is especially effective when the plans involve some level of lewdness, for instance, voring a VIP in the digital realm so that your friends can trace his digital signal and take him out whilst he's helpless.

600CP Let's Get This Synth-Bread: You are skilled at getting people who would typically be at loggerheads due to conflicting 'alignments', such as good and evil, or corporate and rebel, to put their differences aside in the name of a greater uniting purpose, whether it be averting some form of oncoming disaster, or simply just those sweet, sweet creds.

REBEL

100CP Banging On A Trashcan: You have a knack for being able to eke out a living away from traditional sources of government, just hanging out in the wilds, as well as being able to more

easily steal from passing caravans if you run out of resources. In addition, you and any partners you might have find intercourse in places other than the bedroom both comfier and easier than it would otherwise be, both in the process of doing it and with regards to sneakily getting away with it.

200CP Delver Of Digital Dungeons: You have a measure of experience with exploring dungeons, and can more easily tell what is and isn't edible when exploring them, as well as being able to figure out the hunting patterns of the inhabitants more easily.

400CP Burn It Down: You have a level of skill at figuring out where best to damage existing systems to cause as much damage as you can. When contemplating sabotage of a corporation, you can identify which one of the office drones working for them is most important to keeping the whole thing running, and if there's an exploitable weak point in a vehicle or structure, it'll pretty much stick out like a sore thumb to you.

600CP King Of The Scrap Heap: Much like the wielders of the Beat Stick of Kings, you have a way with words when it comes to gangers and rebels, as well as being able to grant exceptional luck to members of gangs, and three times a day, you can summon between two and twenty gangers of various races to your aid, who will assist you for the duration of a fight, then fuck off back where they came from once the violence is over.

Companions:

Of course, you can't handle things on your own, unless you're some kinda mega-badass.

50CP-200CP Friends, New And Old: This lets you import any companions you may have, or create new ones. Regardless of your choice, they get 600CP, a class, race and alignment.

100CP Canon Companion: You can take anyone from this world with you, should you choose to do so.

100CP Elf Debt-Slave: Whether it's bad luck or poor financial decisions, this poor elf has racked up a massive amount of dept. After some deliberations (and a bit of interference) it was decided that they best way for her to pay off her debt is for her to be sold off into slavery under you. As I said, she is an elf; namely, she is a freelancer ordinator, with the Techie synergy. Unfortunately, she seems to have a preference for techs which are either completely useless, or total overkill for the situation. Maybe you'll be able to find another use for her?

100CP A Heart Of Tin: Unlike most of the Gobbo's you'll find here, this one is rather stoic, and, unusually, tends to align himself with corporate interests. Whilst at first, you might mistake his quiet demeanor for simple professionalism, if you were to get him to open up, you'd find that for some reason, he just doesn't seem to feel any highs of emotion. Perhaps you'll be able to show him what he's missing? For what it's worth, he's an auditor, with the man-hunter specialization.

100CP You Get More Than You Pay For: This eccentric human mechanist's slightly-unhinged personality means that she tends to hang around with the more rebellious sort of crowd. She tends to specialize as an armorer with regards to the tools she creates for combat, and she has a wide variety of jury-rigged sexual aids of her own design.

200CP Ideoladies: This is an interesting development. You see, this is a set of three triplets who, whether by chance or divine machination, seem to have all developed several different ideas for which system of government is best; one of them supports freedom for all, the second supports everybody getting their fair share and the last is in support of absolute power. Regardless of the details, they appear to have decided following you on your journey is their best bet for sorting out this issue. For import purposes, they count as one companion, and any purchases are shared amongst them.



Everything a fledgeling adventurer needs to survive the concrete jungle and the tropical wasteland, including weaponry and armor, vehicles, burners and peripherals.

Items:

You can import fitting items into anything you purchase here.

0CP Tech Focus: This is a peripheral of some sort, which you can use to cast Techs. Peripherals you can use as a focus include hard-light projectors, miniaturized 3D printers, AI assistants, smart jewelry, and similar objects that are either worn or held in a hand.

