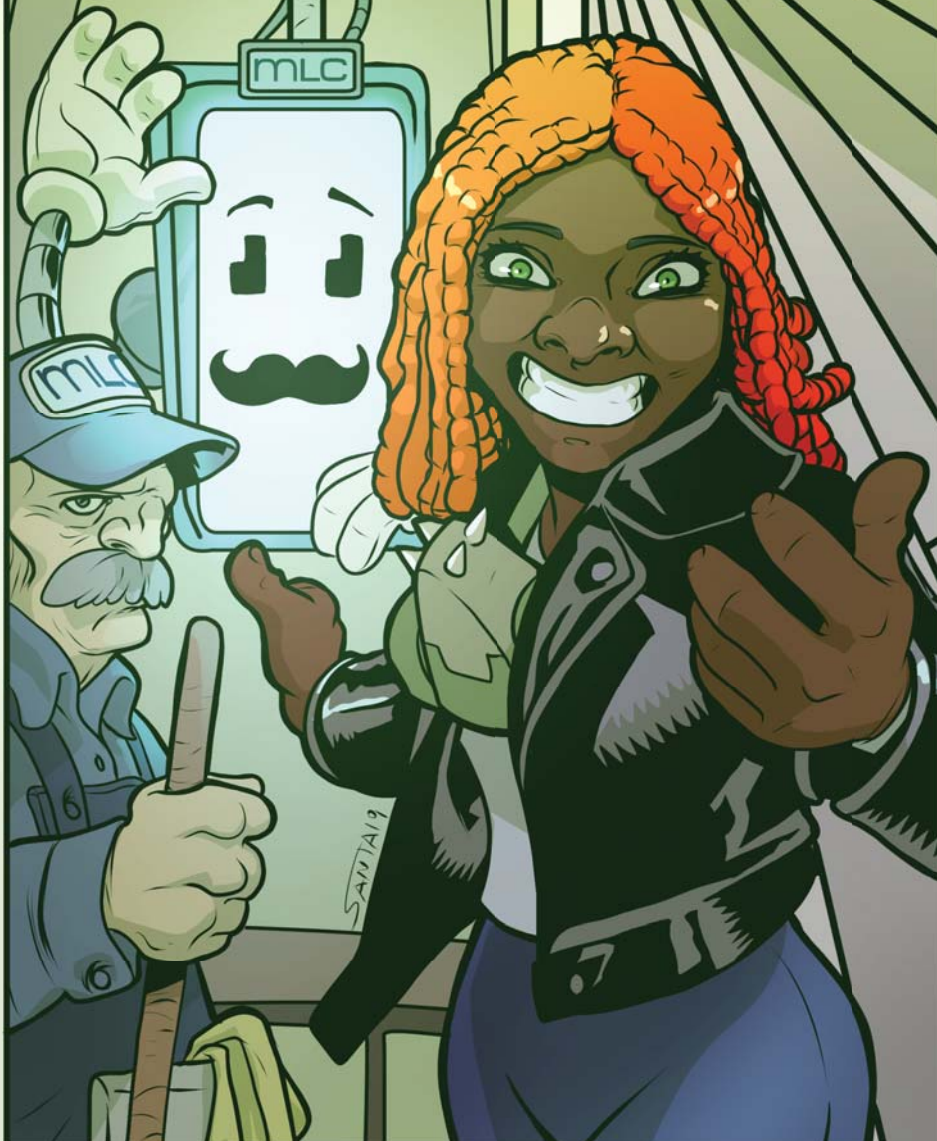


METROPOLIS LUXURY COFFIN 2.0



Metropole Luxury Coffin 2.0

?? 2019

Mad Unkie Games

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The 2010 edition can be freely downloaded from ??

INTRODUCTION



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She didn't know how high in the city she was. She assumed that more streets existed both above and below this one. Cars whizzed by on the street behind her. Signs flashed showing images of passers-by either using or wearing a variety of items. Most of them didn't show her image. Invisibility is one of the prices of poverty.

Nonetheless, a form of salvation sat in front of her in the form of a capsule hotel called the Metropole Luxury Coffin. She giggled a little at the mistranslation. People, much like herself, entered seeking shelter from their debts, grew up, grew old, and died.

Hotels like these often offered low paying jobs, but those jobs were just traps. She would have to figure out other ways to make money. Her accounts were being emptied by the minute by the toll for being outside.

Her cyberphone pinged as her mind flooded with the sights and sounds from a fellow BTribe members who looked back at her from the lobby. A smile came over her face as she realized that she wasn't going to be alone. Letting the cacophony wash over her, she walked through the hotel doors.

These stories take place in the mistranslated capsule hotel called the Metropole Luxury Coffin, or MLC. Capsule hotels are often called coffin hotels. The rooms are barely tall enough to sit up in and barely long enough to lay down in. Capsule hotels first appeared in Japan as cheap overnight accommodations for workers to sleep off drinking binges, but they quickly became places where people lived.

WHAT IS A STORY GAME?

A Story Game (SG) is a way of creating and telling a story with your friends. Good stories are filled with obstacles, failures and triumphs. Story

Games are sometimes called Role-Playing Games (RPGs). While SGs and RPGs are defined slightly differently, *Metropole Luxury Coffin 2.0 (MLC2)* is both.

The goal of the game depends on whether you're running an event or a campaign. Events find the characters broke and desperate for money. Campaigns begin with the characters entering the hotel, establishing a business or three, and then ending with them moving into a better hotel. Both provide opportunities for rebellion.

You, I assume, are going to be in charge of the game, taking the role of GameMaster (GM). It's your job to control the fictional setting. Your friends, called players, each control a single character, and, if you're running a campaign, another character's nemesis. I know that the GM is normally considered to be a player, but RPGs are unusual, so the entire group is called participants.

As the GM, you don't have to read all of this book right away, but I'd recommend reading **INTRODUCTION**, **BECOMING SOMEONE** and **BECOMING EVERYONE ELSE**. After your first session you can decide whether you want the game to continue using the campaign rules found in **EVER AFTER**.

YOU WILL NEED:

- From 1 to 5 friends (2 to 5 for campaigns)
- 2 10-Sided Dice per participant, preferably of different colours
- A Character Sheet for each friend
- A deck of fortune cards (Showing Debt, Jobs, Floors, BTribes, Stuff)
- The Script Change card (Showing Fast-Forward/Pause/ Re-wind)
- Paper to record topics to avoid or minimize, plus any ran-

dom notes

- ▮ A way to tell time or a stopwatch (preferably readable at a glance by everyone)
- ▮ This book

RESPONSIBLE STORYTELLING

MLC2 is supposed to be fun and funny, but before you can get to that, you need to deal with something serious. When you get together, talk about what players can expect from the game, such as cultural appropriation and conflict. That list can be expanded as necessary.

You should then make two lists. The first contains topics that the participants want to avoid entirely. If such a topic ever comes up, it is handled using the **Rewind** script change. The second list covers things that can be included, but not in detail. These topics invoke the **Fast Forward** script change. Anything, from violence to people named Bob, may be added to these lists, and no one should feel the need to justify the inclusion of any topic.

Additionally, the Script Change card should sit within easy reach of everyone. If something said in play makes anyone feel uncomfortable, they just need to reach out and touch this card. Play stops immediately, and the use of the Script Change card never has to be justified. The participant then indicates what about the story prompted the use and says which function they'd like:

Rewind

The participant tells what part of the story upset them. It's added to the appropriate list of prohibited story elements and the story is retold in a way that avoids it.

PAUSE

Sometimes someone just needs a break to talk about something else, deal with something outside play, or has questions about the rules, but it can be used any other time, too. It can be tapped again by the participant who originally paused the game to resume play. If the Pause lasts a long time, the GM should adjust the game's starting time accordingly.

FAST-FORWARD

If a participant wants to move on with the story, this is the function to call for. If the topic is uncomfortable for the participant, it should be added to the list of topics to avoid, but Fast-Forward has another use, moving the story along when time is being wasted on something unimportant.

If someone repeatedly describes things that are on the list then you should immediately stop the game using the script change card. Let them know that they're misbehaving and they're unwelcome. Yes, this is often hard to do, but don't resume play until they're gone. *MLC2* is supposed to be fun for everyone, not just one person.

On Dice

The ideal 10-sided die for *MLC2* is numbered 0-9, but sometimes dice will be numbered from 1-10. Read all 10s as 0s. There are also dice which show multiples of 10 (00, 10, 20, etc.). Just ignore the 0 after each number.

On Terminology

To minimize confusion when talking, use the same words that appear in to the rules.

Pronouns such as “they” and “their” will be used when gender is either unknown, irrelevant, or indetermined, even if the situation only refers to a single individual.

Metropole Luxury Coffin, or MLC, refers to the hotel, while italicized text, like *Metropole Luxury Coffin 2.0* or *MLC2*, is used to indicate the game.

Different sections of the game are always shown using **TEXT THAT LOOKS LIKE THIS**.

The **INTRODUCTION** and **BECOMING SOMEONE** sections are for players to read. **BECOMING EVERYONE ELSE** and **EVER AFTER** are for gamemasters only. Aside from the adventure, **FRESH MEAT**, there’s no secrets, just stuff better revealed through the story.

HOTEL GUIDE

Welcome to the luxurious Metropole Luxury Coffin!

Each floor has 100 lovely rooms, all with wireless cybernet and a touchscreen television.

Food is conveniently available on all floors via the cafes and automats. The Metropole Luxury Coffin has 10 floors of coffins, plus a lobby filled with vending machines to fulfill all your daily needs!

For the benefit of the visually impaired, every floor is served by voice-activated, talking elevators, doors and vending machines.

All this, and more, for the low, low price of 1000 cups per night!

(...plus interest, if you don't have enough money in the morning.)

