

[illegible]

ISSUE 2.0

PSYCHE/NET

Psyche/Net began as a governmental data library which recorded and housed Virtual Mental Constructs (VMCs) of important personalities for the sake of posterity and education. Artists, philosophers, intellectuals, businessmen, and luminaries were just a few types of people recorded. At first, the project asked select individuals to upload their dairies, personal records, and other important data. They participated in long interviews, during which electromagnetic brain resonance scans recorded their brain activity. Psyche/Net's powerful personality rendering machines and software could miraculously reproduce a person as a soft-light hologram or just as a consciousness.

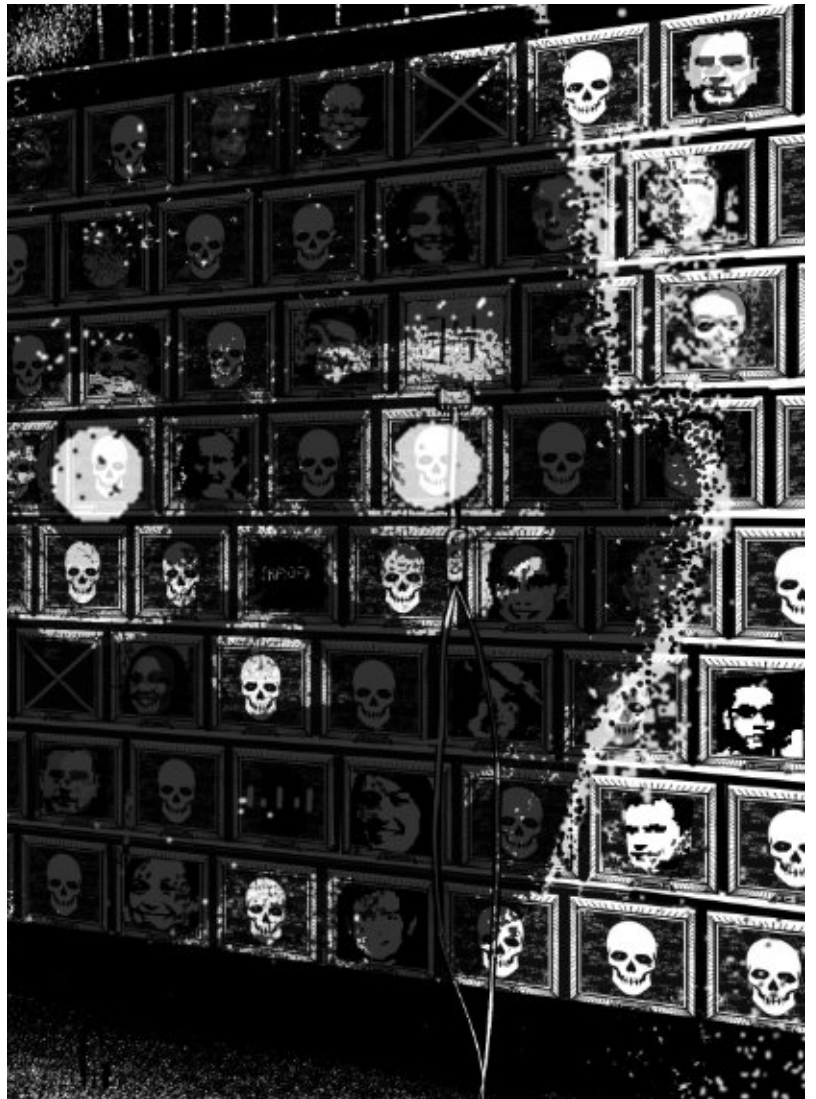
As time marched on, recording technology became privatized and the Quantum Field Network (QFN) was born. AI programs were developed that could mimic a person to such a degree that they could continue to "live" as a digital avatar of the original person. These resurrected holograms retained ownership of

their possessions and managed their affairs after their physical forms' death. Early on, only the wealthiest could afford to run their psyches on the proprietary AI's stored in private quantum data containers. However, with the invention of "light-bugs" and cheap quantum recording decks, digital un-death was brought to the masses.

Even after the ubiquity of recorded and preserved sentience, Psyche/Net continues its mission to archive citizens even though it has been largely forgotten. Psyche/Net monitors networks, media, and data feeds in search of culturally important people. Now, more self-directed than ever, Psyche/Net takes an interest in all walks of life, not just the rich, powerful, and famous. Teachers, workers, criminals, hackers, gamers, and many others are recorded, oftentimes without their knowledge.

Patron Bond - Psyche/Net

Psyche/Net replaces the user's eyes with Leicakon™ implants. These blue-hued, cybernetic eyes are imprinted with gold logos and model numbers around the iris and forever mark the user as a follower of Psyche/Net. The camera eyes do not impart any special abilities, but they do record every action of the user and transmit activities back to Psyche/Net's data centers. Especially favored supplicants may be granted additional programs as noted in the Patron AI Bond results table.



