

Yet another day in the city. God does it suck. Welcome, if you can call it welcome, to Transmetropolitan. It's half vacation world, half societal hellhole, half authoritarian dystopia, and all colorful. Foglet people made entirely of nanomachines float around, transients trying to convert to full alien because they're desperate, the police are out to get everyone, and the rule of three is broken on a whim.

Origins

- Revival
 - Whether you've dropped in from the 20th-21st centuries, or you came from another world, you woke up by being unfrozen and cloned. There is no support service for you to adjust to modern life, and you get a set of donated clothes that went through dry-cleaning and radiological sterilization to remove the diseases.
- Journalist/Reporter
 - A professional writer for a magazine or newspaper if you're confident and competent, or a reporter if you're just confident. You've got a job in the most interesting part of town, wherever the story is.
- Lawyer
 - Sleazy men that nobody trusts but everyone needs. Lawyers know the ins and outs of law, and have high paying jobs. You can always tell a lawyer from everyone else, the drugs in their pockets ruin the lines of their pants.
- Politician
 - In the spotlight 24 hours a day, 7 days a week, 368 days a year. You're a leader of men, and in charge of something somewhere. You're both the fall man and the man on whom everything relies.
- Businessman
 - You don't have time to talk, you're too busy making money. If it can be peddled, you're peddling it. Flesh, food, drugs, robots, all are within your reach. Just make sure you've got

some friends to protect your business from other businessmen.

- Police
 - THIS INFORMATION IS OFF LIMITS. RETURN TO YOUR HOMES AND YOU WILL BE BEATEN. STAY HERE AND YOU WILL BE SHOT. YOU HAVE ONE SECOND TO COMPLY.

Locations (Roll 1d8 or pay 100)

- Redchurch Housing Projects
 - The worst parts of the city. Primarily populated by poor people who voted for the opposition party in the last election, rampant with diseases too expensive for them to cure, it at least has the benefit of the police refusing to come here (for their own health).
- Print District
 - One of the cleanest (trash wise, certainly not morally) places in the city. Full of cameras both public and private, expect absolutely nothing you do here to go unknown.
- Factory Reservation
 - While Makers are common to Middle Class and Upper Class homes, they still aren't cheap enough to put everywhere, and a new Base Block will typically cost them more than a year's worth of wages. Thus, new products still need to be made.
- The Capitol
 - In the middle of the head of the "Free" world. You began your journey here during the term of The Beast, who seems to follow the worst ideas possible to lead. You'll end it here under the term of The Smiler, who actually does follow the worst.
- Reservation
 - Whether living in one, or just taking care of one, you're at one of the reservations of old Earth's cultures. Choose from Mayan, Democrat, Republican, Future, and Edo Japan
- Angels 8 District
 - Surrounded by Transients, whores, and more whores. This is one of the poorer areas of The City, and often the target of

police raids whenever the city needs an example, or the police are bored.

- Rural Home
 - HA! You're not in crazy land anymore! You've got a near idyllic home in the mountains or the plains, away from the madness of the city. No radio or TV, but that can be nice too.
- Fuck Off, I'm Busy.
 - You can't be bothered with "randomness". You ended up exactly where you wanted to go.

Skills and Abilities

- Buybomb Immunity (100)
 - Whether you're quick with reflexes or you have a brain just different enough, Buy-Bombs don't affect you. This will lead to a beautiful, ad-free night's sleep.
- Just a Gun (100)
 - You have a mastery of saying things that are completely crude, horrifying, and thought provoking at the same time. Your swear-riddled rants will leave people astonished, your naked diatribes will have them quoting, and most importantly, your filth will have them *thinking*.
- Deadly With a Phone (150)
 - There's an art to phone conversation, and you're the master. You have the knack for getting information through the phone, or getting your threats across well.
- Beastmode (200)
 - There's a trick to Monsterring, where you hound them day and night for the tiniest of things. And you make it look good, while making them look bad.
- Chekhov's Background Skills (200)
 - Somewhere, somehow, something got you interested enough to make it into a hobby. Maybe it's dancing. Maybe it's weaving. Maybe it's caribouback riding. Whatever it is, your hobbies have a tendency to get you out of a bind.
- Investigation (400 Discount Journalist/Reporter)