THE OFFICIAL RULES

The MLC would like to *Thank You* for following these 3 simple rules:

1. Please No Children
2. Please Don't Disturb Your Neighbours
3. Please No Long-Term Stays

MLC

Metropole Luxury Coffin

Business:

Capsule Hotel

Caters to the:

Industrious Destitute

Style:

Cheap, basic and flimsy

BTribe:

Coffin Maggots

Slang:

Gotta get back to work.

THE LOBBY

For your convenience, the Metropole's check-in process is fully automated. Just speak to our concierge.

THE VENDING MACHINES

The lobby floor also contains a myriad of vending machines selling an assortment of goods and supplies. There is also a clothes printer that produces different brands and styles of clothing.

Everyone is offered complimentary slippers. Of course, the shelf where they're supposed to be is empty.

THE CAFES

While staying at the Metropole you are encouraged to lounge here. Reasonably priced caffeinated drinks and snacks are available. All even-numbered floors, except the lobby, contain cafes.

The overstuffed chairs are worn and torn, but if you know how to sit in them they can be called comfortable.

THE AUTOMATS

For those unfamiliar, an automat is a sort of cafeteria where you remove prepackaged food from slots on the wall, along with spouts to dispense tasty and colourful drinks! Tenants of the MLC get 3 free meals per day. Selection changes regularly, so check back often! Automats are found on all odd-numbered floors.

Like all MLC furniture, everything's affixed to the floor.

THANK YOU FOR YOUR PATRONAGE!

RULES TO LIVE BY

People organize themselves. Usually pretty poorly, mind you, but they work it out just the same. Let me tell you how it works around here. Newcomers are forgiven a mistake or two, but are usually informed pretty quickly.

No VIOLENCE

When anyone engages in violence, most people run away, but eventually someone confronts the offender. Once one person stands up for themselves, everyone else joins them. One person can be overcome. A crowd of people? Not so much.

DON'T STEAL

People get pretty ticked off when their stuff goes missing. The coffins themselves are protected by nothing more than a flimsy curtain, if that, so people tend to store valuable things in their locker.

The lockers sit at the back of each coffin, and safeguards are put in place that require that the tenant be calling for the locker to open. The lockers are only as deep as a kitchen cupboard, and only have shelves if the tenant buys them.

Noise

If you don't like the racket, get earplugs. Face it, with this many people in this little space, and no doors to close, it's going to be noisy. That said, if someone with earplugs is still bothered, you're probably too loud. Don't push it when people are trying to sleep.

One common form of noise is music. There are many different types of music, but most of them are a mishmash of different styles and techniques. A couple examples are whisper metal and gravel song. Most of

the musicians practice and perform in ad hoc bands.

COFFIN CURTAIN ETIQUETTE

Curtain Height	Meaning
All the way down	Don't bother me or Not home
A sliver up from the bottom	Only friends welcome
All the way up	Accepting visitors
All the way up and empty	Available (but not for long...)

THE COFFIN LOTTERY

No matter what floor they're on the capsules are always off-white because of how long they've been lived in. Because people leave the hotel, capsules are usually available, but nowhere more than on the lobby floor.

To find an available capsule on a higher floor the player needs to roll a d10. If the roll was equal to or lower than the chosen floor, a capsule is available. Only one attempt may be made per 15 minutes (real time). If one is found, determine their capsule number as normal. The character then has 5 minutes (again, real time) to vacate the old capsule and move into the new one.

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WHO ARE WE/YOU?

BRANDS

People are more than just individuals, they organize themselves into communities and define themselves in relation to things or ideas.

Have every player design a brand. Encourage them to come up with crazy ideas. If they're having difficulty, ask them to think about some activity they regularly do at work or school. What sorts of items do they use? Usually there's already some company that sees the players as customers which can be used for inspiration.

Every brand also produces some sort of clothing. This clothing can be any style, but realize that it also has to be cheaply reproduced.

1. What's the brand's name?
2. What are they best known for producing or providing?
3. Who do they cater to (2-word descriptor)?
4. Current advertising slogan?
5. What style is their clothing?
6. What's the name of the BTribe?
7. Slang used by BTribe members?

Not satisfied with the fashion-oriented nature of the game, Donna wants to also create a fashion-oriented brand. (Skanki Lankis??)

Once everyone has created their own brand, each player presents it to the rest of the group. Every player votes for their favorite brand, and the brand that gets the most support wins. The GM doesn't get a vote, but they can break ties. All characters are members of that BTribe, and

write it down in the BTribe section of the character sheet.

LOGOS (OPTIONAL)

Every brand has a logo. If the players can draw, they could make up and draw logos. This doesn't have any effect on play, as it's assumed that every brand has a logo, whether or not anyone drew one.

NAME

Every character has a name. It may be a real name, it may be a nickname, but everyone is called something. This name should be written out in full on the left side of the sheet, and in big letters on the right side.

Donna decides to name her character Belinda Cali. She writes the full name on the left side of the sheet and Belinda in big letters on the right side.

DEBTS

These debts are far beyond the scope of ever getting paid off. The only hope is to pay off your debtors quick before things get worse, but , but the

Lanki Locks

Business:

Hair Products

Caters to the:

Young Partiers

Slogan:

You can always look better....

Style:

Black with colourful highlights

BTribe:

Skanki Lankis

Slang:

Now THAT's Wild!

Becoming Someone

bigger the payment required each session. Ask the players, “When you picture your character, roughly how old do they look?” Then, find them on the chart below.

Rough Age	Debts
Youths (teens and 20s)	2
Adults (30s and 40s)	3
Seniors (50+)	4
(Delinquent)	(5+)

Debts must always be between 2 and 4, but their associated ages are just guidelines. For example, a middle-aged individual can have 4 debts, but increased debt carries a certain amount of risk. At the same time, a senior citizen may have lived simply, resulting in only 3 debts.

Donna pictures Belinda as having lived a little and gotten fed up with her old job, so she starts with 3 debts.

At the start of each session, each character owes 1000C for staying at the MLC. This rent is to pay for staying a single day. 500C per debt token drawn. That amount grows by 100C every half hour of real time. That’s real time, not in-game time, and interest is calculated per debt still owing. Thus, if a character owes rent plus 2 other payments, (totalling 3 debts) their debt grows at 3 times the rate. Fortunately, this interest can be reduced as debts get paid off, provided the interest is paid off too.

If an entire session passes without paying, then you also have permission to claw everything from their accounts, up to the amount owed, and increase the number of debts owed by 1, representing the various companies increased skittishness about recovering the money that the character owes. If the countdown rises above 4, the debt police will be

called to drag the character off to prison where labor is hard and the interest rates astronomical. However, because debt police are lazy, and motivated by bribes received from the prisons, they often don't show up right away. It's up to you to decide when the story needs to end. More than one character will likely have fallen further behind before the police send anyone. If the debts are paid, then the police may never show up. Maybe.

But debt isn't all gloom and doom. For ever debt possessed, characters get a skill and a fortune point each session. These do increase with non-payment of debts, as the companies panic a little and try to get more money out of the characters. In turn, the characters get a little more savvy.

FORTUNE

Sometimes things just seem to go well for people. Not ridiculously well, but the world seems to bend to their will. Opportunities abound for them. What's the deal with these people? Are they just lucky, or do they know something we don't?

Actually, those people know a lot about a lot. This accumulated knowledge is represented by fortune cards.

Fortune cards allow details to be added to the story in any way that doesn't directly influence the rules. At the start of each session a number of cards are dealt according to the character's debts. They all have words on them relating to the sort of detail they generate: Jobs, BTribes, Stuff, and Floors, While usually these details will help the character that spent them, they don't have to. Each detail costs a fortune card.

The fifth word, Debt, may also be dealt. Debts mean that the character owes an additional 500C payment, and the rate at which interest builds up increases. The advantage is that Debt cards allow any detail to

be described.

Belinda has 3 debts and has 400C at the start of the session. She draws a debt token, meaning she owes 1500C. After 55 minutes pass she's only earned 200C, but now she owes 1700 cups. Belinda pays 600C to for the debt payment, but still owes 1100C for rent, so she gets to work.

FATIGUE

(Campaign rules only)

Characters become fatigued whenever they don't take breaks. At the end of every session each player in which the character didn't take a break, put a tick in the fatigue section.

If a character is fatigued, then, every time they get into a conflict, they have to escalate or beg at least once. Also, they can't spend fortune points.

There are three ways to remove fatigue: resting for at least 4 hours, engaging in a War, or winning a conflict with your character's nemesis. Resting can't be doing something productive, so sometimes you have to offer something to do about halfway through their rest period. Conflict doesn't have to refer to violence, it can refer to anything from an argument to a competition.

During campaigns a fortune point may be given to the players to your left to bring your character's nemesis into the story. See the section on **PLAYING THE VILLAIN** for more information.

FACE

Your reputation is called face. When doing something that is in line with it, you get +2, but when you're doing something that goes against your reputation, you get a -2. Because they're so new to the MLC, every character starts with a face of, "unknown stranger." It is up to you, the GM, to reward or punish characters by changing their face.

SKILLS

Skills are two-word descriptions, consisting of an approach to doing something, followed by a one or two word description of the profession or hobby. For example:

Creative Accountant	Cunning Negotiator
Methodical Mechanical engineer	Dextrous Drone pilot
Graceful Traceur	Intimidating Bodyguard

Campaign characters begin with one skill, representing their most recent profession. Convention characters have all but one of their slots filled in. Encourage the players to talk about their skills. This will help them, and you, figure out the general direction they want the adventures to go. Skills grant a +3 bonus for beat tests or an extra die for match tests.

Donna decides that Belinda needs to be a Cunning BTribe chameleon, and an Attentive Aesthetician.

GAINING SKILLS

Characters may have other skills too, but, once per session, they are chosen during the story. To gain a skill, the player needs to say the following phrase:

“Before this, I was a...” (new 2-word skill).

Characters may gain only one skill per session.

For example, John encounters a financial problem, and wants to be skilled with financial data. He says, “Y’know, I used to be a pretty creative accountant.” He writes down “Creative Accountant” on his character sheet and gets the bonus.