50CP Technical Weapon: You have a high-spec weapon. In this setting, +1 weapons are typically made of advanced materials, capable of channeling the explosive forces of bullets better or more accurately, equipped with mono-filament edges, and similar. You can purchase this two more times.

> *100CP Plus Two:* These will generally have the advantages of the above, and some mechanical component; they may vibrate at the frequency of what they strike to cause harmonic-destruction, or use special mechanisms to electromagnetically or gravitically accelerate rounds.
>
> *150CP Plus Three:* These are the bleeding edge of killing technologies, utilizing advanced phasing technologies to bypass defenses, nanotechnological enhancements, or high energy states such as coherent light or plasma charges that enhance the nature of the projectiles they fire.

50CP Technical Armor: You have a set of +1 armor, which is generally fabricated not just of special materials, but in special ways, distributing impacts or blows more widely to absorb shock, or having prearranged collapse points that plastic material and composites will then return to their original shape. You can purchase this two more times.

> *100CP Plus Two:* These incorporate more directly potent machine based solutions, whether it be reaction boosters, or internal trauma reactions that heal harm at the moment of impact.
> *150CP Plus Three:* A set of +3 armor functions off of exotic and advanced principles, from direct energy field projection, to personal point-defense arrays to intercept and block incoming attacks.

50CP Hydromagnetism Keyring: While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

50CP Burner: Small memory storage devices little bigger than one's outstretched palm and fingers. These devices store the components, programming, and nanotech necessary to flash-fabricate a singular tech. Because they store the limited energies and supplies of techcasters for a later date, they are much beloved by adventurers as a method of storing up their techs for a later date, or selling for use by others. 50CP gets you a Trick, with each spell level higher requiring 50CP more. The Tech must be one you could normally cast if you knew it, and any burners you use will be replenished within a week.

100CP Buzzkillers: These administer a simple neural scrub, through either a nasal inhaler or a dissolving chips put on the back of the neck, made to remove the effects of drugs on a given person's system; essentially removing any tolerance or addiction they may have.

100CP Recreational Drugs: This is a selection of contraband drugs for the purposes of sending the user into a tripped-out state whereupon they may explore their own consciousness.

100CP T-Breaks: A replenishing supply of little candy bars, laced with a counteragent to the drugs the corporations use in order to keep people in a foggy, compliant state of mind. They restock back to full within a week when used.

100CP Unbreakable Condoms: These condoms are enhanced with special materials, in order to make sure that they don't break under the girth and force of the penis's found in this kind of setting..

100CP Power Fist: A pneumatic weapon worn over the forearm for the purposes of increasing punching power, usually found at old construction sites and the outskirts of recently erected megacities. It's difficult to disarm the wielder of one of these without cutting their arm off.

100CP Nanobot Soda Supply: This is a supply of twelve nanobot soda's, which act as this universe's health potions. When drunk, the nanites inside will go about fixing up any damage the consumer may have taken.

100CP Defensive Keyring: This keyring projects a multipurpose protective field around the wearer, protecting them from hostile attacks and effects.

100CP Thermofilament Blade: This highly advanced blade uses nanotechnology to constantly produce a vibrating Fractal Edge effect along its entire length, allowing it to slice through the molecular bonds of objects it cuts. Due to the ubiquitous nature of nanites in most biological entities, it is not quite as effective in slicing living things as it is in slicing inanimate objects, but short of certain highly experimental technologies, it is often the final word in cutting technology. In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10- foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

100CP Neuroshield Keyring: Wearing this prevents people from being able to tell what you might be thinking, whether you are lying and what alignment or creature type you might be. With a thought, you can cause the ring to cloak itself.

100CP Density Detector: This item scans its surroundings for pockets of varying density, then extrapolates the data into likely locations for hidden objects and spaces. The item has 3 charges. While holding it, you can expend 1 of its charges, and if a secret door or trap is within

30 feet of you, it pulses and points at the one nearest to you. It regains anywhere from one to three expended charges daily at dawn.

100CP Spider Sneakers: When wearing these sneakers, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. However, these are useless on a slippery surface.