- You've got a skill most people lack these days. You've got the ability to actually research things. A long time ago people started getting inundated with info, and they just stopped trying to prevent their own from getting out on the assumption that they wouldn't get found.
- Legalese (400, Discount Lawyer)
 - If there's a law, you can hide behind it. If you don't like someone, you can get them arrested for something. You can get rich by suing someone for something they didn't do, or by defending someone for something they did. The possibilities are endless.
- Unexpected (400, Discount Revival)
 - There's a knack to getting around without notice, and you have it. You always seem to be in the right place or wearing the right thing to not get noticed, get out of file rooms just in time, and have the best opportunities for implicating or exculpating photos.
- Graft (500, Discount Businessman)
 - You know your way around bribery. You've got the skills to bend a regulation in your favor, to institute a new one to protect you, and to get information discreetly.
- Trust the Fuckhead (500, Discount Politician)
 - The right words always seem to come to you. They may not be logical, but they have great emotional appeal and you can almost convince people to do near anything for you, and believe anything you say, as long as you seem to truly *believe* and they have reason to trust you.
- Beatings Are Coming (500, Discount Police)
 - You know who they are. You know what they did. Beatings are Coming.

And they can't stop you from doing it.

Items

- Chair Leg of Truth (Free)

- An artifact weapon, obtained 7 years after you enter the world. Listen to the Chair Leg of Truth! It does not lie!
- Source Gas (25)
 - Aerosol nanites which stick to your clothes and record conversations you have for the next 30 minutes, then lose power. Pack of 4 capsules.
- Phone Implant (25)
 - A temporary phone that metabolizes over five minutes. Allows you to contact someone quickly and discreetly, then disappear. Dose of 10 pills.
- Fake ID Cards (50)
 - Everyone has them, everyone needs them. The basics will cover the generic things, beer purchase, selling kidneys, etc. More advanced ones that can get you into important places will cost you 200.
- Feed Subscriptions (50)
 - A 10 year subscription to Amfeed, The Hole, SPKF, and most of the other major news services.
- Seed Money (50, Free Businessman)
 - Whether gotten from investors and backers as seed money, or obtained from other people as "Seed" money, you now have \$100,000 in a bank account, or \$75,000 in non-traceable accounts/cash. Businessmen obtain \$300,000 or \$225,000 non-traceable.
- Ebola Cola (50)
 - You drink it, it eats you! Gain three cases of Ebola Cola. Whether used as a joyful prank or a malicious slight, Ebola Cola can infect anyone with the easily cured Ebola virus.
Author's Note: God DAMN did Ellis predict this kind of shit or what?
- Hidey-hole (50)
 - A small, cramped area that almost nobody knows about. While there's no amenities besides a bathroom, AC, and a single bed, it's in an obscure part of town, locked well, and in that one area that was an accident on the blueprints that's

officially listed as nothing. Comes with GPS coordinates that you can memorize, just in case.

- Soundproofing Can (100)
 - Exactly what it says on the tin. Conversations within the same room as the stick cannot be heard outside the room by any means for two minutes. Comes in a package of 3.
- Bowel Disruptor (100)
 - A weapon capable of committing horrible, painful, non-lethal gastrointestinal trouble. Three settings: Loose, Watery, and Prolapse.
- Stimulants (100, Free Journalist/Reporter)
 - Washed Caffeine, Ginkgo Biloba, Guarana, Jumpstart, etc. It boosts intelligence, you've got it. Assuming you nearly overdosed on all of them every day, you'd have six months worth.
- Drugs (100, Free Lawyer)
 - Amphetamines, crystallized piss from Hitler, Methyl-coke-codone, military grade hemp. It gets you high, it can be found in your stash. Keeping it on you tends to ruin your pants though.
- DW-240 Nitro Revolver (150)
 - A .753 caliber revolver firing glass projectiles which break in the body, releasing liquid nitrogen into the new cavity.
- Glasses (200, Discount Revival)
 - A set of glasses keyed to your optic nerves which can take still photos. Each pair has 16 terabytes of memory. Additional abilities can be added at the cost of memory. Video creation costs 1 terabyte. Display costs 1 terabyte. Network connectivity (Phone, internet, underground morse code, etc.) costs 4. Personal Computer functions cost 2. Additional functions cost 1 terabyte each.
- Contacts (200, Discount Politician)
 - You've got friends in higher, or lower, places. These men/women/things are capable of getting you a great deal of what you desire, be it information or "illegal" materials.
- Inoculations (200, Discount Police)

- After a series of riots that have happened over the past thirty five years, the bureaucrats have finally gotten around to producing a generic inoculation. Inoculating you from the infectious diseases that most people get infected with, you now have a resistance to all diseases (including the myriad STD's).
- Flammenkarbin (350)
 - Napalm carbine. Fires a .30-06 rubber bullet which splits apart and lights on fire on contact or after 500 feet.
- Maker (500)
 - A matter creation machine the size of a washing machine, capable of turning one form of matter into another. Allows the creation of clothes, shoes, weapons, nearly anything you can think of so long as it has a blueprint for it. Certain things can't be built due to lockouts in the machine, which are difficult to remove, and dangerous if you build the wrong things. Uses Base Blocks or whatever you put in it for materials, though not using base blocks is less efficient. Still requires power.
- Mini Maker (400)
 - A portable maker the size of a Polaroid One Step Camera. Capable of creating small objects like stickers, batteries, packs of gum, etc. Certain items cannot be created due to lockouts in the machine, which are difficult to remove.
- Base Block (5 Mini, 25 Maker)
 - Superdense matter suspended in a drift vise. The Base Block is the material that Makers require to create things. Each Base Block provides enough materiel for 6 months, assuming typical usage for a family of four. Usage for more than typical food and clothing creation will deplete it faster.