FAVORS

These are listings of BTribes that the character has done favors for or owes favors to. Individual names need not be listed, as everyone has the same sort of CPhone plan as the characters.

CUPS

Ever since the caffiene sellers took over the banks, Cups (C) have become the standard measure of currency in MLC. Yes, some alcohol companies got in on the action, making Bottles (B) an alternative, but those people are all lazy drunkards.

To find out how much money characters start with, add 1000 to a roll of 2 dice. The higher die becomes hundreds and the lower becomes 10s.

Donna starts with 1000C plus she rolls a 2 and a 6. She reorders the dice to 62, meaning that her character, Belinda, starts with 1620 Cups.

CPhone

Each character starts with a CPhone (aka cyberphone) that uses a phone plan managed by their shared brand. CPhones share everything the characters see and hear. While focus may bring a particular character's senses to the forefront, it mostly goes on the back of your mind. This occurs after the characters are in the same vicinity as one another for a few minutes.

Other uses of CPhones include social media, web browsing, calendar and even calling someone.

Whether it's a virtual, visual display, or number keys that appear in the hand, encourage players to be creative in describing how they use their phones.

Every phone also has a glitch, something that can go wrong, ranging from misdials to picking up body noises.

OUTFIT

People usually move in many social circles, as represented by the different BTribes to which each character belongs. Each character starts with two special items of clothing or cyberwear. These pieces aren't the shitty, logo-covered, paper clothing that gets printed by the MLC machines, they're more permanent than that.

The first outfit item represents the shared BTribe. The second represents the BTribe created by the player. The player whose BTribe links

the group may choose to be a hardcore member, having two items from that BTribe, or choose any other BTribe created by the players. When creating clothing, encourage players to talk about their choices and to not reject ideas because they're silly. Something in the back of their minds made that connection. Encourage them to explore it.

Every outfit item has 3 elements to it, the BTribe that designed it, what it is (e.g. hat or cyberhair), and style details (Red baseball cap or color-changing dreadlocks).

These items tell other BTribe members of your dedication to the brand and it's lifestyle. It's easier to work together when you know about someone, so BTribe members each give a +3 bonus (as opposed to a +2) when helping each other., and a +2 per item worn for all other social interactions. The individual identified as the leader of the BTribe gets +3 per item worn for all other social interactions.

CAPSULE

This is usually determined during play. Roll % and place the floor number in front of it. Every character starts on the lobby floor, which is a "0" (e.g. 2 and 6 becomes Capsule 026). The odd numbered capsules sit above the evens.

FOLDED SIDE OF THE SHEET

Write your own name in the area marked Player. Fold the sheet so that everyone can read it.

(?? picture of how to fold the character sheet)

FILL THE EMPTINESS

Feel free to fill every empty space with lists of equipment, names of characters or brand logos and other doodles.

DOING DIFFICULT THINGS

Most tasks are easy, such as buying and selling products. Performing an easy action doesn't require any sort test. Just let them happen. Other actions have more at stake and more consequences. Usually they're just conflicts, but sometimes they can involve making or negotiations.

RESOLVING CONFLICT

Declare what you want to accomplish and who you want to do it to. Any player then describes how their character reacts and makes a move of their own. These moves usually fall into the following categories:

1. **Raise** (Required by Fatigue): Intensify a consequence, be stubborn, or do something else to the other person.
2. **Beg** (Required by Fatigue): Choose someone else to do something.
3. **Accept**: Take all of the consequences described so far. If everyone accepts, the task ends.
4. **Challenge**: Everyone rolls 2d10 and adds any modifiers. Highest roll wins. Everyone else loses their last move.

Tasks should produce little stories, a series of rapid back-and-forth, one- or two-sentence snippets. You may ask one question per turn, but more than that slows the game down.

Becoming Someone

CHALLENGE MODIFIERS

Skill	+4		Indirect Skill	+1	<i>ea.</i>
Same Floor	+2		Same BTribe	+2	<i>per item</i>
Helper	+2	<i>ea.</i>	BTribe Helper	+3	<i>ea.</i>
Unwanted Helper	-2	<i>ea.</i>	Face	+2/-2	<i>per word</i>

For example ??

MAKING STUFF & PERFORMING

Making tasks include both building things and putting on performances (making music, etc.).

These sorts of tasks often call upon the GM to create glitches or describe mistakes made during the performance. Each demand must be matched by a glitch or mistake. To reduce the demand on the GM, players may raise their hands if they want to suggest a glitch or mistake.

ADDITIONAL CHALLENGE MODIFIERS

Proper Tech/Tools	+3	Improvised Tech/Tools	+1
Instrument	+3	Improvised Instrument	+1

For example??

NEGOTIATING

Negotiations occur when people want something from each other, but aren't necessarily opposed to the other person getting what they want.

Negotiations are special in that they represent promises. If a character breaks that promise, then the GM can change their face to liar, untrustworthy, con, or anything else appropriate. Challenges can't eliminate the original declaration in negotiations. Also, two more moves are available:

5. **Diminish:** Reduce or make a consequence more precise, downplay or eliminate an additional consequence.
6. **Reject:** End the negotiation, eliminating all moves for everyone involved.

For example??

SPENDING MONEY

Everyone remembers when the cellphone companies bought out the banks, but that was almost a decade past. Unfortunately, the cellphone companies failed because their currency was just an idea. How do you measure value if your currency is just an idea?

Fortunately that all changed once the coffee shops took over. It was a match made in heaven, where you could redeem your hard earned cups for coffee. Even from the beginning a drink cost a lot more than a single cup, but what did you expect? Legends tell of a company with a green monster as their logo starting that trend, but I'm not one to believe such tall tales.

Anyways, almost everything is bought with Cups, defined by a C following the number. Thus, 100C refers to 100 Cups.

A few alcohol, cigarette and marijuana companies got in on the action, too. Their currency is measured in Bottles (B), Vapes (V) and Tokes (T). There's an almost universal dislike of users of these drugs, but none more than alcoholics because they're lazy. *Drunken bastards can't even...* Because of the taboos surrounding alcohol, everyone denies using it while still coveting it.

PRICING

Most items have a set price, but when they don't, you can determine the price by rolling 2d10. Prices on items sometimes change many times each day, so don't be afraid to re-roll.

+0

Add the dice together then write as many 0s beside that number.

This is similar to how success rolls work, but with 0s added to the end. For example:

+00 = 2, 8 rolled = 1,000C

LO

The dice show the most significant digits. Read them from high to low (with 0s being 10) and then write as many 0s beside those numbers. For example:

LO = 7, 6 rolled = 670C

HO

The dice show the most significant digits. Read them from high to low (with 0s being 10) and then write as many 0s beside those numbers as appears in the code. For example:

H000 = 3, 9 rolled = 93,000C

WHEN YOU ROLL 00

Inevitably you're going to roll two 0s. Treat the item as sold out.

VENDING MACHINES

Roll a d10 each time something disposable/cheap gets handled roughly. If a 1 or 2 comes up, it breaks. Higher quality items, usually purchased outside the MLC, only break on a roll of 1.

Item	Price	Item	Price
Branded Curtains	20	EScreen Curtains	+0
Branded Pillow	L0	Branded Bedsheets	L0
Toothbrush	20	Toothpaste	20
Roll of Toilet Paper	10	Bath Brush	+0
Washcloth	30	Towel	L0
Handheld Fan	20	Motorized Fan	+0
Roll of Paper Towels	10	Mini-Flashlight	+0
Table Lamp	+0	Antacids (per pill)	10
Cleaning Solution	+0	Gluestick	10
Earplugs	10	Packet of Body Wash	10

Of course, the automats can sell anything you want them to. Remember that they tend to only carry stuff that's cheap and disposable. Feel free to add items to the list. Players may even spend fortune points to declare the automats carry, or be out of, the item they're looking for.

FASHION PRINTERS

Cheap, flimsy, disposable clothing is produced by clothing printers that cover them in logos. If a company isn't specified, then the printer produces MLC brand clothing.

free	MLC Slippers
+0	MLC Brand, Disposable Clothing
L0	Branded, Disposable Clothing
H0	High-status, Branded, Disposable Clothing

Remember those free MLC brand slippers that were offered to the characters upon registration? The clothing printer will make the characters a free pair. Sure, they may rip any time a character moves more quickly than a walk, but hey, you're not supposed to be running inside.

BODY MODIFICATION

Animated tattoos that maybe light up, embedded jewelry, different skin tones or special eyes, all these, and more, are available. Sometimes they are temporary, available through a nanite-infused drink available from the vending machines. Prices on these sorts of cybernetic systems are the same as regular clothing, but they require daily upkeep in the form of a drink available from the automat.

Others are more permanent, running off of the body's own systems. Treat them as part of the character's outfit. The advantage of having body modification is that you can't lose it, but you can't give it away, either.

More practical cybernetics are very expensive, and are usually permanent, or rather as permanent as things get in the MLC world.

AUTOMATS

Tenants of the MLC get 3 complimentary meals per day, plus a colorful flavor drink with each snack. You can live off of that, if you have to. It's free, but it'll leave you weak if it's all you eat. The penalty is -2 on beat tests and 1 fewer dice on match tests.

- free Bowl of Natto – Most people find it gross, but a few people like it
- free Bowl of Breakfast Crunch – Tastes like soggy newspaper if you don't eat it quickly
- free Soup of the Day – A different flavor every day, all of them a mystery, even after tasting
- free Sandwich – No matter what it's label says, the flavor says cardboard
- free Flavor Drink – Available in a rainbow of flavors: red, orange, green, yellow, blue or purple!