100CP Erogenous Amplification Matrix: This choker-shaped object amplifies all sensation from the neck down. Set it to fifty-x, take a shower and the first water droplet that touches your body'll cause you to fill the bathtub with sexual fluids. For reference, it goes up to at least two-thousand-x

100CP Riding Beast: Whether this is a massive lizard, or even one of the few surviving Arabian breeds of horses, riding beasts like these are popular among lizard herders and other people on the edges of the great desert.

100CP Pet: You have a pet beast, whether it be a Hot Dog, a fennec or even a tamed mimic. You can import a pre-existing pet to give them a new form.

200CP Vehicle: For 200CP, you can get something on the level of a hovermoped, cruiser, buggy, pick-up truck or robot horse. For another 200CP, you can equip your vehicle with weapons, such as a harpoon gun or a turret.

200CP Kaiju Killer: This thing is too big to be called a sword. Too big, too thick, too heavy and too heavy, it's more like a big hunk of ceramiron. When wielded against dinosaurs or dragons bigger than eight feet tall or wide, it causes more damage than normal.

200CP Synaptic Lock: A non-lethal anti-personnel weapon used by specialist corpo cops to capture high-value targets for interrogation. This item has 7 charges. While holding it, you can push a button and use 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you, which will paralyze any target that isn't tough enough to shrug it off for a minute, although a paralyzed target can continue trying to overcome the paralysis. The item regains between two to seven expended charges daily at dawn. If you expend its last charge, there is a chance it might overheat and explode. In this case, you will receive a new one within a week.

200CP Glorytorium: A business that you own, or near enough to get a share of the profits of at least, where paying customers can have sex with any number of anonymous holes. Alternatively, they can rent themselves out for a few hours if they're in need of some cash fast.

200CP Mama Rei's Bovine Adjacent Milk: This is a delicious (and addictive) milk alternative, provided by Madeline 'Mama' Rei. Please be aware that imbibing sustained quantities of Mama Rei's Bovine Adjacent Milk may result in sudden physiological and psychological changes to

your person. In other words, drink too much and it'll feminize you, give you huge boobs and make you lactate, as well as giving you a lactation fetish.

200CP Super Aphrodisiac Tentacloid: This is a tentacle creature covered in an assortment of aphrodisiacs from the J.A.V research labs. If this thing crawls into your ass, you'll probably end up around twelve seconds from asking it to marry you.

200CP Dark-Web Sub Realm: You have your own personal sub-realm within the digital realm. Here, you are effectively a living god, or perhaps a demon, able to twist the very rules of reality within your domain. Furthermore, like Baphom, the sub-realm of Tori Tabernathy, you can set up this realm as a place of endless pleasure and debauchery, to the point where those that enter your domain through sense-tanks return with their pituitary glands fried from overloading of dopamine and oxytocin.In future worlds, this will either transfer to any digital realms that might exist, or become a demi-plane under your control, with the same level of freedom with regards to the rules of reality.

200CP Bimbo's Psychotherapeutic Surgery: Bimbo's Surgery collects data on all your anxieties and insecurities, scoops them out of your head, turns you into a complete airhead and gives you pink hair and huge tits as well, at absolutely no charge! You now have a branch clinic of Bimbo's following you from world to world, with it doing its best to start as close to you as possible.