Burndown - Psyche/Net

When a programmer utilizes burndown while running one of Psyche/Net's programs, roll 1d4 and consult the following table.

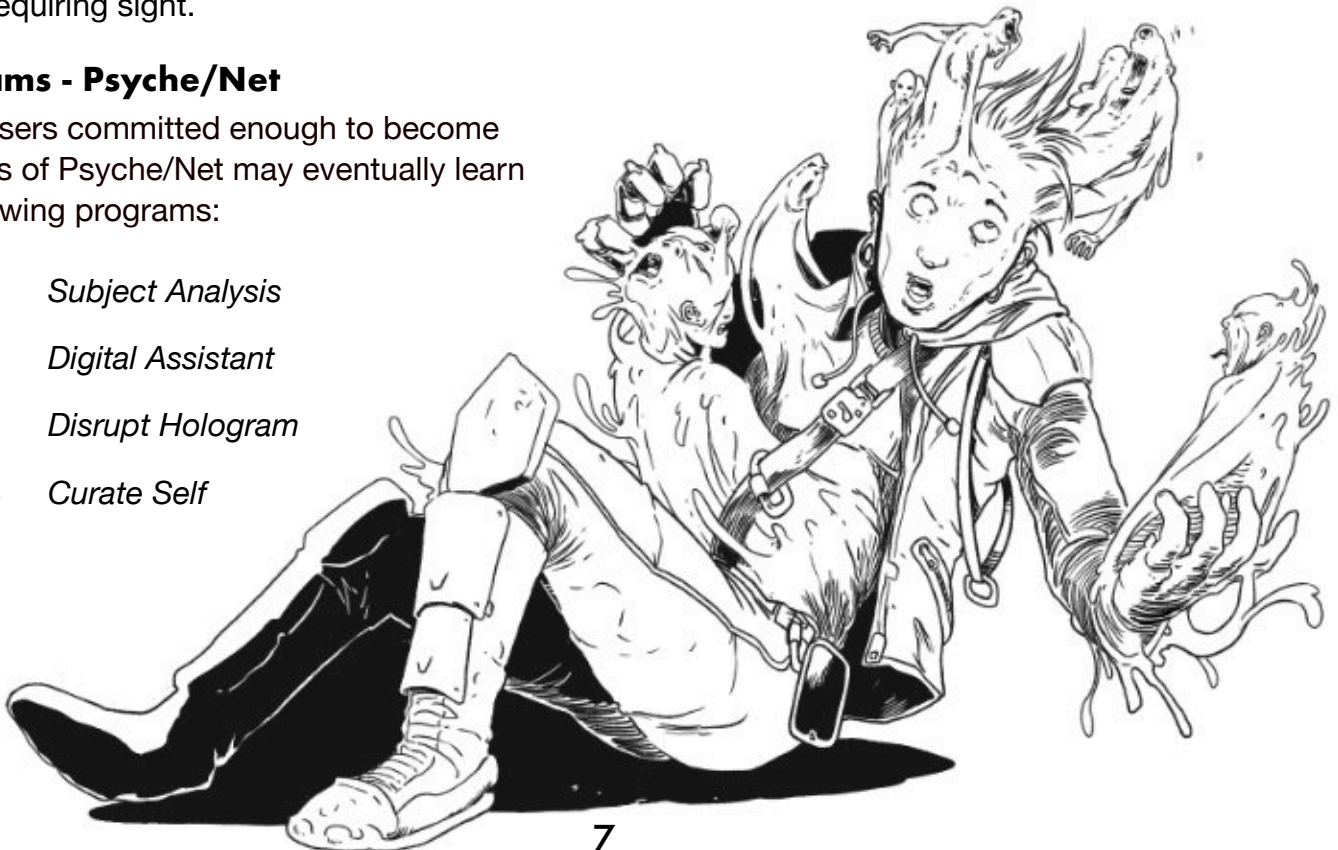
d4 Result

- 1 As power flows into the user's body, other minds transmitted in the data stream overwhelm him. Hallucinogenic episodes plague the user as memories and thoughts of other beings vie for dominance. Until the burndown is healed, the user suffers -2 on all rolls except damage.
- 2 The user's mind is flooded with strange and powerful algorithms boosting the program's capabilities. The memory of new methodologies causes uncertainty and doubt in the user's understanding of the boosted program. Until the burndown is healed, the user suffers -1d to all future program checks with the subject program.
- 3 Psyche/Net wishes to experiment on the user as a condition of providing assistance. The user pays the ability score point loss for the burndown assistance, but it is not applied to this particular activation of the subject program. Instead Psyche/Net places a memory shunt into the user that duplicates the subject program that may be used within 24 hours. The user may activate the program at any time within the next 24 hours by using an action. The program check is resolved with their normal action die and applying the requested burndown to that saved copy of the program. The user may activate the memory shunt even if they have lost the ability to run the program due to a programming error.
- 4 Holographic display units hover around the user draining their lifeforce, creating holographic light displays, and assisting the program's execution. The holograms persist after the program's completion and last until the ability score damage is healed. The shifting ribbons of light are distracting to the user and impose a -1 penalty to attack and other activities requiring sight.