FROM THE AUTOMAT

- 40C Zak Zik Cheeseburger – Don't worry if you're lactose intolerant, the cheese isn't real.
- 40C Michelangelo's Bowl-o-Pasta – Noodles, with red or white sauce!
- 40C Bastard Burritto – A mish-mash of strangely shaped and colored ingredients with rice.
- 50C Repairz – A drink that contains nanites that heal you. There's a warning to only drink 1 can every 4 hours.
- 20C Mo' Energy – A foul-tasting drink that maintains your temporary, nanite-based cyberwear for another day. Cyberphones don't need these drinks, but they can be

drunk every 4 hours to keep Repairz going.

FROM THE CAFE

- 20C Coffeee! – A Real Coffeee! Incredibly sweet and full of caffiene in coffee's traditional black colour.
- 20C Coffeee! Latte – A Real Coffeee!, with Real Creamerr!
- 30C Crossanwich – A third the size of a sandwich, and a quarter as filling
- 10C CakePop – A little bit of weird tasting heaven
- free Tea - just kidding, nobody drinks tea.

HOMEMADE

Better than pre-packaged foods are “homemade,” cooked right there in the MLC. This is the most expensive because the ingredients have to be purchased from the automat or imported from outside the MLC. After eating each meal, you'll be able to shake off the penalty for the rest of the day. Better food costs more money, usually +0C.

OTHER FOODLIKE ITEMS

Alcoholic drinks have to be imported into the MLC, and so they're usually more expensive than homemade food (H0). Energy drinks, cigarettes and hallucinogens cost less than alcohol (Lo). It doesn't matter whether you want to get drunk, stay up all night, get high, or hallucinate, you always pay for it tomorrow. You get to decide upon the penalty for these corporately modified drinks, smokes and pills.

MAKING MONEY

WAGES

You can make 100C per hour working as a web filter for a search engine. Of course, the job has quotas to meet. Step away for more than a moment and you'll miss them. Only tenants of the MLC are hired.

DOING BUSINESS

Not every activity has to be a business. If you find yourself getting paid for doing something over and over, it's probably a good idea to treat it as a business.

Establishing a business doesn't have to lead to a BTribe. Many businesses just attempt to make as much money as possible, as quickly as possible. If you have a regular clientele, then you probably need to start thinking about starting a BTribe.

ESTABLISHING A BTRIBE

B Tribes are a totally different beast from regular businesses. They start with social media presence and are usually named by the audience (run by the GM), not by the business.

The audience takes cues from the business' advertising as to how they should act, dress and chooses some form of slang to identify with the BTribe.

At some point, the business realizes they have a fanbase, and they start producing clothing, accessories and maybe start running a CPhone plan to help the BTribe communicate and gather.

Someone, usually someone from the brand's advertising, is chosen

as the leader, and this person gets special status within the BTribe.

HOSTILE TAKEOVERS

B Tribes can be bought out by larger companies. This always results in the removal of the original owner. It doesn't matter what your contract says, they'll find a way.

If you're the BTribe leader, they may keep you on, but only as a figurehead. There's no point in keeping the takeover secret. News spreads fast over social media.

Takeovers can also lead to problems. Often the new owners try to shift the brand's target market to better line up with their established target market. At this point, the BTribe members have to decide whether to stay or go.

The BTribe leader also has to acknowledge their puppet status and decide whether to accept the new target audience or leave, making room for a new leader. If the leader chooses to leave, they do so without their BTribe. New leaders have to prove themselves to the BTribe, a very difficult task.

BECOMING EVERYONE ELSE



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HOW TO RUN

HOW THE WORLD TURNS

Unlike most role-playing games, *MLC2* begins with just a single business, a capsule hotel. That business contains a microcosm of the rest of the world, but if the rest of the world does come up, have the players talk about how the world works.

The world should be a neo-cyberpunk place. It's dominated by hypercapitalism and group membership that's been reduced to its most facile elements. Other than that, encourage your players' imagination to run wild.

For example, one group came up with a world that existed in space and had time-travel technology. We all laughed at some zany things that resulted from that setting, even though it didn't influence the rules at all.

After discussing the over-arching themes, you may want to get into more detailed elements, such as cyberwear:

MLC2's cyberwear isn't how 1980s cyberpunk envisioned cyberwear. It's either invisible, such as with CPhones, or fashion-oriented, like hair that changes color. Does it break down all the time? Or is it a fashion faux pas? Have your players come up a reason, or many reasons, and then watch how they influence your story.

HOW TO PLAY

Planning a Session

The ideal way of GMing is to prepare a whole story for the players, have every NPC's and BTribe's desires and needs worked out, and then

abandon it completely because the PCs want something different. The act of preparing a story actually helps you improvise, because you've already put yourself in the minds of the various characters that may appear in it, and can do so again when needed. This is the ideal way, not the only way.

Some people can constantly improvise. This is good, but often leads to formulaic plots, because when you don't plan, you fall back on the same story patterns. Planning out the entire game then manipulating or punishing any move away from your vision is worse. That's acceptable for writers, not role-players.

What I prefer is to plan out the world, then use those ideas as resources to be added to the story whenever they're needed. You don't have to plan everything. Most NPCs are just trying to do the best they can, but aren't brave enough to take the risks necessary to actually improve their lives.

Playing *MLC2* should focus on the characters. If the PCs want to pursue a particular business idea, then let them. Let the players create the story and then think of obstacles that you can put in their way.

Finally, while I'd suggest you try playing *MLC2* with the official rules, if you, or the players, want to change anything, be it a rule, setting detail or advice, then feel free to do so. Just make sure you discuss what you want to change and why.

SESSION SETUP

For most people it takes time to leave behind the stresses of the day. Before the story starts, everyone should be given a chance to settle down.

Introduce the setting and ask them if there are any topics they'd

like to avoid or minimize. Declare the goal of the game, whether it's to pay debts with money left over (single session), establish an income-earning business (campaign), or to rebel against the lack of depth within hypercapitalism (cyberpunk). Hand everyone their characters (premade or blank) and take this opportunity to explain the rules, leaving alternate resolution until it comes up during play. Make sure everyone also has a pen or pencil.

Before play starts, shuffle the deck and deal each player fortune cards equal to their character's debts score. Characters that are dealt debt cards owe 500C per debt card dealt, in addition to the 1000C rent. The interest gets multiplied, too. Remind them that debt tokens are used as regular fortune tokens.

Each debt token drawn results in an additional 500C needing to be paid. These debts build up interest at the same rate as every other debt, but paying off a debt can be done separately. Rent is 1000C per night, and all payments are due immediately. Debts can be used like any other fortune cards, as described in **WHO ARE YOU**.

Begin each session by noting and announcing the time, and, if you have one, set a clock someplace where everyone can see it.

RUNNING THE GAME

Beyond the world, the players should be encouraged to contribute as much as possible to the story. Ask "What are you doing?" all the time.

It's common for players raised in traditional RPGs to ask lots of questions, but you can turn this around by asking them something like, "How do you picture it?" Have them describe what their characters see, hear, taste, feel, and smell. You may even allow them to describe their opponents, but the final say should always be with whoever controls that character.

I find that these behaviours are easier for new players to learn, be-

cause they haven't been trained by other role-playing games. Nonetheless, I have yet to come across anyone who was unable to eventually adjust how they play.

MISSING PLAYERS

People are always more important than the game. If a player wants to leave, let them go. Accept any reason they give and don't ask why if they don't offer one. If a player arrives late, let them settle in, inform them of what they need to know, and bring their character into the adventure. If enough time has passed, have them choose how their characters spent it: making money, resting or some combination of the two.

JUST THE TWO OF YOU

Sometimes people don't show up. Sometimes you have only one friend interested in playing *MLC2*. No matter the reason, this is perfectly alright. *MLC2* is all about making money, and, while it's definitely more difficult to do alone, it is possible. *MLC2* can also be about rebelling against hypercapitalism by building meaningful communities. Being the only person of a particular BTribe can highlight this.

Normally, under the campaign rules, other players control each others' nemeses, but if it's just the two of you the GM will have to do this job.

ENDING THE SESSION

Near to the end of each session have the players write down how much money they have. If they've paid off all their debts, they haven't paid off their debts, they've lost.

Invite them to talk about what happened during the session, both in the story and address any issues surrounding the game. Hold your judge-

BECOMING EVERYONE ELSE

ment if they complain, as listening to and responding to those complaints usually results in more fun for everyone.

THE SETTING

HYPERCAPITALISM

Signs and sidewalks displaying images of passers-by using products, doors that unlock depending on how rich you are, people organized around brands, everyone needing money just to not fall behind, lots of competitions, these are all the signs of hypercapitalism. But as intense as all that is, it's nowhere near enough.

Everywhere the characters look, there should be ads. But it doesn't end there. Sensory pollution has even extended to virtual advertising with ads set up wherever you look or whenever you're listening. Most of the time, these sit in the background, much like the sights and sounds witnessed by fellow BTribe members, but every now and then they creep into your consciousness. It's up to your group, and you in particular, to make your setting unique.

Do you see an opportunity for commerce? Exploit it. Have your players come up with a great business idea? Have NPCs compete with them. The characters should always face hard choices about what to do, even if they need to be lazy for a while. Keep the pressure on. *MLC2* features a world in which almost everything is legal, provided you can afford it.

28/6

Without sunlight, the corporations lobbied for days to be extended to 28 hours, citing the "natural tendency of humans to follow a 28 hour schedule". In reality, they just wanted to get people to work a few extra hours. At the same time, Sundays were eliminated. Sure, the churches and churchgoers protested, but eventually the corporations got their way.

This 28 hour day produced 3 shifts of 5 hours apiece, with a half-hour break between them. The remaining 7 1/2 hours are spent sleeping. Every

day. Forever. Fortunately, people occasionally take breaks. As much as this behaviour is discouraged by the corporations, there's not much they can do about it.

EXAGGERATION

Characters in *MLC2* usually overexaggerate everything when speaking. Thus, when someone smiles, they're not "happy," they're "ecstatic." When someone walks down the stairs, they're "running downstairs." When they can't open a door because it's locked, they're "confounded." It's not an argument involving more than two people, it's "war."