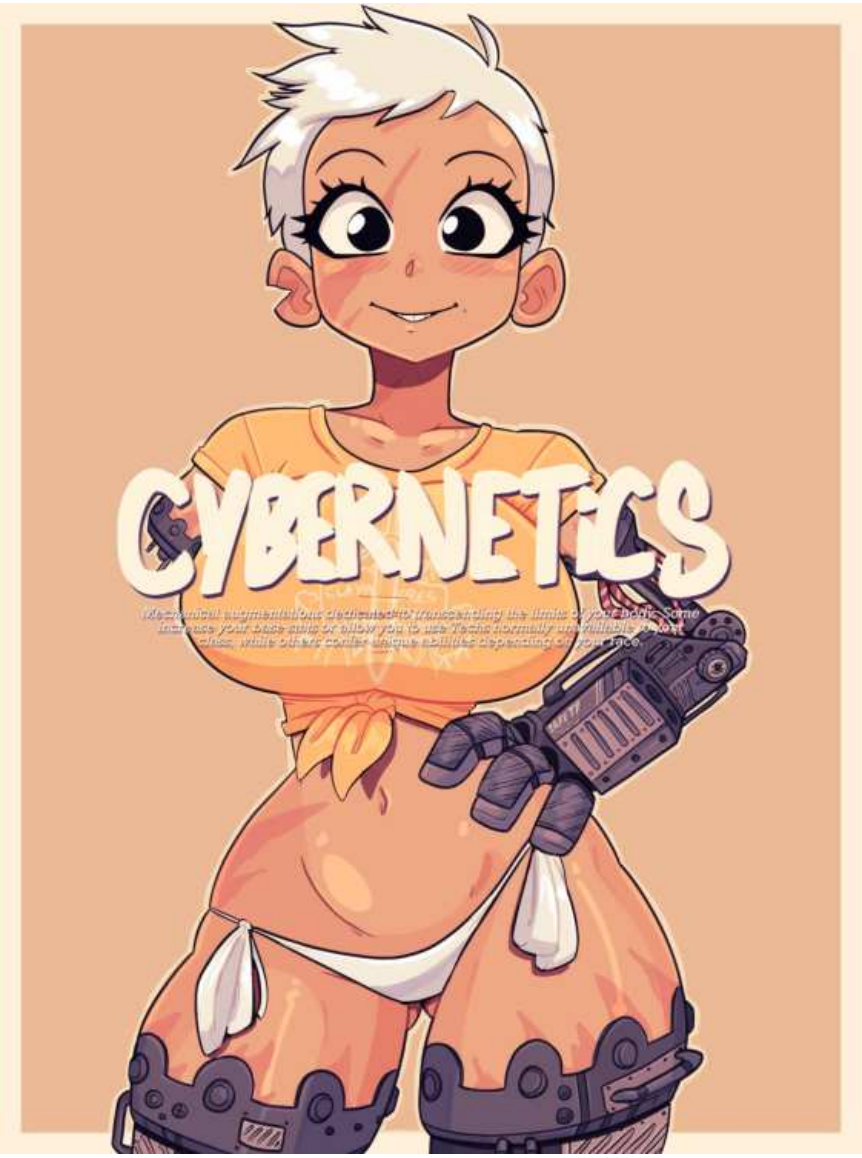
200CP Neutral Ground: You now have a bar where it is agreed that no matter what a patron's specific allegiances, that's all left at the door, with a strict dress code of speedos and bikinis to help enforce it.

400CP Sense Tank: Immersing yourself within the SLUDGE of this large tank, which can be found in any homes you might have, allows you to project your mind into the digital realm, where you can touch, taste and smell in one-to-one replications of real life, using a personalized avatar of your own making. Thanks to implemented time dilation mechanics, time flows differently from realm to realm. Weeks, even months of in-realm time can pass in a single day in the real world, allowing people to live entire lifetimes online.

400CP The Spider-Fucker 9001 Mk.69: This highly advanced sword was designed specifically for the elite mutant slayers teams of Slyth & Jabber. It has gone through many iterations in design, with the original having been designed specifically for countering the infamous 'Jabberslyth' that was the spearhead of the original mutant incursion from the Tarantulina Peninsula. It has since that time been improved, and improved again, using nano-fractal edge technologies, gravitic manipulation, and a barely chained blood thirsty AI with a desire to snick the heads off anything and everything when it is pulled from its sheath. The Spider-Fucker is the ultimate in mutant slaying technologies, analyzing it's target as the fight progresses with some of the most advanced biometric scanners available to modern man. Once it has identified a point of absolute vital vulnerability, usually the head, it will seek to remove it as quickly and efficiently as possible, using its gravitic manipulations and built in gyrojets to direct the blows towards that location.