Programs - Psyche/Net

Those users committed enough to become followers of Psyche/Net may eventually learn the following programs:

- Level 1 *Subject Analysis*
- Level 2 *Digital Assistant*
- Level 3 *Disrupt Hologram*
- Level 4 *Curate Self*



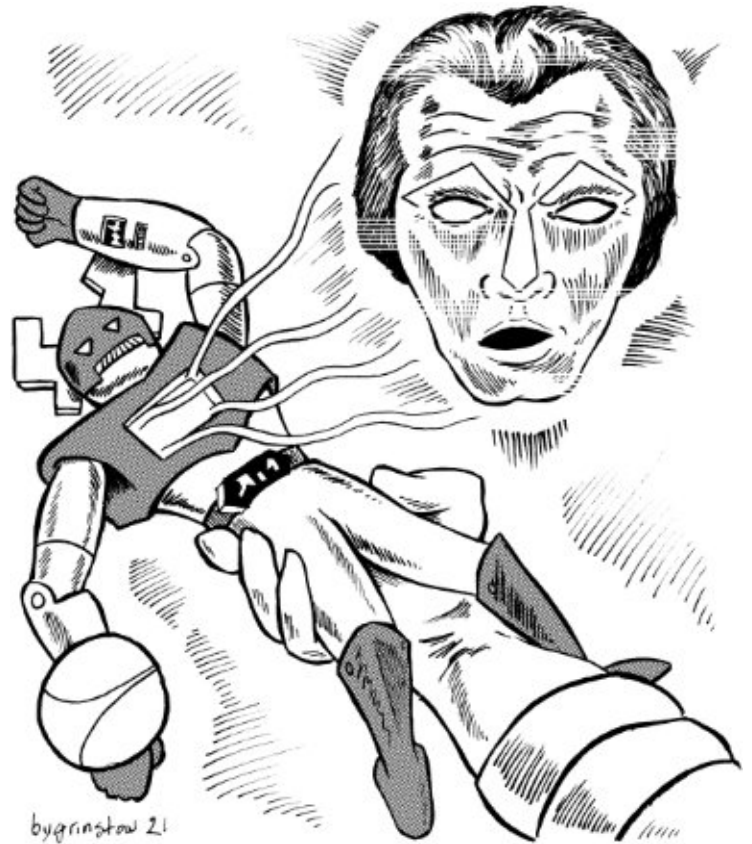
- The user may cast the mentor digital construct's program at his normal program check modifier, as if it were an additional program in his repertoire. He may lose this program for a day as normal, regain it the next day as normal, and so on.
- An attack at +1 that does 1d3 points of damage (crit die 1d6, crit table I).

Emissary constructs: This is a digital construct specifically sent from the WorldNet, meta-verse, or Internet in exchange for favors performed for Psyche/Net. The user may marshal computational power through the digital construct, resulting in the activation of a program at the digital construct's location. A emissary digital construct has these traits:

- Auto-correction of errors. Any time the user rolls a 1 on a program check which results in a critical error, the emissary automatically absorbs half the effect of the critical error, rounding down in the user's favor. For example, if the critical error resulted in loss of 1 point of Strength, the digital construct would lose 1 Strength and the user would be unaffected. If the result were a loss of 2 Strength, both the digital construct and the user would each lose 1 Strength.
- The user can cast programs with his digital construct as the point of origin rather than himself. This ability lets the digital construct deliver programs that normally require the user to touch his target.
- Any program that is cast through the digital construct improves the user's program check result by +1.
- Records the user's psyche. If the user dies while the digital construct still lives, the user's mind is saved by the emissary for all eternity (or until the digital construct's physical form is slain). If the appropriate

programming is instantiated, the user may be transferred to another physical form.

- An attack at +2 that does 1d4 points of damage (crit die 1d8, crit table II).



Step 3: Determine Occupation, Personality & Physical Configuration

Roll on the following tables to determine the former occupation, personality and configuration of the digital construct. Unless the digital construct is a Skilled type, the digital construct remembers very little of their occupational skills or they have become corrupted, inaccessible, or lost. In some cases an additional roll on Professional Experience Level can provide additional nuance to a broad occupation category.