While the language may suggest finality and extremism, reality should almost never go that far. To expand upon one of the examples, as locked door can be unlocked. Use Keeton as the straight-man, frustrated by the disconnect between reality and exaggeration.

?? vignette of Keeton getting doing this

DIFFERENT FLOORS

The lowest floor, which the characters start on, is filled with the desperate, people who have just escaped the street, and are as likely to run out as they are to stay another night. Meanwhile, the 11th floor (listed below) is filled with the comfortably semi-rich.

Between these floors are a riotous variety of ever-changing subcultures. Try to think of different countries, subcultures or fictional stories. Are they driven collectivists like the Japanese, or greedy, family-oriented system the Chinese used to be? Do they like death, opulence and religion like the goth subculture, or obsessed with doing things a certain, pointless way like in Kafka's writings?

These cultures can also change overnight, meaning that just because you've learned how to behave on a particular floor, means that, despite knowing the people, you won't know how to behave when you go back there.

THE 10TH FLOOR

You may have noticed that there's no way to randomly get a capsule on the 10th floor. This is intentional. The 10th floor consists of the rich, or at least as rich as you can be while living in the MLC. The 10th floor cafe also serves coffee spiked with alcohol, but drinks are only dispensed to residents of that floor.

THE 11TH FLOOR

The 11th floor doesn't have a colour pattern associated with it, unless you count grey with random splotches of brown a pattern. That's because it holds all of the heating and cooling systems, and it's water, too. There's also the waste-management system for the building above. Additionally, this is where Keeton makes his home, living where the ceilings are high.

PUNKS AND CRIMES

Cyberpunk is usually about fighting against a corrupt system. *MLC2* definitely has a corrupt system, but it is difficult for a single punk, or even a group of punks, to do anything against that system. The MLC's tenants are also victims of the system.

When confronted with violence, most of them will seek to escape, but a few will always step up and fight back. Those few will then be joined by more, and more, until you're fighting a whole crowd of people. More



than that, unless the punk is trying to kill someone, they usually just attempt to pile on the punk until the person is restrained. Once that's done, they try to shove the punk out the doors, which will not open whenever the punk tries to enter.

GETTIN' HURT

(Optional)

If the characters are often getting, you're probably running the wrong game. *MLC2* isn't supposed to be violent, but if violence does happen, it can usually be handled through the story. Only use these rules if it makes sense to.

Treat injury like fatigue, except that it causes people to beg for help or just accept their situations. Anyone who is both fatigued and injured can only beg for help. However, people are pretty easily fixed, too. There's drinks containing repair nanites that stitch tissue back together.

KILLIN' SUMPTIN

No matter how much someone gets beaten up, they won't die. The desire to kill someone needs to be declared. Yes, it may be easier to kill someone who's already injured, but a lot of things get easier to do to someone like that, including pushing them out the front door. The MLC's tenants, and the MLC itself, frown upon murderers and other violent people. They're difficult to clean up after and they reduce the number of customers.

PROPERTY CRIMES

Vandalizing the MLC is a more valid way to fight the system, but even it is just one representative among thousands, but tenants at the MLC care about their floors, and there's not much empty space to vandalize.

PHILOSOPHICRIMES

Almost everything in the MLC's world is oriented towards making money. Not just money, but the most money you can squeeze out of the populace. Fandom transformed into BTribes and commerce extended to favours. Cooperation remained useful as people had to work together to produce items, but competition was encouraged and exploited at every turn. What got sacrificed in all this?

Long-term Communities	Families
Trust	Honor
Charity	Faith
Sharing	Love

All of these involve building a better world. What sort of world will your players build? How can you encourage them to build it?

SUPPORTING CAST

Do the characters encounter friends, friends of friends, rivals, enemies, or something else? The number of permutations are endless, but the easiest way to establish a connection is to choose the NPC's BTribe, or Tribes.

The characters should be the only ones at the MLC to share the chosen BTribe's cyberphone plan.

█ **Name** (Age Gender / Face Face / BTribe Clothing / Skill Skill) - *Description.*

█ **Keeton** (Old Man / Grumpy Janitor / MLC Overalls / Stubborn Cleaner, Wily Manager) - *An ancient head janitor, He has the budget to hire other people, but he only does so for special situations, such as wars.*

█ **Jimmy** (Young Man / The Failure / The Thes nothing / Robust Digestion) - *Food taster for Cao Cao, and his nephew, too*

█ **Cao Cao** (Old Man / The Boss, / The Thes Glasses, The Thes Ring / Wily Negotiator, Philosophical Historian) - *The Boss of a (failing) crime family, who has lived long enough to remember when many activities were still illegal.*

█ **The Mister** (Middle-aged Man / The Mister, The Thes Shades / Imposingly Strong) - *Cao Cao's bodyguard, usually guarding the elevators.*

█ **The Missus** (Middle-aged Woman / The Missus / The Thes Shades / Imposingly Strong) - *Cao Cao's other bodyguard, usually guarding the stairs.*

█ **Mr. Lee** (Middle-aged Man / 2nd BTribe's Chef's Hat / Creative Cook) - *Makes wild, strangely flavoured noodles which vary in*

BECOMING EVERYONE ELSE

colour, too. Usually they taste good, but sometimes the flavour's disgusting. Each character rolls a die. If they roll a 1, the flavour's bad, at least to their tastebuds.

Yinta (Middle-aged Woman / 3rd BTribe Dress / Creative Chef) - *A happy woman who is both a mother and sells various strange foods. She speaks with a thick accent, and her food tastes strange, but good.*

Mia (Girl / 3rd BTribe's Ballcap) - *Yinta's very rambunctious and loud daughter.*

Moor (Boy / MLC Overalls) - *Yinta's rambunctious and very loud son.*

Fun Gus (Middle-aged Man / Chanters' Hooded Robe and Chains / Gravel-song Singer, Ominous Percussionist) -

Jelena (Middle-aged Woman / Chanters' Hooded robe / Gravel-song Singer) - *A gravel-song singer.*

Deet (Middle-aged Person / Chanters' Hooded robe / Gravel-song Singer) - *A gravel-song singer.*

Nakko (Elderly Man / Chanters' Vestment / Gravel-song Choir director, Ritualistic Composer) - *Unshrouded director of the gravel-song choir who composes their songs, too.*

1st, through 6th B Tribes refer to the ones created by the players. If you don't have that many players, then feel free to restart the count or make up brands as necessary, or don't. Tell the players they don't recognize the logos, then make up new B Tribes before the next session.

RELATIONSHIP MAPS

Keeping all the people in the MLC straight is a big job, but it can be managed by creating a relationship map, names of characters along with lines connecting them to other characters. Start with a blank sheet of

paper. Write the names of the player characters and add Keeton, too. Relationship maps should be drawn in pencil because it will constantly change.

CREATE A NPC OF YOUR OWN

1. *Role: Decide what role you want them to play in the story: enemy, ally, competitor, customer, supplier, lover, etc. This depends upon the story.*
2. *Age: Start off talking about the general age (child, young, middle-aged, or senior) and gender (man, woman, person, boy, girl, or child).*
3. *Fashion: Describe a piece of clothing that stands out, along with it's associated BTribe. If you're pressed for time use one made by the players. If you can't think of a BTribe, or you just want to be mysterious, then say that the characters don't recognize the logo.*
4. *Skill: If you're building an NPC on the fly, then choose the first idea for a skill that enters your mind. Keep the story moving. If you're not pressed for time, you'll want to think of many ways to approach the task. I'd recommend discarding both your first and second ideas, as they're usually predictable. You may also create more than one skill, but try to leave at least one free.*

SAMPLE CLOTHING

- *Shirt: Dress shirt, T-shirt, Sweater, Mesh shirt, Wife-beater, Frilly shirt*
- *Trousers: Shorts, Dress Pants, Leather pants, Jeans, Skirt, Dress, Swim trunks,*

BECOMING EVERYONE ELSE

- Hat: *Top hat, Cowboy hat, Ballcap, Toque,*
- Footwear: *Sandals, Flip flops, Dress shoes, Dancing shoes, Sneakers, Hi-tops, Cowboy boots, Work boots,*
- Jacket: *Hoodie, Longcoat, Blazer, Suit jacket, Poncho, Parka,*
- Robe: *Capelet, Hooded robe, Vestment, Hooded Cape, Habit*
- Jewelry: *Bracelet, Armlet, Anklet, Belt buckle, Watch, Necklace, Necktie, Ascot, Bowtie, Lapel pin, Hairpin,*
- Accessories: *Belt, Suspenders, Pantyhose, Corset, Socks, Underwear, Lingerie, Bikini*
- Full body: *Overalls, Jumpsuit, Ball Gown, Evening Dress, Cocktail Dress,*

...and so much more. Feel free to add to this list.

CYBERWARE

Whether it's tattoos, eyes, ears, hair, nails, or whatever else you can think up, cyberware has it all. Keeping the cyberware cosmetic. The world of *MLC2* is not the sort of cyberpunk where augmented soldiers are just wandering around. The players definitely aren't controlling those sorts of people.

PERFORMERS

Busking is a matter of passing the hat, often something that shows the amount of money donated, and also allows food and other small items to be placed inside. Customers who pay more get something in return, such as requesting particular song. Other cultural jobs include acting, doing stunts, telling stories, running games, creating art, and a multitude of other activities.

The government stopped funding art and culture a long time ago,

saying if customers aren't willing to pay for it, why should we?

SEX WORKERS

(Optional)

Pornography and prostitution are the only types of cultural performance that are supported. While legal, there is a lot of regulation surrounding these professions. Supposedly it's to guard the practitioners, but the actual reason is that the corporations just want to control them, while forcing the performer to take all of the financial risk. Another reason for the ever-changing regulations is that the corporations want to be able to have legal methods to control what the sex worker does.

The reason why this is called optional is that some groups may want to either prevent or minimize the discussion of this topic.