400CP The Party Gun: A gun made when two stoners in a militech and party company put their heads together over a stack of ancient ass vinyls. The idea was to, basically, have a portable sound system that could also act as a weapon should the party get too crunked. This is the result. Featuring a bass drop firing system, this off-white heavy weapon fires blasts of sonic energy with explosive impact. Also, it's fun at parties. The sheer force of its wubs are able to knock people off their feet, and it can also be switched to Party Mode, causing its sonic blasts to be spread out over a cone, making them less powerful, and no longer able to blast fools over.

400CP Personal Atlas Walker: An Atlas Walker is essentially a freight carrier people build houses on top of. Your comes with a harem of professional femboys or girls, willing to sexually service you or any paying customers. If you want, you can have a mix of femboys and girls.



Mechanical augmentations dedicated to transcending the limits of your body. Some increase your base stats, or allow you to use techs normally unavailable to your class, whilst others provide a bonus based on your race.

CYBERNETICS

The same kind of cybernetics do not stack, so not doubling up on BioMods. If given cybernetics only work with a certain race, that race will be in brackets. If a given form of cybernetics has multiple options, it can be taken multiple times for each option.

You get a stipend of 500CP

0CP Integration: You can import any previously installed cybernetics into cybernetics purchased here without a problem, and can update any cybernetics here to match the aesthetics of your previous cybernetics, or vice-versa!

0CP NEET: As previously mentioned, a NEET is used to perform subconscious tasks such as eating or bathing whilst in the digital realm.

0CP Class And Subclass Cybernetics: If your class or subclass has cybernetics implied, you get them for free.

50CP Modular Gender Presentation: This is a set of artificial sexual characteristics, which you can swap out with any you might already have, as those will also be converted to being modular, free of charge. These assets may be larger than would be found naturally, and will come with just enough supporting enhancements to remove any unwanted drawbacks from their abnormal size in such a case. Optionally, this can simply be used to augment your natural lubrication, lactation or sperm production, or enhance or alter the size, shape and girth of your sex organs. This can be purchased multiple times, one purchase getting you a penis, vagina or pair of tits.

100CP BioMod: This enhancement increases one of your physical stats, either strength, dexterity or constitution. Strength is enhanced through usage of powerful motors and reinforcements to your spinal cord, dexterity gets enhanced via opening up new ranges of motion for the body and constitution is accomplished through the replacement of internal organs with more efficient versions.

200CP BioMod Plus: A more powerful variant of the BioMod.

300CP BioMod XL: The most powerful BioMod Variant.

100CP Neuromod: Like the BioMod, but for mental stats; intelligence, wisdom and charisma. Again, can be taken multiple times. For the most part, this is simply optimizing the brain's ability to form and utilize new neural pathways, such as what happens with enhanced intelligence and wisdom, but with charisma, it’s undeniable that one’s physical appearance can have a certain effect, and so charisma enhancement involves not just knowledge of how best to assert yourself, but a combination of subtle pheromones and minor face-sculpting to make the enhanced individual more handsome, or more beautiful.

200CP NeuroMod Plus: A more powerful variant of the NeuroMod.

300CP NeuroMod XL: The most powerful NeuroMod Variant.

100CP Skill Chip: A chip that enhances your ability with a certain skill.

200CP DataMatrix: This implant will make you an expert at a given skill, on the level of an Influencer or Outlaw

100CP Trick Chip: A subdermal implant which allows you to cast a Trick at will.

200CP Tech Chip: A subdermal implant which lets you cast a first-level Tech, with the amount of times you can cast it being dependant on how experienced an adventurer you are.

300CP Tech Chip XL: A subdermal implant which lets you cast a second-level Tech, with the amount of times you can cast it being dependant on how experienced an adventurer you are.

100CP Weapon Internalization: Implant a weapon into one of your limbs, letting you equip and dequip it at will.

200CP Weapon Internalization Plus: Implant a +1 technical weapon into one of your limbs, letting you equip and dequip it at will.

300CP Weapon Internalization XL: Implant a +2 technical weapon into one of your limbs, letting you equip and dequip it at will.

100CP Optics: These eye augments let you see in the dark up to sixty feet.

200CP Optics Plus: These eye augments let you see in the dark up to one hundred and twenty feet.

