Neuronexia

Current Year: 2178

Welcome to Earth, a high-tech cyberpunk dystopia where gleaming neon skyscrapers coexist with the dark underbelly of a sprawling megacity. Humanity has reached a new era of technological advancement, dominated by virtual reality, neural implants, and artificial intelligence. The central hub of this brave new world is NeuroNexia, a metropolis teeming with advanced robotics, advanced data networks, and mind-bending AR experiences.

However, behind the dazzling façade lies a city plagued by corruption, greed, and social inequality. Mega-corporations wield immense power, ruling over the masses and influencing governments through their advanced technologies. The constant struggle for control and dominance fuels the ever-present shadow wars, fought in the digital realm as much as in the streets.

In the darkest alleys, mysterious hackers and data thieves lurk, always seeking to expose the truth or exploit the system for personal gain. While the privileged elite enjoy a life of luxury in the towering penthouses, the downtrodden inhabitants of the slums struggle to survive day by day, seeking solace in illegal virtual arenas, where they can briefly escape reality.

The NeuroNexia government, often a puppet of the powerful corporations, enforces a strict surveillance state, with citizens' neural implants constantly monitored and manipulated. Citizens, seeking liberation from the system's control, join "Synaptic" - a loosely organized group of rebels determined to expose the truth and challenge the status quo.

As a diverse group of individuals, you will navigate this neon-soaked labyrinth, each one embracing their unique skills and abilities. As you traverse the urban sprawl, you will face challenging moral dilemmas, navigate complex conspiracies, and confront their darkest fears in a world where technology has blurred the line between reality and virtuality. In NeuroNexia, the boundaries of human potential are limitless, and the price of freedom is as steep as the heights of the towering megatowers. It's time to plug into the digital storm and decide the fate of a world on the verge of both technological utopia and dystopian chaos.

Player Guide

Skills

Skills and expertise give you extra die for rolls to try and succeed during challenges. You have nine (9) points to assign to Skills and Expertise.

Just remember you cannot chose an expertise until you put one point into that skill tree.

Character Roles

Your role on your starship represents your knowledge and training. Either: Roll a 1d6 to determine your role, or select your role.

1. Cyber Runner

Nimble and skilled experts in navigating cyberspace and hacking into secure systems to extract valuable data and manipulate information.

2. Corporate Operative

Slick negotiators and spies working for powerful megacorporations, conducting corporate espionage, securing lucrative deals, and enforcing the will of their employers.

3. Bruiser

These hardened street-fighters rely on raw power, brutal tactics, and often crude cybernetic enhancements to dominate any confrontation. They're the muscle on the ground, delivering visceral force and leaving a clear message in their wake.

4. Techsmith

Inventors and engineers who design and create advanced cybernetic enhancements and gadgets to augment and upgrade individuals with cutting-edge tech.

5. Cyber Sentinel

Guardians of virtual borders and the physical world, skilled in cyber-security, defending against cyber-threats and hackers.

6. Fixer

The silent architects of the underworld, Fixers are the ultimate networkers and facilitators. They know who to call, where to get anything (legal or illicit), and how to set up the perfect job or make a problem disappear, acting as the conduits for information, resources, and clandestine services for a price.

Storyteller's Addendum

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Setting the Stage

Welcome to Neuronexia, 2178—a high-tech cyberpunk dystopia where humanity's technological apex clashes with its moral nadir. As Storyteller, you'll orchestrate a world of gleaming neon and grimy back-alleys, a society defined by omnipresent technology, corporate tyranny, and the quiet hum of dissent. It's a setting designed for high-stakes action, moral ambiguity, and the constant threat of digital and physical shadows.

Mood & Themes

Balance dazzling technological spectacle with gritty, low-life realism. Emphasize themes of control versus freedom, identity in a world of implants and AI, the human cost of progress, and the omnipresent threat of surveillance. The mood should be tense, electric, and often morally ambiguous.

Key Elements for Your Game:

Corporate Overlords

Mega-corporations are the true governments, their conflicts shaping the city. Their research, products, and rivalries provide endless mission hooks—from corporate espionage to black market tech acquisition.