The Diabolical

Business:

Difficult Games

Caters to the:

Elite Specialists

Slogan:

Work Hard, Play Harder

Style:

Suits, but not ties

BTribe:

The Thes

Slang:

Who's The Best?

COPS™

Whether they're Debt Police, Anti-Union SWAT or Detectives, the Cops are there to protect and serve those that can afford their fees. Often businesses, like the MLC, have standing contracts to get rid of undesirables, particularly those that can't pay their debts. This means that the debt police show up when they're having a slow day.

One faction remains in the hands of the government, the Anti-Union SWAT.

Everyone (ie. the managers of corporations) agreed that unions were bad enough to require universal enforcement. The Anti-Union SWAT is equipped with riot gear and flamethrowers, and they're itching to fight.

OTHER PROFESSIONALS

A myriad of other services are available, including butlers, accountants, poisoners and food tasters. If you can think of it, somebody's selling it. One that stands out is the mercenary, carrying premium trash to throw in times of "war." The mere presence of mercenaries can often prevent arguments from escalating that far.

LIST OF THE MLC's AIs

The AIs aren't very smart, but their intelligence goes far beyond what's necessary for their jobs. This means that they're perpetually bored. There are different ways that they alleviate this boredom, including , but not limited to, telling jokes and sharing gossip.

█ Name (Function / BTribe) - *Description*

LOBBY

█ Ralph (Front Doors / MLC) - *Happy to let in anybody, except those that have been forced out.*

█ Cecil (Front Desk and Concierge / MLC) - *Standoff-ish and superior, dedicated to his job, and only his job.*

█ Marilyn (Vending Machine / MLC) -

█ Nancy (Vending Machine / MLC) -

█ Michael (Vending Machine / MLC) -

█ Eric (Vending Machine / MLC) -

█ Sharon (Clothes Printer / MLC) -

ELEVATORS

█ George (Elevator / MLC) -

█ Paul (Elevator / MLC) -

█ John (Elevator / MLC) -

█ Ringo (Elevator / MLC) -

█ Yoko (Service Elevator / MLC) -

CAFES

█ Akiil (2nd Floor Cafe / MLC) -

█ Sharita (4th Floor Cafe / MLC) -

█ Danielle (6th Floor Cafe / MLC) -

█ Grace (8th Floor Cafe / MLC) - *Always trying to entice customers by with small samples.*

█ Jonathan (10th Floor Cafe / MLC) - *Refuses to serve anything to residents of lower floors.*

AUTOMATS

█ Mark (1st Floor Cafe / MLC) -

█ Larry (3rd Floor Automat / MLC) -

█ Adam (5th Floor Automat / MLC) -

█ ?? (7th Floor Automat / MLC) -

█ ?? (9th Floor Automat / MLC) -

From Below

Business:

Gravelsong Productions

Caters to the:

Sinister Dominators

Slogan:

The Chant From Below

Style:

Hooded Monk's Robes

BTribe:

Chanters

Slang:

Beware

FRESH MEAT

SETUP

The first player to draw a debt card is entering the MLC for the first time. If no one draws a debt card, ask for volunteers or choose someone randomly and exchange one of their cards for a debt card. Because they're just walking in, their character hasn't paid any rent yet.

Next, have the rest of the players introduce their characters to each other. Inform them that they have been paying rent using the in-house, online job, and that they need to pay for another night.

SIGN IN

The character walks into the MLC to be greeted by both the doors, named Ralph, and the concierge robot, Cecil. Cecil is shaped like a television set that hangs from the ceiling. Both AIs know the PC's name. The janitor is chatting with the concierge, complaining about the lack of help from the residents.

"Greetings, and welcome to the Metropole Luxury Coffin!"

Cecil graciously welcomes them to the MLC, assigning them a capsule and informing them of the MLC's official rules:

1. Please No Children
2. Please Don't Disturb Your Neighbours
3. Please No Long-Term Stays

At this point, two small children run by, barefoot and screaming loudly with glee. The circle the character once then race back down the hallway. Keeton gives a little snort of laughter, saying, "...like anyone follows *those* rules."

Cecil calls after them, "Hi there!" before turning to the characters when he says, "Timothy and Ayoola always have so much fun together. Ah, they grow up so quickly. Why I remember when they were born here."

If they ask, Cecil responds, "What, do I look like an enforcement robot? No, I just welcome new tenants." He the character a happy stay, and offers them some complimentary slippers from an empty alcove.

Keeton complains about the extreme laziness of the rest of the coffin maggots. He mentions that they don't want to leave their capsules for anything, not even eating or showering. Then he gets a sinister glint in his eye, "Hey you wouldn't be interested in making a little money, would you?"

If the PC expresses an interest, then he offers them a job cleaning the first floor above the lobby. He offers 80C per hour, but will begrudgingly pay up to 120C if the PC wants to negotiate (Negotiation test).

At this point, let the player decide whether they'd like to get started cleaning, or find their coffin.

AFTER THE WAR

Keeton leads them to the new floor, saying hello to the elevator George. He informs the PC of the actual , unwritten rules, such as the value of purchasing earplugs and curtains.

It'll take about 3 hours just to clear the first floor of garbage (no matter how many characters get in on it). If that's all the characters want to

do, then Keeton will accept that, but won't offer them future work.

If, however, the characters actually clean, it will take them roughly 10 hours to remove the stains from everything. Keeton will offer them work on the lobby floor. It's not as messy, but they can get another 5 hours of paid work out of it.

THE DISTRACTION

About an hour into the cleaning, people start talking excitedly about a race. This excitement surrounds the appearance of Chartrand, a bookie dressed in a The Thes suit. The characters quickly learn that this is a race between four drones:

1. Mr. Bouncy: pogo stick with a moustache (mechanical engineers) bounces quickly over obstacles, but it accelerates slowly (2nd best odds: 2-1)
2. Bart: rolling bot with a camera on top (auto mechanics), quick and a good turning radius, but no ability to climb stairs (best odds: 1-2)
3. The Machine: 16-wheeled caterpillar car (robotics), with a working mouth (auto mechanics), good straightaway speed and moderate stair-climbing ability, but a lousy turning radius (3rd best odds: 3-1)
4. Screeem (one of the characters' brands), an 8-legged arachnoid with gecko pads for feet. It broke down on the 2nd floor. It needs repair that the creators can't afford if they pay their gambling debts. (worst odds: 5-1)

The route zig-zags between the elevators and the stairs on every floor. Some people try to stop the characters from cleaning so that they can spread trash between the elevators and the stairwell to make the

course more exciting.

If the PCs let them, then their cleaning will be delayed an hour, but they can gain “Helpful” as their face if they help with creating an obstacle course (a make test).

If, however, the PCs say “no,” some people will try to steal garbage to litter the path anyways. Whether they successfully stop this or not (possibly involving a negotiation or beat test), their face changes to “Spoilsport.”

Eventually, 3 drones descend the stairs. The crowd quickly makes way, some cheering on their favourite, while others throw trash at the drones they didn’t support. The drones will attempt to navigate to the open elevators.

The front drone, (if nothing changes, Mr. Bouncy), enters the elevator George, followed by Bart. Mr. Bouncy backs out, lets the door close and enters a different elevator.

FINDING YOUR COFFINS

Upon entering their capsule the PC will be sent a virtual advertisement (shown on the next page). They’re also approached by someone selling ear plugs for 20C. This is followed by a seemingly endless stream of hawkers, all selling overpriced garbage, half of it broken, available from the vending machines, automats and cafes.

Unless the character buys a curtain, working the job is impossible for the first hour, as they’re constantly interrupted.

If they keep buying things, then they’ll start to notice the same people coming back to sell them more stuff. What’s happening is that they’re heading to the vending machines, purchasing new stuff, and then return-

ing to sell it to the PCs at a higher price.



Once the PCs stop buying things, the hawkers start to give up and move onto their next marks.

CHOOSE YOUR OWN ADVENTURE

The characters can go several ways from here:

1. Work as a search filter for 100C per hour.
2. Start a delivery company, mostly serving coffin maggots
3. Find a drone team and help them
4. Something else entirely

The important thing is to let the players choose for themselves.

I NEED
SOME
HELP.

DO I
LOOK LIKE
A JANITOR?
I'M A
CONCIERGE.



EVER AFTER

CAMPAIGNS

53

PLAYING THE VILLAIN

55



CAMPAIGNS

If you're going to run a game over several sessions, then, instead of just trying to make enough money, the goal changes to establishing a regular income. This cannot be done through the default job provided to the MLC's tenants. And while scams can net you a lot of money in the short run, the poor people at the MLC can't generate enough money to make you rich. Ideally, the business should be doable anywhere, because someday the characters will likely leave.

Another possibility with campaign play is the establishment of meaningful communities or maybe even starting families. This is a form of soft resistance to the hypercapitalistic world of *MLC2*, and it works a lot better than the typical violent resolution featured in most cyberpunk fiction.

CHARACTER CREATION

While you can reuse characters made for events in campaign play, there are a few differences. Character sheets are available for download from <https://madunkie.wordpress.com/downloads/>

1. SKILLS

Rather than leaving one skill blank, campaign characters start with one skill filled in. Characters being converted from event to campaign ignore this difference.

2. FATIGUE

Fatigue represents the emotional and physical exhaustion that accumulates when someone works nonstop. It isn't handled for event play because it accumulates over the entire session.

If you're running a campaign, however, fatigue is gained for every session in which the character took no breaks. Fatigue penalizes by requiring a number of intensify or pass moves before the character can do anything else, including challenge. Additionally, fatigued characters can't spend fortune points. Getting rid of fatigue requires that the character either be lazy, engage in a war or win against a nemesis.

The first way that fatigue may be reduced is by being lazy. This means spending an entire shift (5 hours) doing nothing productive.

The second way that fatigue may be reduced is by engaging in a war. You don't have to win a war, just participate.

Finally, fatigue may be overcome by winning a conflict with a nemesis. More on nemeses can be found in **PLAYING THE VILLAIN**.