300CP Optics XL: These eye augments let you see in the dark up to one hundred and twenty feet, and you also have thermal vision within sixty feet, letting you see sources of heat through smoke or fog.

100CP Additional Limbs: With a purchase of this, you can add or replace a limb. Notably, you can choose to simply have a hand or foot instead of the full limb, with the extremities having full range of motion, but being unable to exceed one's natural reach due to the magnetic tethers needed to keep them moving with you when you yourself are being moved.

200CP Genetic Splice: You have a trait from the Splicer traits table, found in the notes

300CP Genetic Transplant: You have a racial trait from a race other than your own, such as a Gobbo's ability to photosynthesize, an elf's immunity to technical sleep and resistance to mind-control, or a jerboan's inherent resistance to most forms of poison.

300CP Wired Reflexes: These enhancements to your reflexes make you better at skills that use mental attributes or dexterity. (Elf)

300CP Sprint Burst: You can double your speed for a moment using these jets, recharging when you spend six seconds at rest. (Elf)

300CP Survival Coating: This synthskin is resistant to heat, cold and poisons. (Nayaling)

300CP Thermal Exhaust: An implant which lets you boost the power of fire Techs, and when it's used, it vents excess heat, damaging nearby enemies. (Nayaling)

300CP Exceedingly Cheeky: Through strange systems, this allows you to share your strange luck with your allies. (Wukong)

300CP Optical Camouflage: When damaged, you can become temporarily invisible, until you attack, or six seconds have passed. (Wukong)

300CP Nanite Core: You can reconfigure yourself into one of the three configurations for artificiates instantly. (Artificiate)

300CP Combat Chassis: Your force of personality can protect you from attacks. Also, your body is now spiky. (Remake)

300CP Integrated Flight System: You can fly now. (Remake)

300CP Photosynthetic Focuser: When in sunlight, you can deal more damage to bigger enemies once every six seconds. (Gobbo)

300CP Adrenal Booster: You can enhance your performance when you would normally fail at a given task depending on how many allies are near you. This can only be done a certain number of times, depending on how experienced an adventurer you are. (Gobbo)

300CP Air Condenser: You can take in minerals from the air around you to toughen yourself up for a minute, as opposed to needing to eat to do it. (Jerboan)

300CP BioMonitor: When you dodge, you can use some excess vitality to heal yourself. (Jerboan)

600CP Infinite Pirate Queen: You share in "Mad" Maggie Millan's biological immortality, with your body being so full of self-replicating nanomachines that you cannot die so long as the pieces of your body are close enough to pull themselves back together.

Drawbacks:

If you want more Cyber Points, you'll need to take on certain levels of suffering.

0CP Lewd Level: This is a toggle, letting you tone the lewdness of this setting down to your liking…or up? Your choice, choom. Wait, that's the wrong series.

100CP Immuno-Rejection: It would appear that something about your body doesn't take to cybernetics that well. As such, if you have any cybernetics, either from here or from a previous jump, you'll find yourself dependent on a drug designed to keep them from killing you.

100CP Poor Conditions: Regardless of how much money you might have, you cannot manage to support yourself above a poor lifestyle here. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be an apartment with peeling wallpaper or a studio above a noisy (and violent) bar. You benefit from some legal protections, but you still have to contend with violence, crime, and disease.

200CP Wage-Slave: You find yourself in a rather exploitative contract with one of the local mega-corps, mandating you spend long parts of your life working a meaningless, dead-end job with no real apparent point.

200CP Squalid Conditions: Like Poor Conditions, but worse. You live in a leaky one-room flop, a tenement in the undercity, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Taking Poor Conditions and this cuts you off from any outside sources of money, and guarantees that any money you make here is money you will quickly be parted from.

300CP Starting All Over Again: This is your typical "no perks or items from previous jumps" drawback, which should be rather self explanatory even if this is your first jump, in which case, enjoy your starting bonus, I guess.