The Digital Frontier

The line between physical and virtual is thin. Hacking, data theft, cyber-warfare, and direct neural interface are common tools and threats. Encounters might shift seamlessly between physical combat on the streets and a high-speed chase through a data network.

Societal Divide

The stark contrast between the opulent corporate towers and the sprawling, desperate slums fuels conflict. Use this inequality to create powerful narratives, whether players are fighting for the downtrodden, exploiting the system, or navigating the treacherous corporate ladder.

Ubiquitous Surveillance

Neural implants, drones, and AI monitors mean citizens are constantly watched. This fosters paranoia and makes "getting away clean" a significant challenge, pushing players to be clever and resourceful.

Blurred Morality

Technology allows for identity manipulation, extreme body modification, and AI sentience. Present moral dilemmas where definitions of "humanity," "right," and "wrong" are not clear-cut.

Running Encounters

Encounters in Neuronexia are fast-paced and can involve diverse skill sets. A data heist might turn into a street shootout, a corporate meeting could hide layers of blackmail, or a simple delivery job could expose a vast conspiracy. Leverage the sensory overload of neon streets, the quiet hum of data networks, and the constant threat of exposure to create immersive and thrilling scenarios. Remember, in Neuronexia, freedom is a commodity, and information is power—often worth dying for.

Plot Hooks

1. **The Glitch in the Ghost:** A renowned "ghost in the machine" hacker, famed for exposing corporate secrets, has suddenly gone silent. Their last fragmented message hints at a new, invasive form of corporate mind-control tech invading their own neural net. The players are hired (perhaps by a rival corporation, a wary independent journalist, or a "Synaptic" cell) to find the hacker, extract the data, and possibly sever the connection before this "glitch" becomes a pandemic.

2. **Arcology Lockdown:** A massive section of a corporate arcology goes into full containment lockdown, citing an unconfirmed "biological or digital containment breach." Rumors from desperate comms whispers speak of experimental bio-engineered lifeforms or rogue combat androids running rampant on lower levels. The players, either trapped inside or hired to retrieve something (or someone) from the quarantined zone, must navigate the sealed, increasingly dangerous complex.

3. **Sim-Street Blues:** Citizens connected to illegal virtual reality pleasure dens are flatlining in the physical world, dying while lost in digital euphoria. The VR experience itself seems to be evolving, turning into a predatory landscape that traps users' minds, draining their neural energy. The players must dive into the lethal digital realm to pull out a specific target, or investigate the source of the lethal code before the death count skyrockets.

4. **The Data Courier's Last Run:** A seemingly innocuous data courier dies in a back alley, but their neural implant contains a fragmented, highly sensitive data packet that multiple mega-corporations and criminal syndicates are desperate to retrieve. The players find themselves caught between powerful factions as they try to decrypt the data and deliver it (or sell it) to the highest bidder, constantly on the run from assassins.

5. **Slum Uprising:** Tensions in the neon-choked slums have reached a boiling point. A charismatic new leader for the downtrodden is gaining traction, but their most fervent followers are systematically disappearing, taken by shadowy corporate enforcers. The players are hired to protect the leader, locate the missing, or infiltrate the corporate "re-education" facility responsible for silencing dissenters.

6. **Neural Net Haunting:** People connected to a specific, widely used neural network hub begin experiencing terrifying, shared hallucinations—ghosts of data, whispers of forgotten information, or visions of a past that never was. A desperate neuro-engineer believes a forgotten AI or a malicious data-spirit is "haunting" the network, and needs the players to venture into the digital abyss to exorcise it before it drives users to insanity.

7. **The Prototype Push:** A desperate independent inventor claims to have developed a revolutionary, open-source neural interface that could break corporate monopolies on thought and data, but they are being ruthlessly hunted by corporate assassins. The players are tasked with protecting the inventor and delivering their prototype schematic to a safe haven (like a "Synaptic" cell or an independent hacker collective) before it's erased from existence.