WARS

"Wars" are an example of the tendency to overexaggerate everything. They used to be called arguments, fights or brawls, but calling them Wars implies a much more serious conflict, no matter the fact of the situation.

Every War begins as an argument, but it eventually devolves into a big free-for-all where everyone throws whatever they can get their hands on. There may be distinct sides to a war, or there may not, and both can occur at once.

Despite war's implication of people dying, wars in the MLC have never gone that far. Usually most people involved come out of a war with scrapes and bruises. Occasionally someone is injured, but those sorts of injuries can be fixed with a repair drink.

After each War there's a lot of broken stuff lying around. People scavenge the battlefield for anything useful or that they can sell.

Wars, like other conflict with a nemesis, can eliminate fatigue.

3. INCREASING DEBT

If a PC doesn't pay their debts off every session, their debt score permanently increases by 1. That means more fortune cards are drawn at the beginning of each session. It also opens up an additional skill slot, wherein people learn to be more resourceful and actually practice the skills they only had a passing familiarity with in the past.

4. NEMESSES

Each player makes and controls the nemesis of the player to their left. More information about this can be found in **PLAYING THE VILLAIN**. Record sheets can be found at the back of this book or downloaded from: <https://madunkie.wordpress.com/downloads/>

How to Run 2

THE FIRST SESSION

If this is the first session, have the players design brands and characters. Also make sure that every player has 2 10-sided dice, plus a number of whatever you're using for fortune tokens and money. Leave nemeses (and their record sheets) until a later date. Make sure you explain the setting and rules.

Ask the players if there's anything they'd like to avoid or don't want to deal with in detail. Remind them that those lists may be added to during play and that there's an X-card they can use if something comes up during the story. This should be the same whether you're introducing a group or a new player. I'd suggest setting an example by using the X-card early for something that only has a minor consequence, such as changing a name or to avoid detailing a certain sort of situation. This removes most of the stigma surrounding using the X-card.

THE SECOND SESSION

Explain nemeses at the start of the second session and hand out the related record sheets. This delay is to give the chance for PC's secondary goals to emerge.

Recap what happened the previous session before starting the story.

ENDING A SESSION

After play ends it's your job to get serious again. Others can stay in the game's mood, but you have to be able to at least partially get serious.

Thank everyone for playing. Ask if everyone was okay with everything that came up in the story, and what they'd like to explore next session. Make notes of everything mentioned.

Collect all the character and nemesis sheets so you can use them to

plan your next session. Some groups let everyone keep their own characters. If you do this, make sure every character is paired with their own nemesis. After all, who plays the nemesis may change from session to session.

Finally, discuss when you want to play again, or at least talk about when you'll be ready for that discussion. Life gets in the way. Plans change. Be willing to accept that.

ENDING THE CAMPAIGN

All stories end. Let the players know that you'll be ending the game two or three sessions ahead of time. *MLC2* can produce a huge web of social connections and open-ended plots. Start to wrap up as many stories as possible, but it's unrealistic to end them all.

COMPLETE SUCCESS!

This is the perfect way to end a campaign. The characters set up a business that made a regular income, so much so that they can move into the next level of hotel (roughly 2500C per night). Not only that, but the business can be run out of anywhere. Congratulations!

BORROWING MORE

Just under the complete success is the a businesses that needs extra capital to move and continue growing. In order to qualify for a loan, it has to be profitable. Yes, in the real world businesses don't necessarily have to make money to get loans, but these are for the downtrodden, people already have a lot of debts. The banks are going to ignore them until they have some sort of income. Then, they'll try to grab as much of it as they can.

BIG FISH, LITTLE POND

The 10th floor is open only to those who have established successful businesses and now employ others to run them. Having such a business ofte involves establishing a BTribe involving customers as well as employees. Such a BTribe requires CPhone plans, slang, target markets, and everything else a BTribe has.

FORCED OUT

Whether someone is being hunted by the debt police, or they committed some heinous crime, such as violence, or started a union, this is the worst way for a campaign to end. Nonetheless, failure, especially glorious failure, is always an option.

CYBERPUNK

How do you escape and rebel against the hypercapitalistic system? Yes, there is the typical violence, but that usually results in the **FORCED OUT** type of ending.

The secret is to achieving this sort of ending is to establish meaningful relationships with others. More information can be found in **PHILOSIPHICRIMES**.

EMOTIONAL RESOLUTION

This sort of play assumes that the main story involves exploring answers to an open-ended question. These can be very moving and powerful games, but they usually sacrifice some fun in order to create that experience.

An emotional resolution occurs when either all answers to the question have been explored or the question transforms into a new, more relevant question.

PLAYING THE VILLAIN

At some point in the story the players will create and control someone else's nemesis. Nemeses are villains that oppose a character's side interests or goals. Nemeses are useful for rapidly reducing character fatigue, but any consequences may exceed the benefits.

Nemesis sheets can be downloaded from <https://madunkie.wordpress.com>

Can I request that my nemesis be a NPC?

Yes. Just try not to pick someone too powerful.

The first time a nemesis is created have the player give a fortune point to whoever volunteers to play the nemesis. Selecting volunteers is done similarly to fortune auctions. Players can't control multiple nemeses and can't be their own nemesis. If necessary, the GM can control any nemeses if players are unavailable. The character's side interest or goal should be openly declared. Everything else is up to the chosen player.

When should I bring in the nemesis?

Whenever the character already seems busy, but not overloaded. Ideally, whenever you're not doing anything important.

BUILDING A NEMESIS

Creating nemeses can involve many of the same steps as creating a character, but it all happens during the story. Essentially, a nemesis should challenge, and possibly beat, the character. Outside of these activities,

nemeses usually lead boring lives,.

Because each nemesis is created to challenge one character's particular interest, they are not built to take on the entire group, but don't assume that they can't have friends of their own.

ENDING NEMESSES

Nemeses continue to appear in the story until their exit makes sense. Then, and only then, can one nemesis be replaced by another.

METROPOLE LUXURY COFFIN 2.0

NAME BELINDA CALI	BTRIBE
CUPS _____ Currency	
DEBTS 3_____ <i>Debts = Fortune cards dealt each session; Suggest something for the story, not the rules; Must relate to the word on the card; +500C per Debt card dealt; Debt cards can represent any word</i>	
FATIGUED? _____ <i>Must Raise or Beg; Can't spend Fortune</i>	
FACE unknown _____ stranger _____ +2/-2 per word	
FAVOURS _____ <i>List BTribes, not individuals</i>	
Done By You _____	
Done For You _____	
CAPSULE #048 +2 for same floor	SKILLS +4 for applicable skill, +1 for indirect skills 1. Observant Aesthetician 2. Cunning BTribe chameleon 3. _____ 4. _____ 5. _____
CPHONE _____ <i>Used for sense sharing, social media, web browsing, etc.</i>	
How is it used? _____	
Glitch? _____	
OUTFIT +3 per item for dealing with or helping fellow BTribe members	
BTRIBE _____	BTRIBE _____
What is it? _____	Whatisit? _____
Details _____	Details _____

NAME

BELINDA

PLAYER

----- (FOLD HERE) -----

BRAND *Lanki Locks*
Product/Service: Hair Products
Customers: Young Partiers
Slogan: **You can always look better...**
Style: Black with colourful highlights
BTribe: Skanki Lankis
Saying: **Now THAT's Wild!**

RESOLVING CONFLICTS

Declare what you want to accomplish and who you want to do it to. That player then describes how their character reacts and then chooses a move of their own:

1. **Raise** (Req'd by Fatigue): Magnify or add a consequence.
2. **Beg** (Req'd by Fatigue): Pass the turn to either a chosen player or anyone that will help.
3. **Accept:** Take all of the consequences describe so far. The conflict ends if everyone accepts.
4. **Challenge:** Everyone rolls 2d10 and adds modifiers. The highest roll wins their last consequence and the conflict ends.

ADDITIONAL CHALLENGE MODIFIERS

Helper	<i>+2 ea.</i>	Undesired Helper	<i>-2 ea.</i>
BTribe Helper	<i>+3 ea.</i>	BTribe Leader Outfit	<i>+4 ea.</i>

Negotiations, making stuff and performing use slightly different rules as found in **DOING DIFFICULT TASKS**.

METROPOLE LUXURY COFFIN 2.0

NAME DOOREM SMITH	BTRIBE BLAAS TECH
CUPS _____ Currency	
DEBTS _____ <i>Debts = Fortune cards dealt each session; Suggest something for the story, not the rules; Must relate to the word on the card; +500C per Debt card dealt; Debt cards can represent any word</i>	
FATIGUED? _____ <i>Must Raise or Beg; Can't spend Fortune</i>	
FACE unknown _____ stranger _____ +2/-2 per word	
FAVOURS _____ <i>List BTribes, not individuals</i>	
Done By You _____	
Done For You _____	
CAPSULE #056 +2 for same floor	SKILLS <i>+4 for applicable skill, +1 for indirect skills</i> 1. _____ 2. _____ 3. _____ 4. _____ 5. _____
CPHONE <i>Used for sense sharing, social media, web browsing, etc.</i>	
How is it used? _____	
Glitch? _____	
OUTFIT +3 per item for dealing with or helping fellow BTribe members	
BTRIBE _____	BTRIBE _____
What is it? _____	Whatisit? _____
Details _____	Details _____

NAME

DOOREM

PLAYER

----- (FOLD HERE) -----

BRAND **Blaas Tech**

Product/Service: **Control Systems**

Customers: ?? ??

Slogan: **Ve haff ze technology to do zat.**

Style: **Mad scientist chic**

BTribe: **Du Blaas**

Saying: ??

RESOLVING CONFLICTS

Declare what you want to accomplish and who you want to do it to. That player then describes how their character reacts and then chooses a move of their own:

- 1. Raise** (Req'd by Fatigue): Magnify or add a consequence.
- 2. Beg** (Req'd by Fatigue): Pass the turn to either a chosen player or anyone that will help.
- 3. Accept:** Take all of the consequences describe so far. The conflict ends if everyone accepts.
- 4. Challenge:** Everyone rolls 2d10 and adds modifiers. The highest roll wins their last consequence and the conflict ends.