Companions (You may choose one companion. Additional companions cost 100 CP. You may put your current companions into this form should you choose)

- Filthy Assistant
 - The hired help. Your friendly (in no way) helpful (as if) Assistant will be there (when she's damn good and ready) to

get you out of a bind, act as a distraction, or just take notes during important meeting (Translation: Snore like a madman and let a computer type it automatically). Comes with free Anti-cancer drugs for both your smoking habits.

- Intelligent Animal
 - ¿Adónde usted va puta? This intelligent cat speaks fluent English and Spanish, can get into tight places, and knows the best places to buy amph-nip in the city. Comes with a bath, because god damn cat why do you smell so bad?
- "Honest" Cop
 - A policeman who is actually trying to do their job to do good. Friendly (ish), and doesn't shoot everything that looks at them, with the skills of a professional bouncer at the SuperBulge (international fucking competition).
- Drug Pusher
 - Crazy Eddie. He can get anyone their fix, make any drug legal and non, and he even knows where you can get you the good Menthol Cools that they don't make anymore.

Setbacks (Assuming anything is a setback in this world). Take up to 600 points worth of setbacks.

- Joke (-200)
 - You fuckers thought I was kidding, didn't you? Take two hundred points off you degenerate slimebag. Keep it up and I'll make it three.
- Two Tugs (+100)
 - You met a girl a while back on the West Coast. You got together, had a few laughs. A few years later, you've got a kid coming at you with a knife claiming you're their daddy, whether you're male or not. The kid is going to hang around as long as necessary to get you to accept them. The question is, are they really yours?
- Harder, Bigger, Fatter, Stiffer (+100)
 - Someone's got the biggest hateboner for you. Whether it's a politician you've irked, a journalist you've encountered, or a policeman you've fought doesn't matter. What does matter is

that they want you dead or ruined, and they'll spend everything they can afford to screw you over.

- Infopollen Exposure (+200)
 - You fell down a hole. That hole was full of dust. And the dust was Infopollen. You've got ads from a quarter of a century ago going through your head whenever you're sleeping, or daydreaming, or have free time at all. There's also a 60% chance that exposure to it will have caused a degenerative neural disease that will cause you to lose your memory and most of your body function, with a 1% chance of recovery.
- Ruinstorm (+200)
 - You've heard of Ruinstorms. Horrible storms from a time past. Waters get 10 feet deep just from the rain, and the wind is enough to knock down the weaker buildings. Every year there is a 10% chance of a ruinstorm somewhere in the USA, and when the canon Ruinstorm starts you'll be outside. You'd best be able to run *fast*.
- Non-humanist (+300)
 - You've got an obsession with body modding. You'll start off small. A tattoo here, an implant there, a day or two as a lizard. But it grows. You'll start craving more. You'll spend every day thinking on how to improve yourself. And unless you can figure out how to stop yourself, you'll try to go all the way. You'll become a Transient, hated by everyone, or you'll become a Foglet with no body of your own.
- Callahandy (+300)
 - You're a likeable guy, right? Unfortunately you're also a relative of Senator Callahan, and it's during a reelection campaign for him. He invites you over all the time these days, and he's got connections to know when you're not busy.

Future

- Screw That
 - You're fine here. Everything that's bad has already happened, and everyone is a bit more honest in a way. You can live here.

- Get Bent
 - This place sucks ass! You're leaving and you're taking it with you.
- Fuck Off
 - No more. This place was the last gorram straw, and you're taking your balls (all three of them) and going home.

Notes

- Becoming a Foglet or Transient counts as becoming dead, and you will have effectively chosen the "Screw That" or "Get Bent" options.
- Where you start doesn't affect where you can live, but it may provide a stigma if you decide to live in richer parts or in unlisted parts the city if you can afford to move.
- The Kid isn't yours. It's a FAAAAAKE. Roll 1d8
 - Evens: It's a Childbot trying to spy on you.
 - Odds: It's a scam to try to get your money on a regular basis for Alimony. The kid was grown at Long Pig's.
 - Either way, you've got to figure out how to prove it first.

9/26/14 1:00 PM

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