300CP Netsucker Thrall: Of all the myriad threats to a person's life and livelihood, none are as indisidious as the Netsucker Virus. Part parasitic self-replicating nanomachines, part devastating ransomware, the Netsucker Virus is administered into the bloodstream, wherein it infects a weakened victim's cybernetics implants and uploads the victim's entire online presence into a hitherto unknown database, sharing the victim's most depraved browser history and Sense-Tank experiences with all other Netsuckers, creating an instant and vast blackmail network.

Meanwhile, the victim's cybernetics are broken down and reconfigured in a painful and debilitating procedure to create the Black Hands; sharp, vicious talons used for combat and grappling potential victims, as well as the Neurosynaptic Bite; a pair of vampiric fangs used to inject the nanomachine virus into others. This act also often alters the physiology of the victim, depending on which strain of the Netsucker Virus is injected. These physiological similarities have caused Netsuckers to form hierarchal dynasties, eschewing any former familial ties to serve with and for those of their new clan.

These nanomachines, however, are exceedingly delicate, so much so that exposure to ultraviolet light causes Netsuckers intense pain. In an attempt to rectify their continual

blackmailing, Netsuckers also dress extravagantly, and outright refuse to be seen anywhere but the wealthiest and most ornate locations. Netsuckers are repulsed by the squalor of lower level megacity dwellings, or the shacks and shambles of rural territories, and use their blackmailing virus to grant themselves access to higher quality and higher level abodes, or the exquisite plantations and rural mansions of retired directors.

Only those said to be absolutely pure of heart, or unabashedly perverse, are able to shrug off the threat of the ransomware's blackmailing effect. If you take this, you will be neither, and furthermore, will not be trusted with the keys to the repository of blackmail data owned by yournetsucker lineage.

Endings

You can Go Home, Stay Here or Keep Jumping.

NOTES:

Tech Chips and Adrenal Boosters work on your proficiency bonus

<u>Splicer Mods</u>

Sensitive Ears - You can hear better.

Sensitive Eyes - You can see in the dark, up to 60 feet.

Sensitive Nose - It’s almost impossible to sneak up on you

Adorable Tail - You find it easier to persuade other people to help you.

Long Tail - You’re more acrobatic.

Sharp Teeth - You can bite people with your sharp teeth.

Scales - You only take half as much damage from your choice of fire, cold, electricity, acid, thunder, poison, neon, kinetic, entropic or software damage.

Tough Hide - You only take half as much damage if something that is not technical tries to cut you.

Horns/Antlers - If you run at least twenty feet at someone, you can attack them with your horns.

Gills - You can breathe underwater.

Fins - You can swim as fast as you can walk.

Digitigrade Legs - You walk five feet faster.

Hooves - You ignore difficult terrain when running.

Udders - You can produce enough milk to feed two people per day.

Natural Camouflage - You are naturally stealthy

Monkey Feet - You can climb as fast as you can walk.

Stoutness - You take less damage from poison, and it's harder to poison you.

Powerful Build - When it comes to your carrying capacity and the weight you can push, drag, or lift, you're as strong as you were twice your size

Natural Armor - You are naturally protected from attacks.

Exotic Colors - You find it easier to perform for others.

Quills - You are very spiky, which is bad for people who are punching you or eating you.

Link to the wiki:

https://slimwiki.com/carbon-pink

MAP:


CALICO REDISTRIBUTION COMPANY
MI GENNA
NEW TORTUGA
CARDINAL HOLDINGS
SARAJEVO SEVEN HOLDINGS
EUROPHITANK ONLINE DATA FARMS
NAZZDACK INCORPORATED
HOUSE 'BACCO
SCHWEBENWAGEN HOVER INDUSTRIES
PROTEIN ADJACENT BARS 'N' SHAKES
THE FREEMEN COMMUNE
THE WALLED STREET
THE DUTY FREE PORTS OF HOUSE 'BACCO
THE UR-UM WINES AND SPIRITS COMPANY
CZARINA TROPICAL AGRICULTURE
THE JAM GARDENS
J.A.V DIGITAL ENTERTAINMENT
SARASWATI VIRTUE
HENTAI ISLAND
SLYTH & JABBER
THE RONIN EXPEDITION
TARANTULINA PENINSULA
SOON-BOK HEAVY ORDNANCE
THE NEW WORLD