ADDITIONAL CHALLENGE MODIFIERS

Helper	<i>+2 ea.</i>	Undesired Helper	<i>-2 ea.</i>
BTribe Helper	<i>+3 ea.</i>	BTribe Leader Outfit	<i>+4 ea.</i>

Negotiations, making stuff and performing use slightly different rules as found in **DOING DIFFICULT TASKS**.

METROPOLE LUXURY COFFIN 2.0

NAME ZIP McCallister	BTRIBE TheGoFasters
CUPS _____ Currency	
DEBTS 2 _____ <i>Debts = Fortune cards dealt each session; Suggest something for the story, not the rules; Must relate to the word on the card; +500C per Debt card dealt; Debt cards can represent any word</i>	
FATIGUED? _____ <i>Must Raise or Beg; Can't spend Fortune</i>	
FACE unknown _____ stranger _____ +2/-2 per word	
FAVOURS _____ <i>List BTribes, not individuals</i>	
Done By You _____	
Done For You _____	
CAPSULE #072 +2 for same floor	SKILLS +4 for applicable skill, +1 for indirect skills 1. Clever Traceur 2. _____ 3. _____ 4. _____ 5. _____
CPHONE _____ <i>Used for sense sharing, social media, web browsing, etc.</i>	
How is it used? _____	
Glitch? _____	
OUTFIT +3 per item for dealing with or helping fellow BTribe members	
BTRIBE _____	BTRIBE _____
What is it? _____	Whatisit? _____
Details _____	Details _____

NAME

ZIP

PLAYER

----- (FOLD HERE) -----

BRAND _____ Product/Service: _____ Customers: _____ Slogan: _____ Style: _____ BTribe: _____ Saying: _____
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RESOLVING CONFLICTS

Declare what you want to accomplish and who you want to do it to. That player then describes how their character reacts and then chooses a move of their own:

- 1. Raise** (Req'd by Fatigue): Magnify or add a consequence.
- 2. Beg** (Req'd by Fatigue): Pass the turn to either a chosen player or anyone that will help.
- 3. Accept:** Take all of the consequences describe so far. The conflict ends if everyone accepts.
- 4. Challenge:** Everyone rolls 2d10 and adds modifiers. The highest roll wins their last consequence and the conflict ends.

ADDITIONAL CHALLENGE MODIFIERS

Helper	+2 ea.	Undesired Helper	-2 ea.
BTribe Helper	+3 ea.	BTribe Leader Outfit	+4 ea.

Negotiations, making stuff and performing use slightly different rules as found in **DOING DIFFICULT TASKS**.

METROPOLE LUXURY COFFIN 2.0

NAME BANDELE GoDAY	BTRIBE
CUPS _____ Currency	
DEBTS _____ <i>Debts = Fortune cards dealt each session; Suggest something for the story, not the rules; Must relate to the word on the card; +500C per Debt card dealt; Debt cards can represent any word</i>	
FATIGUED? _____ <i>Must Raise or Beg; Can't spend Fortune</i>	
FACE unknown _____ stranger _____ +2/-2 per word	
FAVOURS _____ <i>List BTribes, not individuals</i>	
Done By You _____	
Done For You _____	
CAPSULE #089 +2 for same floor	SKILLS <i>+4 for applicable skill, +1 for indirect skills</i> 1. _____ 2. _____ 3. _____ 4. _____ 5. _____
CPHONE <i>Used for sense sharing, social media, web browsing, etc.</i>	
How is it used? _____	
Glitch? _____	
OUTFIT +3 per item for dealing with or helping fellow BTribe members	
BTRIBE _____	BTRIBE _____
What is it? _____	Whatisit? _____
Details _____	Details _____

NAME

BANDELE

PLAYER

(FOLD HERE)

BRAND _____

Product/Service: _____

Customers: _____

Slogan: _____

Style: _____

BTribe: _____

Saying: _____

RESOLVING CONFLICTS

Declare what you want to accomplish and who you want to do it to. That player then describes how their character reacts and then chooses a move of their own:

- 1. Raise** (Req'd by Fatigue): Magnify or add a consequence.
- 2. Beg** (Req'd by Fatigue): Pass the turn to either a chosen player or anyone that will help.
- 3. Accept:** Take all of the consequences describe so far. The conflict ends if everyone accepts.
- 4. Challenge:** Everyone rolls 2d10 and adds modifiers. The highest roll wins their last consequence and the conflict ends.

ADDITIONAL CHALLENGE MODIFIERS

Helper	<i>+2 ea.</i>	Undesired Helper	<i>-2 ea.</i>
BTribe Helper	<i>+3 ea.</i>	BTribe Leader Outfit	<i>+4 ea.</i>

Negotiations, making stuff and performing use slightly different rules as found in **DOING DIFFICULT TASKS**.

**METROPOLE
LUXURY
COFFIN 2.0**

NAME _____	BTRIBE _____
CUPS _____ Currency	
DEBTS _____ <i>Debts = Fortune cards dealt each session; Suggest something for the story, not the rules; Must relate to the word on the card; +500C per Debt card dealt; Debt cards can represent any word</i>	
FATIGUED? _____ <i>Must Raise or Beg; Can't spend Fortune</i>	
FACE unknown _____ stranger _____ +2/-2 per word	
FAVOURS _____ <i>List BTribes, not individuals</i>	
Done By You _____	
Done For You _____	
CAPSULE #091 +2 for same floor	SKILLS <i>+4 for applicable skill, +1 for indirect skills</i> 1. _____ 2. _____ 3. _____ 4. _____ 5. _____
CPHONE <i>Used for sense sharing, social media, web browsing, etc.</i>	
How is it used? _____	
Glitch? _____	
OUTFIT +3 per item for dealing with or helping fellow BTribe members	
BTRIBE _____ What is it? _____ Details _____	BTRIBE _____ What is it? _____ Details _____

NAME

PLAYER

----- (FOLD HERE) -----

<p>BRAND _____</p> <p>Product/Service: _____</p> <p>Customers: _____</p> <p>Slogan: _____</p> <p>Style: _____</p> <p>BTribe: _____</p> <p>Saying: _____</p>
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RESOLVING CONFLICTS

Declare what you want to accomplish and who you want to do it to. That player then describes how their character reacts and then chooses a move of their own:

1. **Raise** (Req'd by Fatigue): Magnify or add a consequence.
2. **Beg** (Req'd by Fatigue): Pass the turn to either a chosen player or anyone that will help.
3. **Accept**: Take all of the consequences describe so far. The conflict ends if everyone accepts.
4. **Challenge**: Everyone rolls 2d10 and adds modifiers. The highest roll wins their last consequence and the conflict ends.

ADDITIONAL CHALLENGE MODIFIERS

Helper	<i>+2 ea.</i>	Undesired Helper	<i>-2 ea.</i>
BTribe Helper	<i>+3 ea.</i>	BTribe Leader Outfit	<i>+4 ea.</i>

Negotiations, making stuff and performing use slightly different rules as found in **DOING DIFFICULT TASKS**.

METROPOLE LUXURY COFFIN 2.0

NAME _____	BTRIBE _____
CUPS _____ Currency	
DEBTS _____ <i>Debts = Fortune cards dealt each session; Suggest something for the story, not the rules; Must relate to the word on the card; +500C per Debt card dealt; Debt cards can represent any word</i>	
FATIGUED? _____ <i>Must Raise or Beg; Can't spend Fortune</i>	
FACE _____ +2/-2 per word	
FAVOURS _____ <i>List BTribes, not individuals</i>	
Done By You _____	
Done For You _____	
CAPSULE # _____ <i>+2 for same floor</i>	SKILLS <i>+4 for applicable skill, +1 for indirect skills</i> 1. _____ 2. _____ 3. _____ 4. _____ 5. _____
CPHONE <i>Used for sense sharing, social media, web browsing, etc.</i>	
How is it used? _____	
Glitch? _____	
OUTFIT <i>+3 per item for dealing with or helping fellow BTribe members</i>	
BTRIBE _____	BTRIBE _____
What is it? _____	Whatisit? _____
Details _____	Details _____

NAME

PLAYER

- - - - - (FOLD HERE) - - - - -

<p>BRAND _____</p> <p>Product/Service: _____</p> <p>Customers: _____</p> <p>Style: _____</p> <p>BTribe: _____</p> <p>Saying: _____</p>

RESOLVING CONFLICTS

Declare what you want to accomplish and who you want to do it to. That player then describes how their character reacts and then chooses a move of their own:

- 1. Raise** (Req'd by Fatigue): Magnify or add a consequence.
- 2. Beg** (Req'd by Fatigue): Pass the turn to either a chosen player or anyone that will help.
- 3. Accept:** Take all of the consequences describe so far. The conflict ends if everyone accepts.
- 4. Challenge:** Everyone rolls 2d10, adding any modifiers. The highest roll wins their last consequence and the conflict ends.

ADDITIONAL CHALLENGE MODIFIERS

Helper	<i>+2 ea.</i>	Undesired Helper	<i>-2 ea.</i>
BTribe Helper	<i>+3 ea.</i>	BTribe Leader Outfit	<i>+4 ea.</i>

Negotiations, making stuff and performing use slightly different rules as found in **Do in' TASKS**.

_____ 's NEMESIS

NAME: _____

CAPSULE: _____

BTRIBE: _____

DEBTS: _____

FACE: _____

- SKILLS:
1. _____
 2. _____
 3. _____
 4. _____

NOTES: _____

------(CUT HERE)-----

_____ 's NEMESIS

NAME: _____

CAPSULE: _____

BTRIBE: _____

DEBTS: _____

FACE: _____

- SKILLS:
1. _____
 2. _____
 3. _____
 4. _____

NOTES: _____
